



**FOUR
LEAF
CLOVER**

A TTRPG BY FREDDIE CHURCHILL



Four Leaf Clover



The Fairy Fun Table Top RPG




Welcome to Four Leaf Clover, a fun fae TTRPG focused on short-term games on fantasy, whimsy and wacky fun. The system is simple and designed to be picked up and played right away. Anyone use to a standard TTRPG like Monster of the Week, Dungeons & Dragons or the Apocalypse system should learn this pretty quickly.

Character Creation

Every character has 5HP (Health Points)

Losing all you HP does not always mean death but you do require a rest or healing





Every character has 5FP (Fae Points)

Fae Points are the source of you magical fae powers. Losing all of these makes you lose your magical powers .

There are 3 attributes for characters.

Mirth, Mischief and Misery

These represent the 3 things fae are normally good at. Create your character background and pick a type of fae you want to be.



You can assign one dice below (D4, D6, D8) to each attribute (**Mirth, Mischief and Misery**) This determines what your fairy is skilled in.



This is called the Count Down Dice system. You want low numbers. A one is the best result and an 8 is the worse.

Every time you roll an attribute dice, You must also roll one D20 (Wild Dice).

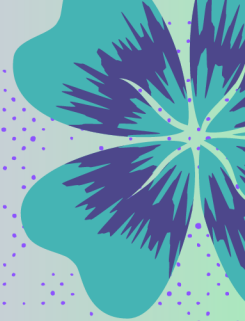
Depending on what stat you are checking against, changes the outcome of the wild dice. If you roll a 20 on this dice. Consider this a critical hit mechanic. This dice represents how the fae effect and interact with the world.

The Wild Dice

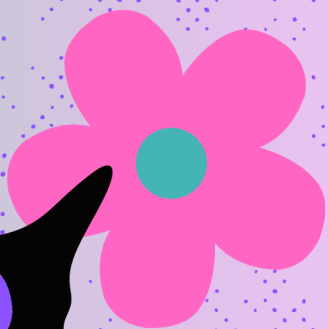
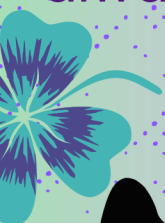
1. A **Mirth** check, positivity spreads from you and something funny, kind or jovial happens in the scene.
2. A **Mischief** check, tricks pranks and cunning is sewn into the world around you set some trap, someone lost some keys or someone's trousers fall down inexplicably
3. A **Misery** check, bitterness sadness and envy become present. The mood changes, ominous signs are seen and fear becomes tangible.

All these checks can be related to the narrative or random. The goal is to have fun. Work with you Games Master to create moments of Mirth, Mischief and Misery

Playing and Running the Game



Your attributes are your way of interacting with the world and will determine your success or relative failure in completing a task. You can roll against other players or NPC's to compete in something or against a difficulty set **see below** (Success and Failure is left to the discretion of the Games Master, as failure does not always have to be the result of a low roll)



Difficulty Table

If a player decides to accomplish a task, they must check against the difficulty table. The GM will decide how difficult the class is and what attribute is most appropriate for the challenge.

8. Quite basic
7. Easy
6. Average
5. Above Average
4. Good
3. Very Good
2. Incredibly Good
1. Very Impressive

If you cantfit your wanted action into the three attributes then roll a D6 and wild dice (D20)

If the DC is above what the dice is capable of rolling it is an success automatically.

You can award **Magic Flowers** (free re-rolls) for good PC roll playing and cunning plans in character or for perhaps a harmless prank to spread some Mirth in real life.

Alternatively you can award a **Black Cats Tail** to yourself, the GM (the GM re-rolls a players successful check) for your own success or to get back at yours players good luck.



If other players are helping or hindering each other, give a **Magic Flower** or **Black Cats Tail** respectively or if you prefer a numerical bonus I would suggest only ever a +1/-1 (the numerical total cannot go below 1 or above an 8)

This is a very loose system for making some fun fae and having a laugh. Running the game is based around no hard rules other than the stats of your players.

Construct NPC's, worlds and quests as you would normally for any other TTRPG. There are **no** official combat rules for this system. Treat combat like solving any other puzzle by using the **Three Attributes; Mirth, Misery and Mischief.**

What Next?....

Make your characters, make a setting as a group or left to the GM's discretion. The goal is to have fun. This a loose and flexible TTRPG system, you do not need maps, stat blocks or anything to get going.

Improvisation should be used as a tool to play around and world build on the spot. Do not let it slow you down. Play like you children a play-ground. **Use you imagination and have fun.**

