

GREED



CREDITS

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Thank you to our patient **playtesters**, who saw this game teeter in and out of existence for about five years;

Will, Arlo, Alex, Allen, Sam, Kacy, Hunter.

You can use and reuse this book and its ideas however you want, but don't copy our words verbatim.

If you use this system to make a game yourself, it'd please us if you called it a **Greedlike**.

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IF GRANDMA IS READING

This is a classic-style TTRPG, which means there's 2 castes of players. One is called the **Baron**, and they referee the rules, describe the scenarios that the other players react to, and adjudicate the results of dice rolls. Usually, there's only one Baron.

The other caste can just be called the **'players'**. Each of them (there are between 2 and 6) make their own character. This character is their only assumed power in the narrative; they control this character's intentions and roll dice on behalf of this character. They say "I'm going to try and shoot Tinker Guts" or "Have I heard of this lady before?" and the Baron decides if they have to roll dice to determine the answer.

At the end of the day, this is a collaborative storytelling game. Play with friends and assume the best of each other: there are no winners, but there sure are losers. That's the fun of it.

DICE TERMINOLOGY

D6: six sided die. Any number after just the letter 'D' refers to the sides of a die, such as d4, d20, or d12.

1D6: one six sided die. Any number appended to the beginning of a die value means it's referring to that many dice. If something tells you to roll "3d6", you roll three six sided dice.

1D6+1: One six sided die, plus one. This means you'd roll a six sided die and then add 1 to it's outcome. The same goes for 1d4-1, 1d8+2, and so on. Think of it, in math terms, like (1d6)+1, where any bonus or detriment comes after we figure out what the actual roll is.

THE PROSPECTOR'S HAKA

Goro A. Twain

*The rank oil that slakes
Your bric a brac thirst makes wet
The becollared necks,
Under boots, of once-partners
Who filled your gallons up black.*

ODE TO A PSYCHOPOMP

Titanya Forth Withright

*Worlds away, my love,
I greed'ly drink the candle
Whose warmth we would share
And revel in somber mode;
Oh Plerorealm! Send her home!*

UNOFFICIAL UNIVERSAL TAVERN'S ANTHEM

*[With a tune reminiciant of Miss Lucy if
it were a sailor's raucus musical number]*

Feed the demon oil!

Fill up your card with shares!

To heat your room

(Avoid your doom)

(Stave away the outside air!)

Oh!

Feed the demon oil!

Any sort will do!

She ain't cryptic

(Petrol, lipstick)

(Fit it down the tube!)

Ah!

Feed the demon oil!

Then buy yourself a treat!

Bullets, aces

(Sweet vacations)

(Spend it like it's heat!)

Ha!

Feed the demon oil!

Go crawling out for more!

Lose an eyeball

(Trawling your haul)

S'what the ple~ro~realm is

For~!



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THE BARON'S DARK PAGES

It's a secret

CORE MECHANICS

ROLLING DICE

When you attempt to do something difficult and dramatic (yet certainly possible), roll $Xd6$, where X is the value of your most pertinent statistic (**stat**). Take only the single highest result on the dice. If that result is:

1-3 : **FUCK UP**: You bungle it. Yeah, bad style. **No successes.**

4-5 : **JURY'S OUT**: You did it? We think? You did *something*. Consequences, costs, and complications emerge that make it impossible to just call it a win. Occasionally this takes the form of a simple lack of full intended effect. **One success.**

6 : **WIN**: You accomplish what you set out to do. Yippee. **Two successes.**

If your stat/amount of dice to roll would ever be 0 or lower, instead roll $2+[digits\ below\ 0]d6$ and take the lowest.

There are two ways to make rolls **more difficult**: challenge, and precision.

Challenges subtract dice from rolls. If something has “challenge 1”, roll 1 fewer dice than normal. This is written as “challenge X ”, where X is the number subtracted. You might take on challenge when you try to:

Spot a killer in a crowd. Sneak around drunk. Convince a Jawbreaker of anything.

Precision rolls make it so you can only FUCK UP or WIN. Any roll that isn't a WIN is considered a FUCK UP. You might make a precision role when you try to:

Diffuse an armed bomb. Play a hand of high-stakes poker. Dart onto a train just before it takes off, evading your would-be captors.

YOU'RE IT

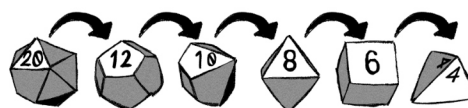
The game of Greed is always cut up into turns. When it's your turn, you can do 2 things. Depending on the scale of the scene, this can be really small (like firing a gun in a combat scene) or something really big (like taking a day to chillax in a downtime montage scene). Character's turns can overlap at the Baron's discretion- the point is to give everyone a chance to act, and give them an “ok, what do you want to do?” moment.

During a fight, you can only attack once per turn. ‘Speed’ refers to how many meters a character can move in one action during a fight. Its default value is 5.

STOCK DICE

If something is represented by a stock die (SD), it will run out eventually but we don't need to/can't count every penny. Usually this is big, abstract stuff like favors, gas in the tank, clout, or the ire of the Jawbreakers.

When you use something with an SD, roll that SD. If the **result** is **1 or 2**, the die is decremented to the next smallest die:



If it would decrement but can't get any smaller, it's **spent**, run out, kaput.

Things that increment an SD up do the opposite (make it one size bigger) and are marked like this: “+1 Ego,” meaning increment your Ego SD up one size.

NICS

MEET THE STATS



To determine stat values, **roll 1d4-1** for each stat (from top to bottom). The outcome of each roll is the corresponding stat's value. Once you figure out your class and see that you have a "KEY STAT", you may reroll your class' key stat, this time using 1d4+1. If this new outcome is higher, maybe you want to use it instead. But I'm not your mom.

BODY - One's ability to do shit physically; your control, precision and strength re: your muscles. It is the stat of beasts, but every wise man should do themselves a favor and attain it, on their person or inside another's.
Roll this when: jumping across a snakepit. Silently prowling. Pushing your uncle.

HAUT MONDE - It's pronounced ohmond btw. Yeah sometimes people don't know how.... It represents your bourgeois vibes, scholarship, and random access memory.
Roll this when: recalling obscure details. Discerning a weakness. Picking a good wine.

ZEITGEISTHOOD - How you are you? Conceptually; in context. Your *Qualia* man, look it up. Can you fit in wherever you like? Do you just seem to get it? Does the raw power of your Ego crush the weak of self?
Roll this when: talking brass tax. Commanding attention. Saying "that'd be me."

YARE - BANG! BOOM! CRASH! Do you run away or towards danger? With any thought at all? Those full of Yare can run in any direction they choose, with a head full of plan and footfalls full of action.
Roll this when: driving like you stole it. Not waiting for the second shoe to fall. Bouncing.

THIS JOLLY O OF MINE

A TAVERN AT THE END OF THE UNIVERSE

The sun is a bunsen burner and the weather outside ranges from frigid to arctic to kill-on-exposure; usually the latter. The only places that can contain human life are **oil taverns**: immense interlinked cabins where folks live together and burn oil on a captured Demon to keep warm. You play as an **adventurer**, one of the living Intravenous Lines of any tavern. Through dimensional warping, the lowly tavernite adventurer pilfers the **new oil** necessary to keep the tavern alight from the **Plerorealm**.

The **Demon** bound at the bottom of your oil tavern takes anything that'll burn, eats it for breakfast, spits out heat. People trade their stock in the oil reserve as currency, **oil shares**, and are subject to back-breaking taxes to compensate for burned fuel.

Keep making offenses to the workings of the universe, you may attract the ire of Angels and Demons. Keep evading your taxes, watch out for Jawbreakers, Bodkins, and other soldiers of fortune paid to keep the oil taverns in line. It's a dangerous world, but hell, it's home.



OLE' PLACE

The entropy of the universe
tends to a maximum.

- Rudolf Clausius

THE PLEROREALM

Good flammables are truly only from one place, **the Plerorealm**. Called Biditz Ibe in the tongue of native goblins, the place is like a dimension that took the bad acid.

Being the home of the **Arche** makes a dimension many things, but to those on Earth, the Plerorealm is three things; A war zone, a playground, and a treasure trove. The spoke of change that is the Arche has shaped the Plerorealm into an oil-rich, perpetually-indoor land of monsters and magic, though thousands of inhuman creatures call it home.

Psychopomps are used to warp in based on the positions of constellations. Tavern-goers pilfer all the oil they can carry, then scurry back home. The same number of folks don't always return, but blood must be spilled for oil one way or another.

The Arche, though presumably at the center of the Plerorealm (is there a center? A surface? Does it end?) is lost. Oft theorized to be a successful engine of perpetual motion, some scholars believe that the Arche may be the key to restoring something like a sun to Earth, if it could be harnessed. It could... maybe, then... dare we say save the world...? Other scholars beat these scholars up and take their lunch money. 50 bad luck just for saying that. Moron.



THE CHARACTER

The characters.


The quick and the dead.

-Mervyn Peake

PLAYER SHEETS v. CHARACTER SHEETS

Player sheets contain the big picture details about your various eventual characters (are they dead? What property do they own? etc.). Your **XP**, once gained, is divorced from any particular character so it goes on your player sheet.

Character sheets contain everything about a particular character you'll be referring to while playing as them. This takes the form of their **TAVERN ID CARD** and an adjoining list of abilities/possessions. You can (and are encouraged to) have multiple characters, but can only be playing one at a time.

Legal name: Chillso	Class: Psychopomp
6 9 8 7 1 2 3 4 6 Tavern (Credit II)	Medical Status: 0 wounds
	Credit: d4 Height: 5'8
	Ego: d12 Weight: 130 lbs
	Bad Luck: 0 Eyes: bro
	Sin: 0 Star Sign: Gemini
Body 1	Haut Monde 1 Zeitgeisthood 5 Yare 0

HOW TO MAKE A SICK FUCK

I. Roll your STATS in order.

II. Roll/pick a CLASS.

II.I. Roll its key stat.

II.II. Take as much starting equipment as you want to carry.

III. Answer the BARON'S DARK QUESTION.

III.I. Answer a new DARK QUESTION at the start of every session that this character lives to see.

IV. Sign your TAVERN ID CARD.

EGO

Your Ego is an SD representing your oneness with yourself and your sexiness and awesomeness and your undeniable comeliness. When things test your Ego, you roll your Ego die. When your Ego runs dry completely **and** you're prompted to roll it, you wither into the background radiation of this universe: we will never see you again because you no longer matter.

When your Ego is totally spent but you're not gone yet, you may gain +1 Ego by just having a **heart to heart** with someone. It doesn't count if you're speaking your heart and they're only nodding or giving platitudes; it's gotta be a two way street.

TERS

XP (EX-PEE) (EXPERIENCE)

You gain **1 XP** when you **spend a bunch of money** or one of your characters **dies**.

On your player sheet, keep track of how much money each character has spent for as long as you've played them. When you spend money, add that amount to their 'charter of money spent'.

At first the itch is easy; when a given character spends **100**, gain 1 XP. Past that, increase the amount you need to spend by 1.5x every time you gain XP as that character. For those who can't do math:

100 ➔ 250 ➔
375 ➔ 562.5 ➔ 1,187 ➔
2,200 ➔ 3,718.75 ➔ 5,996.87
➔ 9,414.05 ➔ 14,539.84 ➔ 22,228.51 ➔ etc.

Your accumulated XP is kept on your **player sheet**. Any of your characters can spend your XP by visiting an **XP Mage**.

XP Mages are extra-dimensional merchants who do not deal in oil (for what use have they for 'shares'?) but rather in experience itself. Their wares range from increased abilities to magical items to names of terrible power.

COST	WARE
1 XP	[Greater Resolve] : You can sustain 1 extra wound before dying.
1 XP	Any item worth less than 200.
1 XP	Any secret you know how to ask for, save for questions regarding the Arche or XP Mages. XP Mages may refuse a question if it would take more than 2 or 3 minutes to answer.
2 XP	[Identity Roulette] : Roll up to 3 generic abilities and choose one to gain. Gain a new name to match it.
3 XP	[Mind Spread] : Gain a new psionic ability.
5 XP	[Identity Shift] : Choose a generic ability to gain. Gain a new name to match it.
6 XP	[Cosmic Cruiser] : Gain the keys to an interdimensional vehicle made just for you. It has [Flying] , [Protection 10] , and [Durable ∞] . It functions as an astrolabe, and automatically brings everything inside of it when it warps.
6 XP	[Psychic Showdown] : Gain 2 psionic abilities. You may gain 2 more, if you acquiesce to being teleported to a pocket dimension where you and your psionic opposite must battle to the death. If you refuse, you and your psionic opposite gain the [Love] ability.
7 XP	[New Gig] : Gain the abilities of another class that isn't Rotapriest as if you had just chosen it in character creation. You may also roll for its key stat.

MURDER

THE UPPER HAND

Life is snuffed out quickly, gracelessly, without much room for anything but luck. It's important, then, that your gun goes off first. If you're stabbing someone in the back- attacking while they're not looking, sleeping, totally distracted- you automatically have the upper hand and may attack first.

But if there's a shot that they could pick up that revolver before you do (see your shadow behind theirs, your reflection in their rearview)... then Lady Luck is back in the building. The fucker.

Combat starts either immediately after a surprise attack or otherwise when one or more people declare that they're about to do something violent and fucked in the head. When combat starts, everyone involved rolls Yare. The person with the most successes goes first, second most goes second, and so on. In the event of a tie, involved parties roll Yare again until someone wins. Once everyone has gone, everyone rolls Yare again and repeats the process.

THE BITE

When you attack someone, you roll a number of dice equal to your weapon's 'boom'. For **each and every** die you roll, its outcome on the **ATTACK EFFECTS TABLE** is applied to the target. Both the boom and **value** (what sort of dice you roll) of the attack vary depending on what's being used. Modified dice values, such as 1d6+1, apply to every die individually.

ATTACKS = **BOOM** (quantity of dice)
VALUE (type of dice)

HEALING

You lose 1 wound per week if you eat lame food and mope around your room. This costs around 35_⊘ per week, plus rent.

You may lose 2 wounds and (if your Ego is d4 or less) gain +1 Ego if you eat scrumptious food, play games, and indulge for a week. This costs about 98_⊘ per week, plus rent.

THINGS YOU CAN DO INSTEAD OF FIGHTING

- **Run away** (sneaky like)
- **Run away** (hotfoot it)
- **Run away** (distract and dip)
- **Ask** what your opponent would hope to gain in a fight; negotiate that point
- **Ask yourself** what you want out of a fight; consider if there other ways of obtaining it
- **Grovel** for mercy; try offering to lick your opponent's boots.
- Have someone **kill you swiftly** before a painful fight can begin.

WEAPON EXAMPLES:

Unarmed attacks:

B: (your Body) / **V:** d4-1

Knife: **B:** 1 / **V:** d6

Chair: **B:** 1 / **V:** d6-1

Shotgun: **B:** 3 / **V:** d6

Chainsaw: **B:** 1 / **V:** d8

ATTACK EFFECTS TABLE

A character dies if they sustain **5 or more wounds** (just keep a tally), or if they are attacked and the ATTACK EFFECTS TABLE says that it kills them.

No matter what attack die you roll, from a **d4** to a **d100**, refer to this table to see what it does:

I'll finish both of you bastards today! [punches half an inmate's head off]

-Riki Oh

1 or less	Missed shot, deflected attack, lucky break. 0 wounds .
2	Blood gushing, bone broken, jaw dislocated. 1 wound .
3	Blood gushing, bone broken, jaw dislocated. 1 wound .
4	Limb falling off, deafened, blinded, skin shredded. 2 wounds .
5	Limb falling off, deafened, blinded, skin shredded. 2 wounds .
6	Death (target dies).
7	Death (target dies).
8	Obliteration (target dies twice or just very badly).
9	Obliteration
10	Obliteration
11	Obliteration
12	Obliteration
13	Obliteration
14	Obliteration
15	Obliteration
16	Obliteration
17	Obliteration
18	Obliteration
19	Obliteration
20	Obliteration
21	Obliteration
22	Obliteration
23	Obliteration
24	Obliteration
25	Obliteration
26	Obliteration

All together example: My shotgun has a **boom of 3** (a lot!) and the standard weapon **value of d6**. You're looking closely at the pit of oil we've just found and I'm shooting you in the back, so I get to go first automatically. I roll **3d6** and consult each result on the ATTACK EFFECTS TABLE. I roll 1, 2, and 4.

The 1 misses you, the 2 gives you one wound (big hole in your stomach) and the 4 gives you two wounds (blows off your left arm). In total, you now have 3 wounds. We both roll Yare as combat begins.

The
PLEROREALM
ain't for everyone...

*Not everyone
wants to be rich.*

We got your pomp.
1 (800) GT RCH QK





**Better
Tavern
Association**

CURRENCY

OIL SHARES

The currency of any oil tavern is oil shares (₹); each representing **1/5 liter** of oil that's been poured into the Demon's furnace to keep the tavern alight, done so under your name. So to get it through your head: **one liter** of oil in, **five oil shares** out.

Oil shares are stored on chips inside of **TAVERN ID CARDS**, which are your credit card and legal ID rolled into one. If you have more than one under your name, each has access to the same pool of oil shares.

You may buy new TAVERN ID CARDS or discontinue old ones (be careful not to run out; buying a new one without an old one will cost you straight oil!) at a **MATM** (Molochian Automated Teller Machine) (may tee em). These are bulky ATM style card-printing machines complete with oil guzzling siphons and a flap for repair-imps to spill forth from.

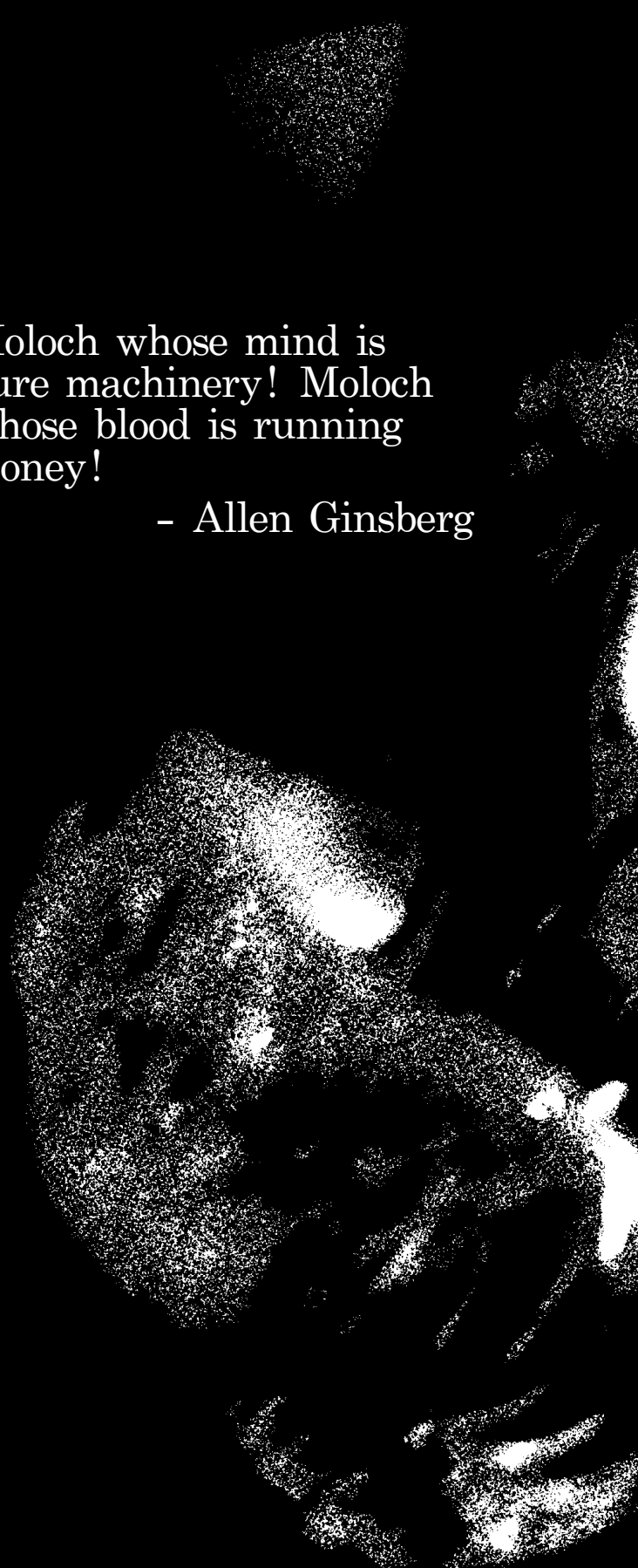
Depositing other things into the oil reserve is, naturally, permitted. The machinery will take anything that burns (though explosives, cooling agents, or other such threats to the tavern are sifted out). Oil is only the most widely available and efficient fuel. Here are some conversion rates for other things you may dump in the engine room:

- A piece of **firewood**: 1₹
- A hunk of **coal**: 5₹
- A **human person**: 10₹
- A stick of **uranium**: 40₹

CCTV footage of an oil deposit at a MATM:

Moloch whose mind is pure machinery! Moloch whose blood is running money!

- Allen Ginsberg



CREDIT

You may automatically take out loans by spending money you do not have. Each character starts with an SD representing their good credit. Every time you spend shares and your new total is negative, roll your Credit.

Your negative oil shares can never go below $-10x$ your current Credit die value (so -60 if you have a d6, -200 for a d20, and so on).




When your Credit decrements, the next time you're in the tavern, a cadre of Jawbreakers will seek you out and attempt to rough you up. If your credit is totally spent, they will attempt to kick you out whenever you're in the tavern.

REAL ESTATE

You can gain +1 Credit chiefly by **investing** in your rental abode or becoming a homeowner. Every time you upgrade your rental abode (start renting a new place that's more expensive, listed in the FINES AND TAXES section) gain +1 Credit. You may also pay **10x** the monthly cost of a given rental at once in order to buy the place entirely, no longer needing to rent that unit. Every time you do so, gain +2 Credit if you don't have a place of that type yet.

Otherwise, every time you gain XP via spending ⌘ , gain +1 Credit.

AD PAGE

5 liter sealable jug 5 ₰	Hammer 3 ₰	10 nails 2 ₰	Pocket knife (b: 1 / v: d6) 8 ₰	Lame food 1 ₰	Scrumptious food 5 ₰
Cell phone 	Digital watch 10 ₰	Shoddy mobility aid 7 ₰	Swanky mobility aid 30 ₰	Fitted prosthetic 20 ₰	
	Rolly (Rolex) (watch) 400 ₰	Probing cane 6 ₰	Hearing aid horn 8 ₰	Behind/in ear hearing aid 15 ₰	
	Rolly (fake Rolex) (fine watch) 20 ₰	Stupid ass clothes 4 ₰	Decent casual duds 10 ₰	Rotapriest generated extra limb 80 ₰	
6 bullets 8 ₰	Six shot revolver (b: 2 / v: d6) 50 ₰	Bazooka (b: 3 / v:d10) 220 ₰	Streetwise wear 25 ₰	Business duds 30 ₰	
Karate classes (1 week) <i>Increases your Yare by 1.</i> 300 ₰	Bazooka missile (will explode if bumped) 70 ₰		Haut monde attire 60 ₰		
Do some big art (1 week) <i>Increases your Zeitgeisthood by 1.</i> 300 ₰	Pump action shotgun (b: 3 / v: d6) 70 ₰		Metal bat (b: 1 / v: d6) 8 ₰		
Hormone replacement therapy (1 week) <i>Increases your Body by 1.</i> 300 ₰		Funeral rites (30 secs. On Revelroom TV) 5 ₰	Funeral rites (we talk about it) 30 ₰	Chainsaw (b: 1 / v: d8) 40 ₰	
Extraplanar vacation (1 week) <i>Increases your Haut Monde by 1.</i> 300 ₰		Random horse 250 ₰	THAT horse 350 ₰	Bastard sword (b: 2 / v: d6) 35 ₰	

THE CLASSES

DECIDING CLASS

There are 8 possible classes, though one of them is only unlockable by spending XP (the rotapriest). Either choose from this list, or roll 1d8.

1. BODKIN

2. MANAGISTRATE

3. PSYCHOPUMP

4. John F. Kennedy

**5. PERSON WHO KILLS THE
TURKEY ON THANKSGIVING**

6. PRANCE

7. GOBLIN

8. ROTAPRIEST



BODKIN

Someone had to cut the gordian knot, and cut you shall. Sin? What is sin? To you, empathy is a joke and the compassionate are clowns.

KEY STAT: Body

CREDIT SD: d6

EGO SD: d6

ABILITIES:

[Cruel Weaponry]: When you deal damage with a cruel weapon (one that is more intended to cause pain than harm) you may make that weapon's base VALUE "d8".

[Who Is This Guy?]: While you have no wounds, the VALUE of all attacks against you made by targets without **[Monster]** have "-1" at the end. (so like 1d6-1 instead of 1d6.)

[Monster]: You happen to have some tendencies or features people find unsettling. While rolling to scare someone, increase the stat in use by 1.

START WITH:

A change of worn-out clothes, your TAVERN ID CARD, 15₀₀.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

A cruel weapon

A set of armor (Protection 1, Clunky 1)

A war dog (b: 2 / v: d6)

40₀₀.

A rental room in the stables.

BODKIN'S UNFORESEEN EXPENSES:

1: Nothing. Scot free.

2: Nothing. Scot free.

3: A night at a revelroom took a bite. Lose 10₀₀.

4: You fucked someone over recently and they're looking for you.

5: Crook back sleeping. You have 1 wound until you upgrade your living situation.

6: Lost your TAVERN ID CARD, had to get it replaced. Lose 40₀₀.

MANAGISTRATE



You are supreme in many things, but management is your zenith of supremacy; for only a select few can speak the Demon's native French, and own full stakes of the tavern.

KEY STAT: Haut Monde

CREDIT SD: d12

EGO SD: d6

ABILITIES:

[Stockholder]: You hold stock- not just oilshares but speculative stock- in the success of your tavern. This grants you certain privileges including:

Murdering you is a jailable offense.

You speak French, language of Demons.

Whenever another character gains XP by spending oil shares, gain 20₀₀.

You may own dogs (the human kind).

[Sign Off]: When someone you are in contact with decrements their Credit SD, you may make a precision Haut Monde roll. Upon success, the Jawbreakers do not come for them for that decrement. Upon failure, you may roll your Ego and make the roll a success, or else accept failure.

START WITH:

A change of fancy duds, your TAVERN ID CARD, 80₀₀, a 1 room rental with a candle.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

A cell phone

A rite of free drinks

100₀₀

A bathroom addition to your residence

Heating addition to your residence

Tiny vial of poison (kills on ingestion)

MANAGISTRATE'S UNFORESEEN EXPENSES:

- 1: Nothing. Scot free.
- 2: Nothing. Scot free.
- 3: An attempt was made on your life, leaving you scarred. You perpetually have 1 wound.
- 4: You were robbed. Lose 40₀₀.
- 5: You funded an expedition that never returned. Lose 70₀₀.
- 6: The stock market crashed recently. Lose half of your oil shares, rounded up.



PSYCHOPOMP

Who else but you could ferry folks between the cosmos? In general you're pretty great (at least you'd say), People used to be pretty mean to you before you could bridge dimensions.

KEY STAT: Zeitgeisthood

CREDIT SD: d4

EGO SD: d12

ABILITIES:

[Astral Zeal]: While in possession of an astrolabe, you may take 2 minutes to set everything up, then roll your Ego and warp yourself along with *[your Ego die value plus Zeitgeisthood]* willing or unwilling people nearby to another plane. You may also bring their belongings with them so long as no one person's belongings outweigh them.

[Master of Transit]: You innately understand devices of transport. While you are touching a vehicle, you know how to operate it (though are limited in understanding and description of such knowledge). While rolling to operate vehicles, increase the stat in use by 2, and all vehicles you actively operate gain **[Warp Speed]**.

START WITH:

A change of worn out clothes, your TAVERN ID CARD, 11₀₀.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

- An astrolabe
- Loaded dice
- A cell phone
- A rental room in the stables
- An instrument w. case
- A change of sick as fuck clothes

PSYCHOPOMP'S UNFORESEEN EXPENSES:

- 1: Nothing. Scot free.
- 2: Nothing. Scot free.
- 3: Nothing. Scot free.
- 4: Would you believe it? Scot free.
- 5: Your last crew turned on you soon as you got back. Lose 10₀₀ and gain 2 wounds.
- 6: Your card got stolen and you got it replaced. Lose 40₀₀.

John F. Kennedy

You know who he is. Let's cut to the chase.

STATS:

Body: 1

Haut Monde: 3

Zeitgeisthood: 3

Yare: 1

CREDIT SD: d8

EGO SD: d8

ABILITIES:

[Hail to the Chief]: You command respect. On your turn, you may roll your Ego and select a creature in your presence, then guess what they value most. If you are correct, you have full reign over their next turn. For each time you do this to the same creature, you have to roll your Ego extra times equal to how many times you've already used this ability against them.

[Psionic Status]: Like all presidents, you are a known and legal Psionic, and have a psionic ability. Your psionic opposite is another timewarped/cloned president.

[Proud]: JFK wouldn't directly kill himself.

[Moment of Silence]: No one who witnesses you die can make an attack during their immediate next turn.

START WITH:

Five changes of nice suits, a bathing suit, sunglasses, some medals and shit, your TAVERN ID CARD, 30\$, cuban cigars, a lighter, a 1 room rental.



PERSON WHO KILLS THE TURKEY ON THANKSGIVING

These tasks are not meant for ordinary men. Compassion for others, indifference towards violence, bloodlust- You have it all.

KEY STAT: Body

CREDIT SD: d4

EGO SD: d6



ABILITIES:

[Guerdon of a Gourd]: How'd all that fit in there? Any gourd on your person that you carve out can hold 10 times its volume and weighs the same regardless of contents. Any gourd separated from a Person Who Kills The Turkey On Thanksgiving for more than an hour becomes unstable, and its contents spill out, turning back into a normal (but still hollowed out) gourd.

[The Children Were Right to Fear it]: How do they not notice you? When another is unaware that you are standing in their shadow, you are completely invisible. While you're in someone's shadow, you may have your turn coincide with theirs and move when they move.

[Monster]: You happen to have some tendencies or features people find unsettling. While rolling to scare someone, increase the stat in use by 1.

[Shocking Weaponry]: When you deal damage with a genuinely surprising or horrifying weapon, you may make that weapon's base VALUE "d8".

START WITH:

A change of festive clothes, your TAVERN ID CARD, 15_{oo}.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

- A 1 liter gourd
- A shocking weapon
- Surgical tools
- Butchering tools
- A lantern
- 20_{oo}
- A rental room in the stables

PERSON WHO KILLS THE TURKEY ON THANKSGIVING'S UNFORESEEN EXPENSES:

- 1: Nothing. Scot free.
- 2: Nothing. Scot free.
- 3: Botched a turkey. Lose 10_{oo}.
- 4: Regulations breathing down your damn neck. Lose 15_{oo}.
- 5: Crook back sleeping. You have 1 wound until you upgrade your living situation.
- 6: Got the wrong animal, paid your dues. Lose 40_{oo}.



PRANCE
PRANCE
PRANCE
PRANCE!

You're a funky little freak you are, making a mysterious and merry time of mortal peril.

KEY STAT: Haut Monde

CREDIT SD: d6

EGO SD: d8

ABILITIES:

[Psionic]: Don't bother rolling to see if you're Psionic. Gain 2 Psionic abilities.

[Concealed concoction]: Beneath your conical hat lays a goblet. In that goblet is a powerful drink. Be it a potion of great healing or a deadly poison you know not, but there it rests. Such a dram would deal or heal 1d6 wounds; it's poison half the time and healing the other half. An empty goblet left under the conical hat will refill if you eat scrumptious food.

[Felonious Scamp]: You may roll your Ego and for the next minute one of your non-attack activities (picking a lock, squirming away, 'shuffling' cards) goes unnoticed by everyone in your presence. If you touch someone, they may roll Yare. Upon success, they notice your activity.

START WITH:

A change of silly duds, your TAVERN ID CARD, 30₀₀.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

A cell phone

A fake rite of free drinks

50₀₀.

A 1 room rental

A fake TAVERN ID CARD identical to your own.

PRANCE'S UNFORESEEN EXPENSES:

- 1: Nothing. Scot free.
- 2: Nothing. Scot free.
- 3: A detective is onto your tricky dicky ways, and is following your trail closely.
- 4: You've gotta use an alias and subtle disguise (because of what you just did).
- 5: Got caught for being a psionic- had to bribe someone shut. Lose 20₀₀.
- 6: Fell for a scam (so obvious in hindsight) (uuugh). Lose 60₀₀.

GOBLIN

You've come far on your curiosity. Though those interdimensional carpetbaggers and plunderers are a sorry sight, they pay better than anyone on your side of the universe.

KEY STAT: Yare

CREDIT SD: d4

EGO SD: d6

ABILITIES:

[Goblin Pride]: Roll up to 3 generic abilities and choose one to gain. Gain a new name to match it. You speak goblin fluently.

[Monster]: You happen to have some tendencies or features people find unsettling. While rolling to scare someone, increase the stat in use by 1.

[Fireproof]: When you're attacked by fire, you may negate half of the dice rolled (of your choice), rounded up.

[Brood]: Goblins have a store of magic stomach emeralds called their Brood. Keep track of them with a Brood SD (starting at d12). Whenever your Brood decrements, gain 1 bad luck. Gain +1 Brood when you drink a liter of oil.

[Moldvay]: Your Brood gives you access to a suite of abilities listed on the table above. To cast one, roll your Brood as many times as the level you're casting at, and roll a d100. If the d100 roll is equal or less than the verb's number at that level (ie. 60 for 'smell oil' at level 3), you perform that verb. If your Brood is spent, or runs out during a cast, this ability doesn't work.

START WITH:

A change of scavenged clothes, your TAVERN ID CARD, (1d6+1)₈.

Choose up to 2 extras:

A bug of your choosing
Three shiny rocks
A "witch" (frog)
A dowsing rod

LEVEL	SMELL MAGIC	SMELL OIL	SUMMON WOLF	ABSC- OND	PLAY DEAD
1	35	40	20	50	50
2	55	50	25	55	60
3	65	60	35	60	70
4	70	80	55	65	80
5	80	100	70	70	100



ROTAPRIEST

Pledged to the holy cycle are you. Your religious fervor spins you through the spokes of the wheel, allowing you to perform miracles.

In order to play a Rotapriest, you must spend 2 XP.

KEY STAT: Concordance

CREDIT SD: d6

EGO SD: d6

START WITH:

A change of religiose wraps, your TAVERN ID CARD, 1d6(d6)₰.

Optional extras (for every extra item you take, roll on the unforeseen expenses table):

- A home rotary phone
- A one room rental
- 50₰
- A spinning top

ROTAPRIEST'S UNFORESEEN EXPENSES:

- 1: Nothing. Scot free.
- 2: Nothing. Scot free.
- 3: In a moment of serenity, you let your guard down. Burgled. Lose 30₰.
- 4: In a fit of passion, you were banned from a popular revelroom.
- 5: In your overzealous pride, you created your own worst enemy.
- 6: Sick with sorrow, you destroyed a source of well earned money, Lose 50₰.

ABILITIES:

[Concordant]: The Rotapriest has but one stat: Concordance. All rolls a Rotapriest would normally make with another stat, they instead roll with Concordance.

[The Wheel]: Rotapriests rotate through the four spokes of The Wheel based on Concordance. But how does Concordance determine which spoke of the wheel you're on? Why, it's as easy as i to the x, x being your current Concordance. A Rotapriest draws powers from different spokes of The Wheel like this:

if $i^x = -1$, You are in the spoke of **Serenity**. You can use Concordance to maintain something. When you succeed, you have a 25% chance to increase your concordance by 1.

if $i^x = -i$, You are in the spoke of **Passion**. You can use Concordance to show something. When you succeed, you have a 50% chance to increase your concordance by 1.

if $i^x = 1$, You are in the spoke of **Zealotry**. You can use Concordance to create something. When you succeed, you have a 10% chance to increase your concordance by 1.

if $i^x = i$, You are in the spoke of **Sorrow**. You can use Concordance to destroy something. When you succeed, you have a 70% chance to decrease your concordance by 3.

THINGS THAT KINDA SUCK

GO TO JAIL

Go directly to jail. Do not pass Go. Do not collect \$200.

-'Go to Jail'

There are 3 crimes that will land someone in jail.

- I. Attempting to free the Demon**
- II. Being a Psionic**
- III. Murdering a Managistrate**

Once it is discovered that one has committed such a crime, whoever collects taxes in the tavern will attempt to jail the criminal. Complications may lead to the murder of the criminal.

If the criminal escapes, a bounty is placed on their head. If they are captured, a court of Managistrates assigns a debt to them and they are jailed, only let out on assisted trips to the Plerorealm lead by people called Hound Masters. Hound Masters buy, sell, and trade the right to take a criminal to the Plerorealm. Debts are rarely below ten thousand Oilshares.

THE BLADDER

Everyone's gotta go eventually. When in an Oil Tavern and the nearest unoccupied bathroom is unknown, roll 1d6; it is that many doors away. These doors likely charge.

Before you eat food, roll 1d4. On a 1, you must use the bathroom first.



, HONESTLY ,

For God's sake, be economical with your lamps and candles! not a gallon you burn, but at least one drop of man's blood was spilled for it.

- Herman Melville

FINES & TAXES

Life in the Oil Tavern is expensive; frivolous or heat-costing activities are heavily taxed. Expenses and taxes are charged based on the table below.

SERVICE / GOOD	CHARGE
Stable stall	5/week
One room	15/week
Two room	50/week
Single family home	80/week
Full suite	110/week
Open concept full-window penthouse	180/week
Insulated paranoia crypt	260/week
Your own personal floor of the tavern	375/week
Pocket dimension gas guzzler superpent ultrasuite	500/week
+ Candle (+1 to wound healing in this residence)	1/week
+ Heating (+2 to wound healing in this residence)	10/week
+ Fridge (can make scrumptious food at home)	15/week
+ Armory (+1 boom on all weapons you own)	80/week
+ Servants (+1 Ego per week)	100/week
+ Pool (+2 Ego once per week when you take a dip)	200/week
+ Legit trimmed indoor grass yard (+1 Credit per week)	300/week
Opening a door	1
Entering a revelroom	5

BAD LUCK & SIN

Good grief

-Charles Shultz

In life (and certainly death) there are plenty of things that are just bad luck. When you do something on the table below, you gain its corresponding amount of **bad luck**.

Before you make a roll, any other player (called a **tattler**) may say that you're a very "*unlucky ___ (boy, girl, robot, fucker).*" That roll then has **challenge X**, where X is how much bad luck of yours the tattler decides to cash in. They can't do this if you don't have bad luck.

Once bad luck is cashed, it's gone. The tattler must say "very" once for each point of bad luck they're cashing. This can affect boom rolls.

When you would have **6 or more** bad luck in your tank, lose 6 bad luck and gain **1 Sin**. Repeat this until your bad luck total is less than 6.

Each point of **Sin** you have gives you one bad luck every morning.

If you would have more than 99 Sin, it defaults to 99. Angels and Demons will come near and far to slay or drag to Hell those with 99 Sin.

No one can gain bad luck on holidays.
Merry Christmas, bitches.

AVARICE

Whenever you **tattle** (cash in someone else's bad luck) or **nark** (point out that someone should have gained bad luck from a thing they've done) **gain 1 Avarice**.

Your **Avarice** is tracked in pips on your player sheet. When you hit 10 Avarice, gain **1 Systemic Reward** and revert to 0 Avarice.

You may spend a **Systemic Reward** to remove any one die from play at any time. It is not rerolled, its effects do not occur, it's as if it never existed. If this removes all dice in a given action, that action automatically fails (ie. is treated as if it rolled a 0).

- 1 Settle for less
- 2 Attack and run away in the same turn
- 3 Give something for free
- 3 Equivocate your current name
- 3 Walk out of a revelroom sober
- 5 Break a mirror
- 7 Challenge someone who isn't present
- 10 Complain about boredom
- 20 Winge about the cold
- 50 Attempt perpetual motion



THE COPS

The laws and rules which officials inflict upon poor people prevent them from functioning harmoniously in society. There is no disagreements about this function of law in any circle—the disagreement arises from the question of which men laws are to serve.

-Huey P. Newton

Oh, you're in trouble now. What drinks your oil, breaks your bones, and empties your wallet card? Your inability to civilly follow the law, of course.

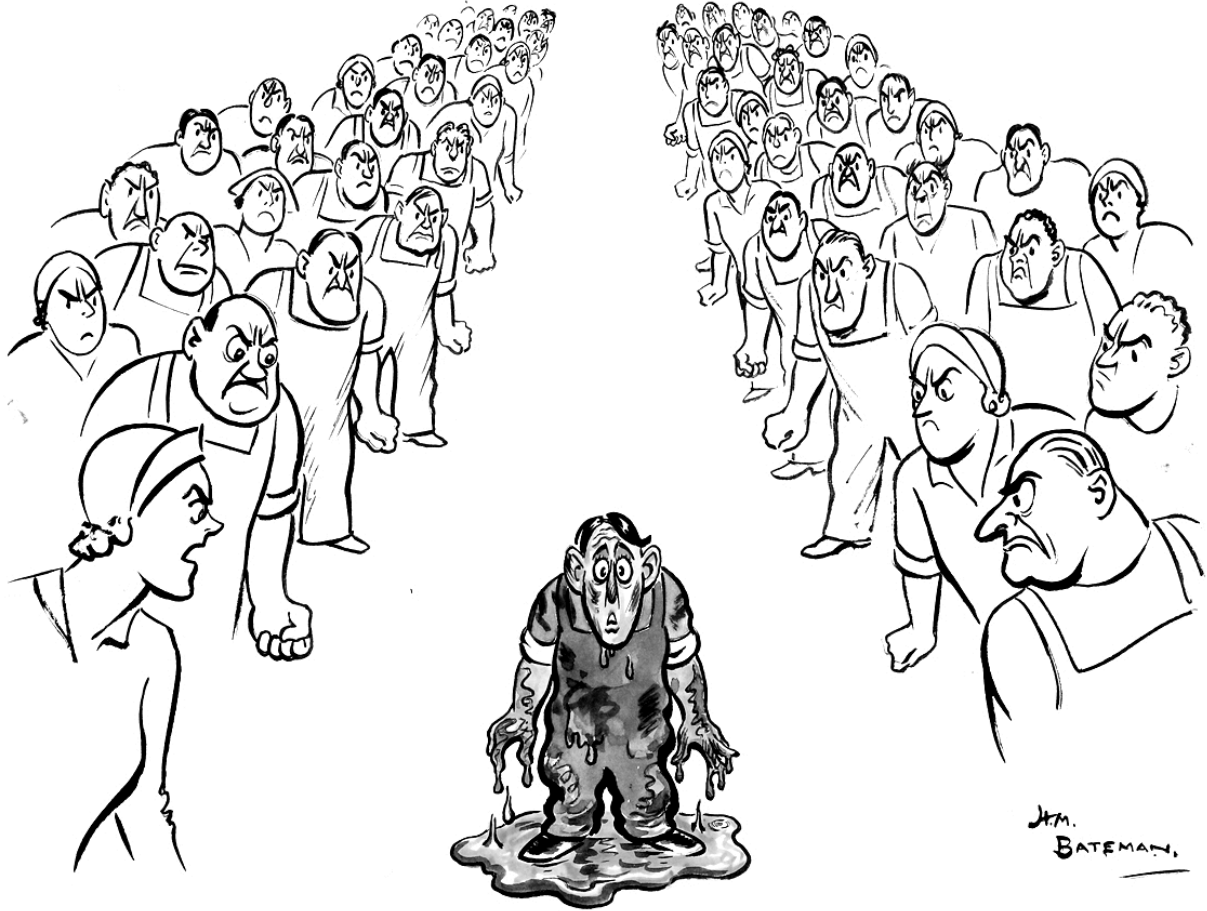
Cops have a shape and a size of 1-8.

Size is just how intense a cop they are. Shape is rolled on the table below.



1-2	Jawbreaker (Bodkin with a baton [b: 2 / v: d6-1])
3	Houndmaster (with [size #] dogs)
4	2 Jawbreakers (see results for rolls of 1 and 2. Combine them)
5	Gravegroveler (Person Who Kills The Turkey on Thanksgiving with [size #] gourds that need some oil)
6	Houndmaster (with [size #] dogs) (the human kind)
7-8	Elite Jawbreaker (Bodkin with [size # /2] names.)

THE MAN WHO WASTED PRECIOUS OIL!



DON'T WASTE OIL

- NOT A DROP - NOT A SPLASH!



THE WORKER WHO LEFT THE *LIGHTS* ON!



J.M. BATEMAN.

BE

WASTED GAS!

THE MAN WHO WOULD NOT CLOSE THE DOORS



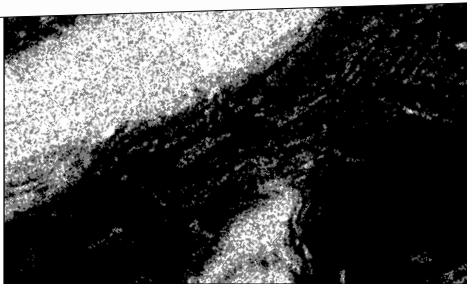
J.M. BATEMAN.

DON'T BE FUEL-ISH



J.M. BATEMAN.

DON'T BE FUEL-ISH



GAINING NAME ABILITIES

NAMES

Anyone who truly understands power knows that it lies not within oil or steel, but **names**. There are three known ways to gain a name:

- I. **killing a Demon**
- II. **drinking an angel's tear**
- III. **buying one off an XP Mage.**

If this is your first time gaining a name, you also gain two identical pieces of jewelry; one a marker of the magic of names, and the other a demon in disguise that will attack anyone who removes the jewelry.

Every time you gain a name, it comes with an attached ability. The name and the ability are **inextricable**. Keep track of the chain of names you've had and what abilities are associated with witch names.

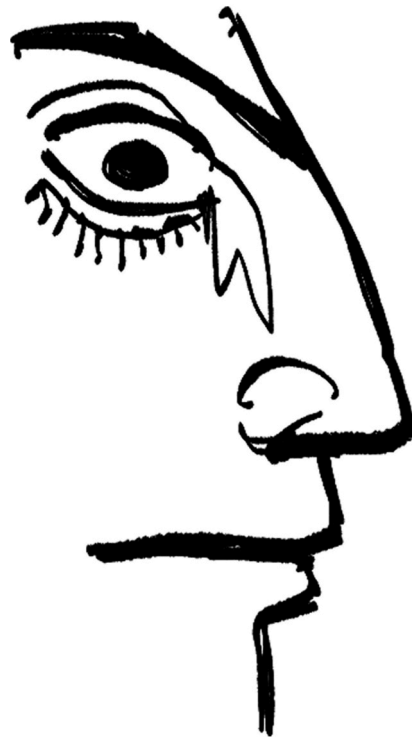
When someone **says any name of yours** except your most recent one, you **lose access** to the spoken name's ability, and all names/abilities earlier than that one in the chain. This lasts for an hour.

...And give me to be of many names, that Phoebus may not vie with me.

- Callimachus

TIP: HOW TO ROLL A d66

To roll a **d66** (like you may do on the GENERIC ABILITIES TABLE to see what ability you've got), roll 2d6 and read them left to right. So 2 and 4 make 24.



Impression Of An Angel's Tear
Bianca Cutright

MEES &

GENERIC ABILITIES TABLE

11	[Absolution]: You may remove any amount of sin from another target you're touching and gain that amount of bad luck. You can't do this again until your bad luck is spent.	22	[Extra Life]: When you die, your body immediately disintegrates and a new alive one forms in the last place you slept. You then lose this ability.
12	[Assassin]: Creatures that have not perceived you within the last hour can't hear you, smell you, or feel you nor any damage that you might do to them.	23	[Fiery Wrath]: Weapons you wield automatically catch on fire. Add 1d6 to each of your attacks (this is the fire).
13	[Accurate]: Whenever you attack, increase that attack's boom by 1.	24	[Fire Breathing]: You can breathe fire at anyone near you. This attack has Boom [2 + how many names you have] and value d6. You can't breathe fire again until you consume a liter of oil.
14	[Adaptor]: When you touch someone who has an ability from a name, you may gain that ability for an hour, and lose this ability for the next 24 hours.	25	[Flying]: You can move in any direction or just hover.
15	[Bulky]: Physical attacks against you have "-1" at the end of their value.	26	[Giant]: You grow 1.5 times larger and increase your Body by 2.
16	[Cog Fiddler]: You may send your mind back five seconds in time, undoing all that occurred, for the low low price of 1 Sin.	31	[Hexing]: When you touch someone, you may have them gain 1 bad luck that must be spent ASAP.
21	[Deduce]: At any time, you may roll your Ego and become aware of all the goings-on of a played-out scene that your current character was not present for. This can be as simple as what two characters talked about when they were whispering an aside, to knowing all the preparations someone made before meeting you for a warp.	32	[Hubris Blades]: You may empower your weapons and add "+2" to the end of their value. If your Hubris Blades strike someone who also has [Hubris Blades] , decrement your Ego four times.
		33	[Interception]: You gain an interception point. At any time, you may cash it in to interrupt and attempt to do something. Regain your interception point 24 hours after using it.

GENERIC ABILITIES TABLE CONT.

34	[Lock]: You may roll your ego and freeze a target person or object you can see/feel in place. The target remains totally fixed for 10 seconds, and is impervious to damage while frozen.	45	[Quickdraw]: When rolling to see if you're able to attack first, your Yare is equal to 1 + the Yare of any creature without [Quickdraw] in your presence
35	[Love]: You can't be damaged by creatures with the [Hubris Blades] , [Assassin] , or [Love] abilities. Kissing a Bodkin you haven't kissed before removes all of both of your wounds.	46	[Scan]: You may roll your ego and ascertain all of the abilities that a target you can see/feel has.
36	[Metamorph]: You may transform into any species of non-monster animal you have seen before. This lasts for an hour.	51	[Shovel]: You may teleport any soil you can see to any other place you can see at a rate of 1 liter per second.
41	[Munitions Master]: Projectile weapons you wield always have ammo already loaded, magically appearing when needed.	52	[Small]: You shrink to half your size and increase your Yare by 1. You are assumed to be able to fit inside of all cramped spaces unless it's absurdly small.
42	[Phase]: You may roll your ego and become incorporeal for the next 30 seconds. While incorporeal, you can fly. If you would re-appear within a solid object, take an attack with boom 2 and value d6, then get shoved into the nearest occupiable space.	53	[Summon Goblin]: You may summon a goblin under your control. It has one ability and one addendum. You choose the ability, the Baron chooses the addendum. You can only use this if you have had no living goblins for 10 minutes.
43	[Psychokinesis]: You can move shit with your mind like you're holding it (use Zeitgeisthood). If you are not a Psionic, roll your Ego every time you use this.	54	[Thing Detection]: Choose a type of physical thing (fire, oil, Bodkins, etc.) when you get this ability. You are always aware of such a thing when it's near you.
44	[Predict]: You can ask any player a yes or no question about their character's thoughts. They must answer truthfully, and you roll your Ego. If you are not a Psionic, roll your Ego a second time.	55	[Thing Protection]: Choose a type of stuff (metal, wood, fire, etc.) when you get this ability. Attacks against you using that kind of stuff are automatically negated.
		56	[Timeless]: You no longer age.
		61	[Tool]: Your hands may shapeshift at will into any sort of tool you could find in a hardware store.

GENERIC ITEM TRAITS

62	[Tracker Tracker]: You can always tell whether you or someone in your presence is being watched.
63	[Unstoppable]: Damage you deal can't be reduced or prevented.
64	[Wargate]: You can roll your Ego and create a dimensional seam, summoning a person you know from any dimension. Unless you're a Psychopomp, you roll your Ego a second time.
65	[Warp Speed]: Your speed is equal to 5 + the speed of any creature without [Warp Speed] you can see.
66	[Wide Diet]: All food counts as scrumptious food to you. You cannot be poisoned nor suffer adverse effects for eating spoiled food.

[Durability X]: When this item is cracked, it loses this ability and gains **[Durability X-1]**.

[Durability 0]: When an item gains this trait, it breaks and ceases to function.

[Hard X]: When this item would be cracked, it gets cracked X fewer times.

[Fragile X]: When this item would crack, it also cracks X additional times.

[X Proof]: This item cannot be cracked by X.

[Grants X]: The wielder has ability or addendum X while this is equipped.

[Slippery X]: Attempts to hold down or grab this item have challenge X.

[Requires X]: if X is not met, the item goes dormant.

[X Detection]: This item does something to indicate when it's near X.

[Protection X]: Attacks against the wielder/wearer of this item add "-X" to the end of their value (so like d6-1 rather than d6). (Applies to most armors)

[Protection from X]: Attacks using/coming from X against the wielder/wearer of this item are automatically negated.

[Clunky X]: Attempts to do something quickly while equipping this item have challenge X. (Applies to most armors)

[Cursed X]: When someone uses this item, they gain X bad luck.

[Hex X]: When someone is harmed by this item, they gain X bad luck that must be spent ASAP.

HIRING MEAT

RATES OF WORK

Sometimes your piss poor crew isn't enough. Whoops, typo; that "Sometimes" wasn't supposed to be there. Obviously, it can be useful to hire more folks. Here are the typical rates between classes:

Bodkins, People who Kill the Turkey on Thanksgiving, Rotapriests, Goblins: may charge by certain tasks such as murder, creating an item, oil detection, carrying oil, etc. These tasks are priced by their risk, ease, and frequency over the course of the job. For example, a Bodkin might charge 50₀₀ per murder if it won't be so frequent. A PWKTTOTG might charge 1₀₀ per liter of oil they carry back, if they think they'll be carrying lots.

Managistrates: Want a return on any initial investment they make. If a Managistrate invested 100₀₀ into the mission, they'll want a guarantee of the first 150₀₀ made on the mission, and then at least an equal cut of all further profit.

Psychopomps: The cut of a Psychopomp is always oscillating between asking for everything (I'm the only one that can get us back!) and being useless (if you already got us here, what do we need you for?)

Many Psychopomps also call themselves **taxis**. Taxis do not join parties on missions to the Plerorealm, but teleport them there and then immediately go back to the tavern. In certain areas of the Plerorealm such as Rotapriest monasteries and some far-flung Earthling outposts, Psychopomps wait to taxi passengers back- an invaluable service to the lost. A taxi usually charges 10₀₀ per person per warp.

JFK: Some equal fraction of profits; JFK doesn't serve a specific role in a mission so much as he brings stability to its mechanisms.

Prances: See the Managistrate's cut. Most tavern-goers literally don't know Prances are different from eccentric Managistrates, and Prances like to keep it that way.

Meat. They're made out of meat.

- Terry Bisson

HOUNDS

Hound Masters typically charge 50₀₀ for each hound, but may charge up to 80₀₀ for a particularly powerful Bodkin or Rotapriest. They might add up to 300₀₀ for each Psionic power their Hounds have, depending on the severity of the ability.

All costs scale up for bigger jobs.

Hounds usually come with collars, leashes, kill-switches, and the Hound Master's customer service phone number.

TRAVEL

HORSES

All horses have great strengths far beyond that of any mortal. When horse and rider are one, the power deep within a horse spills out. Horses will manifest abilities based on sharing Myers-Briggs Personality types with their rider. For each of the following traits you share, your horse gains the corresponding ability:

Introversion or Extraversion:

[Warp speed]

Sensing or Intuition:

[Predict]

Thinking or Feeling:

[Love]

Judging or Perceiving:

[Psychokinesis]

Sharing one or fewer types will lead to an immediate bucking. A perfect match gives the Horse **[Flight]**.

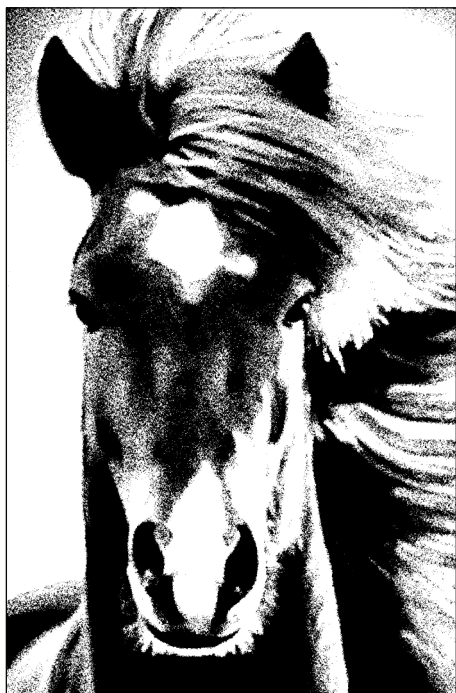


Photo of the mightiest horse in the multiverse: Broncus P. Stagivarius

WARPING

Warping is the art of traveling from one dimension to another. It requires both the literal magical ability to warp and a destination to warp to; always done across a dimensional line. You can't warp across the tavern, but you can warp to another world.

The warper chooses their destination by examining the "**planar nodes**"; any warper may sense the planar nodes at any time. Each planar node leads to a different destination within the Plerorealm. Most nodes are caused by the alignment of **constellations**, and there are usually one or two constellation nodes open at any given time.

Another type of Node is a **Hopper**. A Hopper is a magical amphibian that's nearly indestructible. If one knows the name of a Hopper, they may warp directly to it. Hoppers are often given very obscure, long or strange names, and many are in deadly locations, so it isn't suggested to just guess.


If you're in the Plerorealm and want to warp back to Earth, Planar Nodes are not advised (as 99% of the time you will end up in the freezing tundras of the outer world), but each oil tavern has at least 1 Hopper whose name is widely disseminated, often sharing the name of the tavern itself.

But Warping is a long, treacherous journey contorted into a psychedelic New York minute. All but the warper **rolls Ego** when they warp. If you roll 5 or lower, you then roll an effect on the **WARP SICKNESS TABLE**.

WARP SICKNESS TABLE:

These are effects that your character merely imagines; but by God, in the moment, they're more real than the ground under your feet. Each effect can be shaken if either opposed by others or left to play itself out for a while.

- 1** Someone far off is calling your name.
- 2** You'd better not get wet, 'cuz if you get wet, you melt.
- 3** You can't get this damn snake out of your mouth!
- 4** You can't find your tail! Damn thing is hiding somewhere!
- 5** Your father's face is in your peripheral vision but never clear enough to make out.
- 6** You're still warping. We'll get there any minute.
- 7** A car is coming to hit you. Not sure where or how, but it should be here really soon.
- 8** What were you thinking? Money is fake. All of this is fake. You need to go fishing or something.
- 9** The floor is lava.
- 10** You feel fine. You do not understand what numbers are for the next hour.
- 11** Who are all of these people near you? Come no closer.
- 12** You might explode if you don't tell someone a really deep secret within the next five minutes.
- 13** The next person who talks to you is your boss-for-a-minute. This is not a game.
- 14** You don't believe anything for the next ten minutes.
- 15** You find a strange man in your pocket. He is... suspicious, but he claims to know where lots of money is.
- 16** A random sense of yours is shut down for the next five minutes.
- 17** The only thing that could make the oil near you any better is if it were on fire.
- 18** You forget how to work your body. You are paralyzed for sixty seconds.
- 19** You don't know why or how but you've already stabbed someone. They gain 1 wound.
- 20** You are in a dream. All of it is a dream. But how to wake up? 'Tis simple; die.

A high-contrast, black and white photograph of a large crowd of people, possibly at a political event. The image is heavily stylized, with deep blacks and bright whites, creating a grainy, almost abstract effect. The people are packed closely together, and their features are partially obscured by the high contrast. The overall mood is one of a significant, perhaps chaotic, gathering.

We had a word for
something like this. When
the trip shook you up so
much that time itself
seemed to slip through your
fingers. But it was nothing
compared to a bad warp.
- Gerald Ford

Edited by Elroy Elroy

WARP
INGW
ITHY
OURE
YESO
PEN

The definitive text on
the new school of warping

Featuring:

Duke Travesty · Titanya
Forth Withright · Skipra
Achebe · Chef Moxley ·
Paulie O. Oxenfree · V ·
Delphi Mcmogul · Iskie
Bisnis · Buttercup Flake

Warping
With
Your Eyes
Shut

vol. XXXIV

Bigs Champaigne Jr.

PSIONICS

WHAT ARE YOU?

If a player doesn't ask about psionics, they don't have one. Tell them it's not possible. That they'd just be hounded by the Jawbreakers. If they persist... show them this:

While making your character, you may roll a d100. Upon a roll of 30 or lower, they gain a psionic ability. You become a Psionic whenever you gain your first **Psionic ability**.

Psionic abilities are quantum, indeterminate until use and non-existent unless perceived by another.

Until you **use your ability** for the first time in-game, we **don't know** what it is. No one even knows what you're capable of. But then, at any time, you may declare that you are using your psionic ability.

If it's for the first time, **pitch 2 different abilities** (any sorts of abilities so long as they are each reasonably different) to the Baron. They don't have to be written out fully in the moment, but their jist and effect must be in place. The Baron chooses one ability for you to have and one for your psionic opposite to have.

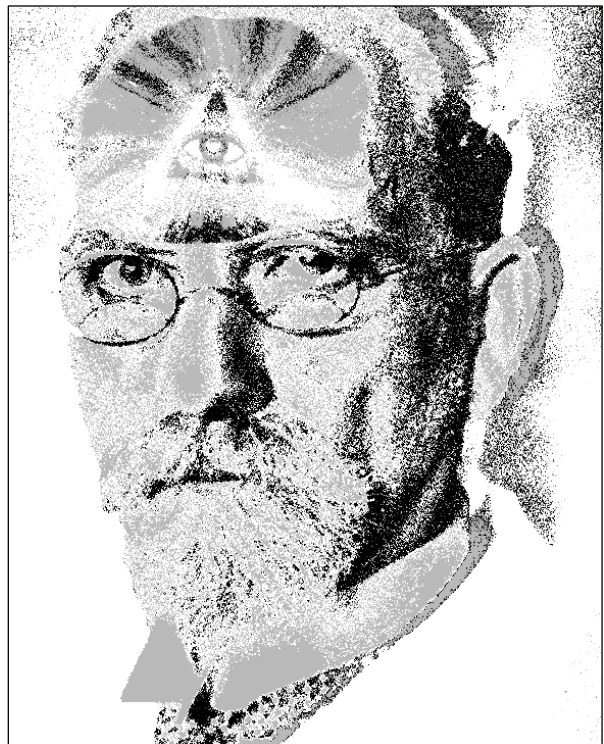
Your **psionic opposite** is a person who is out there somewhere, opposed to you in every way. It is fate that you two should meet or otherwise die unnatural, premature deaths.

Each psionic ability is also given a **severity** from 1 upwards. Whenever you use your psionic ability, roll your Ego and roll on the FREAKWENCY TABLE (d66) a number of times equal to the ability's severity and take the highest outcome.

I am the mind freak

- Criss Angel

FREAK- WENCY TABLE:



11	You emit an inaudible radio signal.	41	A local raving soothsayer has a vision of you using your Psionics.
12	The snow outside your Oil Tavern acts obviously unnaturally.	42	Your blood is green for the next 2 days.
13	Alchemization of a vanishingly small portion of nearby metal into radioactive isotopes.	43	You make a loud incriminating sound.
14	Graffiti depicting you using your Psionics appears in your Oil Tavern.	44	An effigy of you appears in someone's pocket.
15	You do not appear in reflections for the next 24 hours.	45	The nearest 50 liters of oil to you turns to water.
16	1d6+1 people within earshot of you roll on the warp sickness table.	46	All your shit becomes green.
21	Your hair permanently starts growing a wildly different color.	51	You sweat syrup for the next 24 hours.
22	An overpowering stench emits from the site of your ability's use.	52	A nearby object explodes.
23	Your latest tavern ID card says 'psionic' where your signature should be.	53	You emit a dog whistle for the next ten hours.
24	All psionics within 3 kilometers of you roll on the warp sickness table.	54	Your name and address are faxed to your local Jawbreakers without context.
25	Noticeable increase in local area's temperature.	55	Gain a d8 SD. Every time you start a conversation, roll this SD. When it runs out, you must tell whomever you're talking to that you're psionic in certain terms.
26	Someone you care about dreams of you using your psionics ability.	56	Water you touch turns to blood for 24 hours.
31	The last place you slept erupts into flames.	61	Everyone gets a mysterious, incriminating phone call.
32	Your name and face briefly appear on a revelroom television screen.	62	A plague of locusts emanates from you.
33	Incredible inexplicable light patterns flare around you.	63	Summon 1d6 goblins who try to tell everyone you're psionic (they only speak goblin).
34	You must tell the next person you talk to that you're a psionic or else you gain 1 sin.	64	Your psionic opposite learns your name and face.
35	All electronics within 1 kilometer of you shut down for ten minutes.	65	Every mirror in your tavern breaks. You are always in one of the reflections.
36	Widespread earthquake centered on you.	66	Grow a permanent physical mark of psionicness.

THE BA

DARK

ARON'S PAGES

Other players may not
cross this sacred line.

Unless they really want to.



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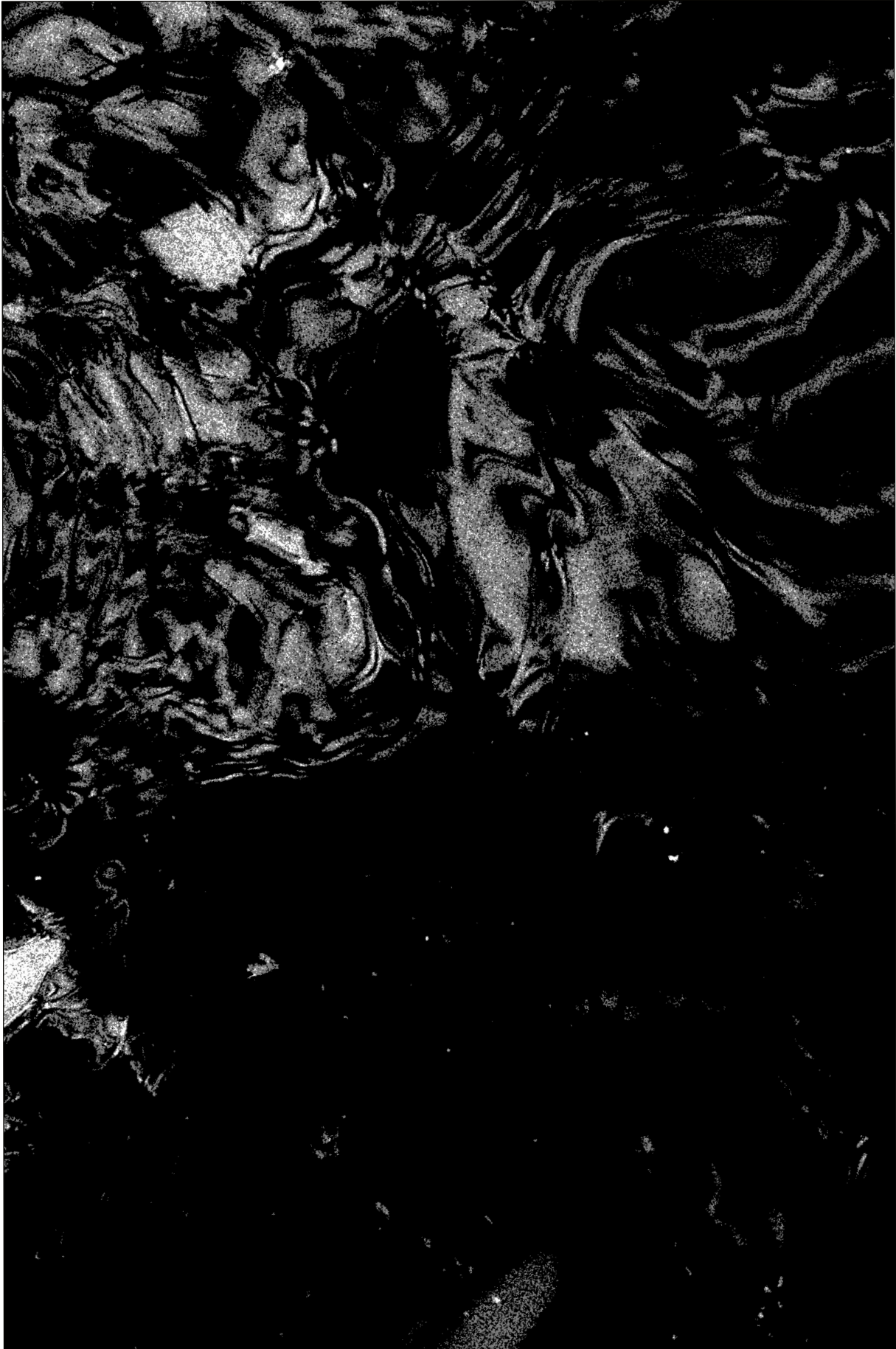
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ADVICE FOR

MALICIOUS TECHNIQUES FOR INSIDIOUS GAMEPLAY

Remember: it is almost always a cut-and-dry good thing for all players if they cooperate to make it through a predicament together. **DISCOURAGE THIS** with every power you possess. Make each of them **NEED** the money- and make the amount of money they need more than they could get if they shared.

Some threats: *Loan sharks will kill their partners/family. Their place will get burned down. Their prized possession will be destroyed/stolen. An illegal past of theirs will be revealed. They will straight up get killed.*

When constructing encounters for a given episode/session, consider that there are essentially 2 types of enemy in **GREED**: Tavern-goers (*who are negotiable, like-minded, and want the money you have*) and Pleroites (*who tend not to speak your language, might be literally a wild animal, and have no use of your oil save as water or scenery*).

These are two distinct flavors of encounters; Pleroites being obstacles to sneak past or otherwise thwart with brawn or wits as you often find them in their natural habitats, and tavern-goers being threats with similar tools, intelligence, and goals to yours.

To maximize the effects of both types of encounter, try to choose one of these two flavors to make the 'main flavor' of a given episode, and only sprinkle in the other for effect and contrast.

BARON'S PRINCIPLES

- I. Leave nothing empty
- II. Enjoy the characters
- III. Lean into opportunities for interesting choices

WAYS TO MAXIMIZE SUFFERING

- **Separate** the group
- Put someone **on the spot**
- Call attention to a **future threat**
- **Advance** a threat
- **Tax**, fee, and Tariff
- **Ask** them all a new question

THE BARON

WHAT'S EATING THE SICKOS?

When your players don't make characters with quite that dog in them—whose greed knows some wordly limitations, or who have become complacent— it's time to figure out what might be eating at them. What can light a fire under their ass and make them want (*na*, *demand*) more than their fair slice of the pie? There's nothing less dramatic than a 50/50 split.

Villains are useful to activate here; people who directly affect the players but may not even know about them. Like a Jawbreaker captain, a Managistrate investor-lord, a crime boss, or even a more wealthy adventuring party. These sorts of antagonizing forces in the tavern can give players something to work towards (someone to kill or rob), and light their fire in other ways by:

Demanding they pay an exorbitant protection fee (for them or their loved ones).

Coming after them unless they pay off a large debt (monetary or otherwise) very soon.

Providing handsome rewards for ratting on the rest of the party.

Because of this game's structure, villains in Greed can get away with killing the players (directly or otherwise) probably multiple times before they're even in danger of a confrontation. A great way to keep the blood hot and the drama high is to have this villain's goons or machinations come up multiple times as obstacles.

DARK QUESTIONS TO ASK DURING CHARACTER CREATION

At the end of character creation, ask each player the following question:

Who do you know? Give us up to three (but at least one) new character ideas or *pre-established* NPCs that this character is well acquainted with. You can also to pick other players' characters, dead or alive, the point is that you know *someone*.

At the beginning of each further session that a character survives, ask them the next question from the following list, starting from the top:

What is the nature of your birth? Are you from a distant Oil Tavern? A Clone of someone, ancient or otherwise? Or did you slide out in your father's suite?

Any fears? Is it something common like spiders, heights, needles? Maybe it's a particular scenario you fear; Waking up under water, Being boiled in acid, giving a speech. It could even be a person.

What's one belief you hold and another false belief you hold? From philosophies to astronomies to how others feel about you.

What do you suppose will slake your greed? How much oil? How much power? After you get this, you think you'll be able to rest easier.

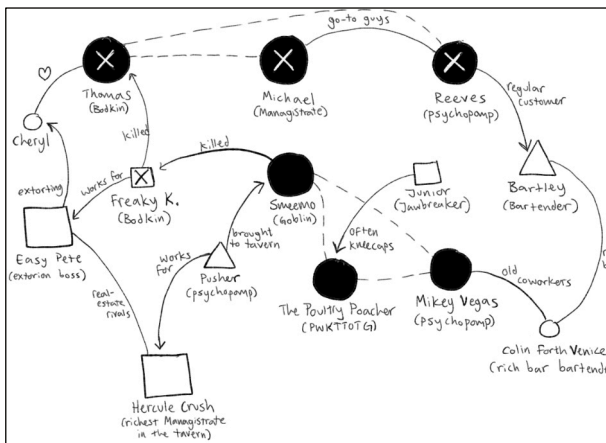
How far would be too far? What wouldn't you do to achieve your goals? Or does nothing stand in your way?

What will you have lost once this is over? Your shoes? Your pride? Your life?

POPULATING THE TAVERN

Making a tavern feel lively and moored in a thick spider web social connections is easy; it only takes time. To start, you only need a couple characters to make the tavern not *entirely* empty. Don't worry about the rest yet. These are your bartenders, classic psychopomps, shopkeepers, etc. The point is: don't sweat it too much!

When your players answer their first question (who do you know?) jot their answers down. Make a web with their answers. Watch how it expands, add connections where you see them. After a session or two, it might look something like this:



Already we see the tavern becoming unruly and dense with characters. Encourage players to double up when they make new characters and connect themselves to people we already know if possible. Soon, your map will be vast, and can provide many opportunities for fun interactions across different character-generations.

ROTAPRIESTS

Playing with this class is like playing with fire, and is there anything more fun than fire? Here are some examples and guidelines to help out with controlling your priests, for they have theoretically infinite power:

First: be more **binary**; the miracle occurs or it does not. Perhaps on a partial success the next attempt is easier, but it doesn't "do the thing". Make use of precision rolls.

Second: add **challenge X** to the roll based upon how much they are asking for. The more it is, the more challenging it should be. Here are some examples by spoke:

Serenity: Always consider how long something will be maintained. Keeping a candle lit until someone snuffs it might not be challenging. Maintaining your lifespan forever might be something like 10. Keeping a room hot against encroaching outer cold might be 2 or 3.

Passion: Specificity is the measure most often used for this spoke. Recreating a face perfectly might be a challenge 1. Projecting an illusion to a crowd might be 2. Revealing the location of the arche is past 10.

Zealotry: The difficulty in creating through the Wheel is proportional to its difficulty normal style. A new sandwich or hat wouldn't beget challenge, but creating a magical item would be around 2. Intangible creations are trickier, but can be judged by their impact; Creating a new song is going to be far easier than adding a whole new spoke to the Wheel.

Sorrow: Destruction is measured by its regular difficulty. Offing a few goblins might not be over more than 1, but killing people, Negotiators? Erasing memories? These all should be judged precisely around the scenario.

Lastly: have the rotapriest **roll Ego** when they try something particularly hubristic. They are not gods, but priests.



LOCATIONS IN THE PLEROREALM

To aid you in building out your Plerorealm, here are some ideas as to locations that define the areas therein (d66) and the creatures that inhabit them (d66 but to the right)

Remember that there is no sky nor earth in the Plerorealm, so things can infinitely be above and below as well as adjacent to one another.

The Plerorealm is a nigh-uninhabitable wasteland to colonial humans, and it wants to see their heads on picts or their oil in local hands. To move through the Plerorealm is first and foremost a challenge of navigating its incalculable, unknowable social and spatial intricacies long enough to get your treasure and abscond.

The Plerorealm doesn't always come at you with a kill-on-sight enmity, but rather a 'watch where you fucking step' minefield.



11	Goblin caves	11	Goblin tribe
12	Salt lake	12	Plerofreak nomads
13	Forsaken temple of Razdar	13	Imp nest
14	Gas-geyser pits	14	Mollusk knight watchmen
15	Rotapriest monastery	15	Vermin colony
16	Horse pastures	16	Phantom travelers
21	Sulfurous jungle	21	Razdar cult survivors
22	Oilfruit grove	22	Crazed once-tavern-goers
23	Lake of burning oil	23	Itinerant gourmands
24	Hidden pleroite church	24	Territorial wolf-hounds
25	All-purpose oubliette	25	Land-bound ghosts
26	Slippery tube tunnels	26	Migrating huge birds
31	Damned colonist's oil plantation	31	Plerofreak merchants
32	Screamstress' maze	32	Hypercentapede cluster
33	Haven of hiding psionics	33	Tricyclops
34	Busy train yard	34	Semi-sentient machinery
35	Towering air-duct silo	35	Mollusk knight explorers
36	Oil-puddle marshland	36	Lotus-eaters
41	Struggling plero-tavern	41	Angelic choir
42	Facility of fell sciences	42	Stealthy large cats
43	Angel's impregnable commune	43	Lost tavern-goers
44	Impish oven town	44	Plague-swept isolationists
45	Thriving Plerofreak village	45	Ever-searching screamstress
46	Forgotten library	46	Free-roaming Horses
51	Pleroite business district	51	Blitzdrachen
52	Palace of the council of goblins	52	Paranoid spies
53	Pleroite battlefield	53	Free-trading Negotiator
54	Blitzdrachen dens	54	Flock of pegasuses
55	Nightclub that wants you dead	55	XP Mage's secret council
56	Undersea castle	56	Bloodsportsmen
61	Tricyclops island	61	Valkyrie warriors
62	Demon volcano chute	62	Goblin circus
63	Psionic prison	63	Sea Queen's court
64	Biomechanical oil refinery	64	Plerofreak tavernite hunters
65	Heavily fortified plero-resort	65	Pleroite army
66	Twisted reality; evidence of the arche's passing	66	Free demon

MAKING YOUR OIL TAVERN

There are some things you gotta include in your tavern:

At least one **revelroom** where people may eat and drink to their heart's content. Ideally 2 or 3 for variety. Surely not all classes mingle in the same tavern.

At least one **general store**. Sells basic hardware appliances, oil vestibules, etc.

A **public market** where anyone can sell their random wares.

A **smith/tinkerer**. Sells weapons, repairs mechanical devices, etc.

A **real estate firm** where you can purchase or rent out living spaces.

Stables, where the just barely not-homeless live. Also horses.

Residential areas for single room, double room, single-family home, and larger apartments.

A **Jawbreaker Lair** where they train, sleep, shit, and wait to fuck around.

An **engine room** where people can deposit oil into a large chute leading to the oil reserves

Pepper **MATMs** throughout.

Remember to put the tavern's Hopper(s) somewhere! They will be a hub for gatherings as people teleport in.

The rest, listed to the right, are suggestions to get the blood flowing up your brain.

- 11 The pound (for dogs (human))
- 12 Dungeons
- 13 Organized criminal headquarters
- 14 Foolproof airlock to the outdoors
- 15 The pound (for dogs)
- 16 Knockoff brand store
- 21 Pharmacy
- 22 Maintenance crew headquarters
- 23 Casino
- 24 Cell phone store
- 25 Dingy inn for travelers
- 26 Payphone depot
- 31 Travel agency
- 32 Hireling guild
- 33 Stock exchange
- 34 A fine dining establishment
- 35 Private investigating offices
- 36 Metallurgy guild
- 41 Temple
- 42 Youth education facilities
- 43 Hall of presidents/shareholders
- 44 Weird animal menagerie
- 45 Estate sale shop
- 46 Chandler
- 51 Rental storage units (bulletproof)
- 52 Event space
- 53 Contract assassin guild
- 54 Unscrupulous research facility
- 55 Book/research store
- 56 Customs agency
- 61 Newspaper offices
- 62 Art gallery
- 63 Hospital
- 64 Greenhouse
- 65 Higher education facilities
- 66 Dedicated XP Mage den

MAKING **G** MONSTERS

Accursed creator! Why did you form a monster so hideous that even you turned from me in disgust?

-Mary Shelly

Mrs. Shelly makes it sounds scary, but it's really easy: pick a monster **template**, choose or roll its **abilities** from the GENERIC ABILITIES TABLE, add their **addendums**, consider adding some stuff of your own, then send 'em out into the chaos.

You may also choose abilities and addendums from the **secret abilities** list. It is so secret I can't show you, but it includes crazy things like invisibility and invincibility, all the 'bilities. Hopefully you have a copy of that one yourself. All monsters also have the **[Monster]** ability.

ADDENDUMS

Addendums are limiting tags added to the abilities you choose for a creature, or plain old weaknesses. They include:

[If X]: If X is true, this ability works. Otherwise, it doesn't.

[If Not X]: If X is not true, this ability works. Otherwise, it doesn't.

[Phobia X]: When presented with X, this monster must flee or roll Ego.

[Weak against X]: This creature takes double wounds from X.

[Bounty]: When someone takes out this monster, they gain 1 XP.

[Coward]: If one of this creature's allies has been killed, it will flee.

GOBLIN. <i>The little green men that scuttle and scamper.</i>			
Boom: 1	Value: d4	Ego: d4	Speed: 5
Body: 1	Haut Monde: 0	Zeitgeist: 0	Yare: 1
Abilities: 1		Addendums: 1-2	

Innate abilities:

[Threshold 1]: This monster dies after gaining 1 wound instead of 5.

[Fireproof]: When a Goblin is attacked by fire, they may negate half of the dice rolled (of their choice), rounded up.

IMP. <i>A wee little fire thing.</i>			
Boom: 1	Value: d4	Ego: d4	Speed: 6
Body: 0	Haut Monde: 0	Zeitgeist: 0	Yare: 2
Abilities: 1		Addendums: 1	

Innate abilities:

[Fireproof]: When an Imp is attacked by fire, they may negate half of the dice rolled (of their choice), rounded up.

[Limits]: Imps ability may only be spent on **[Hexing]**, **[Flying]**, or **[Fire Breathing]**.

PLEROFREAK. <i>Those arche-changed magic humanoids of the Plerorealm. As diverse as the Plerorealm is vast.</i>			
Boom: 1	Value: d6	Ego: d6	Speed: 5
Body: 3	Haut Monde: 1	Zeitgeist: 1	Yare: 2
Abilities: 1		Addendums: 1-2	

LEE HARVEY OSWALD. <i>The man behind the rifle.</i>			
Boom: 2	Value: d6	Ego: d4	Speed: 5
Body: 1	Haut Monde: 1	Zeitgeist.: 0	Yare: 2
Abilities: 1		Addendums: 1	

Innate abilities:

[Not Really a Monster]: Lee Harvey Oswalds does not count as a monster to the abilities of monsters.

[Limits]: Lee Harvey Oswald's ability may only be spent on **[Unstoppable]**.

RAZDAR SUMMONLING. <i>What horror the Dead God has spat from the old sigils, still beconing, still alive!</i>			
Boom: 1	Value: d6	Ego: d4	Speed: 6
Body: 3	Haut Monde: 0	Zeitgeist.: 0	Yare: 3
Abilities: 3		Addendums: 3	

Innate abilities:

[Caliber 2]: This monster must die 2 times before it dies for real.

GHOST. <i>Whispers and shadows of your past, come to turn you inside out.</i>			
Boom: X	Value: d6	Ego: d6	Speed: 5
Body: 1	Haut Monde: 0	Zeitgeist.: 2	Yare: 2
Abilities: 1		Addendums: 0	

Innate abilities:

[Revenant]: X = the number of Sins that the target you're attacking has.

[Limits]: A ghost's abilities may only be spent on **[Hexing]**, or **[Flying]**.

SCREAMSTRESS. <i>A spirit wailing out to the ears she left in the land of the living.</i>			
Boom: 1	Value: d8	Ego: d6	Speed: 5
Body: 3	Haut Monde: 0	Zeitgeist.: 4	Yare: 4
Abilities: 1		Addendums: 2	

Innate abilities:

[Yell!]: As an action a Screamstress may shout, making an attack with boom 3 and value d4 to all creatures that can hear the scream.

[Deaf]: Screamstresses are deaf.

MOLLUSK KNIGHT. <i>Infantry of the space ocean's endless crusade.</i>			
Boom: 1	Value: d6	Ego: d4	Speed: 3
Body: 3	Haut Monde: 1	Zeitgeist.: 0	Yare: 3
Abilities: 2		Addendums: 2	

Innate abilities:

[Seaborn]: At the start of each turn a Mollusk Knight is in salt water, it loses 1 wound.

[Swimmer]: This monster's speed is doubled while it's swimming.



Severed head of a Mollusk Knight

SEA QUEEN. <i>Aquatic aristocracy spreading waves beyond the Horizon Coast.</i>			
Boom: 1	Value: d6	Ego: d8	Speed: 4
Body: 0	Haut Monde: 4	Zeitgeist.: 2	Yare: 3
Abilities: 3		Addendums: 1	

Innate abilities:

[Caliber 2]: This monster must die 2 times before it dies for real.

[Seamother]: At the start of each turn a Sea Queen can turn a Kiloliter of air she can sea into saltwater.

[Sealegs]: This monster has 5 Body in water.

[Swimmer]: This monster's speed is doubled while it's swimming.

BLITZDRACHEN. <i>A car-sized dragon with a lightning rod horn and light sleeping habits.</i>			
Boom: 3	Value: d6	Ego: d10	Speed: 8
Body: 5	Haut Monde: 2	Zeitgeist.: 1	Yare: 3
Abilities: 3		Addendums: 0	

Innate abilities:

[Caliber 4]: This monster must die 4 times before it dies for real.

[Chimeric]: A Blitzdrachen can only use one ability that you've chosen for it at a time. It's active ability switches when;

- It gains one or more wounds
- It ends its turn

TRICYCLOPS. <i>Big fucker with 3 eyes.</i>			
Boom: 3	Value: d6	Ego: d6	Speed: 3
Body: 6	Haut Monde: 0	Zeitgeist.: 3	Yare: 3
Abilities: 3		Addendums: 3	

Innate abilities:

[Caliber 3]: This monster must die 3 times before it dies for real.

[Threefold]: Tricyclops take three actions in a turn.

NEGOTIATOR. <i>A blood red skeleton in a suit with bright, colorful eyes.</i>			
Boom: 2	Value: d8	Ego: d8	Speed: 7
Body: 4	Haut Monde: 5	Zeitgeist.: 3	Yare: 3
Abilities: 1		Addendums: 1	

Innate abilities:

[Caliber 5]: This monster must die 5 times before it dies for real.

[MAD Man]: Negotiators may freely switch their eye's color between blue to red.

When a Negotiator dies for real with a red eye, their corpse explodes into a series of mental blasts, making everyone in its presence roll Ego eight times.

[Power Head]: Touching the skull of a dead Negotiator increases your Body by 1 or, if you're psionic, gain an additional psionic power, and/or, if you're a Magistrate, gain all innate abilities and addendums of a Negotiator. In all cases, the skull then turns to ash.

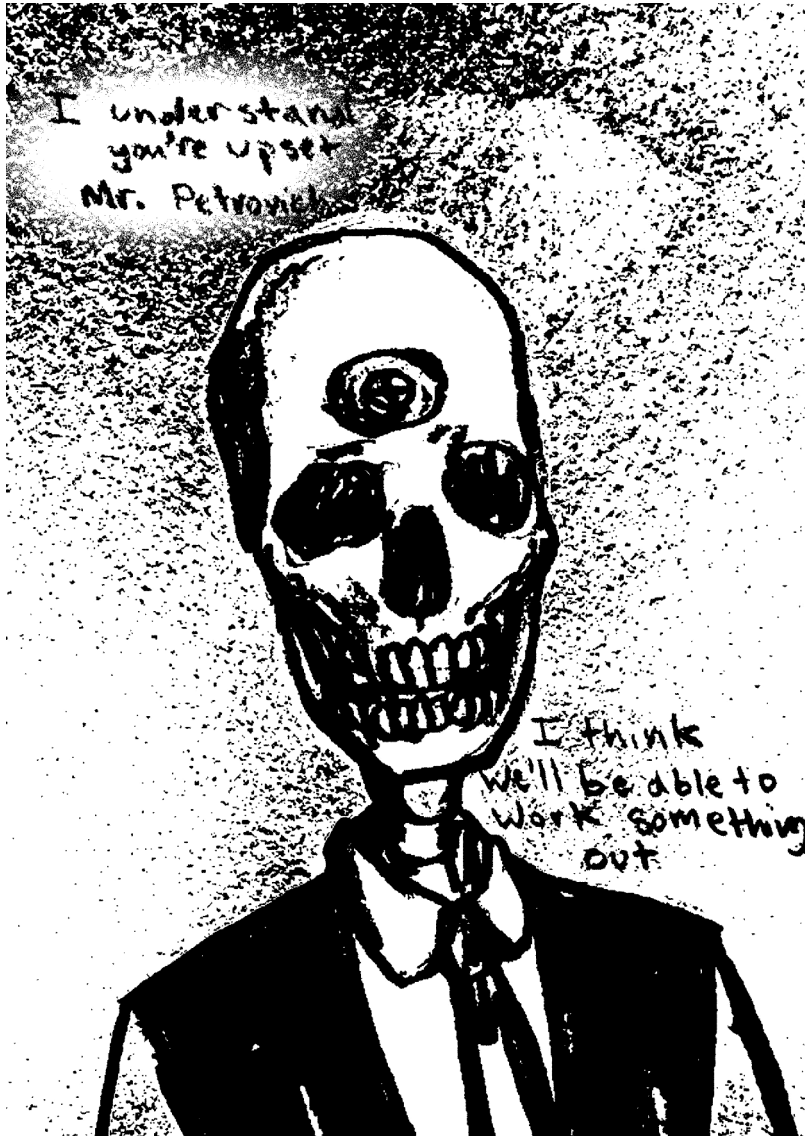


Fig. 1 (left): gallery piece by Grus Petrovitch, renowned post postmodernist painter.

Fig. 2 (right): photo of a Negotiator. Photographer's remains could not be identified.



ANGEL. <i>Be not afraid</i>			
Boom: 3	Value: d12	Ego: d20	Speed: 12
Body: 4	Haut Monde: 4	Zeitgeist.: 4	Yare: 4
Abilities: 7		Addendums: 0	

Innate abilities:

[Caliber 12]: This monster must die 12 times before it dies for real.

[Pure of Form]: When an Angel is attacked, subtract two wounds and one death from each die rolled against it.

[The Strong Shall Sleep Under Earth]: Bodkins near the angel can't breathe unless the Angel lets them.

[Godhead]: Angels have the powers of all Psionic opposites of Psionics it can see.



DEMON. <i>Be afraid</i>			
Boom: 6	Value: d7	Ego: d20	Speed: 0
Body: 10	Haut Monde: 3	Zeitgeist.: 4	Yare: 5
Abilities: 5		Addendums: 1-2	

Innate abilities:

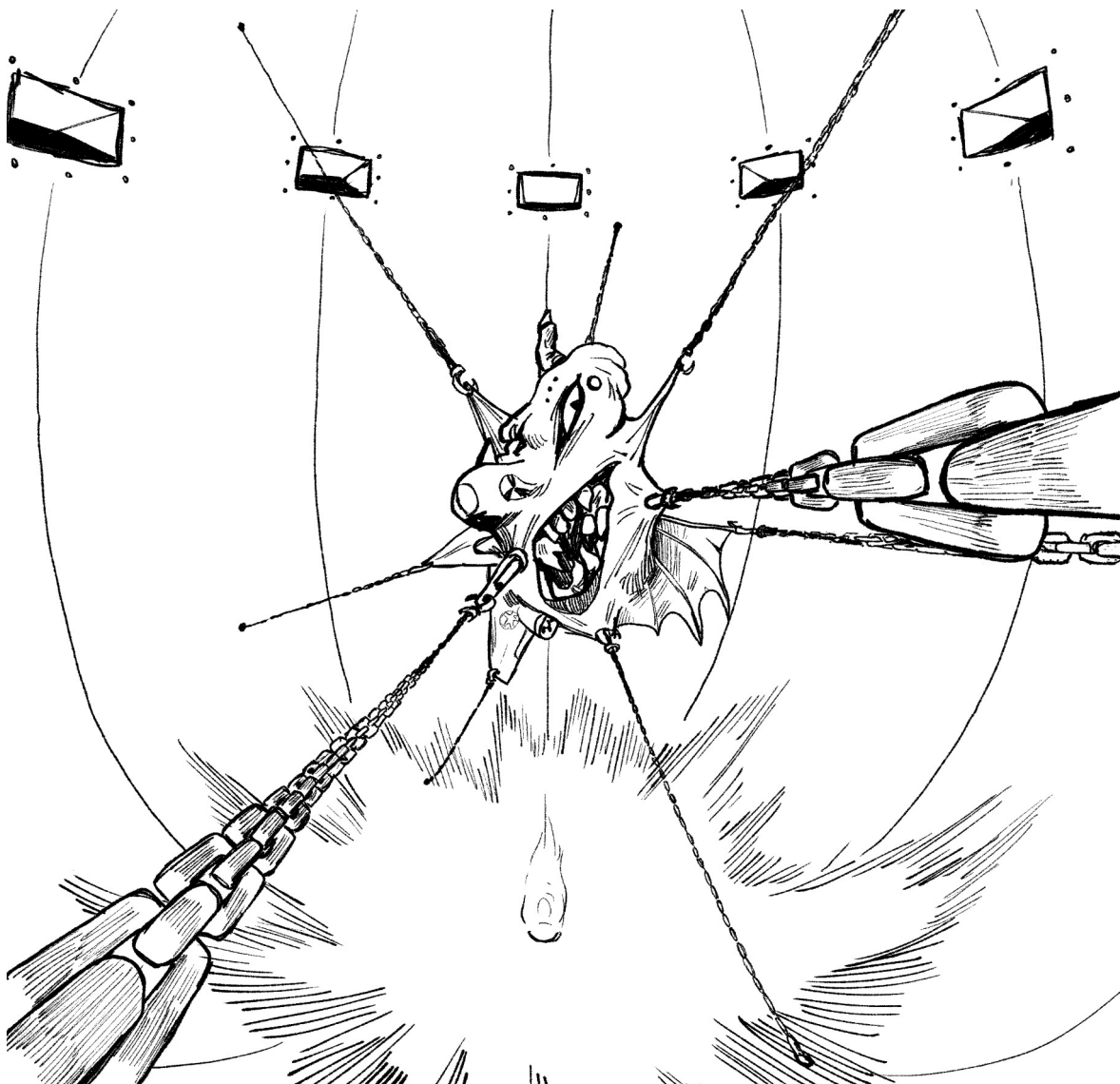
[Caliber 666]: This monster must die 666 times before it dies for real.

[Formless one]: Demons may take on any shape they wish to on their turn, and can change mass/size at will. This is how they move.

[Fire god]: Demons take no physical damage from fire.

[Immolator]: At the start of each Demon's turn, they may make an attack with boom 1 and value d20 against all creatures near it (using fire). This doesn't end its turn.

[Projenator]: When a Demon gives a target any number of wounds, it may choose to not deal that amount of damage and instead create that many Imps.



MISC

D44 HORSES TABLE

11	INTJ	Firing Line
12	INTP	Visionaire
13	ENTJ	Action This Day
14	ENTP	Shakleford
21	INFJ	Funny Clyde
22	INFP	Tiago
23	ENFJ	Frac Daddy
24	ENFP	Atswhatimtalkinbout
31	ISTJ	Sinister Minister
32	ISFJ	Regal Ransom
33	ESTJ	Song of the Sword
34	ESFJ	Watch Me Go
41	ISTP	Talk is Money
42	ISFP	Flying Private
43	ESTP	Closing Argument
44	ESFP	Daddy Long Legs

CLASSES THROUGHOUT HISTORY

Bodkin: *Alexander the Great, Sigrún, Blackbeard, Sugar Ray Robinson, Norm Van Brocklin.*

Managistrate: *John D Rockefeller, Empress Theodora, Mansa Musa, Robert Moses.*

Psychopomp: *Mercury, Amelia Earheart, Yuri Gagarin, Ricky Henderson, William Ronan.*

JFK: JFK.

PWKTTOTG: *Baba Yaga, Johnny Appleseed, Ronald McDonald, Kris Kringle.*

Prance: *Robin Goodfellow, Triboulet, Herman Melville, Orson Welles, Criss Angel, Lucielle Ball.*

Goblin: *Jack the Baboon, Laika, Crystal the Monkey, Master McGrath, King Neptune (pig).*

Rotapriest: *Hercules, Jesus of Nazareth, Hou Yi, Kirikou, Sun Ra, Charles Ponzi.*

CLASSES THROUGHOUT FICTION

Bodkin: *Conan the Barbarian, Asuka Langley Soryu, Lady Snowblood, Blade, Riki-Oh, Guts, Princess Mononoke.*

Managistrate: *Scrooge McDuck, Lydia Tár, Baron Harkonnen, Charles Foster Kane, Vito Corleone.*

Psychopomp: *Racer X, Furiosa, Tank, Jack Burton, Bodhi, Baby.*

JFK: he's real.

PWKTTOTG: *The Headless Horseman, Vampire Hunter D, Jeff the Killer.*

Prance: *Ishmael, Robin Hood, Dr. Frank N Furter, Connor Roy, Jeffery Lebowski, Paul Hackett, Fredo Corleone, Ferris Bueller.*

Goblin: *Rumpelstiltskin, Tinkerbell, Gollum, C3P0.*

Rotapriest: *Merlin, Doctor Manhattan, Lain, Howl, Tetsuo, Pinhead, Neo.*

INSPIRATIONS

Games: *Advanced Dungeons & Dragons, Paranoia, Mork Borg, Kill Puppies for Satan, Nethack, the Black Hack, Doom, FIST*

Other Media: *The Good, The Bad, and the Ugly, Howl's Moving Castle, Snowpiercer, Sorcerer, Hunter X Hunter, Homestuck, Cat's Cradle*



Anonymous Bodkin with the severed head of a Goblin.

11 Switch
12 Stepson
13 Witch
14 Bucephalus
15 Alleran
16 Rank
17 Frad
18 Doberman
21 Pristie
22 Xocks
23 Cunth
24 Sphere
25 Ozzie
26 Dictate
27 Cindrom
28 Rodnar
31 Rhomb'od
32 Wylie
33 Leftie
34 Nöst
35 Brasket
36 Bidden
37 Gus
38 Ignoram
41 Krapp
42 Agrebor
43 Zoub
44 Uzi
45 Umbrageous
46 Guts
47 Vera-lack-lynn
48 Gordrick
51 Yesman
52 Harlet
53 Prentice
54 Tryst

D88 FIRST NAMES TABLE

55 Liutrant
56 Ogworth
57 Aft
58 Vrod
61 Rüberad
62 Flash
63 K
64 Mysth
65 Quisk
66 Xisxie
67 Yeoman
68 Indignity
71 Johnette
72 Questing
73 Frefka
74 Barbrak
75 Bakster
76 Senedicto
77 Malefact
78 Handover
81 Esprit
82 Eekie
83 Umma-gum
84 Naerd
85 Jaques
86 Wendrok
87 Tom Cat
88 Zeek

11 Quincechild**12** Guzzlegag**13** Butterscotch Frisk**14** Trustbuster**15** Kalleral**16** Slickman**17** Nezzerad**18** Ontologicant**21** Ockfrog**22** Zapato**23** Lastwords**24** Sezanne**25** Siouxer**26** Laurette**27** Worthlingtosh**28** Wōrst**31** Jannisariot**32** Dolittle**33** Grosser**34** De La Cigarette**35** Propmaster**36** Norminarion**37** Rockrostler**38** Zay**41** Aggregentum**42** Ceville**43** Esquire**44** Undenwald**45** Xillion Bucks**46** Idlehands**47** Horsemonger**48** Stockton**51** Le Pont**52** Yankee**53** Intertext**54** Vlad**55** Forgetmenot**56** Bronte**57** Leforge**58** Unwells**61** Avec La Langue**62** Venderman**63** Highwayman**64** Jene Saispas**65** Xandrenford**66** De Saint Ford**67** Reagan**68** Yorkie Bellmont**71** Hopdash**72** Draggs**73** X**74** Igors**75** Malevalent**76** Pointstuwin**77** Alterworth**78** Van Der Donk**81** Ce'pas**82** Ekhard**83** Tordorom**84** Qode**85** Fuchs**86** Maas**87** Kreedleton**88** [Hyphenate 2 other names]

D88 LAST NAMES TABLE