

ALL OUTTA ELDER SIGNS

An All Outta Bubblegum Eldritch Themed Variant

Hacked by Ryan Boelter

This game uses the main rules for All Outta Bubblegum, except here players start with 8 Elder Signs and players can either do Mild (Normal) actions or Wild (Kick-Ass) actions.

Resolving Actions:

For Mild actions, players must roll a d10 and get equal to or less than the amount of Elder Signs they currently have.

For Wild actions, they must roll a d10 and get greater than the number of Elder Signs they currently have.

It is up to you, the GM, to figure out whether an action is Mild or Wild. The players can do anything at all in the game, and if what they do is a normal thing for them, then the action can be considered Mild. For instance, driving a car, remembering a phone number, bowing correctly, drinking kid temperature hot chocolate... These are all Mild tasks. Examples of Wild tasks would be dismantling a Prius and turning it into a Lithium Ion battery catapult to launch batteries that explode on impact, or hurdling over hordes of zombies and hopping from head to head to get behind them. These last couple may be Mild or everyday things to a very select few, but probably not to your players.

Losing Elder Signs:

When a roll fails, the player must remove one of their Elder Signs and the barrier between this world and the Eldritch world becomes thinner for them, and they start seeing and hearing things normally hidden. The player may also choose to remove one Elder Sign to automatically succeed in any task instead of rolling. When they are all out of Elder Signs, they can only do Wild actions and they automatically succeed at all of them, but Mild actions are no longer possible. When a player has less than 6 Elder Signs, they will start having increasingly wild Eldritch experiences. Start out small (like whispers) at 5 Elder Signs remaining, then turn it up to absolutely wild experiences when they are all out of Elder Signs (Epic music only they can hear, apocalyptic sightings, etc). Feel free to ramp things up however you see fit!

The Setting:

In this variant, you will have your players fight/survive against the forces of Eldritch horrors, playing as themselves in an alternate reality. You can either choose which horror will ultimately be awoken before the game starts or you can pick a random god from a game like Pandemic Cthulhu or Arkham Horror. The god chosen will determine the flavor of the game (Maybe your cultists are serpent people now? Maybe there are more zombies than normal? Maybe the god chosen has a specific weakness or no weaknesses?). It is also encouraged for your players to act more and more wild the more and more Elder Signs they lose. It is not a requirement, but wild is fun, right?

The content of the game, from start to finish, is up to you and your players. Player agency is highly encouraged! It may be fun to ask them to describe what happens when they succeed or even how they fail at a particular task. Just remember, we're not going to be killing any players here, or their alternate universe characters, so failing forward is also encouraged! The messier the better! Will your players choose to save the world or just themselves? Anything can happen!

Final Notes on Staying Safe:

Since anything can happen and this is a horror setting, please remember to stay safe! It is recommended that an **X card** or a similar tool. If, for any reason, anyone, including you, is uncomfortable, they may point to the X card to pause the session and discuss the issue. If a line was crossed or if someone was triggered by an action or the scene, this is a good time to discuss that and to make it right with either a retcon, rewinding play to redo an action, or changing the scene. Explain how this works to your players at the beginning of every session so they know it is there. Also, before play, set some **Lines and Veils**. **Lines** are topics you will not use in game. **Veils** are topics that are fine to have, just fade to black over the bad parts.