

You get a certain number of dice for each trait. When you try to do a thing, roll those dice. If you rolled even one 𐄂, you do it. Things for which you can't muster dice either succeed or fail without rolling, as the Ass Master deems.

When you fail to do a thing, you suffer from any danger you were trying to avoid and mark a tally mark.

The dice hate snake eyes (having two or more 𐄂s in your die pool). If you roll snake eyes, it changes results:

- Snake eyes and success: Some new wrinkle or problem is made up by the player to your left.
- Snake eyes and failure: you suffer a grim fate, ad hoc thought up by the ass-master (referee).
- Either way, make a tally mark when you roll snake eyes.

Combat is a thing to attempt. Wanna hit an enemy and not get hurt? Roll dice! You can take up to level hurts each game day before it gets all terminal (don't worry, you can sacrifice tally marks to live). Enemies can take lvl (HD) hits.

The traits are Thews, Moves, Cools, and Witz. The ass-master decides which pool you'll be using for any given test.

Char gen step 1: Each trait has two dice, but give one of them 2 extra and another one 1 extra.

Example array: Thews 2, Moves 4, Cools 3, and Witz 2

Char gen step 2: Roll a background, a job, and a gear package. Each one will list some things it gives you; namely, dice. Whenever you have to roll, you can petition the ass-master to let you add the extra dice to your pool.

d16 Backgrounds

1. Shaman: 1d herbs, 2d mythos, 1d divination
2. Barbarian: 1d kill, 1d endure, 1d resist charm
3. Confidence Artist: 1d parley, 1d rumors, 1d inside man
4. Dayman: 1d fight tenebrous, 2d champion of the sun, 1d karate
5. Milkmaid: 2d calm animal, 2d carry load
6. Defenestrated Queen: 1d order, 1d survive fall
7. Star Seer: 5d astronomy, 2d astrology, 3d spot
8. Rocker: 2d perform, 2d drugs & booze
9. Idiot: 3d not go insane, 1d accidentally do the right thing
10. Linkboi: 1d spot, 1d smell danger, 1d have oil anyway
11. Elf: 1d aggravate, 2d archery
12. Dwarf: 3d get drunk on, 2d axe, 4d dying action to fulfill vow
13. Birdman: 1d spot, 1d glide, 1d squeeze-through
14. The Cat: 1d owwwwwww, 1d yeeeahh, 3d fashion
15. Cyborg: 1d interface, 2d lift, 1d exposition
16. Alchemist: 1d analyze substance, 2d survive explosion

d6 Jobs

1. Warrior: 1d melee, 1d come- out-to-play
2. Wizard: 2d improvise utility spell, 1d combat casting, 1d summon & bargain with demon
3. Burglar: 2d stealth, 2d filch, 2d gamble, 2 climb
4. Exorcist: 1d drive off unholy, 1d consecrate, 2d mythos
5. Psion: 1d dead-zone handshake, 1d predict weal or woe, 1d scanner-fight
6. Archæologist: 1d whip, 1d measurements, 2d lore

Gear dice

You have 1 extra die when using anything from your starting gear (if the ass-master agrees), especially weapons. If you replace an item from your starting package with something more or less the same, it can give you 1d just as per the original.

In this world, PCs store 5 items on themselves and up to 10 on their ass. Backpacks are no good for danger.

d12 Gear Packages table

1. A dutch oven, a frypan, some garlic bulbs, a bedroll, a voodoo doll, and a dictionary
2. A bedroll, an area guide complete with restaurant reviews, some small scissors, a dagger, a comb, and an ass
3. A little indentured servant, a book of fantastical voyage accounts, four small daggers, and a matryoshka doll-set
4. Three swords, all named "Shelly," a box of mummy-dust, a mirror, a bone-straw, a letter from a lost-love
5. A wool cloak, a bedroll, straw shoes, flint and tinder, and a celt (stone ax)
6. Some incense cones (six aromas), a shaving blade, a large, straw hat, a felt mat, a book of sutras
7. Three statues of three saints, a whiskey flask, a jar of glow-worms, a walking-stick, a pamphlet of sensual-massage techniques, a hand-puppet, and a linen blanket
8. A necklace of ears, a macuahuitl, white face-paint, three wigs, a handcart as long as a tall man
9. A looking-glass, a book of constellations, a jar of space-slugs, a stiletto, a ruff, pantaloons, and a leather blanket
10. some prayer-beads, a treasure map, a giant wrench, thirteen porcelain doll heads in a sack, and two blankets
11. A chess set, some bandages, a bow, a quill full of arrows, an account written by one Satampra Zeiros concerning The Theft of the Thirty-Nine Girdles, a foppish hat, a shepherd's dog, and a chastity belt
12. A sling, seven blessed sling stones, the bronze skull of Dungid-kin in a sack, a tattooing-kit, a wicker fish-trap, a fleece.

Advancement

Every time you roll snake eyes, make a tally mark. You can erase a mark to avoid a hurt. You can erase current level×tally marks to gain a level, but any extra tallies are lost too. Characters start at lvl 1.



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