

Dragon World Hack

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Version 0.1

Based on the rules of *Apocalypse World* by D. Vincent Baker

The Basics

It's a time of adventure, of clashing swords and spells. It is an age ruled by the passions of the bold and the whims of the elder dragons. The world is full of hidden secrets and glittering treasures, of the legacies of the dragons, of fallen empires, of the demon gods of ancient times.

There are mighty kingdoms, grand cities, and quaint villages, and wherever you came from, you are one of those rare people with the talent and power (or failing that, the bloody-minded determination) to leave your home to become an adventurer and seek your destiny.

Dragon World is a game for getting together with friends to make up stories about a bunch of passionate weirdoes running around getting into trouble in a bright, weird fantasy setting. It's heavily inspired by 90s fantasy comedy anime and manga like *Slayers* and *Dragon Half*, though the rules are derived from D. Vincent Baker's game *Apocalypse World*. Another way to think of it is it's a game for playing just the really silly parts of a *D&D* campaign.

To play you'll need some friends to play with (at least three people total), some six-sided dice (two per player), pencils, and paper. Printouts of the playbooks work best by far, but any paper will do in a pinch. One person is going to be the Dragon Master (or DM for short) and handle the overall game world, while the rest are players, who each have one character.

Dragon World Hack (Version 0.1)

Taking a cue from *Dungeon World*, this "Dragon World Hack" is a playable version of *Dragon World*, but requires the *Apocalypse World* rulebook (or at the very least a good knowledge of the game) in order to play. I'll likely do a full stand-alone version with pictures and everything at some point, but for now I just want to share this fun thing I made.

I'm still toying with the possibility of the wealth system that Steven Savage suggested, as well as special "story moves" that can at turns help and hinder characters and a longer DM section with more setting and NPC ideas. I also have entirely too many ideas for other character types, though I think eleven is more than enough to start with. My spitballing list of other possible types goes:

Adorable Mascot, Ancient Weapon (Tio from Grandia II), Annoying Pixie, Battle Maid, Berserker Barbarian, Big Bruiser, Brain Mage (psion), Brash Combat Mage (Orphen), Country Witch (Discworld witches), Creedful Assassin, Creepy Summoner, Cursed Sorcerer (Zelgadiss), Desert Survivor, Dodgy Alchemist, Elemental Lunatic, Failed Wizard (Rincewind), Fightbrain, Greedy Merchant, Half Demon, Mad Dwarf, Magical Princess (magical girl/Akazukin Chacha), Minor Deity, Oblivious Tourist (Twoflower), Obnoxious Paladin, Octogenarian Barbarian, Self-Appointed Protégé (gets moves to imitate another PC), Stolid Monk, Vampire, Wild Ranger, Zombie Lawyer

Random Events

When you roll the dice and you get either snake eyes (□□) or boxcars (☰☰), something strange is going to happen. The DM will ask the player to roll on one of the Random Event charts to find out. Snake eyes are usually bad for you and boxcars are usually bad for whoever's working against you.

If the DM feels that the random event tables in the book are getting old, or if he or she just feels like it, he or she may be using the scenes from a hat (see p. 38) method instead.

The Stats

There stats in this game are as follows:

- **Bloody-Minded** is your ability to stick to what you're doing despite the odds.
- **Charming** represents attractiveness and the ability to get others to do what you want.
- **Eldritch** is knowledge of magic and other forbidden lore.
- **Mighty** is your physical strength, the ability to do damage and otherwise use brute force to get what you want.
- **Shifty** characters are hard to pin down and potentially good at doing sneaky stuff.
- **Connections**, which represent how well you understand other characters. Connections are asymmetrical, so Character A and Character B can have totally different values in their Connections to each other.

MacGuffins

A *MacGuffin* is something that lets a character accomplish something that wouldn't be possible otherwise. In *Dragon World* a MacGuffin can be a magic sword, a spell, a potion, a book, a secret, a song... The possibilities are endless. MacGuffins can play into the plot in all kinds of ways, but you almost always need one if you want to defeat a powerful enemy.

Some MacGuffins are easier to come by than others, usually in direct proportion to how powerful they are. You'll need some *clues* to find one. Clues can take just as many forms as MacGuffins themselves, and you'll need one to three of them depending on how big a feat it'll let you accomplish.

Certain moves will give you clues, and you can also get them by beating a different bad guy, investigating stuff, or dumb luck.

Falling Down

This game is much too silly for characters to get injured per se. Instead, when dangerous stuff happens to them they can "fall down." If a character falls down, he or she is incapacitated until the scene changes, which should happen fairly quickly. While they're fallen down, other characters can imprison, strip, clothe, doodle on, or otherwise inconvenience them.

Minor, unnamed bad guys will just stay fallen down and not come back into the game. Moderately powerful bad guys may have a chance to run away after they fall down, but they're not going to be in the fight again for a while. When you're dealing with really powerful bad guys you'll need the right MacGuffin to be able to make them fall down.

Boss Mode

“Boss Mode” is a special rule that you can invoke now and then to try to make a battle more dramatic and drawn out. It’s pretty damn simple, actually. Anything that would normally make someone fall down instead counts as a “hit,” and it takes 3 hits to make someone actually fall down. Healing type effects that can bring someone back after falling down restore one hit.

Don’t harsh the Zen

This is an important one, though if you’re lucky it won’t be something you need to say out loud. Don’t be a douche, pay attention to what everyone else is doing, and don’t fight the flow. This game works with a certain level of trust between the people playing.

If something legitimately bothers you, that’s the one time you don’t have to go with the flow. Your character won’t always be comfortable with the situations they face (comedy is someone else’s pain), but you should be comfortable with the game.

Why to Play

“Something is wrong with these people, and I don’t know what it is.”

First off, the characters are hilariously insane. You might have a straight man in the group, but on the whole everyone has something that can make them act strange.

Second, their insanity is exponential. With so little to restrain them, they can feed on each other’s madness and reach ever greater heights of hilarity.

Finally, they live in a Technicolor fantasy land where can express their madness freely. Your characters are big and bold players on the world’s stage, and they can make kings and gods tremble in fear. Or just stare, totally flabbergasted that there are weirdoes like that running around.

Basic Moves

The basic moves are available to all of the players' characters.

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll+bloody-minded. On a miss you try to indulge in your temptation without any regard for what else is going on. On a 7-9 you contain yourself, but it's obvious to anyone watching what you really want. On a 10+ you can manage a good poker face if you so choose. If you have two conflicting temptations in play, you can pick which one will affect you, but your heart's desire always takes precedence.

Endure Strife

When you try to *endure strife*, roll+bloody-minded. On a miss you fail to endure the strife. On a 7-9 you stay standing, but you're much worse for wear, and the DM will probably mess with you. On a 10+ you emerged unscathed, and if the strife came from an NPC you get a *clue* about them.

Kick Some Ass

When you *kick some ass*, roll+mighty. On a miss your opponent may hand your ass to you (and make you fall down) if they want. On a 7-9 pick one. On a 10+ pick two.

- Make an enemy or enemy mob fall down or force another player's character to *endure strife*.
- Humiliate them.
- Get a *clue* about them.

Run Away

When you *run away*, roll+shifty. On a 10+ you get clean away. On a 7-9 you get away, but the DM chooses one:

- You leave something (or someone?) behind.
- Your escape didn't go unnoticed.
- Your escape is temporary.

Spout Lore

When you *spout lore*, roll+eldritch. On a miss the DM picks one:

- Your lore is subtly, dangerously wrong and you don't know it.
- Your lore is obviously, humiliatingly wrong, and you look dumb in front others.

On a 7-9 you have a good idea what's what with whatever it is you're looking at, but there are some details that elude you. On a 10+ you know exactly what's going on; this gives you a *clue* to a MacGuffin you need.

Take Stuff Away

When you try to *take stuff away* from someone, roll+mighty. On a miss they brush off your efforts. On a 7-9 choose 1, on a 10+ choose 2.

- You take the thing you wanted.
- You keep them from making another try at getting it back any time soon.
- You seriously intimidate them.

Trick Someone

When you try to *trick someone*, roll+charming.

If it's an NPC: On a miss they realize you're trying to trick them and may become hostile. On a 10+ they're suckered in. On a 7-9 the DM chooses 1.

- There's a misunderstanding and they don't *quite* do what you want.
- Afterwards they figure out that they were tricked and try to retaliate.

If it's a PC: On a 7-9 you get one of these for the rest of the scene, and on a 10+ you get both for the rest of the scene:

- If they don't do what you want they're *enduring strife*.
- If they do what you want when it would be against their normal desires, they can mark experience.

Help or Interfere

When you *help* or *interfere with* someone else's roll, you roll+connection. On a hit they get +1 if you're helping or -2 if you're interfering. On a 7-9 you expose yourself to danger or retribution in the process.

Expanded Improvement

From your sixth improvement onward you get to pick from this special list, regardless of your character type.

- +1 to any stat, up to a maximum of +3, and random people start recognizing you.
- Change your character to a new type, and you have a mentor of some kind of that character type.
- Get another move from your character type.
- Get a move from another character type.
- Play a second character of any character type.
- Your character realizes his or her dreams and retires. Make a new character.

Character Creation

Temptations and heart's Desire

Temptations are the things a character wants, that can pull her away from common sense. Each character type has a list from which the player chooses two. Temptations are fairly open to interpretation, but there's a clear difference between being tempted by Women and being tempted by Love.

A character's heart's desire should be something pretty specific that they want based on one of their temptations. If the explosive mage has Lore as a temptation, she might be after the Tome of Varga to gain ultimate power. If the half dragon has Love as a temptation, she could want a potion that will make her human so she can be with the guy she loves. The DM is going to use these as the basis of the story, so players should write something they really want to see in the game.

Races?

This game doesn't have "races" in it per se. The half dragon isn't purely human of course, but it's not the sort of game where you pick half-elf as your race and then move on to picking a class. For the purposes of *Dragon World's* rules, race is merely cosmetic, and falls squarely under Looks.

Angsty Shadow Warrior

"I was born in the world of shadows, and it yet marks me. All is suffering, pain, and darkness. I'm so depressed."

Whether among the dark elves, the reviled Shadow Tribe, or in a secret order of assassins, you were raised in a realm of darkness. Your combat skills are superb, but you spend so much time brooding that people just find you depressing to be around. Just because you're clad in midnight black and wield a sword made of purple fire doesn't mean you have to be down in the dumps all the time, right?

Creating an Angsty Shadow Warrior

To create an angsty shadow warrior, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Belladonna, Darkstar, Draco, Galus, Ivy, Kiriya, Raven, Valen, Vincent

Family (?) Name: Darkblade, Dracul, Maleficarium, Ravenshadow (NOT Ravenclaw!), Urden, Valentine

Look

Black skin, gray skin, blue skin, alabaster skin, glowing eyes, white hair, elf ears, tribal tattoos, small horns

Black leather with many buckles, spikes, hooded cloak, ornate black steel armor, sword of purple flames, black corset, frilly black skirt, frayed cape

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded=0, Charming-1, Eldritch+2, Mighty+1, Shifty+1
- Bloody-Minded+1, Charming-1, Eldritch+2, Mighty+1, Shifty=0

Moves

You get all of the basic moves, plus two of the following angsty shadow warrior moves.

Depressing Philosophy: When you tell people about what you consider to be the true nature of the world, roll+eldritch. On a miss they find your blathering stupid. On a 7-9 they're a bit distracted, and on a 10+ they set aside what they're doing to wallow in depression.

Shadow Blade: You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll+eldritch to *kick some ass*.

Shadow Walk: You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll+shifty; on hit pick 1. On a 10+ you get +1forward.

- You can follow someone for the rest of the scene, no matter where they go.
- You can slip through what would normally be an impossible obstacle.
- You vanish from sight even in the midst of a pitched battle.

Thin Shadow: Something about your personality is such that people tend to just forget about you. Whenever someone is supposed to be paying attention to you and there's a distraction or other pressing matter, roll+eldritch. On a 7-9 your friends and normal people forget about you. On a 10+ even enemies actively searching will forget about you until you do something really overt and offensive.

Trauma Switch: When someone brings up something that somehow connects to a painful memory of yours, roll+bloody-minded. On a miss you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1forward. On a 10+ you take +1ongoing to tenaciously attack someone until either one of you falls down or the scene ends.

Temptations

Choose two temptations:

Brooding, Friendship, Lore, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is the one who brought you out of the darkness and into the light. Tell them connection+2.
- You have a secret crush on one of them. Tell them connection+1.
- One of them always tells you when you're being stupid and emo. Tell them connection+1.

Tell everyone else connection+0. They don't know you. You don't care. Shut up.

On others' turns:

- Choose the one you trust the least. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Angsty Shadow Warrior Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1eldritch (max eldrich+3), and wisps of shadow follow you around.
- Get +1mighty (max mighty+2), and nocturnal animals keep a respectful distance from you.
- Get +1bloody-minded (max bloody-minded+2), and a member of your tribe tells you that you are cursed.
- Get +1charming (max charming+2), and there is a far away gleam in your eyes like moonlight.
- Get +1shifty (max shifty+2), but your friends tend to forget about you at times.
- Get a new angsty shadow warrior move, and your shadow sometimes has a mind of its own.
- Get a new angsty shadow warrior move, and you acquire a taste for a surface food.
- Get a move from another character type.
- Get a move from another character type.

Chosen Visitor

“It’s called a cell phone. Where I come from everyone has them. And... there are special ones that shoot lightning. Seriously.”

There you were, minding your own business, checking your cell phone, when you heard a voice in your head calling to you. “Please, save our world!” the voice pleaded. Whatever the voice was, it apparently wasn’t willing to even wait for an answer, because you found yourself in this strange world full of magic and monsters. Maybe you just want to go home, or maybe you like it better here, where there are no subway trains to crowd into or exams to cram for. Either way you’re going to make a mark on this new world.

Creating a Chosen Visitor

To create a chosen visitor, choose a name, look, stats, moves, temptations, heart’s desire, and connections.

Name

Family Name: Fujisawa, Hiraga, Inoue, Ishii, Mizuhara, Ryuuzaki, Takamichi, Tanaka

Female Given Name: Haruka, Hikaru, Kaori, Manami, Megumi, Umi

Male Given Name: Akira, Daichi, Hideki, Keiichi, Mamoru, Ryo, Takeshi

Look

Dewey eyes, mean eyes, spiky hair, long straight hair, bobbed hair, pigtails, glasses

Stiff-collared boys’ high school uniform, dress shirt and tie, skirt and blazer, sailor fuku, track suit, cosplay outfit, everyday casual clothes, Harajuku fashion

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded-1, Charming+1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following chosen visitor moves.

Earth Gadgets: You have some gadgets from earth that might come in handy here. Choose two gadgets. Each one does about what you’d expect it to (maybe more if you’re creative), and you can use one (only one at a time) to get a +1 bonus to a roll once per session.

- Alluring Gym Clothes
- Digital Camera
- Mobile Phone
- Music Player
- Portable Game Machine
- Textbook

Earth Knowledge: Your knowledge of science and such from earth, although basic back home, has a way of being useful in this new world. When you try to apply knowledge gained from living in a post-industrial society on Earth to a problem in the fantasy world, roll+shifty. On a hit you gain a clue towards a MacGuffin, or you find an unorthodox solution to a problem (though carrying it out won't necessarily be simple). On a 10+ you also get +1 forward to use whatever it is you discover.

Marked as the Chosen One: Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. When you meet new people, roll+eldritch; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

Mysterious Power: You manifested a strange power upon arriving in the fantasy world. Select one of the moves from other character types listed below.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Legendary Sword (Dumb Fighter)
- Ridiculously Strong (Half Dragon)

Sacred Machine: You have an ancient magical robot at your disposal. It will count as a MacGuffin for some major enemies, and you can roll+eldritch to *kick some ass*. However, you can only use it for one scene per session.

Temptations

Choose two temptations:

A Way Home, Food, Glory, Love, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them welcomed you when you first came to this world. Tell them connection+1.
- One of them finds you and your otherworldly ways fascinating. Tell them connection+1.
- One of them was so crazy about you being the Chosen One that you started avoiding them. Tell them connection+0.

Tell everyone else connection+0. You're new here, and it shows.

On others' turns:

- Choose the one who worries you the most. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Chosen Visitor Improvement

- Get +1eldritch (max eldritch+3), and you begin having strange visions.
- Get +1bloody-minded (max bloody-minded+2), and a vein in your forehead throbs when you get mad.
- Get +1charming (max charming+2), and your eyes have an alluring sparkle to them.
- Get +1mighty (max mighty+2), and you can crack your knuckles loudly before a fight.
- Get +1shifty (max shifty+2), and you're getting the hang of avoiding thieves.
- If you have the Earth Gadgets move, get two more gadgets. Your new gadgets arrive mysteriously and contain reminders of home.
- Get a new chosen visitor move, and someone reveals a prophecy about you.
- Get a new chosen visitor move, and you have visions of what's going on back home.
- Get a move from another character type.
- Get a move from another character type.

Conniving Thief

“Well if they didn’t want it to be stolen they shouldn’t have left it there with only nine guards!”

Adventurers seldom have great relationships with the law, but an out and out thief necessarily views the law as something for other people. There are a few who try to dress their profession up as “treasure hunting,” but by and large a thief is someone who takes things that belong to others. It should go without saying that a thief isn’t always the best traveling companion, especially if you’re a fan of having your possessions stay where you left them and of not having party members show up on wanted posters. Of course, sometimes you really need someone who can steal from *bad* people. So that’s okay then. You guess.

Creating a Conniving Thief

To create a conniving thief, choose a name, look, stats, moves, temptations, heart’s desire, and connections.

Name

Given Name: Cherry, Chocolate, James, Jasmine, Kim, Moz, Santiago, Sebastian, Sheila, Violet, Woodchuck

Family Name: Catgut, Cuervo, Gambino, Kemp, Montoya, Nachtmann, Quincy, Smith, Stingray

Look

Skinny, short, inexplicably spry, mousy urchin, scruffy ruffian, halfling, stray catgirl

Leather armor, lots of pockets, dressed in black, big supply of daggers, goggles, layer of grime

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty-1, Shifty+2
- Bloody-Minded=0, Charming-1, Eldritch+1, Mighty=0, Shifty+2
- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty-1, Shifty+2
- Bloody-Minded-1, Charming+1, Eldritch+1, Mighty=0, Shifty+2

Moves

You get all of the basic moves, plus *what’s yours is mine* and one of the other following conniving thief moves.

What’s Yours Is Mine: When you try to steal something, roll+shifty. On a 7-9 choose 2. On a 10+ you get all 3.

- You steal the thing you were after.
- No one sees you doing it.
- You get clean away.

Backstab: You can roll+shifty to *kick some ass*.

Lucky Bastard: You have a certain kind of luck that most people would say you’re profoundly undeserving of. Any time a move lets someone choose negative consequences for you, you can replace one (but only one) of the selections with one of the following:

- You roll on the snake eyes Random Event table. (Can’t take this if you already rolled snake eyes.)
- The DM has one of your temptations show up in an inconvenient way.

Not Me: You have a particular knack for avoiding or shifting blame. If someone suspects you of wrongdoing, you can roll+connection (or roll+shifty if it’s an NPC) to try to hide or shift the blame. On a miss they definitely figure

out it was you. On a 7-9 there's some possible doubt, and on a 10+ no one could reasonably suspect you unless you yourself slip up.

Sneaky Bastard: When you're being stealthy, roll+shifty. On a 7-9 choose 1. On a 10+ you get all 3.

- No one notices you.
- You're able to get in somewhere before anyone notices anything's amiss.
- You get +1forward to your next shifty roll.

Temptations

Choose two temptations:

Bragging, Luxury, Money, Stealing, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them helped you with a difficult heist for some reason and has seen how you work. Tell them connection+2.
- One of them had something stolen and is still convinced you were behind it. Tell them connection-1.
- One of them has inexplicably taken a liking to you. Tell them connection+1.

Tell everyone else connection+0. You're not the type to let others know too much about you if you can help it.

On others' turns:

- Pick which one you think is the most gullible. Add 1 to whatever they tell you.
- For everyone else just write down what they tell you.

Conniving Thief Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1shifty (max shifty+3), and other thieves show you respect, after a fashion.
- Get +1bloody-minded (max bloody-minded+2), and a vein throbs in your forehead when you're mad.
- Get +1charming (max charming+2), and you occasionally have people asking for autographs.
- Get +1eldritch (max eldritch+2), and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1mighty (max mighty+2), and your weapons gleam dramatically.
- Get a new conniving thief move, and you start seeing more wanted posters of yourself.
- Get a new conniving thief move, and you start wearing a jaunty cap or scarf.
- Get a move from another character type.
- Get a move from another character type.

Dumb Fighter

"I don't really know what's going on, but he's the bad guy, right?"

Mages must learn their craft through intensive study, and so tend to look down on fighters who seemingly ply their trade by virtue of being made of meat. You kind of live up to that stereotype. The stuff your companions are trying to deal with doesn't always make much sense to you, but at least your sword can deal with the bad guys. Usually.

Creating a Dumb Fighter

To create a dumb fighter, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Adric, Carrot, Chuck, Dirk, Gil, Gillian, Janet, Katrina, Ken, Oliver, Lance, Leon, Victoria, William

Family Name: Archer, Ashford, Blacmanche, Flare, Harkness, Saucer, Stollen, Waterfield, Williams

Master of the (Favorite Weapon): Battle Axe, Broadsword, Katana, Long Sword, Spear, Sword and Shield, Two Short Swords

Look

Muscular, lithe, long blond hair, black hair in ponytail

Metal armor, tabard, loincloth and boots, intimidating weapon, ordinary weapon, cloak, shield

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty=0

Dumb Fighter Moves

You get all of the basic moves, plus two of the following dumb fighter moves.

Berserker Rage: When you *kick some ass*, you can declare you're doing a berserker rage attack. On a hit you can use one of your selections to make all enemies in the immediate area fall down, but on a 7-9 you will fall down yourself at the end of the battle.

Legendary Sword: Your sword is actually a special sword of legend. It always counts as being one clue closer to a MacGuffin.

Meat Shield: If you put yourself in harm's way to protect someone else, roll+bloody-minded. On a 10+ you take the brunt of what they were going to take. On a 7-9, you fall down and the threat has only been temporarily held back.

Oblivious: When someone is trying to intimidate, manipulate, or scare you, roll+mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

Warrior's Charisma: You can roll+mighty to *trick someone*.

Warrior's Insight: If you fight someone in melee combat, roll+shifty. On a hit you take +1 forward for fighting them, and on a 10+ you also get a clue about them.

Temptations

Choose two temptations:

Battle, Bragging, Food, Good Deeds, Women (or Men)

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is a friendly rival you periodically brawl with. Tell them connection+2.
- One of them is an adventuring companion you've been with through thick and thin. Tell them connection+2.
- One of them is constantly underestimating you. Tell them connection+0.

Tell everyone else Connection+1. You're not hard to figure out.

On others' turns:

- Pick which one you think is the most skilled warrior. Add 1 to whatever they tell you.
- For everyone else just write down what they tell you.

Dumb Fighter Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1mighty (max mighty+3), and your weapon gleams dramatically when you prepare to do battle.
- Get +1bloody-minded (max bloody-minded+2), and a vein bulges in your forehead when you're angry.
- Get +1charming (max charming+2), and your armor tends to get damaged in conveniently revealing ways.
- Get +1shifty (max shifty+2), and your footwork in battle is particularly clever.
- Get a new dumb fighter move, and your weapon makes a dramatic metallic sound when you unsheathe it.
- Get a new dumb fighter move, and your battle cries become particularly impressive.
- Get a move from another character type.
- Get a move from another character type.

Explosive Mage

"That was the last slice of cake! Now I'm really mad! FLAME TEMPEST!"

You don't look like much. If anything you look like some weirdo with a bad dress sense. But people who cross you have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn really quickly to stay the hell away if they can help it.

Creating an Explosive Mage

To create an explosive mage, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Light, Louise, Luna, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Françoise, Hyperion, Inverse, Mercury, Pax, Tesla, Vallière, Varga

Master of the (Favorite Spell): Flame Tempest, Meteor Swarm, Fire Ball, Ice Storm, Thunder Blitz, Wrath of Abraxas, Halloween

Look

Elf, redhead, intense eyes, long blond hair, strangely colored eyes

Cloak, gothic Lolita, ornate staff, scantily clad, skull motif, witch hat, occult jewelry

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty=0, Shifty-1
- Bloody-Minded-1, Charming+1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus *big bang* and one other explosive mage move.

Big Bang: You toss out a really big, destructive spell. Roll+eldritch. On a 7-9 choose 1. On a 10+ choose 3. On a miss you get none, and look like an idiot.

- You make any enemies in the area fall down (unless you need a MacGuffin to beat them).
- You cast the spell without causing massive collateral damage.
- You cast the spell without harming any of your allies.

Bloody-Minded Fool: You gain +1bloody-minded.

Dangerous Reputation: When ordinary people become aware of who you are and what you can do, roll+eldritch. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but someone will try to act against you if they think they can get away with it.

Medium Bang: You can roll+eldritch to *kick some ass*.

Weird Little Cantrips: You can roll+eldritch try to accomplish some small, mundane task. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them has been adventuring with you for a while, and has been with you through thick and thin. Tell them connection+2.
- You accidentally blew up something important to one of them, and they've been avoiding you. Tell them connection+0.
- One of them was in the same magic school or apprenticeship as you (though if they can't use magic it obviously didn't work out for them, presumably because of something *you* did). Tell them connection+2.

Tell everyone else Connection+1. You're not hard to figure out.

On others' turns:

- Choose which character you think is most useful to you. Whatever the player tells you, add 1 next to the character's name.
- For everyone else, just write down what they tell you.

Explosive Mage Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1eldritch (max eldrich+3) and your eyes glow whenever you use powerful spells.
- Get +1bloody-minded (max bloody-minded+2), and your eyes glow red when you're mad.
- Get +1mighty (max mighty+2), and your physical feats are accompanied by sparks of magical power.
- Get +1shifty (max shifty+2), and your shadow sometimes has a mind of its own.
- Get +1charming (max charming+2), and you start wearing a new piece of occult jewelry.
- Get a new explosive mage move, and your body is marked with mystic runes.
- Get a new explosive mage move, and your hand motions leave afterimages when you cast spells.
- Get a move from another character type.
- Get a move from another character type.

Half Dragon

"He made fun of me because I have a tail! This is the worst day ever!"

Unions between humans and dragons are a rare thing, not because such a mating is difficult, but because it starts up all kinds of gossip and humiliation. Humans are scared of half-dragons, and dragons tend to snicker whenever they learn that one of their kind has deigned to copulate with a human. Despite having really weird parents, you've made the best of your mixed heritage, and now it's time for you to go out and pursue your own dreams!

Creating a Half Dragon

To create a half dragon, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Alexander, George, Helios, Jezebel, Long, Pink, Sol, Spark, Tim, Vex

Look

Catlike eyes, dragon tail, horns, wild hair, wings, fangs, unusually brightly colored hair

Battle bikini (or loincloth), dragon armor, scraps of hide, casual clothes

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty=0
- Bloody-Minded=0, Charming+1, Eldritch+1, Mighty+2, Shifty-1

Moves

You get all of the basic moves, plus two of the following half dragon moves.

Draconic Charisma: You gain +1 charming (max +3)

Draconic Fear Aura: When you try to scare someone (or you just do something scary), roll+charming. On a 7-9 choose 1, on a 10+ choose 2.

- They run away from you.
- They don't try to act against you any time soon.
- They're paralyzed by fear.

Dragon Wings: You have wings that let you fly. Get +1shifty for attempts to *run away*, and you can get to places you wouldn't normally be able to.

Fire Breath: You inherited your draconic parent's ability to breathe fire. When you use this, roll+mighty. On a miss you cough up some smoke. On a 7-9 you get 1, and on a 10+ you get all 3.

- You make an enemy or group of enemies fall down.
- You don't cause any collateral damage to your allies.
- You intimidate your enemies.

Ridiculously Strong: You are staggeringly strong. When you attempt a feat of strength, roll+mighty. On a miss you break something, but not in a useful way. On a hit you get 1, and on a 10+ you look cool doing it and can intimidate others nearby.

- You destroy an inanimate object, regardless of how durable it might have seemed.
- You can carry something heavy, regardless of how heavy it might be.

Temptations

Choose two temptations:

Affection, Food, Glory, Good Deeds, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- You're hopelessly in love with one of them. Tell them connection+2.
- You grew up with one of them and they know all about you. Tell them connection+2.
- You're avoiding one of them because they seem to want to do something untoward to you. Tell them connection-1.

Tell everyone else connection+1. You're kind of an open book, really.

On others' turns:

- Pick the one you'd most like to chain to a rock in your lair, and add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Half Dragon Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1mighty (max mighty+3), and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1charming (max charming+2), and your healthy skin positively gleams.
- Get +1eldritch (max eldritch+2), and one of the ancient dragons reveals himself to you.
- Get +1bloody-minded (max bloody-minded+2), and smoke comes out of your nose and ears when you're mad.
- Get +1shifty (max shifty+2), and your tail swishes around when you don't mean it to.
- Get a new half dragon move, and you have an urge to sleep curled up on a pile of gold.
- Get a new half dragon move, and someone reveals some kind of prophecy about you.
- Get a move from another character type.
- Get a move from another character type.

Mad Warlord

“I suppose my legend will have rooms for companions. You may join me.”

Perhaps even more important than warriors are those with the skill to command them. The great battle commanders are known as warlords, men and women whose charisma, tactical acumen, and bloody-minded persistence make them devastating opponents. No warlord is a “normal” person per se, but some are pretty out there. Adventuring with one of these nutjobs is a mixed bag. On the one hand they’re usually scarily competent at leading warriors into battle and ensuring that no enemies are left standing. On the other hand, most of them are a little too willing to do just that, and some have... unorthodox methods of motivating their troops.

Creating a Mad Warlord

To create a mad warlord, choose a name, look, stats, moves, temptations, heart’s desire, and connections.

Name

Given Name: Alexandria, Brigitta, Demetrius, Evangeline, Gabriela, Hugo, Isabella, Lucas, Octavia, Roland, Rufus, Vladimir

Family Name: Alexandrov, Aragon, Castillo, Dragonsbane, Kaltenbach, Lyons, Petrov, Vasconcelos, Walker, Zarides

Commander of the (Military Unit): Black Sheep, Blood Sharks, Crimson Lancers, Dragon Fangs, Hydras, Night Stalkers, Red Scorpions, Wolf Pack Battalion

Look

Sharp blue eyes, piercing black eyes, platinum blond hair, slicked back black hair, war paint, wicked grin

White dress, silver chainmail, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor

Ornate longsword, whip, shield with family crest, cavalry saber, military banner, giant war hammer, hook sword, riding crop

Stats

Choose one set:

- Bloody-Minded+1, Charming+2, Eldritch-1, Mighty+1, Shifty=0
- Bloody-Minded+2, Charming+1, Eldritch=0, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming+1, Eldritch-1, Mighty+1, Shifty=0
- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty=0, Shifty-1

Moves

You get all of the basic moves, plus two of the following mad warlord moves.

Fighting Men: You have a small squad of nameless soldiers at your command. You can effectively use them as your weapon when you *kick some ass* (not that it makes much difference). In a situation where you would fall down, you can roll+charming; on a hit they take the hit and fall down in your place, but on a 7-9 they’re out of commission for the rest of the session.

Master Tactician: Your keen insight lets you read an opponent as few can. If you take a moment to observe an opponent, roll+charming. On a 7-9 choose 1, on a 10+ choose 3, and on a miss you start to get a bit of a headache.

- You gain a *clue* about them.
- You notice something embarrassing about them.
- You or an ally of your choice get +1forward against them.
- You figure out what they're going to do next.

Spring the Trap: Your mind is always working hard to craft schemes to bring down your enemies. If you declare that you're springing a trap you must've laid earlier, roll+bloody-minded. On a miss you fall into a trap of some kind yourself. On a hit you can make an enemy or enemy mob fall down or become trapped or delayed. On a 10+ you get a *clue* about them as well.

Vicious Taunt: You really know how to make an insult that hurts and digs deep. When you deliver a vicious taunt to someone, roll+bloody-minded. On a miss they brush it off and you come off as kind of dumb. On a 7-9 choose 1, and on a 10+ choose 3.

- The target inadvertently reveals something by how they react.
- The target takes -1forward (if a player character), or grants +1forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

Whip Into Shape: You have a way of inspiring people to keep going, whether with inspiring speeches, barbed insults, or just corporal punishment. If someone has fallen down and you encourage or berate them into getting up again, roll+bloody-minded. On a hit they get up again. On a 7-9 choose 1:

- They get to do one thing before they fall down again.
- They take -1ongoing for the rest of the scene.

Temptations

Choose two temptations:

Glory, Honor, Men (or Women), Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

On others' turns, add 1 to whatever they tell you. As nuts as you are, you have a scarily keen eye for people.

Mad Warlord Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1charming (max charming+2), and there is a manic gleam in your eyes.
- Get +1bloody-minded (max bloody-minded+3), and your eyes glow red when you're mad.
- Get +1eldritch (max eldritch+2), and you come across some kind of artifact.
- Get +1mighty (max mighty+2), and an annoying troupe of minstrels sings your praises.
- Get +1shifty (max shifty+2), and you start seeing your picture on wanted posters now and then.
- Get a new mad warlord move, and someone gives you a magnificent mount.
- Get a new mad warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another character type.
- Get a move from another character type.

Nutjob Cleric

"The King of the Sky watches over all of us! Even you! Yes, you! Right there! No, the one to his left!"

Some people don't take religion too seriously. Others take it very seriously. A few just take it way too far. Most priests are content to hold worship services, inscribe manuscripts, and pray a bunch. Clerics prefer a more hands-on approach to religion, going into battle to serve their gods with blazing divine power. Normal people find comfort in religion, normal clergy find a calling in religion, and clerics believe everything with a burning certainty that make other church officials wonder if the whole thing is really a good idea.

Creating a Nutjob Cleric

To create a nutjob cleric, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Amelia, Bridget, Celestine, Clarice, Edmund, Elena, Illuminata, Lena, Maximus, William, Zephyri-nus

Family Name: Becker, Churchton, Crosburg, Pelagius, Seirann, Valentine, Vitalian, Wagner, Zygmunt

Look

Crazy girl, mustachioed freak, pretty boy, intense eyes, wild hair, flowing blond hair

White robes, holy symbols, carries a giant holy book, staff, nun habit, chainmail, mace

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming+1, Eldritch+1, Mighty=0, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty+1, Shifty-1

Moves

You get all of the basic moves, plus two of the following nutjob cleric moves.

Healing Prayer: If someone has fallen down and you use a healing spell to help them, roll+eldritch. On a hit they get up again. On a 7-9 choose 1:

- They're filled with excessive holy vigor, and must try to *kick some ass* against the nearest evildoer they see (or think they see).
- The healing has some embarrassing side effect. The subject changes color, is only able to say one word, sprouts a funny-looking horn, or similar for the rest of the scene.

Justice Fist: Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll+bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

Mad Eyes: Whether you intend it that way or not, you have a way of scaring off people you stare down. When you stare someone down, roll+bloody-minded. On a miss your staring and ranting make you look foolish. On a 7-9 they're given pause and take -1forward. On a 10+ they take -1ongoing as long as you can keep staring at them.

Punish the Wicked: When someone is trying to overcome a temptation, you can roll+bloody-minded to interpose and punish them. On a miss you gain their temptation too for the rest of the scene. On a 7-9 you manage to put them off whatever was tempting them for the rest of the scene. On a 10+ you put them off of it for the rest of the session.

Shield Spell: You can roll+eldritch to *endure strife*, or roll+eldritch on behalf of someone else who's trying to *endure strife*.

Temptations

Choose two temptations:

Food, Glory, Good Deeds, Justice, Preaching

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- Your god commanded you to watch over one of them. Tell them connection+1.
- One of them knew you before you became a priest, and has watched your descent into insanity. Tell them connection+2.
- One of them doesn't share your religion, and you routinely end up in arguments about it. Tell them connection+1.

Tell everyone else connection+1. You're not hard to figure out.

On others' turns:

- Choose one you most wish to convert to your faith. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Nutjob Cleric Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1bloody-minded (max bloody-minded+3), and your booming voice carries even further.
- Get +1charming (max charming+2), and your clothes stay exceptionally clean and pure.
- Get +1eldritch (max eldritch+2), and you emit a white glow when you use magic.
- Get +1mighty (max mighty+2), and you gain a penchant for head-butting enemies.
- Get +1shifty (max shifty+2), and your swift feet kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new nutjob cleric move, and you discover an ancient holy relic.
- Get a new nutjob cleric move, and you are the recipient of a prophecy.
- Get a move from another character type.
- Get a move from another character type.

Pure Sacrifice

"If I cannot reach the Dragon Altar before the Demon Lord, this world will be doomed. Please, you must take me there safely. I only have five or six trunks to bring with me..."

Whether by circumstance or divinely inscribed destiny, history periodically furnishes individuals who (apparently) must sacrifice themselves for the greater good. Such innocent princesses, priestesses, or maidens (or princes, priests, or young men) can wield terrible divine power, but desperately need protection until the time comes to fulfill their destinies.

Creating a Pure Sacrifice

To create a pure sacrifice, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Title: Brother/Sister, Cantor, High Priest/Priestess, Holy Virgin, Lady/Lord, Maiden of the Sun, Of the Morning Star, The Oracle, Prince/Princess

Given Name: Andromeda, Aurora, Caelum, Celestia, Charles, Charlotte, Claire, Cygnus, Emeraude, Euphemia, Henry, Marie, Ophiuchus, Orion, Rosette

Look

Flowing blond hair, doe-eyed, strange rune mark, starry eyes, occasionally glows, mysterious tattoo, elf, elaborate makeup

Pure white dress, white robe, traveling clothes, tiara, magic staff, ornate jewelry, veil

Stats

Choose one set:

- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty-1, Shifty=0
- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded-1, Charming+2, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded-1, Charming+2, Eldritch+1, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following pure sacrifice moves.

Almighty Power: You can call down divine wrath to smite your enemies. Roll+charming. On a miss the divine is not with you and you fall down. On a hit your power makes any minor enemies in the area fall down. On a 7-9 choose one. On a 10+ you get both.

- You are able to use this power without falling down yourself.
- You are able to use this power without harming any of your allies in the area.

Blood of Prophecy: Your blood contains magical power. If you shed blood, it can count as a clue towards a MacGuffin, or give someone else +1 forward for any use of magic, but you will take -1 ongoing for the rest of the scene. You can do this a second time in a scene, but you will fall down.

Bondage-Prone: You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys (mark experience each time this happens). When you're captured, you can roll+shifty to try to use the situation to your advantage. On a 7-9 choose 1, on a 10+ choose 3.

- You manage to loosen your bonds at a critical moment.
- If you aren't restrained (or if you use the selection above to get free), you get +1forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

Damsel in Distress: Being so frequently captured and such, you have a knack for playing the damsel in distress and motivating any nearby heroes to come to your aid. Roll+charming. On a miss your entreaties come across as annoying. On a hit, anyone trying to rescue you gets +1forward. On a 7-9 choose 1, on a 10+ you get both.

- You don't attract undue attention from the bad guys.
- You yourself don't get an immediate reprisal from the bad guys.

Mad Oracle: When you enter a trance and make a pronouncement about the future, roll+eldritch. On a miss whatever higher power grants you these visions has told you something that seems unlikely and frankly kind of stupid. On a 7-9 roll on the snake eyes random event table. On a 10+ roll on the boxcars random event table. On a hit, whatever you roll on the corresponding random event table will turn out to be true, though possibly in a weird, convoluted way. If you roll boxcars on this move, you can roll *twice* on the boxcars random event table and pick one of the two entries.

Royal Privilege: You can use your impressive rank to open doors where you might not be able to otherwise. You can roll+charming to *buy stuff*, but on a miss your identity is revealed and this creates enough of a ruckus that your purchase kind of gets forgotten, and on a 7-9 the DM may declare that you attracted unwanted attention in place of one of the two *buy stuff* bullet point options.

Temptations

Choose two temptations:

Fatalism, Love, Lust, Prayer, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is your sworn protector. Tell them connection+2.
- One of them has a crush on you. Tell them connection+1.
- One of them is secretly plotting to sacrifice you. Tell them connection+1.

Tell everyone else connection+0. You're too used to keeping things secret.

On others' turns:

- Pick the one you find the most worrisome. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Pure Sacrifice Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1charming (max charming+3), and your eyes take on a dramatic sparkle.
- Get +1eldritch (max eldritch+2), and a glowing magic circle appears on the ground when you use your powers.
- Get +1bloody-minded (max bloody-minded+2), and your moods sometimes affect the weather.
- Get +1mighty (max mighty+2), because sometimes you've got to do things yourself.
- Get +1shifty (max shifty+2), and you have a talent for shuffling away when no one's looking.
- Get a new pure sacrifice move, and you discover a new fragment of the prophecy.
- Get a new pure sacrifice move, and a higher power sends you a message.
- Get a move from another character type.
- Get a move from another character type.

Tweaky Shaman

“The spirits say you’re a big fat jerk!”

Deep in the wilderness there are primitive people who live close to nature, the wild elves, the catfolk, and the barbarian tribes. You were special; you grew up with the spirits your constant companions. This has made even other members of your tribe find you a bit weird and off-putting, which in turn has made you become that much more lonely and eccentric. It’s a vicious cycle. But these adventurers, who are always running around and doing neat stuff? They’re already weird, so you fit right in with them.

Creating a Tweaky Shaman

To create a tweaky shaman, choose a name, look, stats, moves, temptations, heart’s desire, and connections.

Name

Amal, Fam, Lia, Mao, Nisha, Oak, Ram, Rui, Sheena, Thalia, Viren, Willow

Look

Messy hair, cat eyes, pointed ears, cat tail, bright green hair

Skimpy jungle garb, gnarled wooden staff, tiger skin, giant boomerang

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded-1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty=0, Shifty-1

Tweaky Shaman Moves

You get all of the basic moves, plus two of the following tweaky shaman moves.

Animality: You can transform into some kind of fearsome Avatar of Nature’s Wrath. You can decide when this is on or off. When it’s on, you can roll+eldritch to *kick some ass*, you take +1ongoing to *endure strife*, and -1ongoing to *trick* people. If you fall down while in this form you can’t use it during the next scene.

Animal Friends: You possess the ability to talk to animals, though they don’t always have something useful to say. If you try to get information from the local wildlife, roll+charming. On a miss they have nothing useful to say, but might have a lot of useless stuff to tell you about. On a miss they rebuff you or waste your time talking about trivialities. On a 7-9 ask 1, on a 10+ ask 3.

- What people have been around here?
- What has been harming the natural world here?
- What has the weather been like?
- Have you seen anything unnatural?
- Can you please bring me something to eat?

Spirit Friends: You can call on nature spirits to aid you in your adventures. When faced with a physical or magical obstacle you can roll+charming. On a hit the spirits deal with it for you, but on a 7-9 the DM chooses 1:

- It was particularly conspicuous.
- Getting through will still be time-consuming.
- The spirits didn't like doing that, and you take -1forward.

Storm Spirits: Though you are loathe to do so (or ought to be), you can call down the destructive spirits of storms to strike down your foes. Roll+eldritch. On a miss the spirits get irritated and zap you (which is painful and conspicuous, but doesn't make you fall down). On a hit the power of the elements makes any enemies in the area fall down, but on a 7-9 the DM chooses one:

- The area becomes extremely difficult to navigate.
- Something important is destroyed or lost.
- The characters are separated from one another.

Temptations

Choose two temptations:

Affection, Food, Lore, Love, Protecting Nature

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is your bestest friend ever and you'd be totally lost without them. Tell them connection+2.
- One of them is kind of a jerk about how they treat nature. Tell them connection+0.
- You rescued one of them when they were stranded in the wilderness. Tell them connection+2.

Tell everyone else connection+1. You're pretty open and honest overall.

On others' turns:

- Pick the one you think is closest to nature. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Tweaky Shaman Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1eldritch (max eldritch+3), and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1charming (max charming+2), and you become a bit more lithe and attractive in a feral kind of way.
- Get +1bloody-minded (max bloody-minded+2), and your fangs show when you grimace.
- Get +1mighty (max mighty+2), and you bite when you're mad.
- Get +1shifty (max shifty+2), and you have a habit of pouncing on things.
- Get a new tweaky shaman move, and the spirits tell you that something has them worried.
- Get a new tweaky shaman move, and plants always seem a bit healthier around you.
- Get a move from another character type.
- Get a move from another character type.

Useless Bard

“And now to commemorate our grand victory, I shall compose an original song, praising—Please stop hitting me!”

A bard is a poet, minstrel, and storyteller all rolled into one. Their craft takes many years of training as well as a certain natural talent. And yet, surprising no one at all, a bard is not a terribly useful adventuring companion. Oh, you try your best. You chronicle your friends’ exploits, do your best to inspire them to great deeds, and even put yourself in harm’s way, but somehow it seems like the best you can be is the world’s punching bag. Yours is not a happy lot in life, but you’re not going to give up!

Creating a Useless Bard

To create a useless bard, choose a name, look, stats, moves, temptations, heart’s desire, and connections.

Name

Given Name: Anton, Calanon, Camille, Canter, Edward, Elan, Eleniel, Gustave, Melody, Octague, Paulette, Penelope

Family Name: Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Trudeau

Look

Slender, effeminate, long blond hair, excessive makeup

Prissy minstrel, rock star, court jester with bells, ridiculous frills, top hat

Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester’s wand with bells, puppet

Stats

Choose one set:

- Bloody-Minded+2, Charming-1, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty-1
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty-1, Shifty+1
- Bloody-Minded+1, Charming-1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following useless bard moves.

Annoying Song: When you give a musical performance, you can be pretty amazingly irritating to listen to.

Roll+eldritch. On a miss someone has an urge to hit you. On a 10+ everyone else in the area is incapacitated unless they can *endure strife* and delicate objects may break. On a 7-9 pick one:

- You draw attention from others to yourself.
- Your music breaks something delicate.

Eerie Stamina: If you’ve fallen down, roll+bloody-minded. On a 10+ you get up, strangely unharmed. On a 7-9 you get up, looking like a terrible mess, and collapse again a short while later.

Lullaby: Although you don’t mean it to turn out that way, you have a knack for putting people to sleep, probably by reciting what’s supposed to be a rousing epic poem. On a miss someone will most likely tell you to shut up. On a 7-9 you can put people to sleep if they’re already tired, and on a 10+ you can put people to sleep regardless of

what's going on. Anyone put to sleep by this will wake pretty easily though, especially if someone tries to do something violent to them.

Pitiful Tears: When someone is about to do violence to you, you can try to whine your way out of it. Roll+shifty. On a 10+ they realize you're not worth it and don't bother hitting you. On a 7-9 they try to capture you, tie you up, or similar instead.

Punching Bag: If you get in the way of someone else coming to harm, roll+bloody-minded. On a 10+ you take the brunt of whatever would've affected them. On a 7-9 you also definitely fall down and look stupid. However, on a hit you take -1 forward.

Temptations

Choose two temptations:

Bragging, Drinking, Performing, Romance, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them barely tolerates you because you've proven useful every once in a while. Tell them connection+1.
- One of them smacks you around on a regular basis. Tell the connection+2.
- One of them kind of likes you but doesn't want to admit it. Tell them connection+2.

Tell everyone else connection+1. You're not exactly big on keeping secrets, not when you can sing about things.

On others' turns:

- Pick one you've been composing an epic poem about. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Useless Bard Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again).

- Get +1bloody-minded (max bloody-minded+3), and your voice carries even further.
- Get +1charming (max charming+2), and your eyes sparkle when you're emotional.
- Get +1eldritch (max eldritch+2), and you discover a long-forgotten song.
- Get +1mighty (max mighty+2), and you're surrounded by a red aura when you're mad.
- Get +1shifty (max shifty+2), and you learn to speak particularly quickly to finish a poem in a hurry.
- Get a new useless bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new useless bard move, and you uncover a lost epic poem.
- Get a move from another character type.
- Get a move from another character type.

The Dragon Master

Agenda

- Play to find out what happens.
- The main point is to laugh.
- Make it up as you go along.

This isn't the kind of game where you should be coming to with detailed plans. A big part of the fun of DMing a *Dragon World* game is tossing stuff at the players and seeing what happens.

Always Say

- What the principles demand
- What the rules demand.
- What your prep demands.
- What honesty demands.

You're not there to be the players' adversary, so don't play against them.

The Principles

Run with it! Let the players suggest things, speak for your NPCs, and generally run roughshod over the world you're painting, doubly so if they're funny.

Don't force the funny. People often need time to warm up to get the comedy really flowing, and it helps to develop some semblance of a situation for the comedy to take place in and play off of.

Paint a Technicolor fantasy world. The world of *Dragon World* is yours to create, but it should be made up of bright, colorful fantasy elements. Don't *ever* make the players play *Peasants & Crapmongers*; this game has nothing at all to do with historical squalor. Indulge and subvert high fantasy clichés, blending colorful genre tropes with the weirdest quirks you can come up with.

Talk to the characters, not the players. It reinforces the mood and helps everyone else remember the characters' names.

Don't name your moves. You shouldn't ever *need* to anyway. If you're using one of your moves, it'll be because you have something to put into the game that fits it.

Use everything. This is a genre that has a certain economy of story elements. If you want to put something into the game, first see if you can do it with a character or other element you've already established. Freely give old enemies new tricks—even if you have to retcon to make it happen—and let the running gags run free.

Use callbacks. Think about what happened before, and look for ways to bring it back into the game. Combined with the oddball characters and a little subtlety (or in some cases a total lack of subtlety), referencing something that came before can be laugh out loud funny.

Ask tons of questions, and use the answers. Put the players on the spot and force them to make stuff up about their characters and even the world around them.

Take notes. This can be a surprisingly powerful tool for keeping things straight in your head and for making a lot of the other principles work, especially when it comes to “use everything” and “use callbacks.” Continuity is more helpful to comedy than you’d think.

Be a fan of the players’ characters. Give them opposition, throw problems at them, but don’t screw them over. You want them to have chances to look cool.

No really, they’re nuts. The players’ characters are not alone in their insanity, but they’re nowhere near normal. Anything that reflects on their personalities and behavior should be equally out there. If an alchemist makes clones of the explosive mage, he’ll have unleashed an unspeakable danger on the land.

Break your toys in the name of comedy. When you’ve got something that you as the DM control, always look for ways to subvert and break it to make the game funnier. Let the bad guy be a dumb weirdo, let the plot stumble around wherever seems interesting, and generally let the players run roughshod over anything you put into the game.

You can be serious once in a while too. You’ll know when. When a character who’s been all wacky all the time finally gets pushed too far and gets deadly serious, you don’t have to fight it. If it helps, think of MacGuffins as “trump cards” and Falling Down as “being incapacitated.”

Your Moves

- Add silliness
- Do a cut scene
- Fade out on chaos
- Introduce lore
- Introduce a new version of an old nuisance
- Introduce temptation
- Make someone fall down (as established)
- Provide a clue or MacGuffin
- Withhold, ruin, or replace a MacGuffin
- Add a complication
- Take something away
- Capture someone

Whenever there’s a lull in the action, introduce one of these things into the game.

The First Session

Before you play, print up a set of playbooks for the players, and read through them. Read through the rest of this book too, and make sure you know the core rules. There aren't all that many to know anyway.

Think about some imagery that would fit with *Dragon World*, and maybe watch some suitable anime. Don't write anything down, or if you do, don't commit to using it.

Once the players are there and ready to get things moving, guide them through character creation and answer questions and whatnot as needed. The process is pretty straightforward.

Take a look at each character's heart's desire. Make up something that will dangle at least one character's heart's desire in front of their faces. The first session is going to be about that. If you're going to do a one-shot or a short game you can let them get to it fairly quickly, but for a longer game you should have plenty of obstacles along the way.

Also, certain character types can strongly suggest a storyline (especially the Chosen Visitor and Pure Sacrifice). Throw in some stuff that ties into that. If you can make it smoothly fit in with someone's heart's desire, even better.

After the First Session

You know all that stuff you totally pulled out of your ass during the first session? Pick out the best parts and keep using them.

Scenes

A scene is a block of action in a particular time and place. Role-playing tends to naturally arrange itself into scenes even if no one in the game is trying on purpose. There's going to be a natural mix of stuff taking place "on camera" that's spelled out explicitly, and stuff that's "off camera" and handled with brief explanations.

For this game you shouldn't be too heavy-handed about setting and ending scenes, but you shouldn't let the action drag on either. If someone falls down, that's a signal that it's likely time to move on to a new scene with the consequences of them falling down.

Random Events

When a player rolls snake eyes or boxcars, it's time to roll on one of the random event tables below. Tell the player to roll two dice, designating one as the tens digit and the other as the ones digit. This'll give you one of 36 possible results numbered 11 to 66. Check it against the proper table, and toss whatever that is into the game however you can.

Random events are also a great way to push the game forward when it starts to get slow. If things aren't weird enough, pick a table, tell a player to roll, and stick the result into the game.

Snake Eyes Random Event Table

Roll	Random Event
11	An NPC ally suddenly reveals himself to be in league with the bad guys!
12	All of the locals turn against you for some reason.
13	An enemy turns out to be a player's character's long-lost sister!
14	Something you ate wasn't quite dead.
15	A ghost starts haunting you.
16	You come across a small child begging for help. (It's a trap.)
21	A dangerous dragon awakens in the mountains nearby.
22	One of your temptations pops up for no apparent reason. (It's a trap.)
23	Something you drank contained a magic potion that lays a curse on you.
24	Someone temporarily swaps genders.
25	It turns out one of the NPCs has or represents a PC's temptation.
26	The Dark Lord's armies are marching, and they try to conscript the PCs.
31	You discover that something of yours was stolen.
32	You find a wanted poster with your face on it.
33	Someone important is suddenly struck with amnesia.
34	What you thought was a big rock or stone monument is actually a golem, and it wakes up.
35	Something you ate makes you terribly sick.
36	Bandits attack!
41	Something explodes.
42	A whale falls out of the sky for no apparent reason.
43	A terrible monster attacks you!
44	You come across a bunch of slimes (the really, really gross kind).
45	Rock fall. Everyone falls down.
46	The weather suddenly becomes really terrible.
51	What should be an inanimate object starts talking and won't shut up.
52	The place you're standing turns out to be in the mouth of a giant monster!
53	There's a rather devious trap of some kind in your way.
54	You stumble across an enemy that's ready to attack!
55	You're under a curse that temporarily prevents you from using your main abilities.
56	An old fortuneteller starts shouting at you about how there is DOOM in your future.
61	You receive a letter with an ultimatum.
62	An elder dragon appears to tell you that your days are numbered.
63	A major demon lord appears and does something kind of petty and mean, then vanishes in a vortex of smoke.
64	You stumble across a terribly ominous castle.
65	A religious cult declares you are the Chosen One! (They're preparing to sacrifice you.)
66	The DM asks the other players what the worst thing that could happen is, and picks one of those that he or she likes best.

Boxcars Random Event Table

Roll	Random Event
11	An NPC enemy suddenly reveals himself to be an ally!
12	Windfall! One of your temptations pops up for no apparent reason.
13	All of the locals take a liking to you for some reason. It's convenient, but kind of weird.
14	You come across a food vendor selling shaved ice or something else perfect for the season.
15	Someone very important needs rescuing from what for you is a trivial threat.
16	You come across a small child begging for help. (There will be a reward for a small side-quest.)
21	You find a treasure map.
22	An unexpected rescue!
23	It turns out one of the PCs has or represents an NPC's temptation.
24	Someone temporarily swaps genders.
25	The king (or some other ruler) has an important mission for you.
26	You come across a legendary sword stuck in a stone.
31	A traveler approaches you and collapses.
32	It turns out your enemies are wanted by the authorities.
33	Someone entrusts you with a scroll containing an extremely powerful spell.
34	You discover that something of yours got swapped with something similar but much more valuable.
35	Something odd happens that is a weird omen.
36	Bandits attack!
41	Something explodes.
42	Some strange factor temporarily makes your main abilities much too powerful.
43	A terrible monster attacks your enemies!
44	Someone you helped once before brought you a sumptuous meal.
45	You come across a bunch of slimes (the cute kind).
46	You meet a bad guy on his day off, and he's actually kind of a decent chap.
51	What should be an inanimate object starts talking and tells you something useful.
52	You come across a magic shop offering an item that could change your destiny. For a reasonable price.
53	Something makes you have a surreal vision that gives you a clue about what you need to do.
54	You stumble across an enemy in the middle of doing something really embarrassing.
55	Someone turns out to be hopelessly in love with one of the PCs.
56	An old fortuneteller starts shouting at you about how there is LOVE in your future.
61	You receive a letter with good news.
62	An elder dragon appears to deliver a cryptic prophecy.
63	That smarmy paladin you hate so much handily solves a problem for you and then leaves.
64	A religious cult declares you are the Chosen One and showers you with gifts!
65	You stumble across the entrance to a dungeon. There could be great riches inside!
66	A goddess manifests before you to deliver a blessing!

Scenes from a Hat

The random event tables can get old pretty quickly if you play the game much, especially if there are characters whose moves cause random events. Here's a simple way to get around that. Before you start playing, pose a question and have each player write down an answer on a slip of paper. The questions can be general, or they can be specific to what's going on in the game.

- What terrible thing could (plausibly) happen?
- What weird thing could happen?
- What strange thing might happen to someone venturing into the Caves of Chaos?
- Think of an improbable plot twist!
- What weird thing could happen because of Princess Aurora?
- Think of a random encounter with a member of Calabraxas' undead army!

Put the answers in a hat (or whatever), and draw one to use whenever a player rolls snake eyes or boxcars. Direct it at the players' characters when it's snake eyes, and at their opposition when it's boxcars, but mostly just run with it. Save the ones you don't use for later.

Adding New Player Characters

Sometimes you're going to want to add new player characters to an ongoing game. The only thing that's a little tricky is connections. A new character should probably be acquainted with at least one other PC, but doesn't have to know all of them. The player of a new character can choose which other PCs his or hers already knows, and for those pairings they do connections like usual, using whatever connection options are still left. For any who are strangers to start with, just write down connection+0.

You can just dump a new character into the action without any explanation ("You look trustworthy. Wanna adventure with us?" "Sure!"), but it's better for someone to come up with a plot hook of some kind.

Things to Encounter

Anatomy of a Bad Guy

There are a few things you'll need to figure out for your bad guys in *Dragon World*. There's the common sense stuff like what the baddie looks like, but also some stuff that's more specific to this game.

Motivation

- **Conquest:** Some bad guys want to take over, leading armies to conquer and expand their territory.
- **Greed:** Some bad guys just want more stuff, whether it's amassing monetary wealth or just getting delicious food. This tends to lead to a petty kind of villainy, but on the plus side since a greedy man's goal isn't to cause suffering for its own sake, it's easier to get him to change his ways with, shall we say, economic incentives.
- **Lust:** Libido plays an embarrassingly extensive role in human affairs, and that includes motivating some bad guys to find a bride or otherwise create problems for the opposite sex.* A lustful bad guy is potentially easy to deflect, since you just have to give him a new target for his lust (or make him the target).
- **Oblivion:** There are ancient demon lords and other foul creatures (and in some cases outwardly pure beings) who simply want to bring the world to an end, whether to end the pain or just to watch it burn.
- **Glory:** Great warriors can become more concerned with glory, with the thrill of battle, than anything else. This is a kind of motivation that normal people don't understand, plus it gives a warrior the foible of seeking thrilling and honorable battle even when it would be better not to.
- **Righteous Cause:** Some of the most difficult antagonists are the ones who're sure they're doing the right thing. Chances are they're wrong, but they won't be easy to convince of that, and they tend to be good at attracting fanatical underlings who truly believe.
- **Power:** The very worst are the ones who just want power for its own sake. It separates them from normal people, leading them to do terrible things, and no matter how much they have it's never going to be enough.

MacGuffin Requirements

The magnitude of the MacGuffin necessary to beat a bad guy is directly proportional to his power level. There isn't much correlation between *what* a bad guy is and where he falls on the MacGuffin scale. What *seems* to be a really impressive enemy can often turn out to be all show, and a peon can be a total badass.

A **minor enemy** or a **band of faceless minions** require no MacGuffin at all. Anything that can make enemies fall down will deal with them handily.

A **moderately powerful enemy** typically requires some kind of insight to beat, so one or two clues derived from basic moves is enough to get the necessary MacGuffin.

A **final boss type enemy** will definitely require some kind of very special MacGuffin, probably something the characters will have to go on long adventures for. This can't be gleaned from simple insights (though they might need a second insight-based MacGuffin to even use it effectively), and it will take a few clues to find it.

* Just to be clear, a wicked king who's hopelessly in love with a beautiful girl can be funny. Rape is not. Ever.

Custom Moves

Some enemies can have some kind of custom move around them. This will be less common than you might think, since a lot of things that you might be tempted to make as moves can simply be the thing the players' characters need to get a MacGuffin to overcome. A seemingly impenetrable defense is a prime example of this.

Mind Control Bullshit: If the bad guy tries to use his mind control bullshit on you, roll+eldritch. (You can change the stat according to how the mind control bullshit works.) On a miss you do whatever he wants for the rest of the scene. On a 7-9 you gain a new temptation ("Attack Allies") for the rest of the scene (and you're going to be very, very tempted). On a 10+ you're unaffected.

Really Gross: The bad guy is just really gross and no one wants to get near him. If you get close to him at all, whether you're making a melee attack or he managed to move close to you himself, roll+bloody-minded. On a miss you back away. On a 7-9 you can hold your ground but you take -1ongoing while you're close. On a 10+ you can act normally.

Appendix

Dragon World is a really weird hack of D. Vincent Baker's *Apocalypse World*, which is a really awesome game you should check out (www.apocalypse-world.com), though it's pretty different in tone from this game. The idea popped into my head while reading *Dragon Half*, a 7-volume manga that got a 2-episode OAV. The manga was never published in English, which is a damn shame. There are plenty of other titles that influenced this game, but they're almost all wacky fantasy anime and manga from the 90s. There are plenty of newer anime that I like, but I got into anime in the mid-90s, and there's a ton of stuff from back then that's all but forgotten now. The D&D games I've been in were an influence too, and in a sense you could say this is also a game about the silly parts of a D&D campaign.*

This is also me attempting to distill many years of experience messing with assorted comedy-oriented RPGs, from *Toon* through *Maid RPG*. *Apocalypse World* has a way of getting at the heart of what the game is meant to be about, so retooling it for comedy has meant getting at the heart of what I want out of a slapstick comedy game. To me that's the single most awesome thing about it, but I'm weird like that.

It should go without saying, but you can do whatever you want to make this game your own. Add new character types, new moves, new rules, and anything else you like. Take ideas from other *Apocalypse World* derived games, or just anything at all that excites you. I especially encourage you to make new character types, since it seems like everyone who takes an interest in *Dragon World* has some to suggest.

Most of the names in this book came from *The Story Games Names Project*, which I highly recommend.

Influences

Games

Apocalypse World and *Dungeon World*, but that kind of goes without saying.

Dungeons & Dragons. I've said many times that in anime terms when you play D&D you aspire to *Record of the Lodoss War* but usually end up with *Slayers*. Other games have done epic sword and sorcery far better, but D&D remains the best absurdist magical hobo dungeon crawl game.

Ghostbusters, *Teenagers From Outer Space*, and *Toon: The Cartoon Role-Playing Game* are all earlier comedy RPGs I had varying degrees of experience with. Any comedy RPG I might try to do will inevitably be in part a reaction to *Toon*.

Maid: The Role-Playing Game looms surprisingly large over my game design efforts, more than merely having translated it would account for. Aside from D66 tables infiltrating this and other games, it also has a lot to teach about cartoon violence and the role of temptation.

Super Action Now! I asked Story Games for ideas about comedy and slapstick in RPGs, and amongst other things that's how I heard about Marshall Burns' stab at the genre. The "scenes from a hat" rule was directly inspired by this game.

* Also, I put the Mad Warlord in just so I could make a *Dragon World* version of my D&D4e human warlord, Octavia.

Media

Akazukin Chacha

Bastard!!

Dragon Half

Dragon Quest

El Hazard

The Familiar of Zero

Grandia

Magic Knight Rayearth

Maze

Ruin Explorers

Rune Soldier

Slayers

Sorcerer Hunters

Terry Pratchett's Discworld Novels*

Those Who Hunt Elves

People

A bunch of people whose names I've forgotten or never knew at FanimeCon and No-Name Anime in the late 90s

The friends I play D&D with (Mike, Chris, another Mike, Tim, Elton, a third Mike, and Dave)

The friends I play random indie RPGs with (Aaron, a different Dave, and Grant, plus every once in a while Broam or Jono)

Steven Savage

Credits

Designed and written by Ewen Cluney

Original *Apocalypse World* design by D. Vincent Baker

Playtesters: Grant Chen, Dave Empey, Aaron Smith, Jono Xia

* *GURPS Discworld* didn't really have much to do with this book, but I just wanted to say that "Shouting at Foreigners" is one of my favorite skills in any RPG ever.