

# RACKING & WRITING

RACKING & WRITING: (v0.0.3-pre-playtest) is by Jesse B. Miller. This game is licensed under a CC BY-NC-SA 3.0 license (<https://creativecommons.org/licenses/by-nc-sa/3.0/us/>). It is a shallow hack of LASERS & FEELINGS: THE DOUBLECLICKS TRIBUTE RPG (v1.3) (<http://www.onesevenesign.com/laserfeelings/>) by John Harper. The specifics are different, but the system is intact. If you play this tell me on Twitter @jessebmiller

YOU ARE THE GRAFFITI CREW **GNS**. Your mission is to *get up, burn*, say “fuck the system” to the system. The Mayor just ordered the cops to crack down on the pits and yards where the city’s writers congregated, leaving you to take your message, and the graffiti game, city wide.

### PLAYERS: CREATE CHARACTERS

- 1 Choose a style for your graffiti or create your own. **Old School**, **Wildstyle**, **Bubble**, **Fat Cap**, **Abstract**, **Blockbuster**, or **Stencil**.
- 2 Choose a background for your character or create your own: **Immigrant**, **Veteran**, **Vagrant**, **Activist**, **Anarchist**, **Service Worker**, or **Blue Collar Worker**.
- 3 Choose your number, from **2** to **5**. Higher means you’re better at **RACKING** (theft; fighting; running; athletics; deception) Lower means you’re better at **WRITING** (art; style; diplomacy; seduction; wild, passionate action; consorting)
- 4 Give your character a name and a tag. Like **Sarah Boss** and “**LAZARBEAM**” or **D. Andre Baker** and “**FEAL**”

**You have:** a Backpack (with *stainers*, *cannons*, extra caps, etc.), a disposable camera (to document your work), your black book (for practice and to collect work from other *writers*).

**Player goal:** Get your character into serious shenanigans and see if you get back out of them.

**Character goal:** Choose one or create your own: **Go All City**, **Bomb all Toys**, **Make Social Statements**, **Get the Respect of Other Writers**, **Become a Famous Gallery Artist**, **Prove Yourself**, or **Keep Being Awesome** (you have nothing to prove)

### PLAYERS: CREATE THE CREW

As a group, pick two strengths for the **GNS** crew: **Experienced**, **Respected**, **Loyal**, **Daring**, **Sneaky**, **Large** (Lots of non-player members), or **Innovative**.

Also, pick one problem: **Targeted** (by the cops), **Beef** (with another crew), **We’re Basically Toys**, **Grim Reputation** (Y’all did some shady shit in the past).

### ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you’re **prepared** and **+1d** if you’re **experienced**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

- ↓ If you’re **RACKING** (fighting, theft), you want to roll **under** your number.
- ↑ If you’re **WRITING** (art, rapport, passion) you want to roll **over** your number.

**0** If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

**1** If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

**2** If **two dice succeed**, you do it well. Good job!

**3** If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

**!** If you roll your number exactly, you are **BURNING**. You get a special insight into what’s going on. Ask the GM a question and they’ll answer you honestly. Some good questions:

*What are they really feeling? Who’s behind this? How could I get them to \_\_\_\_? What should I be on the lookout for? What’s the best way to \_\_\_\_? What’s really going on here?*

(A roll of **BURNING** counts as a success.)

**HELPING:** If you want to help someone else who’s rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

### GM: CREATE A TOUGH SITUATION

Roll choose from the tables below

A THREAT...	
1. Officer Edwards	4. The SIS crew
2. Family Member	5. Neighborhood Watch
3. The OSR crew	6. Racist Vigilante
WANTS TO...	
1. Catch them in the act	4. Find where they live
2. Find one of them alone	5. Dig up dirt
3. Identify their family	6. Fight them
IN ORDER TO...	
1. Hurt them	4. Get them to quit
2. Imprison them	5. Embarrass them
3. Teach them a lesson	6. Break up the crew
MOST PEOPLE ARE...	
1. Indifferent	4. Angry at the cops
2. Angry about graffiti	5. Supportive of the cops
3. Admirers of graffiti	6. Involved in the community

### GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent activity. Before a threat does something to the characters, show signs that it’s about to happen, then ask them what they do. “Officer Martin makes eye contact and starts to get out of his car. What do you do?” “Daneela pours you a glass of cheap red wine and slips her arm around your waist. What do you do?”

Call for a roll when the situation is uncertain. Don’t pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Ask questions and build on the answers. “Have any of you climbed up to a billboard before? Where? What happened?”

### GLOSSARY

**Abstract:** A graffiti style with a focus on visual impact and stylization over lettering  
**Blockbuster:** Large letters covering large spaces  
**Bubble:** A graffiti style with fat ballooned lettering  
**Burn:** When your work beats your rivals with style and daring  
**Fat Cap:** A graffiti style using thick lines from a wide spray paint nozzle  
**Old School:** A graffiti style that originated in New York, largely in the subway  
**Racking:** Stealing supplies for the production of graffiti  
**Stencil:** Repeatable images and silhouettes made by spraying over a stencil  
**Tag:** Your graffiti alias and signature  
**Toy:** A novice  
**Up:** You are up when your work is widespread and well recognized  
**Wildstyle:** Hyper stylized lettering that is difficult to read with interlocking lines and angles  
**Writing:** Doing graffiti

