

WE CAN BE HEROES, JUST FOR ONE DAY

An unofficial DAVID BOWIE role playing game.

THIS AIN'T ROCK'N'ROLL, THIS IS GENOCIDE

GM, read this aloud and set the stage.

You open the door to the green room, slide into chair, and take long drag from your cigarette. There's an astronaut laying on the couch. All in all not *that* unusual.

"Beware The Thin White Duke. He's coming for you. You have to stop him." He fumbles with controls on his left wrist. He blurs. He splits and strobes out into dozens of identical images. *"This is Major Tom to Ground Control. I'm stepping through the door..."* The images collapse into a point of light and vanish. You've been joined by... you.

GONNA HAVE TO BE A DIFFERENT MAN

Players, pick a character. No more than one of each Bowie per game. Each Bowie has **A SKILL** and a **drawback**.

ZIGGY STARDUST (bisexual space god in red boots) **CHARM** All the girls and boys adore him. Wherever he goes is a party! **Wherever he goes is a party...**

JARETH THE GOBLIN KING (rhyming wizard) **ILLUSION** He's got the power of voodoo. Who do? You do.... **Must always be contact juggling a crystal ball.**

ALADDIN SANE (often mistaken for Ziggy Stardust) **THIEF** He could steal a cigarette out of your mouth, **but can't resist a risk. He's A-lad-insane after all.**

HALLOWEEN JACK (rambunctious space pirate) **SWASHBUCKLING** Fought his way out of the Princess of Neptune's bedchamber with only a cocktail fork and panache. **Her father's guards and a long list of others are hot on his heels.**

THOMAS JEROME NEWTON (alcoholic genius alien) **TECH** Any sufficiently advanced technology is indistinguishable from magic, **when he's not drunk.**

LOOK AT THOSE CAVEMEN GO!

Whenever you do something that might fail roll D6. If you are using your **skill** roll 2d6 and pick the highest.

- 6: Golden years, gooooooold, whop whop whop
- 5: Success with a minor setback
- 4: Success with a major setback
- 3: It's a God-awful small affair (*near miss fail*)
- 2: Failure with a minor setback
- 1: The voice of doom was shining in my room

Minor setback: a tricky situation you'll have to get yourself out of

Major setback: a big problem you'll need your allies help to solve

Players should suggest setbacks that fit the moment, though the GM can modify or overrule them.

WE CAN BE HEROES: GM GUIDE

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DANCE MAGIC, DANCE: HOW TO PLAY

This is a pretty loose game baby. Just set the scene (*read THIS AINT ROCK'N'ROLL, THIS IS GENOCIDE*) and let it play out. Make the players roll some dice when you feel like it.

Before you start you need to know two things:

- * Why is the Thin White Duke after them?
- * What's on the other side of the green room door.

You can roll a d6 and use the tables below for motivation and setting, or just pick the one you like, or just make it up.

I'M STEPPING THROUGH THE DOOR

Something strange has happened. Maybe the visitor is from a parallel universe. Maybe it's just the drugs.

- 1: In a plush bedroom with a view of swirling nebula out the window
- 2: In the Labyrinth, but the place has really gone to hell and the goblins are revolting
- 3: In an alley. Near the end you can see the glow of neon. All the signs are in Japanese.
- 4: Stumbling into a diner. All heads turn our way.
- 5: At edge of a cliff! No, a pyramid. The spotlight hits you and fireworks explode!
- 6: In present day New York... so drab.

LEARN TO FALL IN LOVE WITH YOURSELF, THAT'S MOTIVATION

The Thin White Duke is murdering all the other Bowies. But why?

- 1: Grind their bones into super-Bowie space cocaine
- 2: There can be only one! Absorb their power and become the Ur-Bowie.
- 3: Enslave them to forever write commercial jingles and make money for him
- 4: To prove that he is the Bowie supreme.
- 5: Oh just for fun, you know.
- 6: Pick whatever you want, or make on up.