

PISSKIDS *and* RATBAGS

You are contestants on *the Bachelorette*™, a group of elegable and attractive men competing for the hand of a charming woman. Unfortunately for everyone, and in a boon for ratings, you're also a bunch of complete douchebags. You must be the worst person possible who can still win that final rose.

CREATE CHARACTERS

To start, define your contestant. Contestants are usually between 25 and 35 years old and have a generic first name, with possibly a dumb nickname. Good examples include Chase, Mark, or Keith.

OCCUPATION

The most important part is your occupation. You could have a normal job, like Lawyer or Doctor, but you could also have a dumb made-up job, like Kitten Tester, or professional Soft Boy. Choose carefully; this is how you will be known to all.

PERSONALITY QUIZ

The GM should now go around the table and ask a selection of the following questions to different players. Make sure to ask different questions to different contestants!

- What is your favourite flower?
- Who is your favourite actor?
- What is your favourite book?
- Describe your perfect afternoon?
- If you were stuck on a desert island, which of your limbs would you eat first?
- What is your biggest fear on a date?
- What is the most embarrassing thing you've ever done in the bedroom? Provide details.
- What does the ideal woman taste like?
- What is your biggest weakness?
- What illegal acts would you commit for love?

THE BACHELORETTE

The Bachelorette was a contestant and fan-favourite on a previous season of The Bachelor and is inevitably way too good for any of these idiots. Collectively describe her likes, dislikes, and romantic history. Figure out how she was terribly wronged by the previous Bachelor. Tragic backstories and good humour both encouraged.

Remember, the more impossibly perfect and wonderful the Bachelorette is, the better it will be when you all let her down.

PLAYING THE GAME

This game is based on the Griffin & Rachel McElroy Theory of Bachelorette Contestants, which states that the participants on the Bachelorette can be divided into a bunch of pisskids and ratbags. Thus far, the theory has held true for all seasons.

- A Pisskid is whiny, entitled, needy, and useless.

- A Ratbag is manipulative, slimey, gross, and angry.

To represent which you are, you have a NUMBER, between 2 and 5. A higher number means you're more of a Pisskid; a lower number means you're more of a Ratbag.

Whenever you try anything, roll 1d6 to see how it goes. If you can bring your occupation into it, roll another d6. If this thing might make yourself look like a douchebag to the audience even if you pull it off, roll another d6.

- If you're being a Pisskid, roll below your number.

- If you're being a Ratbag, roll above your number.

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

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

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

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 BE A HUMAN BEING! Instead of being a douchebag, you sweep the bachelorette off her feet with basic decency! Take +1 dice on your next roll to represent the goodwill earned.

SPICE THINGS UP

If you want to make the game more absurd (and of course you do) roll a d20 once on the Contestants table for each player. If you really want to go hard, roll more than once on the Contestant chart per player, and a d6 for the Bachelorette.

THE CONTESTANTS	
1. 90s Refugee	11. Possessed by Satan.
2. Thinks this is Survivor.	12. A werewolf.
3. Victorian Gentleman.	13. REALLY rural.
4. Any excuse to remove shirt	14. Alien in human skin.
5. War Veteran.	15. Secretly REALLY OLD.
6. Secretly Juan Pablo.	16. Allergic to roses.
7. Professional Wrestler	17. Country Singer.
8. In love with a contestant.	18. Way too nerdy.
9. Vampire.	19. As Bro as possible.
10. Generated by a computer.	20. Avid Bachelor fan.
THE BACHELORETTE	
1. Actual Disney Princess.	4. Ancient Goddess Being.
2. Multiple Personalities.	5. A Velociraptor.
3. Praying Mantis Lady.	6. Secret Serial Killer

GAME STRUCTURE

Play proceeds as follows.

- **Introductions:** Everyone arrives at the mansion. Describe your arrival and the cute/dumb thing you do to try and impress the Bachelorette.
- **Cocktail Party:** Just mill about causing shit and trying to get the Bachelorette's attention.
- **Challenge:** Chris Harrison puts you through some kind of hellish reality television challenge.
- **Group Date:** You are shuttled to an exotic place for a romantic getaway.
- **The Rose Ceremony:** Where the contestant with the most roses wins!

At any time, players are allowed to pause the action in order to cut away to a confessional.

The GM, in their role as the Bachelorette, hands out roses to the players when they win the attention or admiration of the Bachelorette. They might get a rose for...

- Getting alone time with the Bachelorette.
- Embarrassing another contestant in front of her while coming out looking good.
- Winning contests.
- Revealing tragic/romantic backstory.
- Being a human being.

For a truly authentic Bachelorette experience, keep drinking throughout the play session.

PISSKIDS AND RATBAGS

is a hack of LASERS & FEELINGS by Erika Chappell.

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LASERS & FEELINGS was written by John Harper. He is neither a pisskid nor a ratbag.

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The premise of this game was derived from the podcast Rose Buddies, hosted by Rachel and Griffin McElroy. You should listen to that show, it's seriously the very best.

