

JERKASS HERO!

A SOLO-RPG OF FLAWED PROTAGONISTS

BY DR. GERALD RAVENPIE, 2023

Version 0.011

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Even if this is a solo-RPG manual, you'll find no explanation regarding what a RPG is, being it solo or non-solo: you can check this link en.wikipedia.org/wiki/Role-playing_game for the latter, and this other link www.dieheart.net/getting-started-solo/ for the former. And while we're at it, here there's a link for more works by the same author of this game (i.e., me!) ucmeumm.blogspot.com/p/pagina-principal.html.

This is a free game, and with my other works, I don't care too much about what you do with it. Except trying to earn money. Nothing against people who earn money; some of my best friends are people who earn money!

Changes & Errata

0.011 – Just some corrections in page 24, which talked about 'checking Failure boxes in the Scene Meter' instead of 'increasing the Failure Score'.

0.01 – Release version.

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I-INTRODUCTION

Welcome to **Jerkass Hero!**, a solo-RPG where you'll follow the (mis)adventures of a very flawed protagonist. By default, a clueless lazy reckless of a jerk (i.e., the eponymous *Jerkass Hero*)...which may raise the question of why anyone would waste any time following their story.

Well, there're some reasons to do it. First, it gives you an excuse to roleplay your character as a clueless lazy reckless of a jerk, and still being *in*-character. In classic group roleplaying, this would be a recipe for disaster (surely, *Paranoia* RPG lets you play that way, but only after giving each PC *six* lives...and *Fiasco* is designed to one-shoots; all of this is quite telling). But being this a *solo*-RPG, you don't need to worry about ruining other people's fun. And second, it can be a cathartic experience, for those days you wake up in the mood of playing as a jerkass...and, at the same time, you want to see that jerkass getting a healthy dose of karmic punishment. Or redemption, because stranger things have happened.

Once said that, this Introduction chapter will briefly explain the basic concepts of the **Jerkass Hero!** system, from the traits that defines the protagonist to a simplified description of the action resolution rules. Every mentioned concept would be properly expanded and discussed in time; until that point, nevertheless, you'll have some idea about what those concept mean, so you won't need to read ahead each time they're mentioned.

Nomenclature & Disclaimer: in this document, except in one paragraph in the back cover, the terms 'protagonist' (or 'PC' as a shortcut of 'Protagonist Character') will be used to address the character you play during the game. Any mention to 'you' will address only 'reader-you'/'player-you'. As things are, using 'you' to address both your character and real-you would sound quite insulting plenty of times, due to the nature of the former. Seriously, just read that paragraph in the back cover.

REQUIRED MATERIALS

To play a **Jerkass Hero!** game, you need the following materials:

- This manual (well, duh!).
- A Protagonist Sheet and (optional) the Reference Sheet, available in the same place than this manual.
- Two six-side dice of different colors. It'll be assumed that you'll use one white die and one red die, and they'll be referred to as that. But don't be shy about using any other combination.
- [*Optional but recommended*] A notebook to write stuff during the game. That is, if you're not using a computer to do that!

EPISODES, SCENES & SERIES

Jerkass Hero! is a game with an episodic nature, with each story representing your typical *Episode* of any given series. Just the pilot, if you play a one-shoot; maybe the producers decided that the protagonist was *too* unlikable to make a whole series about them. An Episode has a *Title* and a *Main goal*, with the former being known up-front, and the nature of the latter typically being postponed until the plot has been rolling for a while.

Each Episode, in turn, is played in five *Scenes*. Transition from one Scene to the next can take the form of a change of scenery, a time skip, a change in the tone, etc. Nevertheless, any of these transitions could happen while still being in the same Scene, because what defines its duration is a certain *Scene Goal*. This gives the Scene a time limit, and a tool to measure how good or bad the end of the whole story turns to be. Finally, if you play different Episodes with the same protagonist (or, if there's a cast with more jerkasses to choose from, changing the protagonist but not the setting), all of them put together will make a *Series*.

PC TRAITS, SUMMARIZED

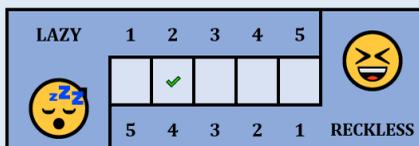
This is one of those game where the PC (the one and only PC) is defined by just a few traits, most of them being narrative tags. It's one of those games where NPCs are stat-less, too. This way, our jerkass hero is defined by the following traits: a general *Concept*, four main *Aspects*, one *Saving grace*, some *Hidden Depths*, and two *Insults on the injury*.

DESCRIPTION

The Description is a paragraph that roughly summarizes the PC, including (and this is a must!) their name. Additional included concepts can be age, physical appearance, occupation, and some epithets (some of the latter probably won't be too flattering). You don't need to write a full assay about the PC's background and looks...but you shouldn't just solve this part with a mere two - three words concept, either.

ASPECTS

The four Aspects (*Clueless*, *Jerk*, *Lazy*, and *Reckless*) are the four pillars of the PC persona, and if their names don't sound auspicious it's because they aren't, at all. Each Aspect has a numerical level attached to it, in the 1 - 5 range. Aspects are *paired* (*Clueless/Jerk* and *Lazy/Reckless*) in a way that makes both members always add to six. So, when one of Aspect goes up or down, it's pairing Aspect will move in the opposite direction in the same amount. That's why each pair share the same place to take note of their values, as shown in the example below.



At this moment, our protagonist is more inclined to act Clueless (4) than being a Jerk (2). Conversely, they feel more Lazy (4) than Reckless (2). This will change during the game, nevertheless: just give it some time and enough die rolls!

EXACTLY WHAT IT SAYS IN THE TIN

The selection of Aspects above is just one option to represent an unlikeable (or, in some cases, likable but *very* flawed) protagonist. To be precise, they represent the archetype of *Jerkass Hero* that gives the name to the game and is treated as the default. In Chapter IV, on the other hand, you'll alternative archetypes with different sets of Aspects fitting their natures.

ADDITIONAL TRAITS

This last three traits, or ‘dice-fudging traits’, are discussed together. *Saving Graces* and *Hidden depths* explain why the PC is not totally hopeless; instead, they make them nearly hopeless...which is still an improvement. *Saving graces* & *Hidden depths*, thus, are skills (or full sets of them) to which the PC can give effective use to save the day, while *Insults to injury* add on top of the already quite unlikeable Aspects to reach new levels of un-likeability-

Typically, a *Saving grace* is already known by the NPCs (if not by everyone, at least for enough people) and wide encompassing. *Hidden depths*, on the other hand, are those specific things that make people exclaim ‘I didn’t know you could do that’ (the reply frequently being something in the vein of ‘well, you never asked!’) or ‘I didn’t expect that from you!’ (the replay being an ironic and maybe even a bit hurt ‘sorry for shattering your preconceptions!’). Finally, if an *Insult to injury* is not officially known at the start of the Series, it shouldn’t take too long to change that.

ASPECT ROLLS 101

Everything the PC does, says, thinks, whatever, that’s relevant for the story is conditioned by their flaws. At least, that’s the way it works in this system: it’s assumed that the PC would *always* success at what they’re trying (if it’s something feasible)...if not because of those flaws. Thus, each time that you need to know if the PC fails or success at something, you make an **Aspect Roll**, which can be summarized (ignoring the use of any dice fudging trait for now) as...

1.- Select an Aspect

You have two options: selecting the rolled Aspect or leaving it to chance by rolling a die in the Aspect Table. As can be seen, some results point to whichever Aspect has the highest/lowest level the current moment.

2.- Roll the dice.

Roll a white die and a red die. Each die higher (i.e., not lower nor equal) than the used Aspect count as a hit. Thus, the potential results are...

- *No hits – Failure.* The PC fails at what they try to do, manifesting the Aspect at its full.
- *One hit – Tainted Success.* The PC gets a mixed result, being successful at what they try to do but with the Aspect diminishing that success.
- *Two hits – Success:* The PC is successful at what they try to do, and they don't manifest the Aspect too much (or, best case, at all).

ASPECT TABLE

Result	Aspect
☐	Clueless
☐	Jerk
☐	Lazy
☐	Reckless
☐	The highest one
☐	The lowest one

METERS

A Meter acts as a narrative clock, measuring how close you are to the ending of a Scene, Episode, etc., and also how look or bad that ending looks. There're several types of Meters, being the ones described in this chapter the most general ones; other Meters of a more situational (and even *optional*) nature will be explained in its corresponding Chapter.

SCENE METER

This Meter represents how the current Scene is going. The Meter is defined by a *Goal* (i.e., a summary of the stakes for the Scene), a *Success Score* and a *Failure Score* (i.e., how close the PC is to achieve the Goal or fail at it, respectively), and a *Threshold value* (i.e., at which point the Scene will reach its end, for good or ill) in the 3 – 5 range.



1 *Get that suitcase!*

As can be seen in this example of Scene Meter, our PC is after a suitcase as the Goal (1). For now they seem closer to achieve it, with a Success Score (2) of 2 and a Failure Score (3) of 1. This Meter is a short one, as its Threshold value (4) is a mere 3: as explained in Chapter IV, this probably means that this is the first Scene in an Episode that started in media res.

EPISODE METER

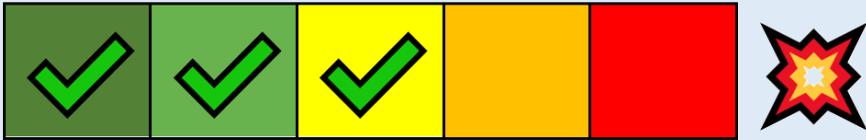
This Meter measures where the Episode as a whole is going: to a Good Ending, a Bad Ending, or other more esoteric options. This is represented by two rows of five boxes. For now, let's just say that you'll check them depending on the success or failure at each Scene, as each of them will contribute to the nature of that ending.



In this example, things aren't going too bad: two Good Ending checked boxes (1) for just one Bad Ending (2). Of course, that means that our protagonist still has plenty of chances to screw it up...but let's not get ahead of ourselves!

TICKING METER

This Meter takes care of all those little decisions by the PC and their usual Ironic Karma that introduce chaos in their life and put them in a bad position. It's a Meter with five boxes, and you'll have to check (or uncheck) them when rules tell you so. Once this Meter is filled, things *Go BOOM!* (which means that the PC is going to be in the *wrong* place at the *wrong* moment with the *wrong* tools in just a moment) and you empty it back.



In this example, the Ticking Meter has already three checked boxes. Two more, and things will Go BOOM! This more a matter of 'when' than 'if', mind you.

CONFLICT METER

Finally, this Meter represents a moment during a Scene that you want to put under the spotlight, but without making it affect *too* much the overall success or failure of the whole deal. To summarize, it looks like a Scene Meter (literally; an graphical example would be just like the one in the previous page, so no need to repeat it!) but with a *Threshold level* of only 2. Thus, you can expect to resolve it quite quickly.

WHAT'S NEXT?

Once you have finished reading this Introduction, Chapters II and III describe the PC traits & creation process, and the rules of this game in depth, respectively. Chapter IV offers tools to help you when making up content during the game, while Chapter V proposes alternative PC Archetypes. Finally, the Appendix (which is nearly as long as the rest of the manual; go figure) details several examples of Series, with guidelines and specific tables based on their respective narrative conventions and tone.

II-THE MAKING OF A JERKASS

In this chapter, you'll find a detailed explanation of the traits that describe the PC, and how you create that peculiar individual (huzzah for euphemisms!).

PC TRAITS, IN DETAIL

DESCRIPTION

Not much to add here with respect to the Introduction, so, let's just repeat what was said there. The Description is a paragraph that roughly summarizes the PC, including (and this is a must!) their name. Additional included concepts can be age, physical appearance, occupation, and some epithets (some of the latter probably won't be too flattering). You don't need to write a full essay about the PC's background and looks...but you shouldn't just solve this part with a mere two - three words concept, either.

ASPECTS

First, a reminder of the basics: the PC has four Aspects, each with a 1 - 5 value. Aspects are paired (*Clueless/Jerk* & *Lazy/Reckless*) in such a way that the members of a pair always add to 6. As a whole, these Aspects represent one specific archetype of unlikeable protagonist, a.k.a. the eponymous *Jerkass Hero* (alternatives being discussed in Chapter V). There was also a graphic example with cute emojis, but no need to repeat that here. So, in this section you'll find a definition of each Aspect, including an (arguably forced) explanation of why the two paired Aspects are balanced against one another.



CLUELESS. The PC isn't the sharpest tool in the shed, or maybe they have the attention span of a kid during a long, pompous, academic speech. Of course, there're times when they get a bit more conscious...which means that they get more *self*-conscious and act accordingly.

JERK. The PC has an attitude; a very rotten one to be precise. They're selfish and mean, with no idea of what is that 'empathy' thingy people keeps talking about. Or maybe they know what empathy is but don't give a rat ass. Sometimes, the PC's rough edges soften a bit...but that's because they feel too confused or too lost to act like a boor.



LAZY. Why people keep telling the PC what to do? The PC already knows! And 99.99% of times, that would be 'nothing at all!' This Aspect also include other self-gratification concepts, being in this case a mix of Sloth, Lust and Gluttony. Circumstances (or boredom) may push the PC into action; the bad news is that action rarely, if ever, will be well-planned. Or just planned, at all.

RECKLESS. Prudence? For the PC, that's a sorry excuse for the cowards. So nope, nobody is gonna call them 'a chicken', consequences be damned! Nevertheless, there're times when the PC isn't too much into it, but that's not a matter of *courage*, but *motivation*. Or maybe they have just gone on a (reckless) bender, and now they can only think about surviving the hangover.



SAVING GRACE

The PC *Saving Grace* is a gimmick that makes them be cool even when acting as a clueless lazy reckless of a jerk. It may be 'mundane but awesome', 'mundane but kinda cool', or 'supernatural but awesome'; for a Jerkass Hero PC, it's assumed that it errs on the side of awesomeness...but its mundane/supernatural nature will depend on the specific setting. Regardless of its nature, it should be something that should play an important role during the game: because of that, a *Saving Grace* shouldn't be so narrow that it would find little use during the game. A too-versatile *Saving Grace*...that's not such a problem, because as you'll see in Chapter III each use has a cost.

This way, some examples of *Saving Graces* could be...

- *Arguably the best secret agent in the world*, in a 'Spy games' setting with a badass (in addition of jerkass) protagonist.
- *Master of Disguise*, ditto, but for a more focused expert.
- *Scientific inventions beyond the conventional limits*, in a 'Science!' setting.
- *High School football team captain*, in 'High School Comedy' setting.
- *Class S Telekinetic*, in 'High School Shōnen Action' setting.
- *Karma Houdini*, in a 'Animated American Sitcom' setting

USAGE OF THE SAVING GRACE

When you invoke the *Saving Grace* of the PC during an Aspect roll, you roll two white die and one red die, and discard the white die with the lowest result. You can do this as many times as you want during the same Scene (if the *Saving Grace* can help PC somehow), but you must check a box in the Ticking Meter each time you do that.

HIDDEN DEPTHS

Hidden Depths are minor facts about the PC that make them more sympathetic. Or, at least, a bit less unsympathetic. It can be a useful but not overwhelming skill, a red line the PC never crosses, faith in something or someone, fondness (or even love) of someone, etc. All share a common feature: they're unexpected, in the sense that people who knows the PC only on the surface are surprised when a *Hidden Depth* comes into light for the first time. Examples of *Hidden Depths* would be *Speaks a dozen languages*, *Despises bullies*, *Loves <insert NPC name>*, *Do not dare to hurt their family*, etc.

When you want to invoke a *Hidden Depth*, you can use one you already have written down in the PC sheet or create a new one on the spot (writing it down then). There're some limits, although: you can create two new *Hidden Depths* each Episode at most, and the PC can have three *Hidden Depths* at most. Also, at the end of an Episode, you can erase one *Hidden Depth* from the character sheet. Note that the latter should have an important dramatic meaning if it represents a broken (or tarnished) relationship, a loss of faith on something or someone, etc. In case of knowledge-based depths, on the other hand, it just implies that

the PC has lost interest in that matter; or maybe the writers decided to sweep it under the rug...or they forget it even existed (there're precedents).

USAGE OF HIDDEN DEPTHS

You can invoke a *Hidden Depth* that can help the PC in the current situation during an Aspect Roll to shift one point (downwards or upwards) the result of the red die Roll. You can't shift the result above 6 or below 1. You can invoke *Hidden Depths*, at most, twice in the same Scene; each time you must invoke a different one, and in different rolls.

INSULTS TO INJURY

An *Insult to Injury* is an unpleasant feature of the PC that adds on the top of their usual clueless-jerk-lazy-reckless nature. Or it may be a weakness, injury, traumatic background event, etc., that, in some cases, could even provoke some sympathy as it's something beyond the PC...if not for those times that weakness, injury or event was caused by the PC own foolishness. Some examples of *Insults to Injury* would be *Never say no to another shot of alcohol*, *Enraged when someone calls them 'chicken'*, *Way out-of-shape*, etc.

USAGE OF INSULTS TO INJURY

When you invoke one *Insult to injury* fitting the situation during an Aspect Roll, you roll two white die and one red die, and discard the white die with the highest result; uncheck a box in the Ticking Meter when you do that. You can invoke *Insults to injury*, at most, twice on the same Scene, each time invoking a different one.

ANY EXCUSE IS A GOOD EXCUSE

Saving Graces, *Hidden Depths*, and *Insults to injury*, even if they have secondary effects when invoked or limited uses, are always true. That means that even when you don't apply their mechanical effects, you still can use their narrative meaning. So, the clueless PC has loads and loads of gizmos installed in their body, they have a niece and a dog who save the day behind their back, and they always mistake allies with enemies and vice versa? Then you can apply these quirks all the time, not just when you invoke them, to narrate what happens!

PC CREATION

Finally, here there are the rules for creating the PC. It shouldn't take you too long to do it, nevertheless (huzza for narrative-oriented RPGs!).

- 1.- Write down the PC Concept.
- 2.- Assign the initial levels of the PC Aspects by choosing one of the two following options:
 - 2.1 - 'The PC has been quite <ASPECT> and <ASPECT> lately'. Select two non-paired Aspects to start at 4. Their respective pairs start at 2.
 - 2.2 - 'The PC has been way <ASPECT> lately'. Select an Aspect to start at 5. Its paired Aspect, thus, starts at 1. The other two Aspects start at 3.
- 3.- Write down the PC's *Saving Grace*.
- 4.- Write down the PC's two *Insults to injury*.
- 5.- Don't write any *Hidden depths* yet. They are called 'hidden' for a reason!

NOT ALONE

You're playing solo, that's a given. And the action resolution rules in this game are focused on the PC. So it can be expected that the Jerkass Hero will go solo too during their adventures, right? Well, not necessarily. In fact, it can be argued that there should always be someone around the PC to witness their shenanigans, and giving that jerkass a companion (or even a full team!) guarantees that!

Think about that: there're plenty of chances for being a clueless lazy reckless of a jerk with one-scene NPCs...but what happens when the PC is alone? That would ruin the purpose, or at least will make it less fun. So better have someone close to lampshade, facepalm and groan because of the PC actions. In fact, in some cases, you can describe the result of an Aspect Roll as the that companion(s) saving the day instead of the PC, if the latter concept fits that.

But nobody says that anyone who's following the PC should be a poor soul to pity. Sometimes, the PC is surrounded by jerkasses, maybe with a different flavor, but jerkasses nevertheless...and eager to throw stones from their pretty glass houses.

III-THE GAME PLAY

THE GAME LOOP

[...or, more probably, the Game Downward Spiral, but whatever.]

Jerkass Hero! has a defined game loop that you follow step-by-step. Here, you'll find a description of those steps, which as a whole (excepting step 0, which include some once-per-Series work) would make a full Episode, the rough equivalent of a 'game session'.

0. Do all the preliminary work, as...

0.1 Select the game setting, being it among those offered in the Appendix, being something you create.

0.2 Create the PC

0.3 Write down the Episode *Title*. Also the *Main Goal*, if it's one that should be pretty clear from the very beginning

1.- Decide the *Goal* of the current Scene and write it down in the corresponding section of Scene Meter.

2.- Frame the situation of the Scene at the current moment and narrate what happens until you get to the point where the PC tries to do something in order to achieve the *Goal*.

3.- Make the corresponding Aspect Roll by following the procedure described in the **Aspect Rolls in depth** section.

4.- Check the values of the *Failure* and *Success Scores* once the Aspect Roll result has been settled.

4.1 If neither the *Failure Score* nor the *Success Score* have reached the *Threshold level* go back to step 2.

4.2 If one of them, or both, reached the *Threshold level*, apply the following results:

4.2.1 If the *Failure Score* is the only one that has reached the *Threshold level*, then the Scene ends in a *Failure*. Check a *Bad Ending* box in the Episode Meter, narrate this ending, and continue to step 5.

4.2.2 If the *Success Score* is the only one that has reached the *Threshold level*, then the Scene ends with a *Success*. Check a *Good Ending* box in the Episode Meter, narrate this ending, and continue to step 5.

4.2.3 If both reached *Scores* reached the *Threshold level*, then the Scene ends with a *Mixed Result*. Check a *Good Ending* box and a *Bad Ending* box in the Episode Meter, narrate this ending, and continue to step 5.

5.- If this was the 5th Scene in the Episode, make an Ending Roll as explained in **The End...or is it?** section and narrate the ending. If it wasn't, start a new Scene by going back to step 1.

MAKING EPISODES & SCENES

Now that you know the steps to playing an Episode, Scene by Scene, it's time to look at how to create them, in that other...but with a little but important preface in the form of the text box below.

LOOKING FOR INSPIRATION: ASKING THE ORACLES

As in other solo-RPGs, **Jerkass Hero!** gives you plenty of freedom when creating Episodes and Scenes...and everything they contain or happens. Full freedom, even. But there're times when you find yourself a bit puzzled, or times when you already know the general nature of a Scene but also want some unexpected detail. To getting out of the former and achieve the latter, you just ask some questions and get some random answer by rolling dice and checking the result on some table designed for that. Those are the so called 'Oracles' in solo roleplaying, and you'll find plenty of them in Chapter IV and in the Appendix. But, for now, just note that every time the text prompts you to ask the Oracles, that would mean 'use an Oracle to get something that serves as an inspiration for your imagination by rolling dice, or choose one of the offered answers'. These rolls are beyond the scope of the usual roll mechanics, so dice-fudging traits don't work here. Instead, there's something more powerful involved: your prerogative as the player to interpret any result as you seem fitting, which includes re-rolling because you find no way of making heads or tails of the result.

EPISODE SET-UP

You don't need too much to set-up an Episode: just giving it a *Title* and a *Main Goal*. Each Appendix contains specific rules that fits their respective narrative conventions and tone to do that, but for any other setting (or even those) you can apply the guidelines here.

Coming up with a **Title** that's informative but not too revealing could be quite the task. So one suggestion is using titles as '*The one with...*' and variations ('*The one when...*', '*The one of...*'). Think about it as a placeholder title by the writers in the draft of the scrip, because no series would use that title format in its final version, wink wink nudge nudge. Whichever goes after that ellipses should be a crucial point in the Episode, and you're free to just make that up on the spot by following your guts...or you can use some inspiration by asking the Oracles. And regarding the **Main Goal**, you don't need decide it before starting the Episode. Wait until you have played the first Scene, and choose an interesting *Main Goal* based on the tone of the Series and, if they fit, the Title and the events during that first Scene. Or again, by asking the Oracles.

SCENE SET-UP

Once you know where the finishing-line is, it's time to star running. And this is a stage race (the once-stage-per-day isn't mandatory, on the other hand), being each stage one of the Scenes of the Episode. Thus, to set-up a Scene, you'll have to assign its *Goal* and its *Threshold Level*.

The **Goal** of Scene should be as up-front as possible and related in some way to the *Main Goal* of the Episode. Think about it as the next step to achieve the latter, but also consider what has already happened in previous Scenes: sometimes, the PC runs in circles around the *Main Goal*, or run in the opposite direction after a screw up, so the *Goal* of the next Scene may be trying to mend that screw up. Also, don't forget the *Title* of the Episode: eventually, that title should be relevant during a Scene, or even several ones. On the other hand, the first Scene of an Episode can be totally unrelated to the rest. You can start *in media res*, just jumping to the climax of an unrelated plot/mission/quest/whatever. Nevertheless, the end of this Scene still has an impact on the Episode Meter.

The **Threshold Level** is a number in the 3 - 5 range that tells how long you can expect the Scene to be: a Scene will require at least as many Aspect Rolls to reach its finish as its Threshold Level, and at most it would require twice the Threshold Level, minus one. Thus, not all Scenes are created equal, as depending on their timing they're expected to be more or less relevant. This way, the first Scene of each Episode has the minimum 3 Threshold Level (even if it starts *in media res*), while the fifth Scene has the highest 5 Threshold Level (as it's the climax). The rest seat in the comfortable middle at 4. The **Threshold Level** table below summarizes these values.

THRESHOLD LEVEL TABLE

Scene	Threshold level
1 st	3
2 nd	4
3 rd	4
4 th	4
5 th	5

FRAMING & NARRATING

In several places of in the game loop, two important concepts are mentioned: 'framing' and 'narrating'. To summarize, they're free-form moments where you decide the details about the scenery where the Scene takes places (the framing part) and what happens (the narrating part) when things are beyond the scope of the PC, don't help to push the Scene to its end, or both.

This way, **framing** regards describing stablished facts about a location, a character, an event, the Scene as a whole, etc. Is the door closed? Who is in the room at this very moment? Is raining outside? Has the PC ever met an ocelot? And do they like them? **Narrating**, on the other hand, takes something that is already there and changes it some way. As in, it's not about how things are at any given moment, but the outcome of something happening. Point is, anything that happens during a narration isn't relevant enough to advance the Scene, so it doesn't directly contribute to its success or its failure. This is especially relevant in case something happens and the PC has no control over it...or even knowledge about it! Only once you reach a point where the PC acts, and those

actions are relevant enough to the Goal of the Scene, it's when you proceed to make an Action Roll. Until that point, everything the PC would try is resolved just by your fiat or (better yet, and more fun!) by a quick question to the Oracles.

You have full freedom when framing and narrating (remember that a great freedom comes with a great responsibility), but you can cede control to the dice whenever you want in the form of a question the Oracles. Note that, as described in Chapter IV, the most generic Oracles include ways to tilt the odds one way or another, so you can consider the PC traits, the current situation, etc., to have some impact in the odds of the result.

Let's see some example. One example of framing would be answering the question *"Has the PC been using the funds of their Company during the last months for their personal enjoyment (not all of it in the fully-legal side of the spectrum)?"*. Another one would be *"Is the PC suffering a colossal hangover after being the last night doing that?"*. In both cases, you would be establishing something that has already happened, so it's a framing thing. And you can answer those questions by just looking at the PC record...or you can ask the Oracles, using that record to tilt the odds in favor of the most expected outcome.

Now, something a bit trickier: *"When questioned by the Company accountant for all those suspicious expenses, does the PC successfully pass the blame to some sucker?"* This would be narrating something that's happening, if the answer to that question doesn't advance the Scene in any direction. But if the Goal of the Scene is 'Weaseling out of all those unjustifiable expenses', that answer is quite relevant (to put it mildly!), so it would be time for an Action Roll!

THROWING A DOG A BONE

The Jerkass Hero being a reckless lazy clueless of a jerk doesn't mean they can't have a bright idea, feel fear, work hard at something or have an act of kindness, ever. It's just not on their nature to do that. So, once in a while, you can indulge in narrating how the PC does some OOC thing...even if only because the PC thought that trolling their acquaintances with an OOC moment would be hilarious!

ASPECT ROLLS, IN DEPTH

In **Jerkass Hero!**, ‘action resolution’ and ‘Aspect Roll’ are synonyms, or, at least, analogous, with the understanding that the latter summarizes a whole approach to the former. Thus, in this section, you’ll read about the philosophy behind that mechanic...and after that, about the way of putting that philosophy into practice.

THE PHILOSOPHY

The philosophy of Aspect Rolls is based on the four following principles.

1.- *“Focus on what matters”*. Aspect Rolls move the Scene closer to its end, whatever the result. They always concern the Goal of the Scene, even if just tangentially; everything else would be resolved by narrating, instead.

2.- *“If you don’t know if it would work, just try”* There are only three difficulty levels in this system, if they can even be called that. *Routine*, which means it doesn’t require an Action Roll (and it’s solved by narration). *Impossible*, which means it doesn’t allow an Action roll (ditto). And *Feasible*, which means the protagonist may do it, but there’re doubts about the outcome. Aspect Rolls only concern this last one.

3.- *“Something happens, always”* Regardless the result of an Aspect Roll, the status quo always changes: for good or ill (sometimes both), the situation would be different. Mechanically, this means you always end up updating the Scene Meter, moving it closer to its end. Narratively, it means things get better, worse, or different. So if the PC fails when trying to break down a door, the situation won’t be ‘the PC is still in front of a closed door’ anymore, but ‘the PC has damaged their shoulder and start crying in pain’, ‘the PC makes so much noise that guards come’, ‘an alarm has been activated’, etc.

4.- *“Do it, or do not. There’s no retry”*. An Aspect Roll resolves a situation as a whole: it doesn’t represent a punch in the face, but the whole fistfight. So, you just make one Aspect Roll for each thing the PC tries to do, period. Whatever the result, which comes later should be something completely different, in a different context.

SO YOU'RE TELLING ME THERE IS A CHANCE

The way difficulty levels work in this system (i.e., there're no difficult levels to speak of), it's assumed that the PC would success in anything they would try during an Aspect Roll...if not for their flaws. So, the PC can try anything with a minimum chance of success based on the PC concept and the narrative conventions of the setting, even if that would require the PC being at their best day, or a bit of good luck. Of course, that means that the protagonist could have a resounding success in a jaw-dropping (but not impossible) feat, but fail as a fool at something that looked way easier (but not routine) just moments later. But that's totally in the spirit of a Jerkass Hero!

THE PROCEDURE

- 1.- Describe what the PC tries to do, based on the *Goal* of the Scene, the current situation, and the philosophy of Aspect Rolls.
- 2.- Choose one of the following options:
 - 2.1- Select the Aspect you want to roll. Check one box in the Ticking Meter before proceeding.
 - 2.2- Leave the Aspect to chance by rolling a die in the Aspect Table. If the table points you to 'the highest' or 'the lowest' Aspect and there're more than one Aspect tied at that position, select whichever you want. Note that if the four Aspects are at level 3, then all of them count as both 'the highest' and 'the lowest'.

ASPECT TABLE

Result	Aspect
<input type="checkbox"/>	Clueless
<input type="checkbox"/>	Jerk
<input type="checkbox"/>	Lazy
<input type="checkbox"/>	Reckless
<input type="checkbox"/>	The highest one
<input type="checkbox"/>	The lowest one

3.- If you're rolling the lowest Aspect, regardless of you chose it or you get it by chance, and regardless of that Aspect being tied with other in that position (than includes if the four Aspects have the same value!), check one box in the Ticking Meter.

4.- Describe how the PC manifests the rolled Aspect, potentially throwing a spanner in the works.

5.- Roll the dice. To be precise...

5.1 If you invoke a *Saving Grace*, roll two white die and one red die. Discard the white die with the lowest result. Check one box in the Ticking Meter.

5.2 If you invoke an *Insult to injury*, roll two white die and one red die. discard the white die with the highest result. Uncheck one box in the Ticking Meter.

5.3 Otherwise, roll one white die and one red die.

6.- If you invoke a *Hidden depth*, shift the red die result one point higher (to a maximum of 6) or lower (to a minimum of 1).

7.- Compare each die final result with the used Aspect. Each die that's higher (i.e., not lower nor equal) than the Aspect count as a hit.

8.- Describe and apply the result based on the following criteria.

- *No hits – Failure.* The Aspect turns what would have probably been a lousy work (or even a good one!) into a full mess, so the PC fails at what they try to do. Increase the *Failure Score* of the Scene Meter by 1. If you rolled double 1s, additionally, uncheck one box in the Ticking Meter.
- *One hit – Tainted Success.* The Aspect partially ruins what would have been a decent work, so the PC partially success at what they try to do: a mixed-bag, good news - bad news situation. Increase both the *Success Score* and the *Failure Score* of the Scene Meter by 1.
- *Two hits – Success:* The Aspect may show up, but without ruining anything of value, so the PC success at what they try to do. Increase the *Success Score* of the Scene Meter by 1.

9.- If you roll doubles, you may need to adjust the levels of the used Aspect and its pair. Check the **Rolling Doubles** section for the details.

SORRY, NO SPEED-RUNNING ALLOWED

The Goal of the Scene can't be achieved, nor failed, until that Scene reaches it ends. That means an Action Roll should be based on something that may get the PC closer (or further!) to than Goal, but not something that would be an instant win/loss. In fact, the moment the Goal is achieved or failed is described by *narrating*, once all required Action Rolls haven been carried out and any *Score* reaches the *Threshold Level*. On the other hand, you may find yourself in a dead end and realize that somehow you made the Goal unattainable or gave it to the PC on a silver plate. In that case, just change the Goal, putting it further than expected (as in, 'the Princess is in another castle' stuff), create a new way of achieving it, or raise the stakes.

ROLLING DOUBLES

When you roll the same result in both dice, there's no room for a *Tainted success*: the PC will fully fail, or fully success. These special occasions can have an effect on the level of the used Aspect, and thus, its paired Aspect. This way...

...when the PC fails at an Aspect Roll by rolling doubles, they have a moment of clarity and decides to put some of their crap together. Reduce the level of the used Aspect by 1 (which will rise its paired Aspect by the same amount). Also, you uncheck one box in the Ticking Meter.

...when the PC success at an Aspect roll by rolling doubles, they have a moment of overconfidence. Raise the level of the used Aspect by 1 (which will reduce its paired Aspect by the same amount).

Neither of those situations can rise any Aspect above 5 or reduce them below 1. Finally, note that you only consider the final results on the dice, once you have applied any dice-fudging based on any *Saving Grace*, *Hidden Depth* or *Insult to injury*. Case in point, a discarded die doesn't contribute to the roll result, so it isn't considered in rolling-doubles situation either.

PAUSE-THE-LOOP SITUATIONS

In this section, you'll read about some concepts that break the game loop...or, to be precise, that pause the loop for a moment before resuming it.

CONFLICTS

A Conflict is a scene-within-a-scene, being based on a Meter that works as a Scene Meter with a default *Threshold Level* of just 2. You can't start a Conflict within a Conflict, but nothing stops you from starting a new Conflict after the first one has been resolved! Note, nevertheless, that you still will be playing the original Scene, so any per-Scene limit applies. E.g., invoking an *Insult to injury* during a Conflict won't let you do that again for the rest of the current Scene, and you can't invoke it if you have already done it during the current Scene.

You follow the usual game loop during the Conflict (starting at Step 2), but its result affects the current Scene Meter instead of the Episode Meter:

- If the Conflict ends in a *Failure*, increases the *Failure Score* of the original Scene Meter by 1. Go back to step 2 of the Scene.
- If the Conflict ends with a *Success*, increases the *Success Score* of the original Scene Meter by 1. Go back to step 2 of the Scene.
- If the Conflict ends with a *Mixed Result*, increases both the *Failure Score* and *Success Score* of the original Scene Meter by 1. Go back to step 2 of the Scene.

CONFLICTS. WHAT ARE GOOD FOR? LOTS OF THINGS, ACTUALLY

Conflicts break the general rule of 'only one Aspect Roll to solve an action' in **Jerkass Hero!**, but for a good reason: there're times where you may want to play a specific situation with *more* detail, as a fight, a chase, a building-up stuff montage, etc. But you still don't want the Scene Meter ending full of checked boxes (for good or ill) just because of it! Thus, you start a Conflict instead, which will require more than one Aspect Roll to be solved (at least 2), but not too many (at most 3). If you really, *really* like rolling dice, you can add this optional rule: if you think a Conflict would be interesting and tense enough, give it a *Threshold level* of 3 instead of 2. It still wouldn't take a fistfight at the punch-by-punch zoom level...but, at least, each Action Roll would represent one exchange of punches!

THE TICKING METER

The Ticking Meter represents the eponymous ticking karmic bomb just waiting to explode in the PC's face, until it finally goes all BOOM! and the PC gets involved in a fine mess that's even worse than usual.

MANAGING THE TICKING METER

You **check** a box in the Ticking Meter...

- ...when you choose the Aspect to roll instead of leaving it to chance. Rolling in the Aspect Table and getting a result that forces you to choose, as getting 'the lowest Aspect' and 'the highest Aspect' when there're more than one sharing that position, does NOT make you check a box.
- ...when you roll using the Aspect with the lowest value. Notice that, if there're more than one Aspect tied at the lowest position (including *all* of them having the same value), using any of them will count for this. Also, it doesn't matter if you roll the lowest Trait by choosing or by chance: you must check the box in any case.
- ...when you invoke the Saving Grave. No way to weasel out of this one.

You **uncheck** one box in the Ticking Meter...

- ...when you invoke one of the PC's *Insults to injury* traits. You can do this once per Scene with each *Insult to injury* trait.
- ...when you roll a 'snake eyes' in an Aspect Roll (i.e., double-1s).
- ...when the result of an Aspect Roll makes the Scene ends.

Finally, you **reset** the Ticking Meter by unchecking all its boxes at the end of the Episode. If you're playing a multi-part episode ending in a cliffhanger, with the first Scene of the next Episode being just after the one that have just ended, treat it as just an 'ending a Scene' case (so you only uncheck one box).

All those situations stack. So if you choose to roll the lowest Aspect while invoking the PC's Saving Grace, and you should check a whopping total of *three* boxes. Timing, nevertheless, is important. You first apply any situation that add checks to the meter (ignoring any checks in excess if there's no room for them

in the meter). Then, you apply any situation that let you uncheck boxes (in this case, ignoring them when there're no more checked boxes).

GOING BOOM!

When you have finished resolving all the effects on an Aspect Roll, and this Meter is full, things *Go BOOM!* with consequences depending on the last box being checked during the Scene, or during a Conflict within the Scene.

DURING THE SCENE

The Scene is interrupted at this point by a mandatory Conflict, which uses the following special rules:

- You can't invoke any *Saving Grace*, *Hidden Depths* or *Insults to Injury* (from a mechanical point of view, at least: you can still narrate them if you want).
- Any increase in the *Failure Score* caused by the Conflict ending is doubled.
- The Ticking Meter is ignored during this Conflict. Once it finishes, you empty it and keep playing as normal. Also, reset the number of times you have used your *Hidden Depths* and *Insults to injury* during the current Scene to zero; this lets you use them again even if you have reached their limit.

DURING A CONFLICT WITHIN THE SCENE

The Conflict escalates, so you must apply the previously mentioned rules from that point until its end. Note that, if the roll that made you check enough boxes to fill the Ticking Meter already made the current Conflict finish, then your first resolve the consequences of that original Conflict, and then you start a *new* Conflict from the scratch using the modified rules. From a narrative point of view, it can be seen as 'reinforcements coming', 'villainous second wind', 'second Boss form', etc., but from a mechanical point of view it will be treated as a totally different Conflict.

SAVED BY THE BELL

This is important, so it's worth repeating: just filling the Ticking Meter doesn't immediately activate its effects, as you first must resolve the result of the Action the caused it. And if that result is the Scene ending, then the last thing you'll do is unchecking one box, so by definition this ending can't be interrupted: worst case, the Ticking Meter will have *four* checked boxes that will carry out to the next Scene!

SUBPLOTS [OPTIONAL RULE]

Even the wackier stories seem to dial up the 'dramatic' notch once you let them be long enough. One could just blame Cerebus and shrug it off or use it to introduce a new (but optional) element during the game. Based on the name of this section, you can guess which option will be followed here.

A Subplot is like a 'floating' Scene that's not resolved in one go, but one Aspect Roll at a time. Thus, its resolution is left hanging after it reaches its Threshold Level, meaning that specific Subplot will have a Good Ending (*Success*), a Bad Ending (*Failure*) or a Mixed Ending (*Mixed Result*). In fact, a Plot can hang unresolved across different Episodes; its Scores don't reset with a new Episode but start as they finished at the end of the previous one. The end of a Subplot, on the other hand, doesn't affect the Scene nor the Episode Meter: it's just more narrative stuff to add to the mix.

As making an Aspect Roll for a Subplot is a Pause-the-Loop situation, you can make in the middle of a conventional Scene, but also *between* Scenes. On the other hand, Scene and Episode Goals could be so related to a specific Subplot that a success or failure in any of the former should have an impact in the later. Thus, any time you get a Success or Failure in a Scene Goal, you increase the Success or Failure Score of a related Plot, respectively. Also, a Good or Bad Ending in an Episode would have the corresponding effect. Other results in a Scene or Episode won't affect Subplots: they just leave them hanging...to viewers' frustration.

Finally, you create a Subplot (you can have as many as you want at any given time, mind you, even if the character sheet only has room for six) by giving it a *Goal* and a *Threshold Level*. Depending on how much relevancy (and time) you

want to it, that Threshold Level can be as low as 2 and as high as 5. Of course, everyone knows about series with subplots that seemed to have Threshold Levels of over 9000...but let's not go there, okay?

GOING BOOM 2, ELECTRIC BUGABOOM

When things *Go BOOM!* and you have any unresolved Subplot, you can make the subsequent Conflict be linked to one of them instead of the current Scene. You play this Conflict as any other one caused for things going BOOM!, but with one important difference: a *Failure* will automatically end the Subplot with a Bad Ending, a *Mixed Result* will increase by one the *Failure Score* of the Subplot (and just that one), and a *Success* won't have any impact in any Score. Choosing a Subplot that's close to end in a failure for this isn't gaming the system, by the way, but the most logical option: that Subplot was already a big BOOM! waiting to happen, after all.

Finally, note that you can't use this option when things *Go BOOM!* in the middle of a Conflict: the only option here is finishing that Conflict, in worse conditions.

THE END (...OR IS IT?)

Once you finished the 5th Scene, there's just one more thing to do, even if a quite relevant one: check which kind of ending the Episode has. This can be treated as a final and quick scene (note the use of lowercase) where you just narrate what happens, or as a colophon for that 5th Scene that wraps up the whole story. And to know how the tone of that final narration should be, you must make an **Ending Roll**, based on the final state of the Episode Meter by following this procedure:

1. Roll a white die and a red die dice. No die-fudging allowed.
2. If the white die is equal or lower than the number of checked *Good Ending* boxes, that's a hit for Good. If it's higher, then it's a miss for Good.
3. If the red die is equal or lower than the number of checked *Bad Ending* boxes, that's a hit for Bad. If it's higher, then it's a miss for Bad.
4. Based on those results, check the **End Table** below to know which kind of Ending you get.

In an extreme case, you may finish an Episode with a score of 0 in one row and 5 in the other. Of course, that means that the former one is doomed to get miss...but there's still a chance of rolling a '6' in the latter so there's still room for some surprises.

END TABLE

		GOOD	
		Hit	Miss
BAD	Hit	Bittersweet ending	Downer ending
	Miss	Good ending	WTH? ending

Good Ending. The protagonist achieves the goal of the Episode, so they have earned bragging rights. Of course, being a Jerkass, they surely will take that chance and run with it!

Downer Ending. The Episode is a failure, to the point that the protagonist feels *bad* for it, even if just because of a wounded pride matter. Taken to the extreme, this could even turn them into less of a Jerkass...which usually means that the series has reached its end.

Bittersweet Ending. The goal of the Episode is achieved, but in a diminished way. Or it's achieved, but the protagonist suffers because of it. Or it's a full failure, but the protagonist achieves something that affects them, so they feel happy...to everyone's contempt.

'What the Heck?' Ending. The protagonist and supporting cast are left quite befuddled, because the ending is so confusing (or even absurd) that they can make head or tails of it. This probably will turn into one of those 'let us never speak of it' situations. Also probably, the protagonist will bring it up when that would be discomforting for others. And, still, if anyone brings it up and the protagonist finds it discomforting, they will chastise that person to no end!

WHERE ARE THE ADVANCEMENT RULES?

Quick answer: there're no advancement rules.

Elaborated answer: there's no mechanical advancement in this game, but narrative evolution instead. You already read about how to add and change *Hidden Depths*...but you can also change the PC's *Saving grace* or one of their *Insults to Injury* between Episodes. Nevertheless, those changes should be rare, and the result of very relevant successes or the greatest failures.

The most radical change would be changing the whole PC Archetype, and this should be even rarer: there're not many Archetypes close enough to allow changing from one to another. It's simpler, and easier to justify, a change in the nature of a specific Aspect...maybe keeping its general tone, but softening (or hardening!) it.

Finally, don't forget subplots, as they are another way of representing changes in the PC's life, usually in the social relationships department.

IV-GENERAL ORACLES

In this Chapter, you'll find three different kinds of Oracles to ask questions: a **Yes/No Oracle** for questions with a binary (even if potentially modulated) answer, a series of **Abstract Oracles** for questions about time, space, quantity, and quality, and **Other Oracles** for questions concerning more specific topics (and thus, with more specific answers). All of them are general enough to be applicable to nearly any setting; Chapter VI, on the other hand, offers Oracles more fitting to certain narrative genres and stories.

YES/NO ORACLE

The most basic (but also the most versatile) questions you can make are those who have a 'Yes' or a 'No' as an answer...maybe with some 'and' or 'but' on the top to give it flavor. For this cases, make the question and roll a white die and a red die; if you think there's a bias about the nature of the answer, roll two white die instead of one and discard the highest if odds favor a negative answer, and the lowest if they favor an affirmative one. Check the final results in the **Yes/No Oracle Table** below: the white die decides if the answer is a 'Yes' or a 'No', with the red die potentially adding a 'but' or 'and' to that answer that diminishes or enhances it, respectively.

YES/NO ORACLE TABLE

White	Answer	Red	Answer
☐	No	☐	But...
☐	No	☑	-
☑	No	☑	-
☑	Yes	☑	-
☑	Yes	☑	-
☑	Yes	☑	And...

ABSTRACT ORACLES

The **Abstract Oracle** table below answers questions related to time (*when*), space (*where*), quantities (*how much* and *how many*) and quality (*how*, in two different versions depending on if you have some expectations or not). In all cases, you just need to roll a die and check the result in the corresponding column.

Again and as an option, you can roll two dice and discard the higher or lower result, if you feel there's a notable bias in the answer. Note, nevertheless, that this option fits the *when*, *where*, *how much*, and *how many* cases, but not the *how* ones because those expectations are already baked-in in the results (or in which column you roll, to begin with). In fact, the *How* columns are useful tools when narrating actions that didn't fall within the scope of Action Rolls, with the competence level (or lack off) of the PC or anyone trying that action already baked in in the nature of the answer.

ABSTRACT ORACLES TABLE

	When?	Where?	How much?	How many?	How? *	How? **
☐	Just now	Right here	Nothing	None	Way better	Perfectly well
☐	Soon	Close	The minimum	One	Better	Quite well
☐	On time	Around	A little	Just few	Exactly	Kinda well
☐	A bit late	Far	Enough	A good bunch	Close	Kinda bad
☐	Too late	Very far	A lot	Loads and loads	Worse	Really bad
☐	Never	Nowhere	Too much!	Uncountable!	The opposite!	Horribly bad

* Compared to the expected ** No expectations

OTHER ORACLES

When you're making a question that requires a more specific answer than those already described, concerning an equally specific matter, you may use one of the tables available in this chapter, one table for a sample Series from Chapter V, or any other table or randomizer you may have at hand. I.e., anything that fits both the question and the narrative genre. Nevertheless, with respect to the former option, the offered tables (based on rolling a red die for the column and a white die for the row) are:

Scene tables. The *Scene - Action* table gives you a verb, and the *Scene - Feeling* table an emotion. Those are very abstract (and thus, versatile) ways of establishing the general tone of any given Scene, or a specific event during it.

NPC tables. These four tables let you roll what's the *Role* of an NPC in the story, the most immediate physical feature that defines their *Looks*, what's their main *Motivation*, and what's their current *Mood* (or their default one, if you treat it as a personality trait instead of a temporary thing). Note that the results of the last two tables aren't sorted by alphabetical order: the farther to the left is the result, the crappier the motivation and the mood. This way, you can select the column and just roll for the row, if you have some expectations from that specific NPC.

Events. These tables let you roll for a random event, being it the focus of the Scene from the very beginning, or something that comes out once it has already started. The first table offers very *General* events, fitting most of Series, while the rest are linked to specific tones (as, *Dramatic Romantic*, etc.).

Locations. Finally, these tables let you roll for random locations in a modern city, and how those locations look at first sight.

SCENE - ACTION

	☐	☐	☐	☐	☐	☐
☐	Attack	Avenge	Befuddle	Change	Clean	Collect
☐	Deceive	Deliver	Destroy	Discard	Enjoy	Escape
☐	Exchange	Find	Hide	Intimidate	Investigate	Learn
☐	Manipulate	Mediate	Mend	Negotiate	Pacify	Persuade
☐	Protect	Provoke	Punish	Reclaim	Remember	Return
☐	Scare	Show	Stalk	Steal	Teach	Wait

SCENE - FEELING

	☐	☐	☐	☐	☐	☐
☐	Anger	Anticipation	Anxiety	Awe	Boredom	Confusion
☐	Contempt	Curiosity	Devotion	Disappointment	Disapproval	Disbelief
☐	Disgust	Embarrassment	Envy	Excitement	Fear	Frustration
☐	Grief	Hesitation	Hope	Horror	Indifference	Insecurity
☐	Joy	Loneliness	Love	Nervousness	Pride	Regret
☐	Relief	Resentment	Sadness	Satisfaction	Surprise	Sympathy

NPC - ROLE

	☐	☐	☐	☐	☐	☐
☐	Ally, reliable	Ally, shabby	Ally, temporal	Authority figure, local	Authority figure, outreaching	Bystander, oblivious
☐	Bystander, troublemaker	Bystander, witness	Celebrity, major	Celebrity, minor	Contact, reliable	Contact, shabby
☐	Contractor, major	Contractor, minor	Coworker, boss	Coworker, equal	Coworker, underling	Crime suspect
☐	Crime victim	Employee, general	Employee, personal	Enemy, BBEG	Enemy, goon	Enemy, lieutenant
☐	Frenemy	Friend, casual	Friend, former	Friend, true	Love interest, current	Love interest, former
☐	Neighbor	Relative, close	Relative, dependent	Relative, far	Rival, mutual	Rival, one-sided

NPC - LOOKS

	☐	☐	☐	☐	☐	☐
☐	Attractive/ Cute	Breathtaking	Burly	Careworn	Casual	Classic
☐	Dashing	Elegant	Emaciated	Extravagant	Frumpy	Graceful
☐	Homely	Immaculate	Messy	Misshapen	Muscled	Ordinary
☐	Quirky	Rugged	Scruffy	Shabby	Short	Sleek
☐	Sophisticated	Striking	Stylish	Tall	Thin	Tidy
☐	Trendy	Ugly	Un- conventional	Unkempt	Weird	Well- groomed

NPC - MOTIVATION

	☐	☐	☐	☐	☐	☐
☐	Destruction	Fear	Fame	Beliefs	Duty	Enlightenment
☐	Envy	Nothing	Inertia	Freedom	Honor	Family
☐	Greed	Pride	Randomness	Fun	Knowledge	Justice
☐	Hate	Pettiness	Rebellion	Loyalty	Order	Love
☐	Power	Revenge	Survival	Nostalgia	Redemption	Peace
☐	Self- gratification	Self-loathing	Tradition	Thrill	Teaching	Solace

NPC - MOOD

	☐	☐	☐	☐	☐	☐
☐	Angry	Boastful	Bored	Curious	Attentive	Empathic
☐	Arrogant	Depressed	Confused	Demanding	Dreamy	Happy
☐	Disdainful	Gloomy	Moody	Impatient	Effusive	Hopeful
☐	Rude	Grumpy	Skeptical	Nitpicky	Excited	Playful
☐	Sarcastic	Sad	Tired	Self- absorbed	Fair	Pleased
☐	Scared	Worried	Toadying	Unfocused	Pragmatic	Supportive

EVENT - GENERAL

	☐☐	☐☐☐	☐☐☐☐
☐	A new NPC enters the Scene	A kwon NPC enters the Scene	An NPC leaves the Scene
☐	New dubious information	New reliable information	Old information being deprecated
☐	Move to another location	Change in the current location	Change in the Scene feelings
☐	Brief time-skip	Pronounced time-skip	Flashback
☐	Someone starts an argument	Someone opens themselves	Someone has a change of mood
☐	Someone puts themselves at danger	Someone puts another at danger	Someone has a revelation

EVENT - DRAMATIC

	☐	☐	☐	☐	☐	☐
☐	Bittersweet farewell	Broken spirit	Crippling addiction	Crippling illness	Disproportionate retribution	Emotional breakdown
☐	Emotional turmoil	Face-Heel turn	Family conflict	Fatal mistake	Forsaken hope	Grief-stricken
☐	Heartbreaking confession	Heart-wrenching betrayal	Heroic sacrifice	Intense rivalry	Irreparable insult	Lesser evil?
☐	Life-changing accident	Life-threatening danger	Moral event horizon	Old regrets	Painful separation	Principles betrayal
☐	Reopened old wound	Rejected reconciliation	Rejected redemption	Ruined reputation	Senseless fate	Shattered dreams
☐	Sins of the fathers	Traumatic childhood	Unavoidable tragedy	Unexpected revelation	Unfulfilled potential	Untimely death

EVENT - FUNNY

	☐	☐	☐	☐	☐	☐
☐	Accidental nudity	Accidental pervert	And that would horrible	Are we there yet?	Better don't ask	Big sweat drop
☐	Blind to irony	Boring!	Collective groan	Comic injury	Delayed reaction	Did I do that?
☐	Distracted by sexy	Dope slap	Everything is a nail	Facepalm	Faint praise	Gilligan cut
☐	Ha ha ha no	Harsh...but true	Head desk	I can hear you!	I knew I forgot something	No No No Ok
☐	Nope, I'm out!	Not again!	Oh no. Anyway...	Oh, crap...	Outdated pop reference	Overreaction
☐	Phrasing!	Stop helping me!	Stupid sexy Flanders!	That was a secret!	Too soon?	Well, you never asked!

EVENT - ROMANTIC

	☐	☐	☐	☐	☐	☐
☐	Blind date	Cheating partner	Disturbing devotion	Doomed love	Double date	Emotional roller-coaster
☐	First love	First sight love	Forbidden love	Green-eyed monster	Heartfelt confession	Just friends
☐	Long-distance love	Love letter	Love makes you stronger	Love makes you stupid	Love triangle	Love-hate relationship
☐	Mistaken for love	Open relationship	Real life writes the plot	Rekindled love	Romantic gesture	Romantic getaway
☐	Romantic place	Second chance	Secret admirer	Secret love	Secret rendezvous	Serendipitous meeting
☐	Shy confession	Strange couple	Toxic relationship	Trust issues	Unrequited love	Wingman duty

EVENT - SCARY

	1	2	3	4	5	6
1	Cat jumps care	Cockroaches	Creepy child song	Creepy doll	Creepy found footage	Creepy voice
2	Cries of help	Distressed sleep	Disturbed pet	Earth tremors	Empty streets	Figures in the mist
3	Giggling sounds	Isolation feeling	Memory gap	Message in the mirror	Missing people	Morbid mortician
4	Moving shadows	Mysterious lights	No one at home	Old basement	Out of the corner of the eye	Pact of silence
5	Partially burned notes	Rotten scent	Sounds of steps	Strange phone call	The door closes	The lights go out
6	The room gets cold	Thunderstorm	Voices in the static	Voices in the wind	Weird appearance	Withering plans

EVENT - TERRIFYING

	1	2	3	4	5	6
1	Alien geometries	Back from the dead	Baneful transformation	Blood stains	Body horror	Buried alive
2	Cannibal cult	Cold blood torture	Deathly puzzle	Flooding room	Ghostly apparitions	Horrible nightmare
3	Human hunt	Human sacrifice	Indescribable horror	Inhuman ancestors	Mad from the revelation	Maddening visions
4	Madness mantra	Maniacal laugh	Monstrous appearance	Old curse	Pact with the Devil	Personal Hell
5	Poltergeist phenomena	Recorded death	Reveled atrocities	Rotten corpse	Sadistic choice	Serial killer
6	Severed head	Severed limb	Spontaneous combustion	Strange survivals	The Beast inside	Worst fear

LOCATION - MODERN CITY

	▣	▣	▣	▣	▣	▣
▣	Alley	Art gallery	Auto repair shop	Bakery	Bank	Barber shop
▣	Bookstore	Bowling alley	Bus station	Car wash	Church	Coffee shop
▣	Community center	Dentist's office	Fire station	Gas station	Grocery store	Gym
▣	Hair salon	Hardware store	Hospital	Ice cream parlor	Karaoke	Laundromat
▣	Library	Mall	Museum	Park	Pet store	Pharmacy
▣	Playground	Police station	Post office	Restaurant	School	Vet clinic

LOCATION - LOOKS

	▣	▣	▣	▣	▣	▣
▣	Avant-garde	Bustling	Busy	Contemporary	Cosmopolitan	Crowded
▣	Crumbling	Dazzling	Decaying	Derelict	Dilapidated	Eclectic
▣	Energetic	Futuristic	Grand	Gritty	Historic	Impressive
▣	Lively	Modern	Noisy	Obsolete	Ornate	Oversized
▣	Picturesque	Posh	Quaint	Shabby	Silent	Sleek
▣	Soaring	Sprawling	Stylish	Tacky	Under construction	Vibrant

V-ALTERNATIVE PROTAGONISTS

PRELIMINARY MATTERS

The default four Aspects in **Jerkass Hero!** fit a specific archetype of flawed protagonist; an archetype that still allows some customization and that can be applied to different settings...but specific, nevertheless. Thus, in this section, you'll find alternative archetypes based on different sets of Aspects, some of them including variations of their respective themes for further variety. Note that only the *Jerkass Hero* Archetype has a specific character sheet: the rest have to make do with a generic one, with a mostly-blank Aspects Table, and without labeled (and, even sadder, without emojis) Aspects.

FAIR WARNING: some of the proposed archetypes fall below the 'flawed' level and way into the 'piece of crap' category; they're one of the reasons that justify the concepts of 'Session 0' and 'X Card' when playing with other people! Nevertheless, as already said, playing them in the context of this game and watch them get their comeuppance (or, more rarely, achieve redemption) could feel quite cathartic, so here they are. On the opposite side, some of these archetypes can actually be a bit likeable (or even likeable, period), as the case of PCs whose Aspects don't represent a behavior (as being a Jerk) but something external (as being Unlucky) or something that's not a matter of choice (as being Clumsy). So they're still flawed, but in this case that makes them more relatable than despicable. YMMV, of course.

THE JERKASS HERO, REVISITED

For completeness sake, let's comment a bit the default PC. No need to repeat (and even less, detail) their Aspects: let's just say that this is an example of a competent protagonist that, nevertheless, has an appalling personality. Their *Saving Graces & Hidden Depths*, thus, concern what makes that person good at its line of work, and sometimes also what against all odds is *good* inside them. The punchline, nevertheless, is that this PC is frequently surrounded by other jerkasses, to the point of even looking good in comparison. Or, at least, looking like the lesser evil.

ARCHETYPE CREATION

You may imagine a new concept of flawed protagonist, or a different interpretation about how the available ones should be portrayed. Creating a new archetype from scratch is, nevertheless, quite easy: just assign it two paired Aspects following these guidelines:

- 1.- As Aspects represent what could go wrong with the PC at any given time, they must have a negative nature. They don't need to be despicable and can be pitiable or even praiseworthy indeed (as the classical 'code of honor'), but they still are a source of problems, not of solutions.
- 2.- There must be tension between the paired Aspects: the more the PC is pushed by (or to) one, the less should be by the other.
- 3.- Aspects should be related with different kinds of behaviors, instead of being mere polar opposites. For example, the default *Jerkass Hero* doesn't have a Jerk/Kind pair because it's assumed they always act as a jerk. Best case situation would be when they're being so little jerk that would pass for 'kind' on a given day. Instead, the trait that opposed their jerkiness is their cluelessness: they stop being a jerk for a while because they feel confused, not because they have any impulse to act in a kind way.
- 4.- Aspects should be flexible enough to hinder the PC in any kind of situation, and not specific ones; the latter quirks should be represented with *Insults to injury*, instead.

JERKASSES, ASSEMBLE!

You may find some archetypes (or even the whole PC concept, as defined in this system) too bi-dimensional, unlikeable, or situational, to play a whole Series focused on them. Thus, to introduce a bit of a fresh air in a stale series (or stale air with a different scent, as things are), you can use that option that was mentioned in pass in previous pages: assigning archetypes to some supporting characters and playing one of them as *the* PC in some Episodes. The series could even lack a single protagonist, being that a rotating role instead. Or you can just play with a stablished protagonist, but briefly giving some NPC the spotlight by playing them as the PC for a whole Scene.

ACCIDENTAL HERO

The **Accidental Hero**, as the *Jerkass Hero*, may save the day...but most by luck than by competence. Not that they may even think that, mind you. This way, the *Accidental Hero* stumbles, more than walk, their way into the goal of any given mission or adventure. Sometimes they land on the head of that goal and squash it, but don't worry: there is always something or someone else to blame. Or so the Accidental Hero alleges, being sincere...even if also wrong.

As the *Accidental Hero* sincerely believes they're so good, they have little patience with those who get in their way. At worst, this turn them into an easily angered, arrogant prick. At best, this makes them both over-confident and impatient. And in case you're wondering, by default the Aspects below follow the less charitable approach.

ASPECTS

Arrogant/Confused. Regardless the competence level of the *Accidental Hero*, they think they're even better. That's it, until they find something that left them befuddled even if just for a moment (and it's usually for *longer*). As mentioned, this 'arrogance' can be turned down to just 'overconfidence' if you want to play a PC that's still quite a walking (and oblivious) disaster, but more sympathetic.

Clumsy/Grumpy. The *Accidental Hero* is skeptical and quick to irritate, but also a catastrophe waiting to happen. And when the catastrophe finally happens, they put that attitude aside: they're too busy trying to fix the situation, especially because their efforts usually make it even worse.

ASSHOLE VICTIM

The **Asshole Victim** is being targeted by a slasher killer. Or a horde of zombies. Or a natural catastrophe. Nothing personal, in either case, because there's more people in the same situation. Point is, this specific victim is quite the jerk, so one would be tempted of cheering their dismiss instead of mourning it. But on a second thought, aren't you a bit fed up of the Final Girl/Guy always being cut from the same cloth? Wouldn't be nice making that Final Girl/Guy being the cheerleader/jock who's not only a blonde jerk, but also dares to have sexual intercourse during the story? Just for *once*, even if they don't survive the post-credits stinger? Pretty please, cherry on the top?

ASPECTS

Angry/Scared. The *Asshole Victim* is quick to anger, but also hides plenty of insecurities, and this has an effect on their everyday life. Under threat of death, it goes up to eleven, once it activates a fight/flee instinct.

Confused/Jerk. In their social interactions, the *Asshole Victim* acts as a...well, just guess. But when things start turning south around them (or in their everyday life, when things just don't go exactly as expected), the *Asshole Victim* would be too busy trying to catch-up to be an asshole. Or as much of an asshole

BUMBLING MORON

The *Jerkass Hero* may be a certified badass at their line of work...but the ***Bumbling Moron***? Nah, not even close. They're a clumsy idiot that would be sympathetic if not because they're also an unrepentant jerk. Every success they reach will be due to pure luck or, sometimes, the assistance of an external party that finds more worth in allowing that success than letting the *Bumbling Moron* get their comeuppance. Especially if there's no comeuppance to expect, but other people risk being hurt.

The *Saving Grace* of a *Bumbling Moron* usually is something that, for other PC archetypes, would be just a *Hidden Depth*. 'Love to their family' is a classical one, even if the *Bumbling Moron* is shaming that family or putting them in danger, non-stop. But you can expect plenty, if not all, their relatives fitting one of the archetypes in this chapter, so it's all in the family!

ASPECTS

Clumsy/Jerk. There're two possibilities: the *Bumbling Moron* may be laughing at someone who's at trouble (disregarding any admonishment for this crappy attitude), or people may be laughing at the *Bumbling Moron* troubles (loudly protesting for all that cruelty).

Moron/Unlucky. The *Bumbling Moron* isn't just clueless, but a total stupid. The more stupid they get, on the other hand, the more Fate seem to protect them from stupidity. Rest of times? Fate uses the *Rumbling Moron* as a chew toy!

BYRONIC HERO

Sometimes a jerk with a heart of gold, sometimes a jerk with the heart of a jerk (but still liked for by readers/viewers because of their passion, complex inner life and all that edgy, Draco-in-leather-pants nonsense), the **Byronic Hero** is gloomy and self-centered, but also passionate and rebellious. This put them against society in general; in terms of sides, they 've already chosen one, theirs, and the rest can be dammed! This also makes them a hard to crack nut in the personal relationships department. Finally, the *Byronic Hero* is usually portrayed as attractive, intelligent, cultivated, and charismatic. So yes, there're already plenty of options when selection their *Saving Grace* and *Hidden Depths* (being the latter specially hidden!).

ASPECTS

Brooding/Passionate. The *Byronic Hero* has a jaded, even cynical, view of the world and society, usually because of their past experiences. That makes them a quite dark person...but despite that (or because of that) they also have deep passions and beliefs to which they give free rein. Except when they're too deep into that brooding thing, of course.

Self-centered/Rebellious. The *Byronic Hero* lives by following their beliefs, without caring about any other. ...Or do they? At the end of the day, they rarely can resist showing their dissent against conventions, traditions, rules, norms, etc. Depending on the circumstances, this could mean 'doing what is right, regardless the cost' or 'doing what has to be done, regardless the means'.

A BEAST AM I, LEAST A BEAST YADA YADA

You can turn the *Byronic Hero* into an **Angsty Vampire** by just switching the *Self-centered/Rebellious* pair to a *Humanity/Beast* one, reflecting the internal conflict between their human and vampiric sides. That's overstressing a bit the principle of 'no polar opposites as Aspects', but hush hush! Being a creature of passions and darkness, the *Brooding/Passionate* pair still fits the mood...except when the mood is 'fanged superheroes with trench-coats and katanas', of course: you can use the default *Jerkass Hero* archetype for this and call it a day. Or a night, in this case.

CHIVALROUS PERVERT

The *Chivalrous Pervert* is in some ways a toned-down version of the *Harem Seeker* a few pages ahead...but the cringe is still strong with this one. This way, even if they're always after a new conquest, they also care about people...and not just those potential conquests, mind you. They have a sense of right and wrong that, unlike other archetypes, isn't twisted nor (paradoxically enough!) perverted; just quite antiquated, in some respects. And they put that sense into work, even if the situation is dangerous. In fact, *especially* if the situation is dangerous, for the defenseless and the innocents! Just don't put a pretty face on their sight when duty calls, and all be good.

ASPECTS

Chivalrous/Lustful. The *Chivalrous Pervert* walks a fine line between their heroic impulses and their...err...hmm...well, *other* impulses. Both put them in dangerous situations, of course, but that danger and its consequences have different natures. Most of times. Things feel a bit diffused, when they involve a bard and dragons, or so the meme says. And who could doubt about the reliability of a meme?

Confused/Overconfident. The *Chivalrous Pervert* has a high opinion of themselves. Point is, plenty of times they fulfill, but there're also plenty of times where the PC bits more than can chew. On the other hand, the *Chivalrous Pervert* frequently finds themselves over their head, and those are the times they stop to think before they act...if they even manage to act, that is!

COSMIC PLAYTHING

The *Cosmic Plaything* has been chosen by Fate or Luck (worst case, by *both*) to act as a pawn in their inscrutable designs. This infuriates them to no end, as they would prefer a boring, uneventful life instead! Sometimes, the *Cosmic Plaything* acts as a hero...but only a) after being dragged kicking and screaming into it, or b) after realizing that trying to avoid it it's never worth the effort. All times, the *Cosmic Plaything* is caustic, sarcastic, and abrasive, and they think they have earned that right. Yes, they were all of that already before being turned into the Fate/Luck pawn...but better don't say that in their presence.

ASPECTS

Coward/Greedy. The *Cosmic Plaything* doesn't like risks. Specially, risks that affect themselves. But, on the other hand, they have a covetous vein that can make them ignore those risks, just for a while.

Testy/Unlucky. The *Cosmic Plaything* is grumpy, with a big chip on the shoulder...and it tells. Or, at least, it tells when they're not fighting against another streak of misfortune: in those cases, the *Cosmic Plaything* puts aside that chip until the misfortune is solved.

A HERO LIFE IS NOT THE LIFE FOR ME

Eventually, the *Cosmic Plaything* may turn into a **Reluctant Hero**, or something that looks a lot like that. Not that they would admit it, mind you. And not that they would turn into a brave, altruistic and patient person: they still will have a vein of cowardice, and bad temper...but toned down versions when compared to their previous nature. They have changed greediness for stoic resignation: at this point, they know that even if there're good things in the world, they're just not for them. And that's because they still are as unlucky as ever, if no more! To summarize, their Aspects would be *Coward/Fatalist* and *Testy/Unlucky*.

DISASTROUS DUO

The **Disastrous Duo** doesn't represent a flawed protagonist, but two. And, in this case, the whole is greater than the sum of its parts...in a bad way: each member contributes with their share of incompetence, making the duo an accident waiting to happen. Or already happening. For this Archetype, each pair of Aspects correspond to one member. You can keep using a single *Saving Grace*, being it a shared one or focused on the most famous member of the duo, or you could design TWO *Saving Graces*, one for each. The latter isn't power-gaming, as you still can only use one *Saving Grace* at any giving time...and each use makes things closer to go BOOM!, after all! *Hidden Depths* and *Insult to injury* shouldn't be being shared, on the other hand, but fairly distributed, as those are the ones that help to make them individuals, instead of just 'one half of a duo'.

ASPECTS

Angry/Unlucky. Both members of the *Disastrous Duo* are quite the butt-monkeys, but this one takes the cake. Usually due to failures from their partner, but also because of their own failings, they suffer ridiculous amount of punishment. This doesn't help tempering their character, so they're also quite irascible; this frequently means they don't pay attention to their partner's warnings those rare times they're on the spot...with disastrous consequences.

Clumsy/Ditz. This member of the *Disastrous Duo* can ruin everything in two ways: by a physical approach or by a mental one. Not that they must be a fool, mind you...but they're at the very least *very* scatterbrained. So, when they have a good plan, they ruin it by some bumbling. And when the plan goes as designed, it turns out to be a not-so-good plan.

IN MEMORIAN

Maybe you thought some example of a *Disastrous Duo* from media when reading this, but I'm going to name the one that inspired me: Mortadelo & Filemón (also known as 'Mort & Phill', 'Clever & Smart', 'Flipp & Flopp', etc., in other countries). I have included them as an homage to their creator, Francisco Ibañez, who died in this year 2023...after being making comics non-stop for more than sixty years. That. Is. Badass. And I had to homage him no matter what...even if that has required reducing the font size in this page. Meh, uniformity is overrated; screw it.

HAREM SEEKER

The *Harem Seeker* is a jerk of a perv. Their only goal in life is having as many “romantic” relationships (note the use of quoting) as possible, consequences and their partners’ feelings be damned! Sometimes, those consequences end up catching them, and everything ends with a Nice Boat (a word to the wise is sufficient...or two words, in this case).

To explain what other people sees in this person, then, you should probably use a *Saving Grace* related to the PC’s easiness to make new conquests; yeah, the name ‘*Saving Grace*’ is quite a misnomer in this case. This PC manages to taint even that...so the only trace of hope is that, at least, some of their *Hidden Depths* still have redeeming qualities.

ASPECTS

Clueless/Jerk. The *Harem Seeker* is a jerk with the heart of a jerk; *maybe* some *Hidden Depth* can soften this at specific times, but don’t bet on it. They treat other people as objects, *especially* their “love” interests (again, quotes). Only when they’re confused and befuddle enough they may be mistaken with a decent person; a confused and befuddle one, nevertheless.

Coward/Lustful. The *Harem Seeker* next goal is evident, the next conquest, and they would only deviate from it when there’s *another* potential conquest. Or when they feel scared for some reason, being it a real threat, being just entering in paranoia-mode; in view of their backstory, they have it totally coming, so the latter probably is justified.

JERKASS GENIUS

The *Jerkass Genius* is a brilliant mind in the body of a jerk. Don't expect patience nor humbleness from them they think they are surrounded by idiots (or pusillanimous, when they recognize some intelligence in others). 'There are two ways of doing this: mine, and the wrong one' is one of their mottos...others being 'That will teach them!', 'You, fool!', etc. But if you dig a bit, you may find reasons that explain that rotten attitude: something in the past, being it one *horrible* event (usually the case of a young genius) or a full life of regrets (for an elder one), has nearly (or even fully) broken the *Jerkass Genius*...which can make them a tragic figure. Note that this archetype fits any kind of scholar, and not just the scientific genius; they could be the *origin* of the problem (those wacky inventors never learn, nor those experts in occultism, ancient languages, etc.), or they could be the expert that's called to solve a problem.

ASPECTS

Arrogant/Unlucky. The *Jerkass Genius* knows about their superiority, being quick to act without caring about consequences. What could go possibly go wrong? Well, plenty of things, indeed! Cue karma biting them in the ass, and when that bite is painful enough, it may tone down a notch their arrogance.

Jerk/Broken. The *Jerkass Genius* has an abrasive nature, diminishing other people efforts or problems while being very vocal about that. But in part that's because they're bit broken inside...or quite broken, in their darker moments; the latter are full of melancholy, regrets and sorrows.

THE MANY FACES OF SCIENCE!

For a series with a more optimistic tone but still wacky, you can play the not-jerk alternative to the *Jerkass Genius*: the **Absentminded Genius**. This archetype Aspects would be *Absentminded/Curious* (they're quite forgetful and pays little attention to stuff...except when they pay too much attention!) and *Awkward/Reckless* (they're a bit socially inept, but also prone to act without thinking about the consequences). And if you want to play the whole **Evil Genius** gimmick, you'll use *Arrogant/Unlucky* and *Jerk/Furious*: even if something could have happened to this PC in the past to broke them, their reaction in this case would be less about angst and more about pure, unaltered rage!

JERKASS TSUNDERE

The *Jerkass Tsundere* is a self-absorbed arrogant, bossy person (yes, that kind of jerk), but they nevertheless have some affection for people. At least, for some people. At the very, very least, for *one* specific person among all people. Not that they would confess the later, not even to themself...which this causes as much trouble as their more jerkish side. And if that doesn't cause enough trouble, they're also very enthusiast and energetic...and easily bored.

ASPECTS

Jerk/Tsundere. The *Jerkass Tsundere* has a bipolar attitude. No, wait, make it tripolar. For once, there's that arrogant and bossy side...but there's also that caring side, which in turn is quite swingy by itself. Being close to this person, thus, can be quite the emotional roller-coaster!

Unheeding/Enthusiast. When the *Jerkass Tsundere* is onto something, they are *truly* onto something, without caring about 'consequences', 'comfort zones' and other petty matters. Point is, the alternative isn't much better: when they're bored, they stop paying attention to anything. Maybe they're too focused on thinking about a new interesting project, or stuff.

WHY NOT JUST TSUN/DERE?

Why isn't 'Tsundere' used a pair of opposite Aspects, if that's the very point of that archetype? To be honest, and to save me writing (and you reading) a brainy discussion about the topic that would be just a pile of bulldoodoo, here there is the one and only reason: I wanted to include an archetype representing Suzumiya Haruri. ... Yeah, that's all. You'll find Kuon in a few pages, too! (^ _ ^)

Nevertheless, you still can conflate the jerkish side with the tsun side and use the *Tsun/Dere* pairing. But I don't feel that would represent Suzumiya Haruri so well, and I wanted her in this game, damn it!

KNOW-NOTHING KNOW-IT-ALL

The *Know-Nothing Know-It-All* is intelligent, wise in the ways of the world, and an expert in every subject. Or so they say. Actually, they know just enough on anything to be dangerous, and that's the best case scenario. The worst case? They ignore so much about something that they're dangerous, of course! But despite facts saying otherwise once and again, the *Know-Nothing Know-It-All* is so convinced of their own superiority that they look down at everybody, give not-asked-for advice, or try to teach by example. One pedantic comment too many, and cue being smacked with a comically big mallet, or getting the boot into the sky.

Of course, anyone familiar with the *Know-Nothing Know-It-All* (and who is not so gullible to buy their discourse), knows their claims are just a pile of bull-doodoo. And so, in an ironic twist, those times when *Know-Nothing Know-it-All* is *actually* right (yes, it happens!), nobody believes them; that would be a good chance to improve their image, but (spoiler alert), *the Know-Nothing Know-It-All* is at their smuggest and most pedantic when proved right, something they'll rub in everyone's face. Cue being smacked with a comically big mallet or getting the boot into the sky.

ASPECTS

Coward/Smug. The *Know-Nothing Knot-It-all* is full of confidence on their superiority (others think they're full of something quite different, and less flattering), and so they show a disparaging attitude with philistines and ignoramuses. They deflate quite quickly once the situation turns south, or when those at the receiving end of that attitude decide they've had enough of it.

Confused/Pedantic. The *Know-Nothing Knot-It-all* is nitpicky, patronizing, and oh-so-sure they're right and now what to do, and how to do it. That is, until they're caught off guard (and that's an easy task!), and all that certainty goes down the crapper. Of course, once all is said and done, they'll try to play the 'I knew that' card. Cue being...oh, well, y'know already

MISCHIEVOUS CAT

Nope, this's not a metaphor. This PC is a cat. So it can be assumed the PC is cute (*author tract here* → I find cats cute, so that's the default), but let's not forget their shortcomings. As in the old 'feed a cat for three years and they will forget your kindness in three days', for example. Ah, and by the way: the **Mischievous Cat** could be an intelligent but silent cat, a talking cat, or a just-a-cat cat. That's your choice. Also, even if being cute is given, to benefit from that you still have to acquire it as a *Hidden Depth* (not that it's actually hidden, y'know) or even as a *Saving Grace*.

ASPECTS

Haughty/Needy. The *Mischievous Cat* won't pay you attention or, at best, will use you as a cushion. That is, until they're hungry, or thirsty, or fondling-lacking. Those times, they will look you with those eyes asking for food, water, or fondling...and who could refuse? Me not!

Lazy/Mean. The *Mischievous Cat* has a mean streak, or so it seems. All those scratches in the furniture, dropped stuff, and dead little animal remains points in that direction. But there's time for mischief and there's time for a nap. On a second thought, every time is good for a nap!

ACTUALLY, I'M A DOG PERSON...

So you're more onto the dogs thing than the cats thing, then? Okay, don't worry: nobody is perfect. If you want a series starring a dog, just use these Aspects pairings: *Coward/Loyal* and *Clueless/Clumsy*. So, a **Dumb Dog**. And before anyone organizes a mob to put my head on a pike, please remember: this is a game about *flawed* characters. If you were looking for a *Brave Dog* as Lassie, Rin Tin Tin or Milou (seriously, who the heck that 'Snowy' you people keep talking about?), you were looking at the wrong place: you should've been looking for Scooby Doo, Beethoven or Courage, jeeze!

[Muttley would be a *Jerkass Hero*, on the other hand. And I'm just naming him because I like the cut of his jib].

MISCHIEVOUS KID

Second mischievous protagonist in a row, but this time a human. The *Mischievous Kid* is a pint-sized troublemaker, but rarely (if ever) with malice. In fact, even if they love pranks and tricks, many times those troubles happen because they were actually trying to help! Yes, all of this reads as a very benevolent interpretation of the archetype...but for those kids who aren't just mischievous, but full jerks, you can just apply the default one.

ASPECTS

Distracted/Enthusiast. The *Mischievous Kid* is energetic, sure, and when they're into something they're at a 110% level (that's up to eleven, on a 0-10 scale). But they're also easily distracted, especially when they've to do something boring and repetitive. Doubly so if *tasked* to do it!

Good-hearted/Prankster. These two Aspects, put together, make the kid being just *mischievous* instead of a *punk*. And even if the first Aspect seems quite laudable, don't forget that in this system any Aspect is a source of problems, not of solutions. So expect the *Mischievous Kid* getting into trouble or causing them when they want to do good.

EPISODE ENDINGS & SERIES MOODS

The endings descriptions in Chapter III fit the *Jerkass Hero* and their (usually) world-of-jerkasses world. But, in case you're using a different archetype, you should interpret those endings in a different way that fits their respective moods. Case in point, 'Bad Endings' in a series starred by a *Mischievous Kid* rarely, if ever, would be tragic. Nor sad, even! A 'Bad Ending', in this case, usually to face-palms or head-desks and NOT tears (those a reserved for the happiest endings, being a *very* different kind of tears). Or it's played for laughs...except by the unfortunate neighbor of the kid, when that 'bad' in 'Bad Ending' applies to them: they would be too busy cursing the pint-sized menace to be laughing!

ONLY SANE PERSON

The *Only Sane Person*, some days, sees themselves as a *Cosmic Plaything* or even a *Tragic Hero*...but that's just overacting, and they know. Instead, they're an island of sanity in a world full of weirdness, craziness, silliness, or a mix of all. This could have turned them into an extreme doormat (as interesting as watching paint dry) or a butt-monkey (suffering disgrace after disgrace, just for laughs). But this PC takes a different approach to the whole deal, by getting involved when the situation requires a touch of sanity.

To be fair, there're cases where the *Only Sane Person* isn't so over it and is carried away with all the silliness; one day, even, they may even realize that they wouldn't want to live in a world that's not weird, crazy, or silly. But they still would be the sensible one, of course.

ASPECTS

Annoyed/Passive. All that craziness and silliness have taken a toll on the *Only Sane Person*. Many times, they look grumpy or harsh. The *Only Sane Person* that, even when annoyed, shows plenty of restriction, would probably be a deadpan snarker; one who routinely gets *furios* tends to give lots of dope slaps, hit people with comically big (and out-of-nothing) mallets, etc. On the other hand, there're times when the *Only Sane Person* seems so resigned to whatever is happening that they don't even try...or just make a sorry excuse of a try; in these cases, the deadpan snarker mixes the snark with bitterness...while their more emotional counterpart will both cry and (sadly) laugh in a 'whatever, I don't care about this anymore' way.

Confused/Worried. The *Only Sane Person*, half of the times, is with nerves on edge, waiting the umpteenth shoe to fall (and not the proverbial 'other shoe', because there seems to be no limit to the number of shoes that can fall in the same day!). The other half of times, they're so out of the loop of whatever is happening that they just got blocked...or worse, they act as an accomplice of some shenanigans, only realizing it when it's too late.

POWER SEEKER

With the Throne of Gaming, you only can sit on it or kneel in front of it. Oh, yeah, or die. The **Power Seeker** doesn't want to die but would rather do that than kneel to any other. Or keep doing the latter for much longer, if there's already someone sitting on that throne and the *Power Seeker* must show respect. Sadly, the *Power Seeker* isn't as strong or prepared as they think, so even if they end up getting that power, odds say they will spoil everything in due time.

This archetype, with all their dog-eat-dog mentality, can be quite unpleasant...but you can soften it a bit by changing the reason to go after that power instead of being just a matter of ambition. Noble reasons, even...at least until the *Power Seeker* goes too far in order to achieve it. You could even assign them *Master of Magnetism* as a *Saving Grace*, to make a point, but being a solo-RPG there's no one else to show that point, so...

ASPECTS

Ambitious/Unprepared. Yes, the *Power Seeker* is ambitious. That's the name of the game. But, at the end of the day, they're not ready to use that power yet. Or not as ready as they thought, or as ready as others with more experience.

Cruel/Weak. To get the prize, the *Power Seeker* would do *anything*...or so they tell themselves. But many times, their cruelty only goal is to hide their own weakness to the world...or, once again, to themselves. If this 'weakness' takes the form of doubts and scrupulous, this would make the *Power Seeker* a bit less unpleasant. Turn that into sheer cowardice, on the other hand, and that would increase the unpleasantness!

I'M GOING TO BE THE STRONGEST THERE IS!

In some narrative genres (heck, who am I kidding, I'm thinking in lots of shōnen action series!) the protagonist is obsessed with 'being better' (i.e., getting more power), even if not always with malicious intent. This way, the Aspects of this variation of the Archetype would be *Over-competitive/Rookie*, and *Clueless/Reckless* (one who's also a jerk would be *Jerk/Rookie*, on the other hand).

TRAGIC HERO

The *Tragic Hero* tries to do what's right. The key word here is 'try', nevertheless: they may succeed, but they have something that always gets in the way...even if, sometimes it's just a matter of rotten luck or unfair misunderstandings. Or because what they thought as 'right' was flawed, from the very beginning, and they don't realize it until too late. E.g.: hey, Talon-boy, waiting in a tent for petty reasons while there was a war outside doesn't look a so bright idea now, amariite?

In some ways, their situation is like that of the *Cosmic Plaything*, being a pawn of Fate/Fortune...but without the part that makes it look funny from the outside. As in the case of a *Jerkass Hero*, the *Tragic Hero* can (no, *should*) be a certified badass, or even the best at what they do...and that would be reflected on their *Saving Grace*. So, as in the former case, failure will come from those Aspects interfering, instead of a lack of skill.

ASPECTS

Melancholic/Choleric. The *Tragic Hero* isn't a naïve noob, but a veteran with plenty of baggage that makes them alternate between gigantic melancholies and gigantic mirth. Their eyes, in any case, look sullen.

Reckless/Unlucky. As things are, the *Tragic Hero* has two options: give themselves to the whims of Luck by acting without thinking, or being a pawn of Fate and assume whatever happens. Neither one works on the long term.

APPENDIX – SAMPLE SERIES

In this Appendix, you'll find seven Series that you can use as examples when creating your own ones...or for playing them straight, of course! Each Series follows a similar structure: an introduction section suggesting the most fitting PC Archetypes, the expected supporting cast, and guidelines to create Episodes. And after this, you'll find tools in the form of specific Oracles, forms and templates you can fill to create the Episode Main Goal or the supporting cast, etc. Once said that, nothing stops you from mix-and-matching Oracles from different Series. In fact, in some cases, it's even explicitly *recommended* to do that!

SHAMELESS PLUG!

It was already said, but it's worth repeating: you can use *any* source as Oracle for this game. And among those sources, of course, there're some previous works for the same author (hey, that's me!), which you may find useful...and which are free, as this one. So, here theirs is a kind compatibility patch, for two of those games.

VISORPG-Z This game has loads and loads of tables for different narratives genres, and questionnaires that can be filled to create a setting from the scratch. The former, on the other hand, use D10s instead of D6s, and the latter are based on cards labelled from A to E (but they also include a sixth 'fill as you wish' result for each question, so at the end of the day a D6 would still work!).

MQGA-32p More tables, in this case based on drawing cards...but all of them have a 36 (or 18, or 12) results, so D6s will also do the work. Special mention to this game 'Plots', whose five steps map with the 'five Scenes per Episode in this game!

You can find all the material available for those games in the following links:
ucmeumm.blogspot.com/2023/06/mqga-32p-solo-rpg-system-in-32-pages.html
ucmeumm.blogspot.com/p/visorpg-videogame-ish-solo-roleplaying.html

AGENT JERKASS

"We are highly trained covert operatives with an extremely dangerous set of skills. And since the government has unjustly accused us of treason, we are now forced to transfer those skills from espionage to criminal activity. Kinda like the A-Team. But we sell drugs"

Archer Sterling

In this Series, the protagonist is an international super-spy, saving the world from the clutches of communism and fascism. Don't pay attention to those times where the PC's Agency seems to be helping the latter to combat the former, surely there's a good and patriotic reason for doing that!

CASTING

The default protagonist is the **Jerkass Hero**, the one who inspired all (just look at the quote above, for crying out loud!). That means that the PC is a certified *bad*ass who also happens to be a *jer*kass. As alternative, you can play an **Accidental Hero**, in which case you can scratch off the badass part. Or you can go full Mortadelo & Filemón (or Mort & Phill, Clever & Smart, Flipp & Flopp...) and make it a **Disastrous Duo** game.

The supporting cast includes both the Agency the PC works for as a meta-character, some coworkers, and a rival from the outside. There's an **Agency Form** you can fill by rolling a die for each entry; you can also select any option you like the most, or even create a new one. This is just the starting point, nevertheless: expect meeting more recurrent characters once the Series has started. Finally, note that there's a mention of a 'second best agent' in that Agency Form...and that's because the *best* one, just in case you're wondering, by default is the PC. Except when you're not playing the default.

SCRIPTING

Each Episode, the Agency assigns a mission to the PC, which you can design using the **Mission Briefing** by rolling the dice: white assigns a general type, and red a subtype. The specifics (targets, locations, etc.) would require rolling again on other tables in this section. Speaking of with, you'll find the following tables:

-
- **Target People** and **Target Items:** you roll in this table both for mission creation and during the game, to add new characters or items of interest.
 - **Spy Place** and **World Location:** these tables let you know where the Episode, Scene, etc., will take place (city-focused and world-wide, respectively), where the PC should go at any given moment, the place of origin of an NPC, etc.
 - **Spy Gear** and **Spy Action:** these tables let you add more spy tropes to the mix, being in the form of cool gizmos, being adrenaline-charged situations.

AGENCY FORM

The Agency

- ☐ So secret that nor even other national Agencies know it exist.
- ☐ Lost in the alphabet soup, but still being funded, so who cares?
- ☐ Widely known and, thus, nitpicky about bad press and failures.
- ☐ The pet-project of a politician, so as far as they're happy...
- ☐ A *private* enterprise with *governmental* contractors. Plausible deniability, anyone?
- ☐ Is it actually sanctioned by the government? Better don't ask.

Da Chief

- ☐ A workaholic, and also other -holic things.
- ☐ A 'retired' field agent always yearning for doing field stuff.
- ☐ A mysterious voice out of an interphone.
- ☐ A living example of the 'Dilbert Principle'.
- ☐ An ill-tempered tyrant, but with a butt-monkey streak.
- ☐ A loose cannon who knows too much to let them fall.

The Secretary of Da Chief

- ☐ A Stepford smiler.
- ☐ A smiling psycho.
- ☐ An almighty janitor.
- ☐ An emotionless drone; maybe an android?
- ☐ An unrepentant gossip.
- ☐ A sycophantic telltale.

The second-best agent

- ☐ A sexist, misogynist relic of the Cold War.
- ☐ A certified jerkass on their own.
- ☐ An obsessed competitive for the number-one position.
- ☐ A cold professional with no time for idiocies.
- ☐ A chess master of the Agency political games.
- ☐ Allegedly, a product of a not-so-legal experiment by the government.

That agent next door

- ☐ A wimp with more insecurities you can shake a stick at.
- ☐ A barely functional result of some nepotism politics
- ☐ A mentor figure who talks about retirement. Uh-uh...
- ☒ The one who knows how things work in the Agency. Or so they say.
- ☒ An expert on laws and economics. Boring, but useful. Or so they say.
- ☒ The teacher's pet. Or da boss' pet, in this case.

The newest recruit

- ☐ A naïve idealist, one mission away of crashing into reality.
- ☐ A sycophant toad with just the bare minimum of a spine.
- ☐ A backstabbing smiling snake, aiming for the top.
- ☐ A psycho that should be pointed in the right direction.
- ☒ A defector from an enemy nation. Suspiciously convenient, isn't it?
- ☒ A carrier of a prestigious legacy, still untested.

The I+D Head

- ☐ Rumored to be an evaded war criminal, or a clone of one.
- ☐ A nerdy geek who plays videogames and TRPGs. What a weirdo!
- ☐ A sympathetic elder fellow with a snarky streak.
- ☒ An alien. As in, a 'from-space alien'. Seriously.
- ☒ A perky goth; only bites if asked nicely.
- ☒ An inventor whose creations work horrible right OR horribly wrong.

The outsider PC rival

- ☐ An Agent from a rival Agency with a love-hate relationship with the PC.
- ☐ An Agent from a rival Agency who hates the PC's guts.
- ☐ An Agent from a rival Agency who doesn't acknowledge the PC.
- ☐ A criminal with a love-hate relationship with the PC.
- ☐ A criminal holding some grudges.
- ☒ A political influent ex holding *loads* of grudges.

MISSION BRIEFING

“Good morning, Agent. Your new mission is...

- ☐ ..to deliver...
 - ☐☐ ...a <TARGET ITEM> to a <TARGET PEOPLE>
 - ☐☐ ...a <TARGET ITEM> to a <SPY PLACE>
 - ☐☐☐ ...a <TARGET PEOPLE> to a <TARGET PEOPLE>
 - ☐☐☐ ...a <TARGET PEOPLE> to a <SPY PLACE>
- ☐ ..to eliminate...
 - ☐☐☐ ...a <TARGET PEOPLE>
 - ☐☐☐ ...a <SPY PLACE>
 - ☐☐☐ ...a <TARGET ITEM>
- ☐ ..to investigate...
 - ☐☐☐ ...a <TARGET PEOPLE>
 - ☐☐☐ ...a <SPY PLACE>
 - ☐☐☐ ...a <TARGET ITEM>
- ☐ ..to protect...
 - ☐☐☐ ...a <TARGET PEOPLE> from a <TARGET PEOPLE>
 - ☐☐☐ ...a <SPY PLACE> from a <TARGET PEOPLE>
 - ☐☐☐ ...a <TARGET ITEM> from a <TARGET PEOPLE>
- ☐ ..to steal...
 - ☐☐☐☐ ...a <TARGET PEOPLE> from a <TARGET PEOPLE>
 - ☐☐☐☐ ...a <TARGET ITEM> from a <TARGET PEOPLE>
- ☐ ..to exchange...
 - ☐☐☐ ...a <TARGET PEOPLE> for a <TARGET PEOPLE>
 - ☐☐☐ ...a <TARGET ITEM> for a <TARGET ITEM>
 - ☐☐☐ ...a <TARGET PEOPLE> for a <TARGET ITEM>
 - ☐☐☐ ...a <TARGET ITEM> for a <TARGET PEOPLE>

This mission will take you to <WORLD LOCATION>, and it's expected that you would need <SPY GEAR> to carry it out. Good luck, Agent!”

TARGET PEOPLE

	1	2	3	4	5	6
1	Agency Chief	Agent-in-Place	Agent-of-Influence	Banker	Billionaire	Bridge Agent
2	Clueless Relative	Corporation Employee	Double Agent	Drug Lord	Elite Hacker	Enemy Agent
3	Erudite Scholar	Famous Influencer	Foreign Diplomat	Generalissimo	Guerrilla Leader	Gun-runner
4	Hired Gun	Info Broker	International Terrorist	Judge	Key Witness	Local Politician
5	Mafia Member	Manchurian Candidate	Media Celebrity	Media Mogul	Nation Leader	Nobility Heir
6	Populist Politician	Religious Leader	Renowned Artist	Retired Agent	Scientific Genius	Sleeper Agent

TARGET ITEMS

	1	2	3	4	5	6
1	Accounting book	Alien artifact	Archeological relic	Artwork	Audio tape	Big jewel
2	Biological weapon	Chemical weapon	Corpse	DNA sample	Dossier	Drug stash
3	DVD	Exotic pet	Flash memory	Frozen organ	Jewels stash	List of names
4	Map	Microchip	Microfilm	Money stash	Mysterious box	New tech blueprint
5	Nuclear bomb	Old book	Password	Personal agenda	Photo album	Radioactive material
6	Religious relic	Supervehicle prototype	Superweapon prototype	Title deed	Videotape	Will

SPY PLACE

	1	2	3	4	5	6
1	Casino	Cliffside mansion	Cliffside overlook	Control room	Exotic marketplace	Factory
2	Hidden cave	International airport	International bank	International embassy	Interrogation room	Luxury hotel
3	Maximum security prison	Meeting room	Military camp	Mountain cabin	Museum	Nightclub
4	Oil rig	Private yacht	Remote island	Rooftop garden	Rooftop pool	Safehouse
5	Secluded beach	Secret laboratory	Shark pool	Ski resort	Submarine interior	Subterranean lair
6	Subway station	Torture room	Train compartment	Underground bunker	Urban rooftop	Warehouse

WORLD LOCATION

	1	2	3	4	5	6
1	Amsterdam	Athens	Bangkok	Barcelona	Beijing	Belgrade
2	Berlin	Budapest	Buenos Aires	Cairo	Dubai	George Town
3	Havana	Hong Kong	Istanbul	Jerusalem	London	Marrakech
4	Mexico City	Moscow	Nairobi	New York City	Oslo	Paris
5	Prague	Rio de Janeiro	Rome	Seoul	Singapore	Stockholm
6	Sydney	Tehran	Tokyo	Vienna	Washington, D.C.	Zurich

SPY GEAR

	1	2	3	4	5	6
1	Briefcase bomb	Bug detector	Concealed weapon	Decoy lipstick	Disguise kit	Encryption key
2	Explosive gum	Explosive pen	False passport	GPS tracker	Grappling gun	Hidden microphone
3	Infiltration suit	Laser pointer	Lockpick set	Microfilm roll	Mini camera	Miniature camera
4	Miniature explosives	Night vision	Parachute	Pocketknife	Poison dart	Portable tent
5	Scuba suit	Secure phone	Silence pistol	Smoke bomb	Smoke grenade	Sniper rifle
6	Spy camera	Spy drone	Spy glasses	Spy watch	Truth serum	Voice recorder

SPY ACTION

	1	2	3	4	5	6
1	Big explosion	Black helicopter	Black operation	Black van	Blackmail material	Bound and gagged
2	Chase on foot	Chase on vehicle	Countdown	Defection offer	Double cross	Dramatic entrance
3	Eavesdropping	Extraction point	False flag operation	Fast-roping	Friendly fire	Hard interrogation
4	Honey trap	Knowing too much	Laser alarm sensor	Lies & Propaganda	Loose lips	Lost signal
5	Media interference	Mexican standoff	Mugging for disguise	Ransacked room	Red tape	Secret police
6	Sniper fire	Suicide pill	Trained dog guards	Tripwire	Tuxedo & Martini	Wrong intelligence

JERKASSES...IN SPACE!

"If we hit that bullseye, the rest of the dominos will fall like a house of cards. Checkmate."

Zapp Brannigan

In space, nobody can hear you screaming. Or can they? You shouldn't be able to hear all those PEWPEWPEW and BOOM in outer space, either, but everyone seems to be hearing them. So maybe it's just a matter of screaming loudly enough? Whatever. Point is, this is a science fiction game of the 'there is a Space Federation with a fleet of bigass Starships, and they recklessly go to where sensible people has never gone before' variety.

CASTING

The protagonist of the Series is a Federation Fleet Starship Captain, leading a crew of misfits that at first sight seems out of place in that kind of organization...until you realize that a) the setting Universe is quite a screwed up one, b) the Capitan is an idiot who only gets the worst personal because High Command doesn't want to waste good forces in an idiot, or c) both. Option (b), thus, implies that the PC is a **Jerkass Hero** or an **Accidental Hero** (the unadulterated jerk version). An interesting twist, nevertheless, would be playing the (a) option with an **Only Sane Person**: someone who has been blackballed, red-taped, boycotted, etc., and now must deal with such a problematic crew.

And speaking of the crew: the PC has under their command a First Officer, a Science Officer, a Chief Engineer, a Chief Medical Officer, a Comm Officer, a Helmsman, a Tactical Officer, and a Security Chief. Also, loads and loads low-ranked crew members, many of them wearing an ominous red shirt (ominous for their eventual fate, that is). This already gives you a big supporting cast to start with, so there's no need to add more people before the game starts. Of course, this assumes the Starship is BIG, but you can also play this game at a squad level. The latter features a small Spaceship and crew, so you should conflate some of the previously mentioned rules into the same person. It still will be enough for a supporting cast, nevertheless. Regardless the case, use the offered **Space Crew** table to roll the main personality trait of each crew

member. Attentive readers will note that the available traits aren't too flattering...but, once again, this's a *way* problematic crew!

SCRIPTING

First, the basics of the setting: there's a **Space Questionnaire** you can fill by rolling a die for each entry (or choosing/creating an alternative result if you want). This gives you a barebones description of the Federation, the role of Human Species in it, and some other aspects.

Then, each Episode the PC and their crew will be assigned a mission from the Federation Fleet. The **Mission Briefing** table lets you randomly create it by rolling the dice, reading the white die and the red die in that order. Each result will in turn point you to one or more additional tables, which requires more rolling. In fact, the available tables for this Series are...

- **Space Planet:** to roll the most relevant feature of a given planet.
- **Space Dudes** and a **Space Hat:** combined, they let you create a random alien species (some of them quite human-looking, to be honest). And even if assigning a Hat to a full species sounds too stereotyping, remember: this is a quite screwed-up setting, and bizarre stereotypes a space-dime a dozen.
- **Space Gear, Space City** and **Space Incident:** to add flavor to any given scene with events, locations, and items that fit the sci-fi theme.
- **Space Critter:** in case the mission is a bug hunt, or there're other chances of meeting some weird creature; roll twice (or more) to give different traits to that critter...and remember all that about the futility of shouting in space.

SPACE QUESTIONNAIRE

The Federation

- Militocracy, in a demi-permanent 'state of emergency'.
- Plutocracy, controlled by the Megacorps.
- Republic, with loads and loads of factions/local governments.
- Democracy, idealistic, but not idyllic.
- Confederation, with the bare minimum of common politics.
- Technocracy, working for the common good...or so they say.

Human species role in the Federation

- Space scum.
- Bunch of noobs.
- Promising newcomers.
- Valuable members.
- First among equals.
- The Space Big Honchos.

Planet Earth current situation

- Destroyed by those silly earthlings.
- Destroyed by hostile aliens.
- Crapsack world.
- Not yet down the crapper, but just give them time.
- A bit from column A, a bit from column B.
- Close to being a Paradise.

The Global Menace

- The Space Swarm; this's not a 'bug hunt', this's a 'bug war'!
- Genetically flexible xenomorphs. Do not bring face close to eggs.
- Shape-changer infiltrators. As if politicians weren't unreliable enough!
- Assimilating cyborgs. Resistance is fruitless.
- Uprising IA. But our AIs are still cool. Probably.
- Space zombies. 'Shooting the head' unrequired if using missiles.

MISSION BRIEFING

“Captain’s log, Star-date who-cares. Our current mission is...

☐	☒☒	...a bug hunt in <SPACE PLANET> of <SPACE PEOPLE>*
	☒☒☒	...combat the Space Menace at <SPACE PLANET> of <SPACE PEOPLE>*
	☒☒☒	...retaliation attack against <SPACE PLANET> of <SPACE PEOPLE>*
☐	☒☒	...mediate a truce between <SPACE PEOPLE>* and <SPACE PEOPLE>*
	☒☒☒	...offer catastrophe relief to <SPACE PEOPLE>* from <SPACE PLANET>
	☒☒☒	...offer war relief to <SPACE PEOPLE>* from <SPACE PLANET>
☐	☒☒	...fight <SPACE PEOPLE>* space pirates
	☒☒☒	...transport a secret cargo to <SPACE PLANET> for <SPACE PEOPLE>*
	☒☒☒	...escort a <SPACE PEOPLE>* diplomat to <SPACE PLANET>
☐	☒☒	...investigate a crime at <SPACE PLANET> of <SPACE PEOPLE>*
	☒☒☒	...explore a recently discovered <SPACE PLANET>
	☒☒☒	...assist in science project at <SPACE PLANET> of <SPACE PEOPLE>*
☐	☒☒	...infiltrate in the hostile <SPACE PEOPLE>* territory
	☒☒☒	...patrol the frontier with the hostile <SPACE PEOPLE>*
	☒☒☒	...retaliation attack against <SPACE PLANET> of <SPACE PEOPLE>*
☐	☒☒	...capture a space criminal at <SPACE PLANET> of <SPACE PEOPLE>*
	☒☒☒	...protect a civilian site at <SPACE PLANET> against <SPACE PEOPLE>*
	☒☒☒	...protect a military at <SPACE PLANET> against <SPACE PEOPLE>*

* Roll <SPACE DUDES> + <SPACE HATS>

Okay, whoever is closer to that warp big button today...ENGAGE!”

SPACE CREW

						
	Ambitious	Apathetic	Arrogant	Backstabber	Bad-mouthed	Boaster
	Ceremonious	Curious	Cynical	Envious	Fatalistic	Forgetful
	Gossip	Greedy	Guilt ridden	Honor-bounded	Humorless	Insecure
	Luckless	Moody	Naïve	Nerdy	Nervous	Nitpicky
	Nutty	Old School	Paranoid	Party animal	Sarcastic	Shell-shocked
	Slacker	Thrill-seeker	Tigger-happy	Workaholic	Wrathful	Yes-guy

SPACE PLANETS

						
	Agricola	Aquatic	Archipelago	Artificial	Asteroids	Caustic
	Cold	Corrosive	Crumbling	Dead	Desert	Eden
	Errant	Forest	Frozen	Fungal	Gaseous	Glassy
	Hollow	Hollow	Hot	Industrial	Jungle	Living
	Magmatic	Magnetic	Mega-city	Mining	Orbital station	Poisonous
	Radioactive	Rocky	Scorched	Stormy	Swamp	Windy

SPACE DUDES

						
	Acephalous	Ants	Bicephalous*	Bovine	Canids	Caprine
	Centaurus*	Cockroaches	Cyborgs*	Cyclops*	Dinosaurs	Dolphins
	Felines	Four armed*	Gaseous People	Geckos	Giants*	Glass People
	Halfings*	Hawks	Holograms	Horned*	Liquid People	Long eared *
	Merfolk*	Mice	Mimics	Raccoons	Robots	Rock People
	Sand People	Sharks	Slugs	Spiders	Tusked*	Vegetal People

* Mostly human-looking (or half-looking, for centaurs and merfolk).

SPACE HATS

						
	Aggressive	Art collectors	Artists	Bounty hunters	Dancers	Diplomatic
	Emotionless	Gaian	Hedonists	Hive-minded	Honor bonded	Humorless
	Isolationists	Literal-minded	Lotus-eaters	Mercenaries	Mystical	Philosophers
	Pirates	Pranksters	Quick-tempered	Savants	Scavengers	Scientific
	Singers	Smugglers	Spartans	Spies	Stoics	Technophobes
	Telepathic	Tinkerers	Traders	Unfathomable	Utopians	Xenophobic

SPACE GEAR

						
	Antigrav disc	Automatic rifle	Bio-injector	Breather system	Combat drug	Emergency beacon
	Energy cell	Energy pistol	Energy sword	Exosuit helmet	Force gauntlet	Genetic sampler
	Holographic projector	Hyperspace map	Infrared goggles	Jet pack	Magnetic boots	Medkit
	Memory chip	Missile launcher	Movement scanner	Multi-analyzer	Nano injector	Neural enhancer
	Neural uplink	Personal cloaking	Personal communicator	Personal shield	Plasma grenade	Powered armor
	Psi scanner	Sonic screwdriver	Teleportation beacon	Translation device	Universal translator	Water purifier

SPACE INCIDENT

						
	Automated defenses	Big meteor	Black Hole	Bug in bay	Cryosleep woes	Cyber-psychosis
	Depleted ammo	Diplomatic incident	Distress signal	EMP	Engine failure	Extra-dimension visitor
	First contact	Hacked computer	Hull breach	Illegal experiments	Lab accident	Life-support failure
	Lost spaceship	Megacorps war	Mega fauna	Mutant virus	Nuclear attack	Precursor technology
	Psychic anomaly	Quarantined world	Radiation leak	Rebel Colony	Shield failure	Space derelict
	Space madness	Space Marauders	Supernova	Temporal anomaly	Ultra-advanced tech	Worlds eater

SPACE CITY

						
	Alien bar	Alien embassy	Alien market	Alien zoo	Archology	Bio lab
	Clinic	Comm tower	Cybernetic clinic	Drug den	Energy shield	Fusion plant
	Galactic museum	Gambling den	Holo theater	Immigration office	Junkyard	Local bar
	Megacorp tower	Military camp	Orbital defense	Police station	Power station	Pressurized dome
	Robot workshop	Shantytown	Sky gardens	Sky monorail	Space elevator	Space opera
	Space port	Space shipyard	Vehicle shop	Virtual arcade	Warehouses	Zero-G arena

SPACE CRITTER

						
	Acidic blood	Amphibian	Big claws	Big jaws	Breath attack	Camouflage
	Clever	Digger	Fast	Fluffy	Hive minded	Horned
	Hypnotic gaze	Infravision	Jumper	Musk	Pack hunter	Piercers
	Poisonous	Regenerating	Sense vibration	Shell	Shriek	Sleep spores
	Sound mimic	Spiked	Spitter	Sticky	Sting	Strong
	Tentacles	Tracker	Tusked	Wall crawler	Web	Winged

LIFE OF A CAT

"It's not that I dislike you, I just don't like you near me."

Garfield

Yes. A series starred by a cat. There are precedents! One has been quoted just above, for crying out loud!

CASTING

The main character is a **Mischievous Cat**, except if you want to play the 'I'm a dog person' card and make them be a **Dumb Dog** instead. Regardless your preference, you have a table for rolling the PC's breed: you can check the die result in the top-half for a more common breed, in the bottom-half for a more exotic one, or in the whole table if anything goes. And once said that...most of this this game example will assume you're using the feline option.

Now, playing a stray cat, or a feral cat in a cat-fantasy setting could be very interesting...but playing as a domestic cat gives more chances for acting ~~as a four-legged jerk~~ mischievously. So, the supporting cast would include an owner (or a whole family of them). Also, just for giggles, it should be a two-pets house, with a *Mischievous Cat & Dumb Dog* dynamic duo. You choose if the PC is a talking cat, an intelligent silent cat with *lots* of inner dialogue, or just a very clever cat. Add some neighbors with their own pest, and you have enough to start with. In fact, you can find a **Friendly Neighbor** table for this Series (that 'friendly' better not being assumed, nevertheless).

SCRIPTING

So...the protagonist of the Series is a cat (or maybe a dog), and what's the goal in life of a cat, beyond being a cat? Well, there's a **Pet Life Events** table where you can roll a plot based on the house's pet: plenty of the results assume that the cat is at the very least *intelligent*, if not a talking cat! But you can also play an Episode as one from your typical sit-com, with the pet being more a witness than as an actor (so a just-clever cat would also fit the bill): there's a **Sitcom Events** table to inspire you in this kind of stories. And because a cat is always a cat (and a dog is always a dog) there're also two **Everyday Pleasures** tables to check what's the current wish of the PC!

CAT BREEDS

						
 	Abyssinian	American Curl	American Shorthair	Bengal	Birman	British Shorthair
 	Burmese	Cornish Rex	Devon Rex	Egyptian Mau	Maine Coon	Oriental Shorthair
  	Persian	Ragdoll	Russian Blue	Scottish Fold	Siamese	Sphynx
 	American Wirehair	Balinese	Chartreux	Exotic Shorthair	Himalayan	Japanese Bobtail
  	LaPerm	Manx	Norwegian Forest Cat	Ocicat	Ragamuffin	Scottish Straight
  	Selkirk Rex	Singapura	Somali	Tonkinese	Turkish Angora	Turkish Van

DOG BREEDS

						
 	Australian Shepherd	Beagle	Boxer	Bulldog	Dachshund	Doberman Pinscher
 	French Bulldog	German Shepherd	Golden Retriever	Great Dane	Labrador Retriever	Miniature Schnauzer
  	Pembroke Welsh Corgi	Poodle	Rottweiler	Shih Tzu	Siberian Husky	Yorkshire Terrier
 	Alaskan Malamute	Australian Cattle Dog	Australian Terrier	Bernese Mountain Dog	Bichon Frise	Border Collie
  	Boston Terrier	Bullmastiff	Cavalier King Charles Spaniel	Chihuahua	Dalmatian	Havanese
  	Pug	Samoyed	Shetland Sheepdog	Vizsla	Weimaraner	West Highland White Terrier

HOUSEHOLD STUFF

	☐	☐	☐	☐	☐	☐
☐	Armchair	Bed	Bookshelf	Canned food	Cat house	Catnip
☐	Ceiling fan	Chair	Clock	Coffee maker	Computer	Computer desk
☐	Couch	Curtains	Dishwasher	Dresser	Kitchen cabinet	Lamp
☐	Litterbox	Microwave oven	Mirror	Nail sharpener	Oven	Photography
☐	Portrait	Refrigerator	Shoe	Side table	Sofa	Television
☐	Toaster	Toilet paper	Toy	Vacuum cleaner	Washing machine	WC

FRIENDLY NEIGHBOR

	☐	☐	☐	☐	☐	☐
☐	Bartender	Bully kid	Comic shop owner	Cop	Corporation Employee	Corporation Manager
☐	Country bumpkin	Creepy kid	Cute kid	Doctor	Dog pound worker	Elder of the cats
☐	Journalist	Kid's show star	Landlord	Lawyer	Local artist	Local politician
☐	Local team mascot	Local team trainer	Minor film star	Mob boss	Mob member	Nurse
☐	Pet shop owner	Petty thief	Preacher	Radio announcer	Restaurant chef	Retired military
☐	Sickeningly sweethearts	School teacher	Shop clerk	Tourist	Town gossip	Vet

SITCOM EVENTS

	☐	☐	☐	☐	☐	☐
☐	Appliance failure	Babysitting duty	Birthday party	Boring civil duty	Boring housework	Break from routine
☐	Buyer's remorse	Celebrity in passing	Coming home late	Competitive sports event	Embarrassing secret	Escalation of lies
☐	Family feud	Fishing / hunting day	Friends reunion	Holiday woes	Home repairs	Kitchen Disaster
☐	Long road trip	Making ends meet	Medical emergency	Mistaken identity	Neighborly conflicts	Neighborly rivalry
☐	Overdue bills	Party out of control	Prank battle	School festival	Slumber party	Table argument
☐	Technology woes	Troubles at school	Troubles at work	Unexpected romance	Unexpected visit	Visiting an elder

PET LIFE EVENTS

	1	2	3	4	5	6
1	A new pet comes to town	Annoying bird	Annoying brats	Babysitting a baby	Babysitting a kitty/puppy	Bathing day
2	Blamed for vandalism	Bullish stray	Clingy jealous partner	Conclave of Cats	Country cousin	Discipline training
3	Dog pound blues	<i>Esoz mardito roedore!</i>	Exploring the mall	Exploring the neighborhood	Flea woes	Get that fish/steak!
4	Grown-ups in peril!	Helping a vagabond	Kids in peril!	Life as a stray <i>sucks!</i>	Litter sibling reunion	Lost pet
5	Love rival	Marking territory	Night getaway	Pet killer brat!	Pet talent competition	Put on a diet
6	Quest for the buried stash	Scaring away an intruder	Spooky mystery	The homey and the tramp	Very) exotic pet	Visiting the vet

CAT EVERYDAY PLEASURES

	1	2	3	4	5	6
1	Bat at strings	Beg for treats	Birdwatch	Chase light beams	Chase shadows	Chase tail
2	Chew on plants	Climb furniture	Climb tree	Conquer paper balls	Cuddle time	Curl up warm
3	Enjoy catnip	Explore boxes	Explore the garden	Get chin scratches	Groom self	Hide and seek
4	Hunt toys	Leap and pounce	Lounge on windowsill	Midnight zoomies	Nap in sun	People-watch
5	Play with feather	Play with laser	Play with yarn	Purr on lap	Scratch furniture	Scratch post
6	Snuggle blanket	Stalk bugs	Stalk shoelaces	Stare out the window	Unwind from stress	Watch TV

DOG EVERYDAY PLEASURES

	1	2	3	4	5	6
1	Barking non-stop	Belly rubs	Car rides	Chase bubbles	Chase squirrels	Chase the mailman
2	Chew toys	Cuddle time	Dig in the yard	Explore new scents	Fetch sticks	Fetch the ball
3	Fetch the Frisbee	Fetch the rope	Go for a walk	Guard the home	Hide and seek	Hike in nature
4	Learn tricks	Obedience training	Play fetch	Play with kids	Play with owner	Play with other dogs
5	Run in the park	Sleep at owner's feet	Snack time	Sniff everything	Snuggle on the couch	Squeaky toys
6	Sunbathe	Track scents in the woods	Tug-of-war	Visit the beach	Visit the dog park	Watch TV

THE SCIENCE OF SPACE-TIME!

"What people call 'love' is just a chemical reaction that compels animals to breed. It hits hard, Morty, then it slowly fades, leaving you stranded in a failing marriage. I did it. Your parents are gonna do it. Break the cycle, Morty. Rise above. Focus on science."

Rick Sanchez

Sometimes, RPG-writing is more art than science. But in recognition of the latter, here there's a Series of over-the-top weird *Science!* adventuring.

CASTING

This Series has a default protagonist: the ***Jerkass Genius***. To be precise, one who's very versatile and multidisciplinary because it's assumed that they can build up nearly everything (with enough time and raw materials). Also, they can travel to other dimensions and times, but you decide if that's because they have invented something to achieve that, or because is using stolen/found/inherited/whatever technology. You can tone down the cynicism and power-up the idealism by playing an ***Absentminded Genius*** instead, with the PC maybe even be a youngster (or a kid!). Check out the that text box in the *Mischievous Kid* archetype regarding moods, if you haven't done that already: this one sounds like the kind of story that shouldn't have tragic or dark endings. The ***Evil Genius***, on the other hand...it would fit if it's assumed that they will always fail at their wacky schemes.

Finally, you can also play this game using the ***Bumbling Moron*** as protagonist. Yeah, the *Bumbling Moron*. The idea is the PC has access to all that time-travel, dimensional-hopping, weird-science technology without being its creator (as expected, being a moron and stuff). There're many ways of getting that access, so just make up one; nobody says that it *must* be a robotic cat from the future...but nobody says that it *shouldn't*, either! Whatever the case, don't hold your punches in this game: even if tragic endings still don't fit the mood, the protagonist often ends up being punished or humiliated...deservedly so!

Every version of this game benefits from the PC having a companion. A wretched (and, many times, unwilling) assistant for the *Jerkass Genius* or the *Evil Genius*, a guardian (being a literal bodyguard, or an assistant with more awareness) for the *Absentminded Genius*, and the tech-provider (being a robotic

cat from the future, or someone even weirder) for the *Bumbling Moron*. If you want to put that character under the spotlight, the *Only Sane Person* fits the two first cases, while the *Absentminded Genius* fits the third.

Finally, the PC also needs a nemesis: an equally genius but evil counterpart fits for the *Jerkass Genius* and *Absentminded Genius* options. The *Evil Genius*, on the other hand, is typically stopped by a non-scientific nemesis: not necessarily a platypus superspy, but it may happen! Finally, in case of the *Bumbling Moron*, the nemesis is just an equally normal person who uses to ill-treat the PC, as a bullish classmate, a nasty older sibling, etc. Beyond that, you can add additional NPCs, as a love interest, relatives, etc., once the Series has already started. Surprise yourself.

SCRIPTING

Any given Episodes of this Series would be based on a) time travel, b) dimensional travel, or c) troubles with some *Science!* invention. Or so the **Wondrous Adventure** table says, in addition of telling you what would be the destination era or dimension and the reason to travel there, or what's the invention that's causing problems, and why. All of this by pointing you to the **Time Travel Destination**, **Historical Figure**, **Dimensional Travel Destination**, and **Marvelous Invention** tables. Ah, and there're also a *Science!* **Techno-Babble** and a *Science!* **Cries** table: expect someone saying (even shouting!) some of them at any given moment.

TO THE INFINITY, AND BEYOND!

There's another option that's not on the **Wondrous Adventure** table but also fits the tone of the Series, and that would be doing some space adventures. Just use the tables from the *Jerkasess...in space!!!* Series to create worlds, alien species and the like. On a second thought, those tables (and those for other sample Series) could be useful even for the other kind of adventures in this Series: there're plenty of weird places to go and weird people to meet, so the more the options to create them, the better.

WONDROUS ADVENTURE

“Today’s adventure will be based on...

☐☐ ...use the time machine...

- ☐ to make sure an historical event in <TIME TRAVEL DESTINATION> in happens as described”.
- ☐ to avoid an historical event in <TIME TRAVEL DESTINATION> being changed”.
- ☐ to witnesses an historical event in <TIME TRAVEL DESTINATION>, or just the gist of the era”.
- ☐ to meet <HISTORICAL FIGURE> in their native timeline”.
- ☐ to return <HISTORICAL FIGURE> to their native timeline, after being accidentally transported to the present”.
- ☐ to rescue a present time NPC, who’s traveled to <TIME TRAVEL DESTINATION> by mistake”.

☐☐ ...hopping to the <DIMENSION TRAVEL DESTINATION> dimension...

- ☐ to meet with a group of dimensional-hopping friends”.
- ☐ to avoid some boring task / menial duty at home”.
- ☐ to collecting some exotic item / reagent”.
- ☐ to flee from a quite relentless chaser”.
- ☐ to chase a quite elusive target”.
- ☐ just by accident, with no immediate way of return”.

☐☐ ...dealing with a <MARVELOUS INVENTION>...

- ☐ that’s not working as it should”.
- ☐ that seems as the perfect solution to a minor hassle at home”.
- ☐ that someone is using for ill ends”.
- ☐ that needs some field-test and final adjustments”.
- ☐ that someone tries to stole”.
- ☐ that has been lost, and that means problems”.

TIME TRAVEL DESTINATION

	1	2	3	4	5	6
1	American Civil War	American Independence War	Ancient Babylon	Ancient Egypt	Ancient India	Atlantis
2	Aztec Empire	Camelot!	Classical Greece	Cold War Berlin	Discovery of fire	Fall of the Roman Empire
3	French Revolution	Genghis Khan conquests	Golden Age of Piracy	Harún al-Rashid's Baghdad	Jack the Ripper's London	Jurassic Age
4	Medici's Florence	Napoleonic Wars	Nobunaga's Japan	Opium Wars	Prohibition USA	Punic Wars
5	Salem Trials	Soviet Revolution	Spanish Golden Age	The Black Death	(One of) The Crusade(s)	Three Kingdoms China
6	Troy War	Wild West America	Woodstock	WW II (Europe Front)	WW II (Pacific Front)	WWI

HISTORICAL FIGURES

	1	2	3	4	5	6
1	Abraham Lincoln	Alexander the Great	Ashoka	Attila the Hun	Catherine the Great	Christopher Columbus
2	Confucius	Genghis Khan	George Washington	Geronimo	Grigori Rasputin	Hammurabi
3	Hatshepsut	Isaac Newton	Ivan the Terrible	Joan of Arc	Julius Caesar	King Leonidas
4	Leonardo da Vinci	Ludwig van Beethoven	Marco Polo	Marie Curie	Napoleon Bonaparte	Nicola Tesla
5	Pablo Picasso	Queen Victoria	Ramses II	Shaka Zulu	Socrates	Suleiman the Magnificent
6	Sun Tzu	Thomas Jefferson	Tokugawa Ieyasu	Tutankhamun	Vincent van Gogh	William Shakespeare

DIMENSION TRAVEL DESTINATION

	1	2	3	4	5	6
1	Android Earth	Anthro animals	Candy Land	Clockwork Land	Clones World	Cuteness Land
2	Cyberpunk Earth	Dream Land	Evil versions with a goatee	Fairy Tale Land	Flatland	Gender-flipped versions
3	Gothic Horror Land	Heaven	Hell	Hyborian Age	Intelligent dinosaurs	Kaiju World
4	Land of Oz	Microorganism Land	Olympus	Post-nuke Earth	Puppets Land	Quasi-identical Earth
5	Retro-future Earth	Robot World	Sit-com World	Space Nazis	Steampunk Earth	Superhero-verse
6	Sword & Sorcery World	Toon Land	Valhalla	Videogame Land	Wonderland	Zombie Earth

MARVELOUS INVENTION

	1	2	3	4	5	6
1	Age-changing ray	AI Assistant	Animal control helmet	Antigravity ray	Battle droid	Body exchanger
2	Cybernetic weaponry	Energy weapon	Flying car	Freezing gun	Giant Mecha	Image projector
3	Intelligence enhancer	Invisibility belt	Item copier	Jet Pack	Killer satellite	Memory eraser bullpen
4	Mental control ray	Miniaturized laser	Person copier	Personal force field	Phasing belt	Portable nuclear reactor
5	Portal gun	Power suit	Regenerating serum	Shapechanging serum	Shrinking ray	Skill learning chip
6	Super-soldier serum	Telekinetic gauntlet	Telepathic helmet	Time rewinder / stopper	Unstable nanites	Zombie serum

SCIENCE! TECHNO-BABBLE

	1	2	3	4	5	6
1	Antimatter reactor	Continuum transducer	Cyber enhancer	Energy nexus	Field inhibitor	Flux capacitor
2	Fold generator	Fusion reactor	Graviton core	Holo-nexus	Holo-oscillation	Hyper flux
3	Inversion field	Nano-neural interface	Particle focuser	Phase harmonics	Plasma conduit	Plasma modulator
4	Proton resonator	Psi-matrix interface	Psionic inducer	Quantum confluence	Quantum harmonics	Quantum inverter
5	Quantum manipulator	Resonance disruptor	Resonance harmonizer	Singularity cascade	Spatial disruptor	Subspace modulator
6	Synergy matrix	Tachyon matrix	Temporal inverter	Temporal stabilizer	Warp resonance	Wave synchronizer

SCIENCE! CRIES

	1	2	3	4	5	6
1	Aliens!	And they called me crazy!	Cut that wire!	Don't touch it!	Emergency mode!	Hold the door!
2	I have one of those!	I predicted this!	I reject your reality!	I'm a pickle!	I'm surrounded by idiots!	In the name of science!
3	Inconceivable!	Intruder detected!	Io and behold!	It's alive!	It's working!	Just one more minute!
4	Kill it with fire!	Lies, all lies!	Now I am become Death!	Nuke it form orbit!	OMG, what I have done!	Power-up!
5	Push that button!	Run, you fools!	That changes everything!	That explains everything!	That would teach them!	The cake is a lie!
6	This is madness!	We are all doomed!	We can rebuild it!!	We have company!	You fool!	You monster!

OFFICE FROM HELL

"This week I mapped and gapped the requirements to consolidate everything into a program of work... to maximize synergy, capture and optimize our resource utilization. If any of that sounded like work, I'll do some more of it next week."

Wally

This Series concern the day-to-day in a soul-crushing, bureaucratic-hell, heartless (and, at times, brainless) company. This one may hit too close home. Maybe you wouldn't touch it with a 10' pole because of it...or make you play it with wild abandon. YMMV.

CASTING

You can take the easy way, for a certain definition of 'easy', and play as the **One Sane Person**. But that would be wasting the chance of playing the over-competitive and shark-minded **Power Seeker**, the **Bumbling Moron** of a boss who has been promoted to that position because it's the place where they do less harm (also, with some job security working there), the slacker **Jerkass Hero** (with special emphasis in the 'lazy' part in this case) whose in the next cubicle, etc. And, of course, no one says you should be playing the same PC each Episode. As expected, the supporting cast is made up by the protagonist coworkers. The **Office Employees Table** lets you randomly generate more positions in the company, but assume that at the very least you need a boss, and the person in the cubicle next to the protagonist's.

SCRIPTING

This Series doesn't require many new tables, as plenty of the generic ones (plus, maybe, some of the included with other sample Series) fit a 'modern day office story'. Nevertheless, there's an **Office Woes** table to serve as inspiration for the main plot of any given Episode. Or for some nasty surprise, in the middle of it: you can assume that, under this work atmosphere, every surprise will be *nasty*. There're also **Office Locations** and **Office Equipment** tables; not so glamorous as their equivalents in other Series, but that's how it goes. Finally, there's an **Office Buzzwords** table: expect some luminaire pronouncing them, totally serious, and expecting them being part of the Company politics.

OFFICE EMPLOYEES

	1	2	3	4	5	6
1	Accountant	Administrative Assistant	Business Development Manager	CEO	Content Writer	Customer Service Representative
2	Customer Support Manager	Data Analyst	Executive Assistant	Facilities Manager	Finance Manager	Graphic Designer
3	HR Manager	Intern	IT Manager	IT Support Specialist	Janitor	Legal Counsel
4	Marketing Manager	Operations Manager	Outsourcer Company Representative	Procurement Manager	Product Manager	Project Manager
5	PR Specialist	Quality Assurance Analyst	Receptionist	Regional Manager	Research Analyst	Sales Manager
6	Sales Representative	Security Guard	Supply Chain Manager	Training & Development Specialist	Warehouse Supervisor	Web Developer

OFFICE BLUES

	1	2	3	4	5	6
1	Appraising shareholders	Award ceremony	Back to square one	Blame game	Board meeting	Business trip
2	Class action lawsuit	Conference call	Cutting corners	Deadline rush	Employee training	Fight for budget
3	Fight for office supplies	Fire drill	Hacked!	Hardware upgrade	Hazardous product	Intern orientation
4	IT helpdesk	Job restructuring	Micro-managing	New (?) Product	New office politics	Office party
5	Office prank	Patent infringement	Pecking order	PR nightmare	Promotion fight	Red tape
6	Social media gaffe	Software update	Specifications change	Team building	The bottom line	Whiteboard brainstorm

OFFICE LOCATIONS

	1	2	3	4	5	6
1	Accessible ramps	Boardroom	Breakout spaces	Breakroom	Cafeteria	CEO's office
2	Coffee station	Conference room	Copy center	Cubicle farm	Elevator lobby	Executive suite
3	Filing cabinets	Game room	IT helpdesk	Janitor's closet	Kitchenette	Lobby entrance
4	Locker area	Lounge area	Mailroom	Media center	Meeting nooks	Phone booths
5	Print station	Quiet zone	Reception area	Reception desk	Restrooms	Server room
6	Stairwell exit	Storage room	Supply closet	Training room	Waiting room	Wellness room

OFFICE EQUIPMENT

	1	2	3	4	5	6
1	Ballpoint pens	Bookshelf unit	Computer monitor	Conference phone	Conference table	Copier machine
2	Cork bulletin board	Desk calendar	Desk chair	Desk lamp	Desk organizer	File cabinets
3	File folders	Filing cabinet	Keyboard and mouse	Label printer	Laptop docking station	Meeting table
4	Office chairs	Office cubicles	Office phones	Office plants	Office supplies cart	Phone headsets
5	Printer and paper	Printer paper	Projector screen	Reception desk	Scanner unit	Standing desk
6	Sticky notes	Telephone system	Three-hole punch	Wall clock	Whiteboard easel	Whiteboard markers

OFFICE BUZZWORDS

	1	2	3	4	5	6
1	Actionable Insights	Agile Synergy	Agile Velocity	Collaborative Agility	Collaborative Disruption	Customer Experience 2.0
2	Customer-Centric Paradigm	Customer-First Paradigm	Data-Driven Ideation	Data-Enriched Vision	Digital Disruption	Digital Transformation
3	Disruptive Innovation	Dynamic Optimization	Dynamic Paradigm	Empowerment Matrix	Global Optimization	Global Synergism
4	Holistic Synergy	Holistic Transformation	Innovation Accelerator	Innovation Catalyst	Innovative Synergy	Paradigm Pivot
5	Paradigm Shift	Scalable Ecosystem	Scalable Synergy	Seamless Integration	Strategic Agility	Strategic Alignment
6	Sustainable Momentum	Synergetic Resonance	Synergistic Optimization	Transformational Nexus	Visionary Roadmap	Visionary Synergy

SHUJINKOU NO BAKA!

"I'm Haruhi Suzumiya, from East Junior High. First off, I'm not interested in ordinary people. But, if any of you are aliens, time-travelers, or espers, please come see me. That is all!"

Haruru Suzumiya

This game example lets you play an anime Series, or...

"But Dr. Ravenpie, anime is not a genre, is a medium"

YES, I KNOW, JEEZE, NO NEED TO BRING THAT UP EVERYTIME SOMEONE...!!! ... Ahem. Sorry. So, this game example lets you play an anime Series (or the equivalent of a visual novel CRPG) settled on a High School, with the PC being one of the students. But the nature of the story will depend on the sub-genre that's being played. Just remember: in all cases, the focus is going to be on the main character flaws. Not saying that you can't find loads and loads of examples in the media

CASTING

Below, you'll find four proposed sub-genres, each one with their recommended archetypes. Of course, there're other options (and as you'll see, most of the offered tools are generic enough to be applied to most of them). But beware that the 'Isekai adventures' option will be covered in the next game example, just in case that's the subgenre you were looking for!

- **Date sim /VN.** Okay, what route are you going to follow in the game? Because, depending on that, the PC could be a *Harem Seeker*, *Chivalrous Pervert*, *Only Sane Person*, or *Jerkass Tsundere*.
- **Shōnen Action.** The *Jerkass Hero* quite fits the bill, but there's also room for a *Jerkass Genius* if you want a more cerebral approach, a *Power Seeker* of the 'I want to be stronger' kind (the PC should have to run the whole nine yards to surpass what already pass as 'normal' in this genre!), or other kind hero (as the *Accidental* or the *Tragic* ones).
- **High School Horror.** Here is where the *Asshole Victim* archetype shines. For a certain definition of 'shine', at least. If you want to play something

closer to the Final Girl/Guy, the *Only Sane Person* or the *Reluctant Hero* version of the *Cosmic Plaything* would be another option.

- **Slices of Life.** Use a *Junior* High School instead of a *Senior* one, or even a *Primary* School, and there's room for a *Mischievous Kid* protagonist. The *Bumbling Moron* and the *Know-Nothing Know-it-all* would also feel comfortable here, being a genre where the stakes aren't so high.

The supporting cast will consist mainly on the PC classmates and teachers. Maybe also some close relative, if the PC doesn't live alone or they're not living in a boarding school or student's residence. You'll find tools to randomly generate classmates (*one* tool, to be precise), while you can use the generic ones for the rest.

SCRIPTING

Err...hmm...sorry, there're too many options here, being the potential narrative genres very different. So, giving specific guidelines is nearly impossible. On the other hand, *general* guidelines for what would be a High School setting at its most basics...that's another matter! So, even if you're a bit on yourself for designing Scene and Episode Goals, you'll find here nevertheless a number of tables to generate high-school life related content!

First of all, you have a **School Time Table**. Kinda. Sorta. Plenty of liberties have been taking when writing it down, both with respect the subjects and their distribution (also, Saturday classes have been included as my sources say that's a thing...even if that totally makes my mind blows!).

There're also four tables, related to the everyday life at school:

- **High School NPCs I and II** are focused on the 'student' part of the whole deal, with **I** using roles, and **II** using manga/anime/VR archetypes. No specific gender is assumed in either case, no matter what tradition says.
- **High School Events** describes academic events and not-so-academic events (rarely sanctioned by the school authorities...and many times frowned upon or even punished!) in its top and bottom half, respectively. You can roll in one specific half, or just make it fully random.

- **Everyday Activities** offers slices of life moments (or the calm before the storm in an action/horror oriented game) that take place out of school.
- **Town Locations** lets you generate random places...in this case (when compared to its counterpart in Chapter IV), more Japanese styled.
- **Shōnen Powers** and **Shōnen Cries**, finally, are focused on the action sub-genres. The former is a list of sources of power that you can make as generic or specific as you want (e.g., you can treat *Fire control* as a mastery of everything fire-related, or as one specific attack technique based in fire). The latter is a list of things people would say (or shout) once in a while, or very frequently, in one of these Series.

SCHOOL TIMETABLE

	Mon	Tus	Wed	Thu	Fri	Sat
8:15-8:30	Homeroom					
8:40-9:30	Japanese Language	Mathematics	Japanese Language	Mathematics	Japanese Language	Japanese Literature
9:40-10:30	Mathematics	Japanese Literature	Mathematics	Japanese Literature	Mathematics	Foreign Language (Spanish)
10:40-11:30	Science (Physics)	Home Economics	Science (Biology)	History	Science (Chemistry)	Science (Biology)
11:40-12:30	History	Science (Chemistry)	Technical course	Science (Physics)	Home Economics	Home Economics
12:30-13:20	Lunch Break					
13:20-14:10	Foreign Language (English)	Music	Foreign Language (Spanish)	Art	Foreign Language (English)	
14:20-15:10	PE	Foreign Language (English)	PE	Foreign Language (English)	PE	
15:15-15:30	Cleaning duty					
15:35-15:55	Homeroom					
16:20-18:30	Club activities		Club activities		Club activities	Club activities

HIGH SCHOOL NPCs I

	1	2	3	4	5	6
1	Amateur journalist	Boisterous bruiser	Book dumb	Budding sport star	Casanova wannabe	Chick/Dude magnet
2	Child prodigy	Childhood friend	Class representative	Clique leader	Clique toady	Cloud cuckoolander
3	Competitive overachiever	Country girl/guy	Dreaded delinquent	Egocentric influencer	Entitled rich kid	Exchange student
4	Face in the crowd	Gang goon	Gang leader	Geeky nerd	Gentle giant	Girl/Guy next door
5	Girl/Guy with glasses	Gloomy gothic	Insufferable narcissist	Otaku fan	Pop Idol	Shrinking violet
6	Silent loner	Student Council member	Thrill seeker	Weirdo creep	Well-done daughter/son	Young artist

HIGH SCHOOL NPCs II

	1	2	3	4	5	6
1	Bakadere	Bifauxnen/Bishōnen	Bōdere	Bukako	Chūnibyō	Coodere
2	Dameko	Dandere	Deredere	Devidere	Dojikko	Donkan
3	Genki	Hajidere	Harapeko Chara	Himedere	Kamidere	Kanedere
4	Kimoiko	Kuudere	Magenekko	Mayadere	Moe	Nemui dere
5	Ojōsama	Osananajimi	Otaku	Sadodere	Tsundere	Tsungire
6	Tsunpure	Tsunshun	Undere	Usodere	Yandere	Yangire

HIGH SCHOOL LOCATIONS

	1	2	3	4	5	6
1	Arcade Club Room	Archery Range	Art Club Room	Audiovisual Room	Basketball Court	Bicycle Parking Area
2	Cafeteria	Calligraphy Club Room	Classroom (Other)	Classroom (PC)	Computer Lab	Courtyard Fountain
3	Courtyard Garden	Drama Club Stage	Entrance	Garden	Go Club Room	Gymnasium
4	Hallways	H.E. Room	Infirmery	Kendo Dojo	Library	Lockers
5	Martial Arts Club Room	Music Room	Nurse's Office	Rooftop	Science Lab	Shrine
6	Soccer Field	Sports Field	Student Council Room	Swimming Pool	Teachers' Lounge	Tennis Court

HIGH SCHOOL EVENTS

	1	2	3	4	5	6
1	After-class extra work	Club exhibition	Club meeting	Disciplinary measures	Extra homework	Field trip
2	Fire drill	First aids training	Medical exam	New teacher	New transfer student	Pop quiz
3	Representative duties	Scheduled test	Self-defense training	Sport competition	Study group	Trainee teacher
4	Cheating a test	Clique clash	Food poisoning	High School newspaper scoop	Lab accident	Letter in the locker
5	Passing a note	Petty theft	Popularity contest	Power failure	Rumors, funny	Rumors, malicious
6	Rumors, weird	Urban legend	Vandalism, intentional	Vandalism, random	Visit to infirmary	Yard fight

EVERY-DAY LIFE ACTIVITIES

	1	2	3	4	5	6
1	Attending a festival	Attending cram school	Beetle/cicad a hunting	Buying groceries	Chatting online	Community work
2	Cooking lunch	Doing house chores	Doing physical training	Eating at a yatai	Going to a bathhouse	Going to a concert
3	Going to the arcade	Going to the park	Half-time job	Home crafts	Home repairs	Jumble sale
4	Karaoke singing	Making a cake	Partying!	Playing videogames	Reading manga	Relaxing bath
5	Stargazing	Street market	Tea drinking	Trip to the beach or pool	Trip to the countryside	Visiting a friend
6	Visiting the temple	Visiting the temple	Volunteer firefighting work	Watching anime	Watching fireworks	Watching the clouds

TOWN LOCATIONS

						
	Art gallery	Bridge	Buddhist temple	Cat cafe	Convenience store	Department store
	Electronics store	Food hall	Garden	Gym	Hotel	Izakaya
	Karaoke bar	Kimono rental shop	Koban	Maid cafe	Manga shop	Martial arts school
	Office building	Onsen	Pachinko parlor	Park	PC High School	PC Residence
	Public pool	Ramen shop	Rival High School	Ryokan inn	Shinto shrine	Soba restaurant
	Sumo stadium	Sushi restaurant	Tea house	Traditional crafts shop	Train station	Video game arcades

SHOUNEN POWERS

						
	Air control	Alternate form	Appearance mimic	Cloning	Creature summoning	Darkness control
	Earth control	Electricity control	Elongating body	Emotion control	Fire control	Force field
	Gaseous form	Gravity control	Ice control	Illusion projection	Invisibility	Item summoning
	Light control	Liquid form	Machine control	Metal control	Mind reading	Natural weapons
	Paralyzing attack	Power mimic	Power nullification	Precognition	Regeneration	Sound control
	Super-speed	Super-strength	Telekinesis	Telepathy	Teleporting	Water control

SHOUNEN CRIES

						
	Atatatata!	Baka!	Believe it!	Don't die on me!	Don't give up!	Enough talking!
	Evolved form!	Fear not!	Final technique!	Fukuda!	Ganbatte!	Go beyond!
	Help!	I'll fight!	I'll never forget you!	I'm all fired up!	I'm going to be the best!	I'm going to get stronger!
	I'm not finished yet!	It's over!	Kisama!	Nani?!?	Next time, I'll defeat you!	Nooooooo!
	Shine!!!	Stop!	Too slow!	Ultimate power!	Unstoppable technique!	Urrriaahh!
	Urusei!	Wake up!	Yare, yare...	You, coward!	You're already dead!	You're weak!

WE DON'T NEED THIS KIND OF HERO

"This isn't how imagined life in a parallel world would be..."

Satō Kazuma

The protagonist had a normal life. Then, everything changed when the Fire Na...
...No, wait, wrong reference! Then, everything changed when they were unwillingly and unexpectedly transported to a fantasy world, with no apparent way of coming back home! So yes, this is an Isekai Fantasy themed series.

CASTING

Depending on the PC attitude once they arrive to their new home, there're different options. The **Jerkass Hero** fits the bill if the PC has been somehow invested with coolz powers just because, and that has gone to their head. On the other hand, they may found all the deal as one chance to...err...hummm...*socialize* with the locals. So yes, both the **Harem Seeker** and the **Chivalrous Pervert** have a place here. Of course, nobody says that the PC should feel happy about all that crap, so you can add the **Cosmic Plaything** and the **Only Sane Man** to the mix; the latter is specially fitting for the world *so* stereotypical and with everyone and everything so cliché that the genre-savvy PC sees things coming from a mile away.

There is a brief **Fantasy Questionnaire** that you should answer by rolling a die for each entry (or just selection the option you like the most) to get some lore about the PC and their new home. Even if using the world 'lore' may be a bit of a overstretch, in this case. Also, for the support cast, you can find an **Adventurers Guild** to randomly decide who's available at any given moment...including who's the first person befriended by the PC. The latter is important as a lore source, info dump NPC. And yes, most of the options look quite stereotypical: that's the point!

SCRIPTING

The everyday routine for the PC in their new home is something like this: waking up, going to the Adventurers Guild, checking the job board, and praying there's some offer that's both lucrative enough to let them pay the rent and food

(in that order) and not too dangerous. That is, when they have not accepted a job already, and they're trying to fulfill it with the assistance of their loyal companion(s). But assuming the former, there's a **Job Offer** form you can check to generate a quest. The rewards...well, as there's no wealth system, XPs, nor gear rules in this game, assume they would let the PC making ends meet. Maybe even allowing some little indulgence (or not so little!), if the job is especially dangerous.

Other times, the PC may be immersed in an adventure for personal reasons or provoked by external circumstances. The term 'adventure' is quite flexible here, as it can mean thwarting one plan for the setting BBEG, but also doing some chores or socialize with some acquaintances. There's a **Personal Quest** table for this kind of Episodes.

To summarize, this sample Series offers the following tables:

- **Adventurer Guild** and **Fantasy NPC**: to generate random NPCs, the former of a more adventurous nature than the latter.
- **Fantasy City**: to generate random locations in the PC's home city (or any other settlement)
- **Adventure Gear**: to generate typical adventuring tools...usually to answer the feared 'in hindsight, what the adventurers should have brought with them?'
- **Adventure Site I/II/III**: use these tables to generate names of locations. Table I gives bucolic pre-fixes to be attached to words as 'Village', 'Town', 'Valley', and the like. Tables II and III, combined, give names for adventure sites, with a more epic, ominous, or dark tone.
- **Adventure McGuffins**: these items are the goal of a quest. Not that the PC is expected to keep them if it's part of a job, mind you: that's a big no-no for the Guild Masters.
- **Fantasy Creatures**, **Fantasy Wilderness** and **Fantasy Dungeon**: these tables let you roll for encounters and typical adventuring events.
- **Fantasy Loot**: to roll the prize that makes suffering the results tables in the previous point worthy. Except when it doesn't.

“THE LAYOUT OF THE LAND”

OR

“HOW TO STOP CARING ABOUT NAMING CONVENTIONS AND EMBRACE RANDOMNESS”

The fantasy world the PC has ended in is quite literal in its way of naming places, something the PC would probably lampshade once in a while (or all the time if they're an *Only Sane Person* with little patience!). Just for starters, the Realm that serves as a new home for the PC is just called that, 'The Realm'. You can give it some nuances by using the Adventure Sites I (or II, even) to add a word in front of that Realm...but, nevertheless, people would omit it in everyday speech.

Now, with respect to settlements, there're two default ones. First, there's the capital of the Realm, which is named Capital City. Here resides the Realm ruler, and it's a too serious and formal place to admit ne'er-do-well adventurers inside its walls...at least, not officially nor for a long time. And second, there's the home city of the PC, which is (funnily enough) named Adventure City. No, it's not an affectionate nickname, but the real name. Remember, this world it's very literal, in that sense...

And beyond that, there are other Cities, plenty of Town and Villages, and more adventure sites you can shake a 10' pole at! All of them are created on the spot, based on the results on the **Job Notice** and **Personal Quests** tables. But if you got a repeated result, you could assume that the quest takes the PC back there (let's hope they didn't earn a rotten reputation there the first time, if it's a Realm settlement). Finally, if you think an already existing place would fit a quest, you can just select it as its location, instead of rolling it; this is especially fitting for those quests that would take you to some City, if you don't want to travel and want to make it a *local* problem (i.e., something involving Adventure City).

FANTASY QUESTIONNAIRE

What's the last thing the PC remembers doing at Earth?

- Taking refuge under a tree during a storm. Wait, that's not safe?
- Pushing out of the way someone who was going to be hit by a car.
- Crossing a door that, on a second thought, wasn't there the day before.
- Playing a VR-MMORPG they found on in the deep web.
- Doing some speleology in a little maze of twisty passages, all different.
- As a joke, wishing to a monkey paw 'not having to go to school'.

Who's the realm leader?

- A young monarch, enthusiast but untested.
- An experienced monarch, strict but fair.
- An astute and ambitious long-run player.
- A boastful, hot-tempered, boorish tyrant.
- A big-fat-bastard of a glutton, controlled by their ministers.
- A venerable old monarch. Quite kind, but in their last days.

Who governs the PC new home city?

- A Patrician, by "democracy", i.e. one person (they), one vote (for them).
- The richest merchants.
- An envoy from the Crown, who couldn't care less.
- A Council of Elders. Not that all of them look too elderly, mind you.
- Elected by the citizens. The more the demagogue, the greater the odds.
- It doesn't seem to be anyone at charge, in fact.

Who's the BBEG?

- An Evil Lich with hordes and hordes of undead. Yuck, the stink...
- The Dark Lord, just one ring (or similar) away from being unstoppable.
- The Steam Empire, which uses steampunk tech. Hey, that's cheating!
- Dragons. But they're sleeping. For now.
- A giant Kaiju. Or maybe more than one.
- A nation of power-hungry fire elementalists. Ha, called it!

JOB NOTICE

“Adventurers needed to carry out the following quest. Rewards to be negotiated.”

☐	Find <QUEST McGuffin> at <ADVENTURE SITE II + III>...
	☐ ...with lot of sentimental value to its <FANTASY NPC> owner.
	☐ ...which has religious importance. Bring it back to its Temple.
	☐ ...and destroy it on the spot. No questions allowed.
	☒ ...which <i>may</i> have magical properties. Treat with care. Do no point to face.
	☒ ...which has historical importance. Bring it to the Historian Guild.
	☒ ...which is a valuable lost possession of a local noble.
	It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect encounters with <FANTASY CREATURE>.

☐	Collect at <ADVENTURE SITE II + III>...
	☐ ...curative herbs for someone ill at the <ADVENTURE SITE I> Village.
	☐ ...<FANTASY CREATURE> parts for the Wizard Guild.
	☐ ...rare minerals for the Alchemist Guild.
	☒ ...exotic herbs for the Chef Guild.
	☒ ...exotic hardwoods for the Carpenter Guild.
	☒ ...wild animal pelts for the tanners guild.
	It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect encounters with <FANTASY CREATURE>.

☐	Deliver to <ADVENTURE SITE I> City...
	☐ ...a letter, to a private citizen. Don't read it. That would be wrong.
	☐ ...a shipment of <Adventurer Gear>, to the Merchant Guild.
	☐ ...a sealed package, to a contact. Don't open it. That's a warning.
	☒ ...a <QUEST MCGUFFIN >, to a private citizen.
	☒ ...a secret message, to the City Ruler. Top Secret, in fact. Don't read it. Seriously.
	☒ ...a message, to the City Ruler. Memorize it. Don't put into writing.
	It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect someone trying to steal the delivery.

Eliminate...	
☒	☐ ...a plague of vermin in basement of <ADVENTURE SITE I> City. Un-glamorous noob work, but if it pays the bills.
	☐ ...a mysterious creature threatening <ADVENTURE SITE I> Village. Suspected to be a <FANTASY CREATURE> or a <FANTASY CREATURE>.
	☒ ...an infestation of <FANTASY CREATURE> in <ADVENTURE SITE II + III>.
	☒ ...a powerful <FANTASY CREATURE> in <ADVENTURE SITE II + III>.
	☒ ...a mysterious creature with their lair at <ADVENTURE SITE II + III>.
	☒ ...a dangerous <ADVENTURE GUILD>, guilty of murder, treason, or worse.
It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect resistance from the target (well, duh!).	

Investigate...	
☒	☐ ...a grisly murder at <ADVENTURE SITE I> City.
	☐ ...an assault to <FANTASY NPC> by an unknown party at <ADVENTURE SITE I> City.
	☒ ...mysterious multiple disappearances in <ADVENTURE SITE I> Town.
	☒ ...<ADVENTURE SITE II + III> and inform of any dangers there.
	☒ ...the story of a legendary <Adventure McGuffin>. Asking an erudite in <ADVENTURE SITE I> City seems to be a good start.
	☒ ...a sabotage in <ADVENTURE SITE I> City.
It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect the involvement of some <FANTASY NPC>.	

Capture...	
☒	☐ ...an escaped exotic pet from a local big shot. That should be easy...right!?
	☐ ...a criminal <ADVENTURER GUILD>, last seen in <ADVENTURE SITE I> Town.
	☒ ...a criminal <ADVENTURER GUILD>, last seen in <ADVENTURE SITE II+III>.
	☒ ...a criminal <FANTASY NPC>, last seen in <ADVENTURE SITE I> Town.
	☒ ...a <FANTASY CREATURE> in <ADVENTURE SITE II+III> for the Realm Zoo.
	☒ ...a <ADVENTURER GUILD>, who has broken the Guild rules. Current location unknown, but <ADVENTURER GUILD> may know something.
It's expected that the job would require <ADVENTURE GEAR> or <ADVENTURE GEAR> at some moment. Also, expect the involvement of some <NOT-ADVENTURING PEOPLE>.	

PERSONAL QUEST

QUEST	
	Accept (or not) a formal duel with <ADVENTURER GUILD>, who's angry with the PC for something.
	Attend a cozy festival in <ADVENTURE SITE I> Village.
	Attend an elegant ball at <ADVENTURE SITE I> City.
	Babysit <ADVENTURER GUILD>, who has fallen ill.
	Clean the PC's good name, who has been accused of a crime.
	Cope the goings-on of a Cult with a disturbing interest in Earthling visitors.
	Follow the instructions of a supposed treasure map to <ADVENTURE SITE II+III>.
	Fulfill a quest from the Realm Secret Service. So like a quest from the Job Notice Board...but the PC can't say 'no' to it.
	Go to an adventurer's gear sales (without being stomped down for all those adventurers looking for bargains).
	Have a date with <ADVENTURER GUILD>.
	Help <ADVENTURER GUILD> hiding for a while, after some big gaffe.
	Help <FANTASY NPC> at their work to repay a favor (or to be owned one).
	Help the Mage Guild in a magical field trial. What could possibly go wrong?
	Help to clean the name of <ADVENTURER GUILD> from a false accusation. Or so they say.
	Investigate a rumor about a way to go back to Earth at <ADVENTURE SITE II+III>.
	Investigate a rumor about another Earthling at <ADVENTURE SITE I> Town.
	Investigate rumors about an infiltration of the BBEG in <ADVENTURE SITE I> City.
	Jailbreak <ADVENTURER GUILD> from the <ADVENTURE SITE II> Prison.

	Join <ADVENTURER GUILD> in one personal quest of them.
	Join an exploring expedition to <ADVENTURE SITE II+III>.
	Look for a new residence, more affordable (if things are going bad for the PC) or comfortable (if going well).
	Mediate in a conflict between <ADVENTURER GUILD> and <ADVENTURER GUILD>.
	Meet at <ADVENTURE SITE I> City a mysterious stranger who says they have interesting information about Earth.
	Meet at <ADVENTURE SITE I> City a mysterious stranger who says they have interesting information about the BBEG.
	Organize a surprise party in honor of <ADVENTURER GUILD>.
	Participate in an Adventurer Guild Competition. Like a quest from the Job Offer Board, but it's free-for-all race!
	Protect <ADVENTURE SITE I> City against an attack by a horde of <FANTASY CREATURE>.
	Protect <ADVENTURE SITE I> City against an attack by the BBEG.
	Provide temporarily shelter to <ADVENTURER GUILD>, who's on a bad streak.
	Quest for a <FANTASY McGUFFIN> in <ADVENTURE SITE II+III>, rumored to be related to the BBEG.
	Quest for a <FANTASY McGUFFIN > in <ADVENTURE SITE II+III>, rumored to be related with past Earthling visitors.
	Represent <FANTASY NPC> as their personal champion in a duel. The champion of the opposite side is still unknown.
	Rescue <ADVENTURER GUILD>, who's been trapped in <ADVENTURE SITE II+III>.
	Search for <ADVENTURER GUILD>, who disappeared when heading to <ADVENTURE SITE II+III>.
	Travel to <ADVENTURE SITE I> Valley to relax. Or that's the plan.
	Work in the fields near Adventurer City for a while. Hey, it's still money!

ADVENTURER GUILD

						
	Action Archeologist	Bleak Assassin	Boastful Gladiator	Crafty Hunter	Daring Swashbuckler	Draconic Sorcerer
	Eccentric Wizard	Edgy Dark Paladin	Enigmatic Spirit Talker	Exiled Divinity	Expert Archer	Flamboyant Elementalist
	Flashy War-mage	Grizzly Mercenary	Jolly Pirate	Morbid Necromancer	Nomad Rider	Paranoid Exorcist
	Preachy Cleric	Puzzling Monk	Questing Knight	Roguish Thief	Rowdy Barbarian	Rugged Beast-Trainer
	Scary Witch	Shadowy Ninja	Sly Spy	Sociable Summoner	Spoony Bard	Stalwart Paladin
	Stern Bounty Hunter	Taciturn Explorer	Travelling Acrobat	Unorthodox Alchemist	Veteran Commander	Wild Druid

FANTASY NPC

						
	Agitator Troublemaker	Bloody Pirate	Boring Clerk	Bribeable Guard	Brutish Goon	Burly Ironsmith
	Cackling Warlock	Chivalrous Highway Robber	Cloistered Cleric	Congenial Innkeeper	Crafty Artisan	Criminal Mastermind
	Cruel Slaver	Deft Cutpurse	Disquieting Doomsayer	Faithful Parishioner	Foppish Noble	Greedy Merchant
	Hardworking Wench	Harsh Outlaw	Intriguing Courtier	Kind Healer	Mysterious Hooded One	Ne'er-do-well Loafer
	Nerdy Scholar	Nonsensical Farmer	Religious Leader	Scrappy Kid	Skilled Artist	Smelly Ratcatcher
	Travelling Peddler	Travelling Pilgrim	Unreliable Seer	Village Hero	Wild-eyed Cultist	Wise Elder

FANTASY CITY

						
	Alchemist	Apothecary	Armory	Baker	Barbershop	Blacksmith
	Brewery	Butcher	Carpenter	Castle	Chapel	Courtyard
	Dockyard	Fishmonger	Fletcher	Guardhouse	Herbalist	Inn
	Jeweler	Library	Magic shop	Market	Mason	Merchant's Guild
	Mill	Orphanage	Potter	Stables	Tailor	Tannery
	Tavern	Thieves' Guild	Town Hall	Watchtower	Weaver	Windmill

ADVENTURE SITE I

	☒	☒	☒	☒	☒	☒
☐	Apple	Barley	Berry	Bridge	Brushwood	Carp
☐	Cattle	Coin	Copper	Corn	Cotton	Dew
☐	High	Last	Low	Mist	Moon	New
☐	Oak	Old	Port	Rain	Rock	Sand
☐	Silk	Silver	Song	Star	Stone	Sun
☐	Sylvan	Tall	Wall	Wheat	Wind	Wood

ADVENTURE SITE II

	☒	☒	☒	☒	☒	☒
☐	Air	Ancients	Battle	Beast	Crystal	Cursed
☐	Dark	Death	Devil	Dragon	Dream	Earth
☐	Enchanted	Evil	Fire	Forbidden	Forgotten	Forsaken
☐	Ghost	Hell	Hidden	Iron	Living	Lost
☐	Madness	Magic	Misty	Night	Old	Perilous
☐	Silent	Sword	Water	Wicked	Witch	Wizard

ADVENTURE SITE III

	☒	☒	☒	☒	☒	☒
☐	Abbey	Abyss	Bridge	Burrow	Cairn	Castle
☐	Cave	Chasm	Coast	Desert	Forest	Fortress
☐	Hill	Island	Jungle	Lagoon	Lair	Lake
☐	Manor	Mine	Mountain	Obelisk	Palace	Pass
☐	Plain	Pyramid	River	Shrine	Stones	Swamp
☐	Tomb	Tower	Town	Valley	Village	Wall

ADVENTURE GEAR

						
	Alchemical fire	Backpack	Bandages	Belt pouch	Blanket	Candles
	Chalk	Climbing gloves	Compass	Crowbar	Dust mask	Earplugs
	First aid kit	Flint and steel	Goggles	Grappling hook	Hammer	Healing potion
	Iron spikes	Lantern	Lockpicks	Map	Mirror	Oil
	Pickaxe	Pitons	Poison antidote	Rations	Rope	Scroll case
	Shovel	Tent	Tent	Torch	Waterskin	Whistle

QUEST MCGUFFIN

						
	Amulet	Armlet	Arrow	Axe	Banner	Belt
	Boots	Bow	Carpet	Cloak	Crown	Cup
	Dagger	Diadem	Earring	Flower	Gloves	Helm
	Jewel	Lance	Locket	Map	Mirror	Necklace
	Orb	Painting	Reliquary	Ring	Scepter	Scroll
	Sculpture	Shield	Statuette	Sword	Tome	Wand

FANTASY CREATURES

						
	Amorphous ooze	Angelic creature	Animated elemental	Animated item	Animated plant	Beast, chimeric
	Beast, dire	Beast, draconic	Beast, elemental	Beast, infernal	Construct, cunning	Construct, mindless
	Cunning shapechanger	Deadly vegetation	Demonic schemer	Divine avatar	Dragon	Eldritch abomination
	Fairy, High	Fairy, mischievous	Feral skin-changer	Humanoid, elemental	Humanoid, giant	Humanoid, mutant
	Humanoid, possessed	Intelligent animal	Invader-from-beyond	Predator, flying	Predator, land	Predator, subaquatic
	Titanic monstrosity	Undead, cunning	Undead, mindless	Undead, incorporeal	Vermin, giant	Vermin, swarm

FANTASY WILDERNESS

						
	Abandoned camp	Ambush!	Ancient runes	Battle remains	Beast corpse	Blocked path
	Eerie fog	Eerie music	Elemental disturbance	Elusive wildlife	Endangered traveler	Enigmatic symbols
	Forgotten caravan	Friendly nature spirits	Haunting mists	Highway patrol	Illusory mirage	Lost gear
	Lost path	Luminous fireflies	Magical barrier	Muddy trail	Mysterious footprints	Overgrown path
	Quicksand	Raging storm	Riddle on a sign	Safe haven	Spectral guide	Spoiled provisions
	Strange weather	Toll post	Traveler corpse	Wrong map	Unusual celestial event	Whispers in the wind

FANTASY DUNGEON

						
	Adventurer corpse	Blocked path	Booby-trapped chest	Collapsing floor	Corpse-laden chamber	Crumbling walls
	Disorienting maze	Echoing whispers	Eldritch runes	Enemy patrol	Falling debris	Ghostly apparitions
	Glowing crystals	Harmless residents	Haunting laughter	Hidden trapdoor	Illusory treasure	Inexplicable silence
	Locked door	Locked door	Mysterious inscriptions	Phantom footsteps	Pressure plate	Puzzle room
	Restricted access	Rival party	Runic sigils	Secret passage	Secure zone	Shadowy figure
	Spider webs	Toxic fumes	Unstable floor	Vermin infestation	Wandering creature	Waterlogged chamber

FANTASY LOOT

						
	Alchemical ingredient	Ancient tome	Artifact O'Doom	Coins, big pile	Coins, coffer	Coins, handful
	Collectible trinket	Cursed item	Exotic food	Exotic perfume	Exotic herb	Exquisite furniture
	Fine clothing	Fine wine	Gemstone	Historical document	Jewelry	Legendary weapon
	Luck charm	Masterwork armor	Magic ointment	Magic potion	Magic scroll	Masterwork weapon, melee
	Masterwork weapon, ranged	Monster part	Precious metal	Rare musical instrument	Rare plant	Rare spice
	Relic	Statue	Treasure map	Unique crystal	Unusual animal	Work of art

It doesn't matter if you're a secret agent, a starship captain, a scientific genius, a mecha-piloting high-schooler, etc.: you are THE protagonist. Problem is, you're also a jerkass. To be precise, you're a clueless lazy reckless of a jerk. Or maybe you're not so much a jerkass, but still pretty flawed...and even if you have some saving graces and hidden depths, there're other aspects of your character that add insult to the injury. Point is, you're still the protagonist, and the fate of the world could be at your hands. May God have mercy of us all...

In *Jerkass Hero!*, you will find...

- A step-by-step game loop that lets you play an Episode of a Series starring a...hmm...*flawed* protagonist (that's probably an understatement!).
- Loads of Oracles that help you tell stories full of jerkitude, karmic punishment and, maybe, even some redemption!
- 16 additional protagonist archetypes (many of them including different variations of the same theme, too) to choose from as alternative to the eponymous *Jerkass Hero*. You'll find, thus, not just Sterling Archer levels of flawed...but also Zapp Brannigan, Rick Sanchez, Cersei Lannister, Heathcliff (both the cat and the jerk by Emily Brontë), Suzumiya Haruri, and Makoto Itou levels, just to name a few!
- 7 game examples with additional Oracles and guidelines. Play as a superspy, a Federation spaceship captain, a mischievous cat (or dumb dog), a wacky scientist, a beleaguered office worker, or a Japanese high-schooler (at home, or after being Isekai'ed)!