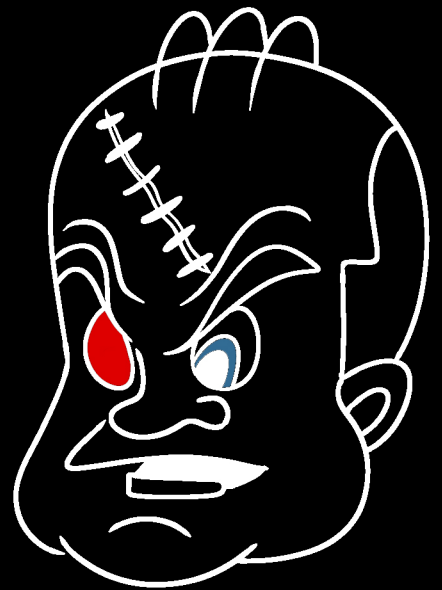




# Frasier Ruins Frasier

Welcome to *Frasier Ruins Frasier*:  
a one-shot RPG where you are  
trying to reach the end of an  
episode of *Frasier*.

Frasier, however, is taken over  
by a future/evil version  
of himself that actively tries  
to ruin the episode.



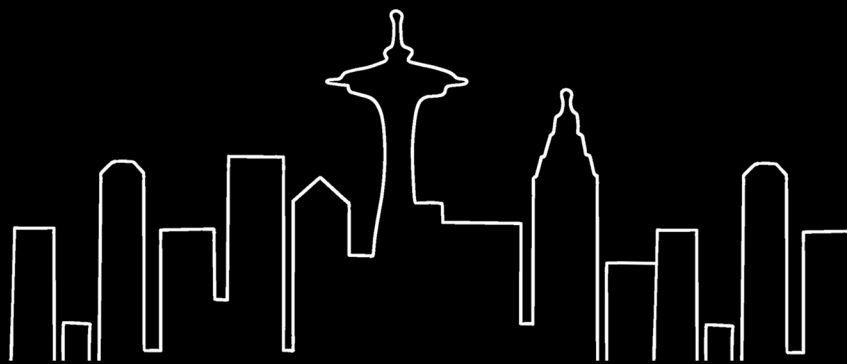
You win if the next episode  
can air without significant issue.

## Frasier wins if you cannot.

Created by Cameron Lindsey!  
(Ko-fi)

Designed by Becky Hermenze

# General Rules



2-5 players. At least one player is Frasier, all other players are Non-Frasier Characters (NFCs). No GM needed. You will need d6s and the script of an episode of *Frasier*. The game works best when you can edit the script in a shared document.

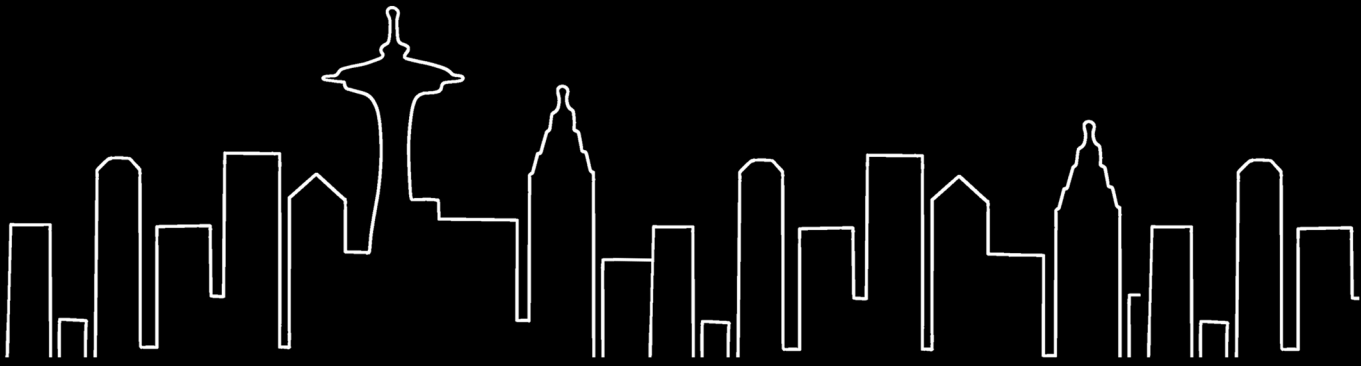
Find a script for any episode of *Frasier*. All characters must read their lines and stage directions from the script as written.

## He's Listening

At any point, if your character is in the scene being read, you may take a “move.” After announcing your move, add your character’s new stage direction or line of dialogue into the script. You then roll d6 to determine if the new addition remains. If any dice are 4 or 5, the move succeeds and the line remains. If two or more dice are a 6, you critically succeed and you also get to write Frasier’s next line/action. If none of the above, the move fails and the proposed action or line does not happen and is removed from the script. If all dice are a 1, you critically fail, Frasier receives an evil point, and Frasier writes your next line of dialogue or action.

You gain more dice by saying or doing things in character. If your proposed line meets one of the described criteria for your character, then you may add the number of dice specified in your character description. You may also add dice if another NFC in the scene is helping you.

Each NFC also has special character actions. Actions are different from moves. As long as you are in the scene, you may use your action. Some actions require a roll, but others do not. Any NFC may enter a scene they are not written into, however any roll they make is limited to a single die. If the character wants to later remove themselves from any scene, they must do so with a roll.



# Choose Your Character:

## Niles

+1 Daphne, +1 Opera, +1 Wine, +1 Snobby, +2 Psychology

**Blame Maris:** If something has happened that needs an explanation, you can blame off screen Maris. This may only happen once per episode. If the rationale for the action requires Maris to appear or speak in any way in the scene, the move fails.

**Wiping the Chair:** You may remove evidence. As long as Niles is in the scene, any single physical prop or set feature can be removed by Niles stepping forward and wiping it away. This move can be taken once per scene and cannot be done with features needed in the written script.

**Jung Would Say:** If Niles is in a scene and makes a successful move using his psychology modifier, Frasier may also add +1 dice to his next move in the same scene.

## Martin

+1 Working class, +1 Eddie, +1 Police, +1 Sports

**Your Mother/On the Force/When You Were Growing Up:** Roll 1d6. On a critical success, Frasier reverts to episode Frasier for the remainder of the scene. Success, Frasier reverts for a single line/stage direction. Fail, Frasier does not revert and gains an evil point. This move may only be used once per episode.

**Eddie:** If you are in a scene where Eddie is also present, you may redirect Frasier's action or lines to be toward Eddie. If this would cause Eddie to be incapacitated, you may replace Eddie (Moose) with Eddie (Enzo). This can only be done once.

**Oh Geez/Going to Dukes:** Assuming you do not have any additional lines in the scene, Martin may choose to leave a scene he is in without making a roll to do so.



## Choose Your Character:

### Roz

+1 Sex, +1 Radio, +1 Anyone at KACL, +1 Wisconsin

**Best of Crane:** Once per episode, in a scene you are in, you may choose to play the Best of Crane instead of what Frasier has said. For the duration of the scene, Frasier says lines as written in the scene. Frasier may still make moves involving stage directions.

**Rewind:** Once per scene, if Roz is in the scene when Frasier has made a move, Roz can force Frasier to reroll.

**Sex with Men:** Any move that Roz takes which includes sexual innuendo towards a male character other than Niles, Martin, or Frasier, succeeds on a 3 or higher. On a fail, Frasier makes a crass insult and gains an evil point.

### Daphne

+1 Niles, +1 Martin, +1 Home, +1 England

**Psychic Vision:** Once per episode, Daphne can reroll the outcome of a move. The original outcome of the roll can replace a future roll by Frasier.

**Back in Manchester:** If Daphne is in a scene with Frasier, and Frasier succeeds on a move, Daphne may choose to automatically succeed on her next move and offer a line of dialogue referring to England. This can only be done twice per episode.

**Live-In Nurse/Sister in Law/Friend:** If Daphne is helping another character, she may add her proficiency bonus as well. If the move succeeds, it also counts as a success for Daphne and she may also make a move. If the move fails, Frasier receives two evil points.

## Playing Frasier

Evil Frasier has come from the future and is inhabiting his body with malicious intent to ruin the episode through whatever means possible. However, the connection is tenuous.

Frasier can take moves like other characters, but he only rolls a single d6. Frasier begins the game with 5 evil points. Any time Frasier takes a roll, if he fails, he must decrease his evil points by 1. If Frasier's evil points reach zero in a scene, he reverts and only says lines and takes actions in the script. At the start of each new scene, Frasier regains all his evil points and adds one more.