

THE BASICS

SYSTEM REFERENCE DOCUMENT OVERVIEW:

This System Reference Document (SRD) contains the core mechanics derived from the 1(800)Bizarre role-playing game.

THE GAME:

1(800)Bizarre is a game about stylish weirdos, personal powers, and missions that never go according to plan. We play to find out whether they can hold it together when everything—and everyone—starts to fall apart.

THE PLAYERS:

Each player creates a character and works with the others to form a crew their character belongs to. Every character is built to feel alive, with larger-than-life dreams, a tangled past, and something they're willing to risk everything for.

Players and the Game Master (GM) collaborate to set the tone and style of play, making judgment calls about mechanics, dice, and consequences. Everyone at the table shares responsibility as co-authors of the story.

THE CHARACTERS:

The characters dive into high-stakes missions, aiming to build their crew's reputation while surviving rival factions, strange enemies, and the fallout of their own choices.

THE GAME MASTER:

The GM establishes the dynamic world around the characters, portraying every non-player character (NPC) with clear motivations and a preferred way of operating.

The GM helps organize the conversation of the game so it's pointed toward the interesting elements of play. The GM isn't in charge of the story and doesn't have to plan events ahead of time. They present interesting opportunities to the players, then follow the chain of action and consequences wherever they lead.

PLAYING A SESSION:

Every session of 1(800)Bizarre plays out like a lost episode from a cult classic—half noir mystery, half supernatural soap opera. There are one or two major events, plus a hidden objective lurking beneath it all. Sessions run anywhere from two to six hours, depending on the group's vibe.

During a session, your crew of weirdos faces the fallout of their past decisions, rolling dice to navigate a bizarre world and fight their own version of “the good fight.” Characters take bold actions, suffer strange consequences, and bring their mission to a close—whether in triumph, tragedy, or total chaos. Then comes downtime: a chance to rest, pursue personal arcs, indulge bad habits, and unpack the drama that just went down.

After that? They dive back in—pushing forward, spiraling out, chasing destiny, or doing everything they can to outrun it.