

Hey DMs-

It's Callahan from Denver. I was inspired by a comment you've made a few times and decided to send over the most inside-baseball one page RPG for DM of None. Without further ado - I give you Streeps & Turings.

What is Streeps and Turings???

Streeps & Turings is a re-skin of Lasers and Feelings where you and your fellow PCs play a merry group of high school nerds in detention. You've been set up for a crime you didn't do. You'll need to find out what happened, who did it, and set everything right!

Building a Character

As DMs Matt & Rob have pointed out - there are two kinds of nerds - **Theatre & Math**. (Some of the below is pulled straight from Lasers & Feelings)

Choose your number, from 2 to 5. A high number means you're better at TURING-ING (technology; science; cold rationality; calm, precise action). A low number means you're better at STREEP-ING (intuition; diplomacy; seduction; wild, passionate action).

Choose your Elective: STAGECRAFT (You are great at building & fixing things), DIRECTING 301 (Getting people to do stuff is as natural as breathing), ACTING FOR ACTORS (You can lie & make people cry), ECON 101 (You know how money works and how to follow it - also why not make your character rich too), Advanced COMPUTER SCIENCE (You are a hacker - no computer system stands a chance), AP CHEMISTRY (Need to whip up a smoke bomb? That won't be a problem)

ROLLING THE DICE (Works the same as Lasers & Feelings)

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.)

Roll your dice and compare each die result to your number. If you're TURING-ING (science, reason), you want to roll under your number. If you're STREEP-ING, (rapport, passion) you want to roll over your number.

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

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

2 If two dice succeed, you do it well. Good job! 3 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 have STREEP TURING. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly.

Some good questions: What are they really feeling? Who's behind this? How could I get them to ____? What should I be on the lookout for? What's the best way to ____? What's really going on here? (A roll of STREEP TURING counts as a success.)

HELPING: If you want to help someone else who's rolling, say how you try to help

What Happened/Why are you in Detention?

1- Prank Gone Wrong! *(The principal's car was pushed in a lake, stink bombs went off in the teacher's lounge, Farm animals released on campus,ect)*

2- Cheating Ring! *(A cheating ring was discovered at school. You've been pinned as the ringleaders)*

3- Stolen Mascot! *(The school's mascot has been stolen! They think you did it)*

4- Planted Contraband! *(You know.....)*

5- Property Damage! *(graffiti or other broken things were discovered with you all nearby)*

6- Tainted Cafeteria Food! *(Everyone got sick but you all had brought food from home that day)*

Who REALLY Did It?

1- The Jocks

2- The Goths

3- The Punks

4- Band/Choir

5- Punks

6- Teachers/Administration

Hope you guys are doing well! If you have any thoughts on other good Electives, Reasons You're in Detention, Who Really Did it, or any other random generators that would work - I'd love to hear them!

-Callahan from Denver