Tabletop RPGs

Games of Playing Roles

■ Owned
■ Free SRD
■ Awesome setting

Apocalypse World

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Genre: Post-Apocalypse

Summary: The world died some fifty years ago. We don't know how, exactly, or what caused it, but we know what we have left. Bullets and gas and not much left of everything else.

Media References: Mad Max, Fallout Series, The Road

Rules: Medium
Number of Sessions: 6 - 12
Learn More At…
http://apocalypse-world.com/backpitch.html

Dungeon World

Genre: Dungeon Crawl

Summary: Narrative-focused Dungeon Crawl based on the Apocalypse World engine. Play characters in the classic style. Mechanisms encourage player input and world-building.

Media References: Any fantasy adventure you can think of.

Rules: Medium
Number of Sessions: 1+
Learn More At… http://book.dwgazeteer.com

DnD 5E

Genre: Dungeon Crawl

Summary: The original.
Gear up, delve a dungeon and get your stupid ass killed by Goblins.
Low roleplaying requirement, high on battles, sneaking and puzzle solving.
Beer-and-pretzels style gaming.

Media References: The Hobbit, Cugel's Saga, Three Hearts and Three Lions

Rules: Medium
Number of Sessions: 1+
Learn More At… http://en.wikipedia.org/wiki/Dungeons_ %26_Dragons_Basic_Set

Eclipse Phase

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Genre: Sci-Fi, Horror

Summary: In this harsh setting, you are an agent of an organisation called Firewall that seeks to protect civilization from "existential risks" such as biowar plagues, nanoswarms, terrorists with WMDs, rogue AIs, and worse.
Ghost In The Machine meets Call of Cthulhu.
Your mind is software. *Program it.*
Your body is a shell. *Change it.*
Death is a disease. *Cure it.*
Extinction is approaching. *Fight it.*

Media References: Dead Space, Ghost in the Shell, Cowboy Bebop, Grey Goo

Rules: Light
Number of Sessions: 1+
Learn More At… http://eclipsephase.com/
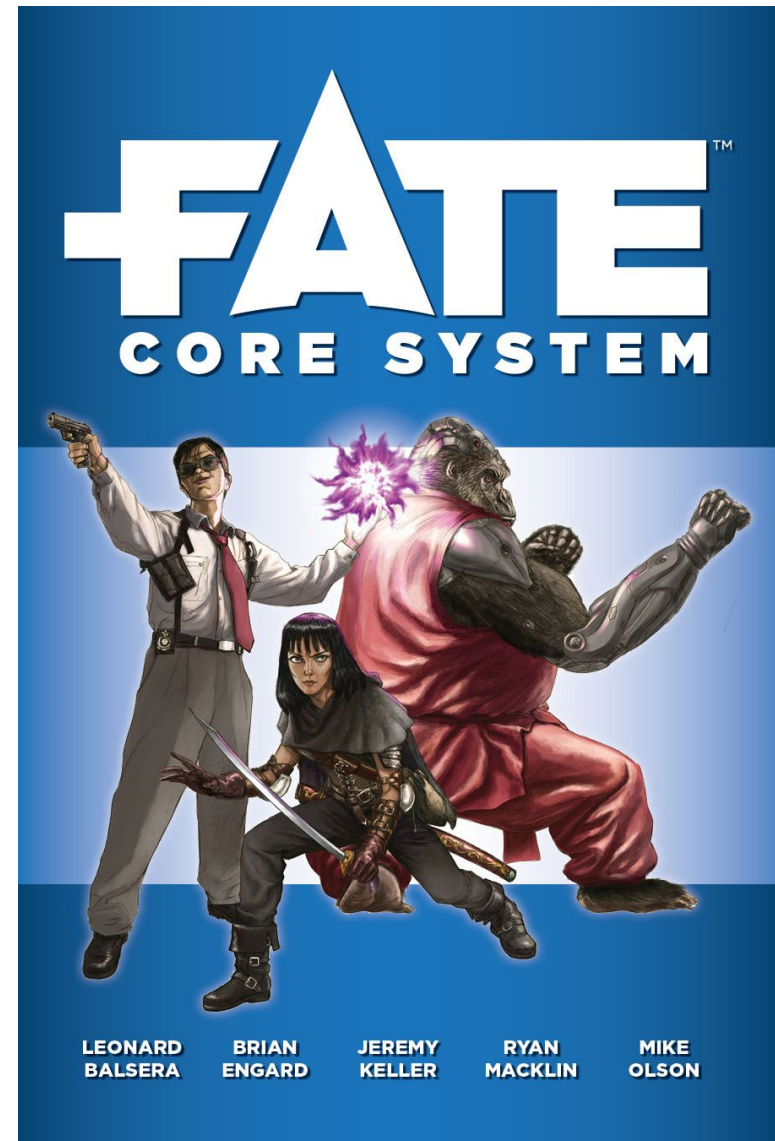
Fate

Genre: Literally Anything

Summary: A character and story-driven generic system in which we can play literally any kind of game. Firefighter drama? Gritty 20s detective story? Harry Potter vs. The Terminator? Whatever you want, Fate can do it, so long as the protagonists are proactive, capable people.

Media References: Everything ever.

Rules: Light
Number of Sessions: 4+
Learn More At… http://www.evilhat.com/home/fate-core/

LEONARD BALSERA   BRIAN ENGARD   JEREMY KELLER   RYAN MACKLIN   MIKE OLSON

My Little Pony

Tails of Equestria/ Ponyfinder / Roleplaying is Magic

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Genre: MLP

Summary:
Tails of Equestria; Officially licenced co-operative focused storytelling game.

Ponyfinder; Conversion of Pathfinder to the realm of Equestria.

RP is Magic; A ground up RPG to have adventures in the magical land of Equestria, creating their own stories together and exploring the magic of friendship.

Media References: MLP

Rules: Light/Medium/Light
Number of Sessions: 1+
Learn More At…
http://riverhorse.eu/our-games/my-little-pony-tails-of-equestria/
http://www.drivethrurpg.com/ - Ponyfinder
http://www.roleplayingismagic.com/

Mouse Guard

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Genre: Rodent sized-Fantasy

Summary: Based on the award-winning Mouse Guard comic book and graphic novel series by David Petersen. You play a guardmouse, surrounded by ferocious predators and all of nature's perils, sworn "to protect the sanctity of our species, the freedom of our kin, and the honor of our ancestors," and never put yourself before others.
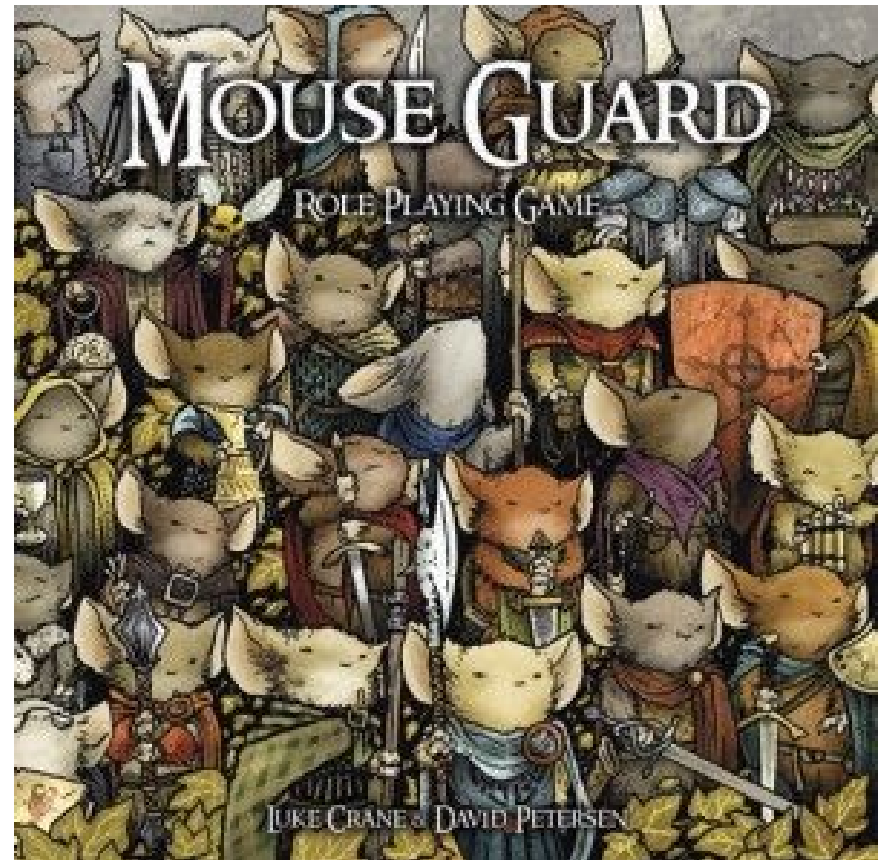Based on a simplified version of the Burning Wheel rules system, Plus adorable art.

Media References: Mouse Guard (comics), Lord of the Rings, Game of Thrones

Rules: Medium
Number of Sessions: 2+
Learn More At…
http://www.mouseguard.net/book/role-playing-game/

Numenera

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Genre: Science Fantasy

Summary: Set several millions-of-years in the future, humanity scavenges the wastelands of a thousand dead civilizations. Characters are these scavengers, trying to make a buck in the blasted wastelands. Science-as-magic.

Media References: Book of the New Sun

Rules: Medium
Number of Sessions: 4+
Learn More At… http://en.wikipedia.org/wiki/Numenera

Paranoia

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Genre: Post-Apocalyptic Sci-Fi

Summary: A somewhat co-optional game.Trust the Computer, the Computer is your friend.
You play a troubleshooter for the Computer, you find trouble and you shoot it. Weed out mutant commie traitors, who seek to bring down the Computer.
Oh did I mention you are also a mutant, and part of a secret society.
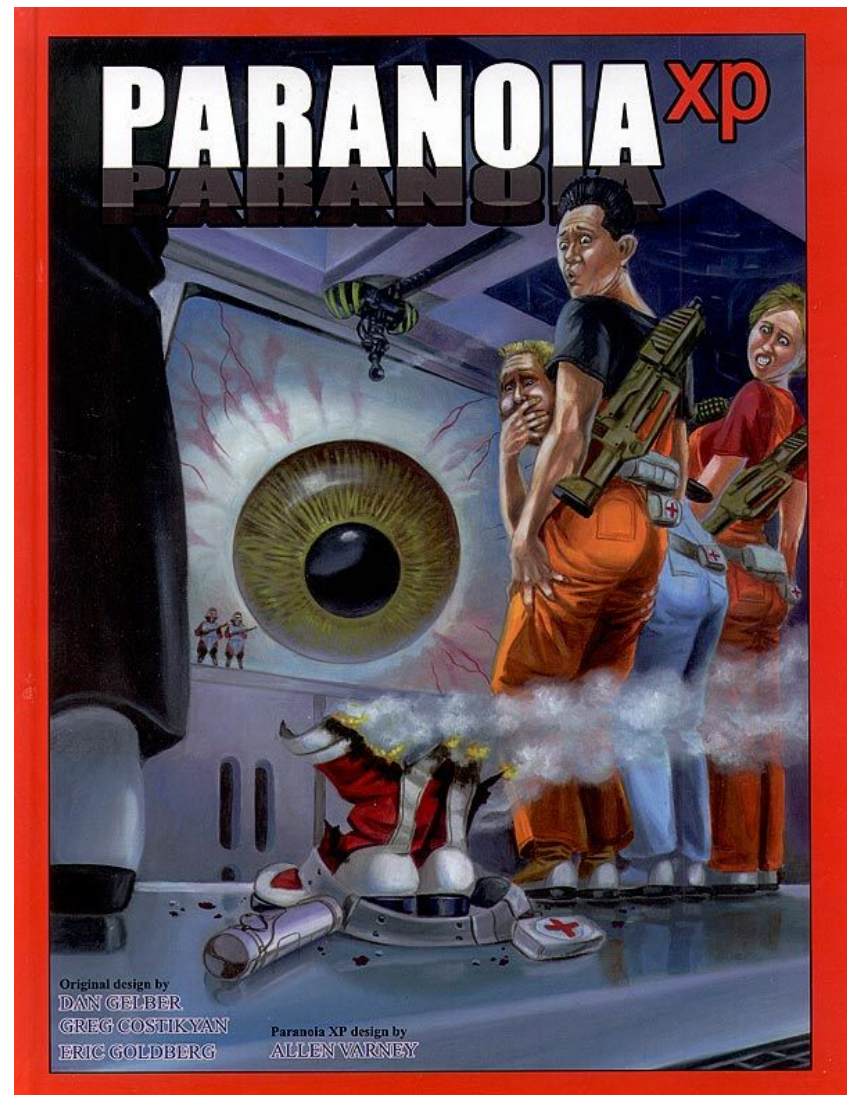You will have fun, the Computer said so.

Media References: Hitchhikers Guide, 1984

Rules: Light-Medium
Number of Sessions: 1+
Learn More At…
http://en.wikipedia.org/wiki/Paranoia_(role-playing_game)

Pathfinder

Genre: Dungeon Crawl, Fantasy

Summary: D&D 3.5, tweaked and improved with the community. It boosts base class roles and abilities. More beer and more pretzels gaming.

Media References: Anything Fantasy

Rules: Medium
Number of Sessions: 3+
Learn More At… http://paizo.com/pathfinder/

Shadowrun

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Genre: Cyberpunk Fantasy

Summary: A cyberpunk future in which corporations, chrome and the sprawl collide with elves, dragons and magic.
You play Shadowrunners: mercenaries on the edge of society working in the shadows - assassins, criminals and guns-for-hire.

Media References: Cyberpunk + Fantasy

Rules: Varies (Different Editions)
Number of Sessions: 4+
Learn More At… http://en.wikipedia.org/wiki/Shadowrun

Stargate SG-1

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Genre: Sci-fi

Summary: Engage in pitched battles with the evil Goa'uld, explore alien planets on the far end of the universe, and learn the ancient secrets of the Stargate.
Spin's off the SG-1 universe, after roughly 4 seasons.
Based off spycraft/d20.

Media References: Stargate, duh

Rules: Medium
Number of Sessions: 2+
Learn More At…
http://en.wikipedia.org/wiki/Stargate_SG-1_%28roleplaying_game%29