

Electric Hoe-Down of the Atomic

Reptile Bikini-Women - in {D!!!D!!!

Band Creation Rules

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Please refer to **Worlds of Cthulhu #4** for the writers involved

Creating The Band

Instead of the usual method of Character Creation, have the players make sheets with STR, CON, SIZ, DEX, APP, INT, POW and EDU, and then:

- ♦ give them 60 points to distribute between STR, CON, DEX, APP and POW
- ♦ have them make a 6+2d6 roll for SIZ
- ♦ have them make a 8+1D6 roll for INT
- ♦ have them make a 3d4+3 roll for EDU

Instead of the usual method of giving EDU and INT points into Skills, give them 240 points to put into **Art: Singing** (01%), **Art: Instrument of Choice** (01%), **Bargain** (05%), **Dodge** (DEX x2) **Drive Auto** (20%), **Fast Talk** (05%), **Listen** (25%), and **Sneak** (10%).

Then give them 50 points to put into the four natural weapons – **Fist** (50%) **Grapple** (25%) **Head Butt** (10%) **Kick** (25%) – and the ability to use their instrument of choice as a club-type weapon (25%)

As they go through the Tough Luck Story Generator, they will get bonuses or penalties to their characters. Have them mark it all down, and then – once they're done – calculate *Idea*, *Luck* and *Know*. It's recommended that the INT losses not be allowed to take them below 8, no matter how badly they roll on the Story Generator.

The Deluxe, Down-Home Tough Luck Story Generator

To use this, just follow the instructions. Don't worry about too many history duplications among the band – it'll give the players something to talk about besides tractor pulls, beer and what they're going to do when they get to be stars.

“(Band Member's Name) was born in (roll #1), the child of (roll #2). They said s/he would never amount to much, and after s/he (roll #3) at age (11+2d4) they considered themselves right and threw that brat child out into the cold. After that s/he (roll #4) in (roll #1 again) for a few years, falling into a life of (roll #5). Out of sheer luck s/he met the other members of the band while they were rolling through (roll #1 just one more time) and has been with them ever since. Heee-YAW!”

#1: Roll 1D6

- 1 Lubbock, Texas (-2 INT)
- 2 Tulsa, Oklahoma (+1 INT)
- 3 Pecos, Texas (-2 INT)
- 4 Beeville, Texas (-1 INT)
- 5 Sherman, Texas (-2 INT)
- 6 Big Tuna, Texas (-3 INT)

#2: Roll 1D6

- 1 Strangely well-off but inbred sheep farmers. (+20% to **Accounting**)
- 2 An encyclo... encycler... however-you-say-that-word salesman and his wife the soap opry queen. (+20% to **Fast Talk**)
- 3 Fundamentalists waiting for the end times in a shotgun shack. (+20% to **Dodge**)
- 4 Fake injuns making cheap necklaces for tourists and drinking themselves into the hospital. (+20% to **Medicine**)
- 5 A honky-tonk singer done went nowhere and her old manager who's now living in Las Vegas with that two-bit singing floozy he done left her for. (+20% to **Art: Singing**)
- 6 A truck driver who was hardly ever there, Aunt Sue, Uncle Fred the Revenuer and Cousin Ted the self-made Stigmatic. (+20% to **First Aid**)

#3: Roll 1D6

- 1 Done beat up Schoolmarm Pritchett right there in class (+20% to **Kick**)
- 2 Done burned down the feed store (+20% to **Explosives**)
- 3 Done wrecked Uncle Joe's 18-wheeler (+20% to **Drive Auto**)
- 4 Done got caught smoking loco weed (+20% to **Pharmacy**)
- 5 Done came home from town with pink hair and a nose-ring (+20% to **Dodge**)
- 6 Done got caught reading funny-books on the crapper (+2 to EDU)

#4: Roll 1D6

- 1 Waited tables in Merle's Greasy Spoon (+20% to **Accounting**)
- 2 Sold broken pencils on street corners (+20% to **Fast Talk**)
- 3 Sold hooch to reservations and loco weed to rich college kids (+20% to **Pharmacy**)
- 4 Sold encyclo... encycler... however-you-say-that-word door to door (+20% to **Physics**)
- 5 Shouted the word of Jesus out loud in city parks (+20% to **Dodge**)
- 6 Beat up Yankees for fun and profit (+20% to **Sneak**)

#5: Roll 1D6

- 1 Mindless violence. (+20% to **Handgun**)
- 2 Desperate alcoholism. (+20% to **Fist**)
- 3 Desperate violence. (+20% to **Knife**)
- 4 Mindless alcoholism. (+20% to **Kick**)
- 5 Mindless and desperate violence and alcoholism. (+20% to **Shotgun**)
- 6 Strange and drunken sexual encounters with what were either large, fuzzy sock puppets or something too hideous to recall. (+20% to **Grapple**)