

Roleplaying Games

Blurbs

[Roleplaying Blurbs](#) - Advertising art created for roleplaying convention games.

Utilities

[NPC Personality Generator](#) - using the Catholic list of sins and virtues

[Plot Generator: the Card Game](#) - using regular playing cards to unblock writer's/GM's block

[Character Generator](#) - node based hierarchical dynamic random generator

[Village Simulator](#) - How would you roleplay Cadfael's Shrewsbury?

[Harn](#) - Harn related resources.

Campaigns

Current

Older

- [Alien](#) - a survival horror scifi game based on the franchise by the folk that made Tales from the Loop and Forbidden Lands.
- [Impulse Drive](#) on Tavern-Keeper
 - [Website](#)
- [Forbidden Lands](#) - an OSR by the folk that made Tales from the Loop and the new Alien game.
- [Scum and Villainy](#) - scifi Blades in the Dark
- [Tales from Night City](#) - a homebrew of Cyberpunk 2020 and Blades in the Dark run on Roll20 and Discord
- [Companions](#)
- [Impulse Drive](#)
- [Dungeon World](#)
- [Blades in the Dark](#) (v6)
- FATE
 - [Western Shores FATE campaign](#) (planning)
 - [Starblazer FATE campaign](#)
 - [Spirit of the Century FATE campaign](#)
- [Doctor Who: Adventure in Time and Space](#)
- [Firefly Hero](#) campaign
- [Lords of Gossamer and Shadow](#) Diceless Role-Playing (Kickstarter) rules and ideas
 - [Rogues and Vagabonds](#) Lords of Gossamer and Shadow (play by Google Doc)
- [Airship Pirates Victoriana campaign](#)
- [London](#) - Unhallowed Metropolis
- [HeroWiki](#) - Hero System wiki

- [Call of Cthulhu](#)- Call of Cthulhu campaigns
- [3:16 Carnage amongst the Stars](#) - 3:16 Carnage amongst the Stars. Useful files and things
- [Judge Dredd D20](#) - Torben's Judge Dredd D20 campaign
- [Metascape 2](#) - Andrew's Metascape space opera campaign
- [Montour](#) - Nathan's early medieval fantasy campaign
- [Paranoia](#) - My new Paranoia XP campaign
- [Newton's First Law](#) - A Star Hero science fiction campaign based on lots of stuff
- **Western Shores** A Fantasy Hero campaign world based on the setting provided in the main rulebook
 - [Western Shores FATE campaign](#)
 - [My current Wiki version](#)
 - [the old RPG.net pages](#)
- [Mike's Cyberpunk Game](#)

Storytelling

- [Munchausen Wiki](#) - including PBeM and wiki rules for Baron Munchausen
- [Universalis](#) - Wiki version of the storytelling game.
- [Simon versus Jack the Ripper](#) - Simon the Technomage goes back in time to a steampunk Victorian age — *Peter Cobcroft 13/03/2006 14:31*

Characters

- [Slippery](#) - My teenager from Mike's current Cyberpunk game
- [Frederick](#) - My Aedelphi character. AD&D 2E
- [Trevor](#) - The Amazing Trevor, Master of the Unseen (TATMOTU). My Masque of the Red Death character. AD&D 2E
- [Grappler Jones](#) - Cop/Media of notorious fame. Able to talk his way into or out of trouble. Cyberpunk
- [Gustaf von Shikklegrubber](#) - Mad Scientist, never used. Falkenstein
- [Ezekial](#) - A Jewish Doctor from a Constantinople campaign that didn't start. D20-ish
- [Sir Miles Furmenglaive \(when he was 4th level\)](#) - A Squire in a low fantasy medieval campaign. D20-ish
- [Ten Ka Bru](#) - Sociopathic D20 fantasy character - chose rogue as it's the closest D20 gets to a believable class

Rules

- **Faction Paradox**
 - [Powered by the Paradox](#) - PbtA Faction rules
 - [Faction Paradox](#) - Initially a mirror of the <http://www.factionparadox.co.uk/> website which is no longer available. Currently it consists of notes for the Amber Diceless rules. It will be expanded into the Cubicle 7 system - Doctor Who: Adventures in Time and Space
 - [Faction Roleplaying in DW:AITAS](#)
- [Metascape II](#) - A mirror of the rules and files from the [Mental Winds](#) website
- [How to Host a Murder](#) - A scripted narrative game with some roleplaying in the murder mystery genre. Or possibly an excuse to dress up for a dinner party :)

- [Versailles](#) - My RPG in 2 weeks entry to [Game Chef](#). Centred on the court life in a palace.
- [Fudgescape](#) - My attempt at converting Farscape to be playable with the Fudge roleplaying system.
- [Narrative](#) - My attempt at creating some primarily narrative roleplaying rules inspired by Theatrix, Fudge, Hero and all the good bits I've seen in other roleplaying games.
- [Capes](#) - Modifications and clarifications for the Muse of Fire game, Capes
- [D20 Stuff](#) - New rules, classes etc.

LARP

- [The Hundred Swords v2.0](#) - The Hundred Swords LARP, v2 - Now with added roleplaying
 - [Discussion Forum](#)

Transcripts

- [Gideon's tale](#) - The compilation of my character in Mike's Dawn of Amber game First Light“which was play-by-post (on a message board).
- [Masque of the Red Death](#) - The transcript of a PBEM game based on TSR's campaign setting (Their version of Cthulhu by Gaslight).
- [The Dungeon of Sephiroth](#) - The transcripts and other files of a PBEM game I ran set in the Western Shores, using FUDGE (although I didn't end up using any dice) roughly based around the Tree of Life and the ten Sephiroth.

From:

<https://www.curufea.com/> - **Curufea**

Permanent link:

<https://www.curufea.com/doku.php?id=roleplaying:start>

Last update: **2020/04/30 23:17**

