Bad Day CA, a little something from Evil1

Its been a long day. The first place you find yourself going when you get home is the bed. You hear the scratching of some sort of animals at your door, you hear something chirping at your windows, you hear something knocking around your trashcans, you hear the dull sound of fists beating at your walls. They must still be outside. As these un-comforting sounds fly around your room and thoughts; one thought emerges. "I never should of moved to california"

Common knowledge is that its currently summer. since i have not had to do any intense work for awhile I have slipped out of sight or sound and actually have not gotten anything done (Meaning "The Looking Glass" may be on the shelf for awhile, and other projects....maybe). I really had to get up and write something. Suprisingly, i actually got inspired by one of the most boring things possible. I pulled up 1km1kt.com, and looked at the archive of free games. Not actually clicking on anything. just looking at the names. Then it hit me what i could fire off a quick 1 pager about. By the power of window shopping (And viking metal, all hail dragonforce!) I actually think i can get a good 1 page rpg out.

The point of the game is simple. You live in California, and all hell breaks loose. And the goal is to simply.... survive one day; being the worst possible day ever. Literally the game is about turning the DMs flock of gamers into ping pong balls for the DM to swat around. The players will find themselves running from B-movie and modern movie monsters (the movie "8 legged freaks" comes to mind as what made me think of this), along with surviving natural and not so natural disasters, and whatever god or whatever deity exists throws at you.

Character generation:

Using EMMES basic, you can create a character easily. 1st, choose a name(First and Last). then choose one of four modifiers: Strength, Speed, Smarts, Luck. There, wasint that easy?

Combat and various other rolls:
Your modifier gives you a +1 to rolls of its type. Lifting a barrel would be strength related while having a earthquake manifest while driving through downtown having a few gigantic spiders with zombie cowboys riding on them laying on your windsheild is a show of horrible luck. This allows characters to do alot without having to manage a 200 page manual looking for a excuse to use their luck stat instead of their strength stat for ripping off a dragons balls.

this easy flow benifits your enemies as they have modifiers as well. Weak enemies lack bonuses(and may even have penalties) while the big daddy zombie would probably sport +2 strength and then some. Various other effects and rolls may manifest in the form of bonuses or penalties as well. Such as getting shot in the arm means a -1 to using that arm and such.

Enemies and Disasters: Throughout your bad day, the DM will sic monsters and disasters on you. Both act differently. Disasters are obviously things outside of mortal control. Enemies hunt and attacks the players. Enemies have bonuses and penalties that pose danger to the players. Disasters take form of unfortunate events and happenings.

If a DM deems it fit they are allowed to give monsters special powers (DND style). Like gigantic spiders can opt to hurl their webs (hehe... white and sticky)at people to bungle their movements. these should be noted on the DMs personal monster dex.

Example of a monster: Zombie Lawyer, -2 speed, +1 strength

Disasters are much more complicated. these can take forms of short or long events. A flood is a "short" event that obviously covers the players town in water, sweeping away un-achored objects like cars and smaller objects such as mailboxes or animals (and of course, anybody stupid enough not to run for their lives). While a thick fog encasing the town would last for more than a hour, making it a "Long" event. while technicly not a disaster... you would know how it would turn into one if you played/watched silent hill.

Every game hour there is not currently an disaster roll two die and double the number on each die (a 1 and a 2 makes a 2 and a 4, etc), if the number is lower the current target

then a disaster can come into play from the DMs arsonal. The target number for the Disaster role is the number of game hours into the game (1-24). this makes disasters fairly random and fairly dangerous.

Possible disasters include: UFO attacks, Floods, Volcanos,Mass zombie revivals, Military assaults, earthquakes, time warps, black holes, Satan coming with a rocket launcher. all sorts of whacky stuff may happen...

Player aide:
This short game can house plenty of player characters. Mass rowds are literelly playing russian roulette with a clip loaded pistol though... for the players. this does not ruin the game, it actually makes it fun. it kind of makes this "Pervo with class". except the DM should refrain from "Uburing" and killing mass amounts of players with unfair odds. be "fair" with killing characters.

Health:
People don't have healthbars and neither should the characters. as far as "health" goes: if your heart or brain get ruptured or destroyed=your dead, if you run out of 60% of your blood= your dead. if your limbs are damaged heavily and bleeding=not being treated the infection will do this: =your dead. if your shot/stabbed in a major organ without any sorts of docter help= your dead. Basicly. normal human. be realistic on death and pain. if a zombie gets shot in the crotch, it will not die (wrong head), if a woman gets shot in 3 of her major organs and skewered on a pike... dead. without the shots... get a medic.

Victory?:
A character must survive 24 game hours. in short: a day. sounds simple still? surviving masses of disasters and hundreds of monsters, and other things athat go bump in the night.