

Tiny Mighty Zine 1: Campfire

This is an official Tiny Mighty product released for free, written by the Author Nathan Hoffman. If you wish to buy Tiny Mighty or read more free zines visit: <http://tinymightyrpg.com/>. Note: these zines do not necessarily reflect my contributors viewpoints.

What is this?

This is the first edition of our Zine! 1-2 pages of free content in concise Tiny Mighty language. More of these will be released, they will contain new options (like this special Campfire supplement), unreleased content, or just thoughts from the author or contributors. On the reverse (below) is a character sheet for Tiny Mighty Campfire. It is not identical to the Tiny Mighty base rules, and those differences are about to be detailed here.

Playing around a Campfire

Sometimes you might want to play Tiny Mighty, but don't have a table, this can be common around: a campfire, on a couch, or just some place outside (like at the beach). Rather than everyone needing to bring dice, character sheets, and rules, imagine if the GM only needed: a pencil, a clipboard, and two pieces of paper (this double sided document and the double sided Tiny Mighty rules), while the players just needed to use their imagination, laughing and staring into the flames (or watching the waves)!

Rolling Dice

Rather than bringing dice, there is a table for all die rolls (players and NPCs). The GM should circle a starting random location on the table, and cross off each number as it is 'rolled' in a preset direction: rows like reading a book, reverse rows, columns (up or down), or even diagonals. The GM should not share it with the players or look ahead or determine NPC actions from it. Changing direction and/or the start location can allow for multiple plays.

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Diversions from Tiny Mighty

Skills:

- A player either knows a skill or doesn't
- Skills are now picked as an option
- Skills are +2 if picked, +0 otherwise

Items:

- Players can only have 2 items and a weapon
- Players can summon (mid-game) petty items

Miscellaneous:

- Wealth is now simplified (more on this below)
- Dice is rolled using the table (discussed left)
- Background is simplified to an occupation

Wealth

Wealth is no longer tracked in specific numbers of handfuls, bags, and chests. Instead it is even more abstract as detailed below. *For starting wealth: every player rolls a d6: on a 1-2 they have none, on a 3-5 they have an H, on a 6 they have a B.*

None = You can only buy coin/credit items

H (Handful) = You can buy coin items for no cost or you can downgrade to "None" (No Checks) to buy a single handful item.

B (Bag) = You can buy handfuls and coin items at no cost or downgrade to "H" to buy a bag item.

C (Chest / Case) = You can buy coins, handful, or bag cost items at no cost; downgrade to "B" to buy a chest/case item.

NPCs

Provided are 3 fields for NPCs: their name, a personal want (like they want revenge), Health (H), Defense (D), and Skill (S).

Setting the Scene

If you are going to play around a campfire (or at the beach), you need to wrap it up before the fire burns down (or the tide comes in)! As a result, you don't have time for a complex story, focus instead on a single (relatively simple) set of scene(s) and a problem. Below are some examples.

Scene Idea: Western Shootout:

The Problem: Jeb has come to Deadriver Valley with his bodyguard Ronda. He is here to spread terror and is gonna take the town come sundown.

Why Do the Players Care: The sheriff has fled, and only an illequipped 14 year old deputy stands in his way, he nor the town will survive without aid.

Starting Scene: A poker table at the tavern. The barkeep Gregory will tell the players the evil of Jeb; Jeb might even tell 'em himself -- he loves poker.

Character Ideas: Gambler, Gunslinger, Barkeep, Apothecary, Farmer, Train Engineer

Scene Idea: Crush Depth:

The Problem: You are onboard a sinking Soviet submarine in American waters, 3 compartments have flooded from a collision with a rock face.

Why Do the Players Care: The submarine is sinking in a dangerous rocky trench, it might implode from pressure, hit another rock face, and/or be attacked by the Americans.

Where the Players Start: On the bridge as it is starting to fill with water.

Character Ideas: Captain, First Officer, Engineer, Medic, Pilot, Sonar Operator, Weapons Officer

The Dice										
6	2	3	2	1	3	6	4	1	1	4
4	4	4	1	3	6	5	4	5	3	2
5	1	5	6	3	3	6	3	1	2	5
2	4	3	6	5	4	6	6	5	6	5
5	6	6	2	4	3	2	3	5	6	5
1	2	2	5	2	1	5	6	4	1	3
3	5	4	5	2	6	3	1	5	1	1
4	4	1	2	4	6	1	4	2	5	2
3	6	4	3	1	5	5	4	1	4	2
6	6	6	4	2	2	2	2	3	6	3
1	2	6	3	5	1	5	3	3	6	1
4	3	2	2	4	1	3	1	4	1	5

The Scene
The problem _____ _____ _____
Why do the players care _____ _____ _____
Where the players start _____ _____ _____

The NPCs
Name_____ Want_____ H_ D_ S__
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Name_____ Want_____ H_ D_ S__

Player _____
I am _____, a(n) _____ (name) (occupation)
Pick 3: ☐ Physique ☐ Wits ☐ Charm ☐ Senses ☐ Attack (+0,+2) ☐ Defense (5,7) ☐ Power:
☐
Item 1: _____
Weapon: _____
Item 2: _____
Wealth: ☐ H ☐ B ☐ C

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