

Aggravated

Beer

Damage

A fine gentleman's RPG

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This is a game about being a stupid drunk.

Not you, as a player, but your character. And, as the alcoholic wanker you are, you are prone to being as huge of an asshole as possible in the least amount of time. You are not comfortable just wallowing in your own urine and self-loathing, you can't even rest your head at night without someone else suffering more than you.

Obviously, you pitiful examples of humanity have very few redeeming qualities. However, you can use magic. Yes, you, the person who has made out with more urinals than women. You can use the wondrous gift of magic, and the world fucking hates you for it.

Also, tonight is the night that legendary creatures have erupted from the depths of myth into the streets of your local town to terrorize and mutilate the populace. You, the one stumbling out of the bar with a Pantera t-shirt and a cowboy hat covered in vomit stains, are the world's only hope.

*You must inflict Aggravated
Beer Damage to survive.*

Chapter I: Preparation

Before play begins, everyone must create their stupid characters. The process is easy, and will take less than five minutes, which is helpful for those of you who cannot string together coherent thoughts and instead must rely on random neural firings to get through life.

1. Print or write down a character sheet template. One is provided at the back of this booklet, at great expense to the author.
2. Devise a clever name. If you are not just roleplaying a drunkard, but actually are one, feel free to use your own, or the one on your fake ID.
3. Note the character trait “Beer”. Please write the number “six” next to it. This denotes that you are currently drunk.
4. Note the trait “Will To Live”. Please write the number “four” next to it. This denotes that you currently enjoy living. This will change.
5. Roll one six-sided die (called a 1d6 roll). Note the result, and look at the Magic Table. Write the result next to your “Magic” trait.
6. Someone must roll 1d6 for the group’s Monster. Look at the Monster Table and write the result next to the “Monster” trait.
7. Please, have a drink. Prepare backup drinks should you run out, as this game may take around 30 minutes.

Chapter I.I: Tables

Here are the aforementioned Magic and Monster Tables.

MAGIC!

- 1: Fireball
- 2: Mind Control
- 3: Lightning Bolt
- 4: Illusion
- 5: Frost Breath
- 6: Create Poison

MONSTER!

- 1: Bahamut, the Dragon King
- 2: Chimaera, the Mutated Horror
- 3: Jormungandr, the World Serpent
- 4: Cockatrice, the Doom Harbinger
- 5: Succubus, the Demon Queen
- 6: Legion, the Army From Hell

What exactly these things mean will come about later in the booklet. For now, simply accept that these things are important, and you will be fine. Remember to keep drinking, as this will enhance the roleplaying.

Please designate one person to be in charge of the monster. You may call him “Monster Man” or “Hey You” or “Fuckwit” or anything else that strikes your fancy. His moniker is unimportant. However, you must allow him to keep track of the monster, so please insure that he is capable of counting to twenty and reading dice pips.

Chapter I.I.I: Playing

Now we are ready. Play begins by having everyone introduce their characters to each other, then taking turns describing the bar you are in. This game takes place in a small midwestern town, and for simplicity's sake, let's all assume everyone knows each other, as it is a small town, and you are all frequent drunks. The TV begins blaring the news that a mythical creature is going to destroy the town you are in, and everyone begins to think, "Hey, let's go fuck up a monster. That'll get us free beer for a while."

The game is played like so:

1. Whoever's turn is up can describe the current scene. Feel free to elaborate on anything, but don't step on anyone's toes by dictating what the other players are doing.
2. Take an action. Actions include Find a Weapon, Find a Banner, Find a Tactic, Use Magic, and Fight Something. Whatever you decide to do, describe how you are doing it. Go ahead and incorporate new locations or people whenever you like. However, you only get one action per turn, and then play moves to the person to your left.

Simple, yes? Well, since you are playing an inept bastard, nothing is easy or simple.

You see, you have a Beer meter. The higher this is, the more able you are to use magic. However, you're also less able to use your ungainly body to do things like stay awake or not barf. Naturally, if your Beer meter is low, you can operate more like a person who isn't a living train wreck, but your ability to combat the mythological horrors of the night is severely lessened.

When doing something other than Use Magic, you must roll 1d6 and hope the result is equal to or above your current Beer. If so, congratulations! You managed to not fuck things up, miraculously. If not, however, the person to your right describes how badly you failed. You also lose 1 Beer due to peeing yourself or vomiting or something like that. When you Use Magic, though, you must roll equal to or under your Beer to succeed. Otherwise, you fail like normal.

Also, if your frail, beer-swollen body is damaged in any way, you lose 1 Beer due to the sobering effect of mind-rending pain.

Upon achieving 0 Beer, you are fully sober and come to the realization that you are the worst person in the world, which is true. If you are attacked by a monster or friend, of which either is equally possible, you instantly die in an appropriate fashion.

The good news is that you can always get more Beer. The bad news is that you lose your Will To Live to do so. You may sacrifice 1 Will to Live to gain 2 Beer, which can be done at any time during your turn. It doesn't even count as an action, since drinking yourself into a stupor is something that has always come naturally to you!

If you decide to Find a Weapon, Banner, or Tactic, the standard Beer check applies. A successful Beer check lets you roll on the Weapon, Banner, or Tactic Table. However, you must roll another Beer check, then roll 1d6 plus the amount by which you made your second Beer check to see what you got. You CAN fail this second Beer check and still get a Weapon, Banner, or Tactic, but it will suck. Here's a helpful example for those of you who have been drinking for a while:

Brian got it into his head that he's the only one who's capable of defeating the chimaera occupying the local Q-Mart. He leaves the bar, fully drunk, set on obtaining a weapon. He tries to travel to the pawn shop to pick up a gun. His Beer is at 6. He rolls a 2 on his Beer check, so instead he crashes his motorcycle into a telephone pole 15 feet away from the bar. He loses 1 Beer from barfing. Now he's at Beer 5. He tries again and rolls a 5. Success! He stumbles into the pawn shop and rolls a second Beer check to see what he gets. He rolls a 1. He needed a 5, so he missed his roll by 4. So, he rolls 1d6, then subtracts 4 from the result to see what weapon he picks up.

If he would have rolled a 6 on his second Beer check, Brian would have made it by 1. So, he would roll 1d6, then add 1 to the result to see what weapon he picks up.

Hope that's not too tough of a rule to grasp, but hey, even neanderthals got fire eventually.

Chapter IV: The Monster

Every time play comes back around to the person who started, that's one Round. Every Round, the Monster gets closer to destroying everything. At the end of each round, the Town meter goes down by 1, representing the damage caused by the Monster. The Town meter starts at 8, and when it hits 0, the game's over. However, the Monster will never attack anyone until someone attacks it first. Then, it's a no-holds-barred throwdown.

Now, there's a method to defeating monsters. The heroes of yore knew it, but since you don't read anything but phone numbers in bathroom stalls, you must now figure it out for yourself.

Step 1: Find a weapon. The mystical swords that once combated these beasts are long gone. You'll need something though, so get your pretzel-stained hands on a shotgun or tire iron.

Step 2: Find a banner to fight for. This is normally your king's crest or deity's sigil, but for you, you'll probably have to settle for a sports team's flag or some relatively non-soiled boxers.

Step 3: Find the beast's weakness. Let's be honest here, you'll just end up guessing anyway. Still, try looking in a TV Guide or a magazine where the pages aren't stuck together.

Step 4: Kill the beast! Or do the world a favor and die trying.

When fighting a Monster, you add up the Ratings of your Weapon, Banner, and Tactic. That's how much damage you do to the Monster. Subtract that amount from the Monster's Life. If you Use Magic, that could help here too, as many spells add to the damage done to a Monster. After you attack the Monster, the Monster attacks you. You lose Beer equal to the Monster's Power. If you have an item that helps prevent damage, try to remember that here, because it may be the difference between life and death for you.

You can fight your friends too. All this takes is a Beer check from both of you. Whoever succeeds by the most can take a Weapon, Banner, or Tactic from the victim. Failing the Beer check causes 1 Beer loss, as usual.

Keep in mind, though, the Monster won't even fight you unless you have all three items. You're not a true hero until you do.

When the Monster's Life reaches 0, you have successfully killed the monster! The ending your character gets at the game's finish is determined by how much Will To Live you have remaining. If you are the one who killed the Monster, you also get a special ending based on how much Town is left standing.

Congratulations!

You beat the game!

Chapter V: More Tables

MAGIC EFFECTS TABLE

Fireball: On a successful Magic check, you may inflict 5 extra damage to a Monster, or 10 damage if they're weak to Fire. You may also use this spell to provoke the Monster, making it attack you each Round instead of reducing the Town by 1.

Mind Control: On a successful Magic check, you may inflict 5 extra damage to a Monster, or 10 damage if they're weak to Charm. You may also use this spell to instantly steal a friend's Weapon, Banner, or Tactic.

Lightning Bolt: On a successful Magic check, you may inflict 5 extra damage to a Monster, or 10 damage if they're weak to Lightning. You may also use this spell to move like greased lightning, letting you take 3 actions next turn.

Illusion: On a successful Magic check, you may attack a Monster without being counter-attacked. You may also use this spell to make fake buildings, increasing the Town by 1.

Frost Breath: On a successful Magic check, you may inflict 5 extra damage to a Monster, or 10 damage if they're weak to Ice. You may also use this spell to chill some beer, gaining 1 extra Beer whenever you spend Will To Live.

Create Poison: On a successful Magic check, you may inflict 5 extra damage to a Monster, or 10 damage if they're weak to Poison. You may also use this spell to make some potent alcohol, giving everyone in the game 2 Beer.

WEAPON TABLE

Result	Weapon	Rating
-4	Traffic Cone	-2
-3	Slingshot	-1
-2	Milk Crate	0
-1	Acoustic Guitar	1
0	Tire Iron	1
1	Nail Gun	2
2	Baseball Bat	2
3	2x4 with Nail	3
4	Revolver	4
5	Shotgun	5
6	Bitchin' Swordcane	6
7	Molotov Cocktails	7
8	Box of Grenades	8
9	Minigun	9
10+	Excalibur	10

BANNER TABLE

Result	Banner	Rating and Special Effect
-4	Soiled Underwear	-2
-3	Page of Coupons	-1
-2	Monopoly \$20 Bill	0
-1	Do Not Disturb Sign	1
0	Mostly Clean Boxers	1
1	Speed Limit 25 Sign	1
2	Pizza Delivery Car Sign	2
3	State Flag	2
4	Lightning Rod	3, Lightning Immune
5	Sci-Fi Movie Poster	3, Charm Immune
6	Neon Bar Sign	3, Poison Immune
7	Nuclear Hazmat Sign	3, Fire Immune
8	Ice Cream Billboard	3, Ice Immune
9	World Series Pennant	4, Gain 2 Will To Live
10+	Sigil of Kings	5, Resist All Damage

TACTIC TABLE

Result	Tactic	Rating and Special Effect
-4	Roll of Toilet Paper	-3
-3	Newspaper Ads	-2
-2	Childrens' Pop-Up Book	-1
-1	Tabloids	0
0	TV Guide	1
1	Reader's Digest	1
2	Sports Magazine	1
3	Firearm Magazine	2
4	Deck of Tarot Cards	2
5	Floor Plans	2, Gain 1 Town
6	Swimsuit Edition	3, +5 Charm Damage
7	Chemistry Book	3, +5 Poison & Ice Damage
8	Electrician's Manual	3, +5 Lightning & Fire Damage
9	Roleplaying Basic Set	4, Use Magic Always Works
10+	Ancient Tome	5, Get 2 Actions Every Turn

MONSTERS

1. Bahamut, the Dragon King LIFE: 30 POWER: 4

SPECIAL ABILITY:

2. Chimaera, the Mutated Horror LIFE: 25 POWER: 3

SPECIAL ABILITY:

3. Jormungandr, the World Serpent LIFE: 35 POWER: 3

SPECIAL ABILITY:

4. Cockatrice, the Doom Harbinger LIFE: 20 POWER: 5

SPECIAL ABILITY:

5. Succubus, the Demon Queen LIFE: 25 POWER: 2

SPECIAL ABILITY:

6. Legion, the Army From Hell LIFE: 30 POWER: 3

SPECIAL ABILITY:

ENDINGS

At the end of the game, if your character's Will To Live is:

0: You realize that the real monster is you. In a liquor-induced craze, you light yourself on fire.

1: You realize that there is a glimmer of hope within you. However, you drown in it booze and eventually go comatose.

2: You realize that the only reason you won is because of the alcohol. You don't change at all.

3: You realize that there is a glimmer of hope within you. You go back to college.

4 or more: You realize that there is more to life than drinking and vow to be a wandering hero of justice.

Also, if your character is the one who killed the monster, then you get this ending in addition to your Will To Live ending. If the Town is:

0: Everyone is dead. The country names the disaster after you. You are already a useless waste of life.

1: The town is now a bar and a car wash. The town names the bar after you. You become a drunk painter.

2: Most of the town is melted. The town names a graveyard after you. You become a janitor.

3: A third of the town is on fire. The town names a park after you. You become a weatherman.

4: An unimportant city block is destroyed. The town names a street after you. You become mayor.

5: The waffle house exploded. The town names a school after you. You become a TV star.

6 or more: No Damage. The town renames itself after you. You become president.

