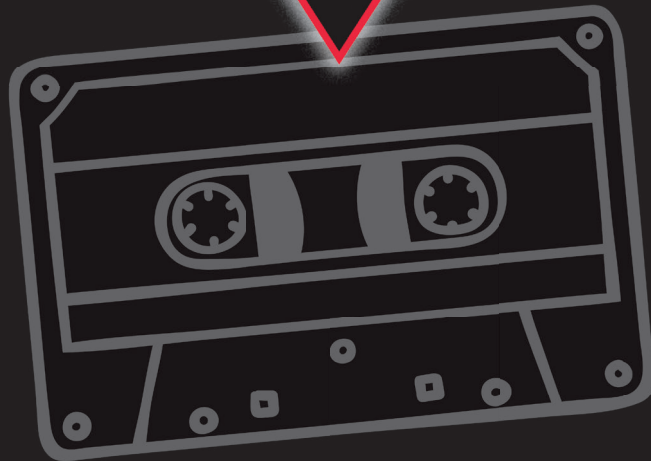


DEMO TAPE

ROUNDER BY YOUTH



**A COMING-OF-AGE RPG ABOUT ANGSTY, SMALL-TOWN TEENS AT THE
FAR EDGE OF THE 1980S**

What is this shit?

This is the **Bonded by Blood** “Demo Tape”, a free version of the game. It lacks the bells and whistles of the full game, but it’s enough to give you a taste of what the game is all about and how it works. You’ll be given the stripped-down game system, a plot to try out and even some GM advice for running it (specifically the slice-of-life aspects).

Defining Player Characters

Player Characters (PCs) are defined by the following:

Cores: Each character has four Cores that determine how good they are at various things in a general sense. These Cores are **Physical** (all things relating to the flesh and body), **Mental** (everything involving thought and perception), **Social** (all about interaction with other characters), **Resolve** (the area of willpower and resistance). They are each assigned a die type: **d4** (poor), **d6** (average), **d8** (good), **d10** (great) and **d12** (outstanding).

Rocks: Things the character “rocks” at. They might even “really rock” at something. Rocks are linked to a specific Core.

Sucks: Things the character “sucks” at. They might even “really suck” at something. Sucks are linked to a specific Core.

Angst: A way to measure the character’s mental health. There are four types of Angst: Anger, Shame, Sadness and Fear. A character gains and loses points of Angst throughout the course of the game.

Relationships: A list of people the character deals with often. Each Relationship has a Grade that determines how positive or negative it is. The grades are (from best to worst): Critical A, A, B, C, D, F, Critical F.



TEST BASICS

You will generally roll 2 dice and add them together. One of them is the Base Die and it is always a d6. The other is the Core Die. The die type rolled for it is equal to the relevant Core for the task.

If the total roll is equal to or higher than the Difficulty Number (or DN), the test is successful. If the total is less than the DN, the test is unsuccessful.

The DN is selected by the GM, based on how challenging they feel the test would be.

- **Easy:** 3-5
- **Average:** 6-8
- **Hard:** 9-11
- **Very Hard:** 12-14
- **Extreme:** 15-17

OTHER FACTORS

There are other factors that can affect tests:

Rocks

If one of the character's Rocks would affect the test, bump up the Core Die by one die type (e.g., from a d6 to a d8). If the character Really Rocks at it, roll a Bonus Die as well. **Only one Rock can affect a given test.**

Sucks

If one of the character's Sucks would affect the test, knock down the Core Die by one die type (e.g., from a d6 to a d4). If the character Really Sucks at it, roll a Penalty Die as well. **Only one Suck can affect a given test.**

Relationships

If a character's Relationship with another character or group would somehow influence the test, the test result itself will be modified. The amount it will be modified depends on the relevant Relationship Modifier.

- **"Critical A" Grade Relationship:** +2 to the result
- **"A" Grade Relationship:** +2 to the result
- **"B" Grade Relationship:** +1 to the result
- **"C" Grade Relationship:** +0 to the result
- **"D" Grade Relationship:** -1 to the result
- **"F" Grade Relationship:** -2 to the result
- **"Critical F" Grade Relationship:** -2 to the result

Bonus Dice and Penalty Dice

Certain effects require you to roll a Bonus Die or a Penalty Die along with the Base Die and Core Die.

- **Bonus Die:** One (and only one) d4 that is rolled and added to the test result.
- **Penalty Die:** One (and only one) d4 that is rolled and subtracted from the test result.

Overwhelming Angst

If a character has a total of 4 Angst among their Angst types, they suffer a -1 to all tests. This increases by an additional -1 for every additional point of Angst beyond 4 the character has.

Important!

Please keep in mind that there are other factors to consider for tests in the full rules, but they are beyond the scope of this document.

- You can tap into your character's Angst "positively" to improve their chances of success, as long as it makes sense. For example, if the character was humiliated by a bully in front of the whole school, gaining a point of Shame, they might tap into that Shame for a test in which the character attempts to get revenge. You might even be able to get rid of that point!
- You can tap into the character's Angst "negatively" to have it impact their test adversely... while also gaining a reward for making the story interesting.
- Characters in the full game have Perks that can help their success in tests.
- Two types of spendable resources called Story Points and Life Experience can be spent to affect tests. A third resource is used for non-tests.
- Characters can assist each other in two different ways.
- Certain effects can cause the Base Die to explode when it rolls a 6, allowing for greater success.

OPPOSED TESTS

Some tests don't have a static DN. If a character's action is directly resisted or contested by another character, it requires an opposed test. In such cases, the opposing character makes a test of their own, using the normal rules for doing so. The result of the opposing character's test acts as the DN for the acting character's test.

The opposing character's Core (and other factors) may be the same as or different than the one used by the acting character.

CRUCIAL TESTS

It is entirely possible for a character to be effectively removed from a scene. Whatever the cause may be, this is handled via crucial tests. *Crucial tests are almost always Physical tests, but can also be Resolve tests.*

- **Physical:** Anything that involves outright physical harm or a physical effect—getting in a fight, avoiding passing out drunk (alcohol is a physical effect), falling off a roof, etc.
- **Resolve:** Anything that doesn't involve outright physical harm or a physical effect—staying awake during a boring class, keeping from totally locking up/running away due to a phobia, etc.

Failure means the character is removed from the scene for a period of time determined by the GM.

Expanded Crucial Tests

The full rules offer many more options for crucial tests, including “gradual crucial tests” that cause a losing character to simply be reduced in effectiveness a bit before being removed.

Crucial tests can also be “one way” or “two way” for opposed tests. Does only one character risk being taken out or are both of them run the risk of it.

GAINING AND LOSING ANGST

For purposes of this stripped-down version of the game, the GM simply decides if a situation would cause a character to gain a particular type of Angst and assigns a point of it.

Similarly, if the GM feels a situation or activity would reduce Angst, they can choose to let the player reduce the character's Angst by 1.

Angst Tests

In the full rules, Angst is a much more important part of the game! In addition to the aforementioned act of tapping into Angst to affect tests, the rules are far more nuanced. Much of this nuance revolves around a special kind of test called the Angst test.

Characters can avoid incoming Angst by making successful Angst tests. This becomes harder if one of the Character's Stressors is triggered. Every character has their own list of Triggers.

Characters can “purge” existing Angst by engaging in Comforts, activities that bring the character joy. Every character has their own list of Comforts.



THE BIG PARTY

The Big Party is a story for you to run for 2-4 players. Pre-generated characters can be found in the back of this PDF. As you'll see, the format is quite fluid and easy to change, even on very short notice. Don't be afraid to make it your own.

GM Advice for Slice-of-Life Roleplaying

Before presenting players with The Big Party, please stop and re-think a few things about running "adventures". That sounds lofty and pretentious, but it's honestly helpful. Traditional RPGs focus on a singular goal and completion of that goal is typically the "big moment". However, Bonded by Youth is all about slice-of-life roleplaying. In this style of game, the journey is far more important than the destination. It's all the moments that happen along the way that should be focused on. They're going to be far more memorable than whether or not the PCs accomplish "the goal".

The full rulebook offers GMs a ton of advice, but we felt it was crucial to at least send you in the right direction to make the most of the story.

Encourage "In Character" Speech

In a game that is mostly about character interaction, "in character" dialogue is a must! You simply can't get those raw, memorable moments of characterization if the player says, "I tell my best friend that I found out he's been sleeping with my girlfriend." However, if they say, "I look at Caleb with fiery, pain-filled eyes and yell, 'I know what you did, you son of a bitch! How could you do this to me? We've been best friends since Fourth fucking Grade! Tell me! I want to hear it from your goddamn mouth why you did this! TELL ME!!'"

Let Scenes Breathe

Don't rush through scenes. Give them a chance to be interesting, even if it's something as simple as paying the good-looking clerk for gas. If nothing interesting comes from it, then you can move on. But look at each scene as an opportunity to build the world a bit or maybe even become fuel for later stories or interactions. Perhaps the clerk flirts with the PC. Or maybe they act strangely, indicating that something is wrong. Or they might be arguing with another customer... will it lead to trouble?

Use GMCs to Help Drive the Story

Game Master Characters can be great tools for pace-setting and story-driving. They can be a means to give PCs important information, to keep a scene interesting by changing things up, to end an uninteresting scene and more.

Give the Players a Sandbox

Sandbox style play is perfect for slice-of-Life roleplaying! Present the players with a sandbox and let them do what they want within it. This ensures that they have agency and can do only the things that inspire them. Set up situations in which the PCs can go any number of directions. If they start to feel overwhelmed by choices, feel free to gently put a few in the forefront.

Get the full rulebook at
www.spectrumgames.net/products-bby

STORY SUMMARY

Rumors are flying all week about a huge party happening Friday night. Some say it's at one of the strip pits northeast of town. Others swear it's at a farmhouse out past the highway. A few even claim it's going down at someone's cousin's place the next town over. Nobody knows for sure — but everybody is talking about it.

The PCs start their Friday evening with only fragments of information and a desperate need not to miss out. After all, this is supposed to be the party of the year—the kind of thing people will still be talking about come Monday... and probably for months to come.

STARTING THE GAME

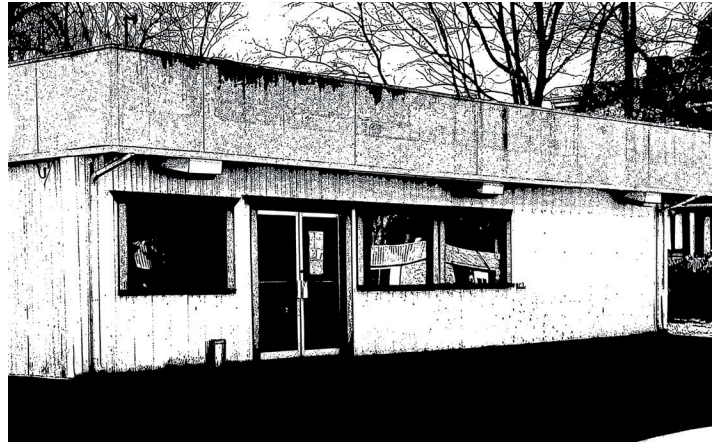
Read the following text aloud to the players:

It's late afternoon on a Friday in mid-May... and Ridgewood is humming with that end-of-school energy. The air is warm, the sun's still high and every kid in town is counting down the weeks—no, the days—until summer break.

You're all parked at your usual haunt, the Day-N-Nite convenience store parking lot. Cars rumble down one of the two highways that go through town, with some coming in and out for gas. One of them is blasting Milli Vanilli's "Baby Don't Forget My Number" from their sound system, much to your chagrin. Ten feet away from you, an older guy with thinning hair and a mustache is talking to someone on the phone, obviously trying to calm his irate wife down by saying, "Sweetie, listen. Stop it, okay? I won't be that late getting home. Midnight, tops. I swear to God." Meanwhile, a mother exits the store with two squalling toddlers and loads them into her car. She looks embarrassed.

That's all well and good, but the real buzz tonight? The whispers. The rumors. The party.

Everybody's saying it's happening tonight at ten o'clock. Not just some lame basement hangout, not another keg hidden in the woods, but the party of the year. People from Riverside, Summerville, Ridgewood—hell, even people from further away—are supposed to be there. The kind of party people will be talking about all summer.



Day-N-Nite

The catch? No one seems to know exactly where it's happening. Just that it's big. Just that it's real. Apparently, only certain people are being told and they're remaining tight-lipped. Only the coolest are allowed to know.

So here you are, killing time in the Day-N-Nite lot, sipping sodas, trading jokes, watching cars roll by... and wondering: how are you going to find out the location?

Because one thing's for sure—if this party is the real deal, you don't want to be the ones left out.

By reading this, you've planted some seeds for the sandbox. There's the party location mystery, the guy on the phone, the person getting gas while blaring pop music and the lady with the kids. They can interact with any of them. Or none of them. That's the cool thing about sandbox style play. It gives the players the freedom to delve into any number of threads.

You might consider having one of the GMCs from a character's Relationships list on site, hanging with them. This GMC can be used as a tool for you, as long as you don't overdo it. Don't make it obvious.

Let the PCs interact for a while. They'll likely talk about the big party unless one or more of them interacts with the GMCs in the parking lot. If the party doesn't seem to grab the players' fancy, that's okay! Don't force it. There's plenty of fun to be had elsewhere by allowing them to grab hold of threads that you plant.

Parking Lot Threads

If the PCs follow any of the threads planted in the intro text, here are some ideas you can run with.

The Guy on the Phone

- He's secretly meeting someone in town (a mistress, a gambling buddy, a shady side hustle). Following him could lead to scandal or danger.
- He's telling the truth—he *is* just late—but his teen son/daughter (someone the PCs might know from school) shows up looking for him, sparking drama.
- He's an out-of-towner in Ridgewood for work. He could accidentally drop a hint about the party's location if the PCs eavesdrop.
- He's being overheard by another GMC nearby who knows way more than he does—so chasing him is a red herring that points them to the real clue.

The Car Blaring Pop Music

- It's a group of local "cool kids" who claim to know where the party is, but only give vague or contradictory directions. They might even mock the PCs.
- The driver is a poser trying to look hip but actually desperate to be invited—if befriended, they'll trade rumors they've heard.
- They're actually heading to a completely different event (a bowling alley meet-up, a diner hangout). The PCs could accidentally follow them down the wrong path.
- Their car stereo is so loud it drowns out something important—a real lead the PCs might miss unless they silence or befriend them.

The Woman with the Toddlers

- She's frazzled, juggling kids and groceries, but drops that her babysitter canceled tonight—because the sitter's going to "some big party."
- One of her toddlers throws a tantrum and points at a PC ("I know you! You're friends with my brother!"), dragging the PCs into a whole unrelated subplot.
- She's friendly and chatty—maybe too much so—and accidentally lets slip that her younger sibling or cousin has been talking about the party all week.
- If ignored, her car won't start. Helping her could earn the PCs goodwill, but it burns time and risks them missing a lead.

Further Parking Lot Adventures

In addition to the GMCs introduced (or hinted at) in the intro text, you can bring other situations to the parking lot. Some ideas:

- Introduce Kitty Shankman, the sweetheart co-manager of Day-N-Nite. She has good rapport with the local teens, especially the PCs. Perhaps she comes out to get fresh air and shoots the shit with them while things are slow. She asks them if they're going to the big party she's been hearing about all day. Perhaps she knows a few tidbits about it.
- One of the PC's family (or a family member shows up). This could go any number of ways, depending on their relationship with the PC in question.

What's Up with the Party?

Before you go any further, you should decide what's up with the party. Some ideas:

- **The Party Never Existed:** It was all just hot air, a made-up rumor that wasted everyone's Friday night. The real story here isn't the party at all—it's the memorable, funny and dramatic moments along the way.
- **Tiny and Lame:** There is a party, but it's maybe 12 kids in someone's basement, a half-empty keg and a broken stereo. Definitely not worth the hype.
- **As Advertised:** Against all odds, the party truly is what it was cracked up to be. Describe how epic it is upon their arrival. A live band, hot chicks/dudes, booze aplenty, etc.

- Officer Hickenbottom shows up and hassles the PCs about “loitering” and instructs them to “go be useless someplace else.” Maybe you can make it known that the police are aware of the party and are on the lookout to bust it.

TAKING ACTION

Eventually, the PCs are going to have to leave the parking lot if they want to suss out the party site. Let’s look at some possible actions they might take, but please let the players explore other possibilities.

The Prep Scene

Ridgewood’s Main Street (and a few side streets running perpendicular to it) has a strip in the middle of it to park in. It’s common for the preps and jocks to hang out there in the evenings. Sometimes, during warmer months, they even break out a cheap grill and cook out. The PCs call these Prep Scenes.

As a whole, the Preps tend to be unfavorable toward outcasts or, well, anyone who isn’t a jock or prep. So just walking up to them and asking about the party isn’t going to be well received at all. Does that mean the PCs have no chance of making it work? No. With the right angle or approach, anything’s possible... but it’s going to be a difficult endeavor.

Relationships

The players might browse their characters’ Relationships in search of ideas. Great! Reward them for being resourceful. Throw them a proverbial bone by providing a clue for their effort. Maybe not all of the characters, but perhaps one or two. The ones that don’t provide clues could be a source of ideas, suggestions or just some really good roleplaying opportunities.

Convenience Store Gossip

The Day-N-Nite and its rival, 6-Eleven, are always buzzing with chatter from teens grabbing snacks and adults picking up last-minute smokes. The clerks are usually tuned in to town gossip. If the PCs hang around, strike up a conversation or even casually eavesdrop, they might overhear something useful about the party’s location.

Phone Sleuthing

With a phone book and some ingenuity, PCs can cold-call classmates or “wrong-number” a few suspected partiers. Risky perhaps, but one wrong move could lead to a funny misunderstanding—or the right word slipping from the wrong person.

Roadside Recon

Cars crammed with teens and loud stereos are likely headed somewhere. PCs might follow a few of them discreetly, assuming they’re headed for the party—or at least another piece of the puzzle.

Hanging by the Video Games

Ridgewood doesn’t have an arcade, but several businesses boast a selection of video games (Day-N-Nite, 6-Eleven, Coral Lanes bowling alley and the back room of the Pizza Place) that collectively act as a social hub where info slips out in casual trash talk between games. A high score challenge could even earn the PCs some goodwill (or ridicule) that leads to clues.

THE LOCATION

Below is a list of possible party locales, complete with clues that can be dropped into almost any situation resulting from the PCs’ snooping. You can choose one to be the actual location or just leave breadcrumb trails to all of them, only for none of them to be the right place. Or you can position the last one they investigate to be the party site.

Strip Pit

One of the many remote, water-filled strip pits—dangerous, echoey and private!

Clues:

- Someone mentions “lots of room for cars, if you don’t mind dirt roads. Gas up before you leave.”
- A scribbled note says: “Meet at the pit—10 sharp.”
- An overheard voice: “Don’t forget to bring a flashlight. It’s dark as hell out there.”
- A half-loaded truck full of beer is seen heading toward the country roads that lead to the pits.

The Abandoned Drive-In

The old drive-in theater just outside of town that closed last year. The screen is still standing, weeds growing through the pavement.

Clues:

- Someone jokes about “watching a movie without the sound.”
- Flyers for an old double feature are found, with fresh graffiti: “FRIDAY = BIG NIGHT.”
- A classmate says, “I heard somebody’s bringing a projector.”
- Someone has been seen buying a ton of popcorn and saying it’s for a big party.

The Riverside Sandbar

A hidden hangout by the river south of Riverside, the town 8 miles from Ridgewood, popular for summer bonfires and skinny-dipping.

Clues:

- A few people loading intertubes and heading out of town toward Riverside.
- An overheard line: “Better bring bug spray and simsuits.”
- Someone brags about picking up firewood “for later tonight.”
- A rumor: “You’ll know it’s the spot if you hear music echoing off the water.”

The Ridgewood High Gym (After Hours)

Someone’s got keys—or is breaking in. A risky choice, but central and easy to hype.

Clues:

- Whispers of “it’s happening indoors this time... just don’t wear shoes that will squeak on the floors.”
- A PC finds a note: “Gym, 10 pm. Don’t be late.”
- Someone spotted paying the school janitor a lot of money.
- A classmate says, “Don’t dress for the woods—you’ll want sneakers.”

GMC Game Stats

The full rulebook has guidelines for how to create GMCs. However, for purposes of this story, you’ll need to eyeball the GMC stats as follows:

- 1) Assume all GMC Cores are d6, unless they would obviously be good in that area, in which case, they have a d8.
- 2) If the GMC would logically have a skill, talent or specialty that would affect the situation, bump the die type up by one.
- 3) If the GMC would logically have a deficit that would hamper their effectiveness, reduce the die type by 1.
- 4) They have no Angst and only have Relationships if the PC has them as one.

ENDING THE STORY

Like all good nights, this one has to end eventually. How you wrap things up depends on where the story has led your players.

If They Find the Party

The big question: do you actually play the party out?

- **Play It Out:** Maybe the group is itching to dive right in: the music, the hookups, the drama, the keg stands, the dares. If so, let it rip! This can easily become its own session, with the party as a sandbox full of colorful GMCs, intriguing encounters and “that one thing that happened” people talk about for the rest of their lives.
- **End on Arrival:** Sometimes, it’s more powerful to end with the characters finally walking through the doors (or pushing through the trees or climbing the hill) and just basking in the moment. You don’t have to play the actual party to get that sense of payoff. Their imaginations—and your epilogue narration—can do the rest.

- **The Montage:** Another fun option is to collaborate with the table to create a “party montage.” Each player describes one memorable scene or snapshot. Stitch those moments together like a movie trailer, fade to black and then roll the credits.

If the Party Was a Bust

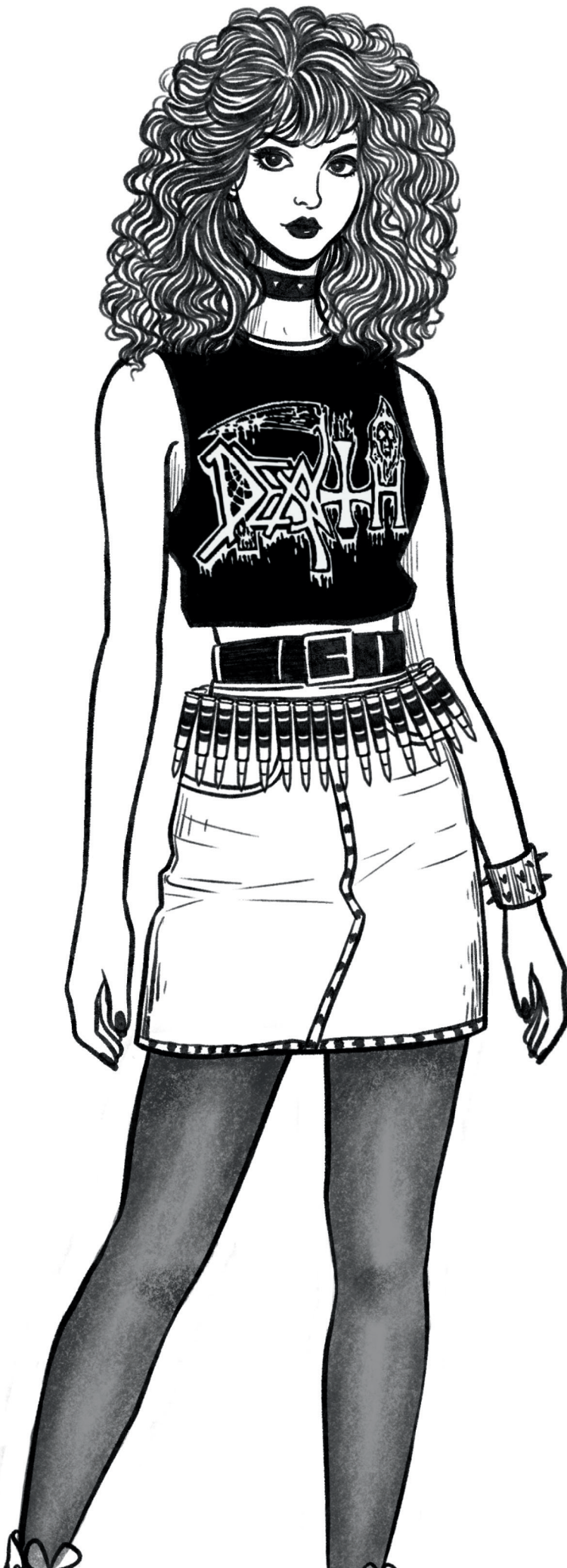
What if there was no party or the PCs just couldn’t track it down? That’s still a story. In fact, sometimes “the almost” is better than the thing itself.

- **Let the characters reflect on the night:** The people they met, the adventures they had, the dumb risks they took, the laughs that’ll echo for weeks. It doesn’t matter if they never found the fabled “party of the year”—what they did get was a night worth remembering. A night with friends. A snapshot of a time in their lives that will never happen again.
- **Frame the ending like a flash-forward:** “Fifty years from now, you’re sitting on a porch with your old friends, laughing about the night you never found the party, but somehow it still turned into one of the best nights of your life.”

Other Options

- **The Cliffhanger:** Maybe you want to keep the energy alive for another session. End with a phone call, a text or someone running up with the “real” party location just as the game wraps. Boom—the hook has been baited!
- **The Personal Epilogue:** Go around the table and ask each player for a quick epilogue of how their character ends the night. Do they stumble home, grounded for life? Fall asleep under the stars? Share a heart-to-heart with a friend? This can tie things up nicely while keeping the spotlight on the characters.

The important thing is to give the night a sense of closure. Whether the party was epic, lame, or just a rumor, the journey—the laughs, the awkwardness, the drama—is the point. Sometimes the best stories aren’t about where you end up, but about all the weird, wonderful steps you took to get there.



Ready for the Full Album?

Thanks for playing the **Bonded by Youth** Demo Tape! Think of this as the stripped-down garage recording—the raw energy is here, but the full studio release is where the game really shines. The complete rulebook takes everything you’ve just sampled and makes it better, with more rules, more tools, more advice and more ways to capture the chaotic excitement of teenage life in 1989.

Here’s what you’ll find inside the full 191-page rulebook. We have mentioned some of it earlier in the Demo Tape, but we’ll reiterate some of it below.

- **Spendable Resources:** Three resources (Story Points, Life Experience and Improvement Points) that a character can gain and spend for various effects.

- **Expanded Tests:** More options and details for making tests, including levels of success, “explosive” Base Dice, assisting other characters (in two different ways!), other types of crucial tests and more!

- **Expanded Angst:** Much more detailed Angst rules, which is a vital part of the Bonded by Youth experience. Characters can avoid incoming Angst, made more difficult when one of their Stressors comes into play. They can also purge existing Angst by chilling out and engaging in one of their Comforts. Angst can even be tapped into negatively (suffering a detriment to a test, but gaining a reward) or positively (making a test easier).

- **Expanded Relationships:** More ways for Relationships to impact gameplay and details for how Relationships change over time.

- **Expanded PCs:** Characters have more aspects to them in the full rules. They have Perks (various advantages; some are story-driven, others are mechanics-driven), Comforts (things that bring them inner peace), Stressors (things that trigger them) and Milestones (obtainable goals; either conscious or otherwise).

- **Robust PC Creation:** The system helps you to create a fleshed-out person rather than just some numbers on a page. By the time you have created your character, you’ll feel like you truly know them. You’re presented with 10 pages of helpful (but optional) tables to help you, including

tables for origin, family unit, personality traits, life events, appearance and even favorite bands and movies!

- **GM Advice:** 30 pages of GM advice, covering everything from nailing the late ‘80s vibe and handling the rules to starting and maintaining a campaign.

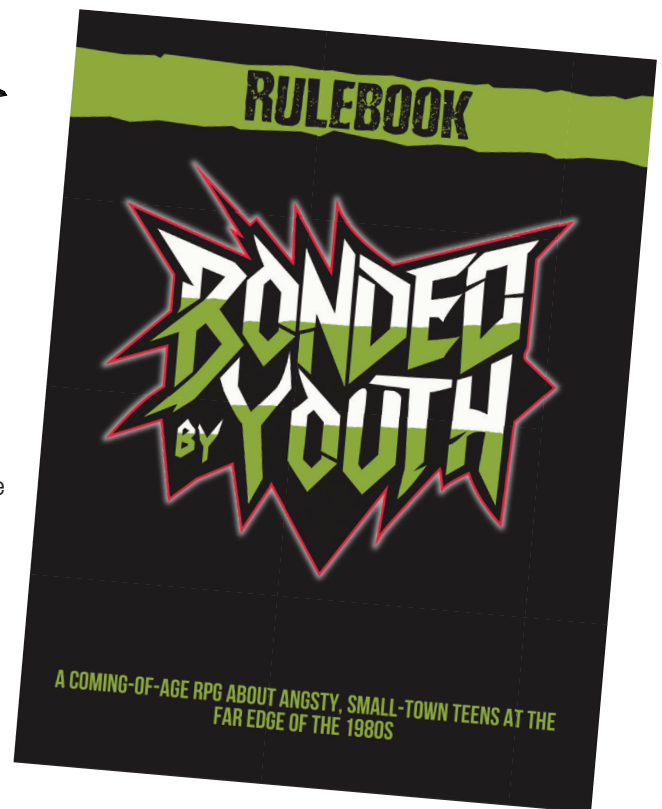
- **Ridgewood:** A fully developed small town packed with neighborhoods, businesses and locals (plus a detailed map).

- **Introductory Adventure:** Summer of the Bat, a full-length 24-page story to launch your campaign with a bang. Can the PCs manage to make it to see *Batman* on opening night or will their plans go down in flames.

- **Sidebars & Stories:** 17 true tales from the author’s teen years to spark inspiration and laughter.

- **And more!**

*The Demo TApe lets you JAM.
The Full book Gives you the
whole concert!*



www.spectrumgames.net

PLAYER CHARACTER SHEET

BASIC INFORMATION

NAME: MATT TURNER

BACKGROUND:

Matt grew up in Ridgewood but never really “belonged” at school or home. His parents fight constantly, his dad drinks too much and home feels like a minefield. So he pours his heart into metal—dreaming of starting or joining a thrash band. He’s known for always having a battered guitar case slung over his back, scrawled with band logos in Sharpie.

APPEARANCE:

Caucasian. Tall, lean, ripped jeans, faded Slayer and Exodus shirts. A mess of shaggy brown hair, usually with a pick clenched between his teeth. A jean jacket covered in patches.

PERSONALITY:

Confident, fast-talking, and always joking—though it’s a mask to keep people from seeing how rough things are at home. He dreams big, even if he doesn’t always have the follow-through.

ANGST

	ANGER	1		SADNESS	1
	SHAME			FEAR	

RELATIONSHIPS

NAME:	GRADE:	NOTES:
All the PCs (except Alice Mason)	A	N/A
Alice Mason	Critical A	Lifelong bestie
Lisa Turner	C	Mother. exhausted and checked out
Dean Turner	F	Father. Unstable, alcoholic
Perry Diller	B	Friend. Local guitarist, lives 30 minutes away
Libby Marlowe	A	On again-off again girl-friend. Moody, jealous

THE CORES



PHYSICAL





Really Rocks at playing guitar

Rocks at heavy metal history



MENTAL







SOCIAL





Rocks at convincing people he's okay when he's not



RESOLVE





Rocks at not getting embarrassed

Sucks at following through

Sucks at keeping his cool when angry

PLAYER CHARACTER SHEET

BASIC INFORMATION

NAME: ALICE MASON

BACKGROUND:

Alice grew up as Matt's shadow, defending him on the playground and throwing the first punch when things got bad. Her father, a local legend for bar fights and working-class grit, taught her how to throw hands; her mother wishes she'd wear dresses and smile more. She's infamous around Ridgewood High for a string of fights (most of which she won).

APPEARANCE:

Caucasian. Athletic build, short-cropped dark hair, leather jacket that's a hand-me-down from her dad. Usually in ripped jeans, flannels and sneakers. Scars on her knuckles.

PERSONALITY:

Direct, tough, and intimidating when she wants to be—but not heartless. She has a soft spot for the people in her inner circle, even if she'd never admit it out loud.

ANGST

	ANGER	2		SADNESS	
	SHAME			FEAR	

RELATIONSHIPS

NAME:	GRADE:	NOTES:
All the PCs (except Matt Tanner)	A	N/A
Matt Tanner	Critical A	Lifelong bestie
"Big" Mike Mason	A	Father. Known bad-ass
Selena Mason	C	Mother. Pushes her to be more feminine
Local Police (Group)	D	Thinks she's a trouble-maker... like her dad
Jenson Taylor	B	Crush. Preppy but cool, wealthy

THE CORES



PHYSICAL



DIE TYPE

ROCKS & SUCKS

↓





Really Rocks at fighting



MENTAL



DIE TYPE

ROCKS & SUCKS

↓





Sucks at book learning



SOCIAL



DIE TYPE

ROCKS & SUCKS

↓





Rocks at talking tough
Sucks at being subtle and candycoating things



RESOLVE



DIE TYPE

ROCKS & SUCKS

↓





Rocks at being loyal, no matter what
Rocks at being fearless

PLAYER CHARACTER SHEET

BASIC INFORMATION

NAME: TYRONE CALDWELL

BACKGROUND:

Tyrone's parents both work long hours to give him a chance at something better. He's one of the strongest kids at school thanks to his weightlifting obsession, but he also gets heat for crossing cultural lines—loving both rap and heavy metal. He often finds himself having to stand up for who he is, even when it puts him in danger.

APPEARANCE:

Adriatic American. Big, broad-shouldered, usually in tank tops or sleeveless band/rap shirts (Run-D.M.C., Sodom, Public Enemy). Clean high-top fade haircut.

PERSONALITY:

Resilient, protective of friends, but simmering under the surface. He tries to laugh things off but doesn't tolerate disrespect well.

ANGST

	ANGER	1		SADNESS	
	SHAME			FEAR	1

RELATIONSHIPS

NAME:	GRADE:	NOTES:
All the PCs	A	N/A
Woody Caldwell	Critical A	Father. Hard-working electrician
Linda Caldwell	Critical A	Mother. Hard-working clerk at the drug store
Abraham "Abe" Caldwell	B	Little brother (age 12). Kind of a pest
Shanda Caldwell	A	Big sister (age 19). Fiercely protective
Tillman Siblings (Brock and Paul)	F	Redneck bigots (ages 17 and 21)

THE CORES



PHYSICAL



DIE TYPE

ROCKS & SUCKS

↓

Really Rocks at physical strength



MENTAL



DIE TYPE

ROCKS & SUCKS

↓

Rocks at being sharp-witted

Rocks at rap and metal knowledge



SOCIAL



DIE TYPE

ROCKS & SUCKS

↓

Sucks at being polite when angry



RESOLVE



DIE TYPE

ROCKS & SUCKS

↓

Rocks at letting things roll off of him

Sucks at keeping his cool when bigotry is involved

PLAYER CHARACTER SHEET

BASIC INFORMATION

NAME: AMY MADDOX

BACKGROUND:

Amy's family moved from Boston after her father passed away, hoping for a "fresh start." She inherited his love of muscle cars and together they rebuilt her cherry-red Camaro before he died. While she's tough and practical in the garage, Amy also has a distinctly feminine side that she enjoys showing off—lip gloss and nail polish under grease-stained hands.

APPEARANCE:

Caucasian. Curly auburn hair pulled back with a bandana when she's working on the car. Usually has a faint grease smudge somewhere on her skin. Loves ripped jean shorts, leather jackets and flashy jewelry.

PERSONALITY:

Confident behind the wheel, tough in the garage, but vulnerable when her dad's memory comes up. She uses her Camaro as both armor and identity. Bisexual, but is afraid of anyone knowing due to homophobic small town.

ANGST

	ANGER	☐		SADNESS	☐
	SHAME	☐		FEAR	☐

RELATIONSHIPS

NAME:	GRADE:	NOTES:
All the PCs	A	N/A
Sophie Maddox	B	Mother. Distracted by Architect career
Mona Renfro	A	Great-Aunt. Infirm, lives with Sophie/Amy
Juan Bezinque	B	Friend. Owner of local garage, does work for him
Bailey Riggs	B	Secret Crush. Wants to get to know her better
Marla Blair	D	Bully. Snooty preppy, wealthy, cheerleader

THE CORES



PHYSICAL

 ROCKS & SUCKS

 6

DIE TYPE





Rocks at driving cars and cycles
 Rocks at hand-eye coordination



MENTAL

 ROCKS & SUCKS

 8

DIE TYPE





Really Rocks at automechanics



SOCIAL

 ROCKS & SUCKS

 8

DIE TYPE





Rocks at having an offbeat girly charm
 Sucks at not getting tongue tied when embarrassed or nervous



RESOLVE

 ROCKS & SUCKS

 6

DIE TYPE





Sucks at standing up to bullies