



ABSURD ADVENTURES

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This game is not meant to be taken too seriously. It should be seen as a wacky parody of the most serious game and be played as a comedic journey rather than a heroic adventure. If D&D is Lord of the Rings, then this is Monty Python and the Holy Grail.

Stats

Distribute 20 total points between your four stats.

Strength: Strong

Intelligence: Think Good

Dexterity: Move Good

Charisma: Talk Good

Combat

When you target an enemy for an attack, you roll 10-the enemies' Hurts.

Example: Enemy has 8 Hurts, $8-10 = 2$, you must roll above a 2.

All enemies start with 2 Hurt at the beginning of combat.

Plot Points

Each player starts out with 2 plot points and they can be awarded by the GM for any reason. A player can only have 2 plot points at a time.

Players can spend one of the plot points at any time during the game. They can be used to:

What convenient timing!:

A player can add an element, event, person, or object that can help them with a plan or assist them moving forward.

Remember the time?:

Players can have a flashback to a scene from the past that can help impact the current day.

More Plot Points

Succeed with consequences:

You can spend a point to perform an action without having to roll for it, however, the GM must add in some sort of complication.

What are they doing up there!?:

If the GM agrees, the player can spend a point to switch roles with the GM, either temporarily or permanently. The GM assumes that player's character and their stats.

You play me, I play you:

If both players agree, they can each spend one point to switch characters.

Rolling

When you make any check using a stat you roll 1d10, and must roll equal to or higher than your chosen stat to succeed. If you roll lower, it is a failure. If you don't use a stat, then you must roll a 5 or higher.

Health

You start with 0 Hurt. Any time you get hit, take +1 Hurt and roll 1d10. If you roll above your Hurt, nothing happens. If you roll equal or lower to your Hurt, take a flesh wound.

At 10 Hurt, you die.