

COPING WITH THE FACT THAT GOD HATES YOU

*HOW TO GET ON WITH
YOUR LIFE*



THE BASIC IDEA:

You are a horrible, evil person, a total psychopathic bastard, and a just and loving God hates you. That's the basic idea of this game. It's a race to get Damned (or to overcome your own sick impulses and become Saved!, for the ones who desire a challenge.) God's got you in his crosshairs, and it's your job to score enough cred with the Devil to maybe get a cushy desk job in your upcoming eternal damnation.

That asshole who gave you this pamphlet? That's probably the GM, the GOD MAN (or WOMAN, in which case you pretend you're dyslexic). They play the part of an angry God, as well as all the NPCs, the people whom NOBODY PROBABLY CARES about, since they've only got a few lines, then you gut them like a fish. Got that?

CREATING A CHARACTER:

This is simple, since you're probably going to die a lot. Get a d10, and limber up your rollin' arm. You'll also need the character sheet (*Examining Yourself In This New Light*).

CHARACTER CONCEPT

Get the pamphlet "WHAT HAVE I DONE?", and use it to fill out the third page of your character sheet. Roll 1d10 for each set of storyline parts. This is who your character is. No complaining. Chances are, they'll die anyway. Now, think up some general background story, such as who your character is, what they do, when they found out God hated them.

STRENGTH/HP:

Roll 5d10 and add 'em together. That's your health. When that's low, you're hurt. When that's gone, you're dead. Your Strength, which you roll whenever you need to do anything, is that number divided by five (count the filled circles, mathelete).

SAVED/DAMNED:

Your character is finished when they reach Saved! or Damned! They've made the grade, and ascend or descend into heaven or hell, respectively. When they finally get to their eternal destination, they can "put in a good word" and bestow a number of Saved! or Damned! points (depending on their eternity) equal to the number of active players, although they do not need to give one to each player.

Your character will receive one Damned! point (move toward Damned!) for a successful execution of their particular Evil Deed. They will lose a Saved/Damned point (move toward Saved!) when they perform a Good Deed.

ACTIONS:

Attackers roll 1d10, then add
Damnation*+Strength+Weapon Modifier
against:
an opponent's 1d10+Damnation+Strength
an NPC's 1d10+Strength
or a task's Difficulty (1-20, GM's ruling).

If the player's Damned stat is greater than 5, they may Pray to their particular Evil Deity BEFORE ROLLING, and sacrifice a Damned point for an additional 1d10 toward their success.

* "Damnation" refers to the modifier on the top, not the actual stat amount.

COMPULSION:

Make a mark in Compulsion during every turn where your player is not directly in the process of completing an Evil Deed. Every 20 marks (look for the dots, mathelete), roll 1d10. If the roll is greater than your strength, your next Deed MUST be evil. If not, continue as normal. The chart clears when an Evil Deed is done successfully.

WHAT HAVE I DONE?

*FINDING OUT WHY
GOD HATES YOU...*



rev 0.2

COLUMN 1: WHO

1. People... anyone!
2. Innocent children
3. Average boring married types
4. Professional do-gooders
5. People helping others
6. Wholesome families
7. Disabled folks
8. Lovable old people
9. Heroes, or people who have overcome adversity
10. Lovers

COLUMN 2: WHAT

1. Horrifically torture them on television
2. Lure, impale, collect, giftwrap, and give/sell the corpses
3. Kill someone close to them, then feed the parts to them (or vice versa)
4. Drive or force them to suicide
5. Drive or force them to murder
6. Murder them ironically, or at least with a pun.
7. Lead them into the depths of depraved, immoral behavior
8. Make them flee society forever
9. Sadistically cripple them to the point of functionlessness
10. End their lives creatively, painfully, extravagantly, humiliatingly and publicly

ROLL 1d10 for each column. The numbered stats make up your character's motivation.

COLUMN 3: MOTIVATION

1. Because the voices tell you to (hear voices, must obey)
2. You have amnesia and can't remember why (have amnesia)
3. Because, gee golly, Satan called you up on the phone and asked you to, and you just have to do your part! (You are the Devil's jaunty cheerleader)
4. For money (must get cash from the deal)
5. Because that's what your dark priest says (must consult evil priest regularly)
6. God told you to (misconception that God is telling you to)
7. Because I'm a post-modern artist, and you just don't get it! (deeds should be artful)
8. Because... well... it's their fault... (must rationalize deeds aloud to someone after the fact)
9. So Jodie Foster will love you. (must obsess over a celebrity)
10. For science (must detachedly quantify and keep notes of deeds)

COLUMN 4: DRAMATIC TWIST

1. People want to help you.
2. You have a strange aura of sickness and pestilence about you.
3. No one will believe you.
4. Whatever you do, people will think you're cute.
5. Godly power burns and repels you. Churches and priests are a problem.
6. You just found out that your friend is an angel, who's just been assigned to take you out.
7. You're fuckin' creepy as hell, and you just can't hide!
8. Children look up to you.
9. You are (or were) an elementary-school teacher.
10. God keeps calling you on the phone, using up your minutes, telling you what an asshole he thinks you are. You get the idea by now.