

effort: The game

RULES:

- 1.) Most events must be plausible most of the time.
- 2.) Nothing is easy.
- 3.) Nothing is impossible.

Players decide what characters do. No limits.

Reality Master (RM) must judge difficulty.

RM rolls 1D100 for success (success is granted if the roll is greater than or equal to difficulty).

RM then rolls 1D100 for the severity of success or failure.

RM interprets outcome.

RM can use any dice to make event decisions randomly. Or RM can play God.

Attributes:

Hit points (Characters start with 2D10 HP for each 10 lbs of weight):

RM adds and subtracts HP.

Character Classes (Players choose a character class):

Nerd Class: Good with Science, bad with Girls/Boys.

Dork Class: Good with Courage, bad with Talking.

Dweeb Class: Good at Hiding, bad with Science.

Idiot Class: Somewhat bad with Everything.

Lamer Class: Good with Persistence, bad with Everything Else.

Skills (RM endows characters with skill types and points during play):

Skill points appropriate to a task are added to success and severity rolls.

Players must remember that their character has the skill.

Characters start with 1D1000 Tolerance points. RM subtracts points during play when characters are frustrated.

When characters run out of Tolerance points, they get 1D1000 Desperation points. RM still subtracts Desperation points when characters are frustrated. When characters run out of Desperation points, they get 1D1000 Tolerance points.

While a character is Desperate, RM rolls success and severity simultaneously and takes the higher roll to be severity.

Goals, Inventory, and Notes:

RM can adjust all three. Players can arbitrarily change goals and notes. RM has the final say.

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CHARACTER SHEET:

Name: _____

Height: _____

Eye Color: _____

Weight: _____

Hair Color: _____

Body Mass Index: _____

Physical Appearance
(one word): _____

HP: _____

Class: _____

____ Tolerance

____ Desperation

____ Points: _____

Skills:

Goals:

Inventory:

Notes: