

## **Aspects**

*High Concept:* this should include your role in the band; what instrument you play and what style ("Speed Metal Guitarist", "Dynamic Frontman", "Natural Born Drummer")

*Trouble:* Y'all know what this is. ("Coward", "Danger-Prone", "Out Of It", "Always Hungry")

*Role:* Your overall gimmick ("The Cute One", "The Quiet One", "The Clown", "The Mascot Animal")

*Freestyle:* Your call.

*Freestyle:* Also your call. This one is optional, though.

## **Approaches**

*Stylish* - Let's be honest here, when you're good looking enough you can get away with anything. You dress to impress, and the fans love you for it. This isn't just the way you dress, but also the way you present yourself. If this is your best approach, you're probably the lead singer.

*Buff* - You work out a lot. You're probably also the one who's job it is to unload the van. Buff is used for purely physical acts like lifting things, knocking down doors, and playing the drums.

*Brainiac* - a.k.a. The Smart One. You know a bunch of stuff about a bunch of stuff. When you want to figure something out with SCIENCE or old monster movie trivia, this is the approach you want. Unsurprisingly, you probably play the synth or turntable.

*Scramble* - You're fast. Both on your instrument (you shred like nobody's business) and on your feet (let's get outta here!). Popular with guitarists and scaredy-cats.

*Chill* - Nothing frazzles you. It's all cool, man; y'all just need to relax. This measures your ability to remain calm under pressure, resist negative waves, and keep a good backbeat. This is the preferred approach of bassists.

*Roadie* - If your band is on tour in a busted old van, then odds are you can't afford a real roadie. Fortunately, you're good with machines and can fill in. You're the one who hooks up the speakers, sets up the boobie traps, and fixes the van when it breaks down outside the old spooky mansion.

## **Refresh, Stunts, and Stress**

Everyone starts with 3 Refresh, one Stunt, and three Stress boxes as per normal FAE.

## **Attacking and Defending in a Completely Non-violent Game**

In order to keep true to the source material, Hijinx is a non-violent game. You can't get into fights (well, maybe you can punch an obnoxious paparazzi). There are no weapons or armor.

Instead, there are four main types of conflicts: *Mysteries*, *Getaways*, *Captures*, and *Performances*.

A *Mystery* is the overall plot of the adventure. This usually revolves around the local legend of some monster or ghost near the location of the gig, combined with a land scam or scaring everyone out of the concert hall to steal a priceless piece of art. Dealing with a Mystery falls under the normal Challenge rules, except that you don't need to solve the mystery all at once.

Instead, once per scene you can attempt to find a Clue by using one of your approaches. A Mystery should have a number of stress boxes equal to the number of scenes or locations the GM is planning on for the adventure. Once per scene, someone can look for a Clue. Note that you can use any Approach to get a clue; if your best Approach is Buff, then maybe you knock something over and the Clue tumbles out, or when you're done with a Scamper roll to get away from the guy in the mask part of his costume is stuck to your clothing. Every clue should lead to the identity of the bad guy. Until the Mystery is solved (i.e., all its stress boxes are filled in) the mask can't be captured and unmasked. Searching for clues and attempting to solve the Mystery should form the overall framework of the adventure. After the characters find a Clue or two, have the mask show up and do a Getaway scene to break things up.

A *Getaway* is what happens when you confront the weird monster (or more likely, he confronts you) in the abandoned house/farm/theatre/wherever. He wants to capture you, you want to either get away from him or capture and unmask him to find out who he really is. Guys in masks only have two approaches: Scare and Chase. He uses it to attack your Getaway track by chasing you. You can "attack" him by using your various skills to try to escape (via Scramble or Buff) or hide (Stylish or Charming). Because a Getaway is generally the whole group of PCs against one NPC, it's a good idea to make the mask's Stress track longer than normal; one box per PC with an extra box or two should do it.

A Getaway is treated like a normal Conflict, except that there aren't any zones and nobody is actually trying to punch anyone else. When a PC is taken out or concedes, he's simply tied up and thrown in a room somewhere. Or maybe hypnotized to do something that advances the mask's agenda. When the mask is taken out, then the PCs have managed to escape or have caught him. (Again, remember that the mask can't be caught until the Mystery is solved; otherwise he escapes the trap when everyone's back is turned or something).

*Capturing* the mask is handled like a Getaway. This should be the final "action" scene of the adventure, because this is where the band puts together the complex Rube Goldberg-style trap. This requires a little forethought on the part of the PCs, because they need to put together the parts of the trap.

A *Performance* is your actual musical gig. You're trying to put on the best show you can, despite the negative vibes coming from a few targets in the crowd. These targets may be individual audience members (such as a record executive, or an S.O. who got dragged to the show), or a group of people (like as a bunch of drunks). They each have their own stress tracks, and a skill called "Bad Vibes". Bad Vibes is the skill they use to both "attack" the band and to "defend" themselves from the performance. It should be pointed out that they're not really consciously attacking the band (for the most part), but they are negatively affecting the show. When their stress tracks are filled, they either leave or become fans depending on the situation. Before the gig starts, the players need to put together a Set List. Each player gets to name a

song and determine who takes the Lead on it.

A song lasts two rounds, and the Lead gets one free "Succeed with Style" result during his song. When you "attack" people in the audience, range between you and the target don't matter. A Performance still has zones, though, and some stunts or instruments can affect all targets in a zone or people in adjacent zones.

Opponent approaches:

Disruptive - Affects everyone around them, but not in a conscious way. More "passive".

Heckler - Directly hostile towards the band

Obnoxious - Affects people around them, but on purpose.

Out of Place - They're not a part of this scene, but didn't realize it until the show started

Apathetic - Whatever.

### Some jerks you can run into at a concert

- Drunks: They're loud and distracting. Any other targets in the same zone get +1 to their defense rolls.
- Bored S.O.: They're here with their boy/girlfriend, but they'd rather not be. They have an extra stress box thanks to their annoyed apathy.
- Talent Scout: While not actually hostile, they can be tricky to win over. Taking out a Talent Scout can get you big rewards at the end of the show.
- Hipsters: They're just here to let everyone know how much they really don't want to be here.
- Slamdancers: Doesn't matter what kind of music you play; these guys are going to mosh. Or at least dance in a way that torques off everyone around them.
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Two members of the electropop/prog band Elektrelshowzen are hanging out in the Louve a day before their benefit concert:

Jürgen, who is the band's Keyboardist and is The Scaredy Cat.

Doof, who is the band's Combination Theremin Player and Theremin and Robo-Instrument Mascot.

They're taking turns posing next to paintings and cracking each other up by making fun of the art. When they stop next to the painting of a pale guy with a black beret, Jürgen mimics the guy's expression. When the guy in the painting reaches out to adjust Jürgen's hat, Jürgen thanks him, does a double-take with Doof, and the two bandmates cry in unison: "H-H-Holy

Sheboygan! It's Le Mime Sinistre! Let's get outta here!!"

And now it's a Getaway.

Initiative is rolled; band members use Scamper, and the Mask uses Chase. The dice are rolled, and the order is Jürgen, then the Mime, then Doof. The mime has four stress boxes, Jürgen and Doof each have three.

Remember: to escape during a Getaway, you "attack" the Mask via actions that will confuse or lose him. Until you clear his track, you're stuck in the chase scene.

First round! Jürgen starts off by just trying to just flat-out run. He rolls his Scamper vs. the mime's Chase. He gets an overall +1, so the mime's first stress box is checked off.

Jürgen [ ] [ ] [ ] [ ]  
Doof [ ] [ ] [ ] [ ]  
The Mime [X] [ ] [ ] [ ] [ ]

Now the mime goes. He somehow manages to get in front of Jürgen; when Jürgen opens a broom closet to hide inside, the mime is waiting for him and silently screams when Jürgen opens the door. The mime rolls his Scare against Jürgen's Chill, and gets a result of +3! Yikes!

Jürgen [ ] [ ] [X]  
Doof [ ] [ ] [ ] [ ]  
The Mime [X] [ ] [ ] [ ] [ ]

Doof is next, and decides to run up and slam the door in the mime's face. That's using Buff, and he rolls against the mime's Scare. He gets a big hit and nails the +4!

Jürgen [ ] [ ] [X]  
Doof [ ] [ ] [ ] [ ]  
The Mime [X] [ ] [ ] [X]

Second verse! This time around, Jürgen decides to try and fool the mime. He and Doof dress up as snooty French art critics and do a whole routine based around the mime's performance. This uses Jürgen's Stylish approach, and he gets another +4, "taking out" the mime. The mime realizes that Jürgen and Doof aren't really working for Mime Monthly, and tears up their notebooks as the two bandmates go running out the front door.