

A Familiar Problem Rpg

A Familiar Problem RPG: A Comprehensive Guide to Mastering the Genre

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Publisher: Wyrnwood Publishing, a leading publisher of gaming guides and strategy manuals known for their in-depth analyses and accessible writing style. Wyrnwood's expertise lies in providing players with the tools to enhance their gaming experience across various genres, including the challenging intricacies of the "familiar problem RPG."

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Summary: This guide delves into the unique challenges and rewards of the "familiar problem RPG" subgenre. It explores best practices for both players and game masters (GMs), highlighting common pitfalls to avoid and providing actionable strategies for creating engaging and immersive experiences. The article covers character creation, narrative development, problem-solving mechanics, and the overall management of familiar, yet complex, problems within the game world.

1. Understanding the "Familiar Problem RPG" Genre

The "familiar problem RPG" is a unique subgenre characterized by its use of relatable, everyday problems as the core of its gameplay. Unlike high-fantasy adventures or sci-fi epics, these games focus on the challenges of navigating mundane issues within a defined social or professional context. This might involve navigating office politics, managing household finances, or even dealing with the complexities of interpersonal relationships. The challenge lies not in overcoming fantastical monsters, but in mastering the nuances of human interaction and problem-solving within a realistic (or realistically heightened) setting.

2. Character Creation: Beyond the Stereotype

Character creation in a "familiar problem RPG" demands a different approach than traditional fantasy settings. Instead of focusing solely on combat skills and magical abilities, players should develop detailed backstories, personalities, and flaws that directly impact their ability to navigate the game's "familiar problems." Consider including aspects like:

Professional background: What is their job? What are their strengths and weaknesses in their profession?

Personal relationships: How do their relationships with family, friends, and colleagues influence

their actions and decisions?

Financial situation: Are they wealthy, struggling, or somewhere in between? How does this impact their choices?

Personal flaws: What are their weaknesses? How do these flaws create conflict and challenge?

3. Narrative Development: The Art of the Mundane

The narrative in a "familiar problem RPG" is as crucial as the mechanics. The GM needs to create a compelling story arc that centers around believable and relatable challenges. It's important to:

Establish clear stakes: Even everyday problems have consequences. What happens if the players fail to solve the central conflict?

Develop believable NPCs: Create characters with their own motivations, flaws, and relationships. Avoid cardboard cutouts.

Embrace the unexpected: Allow for player agency and embrace unexpected turns in the narrative. The most engaging "familiar problem RPGs" allow for improvisation and emergent storytelling.

4. Problem-Solving Mechanics: Beyond Dice Rolls

While dice rolls might have a place, the "familiar problem RPG" often emphasizes non-combat problem-solving. This might involve:

Skill checks: Using relevant skills (negotiation, persuasion, investigation, etc.) to overcome obstacles.

Resource management: Balancing time, money, and other resources to achieve objectives.

Social interaction: Building relationships, influencing others, and navigating social dynamics.

Negotiation and compromise: Finding solutions that satisfy multiple parties involved in the conflict.

5. Common Pitfalls to Avoid in "Familiar Problem RPGs"

Lack of stakes: If the consequences of failure are minimal, players may lose motivation.

Unrealistic scenarios: While the setting might be grounded in reality, the problems should still feel challenging and engaging.

Poorly defined rules: Clear guidelines for problem-solving mechanics are essential for a smooth gaming experience.

Overly complex systems: Keep the rules simple and intuitive to avoid bogging down the gameplay.

Ignoring player agency: Allow players to shape the narrative and make meaningful choices.

6. Best Practices for GMs of "Familiar Problem RPGs"

Focus on character development: Help players build rich and believable characters.

Create engaging scenarios: Present challenges that are both relatable and challenging.

Embrace player creativity: Allow players to use their imagination and resourcefulness.

Provide clear feedback: Let players know the consequences of their actions.

Encourage collaboration: Foster a cooperative environment where players work together to solve problems.

7. Best Practices for Players of "Familiar Problem RPGs"

Develop a detailed backstory: This will help you make informed decisions within the game.

Embrace roleplaying: Get into character and interact with other players and NPCs authentically.

Think strategically: Consider the long-term consequences of your actions.

Communicate effectively: Work with your GM and other players to solve problems collaboratively.

Have fun! Remember that the goal is to enjoy the experience.

8. Conclusion

The "familiar problem RPG" offers a unique and rewarding gaming experience, challenging players to engage with relatable situations and develop creative solutions. By understanding the genre's specific challenges and employing the best practices outlined in this guide, both GMs and players can create truly engaging and immersive experiences. Mastering this genre requires a blend of creative storytelling, thoughtful character development, and a willingness to embrace the complexities of human interaction within a game world.

FAQs

1. What makes a "familiar problem RPG" different from other RPGs? It focuses on everyday problems and human interaction, rather than fantastical elements or high-stakes combat.
2. How can I create engaging scenarios for a "familiar problem RPG"? Draw inspiration from real-life situations, adding a touch of heightened drama or unexpected twists.
3. What are some good resources for designing a "familiar problem RPG"? Look at real-life case studies, social commentary, and stories that highlight interpersonal conflicts.
4. How do I handle player conflict in a "familiar problem RPG"? Encourage players to work together, but also acknowledge that conflicts are part of real life. Guide them towards solutions through roleplaying and negotiation.
5. Can I use traditional RPG mechanics in a "familiar problem RPG"? Yes, but adapt them to fit the genre's focus on social interaction and problem-solving rather than combat.
6. How do I balance realism with entertainment in a "familiar problem RPG"? Strive for a heightened reality, where everyday problems have more significant consequences, creating a sense of tension and drama.
7. What if players get "stuck" on a problem? Provide hints and guidance, but avoid giving away the solution directly. Encourage players to brainstorm and collaborate.
8. What kind of rewards are suitable for a "familiar problem RPG"? Consider rewards that reflect the game's theme, such as improved relationships, financial stability, or personal growth.
9. How can I ensure my "familiar problem RPG" is inclusive and avoids harmful stereotypes? Carefully consider the representation of various groups and actively strive for diversity and sensitivity in character creation and scenario design.

Related Articles:

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9. Familiar Problem RPGs and Player Agency: Empowering Players Through Choice and Consequence: Focuses on empowering player agency and maximizing player choice within the game's structure.

a familiar problem rpg: Tal'Dorei Campaign Setting Reborn Matthew Mercer, Joey Haeck, Hannah Rose, 2021-12-31 Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

a familiar problem rpg: Dweomercraft Steven Creech, David Woodrum, Neal Levin, 2003-12-01

a familiar problem rpg: Spire Grant Howitt, Christopher Taylor, 2018

a familiar problem rpg: Wilderness Origins Paizo Publishing, 2019 Harness the unstoppable

force and life-giving power of the natural world! Pathfinder Player Companion: Wilderness Origins provides new options for those who peacefully coexist with their environments. Learn the magical secrets of the wilderness, tame fierce allies, and channel the awesome destructive power of nature and the elements, from the deadly rush of a flashflood to the inferno of a forest fire! Inside this book you'll find: ► Options for the shifter class, including new animal aspects, feats to augment the shifter's animal forms, and archetypes that channel the fury of dragons or the power of fire! ► Racial traits, feats, and archetypes for the vine leshy, gathlain, and ghoran that allow them to further leverage their inherent connection to the verdant power of nature! ► New player options for characters who draw their inspiration from nature, from witches who draw on the magic of wildflowers to summoners and spiritualists who bargain with kami! This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder Campaign Setting, but it can easily be incorporated into any fantasy world.

a familiar problem rpg: Nephilim Fabrice Lamidey, Frederic Weil, Sam Shirley, Greg Stafford, 1994 [NEPHILIM ROLEPLAYING] In ages past you lived many times. Your slaves built the great pyramid to honor your death; you dies for the sins of Jerusalem; you lost your head suggesting they eat cake. You are Nephilim—demigod, prophet, saint, and magician from the mythic past. Again you incarnate, to continue your ancient struggle for enlightenment, and against the plots of occult societies who seek to enslave you and steal your magic. A BASIC ROLEPLAYING GAME.

a familiar problem rpg: Those Dark Places Jonathan Hicks, 2007-07-27 Jonathan Hicks, published twice in the British Science Fiction Association's writer's magazine 'FOCUS' and the mission designer/dialogue writer of the mobile telephone game of acclaimed television show 'Battlestar Galactica', presents twelve short stories about the little people in the big universe. I grew up with the grandiose science fiction tales, in books and on film, with great galaxy-spanning adventures or life-changing technologies, said Jonathan Hicks. In this book I concentrate on the 'little guy', the people who work behind the scenes and those who get a less than stellar deal out of the supposed adventure travelling the galaxy and exploring new technologies offers. Click on the 'preview this book' under the cover picture above to find out more about these stories. Contains strong language and some violence

a familiar problem rpg: Into the Odd Chris McDowall, 2015-01-10 Into the Odd contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the Odd World, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the Oddpendium.

a familiar problem rpg: Bedlam City: Savage Worlds Edition James Thomson, 2009-12-24 WELCOME TO BEDLAM! Take a trip back to the Iron Age of comics and visit Bedlam City. It's the smaller, dirtier and more dangerous town next door to your superhero campaign's shining metropolis, presented here in lavish detail. Stalk its alleys, punch out its supervillains, expose its horrible secrets--and have no fear, there are always plenty more where they came from. Weighing in at a whopping 394 pages, this book is crammed with dozens of NPCs, neighborhoods, adventure

seeds and locations, with enough back-stories and plot arcs to keep your PCs playing for years. Fully compatible with the Super Powers Companion Bedlam City is fast, fun and ferocious, with no new rules to learn or systems to memorize. If you own a copy of the Super Powers Companion you can pick up Bedlam City and start playing it right now. So what are you waiting for? Bedlam is calling. There's a shadowy rooftop out there just waiting for you to start lurking on it...

a familiar problem rpg: Do Mark Diaz Truman, 2016-06-16 Dear Pilgrims of the Flying Temple, We need your help... So begins the latest letter your troupe of pilgrims has received. There's only one problem--the Flying Temple has disappeared, leaving only a single dragon's egg in its place! It's up to you and the other teenaged pilgrims to carry on with the temple's work, helping the residents of the Many Worlds with their problems. But it won't be easy. Evildoers plot to take advantage of the temple's absence; there are no monks to give advice on how to deal with them, and your young dragon gets you into trouble as much as it helps you. But you cannot ignore the people of the Many Worlds when they turn to you for help... Do: Fate of the Flying Temple is a family-friendly standalone roleplaying game. This book contains everything you need to set off for adventure in the windpunk setting of the Many Worlds. In this game, you can fly with dragons, solve problems and puzzles, and defeat the bad guys just like the heroes of Avatar: The Last Airbender and How to Train Your Dragon. Join the Flying Temple and set off for adventure!

a familiar problem rpg: Bubblegumshoe, 2016-06-16 Someone stole my kid brother's bike... Someone sabotaged the pep rally... Someone destroyed the Homecoming queen's reputation... The world is full of mysteries. It's up to your group of intrepid teen sleuths to solve them. In Bubblegumshoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. In this stand-alone game, you'll find: Rules to create your Sleuth's web of relationships and make the most of GUMSHOE's resource-management A simple setting system designed for large scale town creation all the way down to scene locations, plus extensive information on Drewsbury, a ready-to-go setting A variety of short mystery starters, including a full introductory mystery: Hey! That's My Bike! Extensive support to help GMs create their own mysteries using pre-established characters and settings Rules for social Throwdowns as well as physical altercations to reflect the drama of high school noir A slimmed-down list of investigative abilities vs GUMSHOE's default to make for faster decision making Bubblegumshoe. The secrets will out.

a familiar problem rpg: Wanderhome Jay Dragon, 2021-06 Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

a familiar problem rpg: Critical Role: The Tales of Exandria Volume 1 --The Bright Queen Matthew Mercer, Darcy van Poelgeest, 2022-11-22 Game Master Matthew Mercer joins Eisner Award-winning writer Darcy van Poelgeest (LittleBird) and fan-favorite artist Couple of Kooks in a brand new Critical Role story from the mighty Kryn Dynasty, collected in a trade paperback and ready to take its place in your Critical Role library. Could the fabled Luxon be the downfall of the Kryn Dynasty? Leylas Kryn, the Bright Queen, has spent multiple lives in pursuit of assembling the otherworldly Luxon. So when another piece appears nearby, Leylas sends her eternal lover Quana to collect it... with consequences that may threaten the entire Dynasty! Hope for the future clashes with darkness from the past in a stellar new story from the world of Critical Role!

a familiar problem rpg: Ponyfinder: Campaign Setting David Silver, 2014-02-14 Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's

alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New gods New spells New class archetypes New equipment New bloodlines New races Compatible with Pathfinder and 5E.

a familiar problem rpg: In Nomine Derek Percy, 1997 -- The core book for a popular roleplaying series. -- Supported by more than a dozen other titles, with more on the way. -- Lush graphic design with full color throughout -- winner of the Origins Award for Best Graphic Design in a RPG! In Nomine is a modern roleplaying game in which the players take the part of celestial beings -- angels and demons -- as they struggle for control of humanity and themselves. The celestials, powerful though they may be, are merely pawns in a much larger game being played by their Superiors, the Archangels and Demon Princes. In Nomine places atmosphere above rules mechanics, and is designed for a Game Master and players who want to explore personalities and motivations. Each Choir of Angels and Band of Demons has its own distinct personality, and its own part to play in the Celestial Symphony, as they seek to bring out the best and worst in mankind.

a familiar problem rpg: Scenic Dunnsmouth Lamentations of the Flame Princess, 2017-07 Dunnsmouth is diseased and rotten to the core. Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered. Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play. Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games.

a familiar problem rpg: World of Darkness Core Rulebook, 2004-08-01 The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening.

a familiar problem rpg: Ultimate Intrigue Jason Bulmahn, 2016-04-19 A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. Ultimate Intrigue, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: -The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. -Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more! -A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. -Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. -Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. -...and much, much more!

a familiar problem rpg: *Game Wizards* Jon Peterson, 2021-10-12 The story of the arcane table-top game that became a pop culture phenomenon and the long-running legal battle waged by its cocreators. When Dungeons & Dragons was first released to a small hobby community, it hardly seemed destined for mainstream success--and yet this arcane tabletop role-playing game became an unlikely pop culture phenomenon. In *Game Wizards*, Jon Peterson chronicles the rise of Dungeons & Dragons from hobbyist pastime to mass market sensation, from the initial collaboration to the later feud of its creators, Gary Gygax and Dave Arneson. As the game's fiftieth anniversary approaches, Peterson--a noted authority on role-playing games--explains how D&D and its creators navigated their successes, setbacks, and controversies. Peterson describes Gygax and Arneson's first meeting and their work toward the 1974 release of the game; the founding of TSR and its growth as a company; and Arneson's acrimonious departure and subsequent challenges to TSR. He recounts the Satanic Panic accusations that D&D was sacrilegious and dangerous, and how they made the game famous. And he chronicles TSR's reckless expansion and near-fatal corporate infighting, which culminated with the company in debt and overextended and the end of Gygax's losing battle to retain control over TSR and D&D. With *Game Wizards*, Peterson restores historical particulars long obscured by competing narratives spun by the one-time partners. That record amply demonstrates how the turbulent experience of creating something as momentous as Dungeons & Dragons can make people remember things a bit differently from the way they actually happened.

a familiar problem rpg: *Heroes of Horror* James Wyatt, Ari Marmell, C. A. Suleiman, 2005 The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns.

a familiar problem rpg: *GURPS Lite* Sean Punch, 2000

a familiar problem rpg: *Supers!* Simon Washbourne, 2010-09 *Supers!* is a game all about playing costumed heroes - the kinds of hero you see in good old-fashioned comic books. These heroes are larger-than-life; they have high ideals and they know right from wrong. Their world is black-and-white; they are good and the villains are bad. There are no real grey areas. Their cause is justice, liberty and freedom. They seek to protect the weak and defend the common man. Most are loved by all; some are misunderstood and don't get the adoration they feel they deserve. But regardless, they strive to do the right thing and aim to make a difference. This is a straightforward but fun role playing game, with quick character generation and easy-to-understand rules. You can pick up a few dice and be playing SUPERS! within minutes.

a familiar problem rpg: *Dark Places And Demogorgons (Soft Cover)* Eric Bloat, Josh Palmer, 2017-08-05 Following in the tradition of the highly popular SURVIVE THIS!! *Zombies!* comes SURVIVE THIS!! *Dark Places & Demogorgons*, a tabletop roleplaying game that uses the Original 1970s Fantasy Roleplaying game rules but mutates it into this retro nightmare that you hold in your hands now. It's sleek, slender and creepy as Hell. In *Dark Places & Demogorgons*, you play as high school students during the early 1980s. The town you live in has had a rash of disappearances and strange happenings. The adults seem lost as what to do, the police are as clueless as ever and aren't helping and Reverend Phillips is on another witch-hunt. It's up to you and your friends to figure out what's going on and stop it from happening again!--From back cover.

a familiar problem rpg: *Outbreak Undead* Christopher De La Rosa, Ivan Van Norman, 2010-07-01 *Outbreak: Undead* is a Zombie Survival Simulation RPG that is not only fun, but an essential step in surviving the Undead. This book provides the most dramatic, effective, and above all realistic means in which to (safely) simulate the events of a zombie uprising and try your chances at survival!--Cover.

a familiar problem rpg: *Eyes Beyond the Torchlight* Scott Myers, 2021-10-30 A classic fantasy adventure game using the modern Target12 gaming system.

a familiar problem rpg: *A Guide to Japanese Role-Playing Games* Bitmap Books, 2021-10-25

a familiar problem rpg: *The Adventurer's Guide to Theria* Jason Massey, Brianna Marie, 2020-06 From the murky and ominous Yemgar Swamp to the bustling and treacherous streets of

Brightport, the continent of Ellara provides endless opportunities and challenging pursuits for brave adventurers to experience. Explore the thrilling, unpredictable world of Theria with The Adventurer's Guide to Theria: Vol 1: Ellara, following in the footsteps of legendary characters from the Dungeons and Randomness podcast-famous and infamous, triumphant and tragic. With this handbook as your guide, you will find everything you need to recreate classic sagas from the show or to devise your own epic tales within the world of Theria. Characters, maps, weapons, magic items, monsters, dungeons, and even the cast of the show are at your disposal. In this 5th Edition-compatible volume you'll find: The continent of Ellara, arranged by region, featuring 25 towns, cities, and settlements each with their own history, culture, and intrigue. Hundreds of stunning pieces of art that bring the characters, locations, items, and monsters of Theria to life. The authentic Therian Endurant class, a staple of the D&R podcast, now in the palms of your energy-charged hands. Use the power of the emotional spectrum to lay waste to your foes or protect your allies with powerful, world-shaking abilities! More than 150 tables to aid with character creation, random encounters, and every possible occasion. Descriptions of bone-chilling diseases, madness effects, and critical hit and fumble tables unique to Theria to make your players cheer and shout in equal measure. Slices of Ellaran life, with food, recipes, and alcoholic beverages to make a character's night out even more eventful. Over 300 Ellaran NPCs brought to life, with unique backstories and stats for use throughout your campaigns. A spectacular array of unique beasts, monsters, demons, and more to challenge your players. Theria is now in your hands. We wish you all the luck in the world!

a familiar problem rpg: No Thank You Evil Shanna Germain, 2015-10-31

a familiar problem rpg: **Paranoia** Gareth Hanrahan, 2010-04 The mandatory enjoyment of Paranoia's 25th Anniversary continues! With this ultra-high-security book, players can forget the troubles of the little people of Alpha Complex. No more hose jobs as Troubleshooters, no more policing the madness that is Alpha Complex as a Blue Clearance Trooper. No, the life of a High Programmer is one of luxury! As High Programmers, players will enjoy the fruits of their labours (and those of everyone else) as the pre-eminent leaders of Alpha Complex. There is no way their plans will be scuppered by Alpha Complex's nightmarish bureaucracy. No way that rival High Programmers will seek to bring about their demise. No way that the citizens below them will revolt. No way that the Computer will find even more insane challenges that cannot possibly be completed. No way at all. Uh huh.

a familiar problem rpg: **Night Shift** Jason Vey, Timothy Brannan, 2020-05-15 Urban fantasy and horror modern role playing game using a generic universal role playing system, the Oldschool Generic Roleplaying Engine System (O.G.R.E.S.)

a familiar problem rpg: Geek Dad Ken Denmead, 2012 Calling all Geek Dads! What would it take to tear your kids away from their computers? How about if they could launch a camera into orbit, make their own cartoon film, or even build a rope swing? This hands-on manual is packed with fun-filled projects for dads and kids to enjoy together. Water slides, electronic origami, illuminated wallets, exploding drinks... There are activities for all ages, from five to 15 years old. With easy to follow step-by-step instructions you can choose a perfect project to fill a few minutes or to make a long afternoon fly past. It's time to get geeky.

a familiar problem rpg: *Coyote & Crow* Connor Alexander, 2022-02-23 Coyote & Crow the Role Playing Game is a tabletop role playing game set in an alternate future where colonization of the Americas never occurred. Players take on the roles of characters imbued with the powers of the Adahnehdi and can explore an incredible world of science fiction and fantasy. Written and developed by a team of Native Americans, this book contains everything you need - except some twelve sided dice - to create incredible new stories in this vivid and original world.

a familiar problem rpg: **GURPS Psionics** David L. Pulver, 2003-05 -- Adds many new mental powers to GURPS...lets players create more powerful characters. -- By one of the GURPS system's most popular authors.

a familiar problem rpg: *Barbarians of Lemuria (Legendary Edition)* Simon Washbourne,

2009-12-02 It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an age of heroic legends and valiant sagas too. And this is one of them... Barbarians of Lemuria; swords & sorcery roleplaying, inspired by Thongor, Conan, Brak and Elric. Barbarians of Lemuria has been acclaimed by many as one of the best roleplaying games of this genre. This 'Legendary' version features updates and extra goodies to give you much more swords & sorcery role playing goodness.

a familiar problem rpg: Fever Swamp Luke Gearing, 2017

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Created by Marisha Ray (Critical Role) and designed by Grant Howitt (Honey Heist), your scrappy and stressed out team of familiars will set out on a daring (and chaotic) quest to prove you're up ...

Critical Role's New RPG 'A Familiar Problem' Lets Your Party's ...

Jun 3, 2022 · A new RPG announced from Critical Role's publishing imprint, Darrington Press, in partnership with Honey Heist's creator Grant Howitt, will put the spotlight on animal companions ...

Critical Role Releases New One-Page RPG - ComicBook.com

Jun 3, 2022 · As part of Free RPG Day, Critical Role's Darrington Press imprint has announced A Familiar Problem, a one-page RPG created by Marisha Ray and designed by Grant Hewitt. Hewitt ...