



STATISTICS

Every dude has statistics that define him. There are two categories of statistics: primary and derived. Primary statistics are the core of a person's being, the raw potential that dude has. Derived statistics are secondary metrics that are determined by some combination of a dude's primary statistics.

Zero is the worst; a dude can never go below zero in any statistic. If some fruity math works out so that a dude would have a negative score, just forget it and write down zero. If a dude has a rank of zero in any statistic, you know that dude pretty much sucks at doing stuff that involves that statistic. A dude with zero Junk is all about a wuss; a dude with zero Duh is way dumb; a dude with zero Nads probably just sits at home, crying and listening to REM all day.

PRIMARY STATISTICS

Junk

A dude's physical capacity is measured by the Junk statistic. Physical actions require Junk checks. Examples of activities that are based on Junk are kicking Chad in the ding, running from the motherfucking police, zipping in between two other cars on the highway, throwing a beer bottle at some guys, and shaking off the effects of too much goddamn booze.

Duh

Duh represents a dude's mental acuity, sharpness of wit and general intelligence. Designing a game requires Duh, as does trying to remember someone's phone number when you need to call her for bail or thinking about who the other guy from Wham! was (Andrew Ridgeley). If a dude does it with his brain, it probably requires a Duh check.

Nads

Nads represents a dude's ability to go do something he shouldn't, especially when he knows he shouldn't. Hang on, maybe it's not that he shouldn't, but rather that he needs to convince himself that it needs doing. Stuff that involves Nads is stuff that has repercussions. Taking a swing at a cop, for example, might require a Nads check beforehand. Fighting down the urge to huck while still at the bar is another situation that necessitates a Nads check. Sometimes just getting up in the morning requires Nads.

DERIVED STATISTICS

Mortal Coil

Shit, everyone knows what the Mortal Coil is. It's your goddamn hit points and shit. It's how much damage you can take before you curl up in a ball on the ground and the EMTs have to put you on the gurney with a spatula.

Mortal Coil = Junk + Nads

Smash

Smash is bad news. When you fail a Smash check, you lose your shit and just go wild, with little thought for the consequences. It's sort of like anti-Nads, in that Nads represents that little voice inside you that says, "Better not," while Smash represents that little voice inside you that says "Smash!"

Smash = Duh + Nads

Unvincible

Unvincible is the art and science of not getting all jacked in a fight. It combines being smart enough not to stand where punches are with the speed to get out of the way.

Unvincible = Junk + Duh

AWESOME POINTS

Awesome points are their own separate statistic, unrelated to the others. Unlike the other statistics, you spend Awesome points. An awesome point allows a character to throw an additional die and add it to the result when making any check.

RULES

The rules for this game are pretty easy, and if you have trouble with them, there's obviously something wrong with you.

Maybe this section should be called "Rule" because there's pretty much just one rule. It just applies differently in different situations. Also, it would be awesome to have a section called "Rule." Yeah, I like that better.

RULE

First, the GM sets a target number that represents the difficulty of the situation. A target number of 1 is a pretty easy thing to do, like fall down a flight of steps. (Don't laugh; I've seen people fuck it up.) A target number of 6 is average difficulty; say, something like lifting a heavy weight or figuring out where the hell my car is. A target number of 9 is pretty hard, like doing some ninja flips or convincing the hotel manager that not only was your room on fire when you got here, it's actually *not on fire enough* and you want at least one night comped. A target number of 12 is full-tilt hard, like solving an ENIGMA-encrypted message or getting an American car to start. Only the most insanely difficult shit ever exceeds a target number of 12, but it can happen.

Okay, so when a dude wants to do stuff, he rolls a die and adds the appropriate statistic to the roll. If the total equals or exceeds the target number, he succeeds. If the total is less than the target number, he fails.

Junk governs physical activities, Duh governs mental activities, and Nads governs chutzpah-related activities.

God damn is that simple, or what?

The sad part is that this really is a game design in process. Stay tuned for more