

What is an Evil Minion:

Minions are not a race, they come in many shapes and sizes and skins and smells. scrawny humanoids, short goblins, lanky kobolds, fat piggings, rude ratfolk, all considered minions. What brings them together is their pentnet for evil and usually working for a dark master. In public minions aren't realized as immediate threats or dangers. They are, at first glance, just considered average folk (if not sketchy looking).

They are often reluctant to work together or share anything, often their worst attributes come out at their best and worst when being forced to work with others, the only reason they do so is because of their evil lord. Minions always have some sort of dark master or evil lord or vicious king they follow everywhere, not because they like them but because they usually fear him or are envious of their power (you must learn the minions really don't like anyone, but they do tolerate some people easier than others). As such they are willing to do anything asked of them without hesitation.

The GM basically is the **BIG BAD EVIL GUY** with the players being the henchmen he sends to run his evil errands. The minions usually follow as the one thing they despise more than working with others is disappointing their boss (usually cause it leads to torture, maiming, unethical experiments and a stubborn talking to about responsibility.)

Checks and rolling:

Checks are made by rolling a d20, where depending on what you roll will determine how well you succeed.

>1: A complete failure. You fail completely and have some sort of consequences be it major or minor

2-10 A regular failure. You completely fail at whatever you were trying to succeed at.

11-14 A moderate success. You succeed at what you were trying to do but there is some sort of set back.

15-19 A regular success. You accomplish what you were trying to do.

20< A critical success. You accomplish your goal in the best way possible, with some sort of upside or bonus.





Darkness Point:

At the start of a session you will get 3 darkness points and you can earn them by doing cruel, evil, or sadistic things. You can use darkness points for many different things. One of the main things is to use for activating abilities All abilities cost 1 darkness point to use.

Darkness points also have other uses. You can spend a darkness point to pull out an item you need. Rope, lantern, bomb, whistle, knife, bigger knife, something you would need but have. Any normal average items are far game but other items, like magics or more specific ones, would need to be agreed on by the GM. The GM can also make you spend multiple darkness points if the item you want is that difficult.

Lastly you can use your darkness points to flashback. Meaning you can use one to flash back to you setting up or preparing for something beforehand that can affect you currently. Again flashbacks to ordinary events, such as bridging a guard beforehand or setting up a safe landing for an escape plan is fine but larger and more elaborate flashbacks must be agreed by the GM. like items GMs can make you spend multiple darkness points in order to do more engaging flashbacks.

Abilities:

You gain 3 abilities of your choice. These are powers you can create and use. They can be anything from being able to control crows to being able to open any lock to seeing peoples heartbeats through walls to throwing poisoned darts at enemies. Your powers can be anything you can think of as long as your GM approves of it. From magic to skills it can be anything.

When making your abilities you must choose 1 element of the ability. This is something else it costs to use the ability. It can be anything but some examples include:

- Vocal: you need to say something out loud for the ability to work
- Material: the ability requires a specific item or components to perform the ability
- Sigil: Requires you to draw some sort of symbol on a floor or wall for it to work
- Collaboration: Requires a second persona to perform the ability

When using an ability you can also spend an additional darkness point to ignore the extra element.



Impulse:

Your Impulse starts out at zero and can go from -3 to 3. Your Impulse decreases automatically by -1 whenever you roll a 1, but it increases by +1 whenever you roll a 20. You can also manually increase or decrease your Impulse. If your Impulse is greater than 0 you can lower your Impulse by 1 to reroll any roll and take whichever outcome they prefer. You can also increase your Impulse and you can do it no matter what your Impulse is. In order to increase it you have to roll 3 dice and you must take the lowest outcome. You can only use your Impulse once per roll.

Corruption:

You can also activate abilities by subtracting -1 to your corruption in place of spending a darkness point. Your corruption starts out at 10 and only increases through resting or when choosing avoiding or choosing not to perform non evil actions. (like avoiding pushing a grandma down the stairs). The GM should usually do that as a way to give players insensitive not to just do evil things all the time and try to focus on the objective

When you roll, if you roll a regular failure and the number you rolled is greater than your corruption then you can choose to count it as a success, but you succeed in a disastrous way. The way you succeed is up to the GM but it will be evil, selfish, and overall insane, as if a dark corrupting force took over your mind for a second and used you. It also leaves you usually at some sort of disadvantage similarly to a moderate success for more dire.

On top of that if you choose a corrupted success you decrease your corruption by -1 again. If your corruption ever reaches 1 your character is consumed by evil and becomes completely evil. It is then controlled by the GM and is meant to act as immoral as possible to everyone, even the party, unless they cure the corruption from the character or kill them.

Stats:

In order to determine stats you roll a 1d6 you can place the dot in that many spaces, either left or right, starting with the 0 being your first space. (so on a 1 it would stay in the middle.)

Each stat has a counterpart, you will get a Positive modifier depending on how close it is to that stat, however, it will cause the other stat to have a negative modifier. For example if the 2 stats were intelligence and strength and you put the dot on the 3rd spot closer to intelligence, then you would get a +3 on any intelligence rolls but a -3 on all strength

Cowardice: Your Concerns about self preservation, making sure you stay alive in any situation.
VS

Cocky: Your Concerns about looking grand. Wanting to do something, even if it puts you in danger, to make everyone else look bad.

Threatening: Intimidating other people, making them fear you, making them avoid doing stuff.
VS

Manipulative: Tricking others to do what you need, from lying about who you are to fooling them into believing something

Intelligence: Your wit and wisdom. You are a genius over others. Your ability to outsmart everyone below you.
VS

Strength: How much you can lift, how hard you can hit, and overall your roughness over everybody.

Slyness: your agility and athletics. Ability to sneak, climb, and run away from any situation
VS

Toughness: Your ability to take any hit, scrape, or stab. Your overall endurance and constitution and your bodies ability to handle anything

Combat:

Combat is roleplay based. There are no hit points, no initiative, no damage rolls, its all rolls and actions of the players. The GM decides what does and does not kill, usually they get hurt then they die, but a clever roleplay action or a lucky roll on a random nobody can kill instantly if the GM thinks it's right for the situation. When fighting you roll whatever you feel is appropriate for whatever action you're trying to do, vs whoever you're fighting against. Whoever wins gets to decide what happens whether they stab them, knock them out, throw them down, grapple them, or whatever else they can think of.

Goals both Personal and Group:

The group as a whole will have a goal, if it's to steal the king's crown and escape the castle or to set the local tavern ablaze they have something they are trying to accomplish, however, each of them all have their own personal goals they are looking to accomplish. If the group goal is complete then each player gets 1 sticker, but if a player completes their personal goal they get a sticker of their own.

The stars don't actually mean anything but most dark overlords, and similar professions, find that it improves morale of minions.

Both group and personal goals will be chosen and discussed before the start of the game but If you can't think of a clever goal or your players can't think of a personal goal then you can just roll on the charts:

Group goals

1. You need to steal the king's crown for your boss, they want it for themselves.
2. You need to burn down the local tavern. Your boss said it would help prevent heroes from meeting and foiling his plans.
3. Your boss needs a bear. He won't tell anyone why but it's your problem now.
4. Your boss gives you a poisonous apple and tells you to make the local princess bite it
5. You need to infiltrate a fancy wedding and kidnap the groom. The boss says they own the groom's soul and wants it now.
6. The local book has an ancient expensive grimoire that your boss needs. It is later revealed that it's a cookbook for pastries.
7. The guards confiscated your boss's favorite horse now you must steal it back. Its name is muffin.
8. Somewhere in the local village your boss hears a beautiful piece of piano music. Your boss hates piano music. Go find it and destroy it.
9. Your boss loves wine. He wants you to go to the local nobles mansion, find their wine cellar, and steal as much wine as you can.
10. The prince still owes the boss money. Go beat him up until he pays or gets the message. The boss said don't kill him.

Personal goals

1. You wanna steal the most valuable thing you can find
2. You wanna stab something
3. you wanna eat something really good
4. you wanna destroy something very valuable
5. you wanna burn something
6. you wanna see someone die
7. you wanna see someone cry
8. you wanna scare a child
9. you wanna throw something large (like a chair or barrel)
10. you wanna flirt with someone



Notes for running the game:

The point of the game is for players to be evil minions, minions kinda being infamous for not being the most competent. So you may give your players a simple A to B task, but, they may turn it into an A to C to G to F back to C forgetting what B was Task, that's kinda expected and that's kinda the fun. Don't be afraid to tell them they failed what they were meant to do. That's the fun of the game, the players watching themselves get into trouble and trying to bumble their way out. Remember, you are not playing a hero, you're playing a minion. A hero losing is a tragedy but a minion failing is a statistical likelihood. Heroes are strategic, brave, and quick witted. Minions are impulsive, cowardly, and not that bright. The only reason they do anything is cause they are scared of telling their boss no.

Also, being evil characters means the player can cut more loose with roleplaying. They can be outlandishly evil. Everyone likes playing the super hero but sometimes they wanna play the super villain. Let them know that they aren't the noble band of heroes, they are that squad of dorks that barely tolerate each other (skaven from warhammer fantasy would be a good example)

While the fun of your players being evil is obvious you should know when to reel it in. Player characters being mean to each other can lead to funny moments, you should recognize if it starts becoming less playful and more genuine. When playing evil characters you should get some character on character rudeness but if you see your players getting actually upset then you should intervene, have them talk it out, and don't let them escalate the problem. Also beforehand you should all communicate that it is a game, and find out the limits and boundaries of your players. Never go over and never let it get too far.

Character Sheet:

Name_____

+5 0 +5
Cowardice 0 0 0 0 0 0 0 0 0 0 Ccky

+5 0 +5
Threatening 0 0 0 0 0 0 0 0 0 0 Manipulative

-3 0 +3
Impulse 0 0 0 0 0 0 0 0

+5 0 +5
Intelligence 0 0 0 0 0 0 0 0 0 0 Strength

+5 0 +5
Slyness 0 0 0 0 0 0 0 0 0 0 Toughness

0 10
corruption 0 0 0 0 0 0 0 0 0 0

Ability
name_____

Ability
Element_____

Ability Description:

Ability
name_____

Ability
Element_____

Ability Description:

Ability
name_____

Ability
Element_____

Ability Description:

portrait