

# BRANDOFF'S BEGINNER REFEREE TOOLKIT

**A FIST RPG Handbook**

**3 Starting Adventures!**

**Random Tables and Advice!**

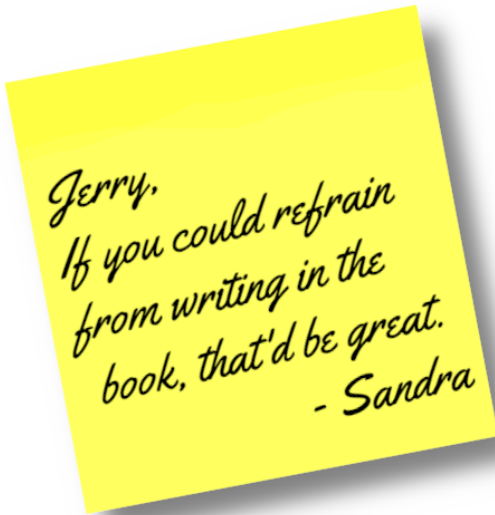
**The Key-Code to Restroom!**



v 0.7.5

[This Space Intentionally Left Blank]

But WHY is it left blank?



...sure, no problem.

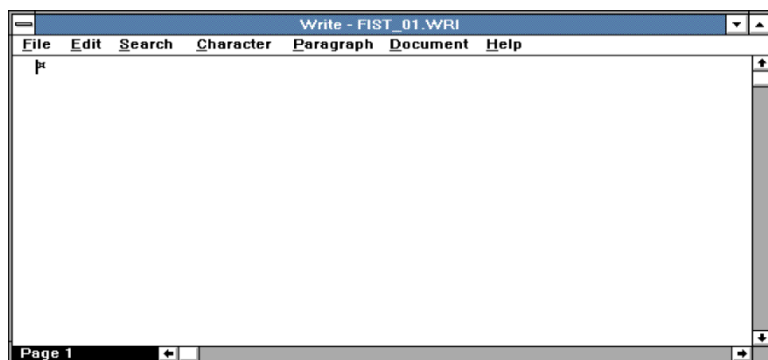
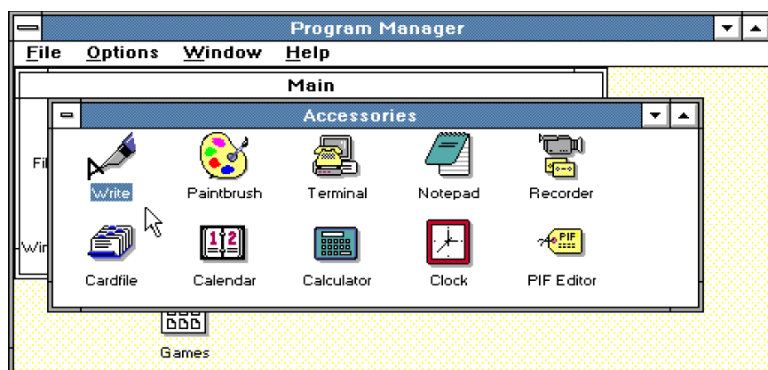
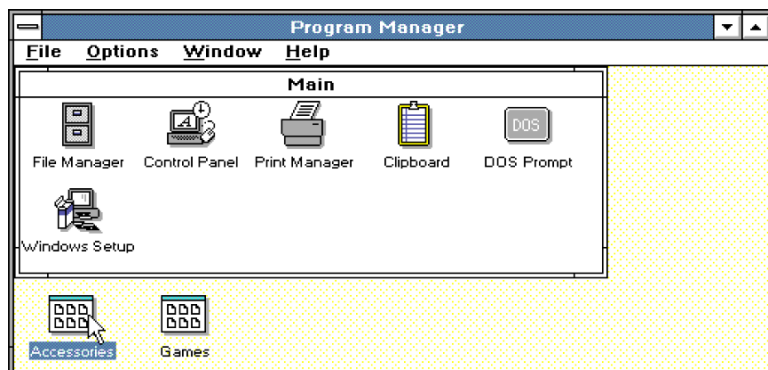
## Table of Contents

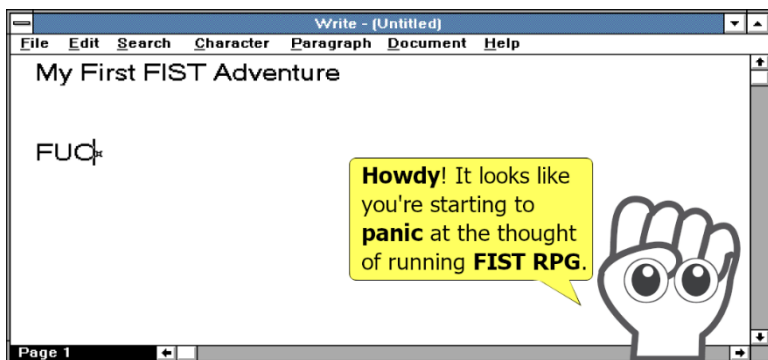
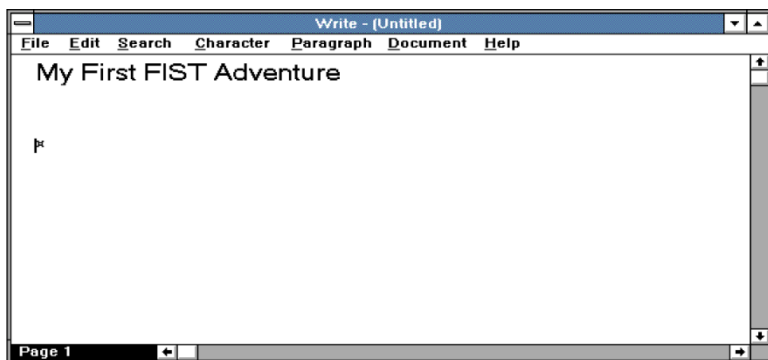
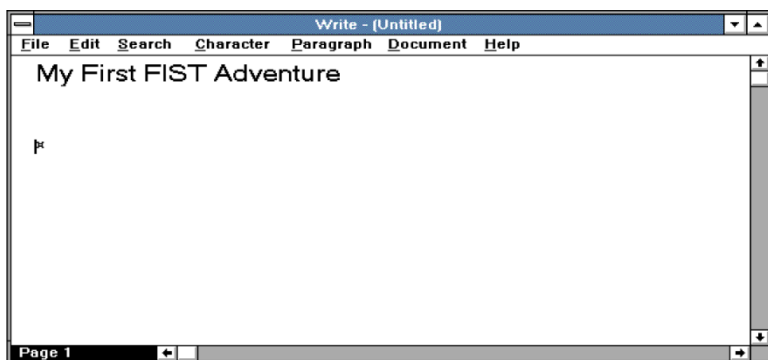
Running a One-Shot Adventure .....	7
Introducing Players to FIST RPG .....	8
NPCs & Enemies .....	9
Emergency Partial Success Chart .....	10
Scenario 01: ABANDON .....	11
Scenario 02: HOARD .....	17
Scenario 03: FLUFF .....	23
Frequently Asked Questions .....	28
Safety Tools .....	29
End Credits .....	29

### CONTENT WARNING

---

This book contains graphic violence, cannibalism, food addiction, mutation, hoarding, cruelty to robots, police turned into oil-zombies, and a full-on *House of Leaves* situation. It's probably a lot worse than it sounds.



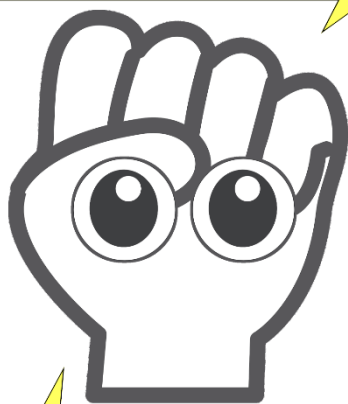


**Fear not**, I can **help**!  
But first, allow me to  
**introduce** myself.



*Sandy are you seeing this???*

Oh, I see **everything**!  
But my name's  
**not Sandy**.



I'm Fisty!  
**Fisty McCuffs!**

Woah, easy there, partner!  
Take a deep breath. Don't worry,  
you'll be a **Referee** in no time!

## Running a One-Shot Adventure

The goal of an introductory one-shot, demo, or con game is not to follow the rules exactly, or strictly adhere to every event of a written scenario. The goal is just to get people into the game. Even the special beginner one-shot adventures in this book are simply tools to help get you started and show brand new players just how fun a game of FIST RPG can be.

### **BREAK THE RULES! SCRAP THE PLANS!**

---

If the adventure says the boss is locked behind an impenetrable door that can *only* be opened with a blue keycard, and the players are busy hunting down some red-herring, feel free to stuff that fish full of blue keycards. If time is running short, turn that sucker into a blue keycard piñata.

### **CUT THE MIDDLE, DON'T RUSH THE END**

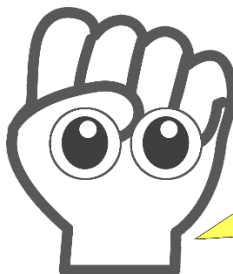
---

If you're working with a time limit, never rush the climactic showdown. Instead, make note of when the final hour approaches, and switch into end-game mode. That blue keycard boss? Maybe he gets sick of waiting in his lair, hijacks a mech and personally crashes the hero's party.

### **GIVE EACH PLAYER A FINAL SPOTLIGHT MOMENT**

---

At the end of the session, ask each player how their character celebrates or spends their time until the next adventure. This gives everyone a guaranteed moment to shine, along with an opportunity to examine at any loose plot threads.



When starting out, **don't worry** about an epic campaign.

Get started with a **one-shot demo**. Don't forget the pre-generated FIST Ops!

## Introducing Players to FIST RPG

There are a few things new players should know, especially if they're used to other *dragon fantasy* tabletop roleplaying games.

### **FIST IS HIGH POWERED**

---

With the right combination of Traits, a starting FIST character will be able to pull off stunts that only a high-level wizard could accomplish in other games. And it's important for you to know this too—don't hold too tightly to your plans when players can alter reality on a whim.

### **FIST IS ALSO DEADLY**

---

Most PCs will start with around 6 HP. A janitor with a revolver deals 1d6 damage (DMG). Meaning the first civilian guard with a pistol who spots them breaking into the complex has a 1-in-6 chance of dropping them in a single hit. Try to set expectations, so players will know what they're in for. Have a stack of Pre-Generated characters handy to drop in as emergency replacements the moment it makes sense. (Depending on how you run the game, boss fights might be a no-go for new recruits.)

### **THERE IS MORE TO LIFE THAN KILLING**

---

Encourage players to think laterally. Going in guns blazing shouldn't always be the play. Sneaking past guards, hacking security systems, wearing disguises, and talking your way out of a fight not only gives them more to do than shoot, it gives less combat-oriented ops a chance to shine. Stealth and social engineering aren't just fun things to do, they're a chance for survival against overwhelming odds.



## NPCs & Enemies

### EMERGENCY NPC DETAIL CHART

Roll 2d6 ("d66") for random looks, traits, and personality quirks. Combine and discard results until a clear idea forms.

d66	Random NPC Detail	d66	Random NPC Detail
11	Nervous	41	Engraved weapon
12	Impatient	42	Billowing cape
13	Suspicious	43	Childhood toy
14	Loud	44	Weird tech
15	Paranoid	45	Magical relic
16	Talkative	46	Reading glasses
21	Boastful	51	Outdated mustache
22	Apologetic	52	Facial scar
23	Fearful	53	Heavy makeup
24	Insulting	54	Athletic
25	Deceitful	55	Scrawny
26	Honest	56	Gold teeth
31	Careless	61	Obvious hairpiece
32	Vindictive	62	Sunglasses
33	Sarcastic	63	Audacious jewelry
34	Oblivious	64	Body tattoos
35	Gossip	65	Facial tattoos
36	Bitter	66	Strange accent

### MOOKS, MINIONS & GOONS

For a more cinematic take on combat, with heroes mowing down wave after wave of enemies, replace standard low-level bad guys like security guards with the minion statblock. Minions make for pulpy action. They're perfect cannon fodder that make paranormal entities and augmented operatives feel *that more dangerous* compared to the average citizen or terrible-aim stormtrooper.

- **Minion:** 1 HP, 0 Armor, 1 DMG (melee or ranged)

## Emergency Partial Success Chart

A result of 7-9 is a partial success. But... what does that mean? Oh, God, *what does it mean?*! Most of the time, you can rely on context: The player gets what they want, but with some new problem introduced. They pick the lock, but it sets off a hidden alarm; they convince the security guard to allow them entry, but only if they tag along.

During combat, those partial successes can really pile up, leaving your referee brain exhausted and drained of nutrients.

Flummoxed? Grab 2d6 and roll the chart below.

d66	Emergency Partial Success Table
1	<b>Take Damage</b> (1-2 You hit them, they hit back; 3-4 You're hit by a third party; 5-6 You suffer mild environmental damage, 1 or 2 DMG)
2	<b>Bad Position</b> (1-2 You're forced closer to a ledge; 3-4 Enemy takes the high ground; 5-6 Exposed to a new hazard or foe)
3	<b>Endanger Others</b> (1-2 Your actions leave others exposed to danger; 3-4 You're unable to defend someone who needs defending; 5-6 Ally somehow struck with some light friendly fire, 1 or 2 DMG)
4	<b>New Threats</b> (1-2 You trigger an alarm, alerting new enemies; 3-4 New enemies approach, and they're right around the corner; 5-6 Bad news! A dangerous new enemy immediately drops into battle.)
5	<b>Temporary Setback</b> (1-2 Gun jams, sword knocked out of hand, etc.; 3-4 Enemy slips behind cover, hiding out of sight; 5-6 Strange phenomena interfere with your powers.)
6	<b>Become Targeted</b> (1-2 Your badass attack has made you the target of every enemy within in ten miles; 3-4 A faceless goon swears to avenge the life of a fellow fallen faceless goon; 5-6 A powerful foe decided to make things personal.)

These results are meant to inspire, not be taken literally. If the roll results in a [2] and [1], but there's no ledge in sight, the character could also be forced near a downed power line, pit of lava, over-affectionate poodle, etc.

## Scenario 01: ABANDON



### MISSION BRIEF (READ ALOUD OR PARAPHRASE)

November, 1984. Abandon, Inc. promised America's wealthiest citizens their own mansions on Mars. Just before launch, something went horribly wrong. FIST has been hired by the Burchill Family to retrieve their eldest son, **Andrew Burchill**, before he is killed or blasted into space.

#### Your goals are as follows:

1. Infiltrate the Abandon, Inc. Launch Complex.
2. Gain entry to the launch dome. You'll need 3/5 keycards to enter. Each additional keycard disables one SM-401 mecha.
3. Prevent Andrew Burchill from leaving the planet. If the rocket launches, the deal is off.

After crossing a freeway that separates the haves from the have-nots, the FIST Ops are dropped off at the far end of the complex. The rocket will launch automatically. You have one hour.

59:59, 59:58, 59:57...

## THE FULL STORY

---

- November 1984. On the heels of the worst recession since WWII, America's obnoxiously wealthy plan to hop a rocket and escape to Abandon, Inc.'s secret Martian colony, where they'll live a life of luxury, tended to by robots. ("The one thing angry mobs of poor people *can't* do is cross the vast gulfs of space!")
- Just before launch, a medical procedure designed to ease the psychological burden of leaving Earth behind goes horribly wrong, turning them into **Untethered**, cannibalistic murderers.
- **Dr. Farkas** tested the procedure on volunteer college kids, the homeless, even himself – but the good doctor never imagined what *untethering* someone from their worldly ties would do to someone who *already exists* so far above the hierarchy of needs that the pyramid looks like a distant planet.

## SECRETS & CLUES: DECENTRALIZED INFO DUMPS

---

*Share this information with players whenever the opportunity arises, rewarding clever roleplay, investigation, and dumb luck.*

- **Project Freeway:** The vastness of space separate haves from the have-nots. Mars is the ultimate gated community.
- **Untethering:** A form of techno-pharmacological conditioning designed to sever earthly ties and make life off-planet palatable.
- **Failure:** Something went horribly wrong. The millionaires who were Untethered went berserk, slaughtering complex staff.
- **The Untethered:** Some are mass murderers, others calculating killers. Named NPCs like Oliver Cooper tend to pose as helpless victims, waiting for the perfect moment to strike.
- **Andrew Burchill is Untethered.** He's not actually scared; he's trying to lure victims to use as slaves. Robots are no fun!
- **Betty Rhodes didn't eat the cake.** On a fad diet, she drank her own diet tab soda, watched everyone die.
- **Dr. Farkas exposed himself to Untether,** the first human test subject. As a well-connected scientist with infinite funding, he did not suffer the full effects. Even so, he thinks it's wonderful. *Everyone should be Untethered.*

## NPCS

---

**BEEPER:** Semi-Functioning Medical Bot.

- First aid kit, heal anyone 1d6 (three uses).
- Sparks, repeats itself, moves on noisy broken tank treads.
- Programmed to help (authorized personnel only).

**Betty Rhodes [Keycard]:** Diet-restricted secretary

- Floral dress, fearful eyes, wavy red hair.
- Saw her coworkers die of poison.
- Why should she trust you? What if *you* did it?

**Henry Pearson [Keycard]:** Low ranking security guard.

- Curly hair, round face, easy smile.
- Cowardly, out of his depth, almost comically prone to injury.
- Wants to stay in his office until it's over.

## ENEMIES

---

▶ **Untethered** (2 HP, 0 ARMOR, 1D6 DMG)

▶ **SM-401 Security Mecha** (12 HP, 2 ARMOR, 2D6 DMG)

**Andrew Burchill [Untethered]:** Heir to the Burchill fortune.

- Handsome, well dressed, charismatic. Carries a severed head.
- Uses PA system to call for help; offers shelter in the rocket.
- Wants to lure folks into the rocket. Human slaves > robots.

**Dr. Farkas [Keycard] [Untethered]:** Unethical Techno-pharmacologist.

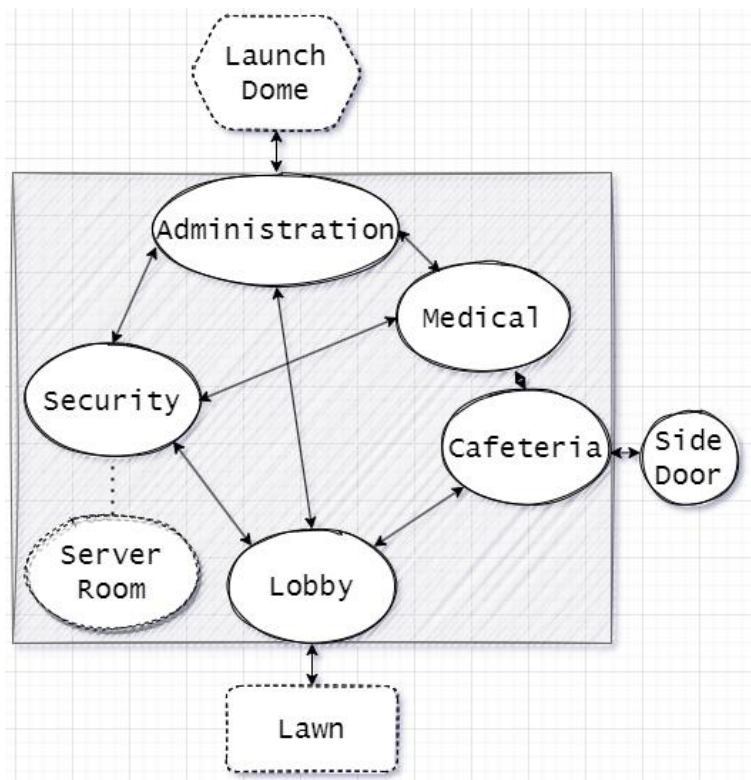
- Pony tail, white lab coat, pockets stuffed with pills.
- Vague European accent.
- Values his research above all life, even his own.

**Oliver Cooper [Keycard] [Untethered]:** Complex Administer.

- Yuppie businessman in pastel suit.
- Sarcastic, sneering.
- Wants to hire protection to escape.

## LOCATIONS

**Note:** The complex interior has mangled bodies *everywhere*. There's an ongoing massacre. Assume the worst in every room.



### Exterior Lawn of the Abandon, Inc. Launch Complex

- Guard booth with two soldiers (*They know nothing.*)
- Abandoned Royal Royces litter the complex lawn like trash.
- A limo driver sits on the hood, smoking. (*He knows nothing.*)

### Lobby

- Grenade-blackened tile, front desk splattered with blood.
- Big screen TVs loop sinister commercials for Abandon, Inc.
  - ▶ **Enemies:** Sounds of something shuffling behind the front desk. (*An Untethered in a blood-splattered suit throttles a dead security guard, ignoring the guard's 1d6 DMG pistol.*)

## Security Room

- Deactivated SM-401 security mechs.
- Closed circuit monitors reveal carnage, NPCs.
- Security guard barricaded in his office, menaced by the

Untethered

♥ **NPCs:** Henry Pearson [**Keycard**]

▶ **Enemies:** Two Untethered

## Server Room

- Floor is flooded an inch deep with electrified water (3 DMG).
- Rows of five-foot-tall computer servers, spaced ten feet apart.
- A dead scientist clutching a [**Keycard**] is at the far end.

## Administration

- Reams of dot matrix printouts, fax machines.
- Coffee machines, water coolers, dead security guards.
- Head office has a beige PC with an amber screen.

▶ **Enemies:** Oliver Cooper [**Untethered**] [**Keycard**]

## The Medical Wing

- Bodies of medical staff everywhere.
- Swimming pool with row upon row of weird hair dryer things.
- Smashed up Med-Bots (one of which is operational).

♥ **NPCs:** BEEPER the Med-Bot. *Beep, beep!*

▶ **Enemies:** Dr. Farkus [**Untethered**] [**Keycard**]

## Cafeteria

- Banners hang from the walls, “You did It! Launch is on us!”
- Spilled Styrofoam coffee cups, half eaten pieces of sheet cake.
- Dead employees, mouths covered in frosting.

♥ **NPCs:** Betty Rhodes [**Keycard**]

▶ **Enemies:** Untethered with a pendant for poison.

## Launch Pad

- Sealed by a truly impenetrable retractable dome.
- Accessible only with at least 3/5 keycards.
- ▶ **Enemies:** The Abandon Ship is guarded by two SM-401s.

"Abandon your worries. Abandon your cares. The one thing you won't have to abandon are your worldly possessions. Because with our ultimate gated community, you *can* take it with you. And *they* can never take it back."

-Looping Abandon, Inc. advertisement.



## Scenario 02: HOARD



### MISSION BRIEF (READ ALOUD OR PARAPHRASE)

FIST Ops! You are sent into investigate the home of a man named Joseph Theodore Mason, 56, after a TV crew for The Exploitation Channel's most popular hoarding reality show "Extreme Junk It" went missing, followed by the police who were sent in to rescue them.

#### Your goals are as follows:

1. Rescue Joseph Mason and any bystanders.
2. Stop whatever's inside the house from taking more victims.
3. Escape the house of hoards.

*This adventure deals with compulsive hoarding, a disorder which affects millions. Though the situation turns out to be more supernatural than psychological, it's still important to handle the subject with care and compassion.*

*- Sandra*

## THE FULL STORY

---

- Joseph Theodore Mason, 56, male, loved to go antiquing with his wife, Judy Mason, 52.
- Three months ago, Joseph bought a bronze statue of a minotaur in an estate sale. After Judy died in a strange accident, Joseph became convinced the statue would unleash a great evil. So, starting from his study, he built a labyrinth to contain the creature.
- Fearing for his father, Anthony Mason contacted The Exploitation Channel's "Extreme Junk It" to help declutter his parents' home.
- The host barged inside, waving a phony court order, and the crew were taken by the house. Police were sent in, then nothing.
- The Minotaur traps people within its ever-expanding walls, warping, twisting, adding them to its collection.

## NPCS

---

**Joseph Theodore Mason:** 56. Homeowner.

- Flannel shirt, well-groomed beard, clean nails.
- Last seen a month ago.
- (*Trapped inside the center of the house by The Minotaur.*)

**Anthony Mason:** 28. Joseph's son.

- Round gold glasses, hockey jersey, blue jeans.
- Refuses to acknowledge the supernatural.
- (*Called "Extreme Junk It," attempting to save his father.*)

**Gary Berry:** 34. "Extreme Junk It" host.

- Blonde hair, dark sunglasses, black goatee, white soul patch.
- Vain network loyalist.
- Would push a stroller into traffic to get a better shot.

**August September:** 22. "Extreme Junk It" cameraman.

- Body of a teamster, hands of an artist, soul of a poet.
- Shy, introspective, judgmental.
- If he survives, he'll spend his life trying to recreate this.

## ENEMIES

---

- ▶ **Killer Dolls** (1 HP, 0 ARMOR, 1 DMG)
- ▶ **Hand Sharks (*Severed Arms*)** (3 HP, 0 ARMOR, 2 DMG)
- ▶ **Mold Zombies (*TV Crew*)** (3 HP, 0 ARMOR, 1D6 DMG teeth)
- ▶ **Oil Zombie (*Police*)** (6 HP, 2 ARMOR, 1D6+1 DMG batons)
- ▶ **Librarian** (9 HP, 1 ARMOR, 1d6 DMG claws)
- ▶ **Chub Toad (*TV Crew*)** (12 HP, 0 ARMOR, 2 DMG)
- ▶ **Junk Golem** (18 HP, 3 ARMOR, 3D6 DMG) [Does not attack, only defends itself]
- ▶ **The Minotaur** (13 HP, 2 ARMOR, 2D6 DMG)

## LOCATIONS

---

The house is a spontaneously generated labyrinth of cluttered corridors and rooms stacked with strange objects. It is spatially perverse, an affront to known architecture and interior design.

**FIST must “clear” five rooms before they can reach Joseph Theodore Mason and The Minotaur.** Whatever that means is up to you. Fill rooms with NPCs, enemies, hazards and traps as you like. Trust your instincts. Become the pacing. There is no *wrong*. Everything is *wrong*. Where was I? *Where are we?*

Random Rooms			
	1-3 – Column A		4-6 – Column B
1	Kitchen	1	Bedroom
2	Dead Letters Room	2	Computer Room
3	File Room	3	Spiral Staircase
4	Library	4	Basement
5	Hall of Hands, Sharks	5	Garage
6	Play Room	6	The Swamp

### Kitchen

- 50s-style refrigerator locked with heavy chains and padlocks.
- Muffled cries from within (*suffocating TV crew*).
- (*The key is in the junk drawer.*)

### Dead Letters Room

- Piles of junk mail addressed to people from around the world.
- Papercut Tornado seeks to *blender* someone for 3 DMG.
- (*Letter from Mason’s concerned daughter, unanswered.*)

## File Room

- Teetering stacks of file cabinets, sparkling treasure on top.
- Files contain each FIST OP's darkest secret. (Ask them!)
- The treasure is not a treasure. It's the worst thing in the world.

## Library

- No human being would stack books like this.
- Open tomes on *dimensional transcendence*.
  - ▶ **Enemies:** A horrifying Librarian demands intruders quote a passage from their favorite book or suffer its full wrath.

## Hall of Hands and Sharks

- A long, long hallway filled waist-high with nails, screws, rust.
- The river of metal *churns*, as if something swims beneath.
  - ▶ **Enemies:** Hand Sharks (Severed Arms) (Drags people down into a cold, puncturing embrace.)

## Play Room

- A child's bedroom with a flickering projector.
- Raw footage from the Extreme Hoarding TV show. B-Roll exterior shots. A low growl from behind one of the mounds. "Woah," the cameraman says and backs off.

## Bedroom

- Pastel wallpaper, touching photos, soft music.
- Sickly-sweet smell of potpourri.
- Figures in bed, blankets over heads.
  - ▶ **Enemies:** (2 Mold Zombies, hidden in bed)

## Computer Room

- Beige desktops connect only to the 90s internet.
- (Use the Wayback Machine to astound your players!)
- A chat room hacker threatens to beat them up IRL

## Spiral Staircase

- A spiral staircase leads up three flights (*in a one floor home*).
- The steps creak, 1-in-6 chance of giving way.
- The sound of wings come from the dark reaches.

## Basement

- A knee-deep sea of flammable, toxic cleaners; bubbling, black.
- ▶ **Enemies:** Oil Zombies moan commands while attacking.

## Garage

- Collection of one-of-a-kind automobiles from movies and TV.
- ▶ **Enemies:** Junk Golem jealously protects its favorite rides. (*If treated with respect, it will guide you to the next room.*)

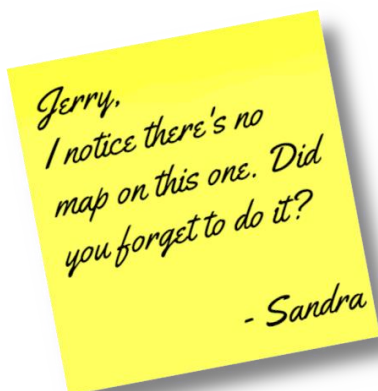
## Swamp

- This doesn't make sense. It's a swamp.
- *It's a goddamn swamp.*

## [SPECIAL] The Minotaur Lair

- An easy chair with an unconscious Joseph Mason.
- A TV blares static and flickering light.
- A coffee table with a bronze minotaur statue.
- ▶ **Enemies:** The Minotaur (begins in statue form).

After “clearing” five rooms (you’ll know it in your heart), **The Minotaur** allows entrance to its lair. Joseph cannot be awakened through natural means. If anyone touches the minotaur statue, **The Minotaur** makes an appearance, attempting to kill everyone but Joseph. Once **The Minotaur** is defeated, the house enemies go inactive, escape is trivial, and Joseph awakens, thankful.



*You can't map INFINITY, Sandra.*

## RANDOM LABYRINTH DISCOVERIES

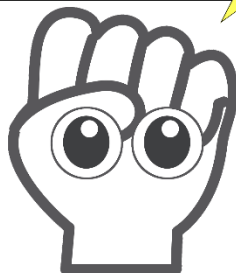
Random Hazards	
1	Corrosive/toxic pools
2	Rotten floorboards
3	Garbage tower collapse
4	Broken glass and rusted razor blades
5	Walls close in to smoosh
6	Trap door drops into <b>Basement</b>

Random Encounters	
1	Hazards, Enemies, NPCs!
2	Enemies (mobs of 'em)
3	Enemies (just one or two)
4	Hazards, serious (2d6 keep lowest DMG)
5	Hazards, mild (1 DMG)
6	A friendly NPC

**Hazard damage** is either mild (1 DMG), medium (2 DMG) or serious (2d6 keep lowest).

Make traps and hazards interactive: Don't just announce players walked into a trap, telegraph the coming danger with obvious signs, and let the players try to figure out a way to circumvent the hazard.

**Kill your friends the guilt-free way, with random encounters!**



Random Heaps of Clutter			
	1-3 – Column A		4-6 – Column B
1	Bills & receipts	1	Junk mail
2	Paperbacks/books	2	Newspapers/magazines
3	Cardboard boxes	3	Paper/plastic bags
4	Cleaning supplies	4	Photographs
5	Clothing and shoes	5	Rotting food/containers
6	Household supplies	6	Tools, nails, screws

## Scenario 03: FLUFF



### MISSION BRIEF (READ ALOUD OR PARAPHRASE)

---

**New York, USA, 1985.** A secretive cabal of ice cream barons have hired FIST to investigate a new product called The Fluff. In just a few months, the zero-calorie non-diary edible food-stuff has taken over every frozen dessert isle in America. The FIST Ops are sent to **Bolivar, NY** (pop. 1,250), home of The Fluff Company, to investigate the factory.

#### **Your goals are as follows:**

1. Uncover proof of ill-effects Fluff may have on people's health.
2. Learn where Fluff comes from (a fiercely guarded secret).
3. Obtain proof that The Fluff Company is breaking the law.

You're dropped off close to town, free to explore Bolivar, visit the local contact (High School Coach Williams), or risk going blind into the Fluff Company Factory.

## THE FULL STORY

---

The Haley family's dying oil business had a simple fix. There's more than oil in them thar hills.

## SECRETS & CLUES: DECENTRALIZED INFO DUMPS

---

- Western NY towns were built around oil production, but the industry declined to nothing.
- The Fluff Company was one of three small time drilling companies operating in Western New York.
- Last year they switched almost overnight to food production.
- The Fluff Company struck an underground sea of fluffy white fluid. Delicious, non-toxic, sapient.
- A normal diet of The Fluff is harmless. Habitual use leads to addiction, Consumers slowly giving themselves to The Fluff.
- Consumers are overcome with the urge to *share* The Fluff.
- Eventually, Consumers become Hollow, operating to *protect* The Fluff's interests.
- The Hollow are severely hydrophobic.
- Legend has it the first European settlers of Bolivar got wiped out. Rumors of cannibalism, or worse!
- The Fluff Company Factory is closed to visitors.
- It's not even a factory! It's a storage unit for a secret run-down oil field with a single pump running 24/7, where worker drones loading barrel after barrel into trucks.

*This is just like that horror movie,  
"Q – The Winged Serpent."*



## NPCS

---

**Coach Williams:** 32. High School Football Coach.

- Balding, mustache, red jacket, tiny shorts.
- Suspects the Lunch Lady of dosing the kids with something.
- Wants things the way they were: when life was simple, and centered around football.

**Bill:** 40s. Just some helpful guy, I guess?

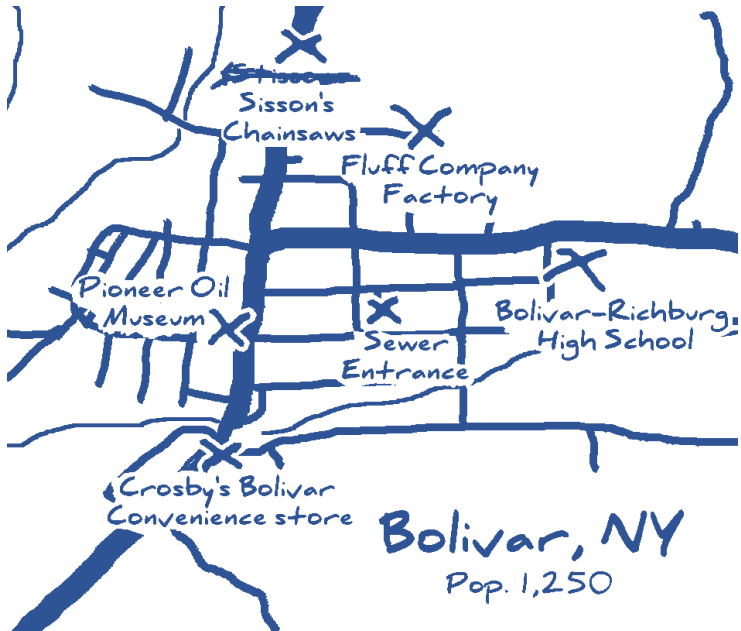
- Black plastic glasses. Mustache. Khaki uniform. Tool belt.
- Weirdly unphased by anything. "Believe me, I've seen it all."
- Wants to get the job done and get back to his wife.

**Kurtwood Haley:** 67. Fluff company founder.

- A schlubby old guy in a suit that hangs off his bones.
- Huge blinding white denture smile.
- Wants to recruit you, or failing that, dispose of you. Personally.

**The Rat Queen:** ?? . Rodent Royalty.

- Suspicious. British. Well-mannered.
- Remember the pigeon lady from Home Alone 2?
- Wants to avenge her missing rats.



## ENEMIES

---

### Addicted Consumers

- Look and act like normal humans, because they are. For now.
- Fiercely loyal to the Fluff brand. You should try it!
  - ▶ 2 HP, 0 ARMOR, 1D6 DMG/2D6 keep lowest DMG unarmed

### Hollow Shells

- Ambulatory shells. Human containers.
- Severely hydrophobic.
- One hit and they crumble, spewing Fluff.
  - ▶ 1 HP, 0 ARMOR, 1D6 DMG

### Fluff Puddle

- Amorphous white blob. Multiple Puddles form a **Giant Blob**.
- Enshrouds victims to suffocate and force-feed them.
- Highly flammable. Burns like marshmallow.
  - ▶ 9 HP, 2 ARMOR, 1D6+2 DMG

### Giant Fluff Blob

- Wave of Fluff big enough to fill a room.
- Can climb walls, drag bodies in its undertow.
- Highly flammable. Burns like marshmallow.
  - ▶ 18 HP, 3 ARMOR, 3D6 DMG

### Kurtwood Haley

- A harmless old man, quick with a smile and with a pistol.
- He'll pay double what they offered you. *If* you eat The Fluff.
- (*If dropped to 0HP, Kurtwood Haley **Transforms.***)
  - ▶ 6 HP, 0 ARMOR, 1D6 DMG, revolver

### Kurtwood Haley Transformed

- Cavernous mouth with rows of perfect denture teeth.
- Enshrouds victims to suffocate and force-feed them.
- Highly flammable. Burns like marshmallow.
  - ▶ 10 HP, 2 ARMOR, 1D6+2 DMG, teeth/claws

## LOCATIONS

---

### Bolivar-Richburg High School Pool

- The type of school where 80% of funds goes to football.
- The pool is a neglected, perfect meeting place.

♥ **NPCs:** Coach Williams

▷ **Enemies:** Something stirs under the pool cover. (***Fuff Puddle***).

### Sewers

- Rounded walls, rat bones, empty hobo encampments.
- (*Secret entrance to the Fluff Company Factory.*)
- ♥ **NPCs:** The Rat Queen fiercely guards the last of her brood.

### Sisson's Chainsaws & Stoves

- Chainsaws!
- Chainsaws!
- Chainsaws!

### Crosby's Bolivar Convenience store

- Snacks, Gas & Cigarettes.
- Set against a backdrop of hills and forest.
- ▷ **Enemies:** Addicted Consumers; *clerk is* a Hollow Shell.

### The Pioneer Oil Museum

- Dynamite-Making Wagon. (*A mobile dynamite factory!*).
- History of the area, especially oil fields.

### Fluff Company Factory

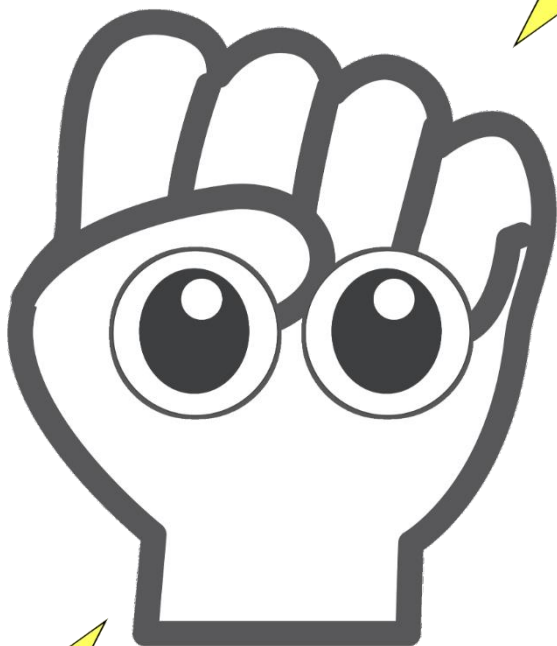
- A huge building used for storage, rather than manufacturing.
- Craft service tables (with Fluff) and eight rows of steel silos.
- (*Map leading to the secret Abandoned Oil Field*).
- ▷ **Enemies:** Six Hollow Shell security guards, (each of the eight steel silos imprisons a slumbering a Fluff Puddle).

### Halley's Abandoned Oil Field

- Lone functioning drilling rig, running 24/7.
- Bubbling open-air lake of Fluff; lakeside toolshed "office."
- ▷ **Enemies:** Hollow workers in white jumpsuits load barrels onto trucks; Kurtwood Halley sits in his office, waiting. Waiting.

## Frequently Asked Questions

This here's a **living document**--literally!  
Got any questions?



Send an "E-Mail" to  
[offbrandgandalf@gmail.com](mailto:offbrandgandalf@gmail.com)  
I'll answer it here!

## Safety Tools

Technically optional, but seriously, please, use 'em. I suggest Ron Edwards's Lines and Veils, John Stavropoulos's X-Card, and Beau Jágrr Sheldon's Script Change. More info here: <http://bit.ly/ttrpgsafetytoolkit>

## End Credits

Created for FIST: JAM OPS III.

Writing, design and layout by Jayme Antrim. Copyright © 2023. All rights reserved.

FIST was written by b. everett dutton, ripleY Caldwell.

The Fluff is a loving tribute to The Stuff (1985), written and directed by Larry Cohen.

**Images:** Photocopy texture by TextureFabrik.com. © Texture Fabrik. ABANDON, HOARD, & FLUFF Title Images, Cover Floppy Disc thanks to MorgueFile.com. Fisty McCuffs fist and eyes thanks to Creazilla.

**Fonts:** Arial Nova, Checkbook, Courier Prime.

**Playtesters:** ABANDON (Thanks to Gunzales & Wouter); HOARD (Thanks to Christron5000, Gunzales, NANO, ripleY, Wouter); FLUFF (Thanks to Agent 69, AppelEater, Gunzales, Wouter).

v0.7.5

28 February 2023 to 11 March 2023

Hello?

*Hello???*

Please! You've got to get us ou