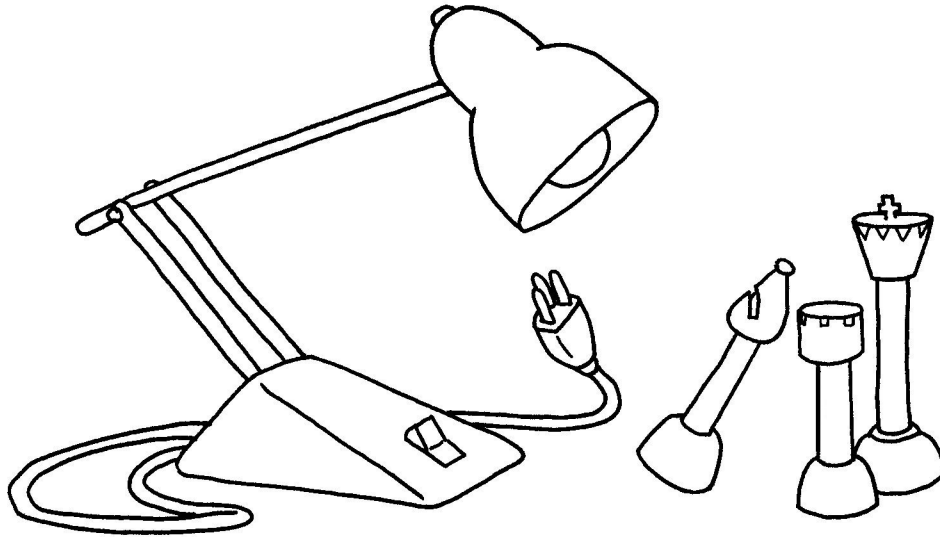all the little things

~All the Little Things~

a little roleplaying game

Tabletop Roleplaying

All the Little Things is a tabletop roleplaying game, and although it is relatively simple, it's not really aimed at beginners. If terms like "Game Master" or "d6" confuse you, get a friendly RPG nerd to help you with this. RPG nerds can be found at your local hobby shop.

The Idea

Human beings bring things to life.

This does not happen to all things, of course, but any item that is continually used by humans for any purpose has the capability of becoming imbued with their hopes, fears, faults and personality traits. Generally, this happens primarily to items that human beings anthropomorphize for whatever reason. Thus, it is usually **toys** that come to life, but this is by no means exclusively the case – humans have been known to confer life upon staple removers, empty bottles, pebbles, and even automobiles. Usually, as these items look interesting and are useful, the personalities that are put into them are similarly benign.

It should be noted that the terms "Things" and "Items" are intentionally vague. Human beings can also breathe life into dust bunnies, trash heaps, broken glass, and even gusts of wind. These Things tend to be rather less friendly.

Players are placed in the role of animated Things – primarily toys, but gadgets or trinkets of any sort are playable. They will have to deal with a very dangerous world that is constructed at a human scale, and is filled with hostile Things that are imbued with negative personality traits.

For a Thing, merely being alive is often inconvenient.

Basic Mechanics

Things are made of Components.

Every Component is made of a specific material, such as metal or wood, which means that it's Immune to some sorts of damage, and Vulnerable to others. Each Component also has a Density and a Flexibility, which are roughly equivalent to Strength and Dexterity in other RPGs. In addition, each Component has a Durability and Health Points, which govern how hard it is to destroy.

Density and Flexibility add up to a single total for the character, while Durability and Health Points are unique to each Component – so, if you're playing as a marionette, someone can hit you in the strings rather than the body, and it will affect you differently.

Some Components have Special Abilities, such as bonuses to movement or unique types of attacks. These are explained on the description for the Component.

All rolls are done based on the d6. If one character wants to hit someone, and that character wants to dodge out of the way, they both roll a six-sided die and add their total Flexibility score. If the attacker gets a higher score than the defender, the hit succeeds, and he rolls again for Damage, adding his Density.

If the attack succeeded by five or more, the attacker decides which Component he hits, otherwise the defender decides. The Durability of that Component is subtracted from the Damage, and the rest of the Damage is subtracted from its Health Points. If the Health Points of the Component are reduced to zero, it is broken, and cannot be used in any way.

There are no mental stats. It is generally assumed that the animated Things have human intelligence and acuity roughly equivalent to their players.

Damage

One very important thing to keep in mind is the types of Damage a Thing can endure. Falling off a ledge is a very different proposition from being sat on, which is another thing entirely from being nibbled by rats.

Your Components have some types of Damage that they are Immune to, and others to which they are Vulnerable. For example, paper is Immune to Crushing – you can stack rocks on a sheet of paper all day long, and it won't care. Paper is Vulnerable to Burning, however – toss that same sheet of paper into a fireplace, and it will be destroyed almost instantly.

There are seven types of Damage.

Burning – This occurs when Things come into contact with fire for whatever reason. Many organic materials are vulnerable to burning, while most inorganic materials are immune to it. Exposure to caustic chemicals or extreme temperatures of any sort also counts as Burning. Burning usually affects all Components of a Thing at once.

Crushing – This occurs when Things are pressed with a heavy weight. Crushing also usually affects all Components of a Thing at once. Any character with a Density of over 15 can choose to do Crushing, rather than Impact Damage when he hits something.

Grinding – This occurs when Things are forcefully abraded by a rough surface. It's rare, but few things are Immune to it.

Impact – This occurs when Things are suddenly struck by an object. Unless otherwise specified, Things usually deal Impact damage to each other in a fight, and take Impact Damage if they fall from a very high place onto a hard surface.

Piercing – This occurs when Things are poked with something sharp, such as a needle. Being chewed by most types of animals also counts as Piercing.

Slashing – This occurs when Things are struck sideways with something sharp, such as a knife.

Tearing – This occurs when Things are pulled in two directions at once. If a Thing is flexible enough to have grabbed a hold of another Thing (usually requires a Flexibility check of at least 15), it may choose to deal Tearing damage instead of Impact damage. Tearing damage only affects one Component of a Thing at a time, but always affects the Component that's most vulnerable to it.

When your character takes a type of Damage to a Component that is Immune to it, you may ignore it. When your character takes a type of Damage to a Component that is Vulnerable to it, ignore your Durability and take the Damage directly from that Component's Health Points.

Flexibility

The total Flexibility of your Components indicates your Thing's ability to bend and twist. It is possible to have a Flexibility of zero, which is common for solid objects such as figurines or tools.

Movement is based on your total Flexibility, but it is assumed that even Things with a Flexibility of zero can move by rolling or rocking side to side. Any time you want to see how fast you are compared to another character, simply roll a d6 and add your Flexibility. In general terms, you can usually move at about a Flexibility check result in inches per second.

In cases where movement is difficult, Things with low Flexibility might not be able to move at all. Climbing a flight of stairs, for example, would require a Flexibility check of at least 10, while getting up a ladder would require at least a 20.

Manipulating objects in the world around you is also based on Flexibility. Performing simple manipulations such as knocking over a vase or shoving a book in front of a rat hole generally require a Flexibility check of at least 5. More complex manipulations such as flipping a switch or turning a doorknob require a Flexibility check of at least 10. Actually picking up an item and using it as a tool requires a Flexibility check of 15 or higher.

Manipulating objects also requires you to have a Density that is greater than the weight of the object you are trying to manipulate – a bendable rag doll can push against a chair all he wants, but he won't be able to budge it.

You would also make Flexibility checks for any other sort of movement that requires finesse, such as traversing a tight rope, climbing a rose trellis, or staying on a dog's back. Jumping requires you to make a Flexibility check higher than your Density – the distance you jump is equal to the difference between your Flexibility check and your Density in inches.

Density

The total Density of your Thing's Components indicates your Thing's ability to throw their weight around. It is possible to have a total Density of zero, which is common for origami or bits of cloth.
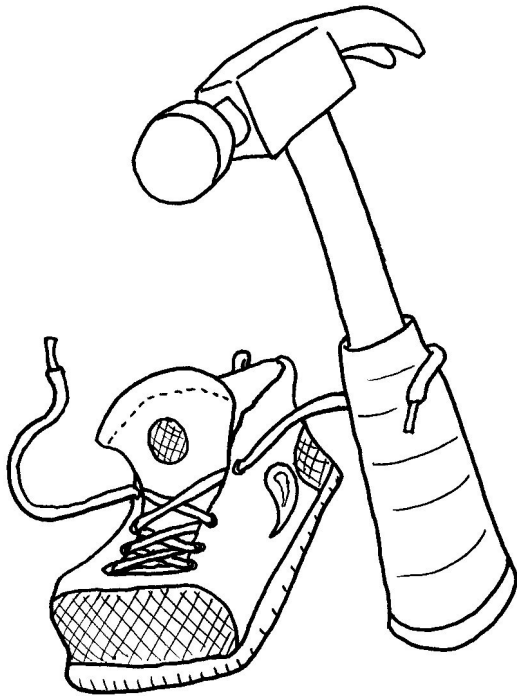
The amount of Damage you deal in a fight is based on your Density, how hard you can hit – Damage is your Density plus d6. Characters with a Density of zero can still do their d6 Damage, simply because it is the life force that animates them that allows them to hurt other Things, not merely the laws of physics. Besides, the game would be rather lopsided otherwise.

Damage you take as a result of falling is also dependent upon your Density, but in a bad way. If your character tumbles off a high ledge, make a Flexibility check – if you get a five or higher, you land on the Component of your choice, otherwise, you land at random. The amount of Impact damage you take to that Component is equal to your Density. In extreme cases, such as falling off a roof, the damage you take is equal to your Density doubled.

Things with a Density of zero can glide a limited distance, governed by a Flexibility check.

When attempting to move a heavy object, you can generally shift it if your Density is greater than the object's weight in pounds. Of course, when multiple Things are working together to move something, you add their Density together.

Being Alive

Never forget – the life force that powers you is derived from human beings!

As animated objects, you gain your spark of life from the people who see, use, and play with you. You only have those personality traits that they choose to ascribe to you!

If a human stubs their toe repeatedly on a chair and accuses the chair of malice, the chair will eventually become malicious. If a girl plays with a Barbie doll and calls her Stephanie, then when the doll attains sentience, her name will be Stephanie. Keys that frequently get lost will be given a mischievous personality, while a tool that frequently comes in handy will be helpful and eager to please.

Thus, all good Things desire the continued health and well-being of their owners. If their owners become depressed or unhealthy, their possessions are similarly gloomy. If the owners die, they take the precious spark of life with them.

Of course, regardless of your good intentions, it's seldom a good idea to be seen moving about by the humans in your life. If your owner spots you scrambling around on the counter top, they will very quickly change their opinion of you, and rarely in a good way. There are a very few extraordinarily sensitive (*read: crazy*) humans who know about Things coming to life, but the vast majority of people tend to behave erratically, or even violently when presented with evidence of talking dolls. Of course, Things are free to move about when in the presence of animals or children who are too young to understand the implications of what they're seeing.

Most Things have the sense to only go on their adventures either while their owners are away or in cases of dire emergency. After completing some mission, Things generally are careful to return to their original position and resume their motionless façade.

Interpersonal Relations

Animated Things can speak the same language or languages as their owners, in roughly appropriate voices. They do not need mouths or vocal cords to make sounds, but human-shaped toys will tend to speak from the face, and the more flexible Things will tend to form faces before speaking. Dolls of fictional characters usually sound and act like the fictional characters they represent.

The personalities imbued into the Things are human-like, and thus Things will usually be male or female, and might have old or young personalities, regardless of their actual age. Also, they can form parental or romantic attachments to each other, despite their inability to reproduce.
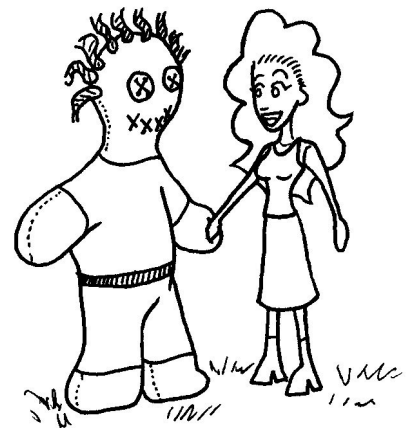
Combat

Most RPGs operate under the bizarre idea that in a fight, people take turns. Fighting in All the Little Things is rather more chaotic, more visceral, and, above all, more **unfair.**

At the start of a round of combat, all the players declare their intended Action for this round. The GM also decides an intended Action for each NPC involved in the fight. It generally helps to write these down – in fact, the easiest way to deal with what follows is to write everyone's intended Action on a little slip of paper and toss them in a hat.

A single round of combat generally consists of everyone trying to take their Action at the same time, over the course of a single second.

The order in which the Actions are resolved is always random for every round. If you're not doing the hat method, you can roll initiatives with no modifier or spin a bottle or something.

Assuming you're going to spend your Action trying to hit someone, you roll your Flexibility to do so. If you get higher than a five, you choose what Component you hit, otherwise, it's their choice.

If the defender wants to dodge out of the way, they can oppose you with a Flexibility roll of their own – **but this counts as their Action for that round.** They forfeit their attack for that round, and if anyone else wants to hit them in that round, they can't dodge again, unless they're running away from combat completely. The dodge fails if your Flexibility check is higher than theirs – and if you beat them by five or more, you still get to hit the Component of your choice.

You may have noticed that this mechanic makes it very easy for a large group to take down a single enemy – they simply surround him and beat him to death, and, as he can only dodge one of them per round, he's going to have to soak a great deal of damage regardless of what he does. You may think that having your Thing surrounded and outnumbered by several other Things is a very bad situation, a near-hopeless bloodbath.

Well, yeah. Don't get surrounded. If you're outnumbered and outclassed, it's generally a good idea to run away.

Furthermore, you may have noticed that when a Component is broken, if it contributed to your Flexibility, your total Flexibility score will drop, making you less capable of attacking and defending yourself. The more you get hurt, the more you **can** get hurt.

Again, yeah. That's also pretty standard.

Once everyone's had their Action for that round, if the fight is still going on, have everyone decide on another intended Action and go again. Repeat until the fight ends, either through slaughter or surrender.

Healing

The life force that animates the characters also provides them with a small amount of regeneration – generally in the neighborhood of one Health Point regained per hour, provided your characters spend that hour lying around and not doing anything particularly strenuous. The Health Points regained go to whichever Components you prefer.

The "one point per hour" thing is very loose, and entirely based on the whim of the GM. If you want to rest for a while, it's the GM who tells you how many points you regain, not the clock.

Of course, if the players are sufficiently dexterous, they can attempt to repair themselves. Also, if a human sees one of her favorite Things has somehow become damaged, she will generally take the time to repair it herself.

One exception to this is Burning damage, which is very hard for both Things and humans to repair – it must be regenerated through life force healing.

Obviously, if all your Components are completely broken, your character is destroyed, and cannot heal. Even if this broken Thing is manually repaired, it will no longer be the same item, and must regain personhood through accumulated attention from humans.

Setting

All the Little Things is not limited to modern-day settings. If you prefer, you can set a game in a medieval prince's bedroom, or a log cabin on the American frontier, or in one of the habitation modules of a space station. You can also include magic in your games – both in the setting and in the Things themselves. Of course, if you're not in a magical setting, allowing magical characters doesn't make much sense.

Character Development

All the Little Things is not a game that lends itself well to really radical character changes. Generally, as a hand puppet goes on adventures and gains experience, it doesn't then evolve into something other than a hand puppet. Particularly generous GMs in long-running campaigns, however, may choose to dole out character development benefits in small doses – generally, one- or two-point bonuses that can be added to Flexibility, Density, Durability, Health Points, or (at a two-for-one rate) numeric modifiers from a Special Ability.

These bonuses should be applied to make the Things more anthropomorphized – action figures that accumulate points, for example, might find their Flexibility score increased to the point where they can separate their fingers, or move their face more naturally when they speak.

It should be noted that these bonuses are never the result of merely succeeding in combat, but rather succeeding in making your owners' lives better! Beating up the cat may ensure your own survival, but it probably doesn't help your owners any. Cleaning up the house, killing roaches, watering the plants, or making surreptitious repairs, however, definitely merits a little boost. Saving your owner's life *à la* Brave Little Toaster is at least a ten-pointer.

Character Creation

Each Component has a number of Build Points associated with it. At the start of the game, a number of Build Points is assigned to the players, and they can put together a Thing with that many Points' worth of Components. Most Components are one Build Point, and most games start with between three and seven Points. In cases where large Components are required (such as a Thing that is all one solid large metal piece), you can buy the same Component multiple times, and assume it's all welded together – and any Special Abilities add up.
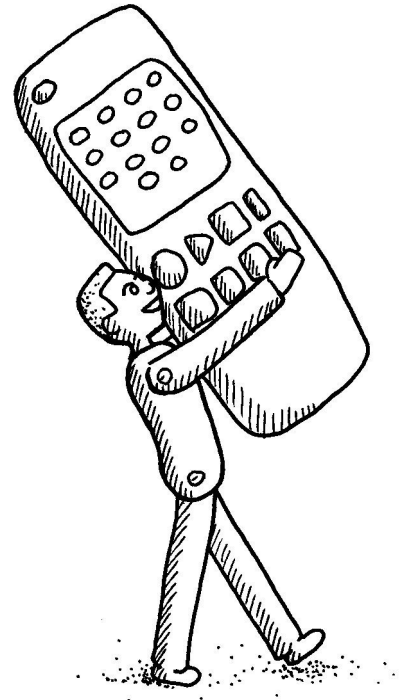
It should be noted that player characters should make sense! Yes, it is possible that someone might tie a popsicle stick, a pen, and a cigarette lighter together with a rubber band and call it a plaything, but it isn't likely. Unusual mixtures of mismatched parts are better suited to the role of Frankensteinian antagonist than the role of player.

It is important that the players identify themselves as a particular type of Thing – a doll, a wristwatch, a pencil sharpener, an action figure, an origami swan, a lucky talisman. If they can't describe themselves in less than two words or explain their purpose in a household, then they aren't really a Thing.

The Components listed here are by no means an exhaustive list, just as the sample characters and enemies are by no means an exhaustive list. You are encouraged to make up your own Components, using the included ones as examples.

Additionally, feel free to refer to Components by other names – for example, you may combine cloth doll parts to make a glove. This would not be a glove made of doll parts, but since the mechanics for a rag doll arm and a glove finger would obviously be about the same, feel free to substitute them.

Components

Ceramic Body (solid) - 1pt		Immune: Burn	Vulnerable: Crush, Impact
Density: 3	Flexibility: 0	Durability: 4	Health Points: 5
Special: None			

Chain (fine) – 1pt		Immune: Burn, Pierce	Vulnerable: N/A
Density: 0	Flexibility: 4	Durability: 4	Health Points: 1
Special: None			

Clockwork Springs - 1pt		Immune:Burn, Pierce	Vulnerable: Crush, Tear
Density: 2	Flexibility: 2	Durability: 3	Health Points: 2
Special: These springs can be wound up, then unleashed all at once to provide a +10 to any attack or movement roll. Regardless of how Flexible, a Thing can never wind its own springs. Winding the springs requires a Flexibility check of 10, Density of at least 2, and takes at least thirty seconds.			

Cloth Arms - 1pt		Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2
Special: Grants a +5 bonus to manipulating objects or using tools.			

Cloth Body (empty) - 1pt		Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2
Special: Allows you to store small items inside yourself.			

Cloth Body (stuffed) - 1pt		Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 2	Flexibility: 2	Durability: 1	Health Points: 5
Special: N/A			

Cloth Legs - 1pt		Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2
Special: Grants a +5 bonus to all movement rolls.			

Cloth (loose) - 1pt	Immune: Crush, Impact		Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 6	Durability: 1	Health Points: 1
Special: Allows a Thing to glide if its Density is less than 5.			

Electrical Cord - 1pt	Immune: N/A		Vulnerable: Tear
Density: 0	Flexibility: 5	Durability: 2	Health Points: 2
Special: When plugged into any live electrical outlet, provides a +5 bonus to any action.			

Electric Motor - 2pt	Immune:Burn		Vulnerable: N/A
Density: 5	Flexibility: 0	Durability: 2	Health Points: 4
Special: Provides a total of 50 points a session, that can be added to any roll in bonuses of up to a +5. Once this charge is used up, however, the motor counts as a broken Component. Obviously, this Component is off-limits in a medieval setting.			

Glass Body (hollow) - 1pt	Immune: Burn		Vulnerable: Crush, Impact
Density: 3	Flexibility: 0	Durability: 4	Health Points: 3
Special: Allows you to store small items inside yourself.			

Glass Lens - 1pt	Immune:Burn, Tear		Vulnerable: Impact
Density: 3	Flexibility: 0	Durability: 4	Health Points: 2
Special: You can focus direct sunlight into a beam of light that can set things on fire. Also, obviously, you can magnify things.			

Healing Amulet - 3pt	Immune: Burn		Vulnerable: Grind
Density: 5	Flexibility: 0	Durability: 5	Health Points: 5
Special: This one's just for magic settings – it increases healing time for anyone touching it from one point per hour to one point per minute.			

Light Bulb - 1pt	Immune: Burn		Vulnerable: Crush
Density: 3	Flexibility: 0	Durability: 4	Health Points: 2
Special: Obviously, only for modern settings. Allows a character to provide illumination at any time.			

| **Magnet - 2pt**	Immune:Burn, Tear		Vulnerable: N/A
Density: 5	Flexibility: 0	Durability: 5	Health Points: 5
Special: You can stick to metal surfaces, and draw metal objects to yourself.			

Metal Arms (jointed) - 1pt		Immune:Burn	Vulnerable: Tear
Density: 1	Flexibility: 3	Durability: 2	Health Points: 2
Special: Grants a +5 bonus to manipulating objects or using tools.			

Metal Arms (solid) - 1pt		Immune:Burn	Vulnerable: N/A
Density: 2	Flexibility: 0	Durability: 3	Health Points: 4
Special: None			

Metal Blade - 1pt		Immune:Burn	Vulnerable: Crush
Density: 2	Flexibility: 0	Durability: 3	Health Points: 3
Special: Allows character to make Slashing attacks. Obviously, not for toys.			

Metal Body (hollow) - 1pt		Immune: Burn	Vulnerable: Crush
Density: 2	Flexibility: 0	Durability: 3	Health Points: 3
Special: Allows you to store small items inside yourself.			

Metal Body (solid) - 2pt		Immune: Burn, Tear	Vulnerable: N/A
Density: 6	Flexibility: 0	Durability: 5	Health Points: 7
Special: None			
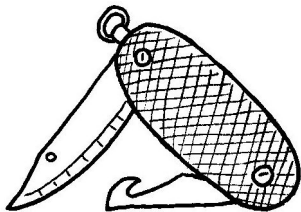
Metal Joint - 1pt		Immune: Burn	Vulnerable: Tear
Density: 1	Flexibility: 5	Durability: 2	Health Points: 2
Special: N/A			

Metal Legs (jointed) - 1pt		Immune: Burn	Vulnerable: Tear
Density: 1	Flexibility: 3	Durability: 2	Health Points: 2
Special: Grants a +5 bonus to all movement rolls.			

Metal Legs (solid) - 1pt		Immune: Burn	Vulnerable: N/A
Density: 2	Flexibility: 0	Durability: 3	Health Points: 4
Special: None			

Metal Spike - 1pt		Immune:Burn	Vulnerable: Crush
Density: 2	Flexibility: 0	Durability: 3	Health Points: 3
Special: Allows character to make Piercing attacks. Obviously, not for toys.			

Metal Wheels - 2pt		Immune: Burn	Vulnerable: N/A
Density: 3	Flexibility: 2	Durability: 3	Health Points: 3
Special: +15 to movement checks, except for jumping.			

Modeling Clay – 1pt per 10 ounces		Immune: Impact, Pierce.	Vulnerable: Dirty
Density: 2	Flexibility: 5	Durability: 1	Health Points: 2
Special: Modeling clay dries out after about an hour unless kept under wraps or periodically moistened. When dry, its flexibility drops to 0 and it loses its immunities. Also, Modeling clay is vulnerable to a unique kind of Damage – it can be Dirtied through exposure to sand, dust, or other substances.			

Paper – 1pt per 10 inch^2		Immune:Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 0	Health Points: 3
Special: If your entire character is made of Paper, you can slide your body through the paper-thin cracks.			

Plastic Arms (jointed) - 1pt		Immune:N/A	Vulnerable: Tear
Density: 1	Flexibility: 3	Durability: 1	Health Points: 3
Special: Grants a +5 bonus to manipulating objects or using tools.			

Plastic Arms (solid) - 1pt		Immune:N/A	Vulnerable: N/A
Density: 3	Flexibility: 0	Durability: 2	Health Points: 5
Special: None			

Plastic Body (hollow) - 1pt		Immune: N/A	Vulnerable: Crush
Density: 3	Flexibility: 0	Durability: 2	Health Points: 4
Special: Allows you to store small items inside yourself.			

Plastic Body (solid) - 1pt		Immune: N/A	Vulnerable: N/A
Density: 3	Flexibility: 0	Durability: 2	Health Points: 5
Special: None			

Plastic Legs (jointed) - 1pt		Immune: N/A	Vulnerable: Tear
Density: 1	Flexibility: 3	Durability: 1	Health Points: 3
Special: Grants a +5 bonus to all movement rolls.			

Plastic Legs (solid) - 1pt		Immune: N/A	Vulnerable: N/A
Density: 3	Flexibility: 0	Durability: 2	Health Points: 5
Special: None			

Plastic Wheels - 1pt		Immune: N/A	Vulnerable: N/A
Density:1	Flexibility: 2	Durability: 1	Health Points: 2
Special: +10 to movement checks, except for jumping.			

Plastic Wings - 1pt		Immune:N/A	Vulnerable: N/A
Density: 1	Flexibility: 2	Durability: 2	Health Points: 2
Special: Allows a Thing to glide if its Density is less than 5.			

Rabbit's Foot - 1pt		Immune:N/A	Vulnerable: N/A
Density: 2	Flexibility: 0	Durability: 2	Health Points: 4
Special: In games where this sort of thing is allowed, rabbit's feet provide a luck bonus, allowing anyone in their general vicinity to re-roll any ones. If you get a one on the re-roll, you have to keep it.			

Rubber Ball – 2pt per inch diameter		Immune:Crush, Impact, Tear	Vulnerable: N/A
Density: 3	Flexibility: 1	Durability: 5	Health Points: 5
Special: Grants a +5 bonus to all types of movement checks.			

Rubber Band - 1pt		Immune:Crush, Impact, Tear	Vulnerable: N/A
Density: 0	Flexibility: 4	Durability: 1	Health Points: 1
Special: None.			

Sparker - 1pt		Immune:Burn, Pierce	Vulnerable: N/A
Density: 2	Flexibility: 0	Durability: 2	Health Points: 2
Special: This flint-and-steel combo allows the device to emit a shower of pretty sparks (which can start fires). This particular distraction has fallen out of favour for obvious reasons, and thus should not be included in modern toys.			

Strings – 1pt per 3 feet		Immune:Crush, Impact.	Vulnerable: Burn, Slash
Density: 0	Flexibility: 5	Durability: 0	Health Points: 2
Special: Grants a +5 bonus to hold onto something or someone.			

Wooden Arms (jointed) - 1pt		Immune:N/A	Vulnerable: Burn, Tear
Density: 2	Flexibility: 3	Durability: 2	Health Points: 2
Special: Grants a +5 bonus to manipulating objects or using tools.			

Wooden Arms (solid) - 1pt		Immune:N/A	Vulnerable: Burn
Density: 3	Flexibility: 0	Durability: 3	Health Points: 5
Special: None			

Wooden Body (hollow) - 1pt		Immune:N/A	Vulnerable: Burn, Crush
Density: 3	Flexibility: 0	Durability: 3	Health Points: 4
Special: Allows you to store small items inside yourself.			

Wooden Body (solid) - 1pt		Immune:N/A	Vulnerable: Burn
Density: 4	Flexibility: 0	Durability: 2	Health Points: 5
Special: None			

Wooden Legs (jointed) - 1pt		Immune:N/A	Vulnerable: Burn, Tear
Density: 2	Flexibility: 3	Durability: 2	Health Points: 2
Special: Grants a +5 bonus to all movement rolls.			

Wooden Legs (solid) - 1pt		Immune:N/A	Vulnerable: Burn
Density: 3	Flexibility: 0	Durability: 3	Health Points: 5
Special: None			

Wooden Wheels - 1pt		Immune:N/A	Vulnerable: Burn
Density: 1	Flexibility: 2	Durability: 1	Health Points: 2
Special: +10 to movement checks, except for jumping.			
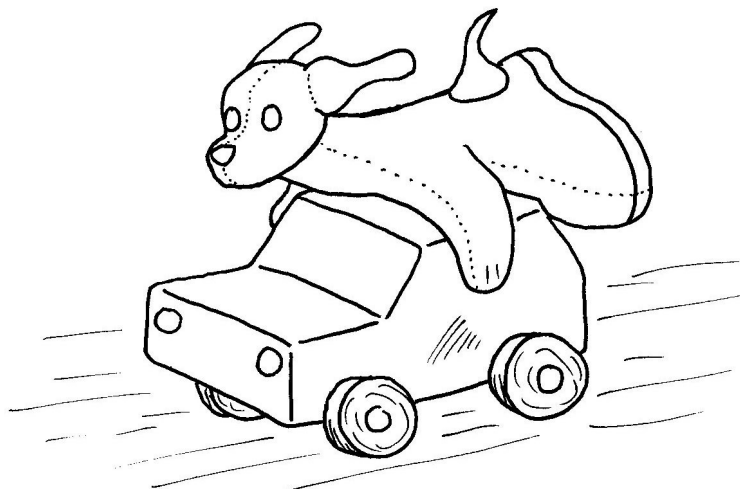
Sample Characters

Roger the Rag Doll – a five point character

Total Density: 2   Total Flexibility: 22

Cloth Body (stuffed) - 1pt	Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 2	Flexibility: 2	Durability: 1	Health Points: 5/5
Special: N/A		

Cloth Arm (right) - 1pt	Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to manipulating objects or using tools.		

Cloth Arm (left) - 1pt	Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to manipulating objects or using tools.		

Cloth Leg (right) - 1pt	Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to all movement rolls.		

Cloth Leg (left) - 1pt	Immune: Crush, Impact	Vulnerable: Burn, Slash, Tear
Density: 0	Flexibility: 5	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to all movement rolls.		

Roger is a handmade doll with yarn hair and button eyes.

Roger is owned by Melissa Hunter, an eight year old girl with an active imagination. He is loyal and dependable, quick to give aid and slow to violence. His extreme resilience to some attacks and extreme vulnerability to others has made him cautious and thoughtful. More than anything else, he cherishes his role as a beloved traditional plaything and source of comfort.

Rat – a six point enemy

Total Strength: 6   Total Dexterity: 20

Rat Head - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 4	Durability: 1	Health Points: 5/5
Special: If the head runs out of health points, the whole rat dies. The rat's teeth allow it to make attacks with Piercing damage.			

Rat Body - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 0	Durability: 3	Health Points: 10/10
Special: If the body runs out of health points, the whole rat dies.			

Rat limb (front right) - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 4	Durability: 1	Health Points: 2/2
Special: Grants a +2 bonus to manipulating objects, and a +3 to all movement rolls.			

Rat Limb (front left) - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 4	Durability: 1	Health Points: 2/2
Special: Grants a +2 bonus to manipulating objects, and a +3 to all movement rolls.			

Rat Limb (back left) - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 4	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to all movement rolls.			

Rat Limb (back right) - 1pt		Immune: N/A	Vulnerable: N/A
Strength: 1	Dexterity: 4	Durability: 1	Health Points: 2/2
Special: Grants a +5 bonus to all movement rolls.			

This is not a pet rat.

   This is a pest that spreads disease and disorder. It is not necessarily a bad rat, but it is curious and hungry, and likes to chew on inanimate objects. It is definitely not supposed to be in the house. When faced with opponents of any sort, it will generally put up a token show of force, retreating if it appears at all likely that it is in any real danger.

Dust Bunny – a three point enemy

Total Density: 0   Total Flexibility: 15

Dust - 1pt	Immune: Crush, Grind, Impact, Slash		Vulnerable: Burn
Density: 0	Flexibility: 5	Durability: 0	Health Points: 1/1
Special: Individual dust clumps can be added together to form a larger dust bunny, or ripped apart to form several smaller ones.			

Dust - 1pt	Immune: Crush, Grind, Impact, Slash		Vulnerable: Burn
Density: 0	Flexibility: 5	Durability: 0	Health Points: 1/1
Special: Individual dust clumps can be added together to form a larger dust bunny, or ripped apart to form several smaller ones.			

Dust - 1pt	Immune: Crush, Grind, Impact, Slash		Vulnerable: Burn
Density: 0	Flexibility: 5	Durability: 0	Health Points: 1/1
Special: Individual dust clumps can be added together to form a larger dust bunny, or ripped apart to form several smaller ones.			

Dust bunnies are almost impossible to destroy (despite their vulnerability, setting them on fire is not recommended), but their low density makes them easy enough to shove around. They lurk under furniture and generally don't really hurt anything, but humans seem to like it when they're cleared away.

Dust bunnies reproduce slowly but determinedly. They have a certain amount of bullheaded resilience, but under enough pressure, they'll cave to whatever you ask. They generally have a lot of information about what goes on in the house, especially about any insect infestations.

This particular dust bunny is about the size of a baseball, and could conceivably be torn apart into three smaller dust bunnies. All dust bunnies generally have the same personality, so they tend to be rather blasé about the whole individuality thing.

Sample Adventure

Obviously, this is a general guideline for a single session adventure, and doesn't include floor plans or all the details of everything and everyone the characters might encounter. A competent GM should be able to fill in any relevant details, or add more challenges if required.

You start out in the modern-day home of the Hunters – Rachel Hunter, Tom Hunter, and their children Melissa (8) and Kevin (12). When the kids are at school, you've heard Rachel and Tom arguing with real bitterness in their voices, and there has been talk of divorce.

This morning, Rachel gave Tom an ultimatum: if he leaves his sweaty socks on the bed spread one more time, she's going to take the kids and spend the weekend with her Mother, and she isn't sure if she's coming back.

Sure enough, when Tom came home from work late this evening, he stumbled into the bedroom, took off his socks, left them on the bed spread just like always, and fell asleep. If Rachel wakes up this morning and finds those socks on the blanket, she may not necessarily divorce Tom, but she's definitely not going to be happy.

It's midnight. The entire Hunter family is asleep, and Rachel's alarm goes off at six. The players have six hours to retrieve the socks from the bed spread without waking the parents up, and get them to the laundry basket in the basement. For extra credit, do any other small chores around the house to make the Hunters' lives more pleasant.

The first obstacle should be obvious – it's night, and the only real light present is the night light in Melissa's bedroom. If you're not in Melissa's bedroom, things will be difficult to see.

If you don't start out in the parent's bedroom, you're probably in one of the kids' bedrooms down the hall. This means that there is at least one closed door between you and the socks, and those doors have doorknobs at about three feet off the floor that you'll have to turn without making any real noise.

The socks are on top of a king sized bed where the Hunters sleep. If either parent is disturbed more than three times, they'll wake up, look around the room, and take at least ten minutes to fall back asleep. If any character with a Density greater than seven gets up on the bed, someone will be disturbed. If any character bumps the sleeping humans accidentally, that human will be disturbed. If anyone talks above a whisper, the humans will be disturbed.

The socks are actually on a part of the blanket that's over Mrs. Hunter's thighs, so you'll need a soft touch to shift them without bumping her. To move the socks, you'll have to have a density of at least 2.

There's a colony of 7 points' worth of dust bunnies under the bed. The dust bunnies actively want the Hunters to get divorced – they think Tom, living alone, will vacuum less. They know better than to yell and wake the Hunters up that way, but they will disturb your efforts however they can.

If the characters can get the socks out the door and down the hall, they'll encounter Rufus, the Hunter's dog. Rufus is just curious, and won't actively try to bark or mess with you, but he is interested in the reeking socks that seem to be making their way downstairs, and may decide that this is a good time to play tug-of-war – and he has a Strength of 25. Fortunately, Rufus is not that bright and is easily distracted.
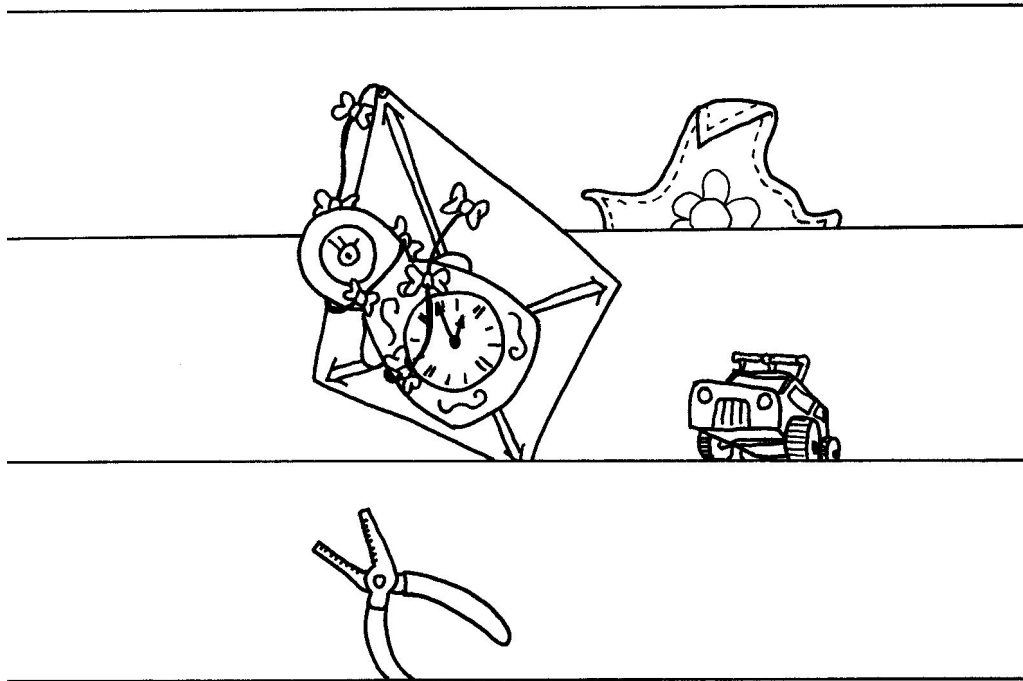
In the living room, there is a decorative African mask hanging on the wall. Both the kids have always been a little scared of it, and as a result, it's developed a rather malevolent personality. It won't come down off the wall, but it will definitely taunt you and try to distract you from your goal by talking about how the divorce is inevitable, and love itself is inherently unstable and temporary.

Also in the living room is an evil little foot stool that likes to bump people's toes. It doesn't talk, but it will get in your way however it can. It's quite dense and durable, and can take a lot of punishment, but it's not very flexible, so it can be evaded rather easily. If you do decide to fight it, it'll run away if you manage to visibly scratch it – it's surprisingly vain, for furniture.

If you can get down to the basement, the cement floor is quite dirty, and wet in places. Tom was quite the handyman in his earlier years, and his imagination brought a few of his more commonly-used tools to life, but he hasn't been down to use them in years now. The tools may be jealous of the spark of life that burns so brightly in you, and they'll definitely ask you questions in a hostile tone of voice, but they won't start any real trouble unless you make the first move.

The laundry basket is on top of the washer. You'll have to find a way up there, and the basement has rather less convenient furniture than the other rooms. If you can convince the

tools to help, they might assist you with the ironing board, or with constructing a makeshift sock catapult.

Of course, once you've got the socks in the basket, you have to get back upstairs – remember, climbing stairs is far more difficult and time-consuming than going down!

Extra credit chores might include putting the discarded shoes by the door into neat little pairs on the mat, scrubbing the stubborn casserole dish in the kitchen sink, or finding the TV remote and making sure it's where it's supposed to be on the coffee table.

Credits Stuff

All the Little Things written and drawn by Mason "Tailsteak" Williams.

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Disclaimer: I'm not perfect. If you find parts of this game that don't work right, feel free to alter them, and let me know via email - business@tailsteak.tk