

I Forget What Eight Was For...

Fighting the Lost Gods

Entry in the 2007 Iron Game Chef Competition
for the ingredients: Memory / Drug / Palace

This is a tactical game where the characters are homeless people that fight the nameless horrors from beyond. Horrors that would drive a man insane, if he remembered them. Liberal use of mind altering compounds given to them by a shadowy figure make savage fighters who can face the lost gods without remembering.

I Forget What Eight Was For... is a role playing game. To play the game you and several friends will create characters and imagine fighting monsters as those characters. the

This is a simple games, there are only a couple of rule so that you can learn them and forget that you are using them. The intention is that you use those rules to do the obvious and kill the monsters. Along the way some other stuff will happen. Eric will fill his shopping cart up with all manor of useless stuff, Dan will befriend a policeman, and Megan will go completely ape-shit and start killing everything in her path. All of that is great if you let it mean something later on down the line. Let you characters remember what has happened and use that stuff to make a cool story.

Character Creation

YOU ALL PLAY HOMELESS PEOPLE FIGHTING MONSTERS. YOU HAVE A STRONG CHANCE OF GOING CRAZY OR DIEING, IF YOU CAN'T BUY INTO THAT PLAY SOMETHING ELSE. You are going to have four stats and six skills to start the game. the four stats are going to be rated by the die that you roll for them. you will have one stat at D4, D6, D8 and D12. your skills are also going to be rated by the die you roll when they are used. You will have three D6 skills, two D8 skills and one D12 skill.

Stats

Fight - Covers all hand to hand and melee weapon combat

Brains - Covers what has been learned about the monsters and Magic

Perception - covers your ability to sense the world around you and is the stat for gun combat

Will - Covers your ability to resist the pain and mental anguish that these creatures cause

put one of the following dice next to them D4, D6, D8, D12.

Skills

Every character starts out with the same three stats: Brawling, Lore and Sneaking; to this they will add three other skills from the list available or in conjunction with the GM.

Skill List

Brawling (Fight) - Ability to fight with your hands or hand-held weapons

Lore (Brains) - While the lucky don't remember their encounters with the monsters this skill reflects what has been learned about them

Sneaking (Will) - ability to get past the monsters or their minions

Improvised weapons (Fight) - improves the damage of a found weapon by 1
Library Research (Lore) - ability to find things out by doing research online or in the library
Running (Will) - ability to maintain a speed to outrun what is chasing you.
Projectile Weapon (Perception) - ability to clean, maintain and fire a gun
Mechanical aptitude (Brains) - Ability to build things
Streetwise (Brains) - Knowing the people, places and customs of the street
Tracking (Perception) - ability to follow people or creatures by the way they disturb the environment
Fast talk/ Double talk (Will) - ability to get people to believe what you are saying in spite of its being crap
Scrounge (Brains) - ability to procure the use of items from the people you know or stuff that can be found
Basic Breaking and Entering (Fight) - an understanding of how buildings keep you out and how to defeat such measures

Again, you all have the first three skills and choose three more. You will have three D6 skills, two D8 skills and one D12 skill.

Rounding out your character

Answer the following questions about your character

How did they come to be homeless?
Why does your character feel they need to kill monsters?
What is their most prized possession?
Who is your best friend and what can you do for them?
What does your character look like?
Where does your character live?

Fighting the Monsters

There are three basic parts to the fighting of monsters and you will have to figure out what emphasis to place on the three. part one is figuring out what is going on, what the monsters do and where they are, part two is the old going in and beating the monsters up part and three is cleaning up any fall out that arises from the methods you used.

For the first part the GM will make available some information about how you come to find out about this particular monster, who it has killed and what the cultists are doing to prepare. This is a good time to do the research to unveil the history of the area, things that have been going on and possibly put the characters in conflict with the cultists. There is some possibility of finding the monsters weaknesses, but more of that gets done in the next stage.

In the second stage going in and confronting the cultists and the monsters will give the characters a better idea what they need to fight the monsters. This is a great time to build the Lore rolls into the story. finding out what resources the cult has and what the monster is like without going in full bore. Then scrounging up more resources and taking them out. Most of these monsters will put up quite a fight and there will be collateral damage to the buildings and people around the cult.

The third part is about hiding the evidence that you were involved in the torching of the building or the killing of the cultists. This is a good opportunity for the players to change settings or learn about new problems. If this part doesn't play well for you after the first couple of sessions much of this can be hand waved away. After all if the authorities believed in monsters you wouldn't be fighting them.

Using Skills and Stats

In a conflict, roll a skill die + the stat die that goes with it. If you get a 7 or greater you succeed if you get an 11 or better you get a **benefit token** called a bennie. That's really it but it is important to talk not just about what you are doing but what you are trying to do.

Bennies and how they can affect play

Bennies allow you, the player, to do a number of things within the game to make play be more the way you want. The easiest way that you can do that is to use a bennie to re-roll a bad roll, but you can do a lot of other things as well. You can use a bennie to a D6 in a skill (remember that the default for skills you don't have is D4). You can buy a relationship with another character for a bennie. This would be a D6 relationship from you to them. If they reciprocate you will have a 2D6 relationship, if not D6+D4. still a pretty good relationship when you need to try and bring someone down from the crazies.

Initiative

To see what order the combat goes in everybody that is involved rolls their characters' current Will+Perception dice. The highest number goes first then the next highest and so on.

Damage

Damage reduces a Stat die size by one so if you take damage you reduce a D12 to a D8, a D6 to a D4 and so on. You the player get to choose which die gets reduced and narrate in what it means. If a die is reduced below D4 the character becomes unconscious.

If a weapon is used in hand to hand combat, two levels of damage are incurred for every hit that is scored. If a gun is used it also does 2 hits unless it is a really big gun and then it does three.

Fire and Acid and in some cool cases other substances like water will do damage as well. assume that they do 2 damage per turn for 1D6 turns or until put out.

If all of a characters dice are reduced to 0s the character is going to die. It would be cool if you could make your death meaningful so any character who this happens to is allowed one final scene of their choosing to do the cool thing before I die scene.

If a monster die goes below D4 it is incapable of attacking when all of the dice are 0s the monster is dead.

Sanity

While you are fighting the unnameable horrors they will be taking an effect on your sanity. To reflect this in the game any time you roll a one on any die you will record it on your character sheet. If you get another, you will have to stack those dice up. You have as long as you need or until the rest of the players get bored of watching you. If they fall over you suffer a mental breakdown. Roll a D6 and consult the chart.

Sanity Chart

1 - You disassociate from the situation it's just too much to think about.

- 2 - Your nerves are getting the better of you and you are frightened of everything that doesn't console your fear.
- 3 - You cannot shake the feeling that something is watching you and might want to hurt you and those you love.
- 4 - Your anger at those that put you in this situation boils within; You lash out at those who did this be they friend or foe.
- 5 - It doesn't matter, nothing matters. it just doesn't matter.
- 6 - Amnesia they were trying to kill someone else and you are not that person.

The chart is there to give you a fun thing to do with your character. Play the breakdown and enjoy it. It doesn't mean you cannot contribute to the team while you are lashing out at the nameless ones. Remember that the players whose characters aren't crazy don't get to have as much fun

The high die on any conflict roll is added to a running total to keep track of whether the drugs have worn off. When they do the effects of sanity loss are permanent otherwise they will be gone by the next day

The Police and Other Perils of the non-Monster World

If a character does something that is illegal , the police will be concerned. If a character burns a building down, the fire department will be concerned. There are lots of ways that the characters can get in trouble even if they don't do these things. It is important for the GM to set a tone early on that the police are not an ally of the characters. This does not mean that individual cops might be sympathetic, you can take a relationship with an individual officer, but in general it should always be an aggressive negative relationship. Fire officials same way their job is to investigate suspicious fire and they will be looking for you.

Creating the Monster Palace

There are a couple of steps to creating a monster. First decide whether you want a monster that is moving around or a monster that is tied to a place. Second decide who the cult is that are trying to bring the minsters in. Cultists are usually just cannon fodder, so they are described by two dice. A simple cultists don't want to give their lives for the cult so they get a couple 6 or 8 sided dice. those who are more invested can have more dice. A leader who you want to provide some real challenge would be drawn up like a regular character maybe with a few bonus dice to make them stronger. The monsters should be based on the size of the party there should be 10 dice levels per player where a D4 would be one level and a D8 three levels. If the monster is immune to some form of attack reduce the monster to 8 levels per player.

Credits

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