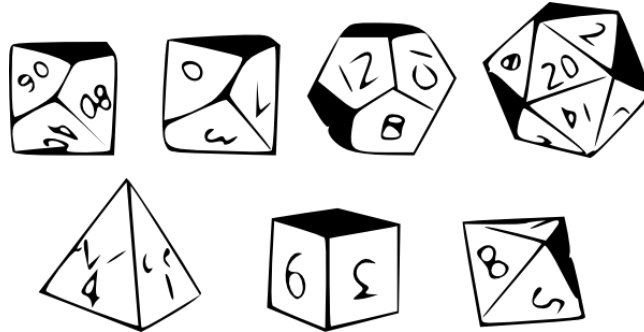


Step 0: Materials and Setup

You'll need, at the very least, a single set of RPG dice. Having more dice will help.



Roll20 and related digital dice-rolling services will also work.

Step 1: The Genre

Decide the genre and the themes of the game by having the players come up with a few genre words or phrases that you will use to generate a basic plotline for the players to follow. See table 1a.

At a minimum there should be three words/phrases generated.

This step should be followed with as little context as possible so the players do not have a chance to properly contextualize their decisions. Time limits and forcing players to say the first thing that comes to mind are useful mechanics to make things more hectic.

You will use these phrases to color and theme the rest of the game.

Step 2: Character Creation and Plot Creation

Each of your players should control 1 character and that character needs two strengths and a weakness. These strengths and weaknesses should be renamed to something somewhat related to the genre that was generated during step 1. See table 2a.

One strength should be designated a primary strength and the other will be secondary.

When in doubt: Each character needs an occupation (primary strength), a hobby (secondary strength), and a mental illness (weakness).

While your players are thinking of characters, you will have a chance to think of objectives and an endpoint for this game. All you need to think of is a very obvious endgoal the players should be able to achieve. Cliché is okay here and don't worry if your players ignore your endgoal and come up with their own to achieve. ^{See table 2b.}

Step 3: Playing the Game

As this is a tabletop roleplaying game, the point of the game is to collaboratively tell an interesting story. The gameplay is made up of the DM describing the setting, details, other characters, and plotlines of the story while the players describe their character's actions within this story.

When a player describes his/her character as wanting to take an action, you will need to determine how difficult it would be for that character to perform the described action. Give this difficulty a rating from 1 to 10.

If the described action is related to the player's primary strength (or the player comes up with a really interesting/funny/out-of-the-box reason that the action is related to their primary strength) they roll a d10. If the number rolled is higher than the difficulty you gave it, they succeed. If the two numbers are the same, the player just barely succeeds in the action. Otherwise, they fail.

A roll of 1 means the player has spectacularly failed in the action and this failure should be so massive that it affects all of the players negatively.

If the action is related to the secondary strength, roll a d8 instead.

If no sufficient relation can be found between the player's action and one of their strengths, roll a d6 instead.

The game will play a lot like a bad sci-fi movie or action anime, where the heroes tend to use the same techniques/powers over and over again in order to achieve a great variety of things. This is normal and should be encouraged, especially where it can be humorous instead of realistic.

Step 4: Teamwork

Occasionally players will want to help each other, especially during very difficult tasks. Have the player describe how they are going to help the other player and come up with a difficulty rating for that action by itself. Have the player roll as normal, and if they succeed in the action the player they are helping gets a better dice to roll with, using the following chart:

d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12 ↔ d20 ↔ d100

Better dice are to the right, lesser dice to the left.

So, a player wants to perform some action with a difficulty of 8 and they can do this action using their primary strength. They would normally roll a d10. Player two wants to help the first player and proposes an action that uses his secondary strength. You decide the difficulty of that action is a 5. If player two rolls and succeeds in his helping action, the first player can now roll a d12 instead of the usual d10.

If player two does not succeed in his/her action, the first player rolls his d10 as normal.

If player two rolls a 1, the first player must use a lesser dice in his roll, which in this case is a d8.

Multiple players can help a single player in any action and all of their effects stack. If player two and player three want to help the first player and succeed in their rolls, the first player now rolls a d20.

Step 5: Weaknesses

If at any point in the story a player encounters something related to their weakness, they need to roll a die to make sure that their weakness does not prevent them from taking an action.

Upon the first encounter of something related to their weakness, a player rolls a d20 for their character. If the roll is not a 1, continue as normal.

The second and subsequent times a player encounters their weakness, they roll a lesser die. This continues until the player eventually rolls a 1. If the player rolls a d4 and still has yet to roll a 1, continue to roll d4's until they do.

d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12 ↔ d20 ↔ d100

Once a player has rolled a 1, their weakness overtakes them in some debilitating yet hopefully comic way and they are unable to take normal actions. Once 2-3 other actions have passed (or if another player fixes or otherwise helps the player overtaken by their weakness) the player returns to normal and they reset the die rolled when encountering their weakness to a d20.

Table 1a

Example “genre words” and “phrases”

- Fantasy
- Fantasy Football
- Fantasy Fantasy Football
- Sci-Fi
- Spaceships
- Pirates
- Zombies
- Warframe
- Space ninjas, because I don’t know what Warframe is
- Time Travel
- Ponies

Table 2a

Examples of strengths and weaknesses and the genre words/phrases that generated them

Example 1:

P. Strength: Primary Weapon Skill

S. Strength: What your character did before the zombie outbreak

Weakness: Mental illness inflicted because collapse of society

Failure of weakness roll requires player to act as if they’ve been triggered by their mental illness for 2 turns. May result in a character flashing back to ‘Nam for 2 turns due to PTSD.

“Survive Zombies:” Zombies, Realistic, Adventure

Example 2:

P. Strength: The player’s actual occupation

S. Strength: The player’s actual hobby

Weakness: The player’s favorite candy to eat

Failure of weakness roll requires player to eat as much of this kind of candy as they can for 2 turns. May result in regicide of the Chocolate King.

“Escape from Candyland:” Adventure, Fantasy, Candyland

Table 2b

Example plotlines, goals, and the genre words/phrases that generated them

Example 1:

Escape to Space Vegas: The players are crewing a spaceship and must make it to space vegas before the evil aliens catch up to them. Make as much money as you can along the way to make your eventual escape to Space Vegas more enjoyable.

Sci-fi, Spaceships, Money

Example 2:

Halloween Spookytime: The players are all spooky skeltels. It's Halloween and Spookworld is holding its annual scare-off. The players need to travel to each of the spooky lands in spookworld and scare as many other monsters as they can to earn "spook points" for the glory of the skeleton king.

Halloween, Spooky, Memes