

LIVING LOW

THE LOW LIFE LIVING CAMPAIGN



OFFICIAL BOSS BIBLE & STYLE GUIDE

BY ANDY HOPP



WHAT IS LOW LIFE?

Low Life: The Rise of the Lowly is a tabletop RPG (and a horde of related products) designed and illustrated by Andy Hopp and published by Mutha Oith Creations.

The premise is simple, yet hideously complex. Gazillions of years have passed since the Time of the Flush and the extinction of the vaunted Hoomanrace. The descendants of cockroaches, snack cakes, worms, and lowlier things now rule the Oith and society is greatly influenced by the (often misinterpreted) archeological evidence of said Hoomanrace.

It's low brow high adventure in a world where attitude wins the beans and even the lowliest pile can become a king by his own spork.

WHAT IS LIVING LOW?

Living Low is the *Low Life* living campaign (just like it says in the picture). Of course, if you don't know what a living campaign is that information may be of limited value. Allow me to explain:

A tabletop RPG living campaign allows participants to create a character and play that character in multiple, often interconnected, adventures at various conventions, game days, and private gaming sessions. The character gains experience and equipment along the way and maybe, just maybe, learns a little bit more about himself (or herself) in the process. After each session a player's character information is entered into a database and his or her (or its) progress is recorded.

Your Living Low character can be the same persona you use on The Whole Hole Suppository of Knowledge (www.thewholehole.info) or it can be someone else entirely.

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WRITING LIVING LOW ADVENTURES

THE GIST

Low Life is all about attitude. Sure, the peeps are often ridiculous, the world they live in is mostly absurd, and just about everything about their society is a joke. The thing is - They don't know this. To them, these things are as normal as normal gets. They're ridiculous, but they don't know they're ridiculous, and that actually makes them pretty cool.

That's the main lowdown about writing for *Low Life*. The poop's not funny just because it's poop. It's all about context. It would be easy to devolve into a wacky, slapstick, pun-filled, cartoonish romp, but that's not what we're all about. Of course, those things are a major part of *Low Life*, but they aren't the heart and spleen of the

thing. Let the adventure and the mystery and the wonder come first, with the humor seeping in as appropriate. *Low Life* is, and should be, funny and absurd, but not at the expense of the story.

When writing your *Living Low* adventures feel free to explore the whole hole. Mutha Oith is a big place and there's a lot to see and do. Take advantage of that. Coupling your vibrant imagination with the source materials found in the *Low Life* core rulebook, the various volumes of *The Whole Hole*, the Suppository of Knowledge, and all the disparate snazz scattered across the glob should lead to some amazing exploits, explorations, and shenanigans.

Resist the temptation to nab a timeworn adventure from another game and simply replace it with *Low Life* creatures and characters. Sure, it's easy to take something dusty off the shelf, replace goblins with scary ass muthas, and call it a day, but you're more creative than that. Take advantage of the wonders Oith has to offer. She's a bit rough around the edges (and the middle), but she's a good mom.



STYLE GUIDE

The following guidelines should be adhered to as much as possible when writing adventures for *Living Low*.

ADVENTURE LENGTH

A typical convention game slot lasts 4 hours (including setup time). Please keep this in mind when writing your adventure. If you have a longer story to tell, consider breaking it up into smaller tales that can be played in multiple sessions. Each such chunk should still have its own climax and resolution (in case a peep can't make it to the next session), but when combined they form a larger arc.

CANON

Since adventures are designed to be played multiple times by many different peeps, the events that occur within them are not generally considered canon (actually having occurred in the *Low Life* timeline). Occasionally, however, locations, creatures, NPCs, and events may indeed attain that level. Whether or not such a thing is considered canonical is up to the game's designer (Hello, I'm Andy).

There are certain happenings you may want to include in your adventure that might alter existing canon (such as killing a character from one of the books, overthrowing a government, altering the way zazz flows, destroying a landmark, etc...). If that's the case please clear it with me first. You can reach me through the contact information at the end of this booklet.

EDITING & GRAMMAR

As you are probably aware, the Grammar Police were disbanded following the events of the *Great Torklian Word War* of 327 yafwaf (originally known as the *Inordinately Substantial Torklian Designational Utterance Bloodsheddular Contention*). Nevertheless, we urge you to adhere to certain rudimentary ideals. Consider the following:

- Spell check is a thing that exists.
- The word "that" is often extraneous.
- Oofos do not have butts.
- Before your adventure makes it into the world we have to look it over and edit it for public consumption. Please don't make more work for us than you have to. If it's too illegible we might not read it.

- Unless they begin a sentence the names of species (croach, horc, tizn't, etc...) are seldom capitalized.
- Many, many words in *Low Life* are unique to the setting. Feel free to invent new ones.
- Puns are fun, but they should make sense contextually. Try to take your audience by surprise by avoiding the obvious jokes in favor of more subtle humor.
- It's alright to be a bit naughty, but let's try to remain respectful. For example, "strumple" is a better word than "whore". If your adventure is not appropriate for younger players please let us know.
- I have deliberately hidden several grammar and spelling errors in this guide. Find them all and win a prize!

ADVENTURE FORMAT

Living Low adventures are made of six major chunks:

THE BLUDGE – A brief synopsis.

THE NUDGE – Things to do before getting started.

THE TRUDGE – The actual adventure itself.

THE DRUDGE – The end of the thing.

THE SLUDGE – Stats and information about various **PEEPS**, **CREEPS**, and **JAZZ**.

THE KLUDGE – Assorted certificates and handouts.

SKILL BLOCKS

A Skill Block is a blurb of text that describes possible outcomes of potential skill checks during certain situations. For example, if a peep decides to use the Streetwise skill to find out more information about Floom's tallest worm, the Skill Block might look like this:

STREETWISE: Nobody knows Floom's tallest worm's real name. He just goes by Floom's Tallest Worm. His brother calls himself Floom's tallest Worm's Brother. **(Raise):** The worms are new in town and apparently rent space in a tenement in The Wrong Side of the Tracks (a crappy neighborhood a few blocks away). **(Two Raises):** Their landlord is a containimator named Cerumen Thricewipe.



Please note the Skill Block is not indented. The name of the skill is Capitalized, **bold**, and in SMALL CAPS. The Raise Indicators are in (parentheses), and they are also **bold**. Skill Blocks live in **THE TRUDGE**.

STAT BLOCKS

Stat Blocks are used to describe the NPPs (Non-Player Peeps) and creatures the peeps might interact with during the adventure. They are listed in **THE SLUDGE**. Stat blocks follow a uniform structure and include all the information the Boss needs to control that entity:

SAMPLE PEEP STAT BLOCK

CHUMP EVERYGUY (WILD CARD)

male worm

Chump's just, like, this guy. You know?

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Hocus Poking d8, Notice d10

Pace: 6 **Parry:** 7 **Toughness:** 6 **PP:** 12

Powers: Disguise, Growth/Shrink, Quickness, Speed

Gear: A bag of toenails, 16 clams, spork (Str+d4)

Stat Blocks for beasts follow the same format as those in the *Low Life* core rulebook. In fact, feel free to cut and paste. If the creature's description is too long it's ok to truncate it or leave it out entirely.

SAMPLE BEAST STAT BLOCK

Dweeb (wild card)

Plump and nerdy, these eggheaded little guys love to show off their intelligence. Life, to them, is a constant game of practical jokes and witticisms. Weak fighters, dweebs use words, trickery, and weirdness to escape unpleasant situations.

Attributes: Agility d8, Smarts d12+2, Spirit d6, Strength d4, Vigor d6

Skills: Crafting d12, Fighting d4, Lockpicking d12, Notice d12, Performing d10, Repair d12, Weirdness d12

Pace: 6 **Parry:** 4 **Toughness:** 5 **PP:** 40

Powers: Armor, Barrier, Blind, Burrow, Burst, Dark-sight, Deflection, Detect/Conceal Arcana, Disguise, Growth/Shrink, Greater Healing, Intangibility, Invisibility, Quickness, Shape Change, Speed, Summon Ally

Gear: Circumspectacles

SPECIAL ABILITIES

Ingenious: Dweebs are really smart. They can speak and understand any spoken language after hearing only a few words. They really dig riddles and word games. In fact, dweebs have been known to reward peeps who stump them with a particularly brilliant riddle by giving out free weird devices.

Trickery: Once per round, as a free action, a dweeb may make an opposed Smarts roll against an opponent. If the dweeb wins it has somehow tricked the opponent and receives a +4 bonus to attack rolls made against him that round.

LOOT

This is a listing of the treasures and clams that could possibly be found or awarded during the adventure. Peeps may not officially gain any loot that isn't listed here (unless they spend clams on it during the game). Loot is described in **THE SLUDGE**, with specific items offered on certificates in **THE KLUDGE**.

Weird devices and other zazzular treasures should be described according to the format established on page 151 of the *Low Life: The Rise of the Lowly (ReDredged)* core rulebook. Such as:



CIRCUMSPECTACLES (Activate: d8, Charge: 12, PP: 3, Range: Worn, Duration: 3 (1/round), *Farsight*): This enchanted monocle allows the wearer, upon activation, to see in every direction at once. He gains a +2 bonus to Notice rolls and cannot be flanked. 300 clams.

SUBMISSIONS

Once you are happy with your adventure it's time to send it in. You can use the upload form nestled comfortably at **THE WHOLE HOLE SUPPOSITORY OF KNOWLEDGE** (www.thewholehole.info) or email it directly to livin-glow@thewholehole.info. Please consider the following:

- Submissions should be in Microsoft Word (.doc) format (or a similar file readable in Word).
- Fonts used are Priori Serif (most text), Priori Sans (Stat Blocks), and Death Font (lower case even though it looks like caps, titles and headers). These

fonts can be downloaded at www.thewholehole.info. You do not have to format your adventure with these fonts, but if you do I will be your best friend.

- We reserve the right to make any changes we want to. We will try to be as true to your vision as possible, but sometimes things just don't jibe with the overall gist of the thing.
- If we do make any changes we will notify you before publication. You have the right to revoke your submission if you do not agree with our alterations.
- By submitting your adventure and approving revisions you agree to allow Mutha Oith Creations the right to publish it for use in any *Living Low* events, printed compilations, or official *Low Life* products. You still own the rights to your writing and artwork, but we may publish it as we wish.
- You will be rewarded for your contribution according to the terms described in the Oithlings section on pages 6-7.
- You might also receive in-game rewards for your real world contributions.

LIVING LOW BOSSES

Low Life GMs are known as Bosses. Bossing a *Living Low* game is a lot like Bossing any other *Low Life* game, with a few significant bits of tid to consider:

- Since players are using their own Peeps in the game, and those Peeps advance and collect loot along the way, it's important to follow the framework of the written adventure as much as possible.
- After each game session you must complete and submit a Post Game Report (using the form at www.thewholehole.info).
- Do not give out any Loot or throw in any Beasts that are not specifically included in the adventure.
- You have the final say in all matters of contention at your table.
- After each game session the players should vote on who brought the most fun to the game. A bonus XP is awarded to the winner. You get to decide in the event of a tie.
- Bosses also earn XP for their Peeps. For each game session you run your Peep gains 3 XP. You may not gain XP for playing in a game you have already run.

- If any of your players go to www.thewholehole.info and gives you an official "Fist Bump" you will earn one additional XP (limit one per game).
- The Boss has the right to kick out unruly players or anyone who is ruining the fun of the game. Players who are kicked out do not gain XP for that adventure. This power should only be used in extreme situations and only with the agreement of the other players.
- Peeps may only gain XP the first time they play in a particular adventure. They may play the adventure more than once, but only earn XP (and loot) the first time.
- XP and loot is officially awarded by MOC once the Boss turns in the Post Game Report.



OITHLINGS & REWARDS

The Oithlings are the Mutha Oith Creations street team, promotional squad, and interactive happy-time fun club. Members earn points (called “clams”), badges, and accolades which they can collect and boldly display in order to impress other peeps, get discounts on jazz, nab sweet gifts and MOC merchandise, flaunt across the leaderboard, and generally improve the quality of life for all people everywhere for all time.

In addition to the XP earned by their Peeps, *Living Low* players and Bosses earn Oithling clams and other prizes.

PLAYERS: For each *Living Low* game you play you will earn 10 clams.

BOSSSES: For each *Living Low* game you run you will earn 30 clams. Bosses will also earn special Low Life prizes and goodies (shirts, badges, etc...).

WRITERS & ARTISTS: For each *Living Low* adventure you write or illustrate you will earn 50 clams.

In order to claim clams, a player must be a registered Oithling. To register, and to see a complete list of all the great things you can do with your clams please visit the official MOC site at www.muthaoithcreations.com.



CONTACT INFORMATION

OFFICIAL MOC ANNOUNCEMENTS & NEWS
WWW.MUTHAOITHCREATIONS.COM

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UNIT COST

CHARACTER NAME

PLAYER NAME

SPECIES / RACE

THE BOSS

HOMELAND / RESIDENCE

RELIGION

CHARACTERISTICS

MUTATIONS & INJURIES

EDGES & HINDRANCES

XP:

RANK:

ATTRIBUTES

d ☐ Agility
d ☐ Smarts
d ☐ Spirit
d ☐ Strength
d ☐ Vigor

Charisma

Pace

Toughness

Parry

SKILLS

d ☐
d ☐
d ☐
d ☐
d ☐
d ☐
d ☐
d ☐
d ☐
d ☐

ZAZZ



Arcane Background:

Power Points:

POTER/ TRAPPING

COST

DAMAGE/EFFECT

DURATION

NOTES

RANGE

LIVING LOW PLAYER NUMBER:

JAZZ



CLAMS

WEIGHT LIMIT

WEIGHT CARRIED

EMBARRASSANCE PENALTY



STUFF

SELF PORTRAIT



GRUB & GROG

ARMOR

HEAD

TORSO

ARMS

LEGS

OTHER

WEAPON

RANGE

ROF

DAMAGE

AP

WEIGHT

NOTES