

Buldrek

the Role Playing Game

Buldrek is a round-robin storytelling game of mayhem intended for four or more players.

Buldrek Characters

Initially, every Buldrekker is a blank slate. They come with no inherent properties or abilities. A newly formed Buldrekker is wide open to become anything he or she needs to fulfill the requirements of the story.

Every time they play the game though, they build two things: Shticks and Postcount.

Shticks are abilities of the character—things they can do, items, qualities, and other capabilities. There are two types of Shticks: Private and Public.

A Private Shtick is one that is an intrinsic element of the character—muppet, clumsy, very strong, addicted to video games, etc.

A Public Shtick is one that can be used by other characters when it is given to or stolen by them. Public Shticks include things like: tricorder, Vorpal Lance, Bat of Smiting, Ungamunga Trolls, orbital anti-missile platform, humvee, etc.

Postcount is a general measure of the character's ongoing experience and power level. Initially, everyone's Postcount is zero, but it increases through gameplay and confers additional power with each new game.

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Additionally, players need to track their character's condition. Condition is the basic health and status of the character at any given moment. Condition details any variation from the character's "normal" state: bleeding, missing all limbs, ethereal, dead, covered in molasses, etc.

SMITE chips and Game Play

The game is fueled by SMITE chips. You can use anything for these, but it's probably easiest to just get a handful of pennies. Alternately, if you're one who's been gaming for many years like I have, you probably have a huge bag of multi-sided dice laying around. Dice make excellent SMITE chips if you have enough of them.

Everyone starts each session with two free SMITE chips. Additionally, experienced players get 1 extra starting SMITE chip for every 50 posts of their Postcount (which will be zero in a player's first game).

The Arbitrator

As play starts, the player with the lowest postcount starts as Arbitrator, and he gets the Arbitrator's Grail (any cup or container will do). The Grail is always empty when a story begins. Play begins with the person to the Arbitrator's

left. Play will go clockwise around the room. As each person adds their piece to the story, the Arbitrator decides if their move will cost them any SMITE chips (typically, ordinary things will cost nothing--a big move will cost one--extreme or grandiose things cost two--who knows what might cost three or more). As SMITE chips are spent, they go into the Grail.

Eventually, everyone will get a chance and it will be the Arbitrator's turn. Before the Arbitrator can move, he removes all the SMITE chips from the Grail and distributes them to the other players in any way he sees fit--but no more than two to a single person. The Arbitrator's reasons can be as noble or as silly as he wants, but it is good form to explain what each reward is for--good play, humor, serious sucking, plain pity, used as foreplay, whatever. Once the Grail is empty, the Arbitrator passes the Grail and its attendant responsibilities to the player on his right and then proceeds to take his turn. Play continues clockwise from there. Everyone gets the same number of turns, and eventually, everyone gets to be Arbitrator. Should there be more SMITE chips in the Grail than the Arbitrator can legally distribute, then he simply gives two to every player (except himself), and the rest stay in the Grail for the next Arbitrator to distribute.

In no case may an Arbitrator award points to himself.

The Price of Power

When a player takes action, it is good form to always allow the action. Once it is said, it is a canon part of the story. However... there is a price to pay. Depending on the power level, effects and story continuity of the action, the Arbitrator sets the price once the action is taken. Generally, this is a number of SMITE markers (usually 0 to 3). However, instead of a SMITE marker, the Arbitrator could also choose to invoke one of the players own Shticks in a negative capacity. For example, some Tasty really overplays the use of his Vampiric Tentacles shtick, so the Arbitrator says, "That'll cost you two SMITEs..." waits for

player to throw them into the Grail... "but what's worse is that the strain on your tentacles causes them to turn on each other. The feed violently off each other in a burst of life energy, and then both shrivel up and drop straight off your body. Ooooh, tough luck."

The Tasty's Condition now turns to "tentacle-less", and he is without the use of that Shtick until some later action allows him to regenerate or otherwise reacquire them.

Obviously, in any situation where you don't have enough SMITE markers to cover an action, something bad like this will always happen.

Postcounts and The Codicer

Now for the postcounts. Before the game starts, someone will be named Codicer. The Codicer does not have to change throughout the game, although Codicer duties can certainly be shared if everyone wants. The Codicer will have a score sheet with all the players names on it. Whenever the Arbitrator distributes chips, the Codicer records each SMITE chip with a tally mark next to that person's name.

At the end of the session, each person's score here is added to their Postcount, and as noted under SMITE chips above, will increase the number of chips the player gets to start each game. So game experience—and especially great game play—increases a players influence in later games.

Shticks

The details of characters and Shticks are really just flavor. My Pencil of Goodness will eviscerate a cow just as easily as your +19 Stabbity Spear. However, it's the flavor and style that enables a character to earn more chips—and therefore, more power.