

A Superhero and his nemesis visit go to the dentist

An RPG for 2 players.

OVERVIEW

On a Wednesday the worlds most nefarious villain tried to unleash unspeakable evil on this world. Fortunately the worlds most heroic champion had just got back from holiday that very morning and was eager to try and stop them. Did good triumph over evil?...

Fast forward to Thursday morning and both the hero and the villain have dentist appointments booked (at separate dental practices) and each are explaining to their dentist the events of the day before.

In this game one player will be the villain, one the hero and each the other players dentist.

SET UP

Players first decide which player will be the villain and which player will be the hero and then choose names for those characters.

The players then together decide the location where the action of the day will take place.

The villain then rolls a d3 on the evil plan table and the hero on the super power table. Alternatively the players may wish to come up with their own powers and plans.

PLAYING THE GAME

Game play is in 6 scenes, 3 scenes for each character and then a conclusion. The outline for each scene can be found in the scene table. At the start of each scene the active player will be able to take one action. If the action is a success then the active player can outline what happens in the scene. If the Action is not a success then the non active player can outline what goes wrong. Players can then role play the scene out fleshing out any details they may wish. Bear in mind that neither player can die as a result of the action or they would not be able to go to the dentist the next day.

TAKING ACTIONS

To take an action the active player thinks of a short sentence that describes what it is that they were doing in the scene. This should be something simple like "I was constructing a giant laser" or "I drove a car through the wall". This will be the thing that the active player will try and say to the dentist. The non active player (now playing the dentist) then puts 3 fingers or each hand in the active players mouth to simulate the dentistry being undertaken. The active player then tries to say this sentence. If the dentist can understand what they have said then the action is a success, if not then the action is a failure.

EVIL PLAN TABLE

1. Steal an important local artefact and hold it to ransom
2. Destroy an important location in the location
3. Create an unnatural disaster in the location

SUPER POWER TABLE

1. Supernatural communication
2. Superhuman physical attribute
3. Summoning ability

SCENE TABLE

1. The villain puts his evil plan into action.
2. The hero hears of the evil plot.
3. The villain places an obstacle in the path of the hero.
4. The hero arrives at the scene of the crime.
5. The villain tries to see their plan to completion.
6. The hero confronts the villain.

DISCLAIMER

This game is gross do not play it. Do not put your fingers in peoples mouths without consent. If you play the game and someone gets hurt or ill that that is your own fault not mine.