

# I Think My Girlfriend Hates Me.

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**What You'll Need:** 2 dice of the following sizes: d4, d6, d8, d10, d12, a piece of paper and a pencil.

## The Characters:

**The Boy**, portrayed by the Player. He's a pretty run of the mill shmuck, most noticeable for his considerable lack of knowledge of what his girlfriends feels about or does to him.

**The Girlfriend**, portrayed by the GM. She's one of those girls that just won't step out of a bad thing no matter how much she hates it, paired with a tendency to not take her meds. This leads to tonight's entertainment..

## The System:

**Character Sheet:** On your sheet of paper you should record two stats for you, Suspicion and Health, and two stats for your girlfriend, Hopelessness and Conspicuousness. Suspicion, Hopelessness and Conspicuousness are recorded as die types: d4, d6, d8, d10 or d12. Changing the die type of a stat is called "Raising a step" for making it bigger and "lowering a step" for making it smaller. Health is recorded by just a number.

**Conflict Resolution:** The player rolls an appropriate die type of according to what he's trying to do(Explained later.) He can roll and see how well it went before committing to his options(Also explained later.). After committing, the GM rolls his die, and whoever came up with the higher number is the winner. In an attack, the margin of success is important.

**Narration:** As much as possible, the Player and the GM should bounce ideas off each other during any stage of description for the game. In terms of where "The buck stops", though, it's for the description of The Boy for the player and everything else for the GM.

## Playing the game:

### Starting Up:

The Boy's stats at the beginning of play are:  
Suspicion d6, Health 15

The Girlfriend's stats at the beginning of play are:

Hopelessness d8, Conspicuousness d4

### **Scene-Framing:**

The GM frames a scene of the couple interacting, basing it around a single instance in which the Girlfriend strives to harm The Boy with methods according to her currently related Conspicuousness, the severity roughly according to the following table:

- d4 – Being Annoying
- d6 – Emotional manipulation, making him jealous
- d8 – Very subtle violence, leaving tacks on his floor.
- d10 – Mild Poisoning
- d12 – Small automotive “Accidents”

The Boy can attempt to dodge this attempt at harm either actively or through dumb luck, in “The Attack” conflict.

The other thing that can happen during a normal scene is for the player to try to initiate Communication between The Boy and the Girlfriend, a desperate plea to work out the hideous issues between them. This can happen before or after the Attack.

Play progresses scene after scene until one of 3 “Endgame” conditions is met: The Boy’s health hits 0, The Boy’s Suspicion is raised after d12, the Girlfriend’s Conspicuousness is raised after d12.

### **The Attack:**

The GM describes how The Girlfriend intends to harm The Boy, consistent with her current Conspicuousness.

The Player rolls his Suspicion.

The Player decides whether to use Alertness or Dumb Luck. If he uses Alertness, The Boy tries to actively avoid the harm presented to him by the Girlfriend, and raises Suspicion by 1 step and his roll is considered 2 above what the die says. If he uses Dumb Luck, The Boy stumbles out of the way of danger.

The GM rolls his Conspicuousness.

If The Player Wins, The Boy has successfully avoided danger. The Girlfriend’s Conspicuousness is raised by 1 step.

If the GM Wins, The Boy is harmed in some respect. The Boy’s Health is lowered by the GM’s margin of success.

### **Communication:**

The Player describes how The Boy tries to reach some honest communication with The Girlfriend. He may do this once per scene.

The Player rolls The Girlfriend's Conspicuousness

The Player decides whether to go ahead with his current attempt or abort to try again next scene or later. If he aborts, he should describe how the Boy attempts communication but backs down.

If he doesn't abort, The GM roll The Boy's Suspicion

If the Player Wins, communication is established however briefly, the couple rekindles some sort of honest, positive connection, and perhaps an issue or two is wrinkled out rationally. The Girlfriend's Hopelessness is lowered by 1 step.

If The GM wins, the attempt at communication failed horribly. The Girlfriend's Conspicuousness is raised by 1 step, and The Player can't attempt another Communication for the next two scenes.

## End Game:

**If the Boy's Health reaches 0:** He's dead. It had to happen eventually.

**If the Boy's Suspicion is raised after reaching d12:** He has decided he wants out. His Suspicion stays at d12. During the same circumstances as Communication, he tries to "Drop the Bomb", which works the same as Communication except it incorporates one of the following phrases "I think we should see other people" or "Let's be friends."

If the Player Wins, then the Girlfriend lets The Boy leave, and the game is over.

If the GM Wins, then the Girlfriend freaks out and presents a serious emotional or physical barrier to The Boy leaving. The Girlfriend's Conspicuousness and Hopelessness is raised by 2 steps, and play progresses.

**If the Girlfriend's Conspicuousness is raised after reaching d12:** Its showdown time, no more subtle clues, she pulls out the knife, gun, sword, axe, whatever. Conspicuousness stays at d12.

The Player rolls Suspicion.

The Gm rolls Conspicuousness + Hopelessness.

If the Player Wins, then The Boy came out of the climatic duel relatively unscathed.

If the GM wins, then describe how the Girlfriend's assault caught the Boy vulnerable, right up to the part where any blood gets spilled.

The Gm rolls a d6.

If the d6 was less than the number Hopelessness rolled, The Boy does get hurt severely by the weapon, losing health equal to the margin of success. The Boy either dies from this wound or doesn't.

If the d6 was greater than the number Hopelessness rolled, the weapon was a fake and The Boy isn't really hurt. What does this mean for your relationship?

In any case, the game is over after showdown.

## **Credits:**

Paul Czege – My Life with Master – A lot of inspiration.

This game is in no way autobiographical. Nope. Nada. In no way or shape. Shut the hell up.