



Adorable

Aww, you're so sweet and innocent. You couldn't possibly be the craven malefactor what done this awful thing. Roll +sharp. On a 10+, convince someone you're harmless and they leave you alone. On a 7-9, convince someone you're harmless, but only for this hot minute, so you better get out of here.

People complicate your life. At any time, the Director can hand you a laugh. Someone falls madly in love with your puppy-dog eyes, sugary-sweetness, etc. Deal with it or lose this gimmick.

👉 A minor character means well, but they're more useless than useful. Can you let them down easy?



Bag of Junk

You carry around a bunch of useful stuff. Roll +sharp. On a 10+, you have exactly what you need to deal with this situation, and you make take +1 forward. On a 7-9, you have something that's inappropriate and possibly dangerous.

Junk complicates your life. At any time, the Director can hand you a laugh, and have something bad happen to your bag of junk. (The stuff spills out everywhere and you have to gather it up; police confuse you for the Garbage Thieves who plague this city; a piece of junk you have is actually the missing spy satellite that the CIA needs to recover, etc.)

🎲 A prop that you were depending on suddenly fails. (The batteries are dead, the seams crack, the thing wilts or crumbles into dust, etc.)



Bumbling

You can just fall out of any bad situation.

When someone tries to make you do something or tries to hurt you, roll +zany. On a 10+, you avoid harm completely, but something strange happens. On a 7-9, something strange happens, and you blunder from this bad thing to a different thing.

At any time, you can bumble into a bad situation. The Director hands you a laugh, and then you stumble into a bad place. Deal with it or lose this gimmick.

● A pebble, rock, coin, or other small thing you dropped earlier has bounced around and caused a parade of physics-based horror.



Calm, Cool, And Collected

Add +3 to cool, but you only roll one die.

Whenever you make a roll that adds +cool, you never roll more than a single die. Also, raise your cool by +3. This can raise your cool to as high as +6. (Die rolling is such a drag, man. Why roll two dice+cool, when you could roll one die+cool+3, you dig?)

Don't forget that you've got this gimmick. If you ever roll two or more dice and then add your cool, then you've blown your cool. The Director takes this gimmick away, your character takes a lump, and you go back to the normal rules (to whatever your cool was before, and now you're rolling two dice, again, like a square).

Someone who was knocked unconscious wakes up and believes that they're some celebrity figure.



Chip on Your Shoulder

Don't like this grudge match? Re-roll!

Whenever you don't like the way a grudge match came out, you can demand that it be re-rolled. **This second result stands**, even if it's worse.

👉 Your mouth has been zippered shut, glued, etc. The player can't speak and must mime all actions until someone else can solve the problem.

Disguise

You can pretend to be someone you're not.

Roll +sly. On a 10+, you quick-change into someone else, and you can fool someone for a while. On a 7-9, you can quick change into someone else, but they won't be fooled for more than a minute, so act fast. While disguised, you take +1 forward to moves that work with this disguise... and any move that violates the disguise ends this immediately.

Disguises complicate your life. While you're disguised, the Director can hand you a laugh. Someone or something else immediately appears, mistaking you for someone else (ex-spouse, Queen of France, the FBI's most wanted list, their long lost twin, etc.)

Something goes wrong with the cast's mode of transport. Their boat starts sinking, their plane loses its engines, the train conductor can't stand the "chug chug" noise any more and ditches in a field, etc. 🎯



Inventor

You can make amazing stuff. Roll +zany. On 10+, you invent something useful. (A rocket ship, a killer app, a robot bodysuit of the president, etc.) and this thing really works, until something messes it up. On 7-9, the thing works but using it has terrible side effects.

Inventions complicate your life. While an invention is in play, at any time, the Director may have outside forces show up. They may be here to steal the invention... they may be here to arrest the inventor for making something illegal... they may have come from the future to stop this invention from enslaving the Earth, etc.

👉 One of the cast's annoying relatives shows up.
The rest of the cast like the relative.



Jack/Jill of All Trades

You've worked every kind of job there is.

When you do something, make up a history of the job you did, and roll +tough. On a 10+, you do this job just like a pro, as if you've done this for years. On a 7-9, you do this job, but not in the right way. (You do this job the way they did it back on the scullery ship... or you accidentally use industrial cleaner on the wedding dress... or you ship everything to the wrong address, etc.) This partial success may or may not still get you paid or get the job done, but it should be funny.

Your career history complicates your life. At any time, the Director can hand you a laugh. An old co-worker or boss shows up and gives you grief.

Why aren't you in uniform? The cast are mistaken for another group (a cleaning crew, a rock band, catering staff) and before they have time to protest they find themselves doing that crew's job.



Laugh Riot

Spend a laugh to re-roll your last roll with *three dice*. When you spend a laugh, it works different. **You do not add +3 backward to the last roll.** Instead, you re-roll the last roll, and you roll *three* dice this time, instead of two.

🎯 An salesman keeps popping up at random, trying to get the cast to buy steak knives, encyclopedias, and vacuum cleaners.



Magic Art

You can make art that becomes real. Roll +zany. On 10+, you draw something that solves your current problem. On 7-9, you draw something that might help, but it looks really off. It's probably only worth +1 forward, at best. On a 6 or less, you draw something terrible, and it makes things worse (gives you a lump, breaks something important, etc.)

Rolling doubles with magic art makes it weird. If any of your two dice match, the art takes a life of its own. (A hole that you draw in a wall blows away on the wind, only to settle on other places where it's a hole again. A thing you drew comes to life and goes on its own agenda, being crazy or violent or whatever it is that things do. Etc.) This weirdness is inconvenient at best, and a menace to everything you hold dear, at worst. Either deal with it or lose this gimmick.

📍 You stumble upon a crime happening, and the criminals take you as a hostage.



Punching Bag

You can take up to six lumps, but you can't have more laughs than lumps. You can take six lumps before you are out of action. (Characters without this gimmick can only take three.)

If you receive a new laugh, and adding that to your total would take you over your lump count, choose one: discard the laugh; or have some klutzy mistake happen your character, and put that point in lumps, instead.

👉 The cast take refuge in a nearby house inhabited by ghoulis, macabre, but otherwise hospitable weirdos. The decor looks like a Halloween store threw up. Behind every door waits some kind of phantom, monster, or wraith.



Shake It Off

Random chance to avoid lumps. When you're supposed to take a lump, roll +lumps. (That is, roll two dice and add the lumps you already have, before taking this one. If you have no lumps, roll two dice and add nothing.) If you roll 7+, ignore that new lump you were just about to take. Walk off the pain!

👉 The animation budget runs dry. Until you get out of the red, you must corners by re-using old animations, flashbacks, still frames, etc.



Shape Shifter

You can change into other things! You can change your shape! Roll +zany. On 10+, you turn into something useful; take +1 forward to do things related to your shapeshifting. On a 7-9, you almost turn into something useful, which may give you unusual powers or agency.

Shapeshifting complicates your life. At any time, the Director can have someone wander up to you, mistaking your shape-shifted form for something else, and then have something harmful, embarrassing, or worse happen to you.

👉 The cast are temporarily thrown into a parody of the last movie the quietest player has seen.

Sharp Detail

After asking questions, take +2 forward.

When you successfully use +sharp to ask questions, you can take +2 forward when acting forward on the questions. (Characters without this gimmick only take +1 forward.)

Details that other characters could let go will seriously bother you.

You must straighten crooked picture frames, re-alphabetize books on the shelf, clean up errant dust, etc. These complications could delay or distract you.

📍 You're splashed with vanishing cream or invisible ink. No one can see you until this gets washed off. You might not know when this happens.



Sidekick

You have someone that follows you around.

They carry your bags, answer your mail, water your plants, bury your incriminating evidence, witness your mortgage signing, babysit your children, and – most importantly – they can take a lump for you, once per scene.

You will have to babysit the sidekick. They are frequently the targets of kidnapping, violence, and blackmail. They will often do stupid things and you'll have to bail them out. Deal with the problem or lose the sidekick.

👉 In the middle of a heated brawl, everyone stops for tea and biscuits.



Stinking Rich

Screw the rules, you have money! Roll +sly. On 10+, solve a problem by throwing money at it. (Buy the rival business and fire everyone; everyone gets a car, send a cash advance to the game designer to edit the errata in your favor, etc.) On 7-9, either you don't solve the problem, or you can throw money at it to make it go away, but there will be complications later.

Wealth complicates your life. At any time, the Director can hand you a laugh, and some business comes up. Deal with it or lose all your money (and this gimmick).

📷 A photographer appears and snaps your picture with a flash camera. You are temporarily blind.



Straight Face

Other players can take your laughs, and you can stack your laugh points. Whenever the Director hands you a laugh, say this phrase aloud: "Anyone who has fewer laughs than me can take this laugh away." If you forget to say it, you lose this gimmick.

At any time, if another player has fewer laughs than you, they can take 1 laugh from your count and add it to their own count.

You can spend 2 laughs to take +6 backward. Or you can spend 3 laughs to take +9 backward. (Characters without this gimmick can only spend a single laugh to take +3 backward.)

🗣️ Your doctor calls. They say you must do something weird (drink a gallon of orange juice, avoid nuts, etc.) or you will die. Ignore them at your own risk!



Unknowable Strength

Your character is mightier than a locomotive. You can lift trucks, throw anvils, open pickle jars, etc. In casual situations, you can just be assumed to carry around giant weights and juggle boulders. Before you make a move in the game, mention if you're using super-strength or not. Then roll. If you roll doubles, your super strength kicks in.

If you succeed, it's amazing. You don't just punch someone, you send them into next week. You don't just open a door, you lift the entire wall and slide under it, etc.

If you fail, it's amazing, too. They dodge your punch and your punch hurtles you through the air. Or you toss a building over your shoulder and it collapses into rubble. There's no halfway about it.

📢 You're shrinking! It could be contact with an evil ray, or some formula, or what have you. Your small size makes life inconvenient until you can find a cure.



Unpredictably Zany

Subtract 3 from your zany but roll an extra die. Reduce your Zany attribute by 3. This can drop your zany to as low as -5.

Whenever you make a roll that adds +zany, roll an extra die. (So yes, that's three dice instead of two. Who knows what's going to happen?)

📍 You enter the part of town where all those creepy stop-motion halloween cartoons live. They spook you with their jagged movements and gaunt designs.



The Dashing Robber

They never see you coming or going. When you're not somewhere you want to be, roll +sly. On a 7-9, you reveal yourself as being here the whole time. (If these people are hostile, this starts a grudge.) On a 10+, you can show up, do a thing, and disappear without starting a grudge.

You are wanted by the corrupt sheriff and other forces of law.

👉 All props have gone on strike. They form a picket line and refuse to do any work until their demands are met.



The Cunning Spy

Your eyes and ears are everywhere. You can eavesdrop on any conversation, past or present, even if you weren't there, because your network informs you. Roll +sharp. On 10+, the Director reveals a scene you hadn't seen, and you may take +1 forward to deal with this. On a 7-9, the Director reveals a scene that's dangerous, and if you act on it, you take a lump.

If anyone finds out you're a spy, you could be in serious trouble.

👂 You overhear something dire, like plans for a robbery and a murder. It may all be a comic misunderstanding.



The Crazy Magician

You can cast spells! Roll +zany. On a 10+, your spell does something important, but it expires one minute later unless you spend a laugh. On a 7-9, your spell works but with weird side effects.

Magic complicates your life. At any time, the Director can hand you a laugh, and then something bizarre and mystical happens to you and/or the ones you love. It's never good.

🎲 You are transformed into a duck. If you were already a duck, you are now two ducks.



The Little Big One

You block for other people. When a friend is about to take a lump, roll +tough. On a 7-9, you take the lump instead. On a 10+, nobody takes the lump.

You can't refuse requests from the weak and helpless. The Director may have other characters beg you for help.

The Fortune Teller

You knew this would happen. Before somebody else makes a roll, roll +cool. On 7+, they take +1 forward on your next roll. On 6 or less, they take -1 forward on their next roll. You can use this on people even if they don't want you to.

The future complicates your life. At any time, the Director can hand you a laugh... and a note with a spooky and secret prediction of the future. If you tell anyone what this note says, you lose all your laughs. But if you make that prediction come true, you may gloat to all the other players how you knew this would happen.

☛ The weather takes a turn for the worse: rain, fog, sleet, meteors, etc.

The Knight in Shining Armor

Spend all your laughs to make a solemn vow. Vow to do something on your honor. Spend *every single one* of your current laughs. For each laugh you spend, you take +1 forward to all rolls to do this thing you promised you'd do.

If you ever act dishonorably, you will be shamed for it. Atone for your shame or lose this gimmick.

👉 A do-gooder knight keeps messing up your plans, but they're a noble so what are you going to do?



The Heir to the Throne

Everyone else is comic relief in your story.

When something humiliating would happen to you, roll +cool. On a 7+, it doesn't happen to you, but you earn no laughs. On a 6, it happens to you even worse, but the director may give you a laugh for your trouble.

Evil people keep trying to prevent you from ascending to the throne. People keep saying you look just like this one peasant they saw, once.

👉 The king and queen demand that you attend the royal gala, and you'd better not embarrass anyone.



The Put-Upon Peasant

Take a lump? Take a laugh, too! Whenever you take a lump, for whatever reason, you also get a laugh.

No one takes you seriously and they make you do all the hard work. All the other players' characters out rank you. People keep saying that you look just like the heir to the throne, but you just don't see it.



The Worldly Clergy

The divine can forgive this one little thing.

Roll +sly. On a 7-9, you can reveal some item, money, or secret that a holy person would have no business knowing, thus shaming yourself in the process. On a 10+, you can get away with this thing without having your worldliness revealed.

People keep coming to you for help on religious matters, as if you're some kind of authority figure. Put their minds at ease or lose this gimmick.

👉 The Black Knight has arrived, and they are wreaking havoc. So much havoc!



The Fantasy Dragon

You're a dragon. Roll +zany. On a 10+, you do some awesome dragon stuff (fly, breathe fire, kidnap a princess, etc.) On a 7-9, you almost pull off this dragon thing, but something goes awry, usually in an embarrassing way. (When the other dragons find out about your screw-up, it will be all they talk about, at the Moot Gathering of Wyrmkynyng Upon the Nigh.)

Adventurers keep showing up to kill you and/or steal your hoard. Only people you *want* to be nice to, are ever afraid of you.

👉 An ogre, dragon, mermaid, kobold, or some other monster is terrorizing the countryside.



The Motley Fool

All lumps can give you laughs. Whenever you or another player takes a lump, roll +laughs. If you roll 9 or less, you get another laugh.

You have no money, no resources, and no authority. But having no status means you have nothing to lose, either. Feel free to speak your mind.

👉 A jester follows you around, recording all your mistakes and repeating them in public.



The Spunky Kid

You meddle in places you don't belong. You can eavesdrop on any conversation, even if you weren't there, because your network informs you. Roll +sharp. On 10+, the Director reveals a scene you hadn't seen, and you may take +1 forward to deal with this. On a 7-9, the Director reveals a scene that's dangerous, and if you act on it, you take a lump.

No one takes you seriously. They keep telling you to leave this to the adults.

👉 That stupid kid from town won't leave you alone. It's only a matter of time before they get in over their head.



The City Slicker

You can put one over on these rubes. Roll +sly. On a 10+, you cheat at a poker game, you produce a fake deed that says you own the place, or you otherwise play a trick on these rubes. On a 7-9, the trick still works, but only for the next minute or so when the trick is revealed.

Being slick complicates your life. At any time, the Director can hand you a laugh, and your criminal past catches up to you. Deal with this or lose this gimmick.

🎯 That fat carpetbagger from back east has made a bet that you'll fail, so they're trying to stop you by underhanded means.



The Tall Tale

You are a legend come to life. Roll +tough. On a 10+, you perform some ridiculous feat of strength, agility, or endurance. (Lasso a tornado, divert a river, chop down a forest, etc.) On a 7-9, your feat works, but it adds another complication we weren't expecting. (The tornado runs off with you, you flood the town, a blue ox attacks you, etc.)

You can tell people about the awesome things you did, but no one believes that you did it. That's just a myth.

They say that at night, when the blue moon is full, a monster roams these plains. Or is that every night?



The Bullet Magnet

Take lumps for other people. If someone is about to take a lump, you can take that lump instead. Come up with some reason, the sillier the better.

No one believes that you just take damage unfairly like this, and they're really sick of hearing you whine about it all the time.

📢 The general store has been selling monogrammed candles for Tony N. Taylor's surprise birthday party.



The White Hat

Spend all your laughs to make a promise.

Vow to do something on your honor. Spend *every single one* of your current laughs. For each laugh you spend, you take +1 forward to all rolls to do this thing you promised you'd do.

People keep coming to you for help, for some reason. Help them or lose this gimmick.

👉 The sheriff couldn't be any nicer... but they've got their eye on you.

The Grizzled Prospector

You've been alone in the wilderness way too long. Roll +zany. On 10+, tell some boring story and then produce some item, map, or obscure fact that aids you in your struggle. On 7-9, you still produce something, but it's old and brittle and outdated, so it works but with complications. (It breaks after one use, it disintegrates when held up to light, that friend died ages ago but their children can help you, etc.)

Claim jumpers are after your claim. It's worthless, but they still want it. Defend your claim or lose this gimmick.

👉 Grand-aunt Ethel has gone missing! Rumor has it that she's eloped with Bigfoot, but that can't be right. Bigfoot can't be that blind.



The Undertaker

You're not easily phased. When something bad happens that might affect you, roll +cool. On a 7-9, you can't act again until someone else does, first, but you are immune to all this wickedness. On a 10+, tip your hat, ignore this, and move on.

You depress people with a reminder of their own mortality. No one invites you to parties.

👁️ The spirits of the happy hunting grounds need you for a vision quest.



The Cartoon with No Name

You are number one with a bullet. Whenever you get in a gunfight, roll +tough. On a 7-9, you defeat one minor character. On a 10+, you defeat one major character or all the minor characters in this scene.

Everyone's really creeped out by you, and no one trusts you, no matter how much good you do.

👉 Dirty Frank is in town. They say he once shot a man for snoring too loud!



The Space Captain

You uphold the prime directive. Make an impassioned, hammy speech and roll +tough. On a 10+, others are moved by your speech and they give in to your demands. On a 7-9, they have more demands before they'll listen to you.

Even though you're in charge, no one does what you say. Also, for some reason everyone expects you to go out and solve the problems yourself, instead of delegating.

👉 Sick of all your crap, your superior has sent you on a suicide mission.



The Token Alien

You have alien powers. Make something up and roll +zany. On a 10+, your alien power works and you don't have to explain how. On a 7-9, your alien power doesn't quite work right (side effects, partial success, etc.), and you still don't have to explain how.

Being alien complicates your life. At any time, the Director can hand you a laugh and have something weird happen to you. They don't have to explain why. Other people are freaked out by your alien ways. Also, they keep saying your ways are alien, no matter how normal you play your character.

👉 That all-powerful alien is really a child! It's treating us like toys!



The Boffin Engineer

Specifications are just guidelines, really.

When you work with machines, roll +sharp. On a 10+, you can push it way past its specs, but it can't take much more of this. On a 7-9, you push it past its specs but with side effects, usually involving the Director shaking the table and you must fall out of your chair.

People keep breaking your stuff, and then it's you who has to fix it.

🔴 This weird alien device keeps doing things.
(Changing our colors, fluoridating our water,
switching our genders, etc.)

The Maverick Officer

You don't have time for this shazbot. When you're asked to do something, say that this is against all regulations and experience, then roll +cool. On a 10+, say that's not your job but still succeed at doing it anyway. On a 9 or less, say that's not your job, blow off doing the job entirely... and if anyone else succeeds at this job, they can take one laugh away from you.

Your other crew members complain about your stuck-up attitude, no matter how nice you are.

📖 That one officer insists on doing everything by the book, even if it will get us all killed.



The Renegade Scientist

You'll show them, you'll show them all! Roll +sly. On a 10+, produce some gadget that will solve this problem. On a 7-9, produce some gadget, but it needs something else to power it, which is a crime against nature (a being made of living crystal, the last sunflower, the tears of a child, etc.)

You did something in the past that was so horrible, everyone thinks you're evil. Even people who just met you will think you're evil.

🔥 A mad scientist has built a doomsday device and is threatening to unleash its power.



The Medical Officer

You're a doctor. As a move, spend 1 laugh to remove all lumps from one single character. You can also spend 1 laugh to do other weird medical miracles, too. Make something up!

You keep telling people that's not your job, and that dammit, you're a doctor... but people keep asking you to do that job anyway.

👉 You have a contagious space disease. It needs a space cure. From space.



The Red Shirt

You're always around to be in the line of fire. When you're not somewhere you want to be, roll +lumps. On a 7+, you are revealed to have been there this whole time.

Everyone else outranks you. Other players can order you to fight their grudge matches for them, to handle dangerous materials, or to do anything that superioers can order subordinates to do.

👉 These aliens can't even conceive of violence... which is why they're getting their butts kicked.



The Skeptic

You have it all figured out, and you're just a kid! When something weird or unexplainable happens, roll +cool. On a 10+, you can explain why the thing won't affect you, and you can find a solution to work around it.

(Temporary, maybe, but it's still a work-around.) Other people take +1 forward to deal with this weirdness. On 7-9, you can't stop whatever this is, but you are not fooled one bit. Even on a miss, you are never, never fooled into believing in magic, UFOs, Bigfoot, and other nonsense.

Even if you are presented with incontrovertible proof of magic, UFO, Bigfoot, etc., you will never believe it. You can still be afraid of it! A 7' man in a rubber suit is still scary.

There's only one kid who has the info / money / resources you need, and they don't believe a word of what you say. 🗨️



The Believer

You've been through the looking glass. Say something crazy, like "aliens are stealing our cheese!" or "the government is fluoridating the magnetite!". Then write this statement down, and put one of your laughs on it. If you can prove this crazy thing to be true, everyone who says "You were right" gets a laugh and loses a lump. (You just get the satisfaction of being right.)

You say a lot of crazy things, and even if you're right, **other people are getting sick of your nonsense.** If anyone tells you something crazy, you have to spend at least one second wondering if they're right.

Local teen is convinced that you are a robot / alien / Bigfoot / etc., and they won't stop interfering in your affairs until they have proof.



The Coward

They can't keep you here if you don't want to be here. Roll +lumps. On a 7+, you can get the heck out of here. You run with crazy legs, you dig an escape route with your bare hands, you smash a hole through the wall with your silhouette, etc.

Your cowardice is legendary. No one trusts you with authority. When another character suggests that we split up, no one listens to your objections and we all split up anyway.

👉 A victim of the town bullies has gotten strange and mysterious powers and is taking revenge!



The Insider

Your knowledge of the truth has made you a loner.

You can eavesdrop on any conversation, past or present, even if you weren't there, because you have mysterious methods. Roll +zany. On 10+, the Director reveals a scene you hadn't seen, and you may take +1 forward to deal with this. On a 7-9, the Director reveals a scene that's dangerous, and if you act on it, you take a lump.

Everyone is really creeped out by you. Also, the Director can reveal the hint of some catastrophe with portents that only *you* can see, and you must deal with this problem or lose this gimmick.



The Protector

You have a sidekick. Make up a minor character, like a kid sister, or a high-school chum, or your idiot cousin, or even your talking dog. When your sidekick is around, and if they're useful to the task at hand, you can take +1 forward as they assist you. Your sidekick is useless in violent confrontations or grudge matches.

Your sidekick is also constantly getting into trouble. They wander off, they get kidnapped, they blurt secrets to your parents, etc. (If your sidekick isn't here to help, you get no bonus.) Deal with these problems or lose this gimmick.

👉 Busybody keeps trying to "protect" you from danger, but they're doing more harm than good!



The Motorhead

Add +laughs to all vehicle rolls. If a roll involves motorcycles, cars, trucks, or any other kind of vehicle, you may take +laughs forward as an extra bonus. You also get this bonus to rolls to fix cars, to tune engines, or anything else greasy, fast, and mechanical.

Motoring is your life. Your ride might get threatened, or you may be in danger of losing your license. Your motoring ways are well known, and the authorities are always looking for ways to give you more tickets.

🔴 Gas shortage! There's rationing, black markets, and most of all, no racing.



The Rich Brat

Spend all your laughs to demand that stuff gets done. Throw a fit, yell at some adults, then demand that a certain thing gets done. Spend *every single one* of your current laughs. For each laugh you spend, you take +1 forward to all rolls to do this thing that you said you'd do.

Other kids do not respect you. They may be afraid of your parents, or they may want to pull pranks at your expense. While adults are always nice to you, most of them are downright condescending.

🎯 Spoiled kid is throwing an awesome party. They are unaware of the danger that's coming for them!



The Little Kid

You meddle in places you don't belong. You can eavesdrop on any conversation, even if you weren't there, because your network informs you. Roll +sharp. On 10+, the Director reveals a scene you hadn't seen, and you may take +1 forward to deal with this. On a 7-9, the Director reveals a scene that's dangerous, and if you act on it, you take a lump.

Adults do not approve of you hanging out with older kids. They don't believe your weird stories and they will punish you for being outside way past your bedtime.



From the Wrong Side of the Tracks

You block for other people. When a friend is about to take a lump, roll +tough. On a 7-9, you take the lump instead. On a 10+, nobody takes the lump.

Everyone assumes the worst about you.

Authority figures blame you for crimes that you didn't do.



Practitioner of “Liberal Arts”

You can do magic! Say a bunch of fake Latin words, wave your hands, call upon the unknowable forces, and roll +zany. On 10+, your weird thing happens, but it goes away a minute later unless you spend a laugh. On 7-9, your weird thing happens but there's some unfortunate side effects, or maybe the forces mishear you and give you something else.

Magic makes you weird. Complex machines don't work so great around you: cars break down, computers crash, etc. People think you're weird, and they only talk to you when they want help with weirdness.



“Adopted”

You have monster powers! To do a thing with your monster powers, roll +zany. On 10+, it gets the job done. On 7-9, there's a complication. (You freak out a local who attacks you in horror; you exert yourself too hard and take a lump; a nearby fish falls in love with you, etc.)

No one ever takes you seriously. They're never scared by you, intimidated by you, or even believe you when you say that you're a monster. Sometimes, your “real parents” appear and make life difficult for you.

👉 This monster is actually a baby! We'd better return it to its mother before something bad happens!



Occult Investigator

You can neutralize weirdness. If someone tries to do something weird, say different fake Latin words, pull some ancient tchotchke out of your pocket and roll +zany. On 7-9, you prevent the weird magic... this time. On 10+, you might protect you and your friends.

No matter how hard you try to convince other people that there's some occult evil brewing, the minor characters never believe you. **Only crazies, the desperate, and other occultists ever believe you.**

🔦 The grim hunter is here to stop your evil once and for all. (Whether you're evil or not.)



Gibbering Lunatic

You have lunatic insight. Roll +zany. On 10+, ask the Director any question you want. and the Director can give you any answer they want, even if it's not the correct answer. Take +1 forward on all rolls to act on that answer.

If the Director asks you to roll to avoid becoming scared, frightened, bullied, or otherwise mentally affected by a supernatural horror, remind the Director that you're a gibbering lunatic, and then ignore the mental effect. Physical effects work on you just fine.

Other people treat you like the gibbering lunatic that you are. When in character, you must speak in a dissociated and manic manner.

📖 This journal, and that bulletin board with the threads on it, is the key to everything. But what does it mean?!



The Seeker of Lost Ones

Spend all your laughs to help find your lost ones. Once, during the game session, make a passionate speech about your lost one. (Recite a flashback to your salad days when they were still in your life. Or hold up some trinket and tell everyone what the memories are.) The more you chew the scenery, the better. The Director may award you a laugh for this.

After your speech, spend every one of your laughs. For each laugh you spend, you get +1 to all rolls made to recover your lost one.

When a clue appears to where your lost ones are, you must drop everything to follow it.

👉 Old college friend / drinking buddy / Craiglist
friend is in town, and they need your help to find
their missing friend or loved one.

The 'Leet Hacker

You are better with computers. Choose one:

- Take +3 back to a computer roll, then roll +laughs, if you roll 7+, the laugh is spent, otherwise it's not.
- Before making a computer roll, spend a laugh, and then roll two extra dice.
(We're up to 4!)

You are on the most-wanted list. The authorities are just waiting for you to slip up so they can finally bust you. And other hackers want to take you down a peg.

📢 You didn't read the fine print in that end-user agreement, and now it's come back to haunt you!



The Esper

You knew this would happen. Before somebody else makes a roll, roll +cool. On 7+, they take +1 forward on your next roll. On 6 or less, they take -1 forward on their next roll. You can use this on people even if they don't want you to.

Psychic powers complicate your life. At any time, the Director can hand you a laugh and then make your life difficult. You could have a dream that predicts some bad thing that only you can stop. Or the mysterious authorities could be trying to capture you and cut out your brain. Deal with this or lose this gimmick.

🔮 A mysterious telepath is invading your dreams; They need the best help, but they'll have to settle for you.



Last Year's Android

You're a robot. Roll +zany. On a 10+, you do some awesome robot stuff (extend your arms, grab live power lines, take yourself apart, etc.) On a 7-9, you almost pull off this robot thing, but something goes awry, usually in an embarrassing way. (Your arms get stuck, you scramble your thoughts, you put yourself back together wrong, etc.)

Being a robot complicates your life. At any time, the Director can hand you a laugh and bring up some robot-related problem. (Your drivers need a system update; you're treated like a second-class citizen; you need an expensive part, etc.) Deal with the problem or lose this gimmick.

👁️ Death robot has faulty facial recognition software, and they are targeting everyone on your friend's list.



The Street Hood

You've got connections and you've got stealth.

You can be anywhere and get audience with anyone. When you're not somewhere you want to be, roll +sly. On a 7-9, you reveal yourself as being here the whole time. (If these people are hostile, this starts a grudge.) On a 10+, you can show up, do a thing, and disappear without starting a grudge.

Being a criminal complicates your life. At any time, the Director can hand you a laugh and give you grief because you're a crook. (The police come looking for you; rival gang members try to ice you; your loved ones beg you to go straight, etc.) Deal with it or lose this gimmick.

dominational street gang of the future;

Oh no! It's the ethnically-diverse non-👁️



The Influencer

What, me worry? When something humiliating would happen to you, roll +cool. On a 7+, it doesn't happen to you, but you earn no laughs. On a 6, it happens to you, it goes viral on social media, and now it's all anyone will talk about.

Being popular complicates your life. At any time, the Director can hand you a laugh and then something happens. (A company has you under contract to endorse their products; a crazed fan is stalking you; someone is stealing your views, etc.) Deal with it or lose this gimmick.

👉 Your face is showing up in an embarrassing, dank meme.



The Private Eye

You're hard boiled. When something bad happens that might affect you, roll +cool. On a 7-9, you can't act again until someone else does, first, but you are immune to all this wickedness. On a 10+, tip your hat, ignore this, and move on.

You're a soft touch. People keep coming to you for help, and you can't turn down a good sob story.

👉 You've been summoned for jury duty. At the worst possible time!

Former Company Drone

You have insider information. You can eavesdrop on any conversation, past or present, even if you weren't there, because you have mysterious methods. Roll +zany. On 10+, the Director reveals a scene you hadn't seen, and you may take +1 forward to deal with this. On a 7-9, the Director reveals a scene that's dangerous, and if you act on it, you take a lump.

Your former employers complicate your life. At any time, the Director can hand you a laugh and something bad happens. (Agents rob your house, send thugs to rough you up, smear your reputation, etc.) Deal with it or lose this gimmick.