

MINIMUM RAGE

a RETAIL HORROR ROLEPLAYING game
for a GAMEMASTER and 2-5 PLAYERS.

Game Designed by Adam Vass

ILLUSTRATIONS by ELIZABETH BRITTEN
COLORED by Adam Vass

Published by
WORLD CHAMP GAME Co.
july 2018
www.worldchampgame.co





THIS TOWN SUCKS,
BUT IT'S ALL WE'VE GOT,
SO WE GOTTA PROTECT IT.

CAPITALISM SUCKS,
BUT IT'S ALL WE'VE GOT,
SO WE GOTTA WORK TO LIVE.

OUR FRIENDS ARE COOL,
AND THEY'RE ALL WE'VE GOT,
SO WE GOTTA RELY ON EACH OTHER
TO SURVIVE.

Table of Contents

Intro - 5
What is an RPG? - 6
Overview - 7
Character Creation - 10
Attributes - 10
Talents - 11
Mystics Magic Spells - 12
Classes - 13
Team Leader, Superhero - 14
Graphic Novelist, Regular - 15
Tabletopper, Zinester - 16
Personality - 17
Stress - 18
Conditions - 19
Advancement Points - 20
Setting Hacks - 22
Rolling Dice - 24
Extraordinary Action - 26
Situation Gets Worse - 27
Items - 29
Combat - 30
Earning Advancement Points - 32
Work - 34
GM Section - 36
Campaign VS One Shots - 38
Plot Hook Tables - 40
Work Problems - 42
Secret Class: Transformed - 43
Fiend Zine - 44
Character Sheet - 48

INTRODUCTION

This game was built from day one as "*Clerks* meets *Buffy*." You're regular people in irregular circumstances and the rest of the town seem oblivious to everything that's keeping you busting your butt every day, whether its blowing up zombies or just keeping the shelves stocked.

This is a horror game insofar as *Army of Darkness* is a horror movie. There are monsters, there's probably a whole lot of blood, but there are just as many goofs as there are threats. Imagine if a demonic portal opened up in the middle of *Biodome* and you're the idiots who have to close it. You're probably more worried those freaks are gonna weeze your snackage than what they're gonna do to the rest of the world.

For more inspiration, watch these shows or movies:

- *Clerks*, *Mallrats*, or really any other Kevin Smith crap. Especially *Dogma*.
- *Buffy the Vampire Slayer* the tv series, particularly the high school years. Maybe the movie too, I've never seen it though.
- Any Pauly Shore movie, *Encino Man* or *A Goofy Movie* are my favorites
- 80's and 90's media about work like *High Fidelity*, *Office Space*, *Good Burger*.
- 80's and 90's media about idiots like *Bill & Ted*, *Beavis & Butthead*, *Dazed & Confused*, or *Fast Times at Ridgemont High*.
- Campy horror comedy stuff like *Evil Dead*, *Return of the Living Dead*, or *Shaun of the Dead*.

WHAT IS AN RPG?

If this is your first roleplaying game, hot dang, welcome. If you're at all experienced, you're probably skipping this section, see you later.

An RPG is a collaborative and randomized method of telling a story. All but one players in your group will create unique characters using the rules described in this book and act out their thoughts, dialogue, and actions in the story that you create. You'll use special skills and dice to do special things. This is a collaborative game so while your characters may not always get along, the players should work together to make sure everyone has a good time.

One person in the group will act as the Gamemaster. If you're reading this book, it may well be you. They will facilitate the game, check rules, describe settings, and control all the events and characters not portrayed by the players. You'll adapt the story according to the actions of the player characters and help your group create fun memorable moments in a story. This role requires some improvisation and a little bit of preparation but it isn't as scary as you might think.

Overview

Simply put, you have to save the world. Or, at the very least, your small dumb town. Oh, and if you lose your job, the world might as well have ended anyways, so you're gonna have to keep track of that crap too. Your gamemaster will introduce threats to both your job security and your physical security and it is up to your group to mitigate or vanquish these threats by playing the game.

Every player will need a character sheet (included in the back of this book and downloadable at worldchampgame.co) and a bunch of six-sided dice (d6), probably 4-6 per player. Whenever your character would act under duress, you'll roll a bunch of d6. The number of dice will be determined by your character's attributes, talents, and special abilities. If any dice result in a 6, your character successfully does what they were trying to do. If any result in a 1, things get worse. You'll learn more about using dice later on.

As you play, you'll earn points that you can spend to make your character better. Your group can decide if you want to just play one session or a longer story. Short stories are fun and your characters become disposable so you can go crazy and kill them off without a care, but longer stories let you develop your character, learn cool talents, and kick bigger asses.

I chose a comic book shop as my default cause my friends work at the comic shop in my town and they kick ass. However, as this game is also full of 90's pastiche, the comic shop isn't the friendly beacon it is today now that geek culture is effectively mainstream. For those too young or those who've purged it from your memory, going to a comic shop in the 90's usually sucked; it was often the inaccessible homebase of negative elitist nerd culture and inattentive Magic players that became a stereotype. "If

you don't know the number of the issue where Silver Surfer fought the Hulk, you are unworthy and can get the hell out of here" style of shop.

There are a few hacks later in this book for playing in different places of work and even a school setting. The settings and skills are versatile enough that you can mold it to any millennial teen job with which you want to play. The more soul-sucking the job, the better (and probably harder) the game will get.

This game is fun and dumb as you want it to be, but a lot of it is built on the idea of implied responsibility (or lack thereof) at an entry level retail job. Why should you care what a dragon does to the slurpee machine when you make minimum wage? What more do you owe your boss, your coworkers, or your customers when your physical well-being is constantly being put at risk? How much is too much before you can't take anymore and you leave that blood spill in Aisle 3 for someone else to clean up? Your physical and mental health should be more immediately important than your job, but a lot of the time, you need that job to pay for and maintain that health; it's a double-edged sword.

Similarly, these types of jobs are typically filled by people in their late teens and early 20's, and it's pretty screwed to expect them to vanquish evil and be in at 9am, but that's late capitalism for you. People at this age tend to have bigger aspirations but get locked into part-time work for more than part of the time. It's hard enough to balance your day job with your true passion, for instance shredding the 7-string guitar, directing obscure arthouse indie films, or designing tabletop games. Now you have to factor in enough time to destroy the ancient relic that is turning your town into a bloodthirsty corpse voltron.

Unfortunately "rich parents" or "paid time off" aren't available talents in this game, so it's time to get to work.



CHARACTER CREATION

ATTRIBUTES

Every action a player takes in this game can be broken down to three simple categories: Hearty, Brainy, and Savvy. You'll assign a value to each of these attributes when you build your character with higher values being a higher level of skill your character has.

Hearty (H) encompasses your physical strength. This includes actions like picking up something heavy, throwing a punch, climbing a ladder, etc. You'll also use the Hearty score to determine your Stress threshold (which we will cover in depth later) and resistance to gross stuff, like fighting the effects of poison or resisting the urge to vomit after eating an expired burrito.

Brainy (B) measures your mental aptitude. This includes anything reliant on your intelligence, such as reading a book, remembering important history, or plotting out a plan of attack. You also rely on your Brainy score to act quickly under pressure, such as dodging a rival's attack or making decisions quickly in the face of danger.

Savvy (S) involves all of your social tools. You'll use this attribute whenever you need to convincingly lie to someone, ask a favor, or exploit someone emotionally. This also includes your street smarts like reading body language, knowing who to seek for help when things get tough, or creating an effective distraction.

When you build your character, you have **8 points** to spend in these 3 attributes. You must spend **at least 1 point but no more than 4** in each attribute when you start the game (though this limit is lifted as you play the game). Decide what sort of person you want your character to be and build your attributes accordingly. A physically strong but daft player would start the game with H(4), B(1), S(3). A streetwise character with less muscles would be H(1), B(3), S(4).

Talents

Talents are more specific things you can be good at. While many of these skills would be included in Attributes, this allows for players to have specializations (such as a Savvy character being extra adept with Empathy) or to make up for shortcomings (like a character with low Brainy score could give themselves some extra Speed).

You'll begin the game with **3 talents**. At least one will be dictated by your chosen class and you can choose the rest. You'll get **4 points** to spend amongst your chosen talents. You must spend **at least 1 but no more than 4** in each talent. Unlike attributes, this limit is not raised, though you will be able to learn new talents later on. If a talent you'd like is not listed here, work with your Gamemaster to include it in your game.

- Lore
- Leadership
- Empathy
- Logic
- First Aid
- Escape
- Friend
- Tricks
- Tech
- Deduction
- Battle
- Navigation
- Sneak
- Speed
- Resourceful

Mystics and Magic Spells

Casting magic spells is done by using the Mystic talent, to which only some classes have access. You will use it just like any other talent, adding dice to the pool when attempting to roll, increasing your chances of success. However, Mystic is simply a placeholder which you will replace with the name of a chosen spell. You can level up this spell just like any other talent and you can learn new spells in the same way. You begin the game with one spell but can learn and invent new ones as the game progresses. Casting spells always uses your **Brainy** attribute regardless of the spell's intended effects.

You can choose to be intentionally vague with the name of your spells. A Mystic talent called "Sight" could allow you to see through a wall, to see body heat like the Predator, or see the future depending on the context in which you choose to cast it. You may also be specific with a Mystic talent called "Flame Bolt" which allows you to simply cast bolts of flame. Mystic arts are intentionally open-ended and encourage you to get creative with them.

Classes

A well equipped staff has experts in every section, so it's time to hire some folks to work in your shop.
Each player must choose from one of the following class options.

- TEAM LEADER
- SUPERHERO
- GRAPHIC NOVELIST
 - REGULAR
- TABLETOPPER
 - ZINESTER

Each has their inherent strengths and weaknesses, so working as a team will be important for your survival. It is recommended that every player in your group chooses a different class so your cast has a diverse spread of skills.

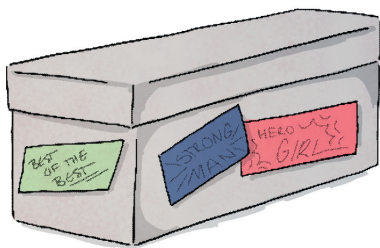
Every class starts the game with the following: a special item, at least one class-specific talent, a passive ability, and a special action which can be used twice per game.

Team Leader



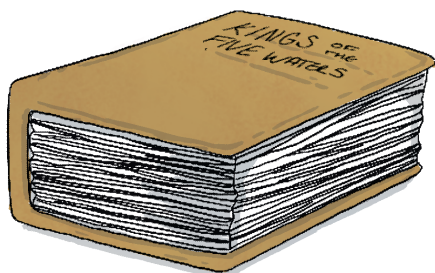
- Item: The keys to the back.
- Talents: Awareness, Mystic**
- Passive: **Authority**. You may cast spells, see *Talents*.
- Special Action: **Encouragement**. You may opt to give your turn to another player. When you do so, they gain +2 dice to their dice pool for whatever action they take that turn.

SUPERHERO



- Item: A skateboard, baseball bat, or some other creative blunt object.
- Talents: Melee, Guts
- Passive: **Glory**. If something would cause you to take your final stress, you may immediately perform one action before succumbing.
- Special Action: **Push**. If performing a physical action on your turn (anything that uses Hearty score), you may immediately perform a second physical action.

GRAPHIC NOVELIST



- Item: Backpack with something nerdy in it.

- Talents: Clever

- Passive: **Mind Over Matter.**

When determining your Stress Limit, use your Brainy score instead of Hearty.

- Special Action: **Derivative.** If another player has cast any spells this game, you can cast the same spell once using your Brainy score without the Mystic talent.

REGULAR



- Item: (choose any one simple item relevant to your character).

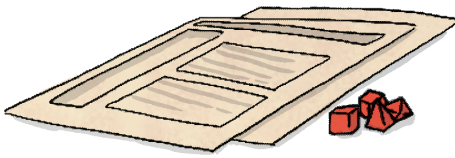
- Talents: Escape

- Passive: **Deus Ex Machina.**

Your character has unique access to friendly non-player characters (NPCs) outside of work.

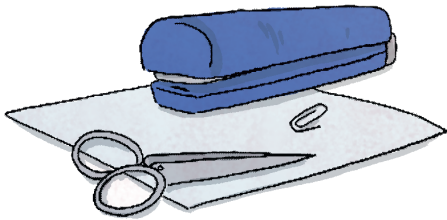
- Special Action: **Copycat.** Once per game session you may use the talent score of another player when attempting an action if they've already used that talent this session.

Tabletopper



- Item: A bag of polyhedral dice or a binder full of trading cards.
- Talents: Strategy, Mystic**
- Passive: **Critical**. You may cast spells, see Talents.
- Special Action: **Advantage**. On a failed test, you may reroll a number of dice equal to your Savvy score.

Zinester



- Item: a tote bag containing scissors and a stapler.
- Talents: Create
- Passive: **Fanfic**. Once per game session, when another player character would receive stress, you can take it instead.
- Special Action: **Community**. You may take -1 to a test on your turn to give another player +1 on their next turn.

PERSONALITY

Your personality type is a simplification of who you really are and disregards what your role is at work. Personalities offer a bonus to specific attribute scores as well as a weakness. Choose one of the following or work with your Gamemaster to create a custom type.

ATHLETE

+1 Hearty. -1 when dealing with books or maps.

DREAMBOAT

+1 Hearty. -1 when dealing with gross things.

PUNK

+1 Hearty. -1 when dealing with authority figures.

ARTISTE

+1 Savvy. -1 when dealing with wet things.

STONER

+1 Savvy. -1 when dealing with cops or security.

WITCH

+1 Savvy. -1 when dealing with technology.

NERD

+1 Brainy. -1 when dealing with bullies.

PRANKSTER

+1 Brainy. -1 when dealing with real adults.

MISFIT

+1 Brainy. -1 when dealing with the popular people.

STRESS

Stress is a measure of how many times you can get knocked down before you stop getting back up. Usually (but not exclusively), monsters will cause physical stress and your job causes mental and emotional stress. In this game, they both hurt the same.

Your character has a Stress Threshold at the start of the game that is equal to your **Hearty attribute +1** (except the Graphic Novelist class, whose threshold is Brainy+1). When you are hurt in any way by an enemy, it causes one Stress that you'll mark on your character sheet.

You can erase marked Stress by taking Conditions (next section) or doing some sort of healing like first aid during gameplay. If you are playing an ongoing campaign, Stress and Conditions restart at 0 the next time your gang gets back together.

When you have a number of Stress marks equal to or higher than your threshold, you succumb, though you get to decide what exactly that means. If you are playing a gorey style of game, this usually means your character dies, probably in a fantastical bloody way. Maybe you can choose to go insane instead in a sort of lovecraftian madness style. Or maybe you've just had enough of this shit, you quit your job and ride your bike home. Tomorrow you're really gonna have to figure out what the hell you're doing.

CONDITIONS

Near the Stress section of your character sheet is a space for Conditions. These are ongoing pains that your character is suffering from and they'll make it harder to do things in the game. Taking a condition earns you an Advancement Point, more on that later.

You can have 3 conditions at most. You may choose to take a condition in place of taking a Stress mark or the Gamemaster can assign you a condition when it makes sense for the story. Conditions, like talents, are pretty free form and your Gamemaster and you can make them up on the fly, but regardless of what the name of the condition is, they all give you negative one to a particular attributes. These stack as well, so if you have three physical conditions, you will have -3 to your Hearty attribute until you get them checked out. Here is a list of some samples:

-1 Hearty

Tired
Fractured
Burnt

-1 Brainy

Confused
Pissed
Dizzy

-1 Savvy

Unpopular
Ugly
Smelly

Conditions only go away when it makes sense in the story. If you are Pissed but another character calms you down, you can erase the condition. If you are Burnt and you apply some medication and bandages, you can erase it.

Advancement Points

On the bottom left of your character sheet is a space for you to keep track of points. Your gamemaster will award points to you, for good gaming, defeating enemies, or taking conditions. You may not collect more than 10 points, you will have to spend some before earning any more. You may spend your points during gameplay or between sessions. Learning new talents can be done in the heat of battle if you have the points for it. You can collect and spend them as you wish for the following effects:

2 POINTS

Reroll 1 die.

4 POINTS

Permanent +1 Talent point (max 3) to an existing Talent.

6 POINTS

Learn 1 new Talent, which may replace an existing Talent if necessary.

8 POINTS

Change the outcome of another character's action for better or worse.

10 POINTS

Permanent +1 in any attribute.



Setting Hacks

If comic shops aren't your thing, uhhh why not? They are sick. But you can easily mold the classes and talents to suit other settings or emulate some 90s genre films. Here are a couple easy hacks to host your game in other spaces. You're gonna want to improvise on the items that come with each class though.

COMMUNITY COLLEGE

Community, Accepted.

Team Leader & Regular don't really apply anymore so replace all the classes with these:

Leader (Team Leader). Somebody's gotta rally the troops, at least you'll get out of math class.

Athlete (superhero). All brawn. Not much brain.

Nerd (Graphic Novelist). You know exactly what to do and you can cite your sources in the approved style.

Savant (Regular). All they think about is this dumb little college, but you know there is a bigger world, if only you could put it into words they'd understand.

Rebel (Gamer). You live by your own rules, but even those are pretty loose most of the time.

Artist (Zinester). You're just here to tear apart the system from the inside, hopefully someone will teach you how to do that.

RECORD STORE

High Fidelity, Empire Records.

Your Team Leader & Regular can stay the same. Then, integrate these other classes:

Shelf Stocker (Superhero). Carrying those crates has really toned you out.

Vinyl Purist (Graphic Novelist). "it just sounds BETTER."

Used Section (Gamer). You'd have a college degree if they considered punk history a course and if you hadn't dropped out.

DIY Label (Zinester). You're crafty enough to make the best of a bad situation.

CONVENIENCE STORE

Clerks, Encino Man.

Again, your Team Leader & Regular can stay the same. Then, integrate these other classes:

Night Security (Superhero). Prepared for when strange things are afoot at the Circle K.

Part Time (Graphic Novelist). Just working for some extra cash til you get that very useful and job-friendly philosophy degree.

Register (Gamer). Low key number cruncher, you have exact change ready before they can say "let me get ten bucks on pump four."

Snacks (Zinester). They've got problems, you've got solutions, abstract as they may seem. Just no weezing the juice.

ROLLING DICE

Whenever your character is trying to act under duress, you have to roll dice to determine the outcome. For the most part, this is a pass/fail system and passing isn't super easy. After all, you're not the chosen ones, you're just ones in the wrong place at the wrong time.

Your Gamemaster will tell you when something you want to do requires a dice test. To close a door wouldn't require a test, but to slam a door on a goblin who is trying to chase you will.

First, the gamemaster will choose one of your three attributes that encompasses your action. Like mentioned before, Hearty for physical stuff, Brainy for intelligent stuff, and Savvy for social stuff. You will take a number of dice equal to your score in that attribute.

Second, you will check your talents. If there is anything you can apply to this task, you get to take an additional number of dice equal to your score in that talent.

Third, you can get one additional die in your pool if you are using an item to help yourself out.

Lastly, if any of the other players are assisting you in the task, you can get one more die (except in combat!). If you're trying to reach up to a ledge and another player volunteers to give you a boost, take that extra die, but if you're trying to punch somebody and another player volunteers to whip you into the victim, that doesn't count.

D6 of
Relevant
Attribute
+

D6 of
Relevant
Talent
+

1 D6 if
Using an
item
+

1 D6 if
being
helped

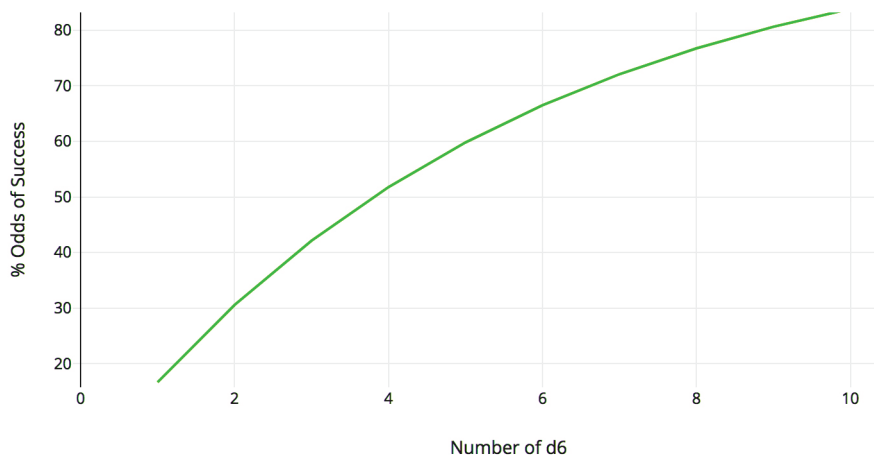
Now that you hopefully have a whole bunch of dice in front of you, you're gonna roll them all at once.

**If any of the dice result in a 6,
you do what you were trying to do.**

**If any additional dice result in a 6,
you get to do an EXTRAORDINARY ACTION.**

**If any of the dice result in a 1,
the situation gets worse.**

It is possible to get more than one or even none of these results, that is ok, it will make the story better and it will probably feel really good next time you actually do something right.



EXTRAORDINARY ACTION

When you roll more than one 6, you did a really good job. You get to choose from a few things that can potentially change the game:

Extra Good:

You did so good, you did GREAT. You tried to dodge a minotaur's axe and not only did you get out of the way in time but that axe is stuck in the sidewalk. Or you tried to sprint to get back to your shift before you were late, you got some extra successes, and you walk in early and the owner notices. If you were attempting to cause physical harm to something, you can use this action to inflict extra Stress. Basically, the thing you wanted to do gets a boost.

Authority Warp:

The Gamemaster usually tells you what happens when you succeed or fail, but now it's your turn. You get to explain what happens next, which gives you the opportunity to tip the scales in favor of your character a little bit if you want. You can even make things worse for everybody, you sick little freak, if you think it'll make the story more fun. This action lets you manipulate the story a little bit, but you shouldn't be trying to break the game.

Healing

You're feeling extra empowered by your success and can erase 1 Stress. This doesn't work for healing Conditions though.

Advancement Points

You get to mark two points on your character sheet (not one per extra success, just two total). Hey, they add up in the long run, don't be petty about this.

The Situation Gets Worse

If there are any 1's in your pool after rolling dice, your situation gets worse, even if you succeeded at the task at hand. It's usually up to the gamemaster to explain how exactly things are worse unless you are able to use the Authority Warp extraordinary action.

If you used an item, that item might've broken. If you struck a creature of the night, now they're pissed off and starting right at you. If you killed a werewolf but a swarm of wererats burst out of its chest. If you tried to wash the windows before the store opened, you stepped in a bucket of soapy water and splashed it all over. Sometimes these moments can be funny or sometimes they can really wreck you. None of them should cause player characters to gain stress or conditions, though it can present a situation in which stress is likely. The situation worsening is merely a complication in the story as opposed to mechanical happenings warping the numbers on your character sheet.



Items

You're gonna need to get clever to find and use items during your adventure. Think of what's around the shop, what you might find on the sidewalk, what you can steal from a parked car nearby. You're not stopping by the armory and you're not gonna run into Rambo on the way to the hole to hell forming in the break room, so no guns or serious weapons.

When you acquire an item, write it down in your list on your character sheet. While there are four item slots on the sheet, including one that will be determined by your class, you might not be able to carry everything. Use common sense; if you don't have a backpack you're not gonna be carrying around a stack of books. Similarly nobody is gonna be able to carry four sledgehammers, you're probably not that strong, and if you are then you're in the wrong line of work.

When you can use one of the items in your possession, it is worth +1 to your dice pool. You can be creative as you wish, it is up to the Gamemaster to decide if using your item is appropriate. You can use a pipe to smash someone over the head, sure, but you can also use it to pry open a window or vault over a small crevasse. Occasionally, using your item in a particular way will cause you to break or lose it. This also is up to the gamemaster, but typically if you roll to use an item and you get any 1 results, then you're gonna end up erasing it from your sheet. Don't get too attached.

Combat

You will end up fighting some stuff, not a matter of "if" but "when." Whether its a hoard of braindead geeks, a couple would-be shop thieves, or an enormous venomous bug creature, you're gonna come to blows.

TURN ORDER

When the situation arises, the player with the highest Brainy score will roll their Brainy stat to see who goes first. If they have any successes, the players all go before the enemies. If there are no successes, the enemies act before the players. The order of turns within the player group can be fluid but everyone can take one combat action per round (casting a spell, striking something, trying to hide, etc).

Once all the players go, the enemies attack. The gamemaster dictates what they do and to whom, it is up to the players to take a defensive move (evade, block, deflect, whatever). The GM doesn't roll dice for the enemy attacks, the players instead roll to defend.

INFLECTING STRESS/CONDITIONS

Physical and psychological stress are equally dire to players in this game, so in combat, it seems only fair to make them dire to your enemies. Outsmarting a vampire can be as rewarding as a good left hook to the fangs, so the vamp is going to take stress either way. Like the players, enemies have stress thresholds and are defeated when they have taken enough stress. Enemies do not take conditions.

Generally speaking, hitting someone causes 1 stress. Players can inflict more stress using extraordinary actions and some enemies can inflict more stress on players with special talents. Some creatures will have armor or resistance to stress, there are a handful of them in the back of this book in the Fiend Zine section. For the most part, you are idiot teens and you don't know if a Death Knight has special abilities or if a Paper Golem is immune to getting hit with a baseball bat, there is only really one way to find out, so swing for the fences, bud.

DEATH

You'll want to decide before starting play if death is part of your game or not, but this section will assume that it is. When any character reaches their stress threshold, they're giving up the ghost. This moment will always be dictated by the players! A player gets to describe in brutal detail their character's death scene. Bonus points when your blood mixes with a spilled bottle of blue Powerade and another player is gonna have to clean it up before a customer slips.

Similarly, whenever a player would kill an opponent, it is up to that player to describe the scene. If the death is happening at the same time as the situation getting worse, the GM might have to chime in, but let the players bathe joyfully in the blood of their enemies for a second before they realize they're only half an hour into an eight hour shift.

EARNING ADVANCEMENT POINTS

Earning Advancement Points is ultimately up to the Gamemaster's discretion, but you should be earning a few points whenever you play, 2-5 is a normal amount for one session. There are a few ways to earn points in the game:

VANQUISHED FOES

If you took part in a battle and won, you get 1 point. Not one per villain or one per hit you landed, just one for being on the winning team.

GREAT JOB

When you go above and beyond at work, whether it is cleaning up some puke or chasing down a petty thief, doing anything your boss didn't specifically ask you to do that makes the business better gets 1 point.

CHARACTER VOICES

When you do something really cool in roleplay, something that really embodies your character or makes the story awesome or makes everybody laugh or whatever, you get 1 point.

OUCHY

When you take on an ongoing Condition in lieu of accumulating Stress, you earn 1 point.

EXTRAORDINARY ACTIONS

As an Extraordinary Action when you roll multiple 6's on a single test, you can choose to gain 2 points.



Work

As scary as any bloodthirsty beast that might disrupt your day is the foreboding sense of responsibility you have while you're at work. Your boss isn't around but somehow they always seem to know that something is up. A monster has the power to take your life but your dumb boss has the power to take your livelihood.

The Gamemaster will typically fill the role of your boss and chime in with tasks for you to do. This can be delivered as a sticky note on the door of the employee bathroom, a dreadfully slow fax, or a call to the shop's landline, but the boss is never actually present. Think of Charlie's Angels if Charlie was a real pain in the ass. Two or three tasks per player is a good number for a single work day. All the tasks must be accomplished each work day... or else.

You're bored and creative so you can choose any way to accomplish these tasks. The windows need cleaning, but maybe you can do it with some modified super soakers while you roll each other around the shop in wheelbarrows. Just like combat, you'll use dice rolls to accomplish these tasks.

New tasks may arise over the course of the day, especially if you're slacking off. The gamemaster will remind you often that you have work to do even if you're in the middle of an important counter-ritual to prevent demonic summoning. Players are also encouraged to remind one another of their work duties even if it isn't something on the list that the GM presented. For example, a player could say "Hey dude, did you remember to get change for the drawer this morning?" and all of a sudden, you're minutes away from getting your final written warning before firing.

Failing tasks over the course of the day will cause you to take stress & conditions the same way a battle with a creature would, though you will still have some time to make sure they get done. If one player fails a task, another player can cover their responsibility while they take a nap and heal themselves. However, at the end of the work day, any unfinished work tasks inflict one stress each to all player characters.

Gamemaster Section

Goals

As gamemaster, you will be building the world around the players, populating it with trouble, and acting on behalf of that trouble. You will make decisions on behalf of any of the side characters not portrayed by the other players. You'll also play the important role of their boss, assigning stupid tasks to accomplish each day as well as punishing those who fail to follow orders.

You should aspire to challenge your players in a variety of ways. When you notice a particular player is dominating at combat, confront them with a challenge that they can't solve with their fists. If another player is solving everything with their mystical talents, accost them with a threat that renders those powers temporarily useless. Juggling physical threats with the ever-present mundanity of work will give the players the desired feeling of this game, that of doing the best they can and having what fun they can when the little world they inhabit can still be kinda shitty.

You'll also want to give your players plenty of reasons to slack off. When you describe a leaky pipe that needs fixed, go into excruciating detail. Describe the sound the drops make, the temperature of the fluid that is leaking, tow a very fine line of boring the players with how dumb this leaky pipe is. If you do your job correctly, they will know that they have to fix it but really not want to. If this pipe should start leaking at an inopportune time, like when a wolf just crashed through the front window, it is almost a sure thing that the players will decide the pipe isn't worth fixing. At the wages these kids are getting paid, almost none of these tasks are worth doing, and having the option of saying "fuck it" is a nice temptation for the players that may come back to bite them later.

Lastly, as you play, you will learn a bit more about how each player character behaves and you can challenge them in more meaningful ways. If one of them is super into playing guitar on the front counter, force them to make decisions that will either save their guitar or save their friend. When one of them is working on their student project short film, put their camcorder in danger and force that player to make a dangerous decision. Nothing in this game is easy for the people working in the shop, but in an effective game where the GM and players all work together, you can still have these human moments of dreamers and their happiness over bosses and their bullshit.

Campaigns VS One-Shots

This game is designed to be straight forward enough to run as a single 2-4 hour session but also has the mechanical skeleton to support a longer campaign.

If you aspire to run a campaign, you'll want to have some sort of thread to connect all the strange events at the shop. Check out the plot hook tables in the next section for ideas. Of course, you don't need this, it could just be another day grinding at your dumb job and of course all these bad things are happening around you because they always do.

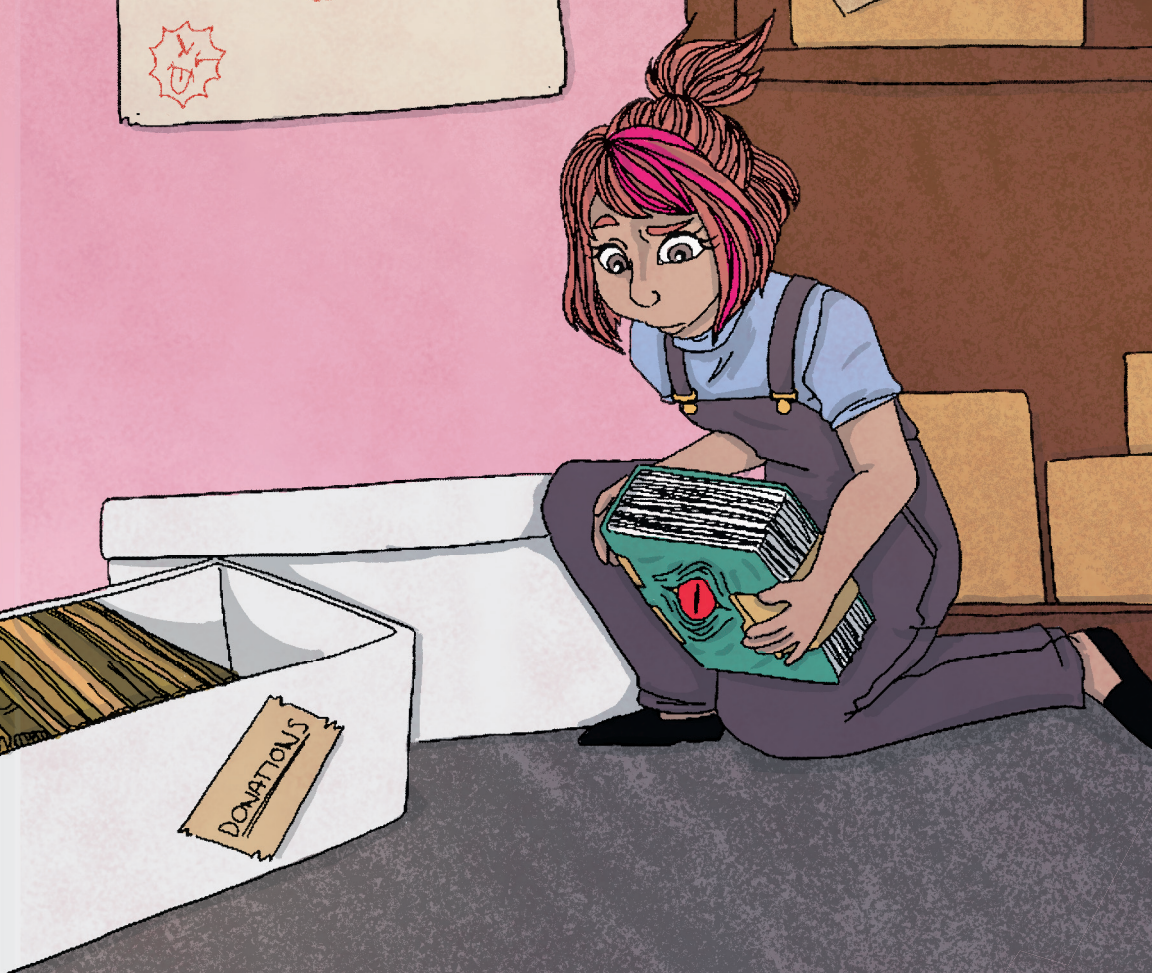
In a campaign game, you'll have to manage giving away advancement points. You don't want to give them a ton up front and make them too powerful for their enemies, but you also don't want to be stingy or not reward them for good gameplay. You'll find a pace that works for you. Remember it takes 10 points to level-up an attribute, so aim to give each player 4-8 each session. If one of your players can't make a session, just say their character had to call in sick for work and it's up to everyone else to cover their shift. If you gain a new player, they're just a new hiree and it's up to the other characters to get them trained and up to snuff.

For one-shot games, there is a lot less work and responsibility on the gamemaster. Treat the story like a stolen car: drive fast, take risks, and abandon it quick when things get shitty. Your players will give some push & pull in regards to pace, work with them instead of against them so everyone has a good time.

You may also want to be a bit more liberal giving out advancement points. When everyone is a brand new character, they're typically not very skilled, even at their strongest talents. Giving out points like Oprah will make up for the difference and allow them to do crazy stuff sooner in the game. You get a point, you get a point, everybody gets a point! You might even want to start the game by handing a few out just for fun to let them advance their stats at the start of the game.

TO DO LIST

- ✓ MOP BATHROOM
- ✓ ORGANIZE STORAGE
- DEPOSIT CASH
- SET UP DISPLAYS



Plot Hook Generator

If you're not quite ready to dive into messing up your friends' day, here are a few jumpstarts for you to get the story going. Many of these work as starters for one-shot games or as underlying plots for campaign-based games. Each of these starters also includes a couple questions you can choose to pursue if you wish, but ultimately it is up to the player characters how they decide to approach the problem.

Roll 1d6 and assign it arbitrarily to one of these three tables to instantly get a narrative hook for your game. If you don't like the one you got, try using the same number on a different table.

1. The shop is built on top of a dimensional portal which is leaking. How do you close it? Did management put the shop here on purpose?

2. Customer sells a haunted relic to the shop. An old statue, a rare comic issue, a superhero figurine with a spirit inside of it. How do you destroy it? What would happen if you just try to resell it?

3. A hot new tabletop game has strange summoning powers. Suddenly, rolling a critical failure seems much more dire. Who made the game? How do you beat it?

4. The stockroom in back contains portal to mirror dimension. Can you go through it? What comes out of it? Should you try to close it?

5. You find and open up a battered copy of the Necronomicon in a new comics shipment. What does it do when you read it? How do you stop it?

6. Shop is just frickin haunted. What happened here in the past that caused the haunting? What did you do to aggravate the spirits? How do you reconcile?

1. A neighboring business is practicing the dark arts. How do you defend yourselves? Is your shop worth saving?	4. The toilet is overflowing and it isn't for the usual reasons. How far down the pipes does this go? Who is gonna clean it up?
2. The Government conspires to contain a confidential issue of a new comic book. What's so special about this issue? What do you do with it?	5. A fellow employee downloads a computer virus that summons dark forces. How do you deal with it when you barely have dial up internet?
3. An especially rude customer is actually possessed. What does the possessor want? What do you do with the rude customer if you manage to de-possess them?	6. A neighborhood cult performs a ritual to recruit brainy townsfolk aka your main clientele. What does the cult want nerds for? How does the ritual influence their subjects?
1. One of your fellow employees doesn't show up for work without calling. Where did they end up? Do you care enough to help them?	4. Government is covertly testing employees for an evil-fighting black ops team. Would you join if you knew? How do you react?
2. Graffiti behind the store is actually a series of runes and sigils attracting the forces of evil. Who put it there? How could you use this to your own gain?	5. A menacing creature seeks asylum in the stockroom. From whom are they hiding? Whose side do you want to be on when the shit hits the fan?
3. A nice new comic shop opens across the street and people seem to be flocking to it, more than ever have visited your store. Is there more here than meets the eye? Do you want to get a job there?	6. A pair of rival dorks have quietly been playing a card game in the back for who knows how long. The game is magically influencing people and events in the real world. How do you beat them at their own game?

WORK PROBLEMS

As if it wasn't enough to stave off the forces of evil, the team also has to keep the shop running. As mentioned in the work section, it's up to you how you deliver these problems to your staff via the invisible hand of management. Many work problems may arise as complications from battling creatures, like a fight resulting in some shelves getting knocked over, but this is a good list to refer to when you're in a pinch. You can roll 2d6 and assign one of the dice to each column to get a couple new things that need taken care of ASAP.

1	RESTOCK SHELVES	UNCLOG TOILET
2	MOP A SPILL	DEPOSIT MONEY
3	RECEIVE DELIVERY	TRAIN NEW HIRE
4	PLACE AN ORDER	INTERVIEW PROSPECTS
5	CLEAN WINDOWS	ARRANGE SALES DISPLAY
6	ENTERTAIN SALES REP	PROMOTE THE SHOP

The Secret Class

Transformed

Welp, you killed a player character. And it happened much earlier in the story than you had planned and your friend is pissed at you that they're eliminated from the game. Guess what, I've got a solution for you: the Transformed.

Transformed is a pseudo-secret character class, in that it is only a secret if your players didn't read this far into the book and you haven't used it already. A player character can't choose the Transformed when starting the game but this is a good consolation prize if a character dies early and wants to continue playing.

The Transformed is the ethereal non-physical body of the deceased character. Call it a ghost, spirit, soul, whatever fits your game or belief system. They can choose to stay in this noncorporeal form, inhabit the body of a deceased character nearby, or just sorta make a form out of old receipt papers and empty Mountain Dew cans from the garbage bin. Give your player a new character sheet and let them build their new character with the following information:

- No Items.
- Talents: One Talent their character had before death, Mystic.
- Passive: **Too Late For Me**. You can no longer receive Stress from the thing that killed you. If this was a creature, it only refers to the one unique creature. If this was environmental, you are now immune to the type of stress it causes.
- Special Action: **The Other Side**. When another player rolls a 1 and the situation would get worse, you may cancel it.
- Lose your old Personality modifier. Your new personality is **Spectral**: +1 to any one Attribute of your choice. -1 when dealing with mortals.

The Fiend Zine

Every little comic shop of horrors needs, well, the horrors. Anything you come up with is in play here: zombies, vampires, mutants, ghosts, anything in your scary lexicon is fair game. Here is a small collection of fiends you can toss into your game to wreak havoc on your players.

Each creature listed has a difficulty level between 0 and 10. Generally, this is equal to the number of stress they need to take to be defeated, though some of them are a bit more complicated than that. The difficulty also is the number of dice you may need to roll on the creature's behalf if ever that circumstance happens, though typically players will be the only ones rolling dice. Remember, a monster doesn't roll to attack, a player instead rolls to defend themself.

Also, some of these critters have armor. This is in the GM section and not the player section because it's very unlikely that any players are going to find themselves in armor assembled from crap in the comic shop. One point of armor soaks up one success on an attack roll, so a player would need to roll at least two successes on their attack to deal any stress to their foe. I don't have any bad boys here with more than one armor, but you can come up with one if you are an especially cruel gamemaster, since it is highly unlikely but still possible for a player to get three successes in a single roll to inflict that damage.

Lastly, a couple of these monsters mention immunity or vulnerability. Immunity, as you probably have guessed, means they can't gain stress at all from certain types of attack. You'll treat vulnerability the opposite of armor, they'll gain one stress whenever the player uses a particular type of attack, allowing your players to vanquish certain foes more easily if they'd just stop and think logically about it for like two seconds.

PAPER GOLEM **(4, VULNERABLE TO FIRE)**

An amalgamation of old receipts, crumpled packing lists, and issues from the 25 cent bin unite to form a massive beastial form, capable of crushing their opponents with shape shifting arms or just dealing one hell of a bad papercut.

TENTACLE HORROR (8).

You wouldn't be able to pronounce it's name out loud, nonetheless spell it, so let's roll with this. There are eyes where there shouldn't be, there are mouths where there couldn't be, and oh boy are there ever tentacles. Frickin everywhere there are tentacles.

Rival mage **(4, IMMUNE TO MAGIC)**

Your shop doesn't get a monopoly on nerd retail in this town, and the other shops are preparing for war. After hours, they've been training themselves in the mystical arts while you've been getting high in a bean bag chair, so they're taking the opportunity to strike.

INNER-EARTH MINION (2)

Up from the crust comes these bad boys. Maybe you open an earthly fissure above their homebase or maybe they're just tired of you playing your rock and roll albums too loud, but either way, they're here to shut you up. Luckily, they don't see so good in sunlight.

INNER-EARTH MASTER (4, 1 ARMOR)

Those minions you met were just cannon fodder for the real threat, their subterrrestrial bosses. While their bodies seem frail, stony suits of armor protect them from most attacks. Plus, they know some weird earthly magic spells obviously.

LONG BOX BOT (5, VULNERABLE TO WATER OR FIRE)

A jaeger of cardboard, all the shop longboxes float and click together to form this rigid behemoth. Not as nimble as the Paper Golem but easily more menacing and pain-inducing until the kids realize it's still just cardboard.

CULTIST (3, HIGHER RANKING MEMBERS HAVE 1 ARMOR)

What sort of horror game would it be if there weren't regular old folks trying to manipulate the evil forces to their own ends? Cultists are probably the people you see about town on any given day, but you've never been able to catch a glimpse under their cowl to know for sure. They can do magic but they're not strong at it.

Mutant Shop Cat **(3-7, CHANGES FORMS AND INCREASES IN DIFFICULTY OVER THE COURSE OF BATTLE)**

Old Fluffy just isn't acting herself today. It started with coughing up a few hairballs that looked like there was a finger or an eyeball in there, then she was scratching away at the asbestos in the ceiling while she walked upside down. Now, she's got 8 legs and is speaking a demonic language between soft purrs that rumble the ground.

Brainwashed **(2, VULNERABLE TO MAGIC ATTACKS)**

Being brainwashed is still no excuse to be a rude customer, man. These people aren't totally under their own control, so maybe take it easy on them. Or maybe it's that one person who always calls the cops when you're smoking in the back alley and you really wanna seize the moment and hit them in the face.

Embodied Relic **(4, IMMUNE TO PHYSICAL ATTACKS)**

With all the action figures and decorations in the shop, the likelihood of one of them inhabiting someone's soul just seems like a given. Of course if you destroy the object, the soul is just going to inhabit another, so you gotta get creative.

MINI-MINOR PAGE

CHARACTER SHEET

Attributes

HEARTY

BRAINY

SAVVY

Name

Personality

Class

Appearance

Special

Points

Attributes

HEARTY

BRAINY

SAVVY

Talents

<div> <div></div> <div></div> </div>	<div> <div></div> <div></div> </div>
<div> <div></div> <div></div> </div>	<div> <div></div> <div></div> </div>
<div> <div></div> <div></div> </div>	<div> <div></div> <div></div> </div>

Stress

Items (+1)

Conditions





MINIMUM RAGE

A RETAIL HORROR RPG
by Adam Vass

RULES Summary

Overview

- Most of the game will take place at your comic shop.
- Players will typically all be working at the same time, don't leave people out.
- You have to make sure the shop is functioning and that the evils are vanquished.
- It's the 90's. No cell phones, maybe dial-up internet if you're lucky.

Actions

- When you try to perform any difficult action, roll a number of six-sided dice:
 - Add # from your relevant attribute (Hearty, Brainy, Savvy).
 - Add # from an applicable talent if possible.
 - Add one from an applicable item if possible.
 - Add one if another character is helping you unless you're in combat.
- If any dice result in a 6, you succeed.
- If more than one die results in a 6, you can perform an extraordinary action.
- If any dice result in a 1, your situation gets worse.

Fighting

- The player with the highest Brainy attribute rolls to decide who goes first.
- All players and all evils are grouped together for turn order.
- Typically, a physical attack will cause 1 Stress.
 - A player can instead take an ongoing Condition to alleviate that stress.
- When a character's stress threshold is met, they succumb (die or pass out or depends on your story, you decide).

Points

- Players earn Advancement points for
 - Defeating enemies.
 - Doing a good job at work.
 - Playing the game in character.
 - Taking conditions instead of stress.
 - Using certain Extraordinary Actions.
- These points can be spent at any time in the following ways
 - 2 points - Reroll one die.
 - 4 points - Permanent +1 Talent point (max 3) to an existing Talent.
 - 6 points - Learn one new Talent, which may replace an existing Talent if necessary.
 - 8 points - Change the outcome of another character's action for better or worse.
 - 10 points - Permanent +1 in any attribute.

THIS IS A ROLEPLAYING GAME FOR
SLACKERS, PUNKS, STONERS, LOSERS,
NERDS, FREAKS, AND 90S KIDS.

YOU'LL WORK TOGETHER TO SAVE YOUR
CRAPPY LITTLE COMIC SHOP FROM
WEIRDO MONSTERS AND NEFARIOUS
TOWNSFOLK.

OH, AND YOU ALSO GOTTA MAKE SURE
YOU STILL STOCK THE SHELVES, KEEP
THE WINDOWS CLEAN, AND CLOCK IN
ON TIME.

FOR FANS OF BUFFY, PAULY SHORE
MOVIES, THE EVIL DEAD, SLACKER
MOVIES AND HORROR COMEDY.

48 PAGE ZINE INCLUDES:

- PLAYER CHARACTER CREATION
- EASY DICE POOL SYSTEM
- RULES FOR COMBAT, MAGIC, LEVELING UP,
AND GETTING YOUR WORK DONE
- PLOT HOOK GENERATORS FOR FAST SETUP



DOWNLOAD CHARACTER SHEETS
AND GET MORE GAMES AT
www.worldchampgame.co