



*Previously entitled
'Ideal world'*

Harlequin

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Harlequin

*Harlequin smiles farewell to dreams
And, in his darkness, kisses friends goodbye.
Funny secrets.
Laughing ghosts.
So many dead, so many yet to die.*

*Our Hero understands,
too well, The lyrics of this song.
Hears music in Puffs chatter.
Yet, tears smear his grease paint
where understanding never mattered.*

*Tearing apart your illusion,
Blowing away the lie.
Brass cased witticisms.
Grinning suicide.
Mad Harlequin smiles, but never ask him why.*

Introduction

Harlequinade is a very simple role playing game.

The game themes are paranoia, horror and comedy.

If you like your role playing serious (*or should that be pretentious*), then Harlequinade is probably not the game for you. If you take Harlequinade seriously, then pay a visit to your doctor and tell him your problems. If you can bear to laugh at the world occasionally, then you may find a few hours entertainment herein.

Harlequinade Timeline

1978

Inspired by the original 'white box' D&D, I wrote 'Ideal World' in the back of a school exercise book. Back then, role playing games were just a spin off from traditional war games and Ideal World was a simple thirty page game.

1988

Personal computing had arrived. Role playing was at its height. Ideal World was word processed, expanded to well over two hundred pages by the inclusion of ten years worth of game notes and renamed 'Harlequinade - Ideal World 2' (or HIW2 for short). HIW2 emerged from the process older, wiser and slightly more cynical than Ideal World had been. My computer press freely distributed copies to willing Victims.

1997

I found free RPG sites on the Internet and HIW2 was once more on the move. HIW3 was essentially HIW2, cut down about one hundred pages to remove some of the more 'sensitive' content and to make it faster for you to download. You still had all the basics.

2002

I get PDF and HIW4 is born. HIW4 is essentially HIW3, but reformatted and re edited. The most significant change, made possible by the file economy of PDF, is the re-inclusion of a load of graphics and 'fluff' material that were edited out of HIW3 to reduce the computer file size.

If Harlequinade seems a bit primitive today, no excuses, it was a child of its time.

Disclaimer

Harlequinade is a game. No more, no less. Everything you read herein is fantasy. Sorry, but Harlequinade is not real. **Do not try this at home kids.**

- Drugs kill.
- Magic is not real.
- Violence is not funny.

Never confuse fantasy with reality.

Health Warning

This game is 'politically incorrect'. Harlequinade is known to induce indignation in people who have no sense of humour. If you have no sense of humour, or if you are mentally unstable, then please read no further for your own peace of mind.

Style Of Writing

The male gender is used throughout. First, because I would not like to meet a (s)he in a dark alley. Second, because we are not 'its'. Third, because boys are clearly 'better' than girls.

Oh dear, I can feel the indignation from here! If you can't take that little joke kids, stop reading here and now, it gets worse.

Copyright

The intellectual property rights to this game are mine, mine, **mine!** Except any trade names mentioned are the property of their rightful owners. Any classical literature quoted is the property of its rightful owners.

So what can you do with Harlequinade? Anything you like, except make a profit, or pretend you invented it. You can have and distribute as many copies as you want. You can play it with whomever you like, anytime, anywhere. You can put copies on your web site. You can write and distribute supplements and scenarios. It's pretty simple, but any questions, please email me at the 'questions and comments' address below.

Questions & Comments

Please email to harlequins_postbox@hotmail.com.



Paranoia !

You don't want any trouble, but those bastards just keep coming. They stand too close. They smile, but you know how much they hate you. They push you into doing things. The other queue moves faster. They drive too close. They cheat at cards. They whisper about you in the darkness. They move too fast

Waaaaaaaaaaaaaaaaagh its out of controooooooooo!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

What is Role Playing?

New to role playing, Ok, read this bit. You don't get a second chance in this life, so don't come crying to me that you didn't understand.

A role playing game is played by three or more players.

One player will describe an imagined scene to the other players, who, in turn, will verbally act out roles within the scene described to them. The role acted by a player being referred to as his 'character'.

In Harlequinade terminology, the player describing the scene is known as **Harlequin**, the characters acted by the other players as **Victims** and the scene is set in an imaginary setting called the **Ideal World**. Within the scene, the Victims will act according to the wishes of their controlling players. The players simply say what their Victims are doing and the Harlequin will judge and describe the effects of their actions.

In this way, the players gradually build up a story based around the exploits of their Victims within the imaginary game world. However, the story telling takes place within the framework provided by the game rules. The remainder of this book describes the rules of, and story telling in, the Harlequinade game

Comedy or Horror? You decide. Beware, Harlequinade reflects its players darkly. If you have sick friends, then you will play a sick Harlequinade game. Remember, if you're ugly, don't blame the mirror.

Tools of the Trade

All you need to play harlequin is some six sided dice (d6), scrap paper and writing implements.

Harlequinade Terminology

Mr Harlequinade Term, meet	Mrs Generic RPG Term.
The Harlequin	Ref, Dm. Gm, 'You callous bastard'
Victim	Player Character
Archetype	Character Class
Fear	Dangerous Non Player Character
Extra	Harmless Non Player Character
Props	Equipment
Ideal World	The Game World
Nightmare	Dungeon, Scenario

An Ideal World

The Harlequinade game world is called the 'Ideal World'.

*"A dream to some.
A nightmare to others".*

The Ideal World is a place where the everyday is not as it appears. Or is it?

Think 'Twilight Zone'.

Superficially, the Ideal World is our own mundane world. The technology is our technology. The streets may be the familiar streets of our home town, The inhabitants are, mostly, the faceless people we choose to ignore every day.

However, lurking behind this familiar facade is something unpleasant.

Beneath its bland exterior, the Ideal World is paranoia incarnate, a parallel dimension of fear.

Sometimes, all you have to do is scratch the surface.

Look! An old box on the rubbish tip. Shall we play in it kids? Could it be booby trapped with enough explosives to end all your problems here and now? Could it be a portal to another dimension? Could it be an animated child eating box? Could it be full of money just waiting to be found? Could it contain a Psycho killer just waiting to be let out? Or could it be just a boring old box.

Only one way to find out isn't there?

Comedy?
or
Horror?

Postcards From The Edge

Perhaps some Ideal World scenes would illustrate the point:

Grandma? Is that you? An old lady wanders down the road, toward a bus stop where the Victims wait for the bus that never comes. The old lady approaches. Twenty yards away she stops. "Hummm" she turns, looking toward our Victims, "didn't you kill my brother?". Her hand vanishes into her shopping bag. Rummage Rummage. Mumble.... Mumble. The hand reappears, clutching a human skull. "Yes they did it", gibbers the old woman through clenched teeth. She waves the skull around like a glove puppet, then drops it. Crash. The skull shatters on the concrete. The old lady pauses, then stoops toward the skull muttering. "Oh dear, Oh dear, Look what the naughty children have done now". Suddenly Grandma straightens, her free hand smoothly drawing a sawn-off 12 gauge from her shopping bag. She smiles toothlessly. "Payback".

Through a hail of buckshot our Victims run down an alley.

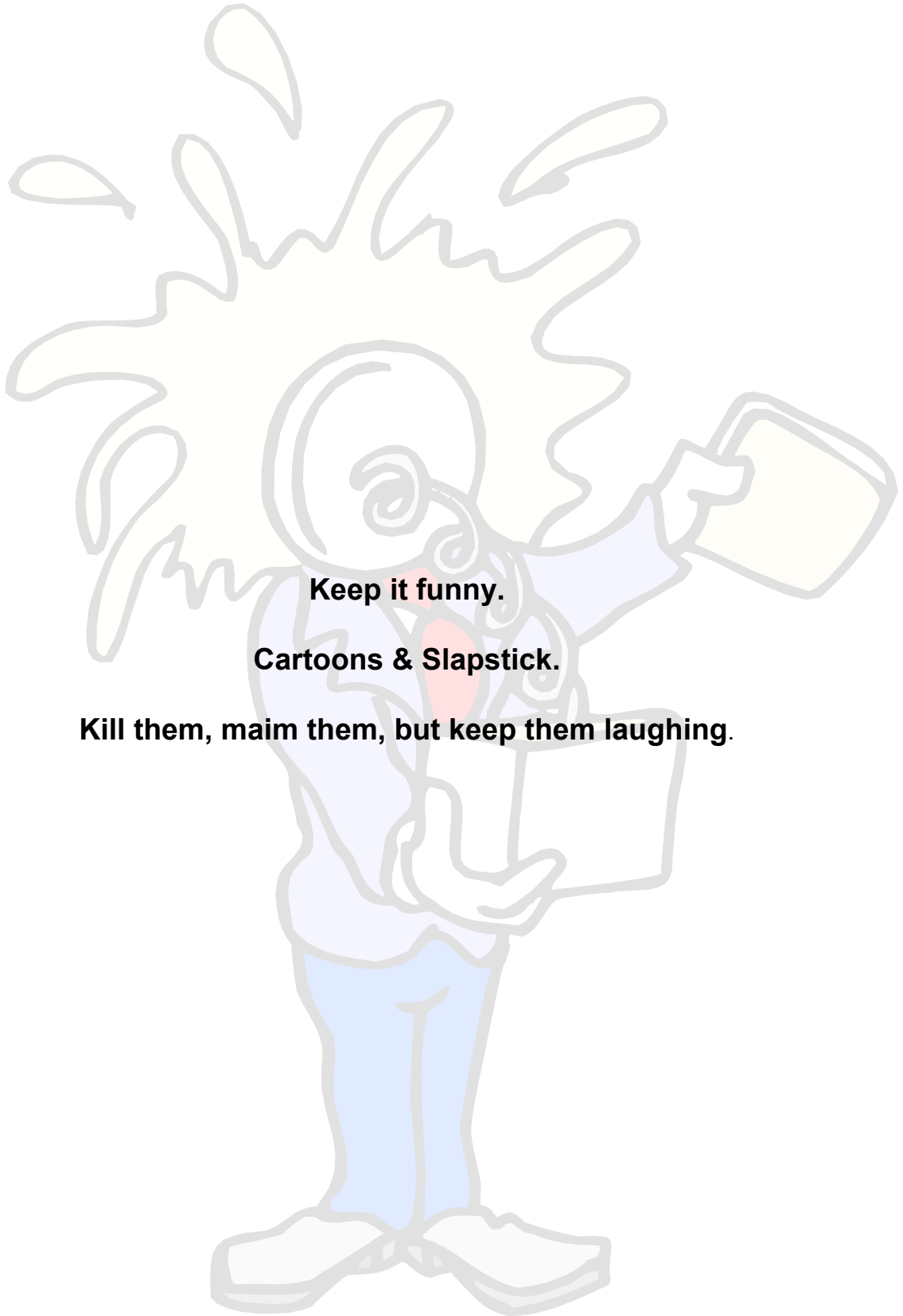
Our Children Are Our Future. Cowering in the darkness of the alley our Victims hear a voice behind them . "Think yur 'ard, isit ". Turning, they face a small figure. A young boy, dressed in faded denims, a rusty penknife clutched in his hand, tries out his best 'Hard Guy'tm pose. "I'm the 'ardest kid 'ere", he grunts, "Come on you queers, fight me". One of the Victims thinks quickly "Bet yur not 'ard enough to 'eadbutt down that wall", he says. "F***ing am!" is the enraged reply. Following their leader the rest of the Victims repeatedly taunt the young thug. Enraged, he turns, draws back his head. "F***ing am" he squeals, "see ow ard I am", smashing his face forward into the wall. Dead stupid, with the emphasis on dead.

The Victims continue on their way past the inert denim clad body and the rapidly growing pool of blood.

Beef & Two Veg. The Victims head for the fields They cross the road and disappear into the dark hedgerows, crossing a gate into a field. After walking a few yards, one of them senses a presence trailing them through the darkness. They turn to face two glowing eyes and a pair of horns. "Hello" says a lowing voice as one ton of beef moves into sight. "I'm farmer Jones's' prize bull ... Farmer Jones took my cow to the slaughter house today and smashed her skull with a captive bolt pistol. I'm feeling rather sad and very annoyed". "Fancy a bull fight, boys" the scene fades into screaming and bellowing.'

The surviving Victims run blindly.

Come In Number 13 They run and run, and somehow they end up in the graveyard. Where is all that mist coming from? What is that cowed figure with the scythe doing? I think he may be locking the gates. Goodnight!



Natures Fruitfull Progenyes

*'Daily they grow, and daily forth are sent
Into the world, it to replenish more;
Yet is the stocke not lessened. nor spent
But still remains in everlasting store
As it at first created was of yore.
For in the wide wombe of the world there lyes.
In hatefull darknesse and in deepe horrore.
An huge eternall Chaos , which supplyes
The substances of natures fruitfull progenyes.'*

Victims

Each player controls one character, his Ideal World alter ego, known as a 'Victim' .

And why are they called Victims? You're kidding me.

A Victim is defined in game terms by eight primary attributes:

Strength
Dexterity
Agility
Health
Willpower
Presence
Beauty
Alertness



A Victim. Yesterday.



Each attribute is given a numerical rating. The higher, the better.

When a Victim is first created, his primary attributes are determined by rolling 2d6 for each.

You want to roll three dice and take the best two? Perhaps use a points based system to optimise your stats? Wrong game chum, you miss the point. Your Victim is born as he is with his very own 'no returns' clause.

Victims also have a set of combat attributes, derived from their primary attributes

Power	Strength/4
Dodge	3 + Agility/4
Parry	3 + Dexterity/4
Strike	2 + Dexterity/4 + Agility/4 + Strength/4

Duh hard sums.

All calculations are rounded down. *Tough , isn't it.*

Any other Victim details such as age, weight, hair colour, skin colour etc. may be freely chosen by the player concerned. *Like they matter, eh kids?*

You record all these details on a scrap of paper using a pencil (*or crayon, if you are 'special'*). You could draw a very artistic character sheet, but don't bother, your Victim probably won't live long enough to appreciate it.



Archetypes

Each player chooses an archetype (aka 'cartoon stereotype') for the type of character they will play.

Some archetypes have prerequisite attributes and the Victim must have minimum scores in those attributes to choose that archetype.

The archetype of a Victim determines any special abilities, goals, restrictions or initial equipment.

Players are expected to put some effort into role-playing the character of their archetype.

Ever referee a role playing game before? You know the type of player who wants to check all the character classes in depth to maximise his stats. Yeah, I know him too. If you get one of these, just give him a nobody archetype, no option. If he whinges, just stand him in the corner and let him play with a spreadsheet on your computer while everyone else has some fun.

Nobody

The nobody is the default archetype. They have no goals, no special abilities.



If you want to merge with the crowd this is the archetype for you.

Soldier

Origins

Unfortunately you read one too many boys comics and thought how heroic the army life would be. They saw you coming and welcomed you with open arms.

They took you to a special place.

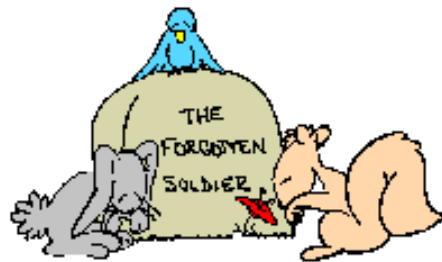
They pulled you apart, rebuilt you in their image.

Perhaps you can rediscover your old happy self. Perhaps not.

Minimum Statistics

Strength 7

Health 7



Aims/Goals

- If it moves, kill it.
- If it doesn't move, kill it (just to be sure).
- Kill it.
- Try very hard to remember who your friends are.

Special Abilities

- +3 to willpower, strength and health.
- Indoctrinated hatred of 'the enemy' , You aren't quiet sure who or what or where the enemy is any more, but sometimes you think you'd better kill something. Just in case. Free 'Berserker' insanity to start the game.

Initial Equipment

- Camouflage uniform.
- Knife.
- Air rifle.
- Several toilet rolls and chocolate bars. (*Sorry kids, it's a soldier thing*).

Thug

Origins

You were born stupid. Just to make sure, your equally stupid parents beat you regularly and force fed you stupid pills.

You are violent and dull.

Unfortunately, despite your mind numbing macho bullsh*t, you sometimes hear whispers in the darkness. It's hard to ignore the whispers. They tell you you're nothing, they make you angry. If you find someone to hurt maybe the whispers will go away.

Minimum Statistics

Strength 7

Health 7



Aims/Goals

- Sleep, Eat, Fight duh, is there anything else ? **You Calling Me Stupid?**
- Intimidate anyone weaker than self.
- Maintain macho image at all costs.
- Destroy anything remotely good, or worthwhile, or better than you.
- Make lots of noise. (*Remember, empty vessels can make the most noise*).
- Abuse as many substances as possible.
- Never, ever, ever, ever think. (*You know that only queers think*).

Special Abilities

- **Hard.** Halve all damage sustained (*No sense, no feeling*).
- **Dead Stupid.** Continue to act for 3 turns after dying. (*I guess even the most basic messages take time*).
- **Dull, Dull, Dull, Dull, Dull.** You have no imagination at all. Double your willpower when resisting any willpower based attack.
- **Substance Abuse.** Abusing a substance takes 3 combat turns. After abusing any substance, roll d6 damage (and don't halve it). If you are still alive perform, all actions at -2 until end of nightmare. *Don't worry, Harlequin will give you at least one opportunity to abuse a substance each nightmare, probably at the most inopportune time.*

Initial Equipment

- Knife.

Thief

Origins

Like the Thug, you are stupid. Unlike the Thug you are not physically strong. So you rely on selfish cunning to steal whatever your greedy black little heart desires.

All those people working hard for a living. Suckers. You'll just take what you need.

Minimum Statistics

Agility 7
Dexterity 7
Willpower < 8

Aims/Goals

- Steal things.
- Con people.
- Avoid being the Victim of any violence.



Nice wheel. It's mine now.

Special Abilities

- +3 to agility.
- +3 to dexterity.
- **Lie.** You can sometimes fast talk your way out of trouble. Its a resisted/willpower task to confuse an opponent for d3 rounds - giving you time to grab and/or run. You can only use this ability on one opponent at a time.
- -1 strike and parry.
- **Kleptomaniac.** Only Harlequin knows when you will get the urge to steal. When you do, resisting it is an unresisted/willpower/-2 task .
- **Guilt.** Not running from any government official you meet is an unresisted/willpower/0 task.

Initial Equipment

- None (so get stealing fast).

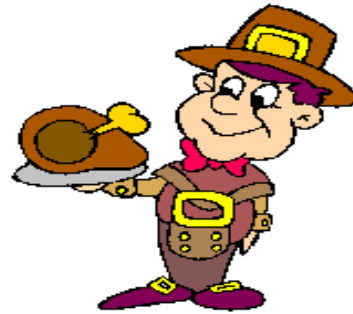
Fatboy

Origins

Mmm, just one more pie washed down by a bucket of double cream.

Minimum Statistics

Willpower < 7
Presence 7



Aims/Goals

- Eat as much as possible.

Time For A Snack

Special Abilities

- **Eat.** May try to eat anything (+1 natural attack)
- **Belly Butt.** May try to belly butt once per round. Target must dodge or be, knocked over and stunned for d3 rounds. No other attack may be performed in the same round as a belly butt.
- **Squash.** May overrun fallen foes - who cannot parry and who dodge at a -2 disadvantage for being prone. Treat as a +d6 weapon attack.
- **Food First.** +2 bonus to resist the charms of the opposite sex (no time for that sort of thing, you have to find some more food).
- **Wobble Factor.** You cannot move faster than a slow walk or you will fall over and take d6 rounds to get up again.
- **Truss.** Your belly is held in check by a reinforced truss. If truss is removed or destroyed then you are rendered immobile.
- **Greed.** If confronted by food (or anything that might pass as food, *like a passing cat*), then resisting the urge to eat it is an unresisteded/willpower/-2 task.

Initial Equipment

- Reinforced truss see below
- Knife and fork.

The Truss

A fatboy's truss is a complex and wondrous, some say magical, garment held in awe by all fatboys.

However, the truss can be a fatboy's vulnerable point. In combat situations, a fatboy's foes may specifically target the truss with the aim of breaking the truss and making the fatboy a sitting target.

A truss will take 30 Points damage before breaking and is considered to have an armour rating of 2 against all types of attack. This armour rating is only versus attacks on the truss, it has no effect against attacks on the fatboy. Damaged trusses may be reduced to negative points.

If a truss is destroyed (reduced below < damage points), the fatboy is in trouble. Folds of fat will burst forth unrestrained, enveloping the fatboy's arms and legs. The fatboy is rendered totally immobile and defenceless (foes attack at + 4 advantage) by this event. However, while in this state, any damage suffered is halved because the fatboys only vital organ (stomach) is so well protected.

A broken truss is the fatboys worst fear. If a fatboy cannot move he cannot get food. Unable to satisfy their hunger, fatboys will begin to eat themselves, causing d6 damage per hour, until the truss is repaired to a minimum of 1 damage point and they can get food again. There is another way to stop immobilised fatboys eating themselves. A brave Victim may attempt to climb atop the fatboy and throw food (a tub of lard, a passing cat, most anything will do) down his maw, satisfying the fatboy's hunger for the hour. Climbing atop the fatboy is an unresisted/agility/O task. failure means the climber falls and the fatboy takes a bite out of him (causing d6 damage, but satisfying the fatboy's hunger for the hour). This feeding must, of course be repeated every hour.

Damaged trusses may be repaired by metal workers at a cost of 5 gold pieces and 1 hour per 5 points of truss damage repaired,



Lunatic

Origins

It all just became too much. Didn't it?

Minimum Statistics

Presence 7

Aims/Goals

- Convince others that your 'loony belief for today' is reality.
- Stagger up and down the high street, shouting.
- Avoid the men-in-white.
- Kill the Martian spies.



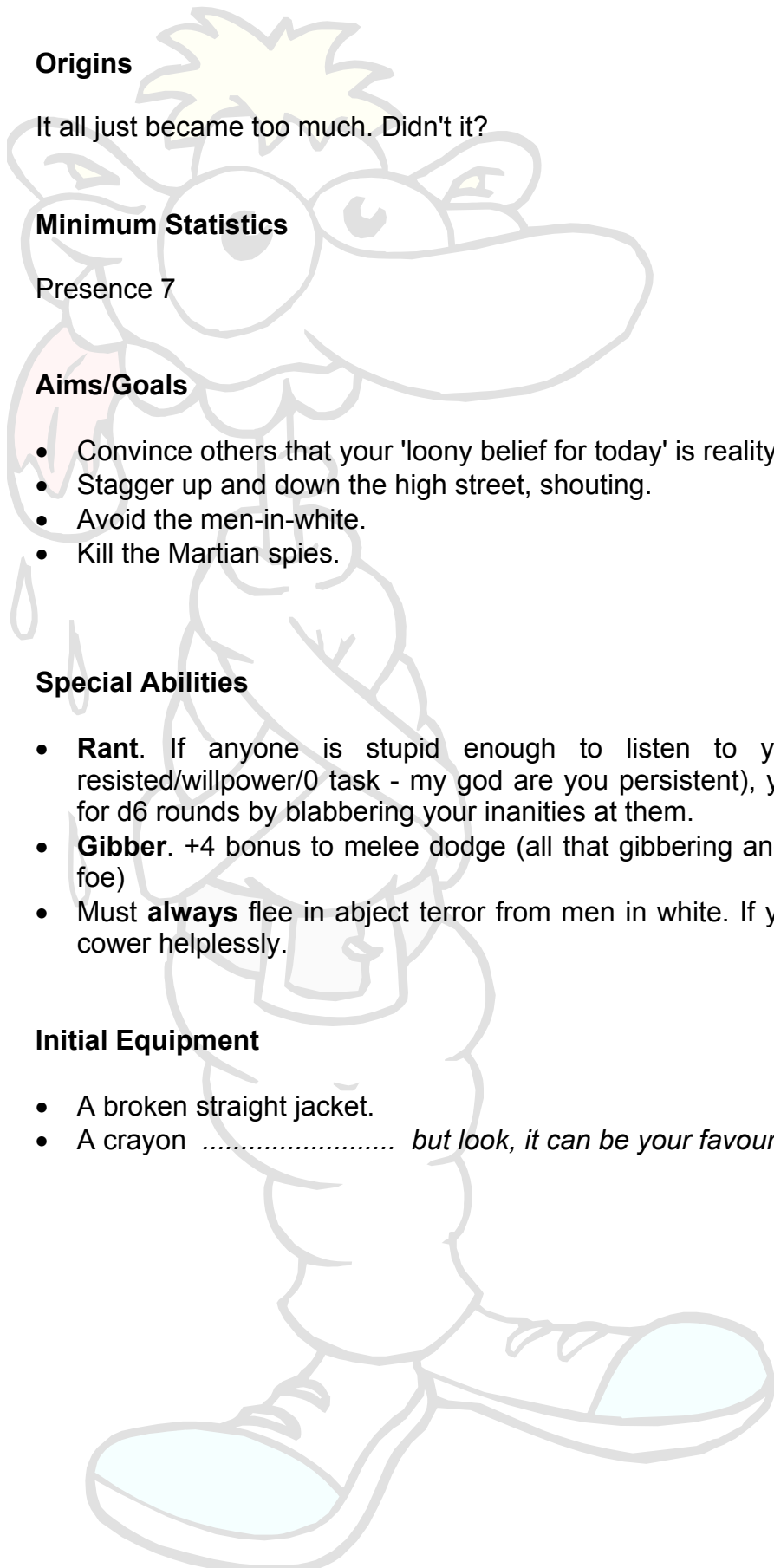
Free! Ah ha ha ha ha.

Special Abilities

- **Rant.** If anyone is stupid enough to listen to you (not listening is a resisted/willpower/0 task - my god are you persistent), you may try to stun them for d6 rounds by blabbering your inanities at them.
- **Gibber.** +4 bonus to melee dodge (all that gibbering and twitching distracts your foe)
- Must **always** flee in abject terror from men in white. If you cannot flee you must cower helplessly.

Initial Equipment

- A broken straight jacket.
- A crayon *but look, it can be your favourite colour.*



Cultist

Origins

Those fools! They cringe before their false god(s).

Only you know of the one true god and you must spread the word. If they don't listen, then they must die.

Minimum Statistics

Willpower 8

Aims/Goals

1. Try to appear normal.
2. Spread the word and gather a trusted band of converts.
3. Kill (*formal sacrifices preferred*) anyone you can't convert.



Fear My Magic, Fool!

Special Abilities

- Magic (see later)

What? You expect more ?

Initial Equipment

- Magic focus (*don't loose it or you can't use your magic*).
- Mystic robes (*for those special occasions*)

Cripple

Origins

Somewhere along the line you got ill, suffered a disabling accident ... or just got old.

But the world is perfect. Those who fall below the mark are expected to 'get better' or die. They are not expected to fight on, to burden others. But you did.

One day, the day after the false sympathy wore off, you became an embarrassment.

Remember the pathetically inadequate 'medical care'. Remember the shoddy 'disability adaptations' on your home. Remember the government apparatchik who disallowed your welfare because you are only classed as 76.8% disabled and not 77%. But most of all remember all those able bodied people who laugh at you. Well, perhaps its payback time

Minimum Statistics

Strength <7

Health <7

Aims/Goals

- Wreak terrible revenge on those who mock you.
- Become able bodied again. (*Sorry, but not a hope in hell*).



Doctor! My Leg!

Special Abilities

- **Easy Target.** Consider your combat initiative 12 whatever the situation. (Wait until they feel safe then let 'em have it. Laugh at you would they, those smug self satisfied bastards).
- **Help, I Can't Feel My Legs!** Cannot move without your disability aid. Your basic dodge is 0, regardless of stats. Maximum move rate is slow walk (excepting disability aid adaptations - see over).
- **Doctor, No!** Fanatical hatred of medical staff. Must attack on sight, regardless of odds. +4 bonus to all activities (including combat) against medical staff.

Initial Equipment

- Magic Disability Aid (Wheelchair, crutches, wooden leg, walking frame ... or whatever).

The Magic Disability Aid

The disability aid is to the cripple as the truss is to the fatboy

Aids are invariably customised. *Hey, the NHS can't afford to provide you with one. What do you mean "what did you pay your medical insurance for twenty years for"?* Choose any four of the modifications listed below:

- **Motorised:** Zoom around at up to 40 mph on roads, 20 mph cross-country (*whoa, hang on there speedy*). Motor is solar powered, so no fuel problems.
- **Ram Attachment:** You may ram foes in combat for +1 damage (+3 if also motorised).
- **Armoured.** Increase your armour rating to 4.
- **Hover Jets:** Your dodge attribute increases to 8. You can hover up to 20' off the ground.
- **Head Up Display:** Strike rating + 2.
- **Spinning Blade Attachments:** add +d6 to damage of any melee attack.
- **Hydraulic Arm:** Strength 12 , with joystick control.
- **Helicopter Rotor:** May hover at any height and fly at up to 80 mph (must also be motorised)

If the cripple wants a device customisation not listed above, just agree it with the Harlequin. Additional customisations cost 200 gold pieces each.

However, like the truss, the device may prove to be a curse as well as a blessing. In combat, foes may specifically target the device in an attempt to immobilise the cripple.

A device will take 20 points damage (40 if armoured) before breaking and is considered to have an armour rating of 5 (3 if armoured) against all types of attack directed specifically at it. If a device is wrecked (<0 damage points), the cripple will be immobilised. All activities will be at a -4 disadvantage. In addition, resisting the shock of the loss (and not dying immediately of heart failure) is an unresisted/health/0 task.

Damaged devices may be repaired by metalworkers at a cost of 10 gold pieces per 5 points damage per hour.



Gentleman of the Night

Origins

Akin to the thief , you saw a lot of people working hard and going nowhere. Decided you would get money the easy way.

Minimum Statistics

Beauty 7

Aims/Goals

- Earn as much money as possible.



Hello, Sailor

Special Abilities

- **Charm.** Resisted/beauty vs willpower task. Charmed people will give you all carried money OR one object OR perform one short term task - your choice. In return for certain of your favours. Giving your favours will take 1d6 rounds and must be done before the charm is attempted.
- **Infect.** If a punter has upset you then, in place of charming them you may try to give him a particularly virulent sexually transmitted disease. Giving your favours will take 1d6 rounds and must be done before the infect is attempted. Resisting the disease is an unresisted/health/0 task. Failure to resist results in permanent loss for the punter of 1d6 beauty, health and presence instantly.
- Must wear scanty, provocative clothes at all times.
- -2 disadvantage with all weapons except whip.

Initial Equipment

- Whip

Money & Props

Money

Each character starts play with an initial amount of money, determined by rolling 4d6. Harlequinade refers to generic 'Gold Pieces' as the unit of currency (feel free to use (dollar, pound or whatever).

Props

Any material possession is called a prop.

Victims like props. Pprops make Victims feel their lives are worthwhile. During their cold dark nights, Victims think about their props and are comforted.

Each prop will have a price. Victims may buy props to start the game with if they have enough money. Stats for common combat props are listed below.



Encumbrance

How much can you carry? How does what you carry affect you?

I have seen some pretty convoluted weird systems in my time. Let's be radical, let's just use common sense. How fast could you run with a 100Kg pack on your back? Could you dodge with a suitcase in each hand? Remember, Victims are not barbarian warriors, superheros or athletes - cartoon special abilities aside, they are average humans.

Harlequins use your common sense and apply modifiers to tasks as appropriate.



Load

Clothes & a couple of items
I need a backpack
Best take the kitchen sink too

Basic Modifier (to all physical activities)

0
-2
-4

Harlequinade

Combat Props Armour

Type	Armour Rating
Heavy Clothes (denim, leather, quilted)	1
Helmet (motorcycle or ex-army)	+1
Replica Chainmail, Flack Jacket	3
Dustbin lid	see combat rules

Weapons

Melee Weapons	Damage Rating
Punch/kick, Whip	-2
Small knife, Club	-1
Knife, pointed stick, hatchet, Garden Tool ('pole arm')	0
Large Knife (sword to you), Axe	+1
Chainsaw (so clumsy, -4 to strike attribute)	+d6

Missile Weapons	Damage Rating
stone, air gun pellet	-2
arrow, knife, spear	0
bullet, shotgun	+d6
death ray	dead (<i>its a death ray ok</i>)

Beware the player who considers himself a 'weapons expert': "Hey, I studied martial arts for a night and we trained with special woo-katana-ubble-wubble swords. Ok so they were wooden replicas, but they're far more deadly than normal swords and I think that they should be rated at +6 not +2 because they are different and special". These people have never even cut themselves shaving, let alone seen a real wound. First, point out "its only a game". If that fails, try 'a swords a sword'. If that fails, try "You're talking crap". If all else fails, then agree with them, but give their first opponent a mark 2 widget-vorpal blade which "is so special it rates +40 and you die just looking at it". Sad, sad, losers.

Other Props

10' pole, oil lamp, mule, iron spikes it would be impossible to list all the general props the players might want. Just use real-world prices and make up any details you need.

You remember the real world good.



Harlequin's Dance

*The usual story,
They offered us glory.
They offered their children romance.*

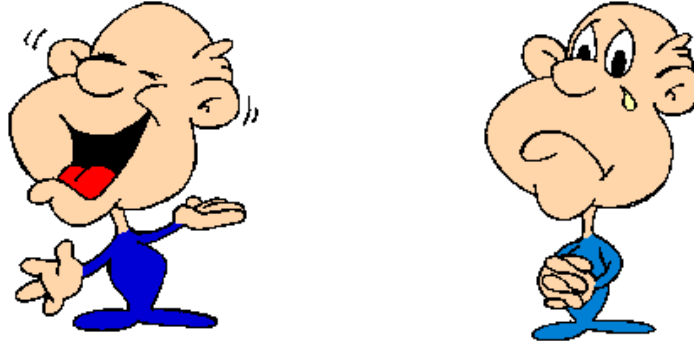
*So, with painted face,
And silent step,
We danced their selfish dance.*

*The deadening drilling
The practiced killing.
We served their purpose well.*

*We learned never to care,
Wore our thousand yard stares,
Too eager to entertain Hell.*

Acting The Part

As the Victims explore the Ideal World, they will engage in a variety of activities. It's Harlequin's job to arbitrate whether or not they are successful.



The Ideal World can be a very dangerous place. Correspondingly, a large number of activities will be combat oriented. In this chapter, we suggest how both general and combat activities should be refereed.

General Activities

Activity Classifications. Any activity may be classified as follows:

<Resistance> / <base attribute> / <difficulty modifier> (if any)

Any activity will either be **resisted** or **unresisted**. The person carrying out the action is the **actor**, the thing acted upon is the **target**. A resisted activity is, surprisingly enough, an activity which the target is resisting. For example, arm wrestling & football are resisted activities, writing a letter or putting a golf ball are not.

The **base attribute** governs the performance of the activity. For example, Agility would govern trying to climb a tree. Some activities may have more than one attribute (eg. average of dexterity and strength), some resisted activities may have different base attributes (eg. presence vs willpower) for the actor and the target.

The **difficulty** modifier of an activity expresses the relative difficulty of successfully carrying out the activity and is applied as a modifier to the actors base attribute.

- Harlequin assigns a modifier to any activity, suggested modifiers and difficulties are:

Childs play	+4
Easy	+2
SoSo	0
Hard	-2
Very Hard	-4
You're going to what!	-6



Resisted Activity

If an activity is resisted, determine success or failure using the Procedure below:

- Add any difficulty modifier to the actors base attribute.
- Roll 2d6, adding total to the actor's **modified** base attribute.
- Roll 2d6 and add them to the targets base attribute.
- If the actor's total is greater than the target's total then the activity succeeds.

If you want, you can make the degree of success (or failure) proportional to the difference in the rolls.

Draw? If the actor and target rolls are equal neither succeeds.

Example: Fred Fatboy (strength 9) is arm wrestling Sam Scout (strength 2). Harlequin classifies arm wrestling as resisted/strength/0. Freddy Fatboy rolls 2, plus 9 strength, total 11. Sam Scout rolls 12, plus 2 strength, total 14. So Sam Scout wins the competition fairly convincingly.

Unresisted Activity

If an activity is unresisted, use the procedure below to determine success or failure:

- Add the difficulty modifier to the actors base attribute.
- Roll 2d6
- If the roll is less than or equal to the modified attribute, then the activity succeeds

Again, if you wish, measure success by the amount the total roll is below the modified attribute.

Some things were just meant to be, or not. (Harlequin's discretion). An unmodified roll of 2 will always succeed an unmodified 12 will always fail.

Example: Quentin Demonspawn, gentleman of the night, really wants a new pair of ballet shoes. Hence, he is trying to forge a shoe shop credit note using only a roll of toilet paper and a crayon. Harlequin classifies the task as unresisted/dexterity/-8, a heroically difficult task. Quentin has a dexterity of 11, thus he has to roll 2d6 equal to or under 3 (11 - 8). Quentin rolls a 3 and the credit note is forged.

He's A High Roller

Confusingly enough, high rolls are good for resisted tasks (because you're trying to beat someone else's score) but bad for unresisted tasks (because you're trying to roll under an attribute). You get used to it.

Combat activities

Combat activities are essentially the general activity rules, plus a few guidelines for special cases.

Combat Sequence

During combat, all combatants will act sequentially, in high to low alertness order, with higher agility combatants having the choice of acting before or after lower agility combatants. During his turn to act each combatant may move and/or try to strike a target (or targets).

Hitting the target

To hit an unaware target is an unresisted/strike/+4 task.
To hit a parrying target is a resisted/strike vs parry task.
To hit a dodging target is a resisted/strike vs dodge task.

Any additional strike difficulty modifiers are determined by Harlequin.

Missile weapons may NOT be parried and are dodged at -3

Dodging and Parrying

A combatant can either dodge OR parry in any one round, not both.

Multiple Attacks & Defending Against Multiple Attacks

An attacker may divide his strike rating among any number of targets and a defender may divide his dodge OR parry rating among any number of attackers. (subtract 1 per target/attacker over 1, Fractions round down).

Strikes, dodges and parries cannot be divided to reduce below 1.

Example: If Joe Scout divides his 10 rated strike attribute between two separate strikes he gets two 4 rated strikes (10/2-1), between three targets he gets three 1 rated strikes (10/3-2).

If any ratings are divided, then all such divisions must be clearly stated, as far as possible, before any activities are resolved.

NOTE As a more general rule, any attribute can be divided in this way to do several things at once.

Harlequinade

Fumbles

Any roll of 2 when striking, parrying or dodging means a fumble has occurred. It's up to Harlequin to decide the exact nature of the fumble. Or roll on the table below:

- 1-3 drop weapon
- 4-5 wide open, opponent gets free unresisted strike (no parry or dodge)
- 6 hit self

Critical Hits

A roll of 12 when striking (provided the strike is not parried or dodged) means a critical hit has occurred. It's up to Harlequin to decide the exact nature of the hit. Or roll on the table below:

- 1-4 double damage
- 4-6 double maximum damage
- 6 target killed instantly

Armour

If a blow strikes and is not parried or dodged, it may be deflected by the targets armour.

Each type of armour has an armour rating (see props section).

If the target can roll equal to or under their armour rating on d6 then the blow was mostly deflected by the armour and only one point of damage is taken.

Note that armour may provide no additional protection against damage unless the Harlequin rules it does. Armour ignoring damage is typically area effect (flame thrower), or massive (being sat on by an elephant).

Shields (and Dustbin Lids)

Firstly, shields allow the bearer to parry more easily. So if you have a purpose built shield increase your parry rating by 2. Secondly, if somebody fires a missile at a shield bearer, they may hide behind their shield giving the attacker a -3 difficulty modifier. Thirdly, you can hit someone with a shield, so if you have no other weapons, you can consider the shield a club.

Dustbin lids are a poor mans shield. They don't make parrying any easier because they are so ungainly to hold, but you can still hide behind them or use them as a club.

Damaging the target

When a target is struck and the blow is not parried, dodged or reduced to 1 by armour, then the damage caused to the target must be determined.

All weapons do a base d6 damage with modifiers. The weapon damage modifier will either be a number to add/subtract (eg +1, -2), or additional dice to add/subtract (eg +1d6 , -1d4). So, for example a +1 weapon would do d6+1 points of damage. Weapon damage can be modified to 0. The attackers power attribute (a measure of his strength) is also added to any damage caused by a melee weapon.

The Effects of Damage

Any damage a Victim takes is subtracted from his health attribute. When health reaches 0 the Victim is dead.



Time and Distance

How far can a 12yr old child move, up a 17% incline, in a 12.75 second combat turn when carrying a 34.3 Kg load (weight distributed as 23.3 kg in a backpack and 11Kg in a suitcase). Discuss.

Oh I can feel a rules lawyer approaching !

Who cares wing it.

Under pressure, combat, for example, things happen quickly, say a turn lasts about 3 seconds game time.

With time on your hands, a boring aeroplane flight perhaps, a turn can last anywhere from several minutes to several days game time.

Essentially, a turn is the amount of time between interesting things happening.

And thats it!

No Mr sad rules lawyer, that really is it.

A Different Kind Of Magic



What Is Magic?

'Magic' is simple (*but not real kids, no honestly*). The magician creates a desired effect by imposing his will upon the fabric of reality.

The magician's willpower may be used to create any desired effect from fireballs to mind-reading.

There are two major magical disciplines: spiritual and physical, sub-divided into six minor disciplines of (spiritual) suggestion, illusion, communication and (physical) (creation, destruction and transportation). Magicians can use all disciplines.

Specialist Magicians

Magicians may specialise in any one major discipline Specialist magic users get a bonus of +25% willpower whenever they use their specialist discipline, but a penalty of -25% willpower whenever they use the other major discipline.

Spirit Magic

Spirit magic covers all magic which requires the magician to impose his will directly over sentient creatures. To create any spirit magic effect is a resisted/willpower vs willpower task. However, the magician's effective willpower will be modified by the effect the magician is trying to create.

Effect		Willpower Modifier
Illusion	Image is Out of Place	-25%
	Multi sense	-25%
	not animated	+25%
	harmful	-25%
Suggestion	Activity against nature of target	-25%
	dangerous	-50%
	suicidal	-75%
Communication two way	complex message	-25%
	target out of sight	-25%
All disciplines	target out of sight	-25%
	target close friend of magician	+25%
	target cooperating fully	+25%



**Obey My Will, for
I have a blue hat!**

When multiple beings are targeted, the magician must divide his willpower among all targets (just as noted under the combat rules for multiple attacks).

Illusions last as long as the magician and targets remain conscious.

Illusory Damage

If an illusion causes damage to a target the damage is not real, even though the target will believe it is. Measure the damage against the targets health as if it were real until the target has 0 health, at which point the target falls unconscious for 2d6 turns. When they awake the illusion will be gone (even if the magician is still present) and they will have suffered no actual damage.

Don't believe it!

If an illusion is cast at multiple targets and only some believe it, those who believed it will continue to believe it regardless of the words or actions of the disbelievers.

Examples of Spiritual magic

Consider a magician with willpower 16 trying to create the following effects :

Suggest to a thug that he jump off the top floor of a tower block.

Modifier is -75% suggested activity is suicidal

Effective willpower 4

Suggest to a teacher that he does not want to teach you.

Modifier is -25% suggested activity is against the targets nature

Effective willpower 12

Create illusion of a plate of food on a canteen table to lure a fatboy.

Modifier is +25% , +25% illusion fits surroundings well

-25% multi sense (sight and smell)

+25% illusion is not animated

Effective willpower 20

Create the illusion of a meat clever welding cook in a kitchen The illusion must be multi sense for two targets (and capable of causing them damage).

Modifier is -50% -25% Multi sense (sight & sound & smell & touch)

+25% Illusion fits surroundings

-25% Harmful

Effective willpower 8, 3 per target (8/2-1)

Send thoughts to a close friend locked behind a door

Modifier is 0% , -25% out of sight

+25% close friend (but unaware so cannot cooperate)

Effective willpower 16

Induce fear in a stranger standing 20 yards away.

Modifier is 0%, no modifiers

Effective willpower 16

Try to detect any life in a 20 yard radius

Modifier is -25% out of sight

Effective willpower 12

Physical Magic

Physical magic covers all magical effects which require the magician to impose his will over inanimate material. Essentially the magician is able to create, move and destroy material.

To create any physical magic effect is an unresisted/willpower task. However, the magicians willpower will be modified by the exact effect the magician is trying to create.

Effect		Willpower Modifier
Material involved	Fire, Air, Electricity	+25%
	Earth, Water, Wood	No modifier
	Metal	-50%
	Other being (alive)	-50%
	Self	+25%
Amount of material	Tennis ball sized	+25%
	Basket ball sized	No modifier
	Cooker sized	-25%
	Car Sized	-50%
	Truck sized	-75%
Effect	Move	No modifier
	Create Or Destroy	-25%
	create + move	-50%
Distance	Fingertips	+25%
	Close (to 10 yds)	No modifier
	Distant (over 10 yds)	-25%



Magic users will typically use physical magic to

- Create Barriers
- Move Missiles
- Destroy Barriers

When materials are used as missiles calculate damage to the target, based on the amount of material, as follows:

- Tennis ball sized d3
- Basket ball sized d6
- Cooker sized 2d6
- Car sized 3d6
- Truck sized 5d6

Physical magic effects must be in sight of the magician. Created material lasts for the duration of the scene (so a fireball, once created, only subsequently has to be moved or destroyed). All physical magic effects happen occur extremely fast. In fact, they happen as fast as the magician can think. All magic substances appear and move very fast, regardless of size. Dodge at -3, but even missiles created 'on' a target can be dodged (if the target can move fast enough).

Examples of Physical magic

Consider a magician with willpower 16 trying to create the following effects.

Create enough stone to block a doorway five yards away

Modifier is -50% , -25% cooker sized amount
-25% creating material
Effective willpower 8

Cast a tennis ball sized fireball (formed from a camp fire a couple of feet away) at a target 20 yards away

Modifier is 0% , -25% distance
+25% material is flame
Effective willpower 16

Create a football sized fireball from thin air and hurl it at a target twenty yards away

Modifier is -50% , -25% total distance
+25% material is flame
-50% create + move
Effective willpower 8

Lift a human fifty foot vertically upwards (then let him go)

Modifier is -75% , -25% Distance
-50% material is living being
Effective willpower 4

Disintegrate a human one yard away

Modifier is -75% , -25% Destroy
-50% Living being
Effective willpower 4

The Price of Magic

Imagine all the revising for an important exam condensed into a couple of seconds. That's roughly equivalent to casting a simple spell.

Whenever a magician creates an effect, he temporarily burns up as many willpower points as he rolled for activity resolution.

Example: a magician has a willpower of 8 He tries to create a 3" diameter (about cooker sized) ball of flame on a target within 10 yards. To create this effect his willpower is unmodified (go on work it out). For his task resolution he rolls 5 He performs the task and his willpower is reduced to 3 (that's 8 - 5). If he rolled 12 his willpower would have been reduced to -4.

Creating magical effects can potentially reduce the magic users willpower below 0. If, in the above example, the magician had rolled 12. his willpower would have been reduced to -4. If a magic users willpower is reduced below 0, roll d6. If you roll 1 the strain has killed the magician on the spot, if you roll 2 or 3 he falls into a comatose sleep and acquires a '**magicians trait**' on waking, if you roll 4 or more he just falls into a comatose sleep. A magician with a willpower of exactly 0 is exhausted, the only thing he is capable of doing is lying down and resting.

Magicians regain 2d6 lost willpower only if they spend a full scene resting (and nothing else).

Unconscious magicians may be woken any time after resting has recovered their willpower to 1 or more

Magicians Traits

Some embarrassing, but minor, quirk. Pick anything you want. Magicians like to think of themselves as 'better than mere mortals', so the more humiliating the better. Examples are: Break wind loudly when casting spell, always wear large pointy (and very silly) hat.

Magicians who want to suppress their traits for a scene can do so, but suffer a -2 modifier on all activities for each trait while suppressed.

Example: A magician has acquired two traits. (Always wear a large pointy white hat. Shout abuse loudly and randomly). No big problem when he's running around the fields with his friends. But this scene, he is going to try to sneak up on a security guard in a large crowded shopping centre and use spirit magic to cast 'a sleep spell', so he can steal some ancient 'magical artefact' (a gaudy knick knack to you and me) from a shop window. For this scene, blending with the crowd is essential, so he may want to suppress wearing a very conspicuous white hat and shouting abuse.

Yes, as time goes on traits will make a magician increasingly useless (and antisocial).

Vicious Creatures

*In sudden realisation,
Harlequin spoke cold mockery
And thus the darkness came.*

*Crashing solitude.
Vicious creatures with vacant eyes,
Fearful hearts and empty minds.*

*Starkly defined.
Wearily and warily observed.
And thus the darkness came.*

*Still laughing, He sent His thoughts
Through all the Nightmares He could find,
Through all the Dreams He'd left behind.*

*Through ruined lives and empty lies.
To every smile that died.
And thus the darkness came.*

Fears & Extras

As the Victims wander through the Ideal World they will encounter an assortment of situations.

Sometimes, these encounters will just be ordinary everyday events. The shopkeeper will be just an ordinary shopkeeper, the dog howling in the distance just an ordinary dog. Such everyday creatures and objects are known as '**extras**'. Extras exist to add background colour to the game and to confuse the Victims about who the bad guys are.

Sometimes, even the most mundane encounter will be the essence of Nightmare. The shopkeeper will be a psycho killer just itching to lure you into his shop and waste you, the cupboard will be a mutant animated cupboard beast from hell, the dog howling in the distance will be a werewolf. Such nightmare creatures and objects are known as '**fears**', the embodiments of all your worst childhood fears come to get you.

Problem is, fears they look just like extras until they get close real close.

Fears come in several flavours:

- Humans
- Animals
- Plants
- Objects
- & Others



Did you hear anything?

This section describes some fears and extras a Victim may face. Each fear description will consist of a brief description, a summary of average attributes (Harlequins change them as you wish), basic weapons/attacks with damage modifier and notes of any special abilities or rules.

Note combat attributes may be far higher (or lower) than those suggested by the primary attributes. This is intentional.

Human Fears

Geriatric

The geriatric is a terrifying creature indeed. Hiding behind a veil of seeming helpless senility, they mumble their way towards you. They wield a weighted stick in combat and are more than adequately armoured by their 20 layers of thermal undies.

Strength	5	Dodge	6
Dexterity	5	Parry	7
Agility	4	Power	0
Health	10	Strike	5
Willpower	10	Armour	1 (thermal underwear)
Presence	2		
Beauty	1		
Alertness	3		



Weapons/Attacks weighted pointed stick +1

Mumble: As geriatrics move into the attack they will always mumble. Listening to the senile mumbling of a geriatric is so confusing and distressing that a Victim will be stunned until an resisted/willpower/0 task roll is made (one attempt Per round) to break out of his stunned state.

Oh yes, you know what's most scary about a geriatric. One day you (yes, even you) will be old too and people will treat you just like you treated your elders.

Tramp

The tramp will disguise itself as a bundle of smelly rags and lie in wait for unsuspecting passers-by. As the Tramp lurches to its feet to attack the unwary it will release assorted noxious vapours to panic its foe. Whether tramps are human, were human, or are really just piles of sentient garbage is a debatable but irrelevant point

Strength	8	Dodge:	2
Dexterity	2	Parry:	3
Agility	2	Power :	2
Health	10	Strike :	7
Willpower	2	Armour:	1 (many, many layers of rag)
Presence	12		
Beauty	-2		
Alertness	4		



Weapons/Attacks broken bottle -1

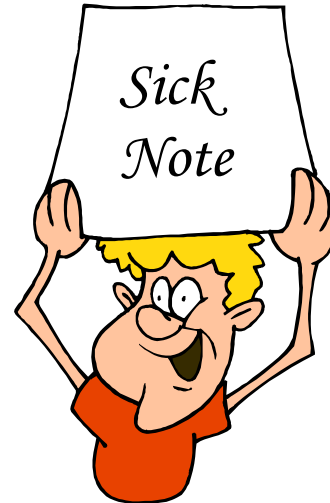
Stench: Each round a Victim is in combat with a tramp he must successfully resist the stench (unresisted/willpower/0 task), or be forced to pinch his nose with one hand. Any nose pinching will make a secondary weapon/shield useless and reduce all combat attributes by 1.

Truant catcher

The Victim is playing truant. He must be caught and punished. One moment there is nobody around, then with a billow of cape and flourish of cane the truant catcher appears. Put out those ciggies, hide that football before it is too late. Truant catchers are invariably male, built like stone toilets and just itching to correct you

Strength	12	Dodge	2
Dexterity	8	Parry	8
Agility	5	Power	3
Health	15	Strike	8
Willpower	10	Armour	-
Presence	10		
Beauty	1		
Alertness	10		

Weapons/Attacks cane or strap 0



The Excuse: As the truant catcher moves in, the Victims get one chance to make an excuse. If any of the Victims are female they may try (resisted/beauty vs willpower/O task) to look innocent enough to convince the truant catcher he has made a mistake. Any male Victim may attempt to lie his way out of the situation (a resisted/presence vs willpower task) one attempt (of either type) may be made for the entire party, if successful the truant catcher is convinced and leaves.

The Punishment: When the truant catcher attacks he uses his cane or strap. His attacks are unaffected by armour, but only cause subdual damage to the target. Subdual damage is calculated as normal, except damage is applied to the targets willpower. When willpower is reduced to zero the target surrenders to the truant catcher and both promptly vanish in a cloud of blue smoke (off to the alternate dimension known as 'detention'). The Victim is out of the game, but kind Harlequins may allow the Victim to be released from detention at the end of the adventure

The truant catcher above is the 'traditional' version. The modern version is a hapless ineffectual social worker type (more likely to give the truants recreational drugs than confiscate them). If you want to use the modern equivalent then replace the Excuse & Punishment notes with the 'lets discuss it' note below.

Let's Discuss It: The social worker offers the Victims some recreational drugs, then engages them in a deep and meaningful exploration of their inner selves to empower them to break the cycle of <yawn>. All Victims must make a resisted/willpower check not to accept the soft drugs. If they accept the drugs they enter the delusional alternate dimension of 'Icanhandleit', waking only briefly to find themselves face down in a gutter covered in their own vomit and addicted to heroin consider them dead.

Teacher

The Teacher, never dismayed by the dismal stupidity of his charges, is forever trying to enlighten them. Any encounters with teachers will begin with the immortal words 'And today's lesson is ... '.

Strength	: 6	Dodge	8
Dexterity	: 6	Parry	n/a
Agility	: 6	Power	n/a
Health	: 6	Strike	n/a
Willpower:	10	Armour	1
Presence	: 10		
Beauty	: 6		
Alertness	: 8		



Weapons/Attacks : Ruler/Board Duster (see below)

Educate: Each round a teacher is in talking range of a group of Victims he will try to educate them. To avoid being educated is an unresisted/willpower, All Victims failing to avoid the education will sit still and lose d3 willpower as they are forced to realise how dull they really are. Victims who resist may attack the teacher, but this will not prevent the education occurring. The education will end when one or more Victims willpowers fall below zero, at which point all willpowerless Victims and the teacher vanish off to the alternate dimension of extra curricular tuition'. Tell the Victims not to cry though, their Victims will be released at the end of the current nightmare, suffering only a permanent loss of d6 Presence points (humbled by their lack of knowledge).

Discipline: The teacher is not totally defenceless, he has both the ruler and the board duster. The teacher may use either in a round though the use will prevent any 'education' that round, hence they are used only reluctantly. A quick rap across the knuckles with the ruler will automatically inflict 1 Pt damage and stun for d3 rounds any Victim within reach, no dodge or parry allowed. The board duster is reserved for especially disruptive pupils. The duster may be thrown at any pupil, automatically hitting him between the eyes. inflicting d6 damage and knocking him unconscious for the remainder of the encounter. Unconscious Victims are blissfully immune to education stunned Victims are not.

The teacher above is the 'traditional' version. The modern version is a hapless ineffectual social worker type (much like the truant catcher). If you want to use the modern equivalent then replace the notes with the 'Aren't we good' note below.

Aren't we good: We remove discipline, make exams easier, then wonder most of our school leavers are so useless. The teacher will offer to teach (resisting the offer is a resisted/willpower task), leaving the victims with worthless paper certificates and inflated egos. The victims will be so overconfident that all activity for all victims will be -2 for the duration of the next scene. Any thug victims are particularly badly affected (suffering -4) because, of course, they never learn anyway.

Government Employee (Manual Grade)

The Government Employee (Manual Grade) provides the missing link between the normal human and the primal chaos. Rude, dull-witted and frighteningly irresponsible, they often have access to horrendously powerful machinery. If you meet them, walk past quietly and hope that pneumatic drill only drills pavements.

Strength	16	Dodge	2
Dexterity	4	Parry	2
Agility	4	Power	4
Health	20	Strike	6
Willpower	5	Armour	1 (heavy jacket)
Presence	10		
Beauty	3		
Alertness	3		



Weapons/Attacks shovel/pick/mop +2
OR (god forbid) power tools +2d6

No special abilities (or they wouldn't be Government Employees manual grade of course - its sad, kids, but true).

Government Employee (Clerical Grade)

The Government Employee (Clerical Grade) is a soulless paper-pushing bore. Arrogant, useless and frighteningly unemotional.

Strength	4	Dodge	2
Dexterity	4	Parry	2
Agility	4	Power	0
Health	12	Strike	6
Willpower	12	Armour	-
Presence	4		
Beauty	3		
Alertness	2		



Weapons/Attacks biro -2

Miss the point: "Have you filled in a p678.1. Oh unlucky, you filled in a p678.2. You must fill out another, go to the back of the queue. Never mind, its only 400 pages long. Filled it out now, Oh shame, page 15 section 3 must be filled out in white ink, please fill out another. What do you mean, you don't know your 467 digit butt-kiss code. Sorry, can't give you any service then. Ah, remembered your butt-kiss code now have you? Sorry, it's my lunch break." Make a resisted/willpower roll. If you lose, you will be reduced to tears and severely depressed (-3 on all activities for the remainder of the game).

Lager Boys (Drunks)

Puddles of vomit. Yob voices raised in unison. Somebody urinating against a car. Look out ! It's the rock hard lager boys

Strength	6	Dodge	0
Dexterity	6	Parry	0
Agility	6	Power	0
Health	5	Strike	4
Willpower	3	Armour	-
Presence	1		
Beauty	6		
Alertness	4		



Weapons/Attacks knives, bottles ... -1
rapier like wit (*only kidding*)

Pissed: Oh dear those lager boys are so charming and tough. Guess that's because they're pissed as newts. They're too drunk to dodge, too drunk to fight and too drunk to realise. Hang around, they're sure to start something. When they do, enjoy yourself....

Cultist

Choose a cult any cult (*they're all the same*).

They want to tell you about god. Their god, naturally. Their god that speaks only through them, of course. What do you mean you don't want to do what they (*sorry, their god*) say you should do. Are you a witch? Maybe you're a witch and they should burn you?

Strength	6	Dodge	5
Dexterity	6	Parry	5
Agility	6	Power	1
Health	6	Strike	6
Willpower	6	Armour	-
Presence	8		
Beauty	6		
Alertness	6		



Weapons/Attacks: Clubs, burning brands and so on

Rant: They (*sorry, their god, confusing isn't it*) have spoken. Again and again and again..... They don't care what you believe, they just rant and rant and rant. They want to brainwash (*oops, I mean enlighten*) you. They attempt a resisted/willpower/0 task against each Victim in turn. Any Victim that is overcome will be converted (reduce willpower to 0) and go off with the cultists, never to be seen again. If they fail to convert anyone, it is clear evidence that person is a witch who must be helped (*ie. killed*). Victims can try to rescue captured friends. However, enlightened Victims will violently resist being rescued. If the Victim is rescued. Roll d6, 1-3 he snaps out of it, 4-6 he is a true believer for life (*ie. out of the game*).

Boy Racer

The screech of tortured tyres (b grade remoulds . naturally).
The roar of the 1100 motor (exhaust muffler removed, of course).
Let's guess its got a spoiler.
Ummmm is it red?
Perhaps it has 'go faster' stripes
Need I say more .

You just know that when you try to cross that road some acne covered twat of a boy racer is going to try to run you over.

Extremely poor boy racers drive 125cc trials bikes that sound like lawnmowers (yes even with the mufflers removed, lads), richer boy racers drive clapped out hot hatches.

Strength	6	Dodge	3
Dexterity	0	Parry	4
Agility	6	Power	0
Health	6	Strike	6
Willpower	6	Armour	2
Presence	2		
Beauty	6		
Alertness	3		



Weapons/Attacks wrench

Hit and Run: Boy racers appear out of nowhere. Pick a Victim as a target. Dodging the boy racer is an unresisted/agility/O task. If the dodge is successful, no damage. If he rolls exactly equal it's a glancing blow d6 damage. If he gets hit square 3d6. After the hit (or miss) roll d6 for the boy racer .

- 1 His motor finally gives out ... he stops
- 2 Payback . He goes head on into a boy racer heading the opposite direction . They crash and burn. You can toast muffins over the burning petrol while he screams in the wreckage if you want.
- 3-5 He is enraged that you dared get in his way He stops to give you a piece of his mind.
- 6+ Unable to stop he races off into the distance

Angry Young Man

This guy is very angry

Upon seeing the Victims, he will produce a soap box from mid air, jump upon it and start 'telling it like it is'.

Strength :	n/a	Dodge	n/a
Dexterity :	n/a	Parry	n/a
Agility :	n/a	Power	n/a
Health :	n/a	Strike	n/a
Willpower :	n/a	Armour	n/a
Presence :	n/a		
Beauty :	n/a		
Alertness :	n/a		



Weapons/Attacks : cold hard facts (see below)

'telling it like it is' The Victims may run away and not listen, or they may stay. If they stay roll d6 on the table below

- 1 He is right ... it's terrible ... you commit suicide.
- 2 So what, you've heard it all before.
- 3 He's right. Clarity of thought is yours, add d6 to your willpower.
- 4 You are humbled, reduce your presence by d3.
- 5 You are inspired, give him all your cash for his good work.
- 6 He is a visionary ...
Either add d3 to strength, willpower, presence and health
Or add d6 to any one of the above

Oration: Anybody in the area will be so touched by the angry young mans sincerity there is NO way they will harm him

Skate Freak

You know when you walk down the street and some clown on a skateboard or roller-blades smashes straight into you. That's the one.

Roller blades. 'blades', hmmm that term, it sounds tough, hard, full of street cred. Easy to see why they ain't marketed as 'girly wheels'. Personally, I think 'girly wheels' is far more suitable.

Anyway, I digress . His weapon is his momentum, his armour all those garishly coloured kneepads/armpads/helmets.

No matter where he is, its always his right of way. Go on teach him better, brace yourself and raise your arm as he passes you know you'll enjoy it.

Strength	5	Dodge	9
Dexterity	6	Parry	2
Agility	9	Power	1
Health	7	Strike	7
Willpower	6	Armour	2 (Pads and helmet)
Presence	5		
Beauty	6		
Alertness	5		



Weapons/Attacks skateboard 0

Personal stereo. Because these clowns always have their stereos blaring at full power they are totally deaf.

Instability: If you hit a skate freak, he may fall over. Avoiding falling is an resisted/agility vs strength task. If he falls, well ... you remember flipping woodlice onto their backs ... same idea. A fallen skate freak needs to succeed at an unresisted/agility/-4 task to stand up again, while he is down he cannot parry or dodge.

Baby Thugs

Duh. A somewhat younger, weaker version of the thug - the goblins of the Ideal World.

Strength	6	Dodge	3
Dexterity	6	Parry	3
Agility	3	Power	0
Health	6	Strike	6
Willpower	6	Armour	-
Presence	3		
Beauty	3		
Alertness	3		



Weapons/Attacks small penknives -2

Stupidity : Halve all damage taken (too dull to feel pain).
Continue fighting d3 rounds after death.

Plague Carrier

Don't bend over (or share his needles).

Strength	5	Dodge	9
Dexterity	6	Parry	n/a
Agility	6	Power	n/a
Health	4	Strike	n/a
Willpower	5	Armour	0
Presence	5		
Beauty	6		
Alertness	6		



Weapons/Attacks : Kiss of death

Kiss of Death: He just loves you all. Avoiding the kiss is a resisted/agility task. If kissed, try to avoid the consequences (an unresisted/health task). If you fail you contract 'the plague' and die instantly. *Why are you complaining it's Gods Punishment you know or so I've been told.*

Salesman

This guy will try to sell you anything.

Strength	: 5	Dodge	10
Dexterity	: 5	Parry	3
Agility	: 4	Power	0
Health	: 5	Strike	2
Willpower:	11	Armour	-
Presence	: 12		
Beauty	: 10		
Alertness	: 8		



Weapons/Attacks : Rolled up contract 0

Hard Sell: Decide what this guy is trying to sell: obsolete computers that can only be programmed in serbo-croat , wrist watches that give random time.... etc.). What he sells will always be gaudy, cheap, tasteless and above all absolutely useless. Upon confronting the Victims he will attempt 'hard sell'. If the Victims fail to resist a presence attack from this smooth operator they will become desperate for his wares. However, under no circumstances will they take them by force. He will take in return either all the Victims ready cash, or any item he fancies, or some short term service

Blinding Smile : If the salesman feels seriously threatened, he will attempt to cover his withdrawal with a blinding smile Covering your eyes in time is an unresisted/agility task, fail and get blinded by the glare from the salesman's teeth for d3 rounds.

Doctor/Nurses

You look ill. Don't worry the doctor has his surgical equipment, he will cut out your illness and make you 'better'.

Strength	6	Dodge	6
Dexterity	9	Parry	7
Agility	6	Power	0
Health	10	Strike	9
Willpower	10	Armour	2
Presence	10		
Beauty	6		
Alertness	10		



Weapons/Attacks Medical saw +2,
Assorted (poisonous) drugs.

Trust me I'm a doctor: People trust doctors. Bad mistake. Resisting is a resisted/willpower task. If you fail, you trust him - his first incision will be an automatic hit (causing double damage) and, of course, you did take your armour off for him to examine you. Stunned by his betrayal of your trust you will be too confused to strike back for d3 rounds, though you may dodge and parry with a penalty of 2.

Doctors always try to cure cripples first, followed by any wounded Victims . So kind , yet so cruel

Street Preacher

Repent. The end is nigh.

Strength	8	Dodge	6
Dexterity	7	Parry	7
Agility	7	Power	1
Health	10	Strike	7
Willpower	10	Armour	3 (magic 'witch finder' cape)
Presence	12		
Beauty	6		
Alertness	4		



Weapons/Attacks weighted holy symbol 0

Collection: Resist the preacher's presence or feel compelled to donate either all your ready cash (or an item) to his cause.

Crusade: Preachers can smell out cultists. The preacher will always attack any Victim cultist(s). However, before attacking he will try to whip up a lynch mob among the other Victims. Resisting this incitement to murder is a resisted/willpower task. If you fail to resist you will feel compelled to help the preacher rid the world of the 'godless filth'.

Sermon: The preacher preaches. You sleep. Staying awake is an unresisted/willpower task. Great tactic for covering the withdrawal as the Victims begin to realise they have been talked into killing a fellow Victim.

Confession: The eyes of god are upon you, the preacher man is asking a question. Make a resisted/presence vs willpower/0 task or be forced to tell the truth.

Man-in-white

Look out there are loonies on the loose! Hey you look like a looney, you'd better come with me for treatment.

Strength :	10	Dodge	7
Dexterity :	6	Parry	7
Agility :	6	Power	0
Health :	12	Strike	7
Willpower :	10	Armour	1 (padded coat)
Presence :	6		
Beauty :	6		
Alertness :	10		
Weapons/Attacks	Rubber truncheon -2		



Treatment : The man in white has a straight jacket just the right size for you . On encountering a party the man in white will pick a Victim and become convinced that Victim is a looney. Men in white never harm loonies directly . However if he gets one into a straight jacket (a resisted activity on average of agility and dexterity), both captor and captured will promptly vanish off to the alternate 'looney bin' dimension. There the looney will be 'treated ' . Treatment consists of being subjected to drugs and ECT until they become docile vegetables. The player may use the Victim again in later adventures, but with willpower and presence reduced to 1, and all other primary attributes halved.



' It's for your own good you know crackle fizzz'

Herd Of Little kids

All you hear is the thunder of tiny feet, the faint cries of "sweeties" and "mine". All you see is the dust cloud getting closer, as a pack of kids charges toward you..

All attributes n/a

Trample : When a herd of kids charge you don't argue, you don't fight, you just get out of the way. Roll an unresisted/agility, if you fail you take d6+1 damage (ignore armour) and get covered by size 3 footprints.



School Crossing Lady (or Man)

Only encountered near major roads the sole purpose of these people is to herd kids in front of fast moving traffic. Don't worry though... the traffic is sure to stop..... no kidding.

Strength	6	Dodge	3
Dexterity	5	Parry	7
Agility	6	Power	0
Health	12	Strike	7
Willpower	8	Armour	1 (Heavy pvc coat)
Presence	9		
Beauty	3		
Alertness	5		

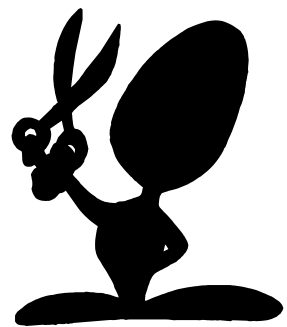
Weapons/Attacks : Sharpened Stop Sign +2

"it's safe now": Any crossing lady may order Victims to cross the road, resisted/presence vs willpower/0 task to disobey. Any Victims failing to resist will happily walk out into the road. You guessed it . The traffic isn't stopping . Dodging the traffic is like at -3. Anybody failing to dodge takes 3d6 damage (*parry ? You must be joking*). Anybody dodging or surviving being run over, randomly determines what side of the road they end up o . If it is the same side then the crossing lady will order them across again. Once a crossing order is resisted, then subsequent orders are automatically resisted.

Psycho Killer

This creature is a major league loser who never even evolved far enough to develop empathy. He doesn't understand fear, pity or pain and he is coming for you.

Strength :	12	Dodge:	8
Dexterity :	12	Parry :	9
Agility :	12	Power :	3
Health :	20	Strike :	9
Willpower :	12	Armour:	1
Presence :	12		
Beauty :	6		
Alertness :	10		



Weapons/Attacks: any especially axe/large knife +2

Persistence: Once a psycho decides to get you he never gives up. You think you've lost him but he always seems to find you. You think you've killed him but the body can never be found.

Bin Man

Rumble, Munch

The crash of gears the clouds of diesel fumes, as down the streets rolls the evil 'bin wagon'. As the gaping maw of the metal monster draws ever closer, its minions and constant companions the bin men issue forth to feed it. The bin men spread out and collect all the 'rubbish' they can find. Bins, dogs, small cars, small children all are feed into the compacter.

Crunch, Mash

Strength	12	Dodge	2
Dexterity	2	Parry	2
Agility	8	Power	3
Health	12	Strike	8
Willpower	12	Armour	1 (donkey jackets)
Presence	8		
Beauty	1		
Alertness	3		

Weapons/Attacks : Fist, Toss see below

Toss : As the bin men pass by, they will attempt to toss any available Victim into their wagon. Faced by a gang of bin men the players have 3 choices. they can hide, run or fight . Hiding is an unresisted/(12-presence)/O task. Running is a resisted/agility vs agility/O task. Fighting is resolved as an individual combat, the Victim must kill the dustbin man in 2 rounds to escape. If the Victims fail to avoid capture they get thrown into the back of the compacter. To get out of the compacter before being compacted is an unresisted/agility/-3 task. Falling to get out of the compacter in time results in 3d6 damage (no armour, dodge or parry). All compacted Victims are dumped at the tip with the rest of the rubbish.

Archetype

The Victims may also encounter fears of their own archetype. To make it easier, all fear archetypes are assumed to rate 6 in every primary attribute, except those attributes for which there are minimum scores above 6 or maximum scores below 6 . in which case the Minimum/Maximum score is used.

All fear archetypes have the same abilities and restrictions as the Victim archetypes.

Incarnations

Incarnations are special human fears. People who have become legends in their own lifetimes due to their endearing habits and attitudes.

Incarnations are immortal. I don't care if the Victims nuke them, mince them or feed them to packs of rabid dogs, It doesn't matter. Next game they will be back for more. However, some of them can be temporarily stopped. Any incarnation 'killed' in the course of an adventure is 'dead' for the remainder of the adventure.

In every other way incarnations are handled exactly as any other human fears.

Mr Boring

You must know one of these When he starts talking you can almost feel Yourself slipping into slumber. This guy can talk for hours without ever varying the tone, pitch or volume of his incredibly silly voice

He knows a million and one totally useless things ... and he just can't wait to tell you. *I saw him 'seducing' a young lady once he was explaining how an AH-64 chain gun servo allows the gun to track the pilots line of sight.*

What can I say? Talking to this bloke makes listening to radio static seem like a good time.

Strength :	8	Dodge	8
Dexterity :	6	Parry	n/a
Agility :	6	Power	0
Health :	15	Strike	7
Willpower :	12	Armour	2 (very thick skinned)
Presence :	-8		
Beauty :	6		
Alertness :	2		



Weapons/Attacks Bore, see below.

Bore: Staying awake when this guy talks is a resisted/willpower task. You must try to stay awake once every 3 rounds he is in talking distance. If he can put you to sleep, you will stay asleep for as long as Harlequin wants. Even if you don't go to sleep, all activities are at a disadvantage of 3 while he drones on and on and on and on. Don't bother blocking your ears, its a psychic thing.

Insignificance: You'll never see him coming.

Macho Man

What a guy. His blood is 100% alcohol and his brain 200% sh*t. He thinks he is the peak of male virtue. Unfortunately, he has decided the Victims will provide ideal drinking buddies for the evening. What an honour!

Strength	: 10	Dodge	10
Dexterity	: 10	Parry	10
Agility	: 10	Power	2
Health	: 10	Strike	10
Willpower	: 10	Armour	2
Presence	: 10		
Beauty	: 10		
Alertness	: 10		



Indestructible: Unlike other incarnations real man cannot be even temporarily stopped. If he is 'killed', he will just leap to his feet a few seconds later.

Hang on: The Victims are in trouble. This guy will stay with them until HE wants to leave. Nothing the Victims do will lose him for more than a few moments. However, each time the Victims encounter humans (fears or extras), there is a 1 in 6 chance that macho man will wander off with the encounter (if the Victims want to sneak off at such a time macho man will distract the encounter while they go). Oh yes. If the encounter is with lager boys there is a 5 in 6 chance he will go - see they do have some use.

Dare: Every so often macho man will challenge a Victim to a 'dare'. You can guess the type of thing (urinating over exposed mains sockets etc). Resisting the dare is a resisted/presence task. Remember Harlequins, whatever happens, real man is indestructible he will be stunned for a few seconds at worst (best). If a dare is refused, the Victim will be taunted. When taunted, avoiding the permanent loss of one presence point is an unresisted/willpower task.

Get The Drinks In: Again, every so often macho man will decide to buy a round. Or, more correctly, the Victims will pay for him to buy a round. He will take d3 gold peices from any Victim with money, any Victim without money will be taunted exactly as if they had refused a dare. Macho man will just vanish for a few seconds before reappearing with a load of six packs. Now is the Victims chance, there is a 1 in 6 chance that macho man will become so engrossed with his 'serious drinking' that they can sneak away.

Smoke: What do you mean you don't smoke? Are you some sort of queer? Real man only smokes high tar with no filter. Resisting .the proffered ciggie (real man doesn't have anything to do with fags) is a resisted/presence task. If a ciggie is refused, the Victim will be taunted. Avoiding the permanent loss of one presence point is an unresisted/willpower task. If the ciggie is smoked, failing to succeed in an unresisted/health task means you die instantly of lung cancer.

Poser

This guy is the height of fashion. Portray him as a 17th century fop cross bred with a party animal.

Strength	: 10	Dodge	6
Dexterity	: 10	Parry	6
Agility	: 10	Power	2
Health	: 10	Strike	6
Willpower:	10	Armour	2
Presence	: 12		
Beauty	: 10		
Alertness	: 10		



Weapons/Attacks Fashion accessory +1

Pose : As soon as Poser sees the Victims he will rush over to show them his latest line in dancing, hats, drinks or whatever. Not laughing is an resisted/presence vs willpower task. If anybody laughs, the one who laughed first and loudest (ie. failed their task roll by most) will be challenged to a duel Resisting the challenge is a unresisted/willpower. If you can resist, and choose to, You loose d6 presence permanently. The duel is a magical event and nobody else may interfere (anyone doing so is instantly turned into a toad for the duration of the duel for their dishonourable behaviour).



Animal Fears

Remember all the cartoon animals you've seen. Well Ideal World animal fears are similar. They can think and act intelligently, sometimes use tools, sometimes talk .

Remember when you were young and well meaning adults would act as if lovable 'Rover' was 'almost human'. Remember how they would tell you animal stories like 'Peter Rabbit' .

You do? Great .

Well, what they didn't tell You was that Peter Rabbit ended his days in a pie and that lovable rover wasn't too happy when daddy had him castrated. In fact, they are both waiting for you out in the Ideal World right now. Fancy going to see them?

Cow/Bullock/Bull Large. angry, very strong. Possessing two very sharp horns and a ferocious kick. They know that to us humans they are just so much prime beef. Dead meat - so why not take some humans with them ?

Strength	20	Dodge	3
Agility	4	Power	6
Health	20	Strike	6
Willpower	4	Armour	-
Presence	12		
Alertness	8		

Weapons/Attacks : kick +d6 (forward and backward)
butt +1



Tasty: Delicious to kill, cut up and cook

Dog So cute and friendly ... 'til they get close enough to rip your throat out. We cut their balls off, have them 'put to sleep', sell their children and don't let them eat their own crap. Face it kids, its a dog's life.

Strength	: 5	Dodge	7
Agility	: 7	Power	1
Health	: 6	Strike	6
Willpower:	4	Armour	-
Presence	: 6		
Alertness	: 9		

Weapons/Attacks : bite -2



Terrify cats (any cats, even fears, will run from a dog)

Look pitiful as you put the boot in. (-2 on attackers strike)

Crap on your carpet. (no game rules, just annoying)

Have fleas. (-1 on all activities because you can't stop scratching)

Rabies (any victim damaged by dog bite, must roll unresisted health or die instantly).

Eat their own crap (*Pity they don't do it more often, isn't it dog lovers?*)

Cat So fluffy, cute and friendly ... 'til they get close enough to stick their claws in your face.

Strength 4 Dodge 9
Agility 12 Power 0
Health 4 Strike 6
Willpower 8 Armour -
Presence 4
Alertness 12
Weapons/Attacks : bite & claw 0/s/-3



Terrify rats (any rats, even fears, will run from a cat)
Move silently and hide (5 in 6 success rate).
Look pitiful as you put the boot in. (-2 on attackers strike)
Crap on your carpet. (no game rules, just annoying)
Have fleas. (-1 on all activities because you can't stop scratching)

Rats Intelligent (for animals), adaptable, tenacious. They will be laughing at us long after the human race vanishes up its own self-centered butt. Rats are usually encountered in packs For the purpose of the game treat a pack as a single creature Alternately, have giant mutant rats.

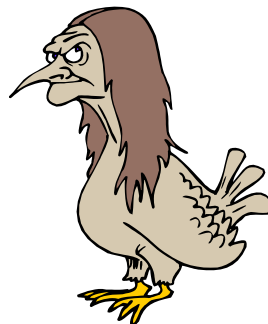
Strength 1 Dodge 5
Agility 9 Power 0
Health 8 Strike 8 (climbing all over you)
Willpower 6 Armour 0
Presence 5 (not too big , but a lot of them)
Alertness 7
Weapons/Attacks : bite -2



Plague (any victim damaged by rat bite, must roll unresisted health or die instantly).

Birds You've seen the film, now meet the stars. Like rats with wings, consider a flock as a single creature. Some people use the term 'flock of birds', alternatively use 'shogun of birds'.

Strength 3 Dodge 9
Agility 10 Power 0
Health 6 Strike 7
Willpower 2 Armour -
Presence 6
Alertness 7
Weapons/Attacks : peck -2



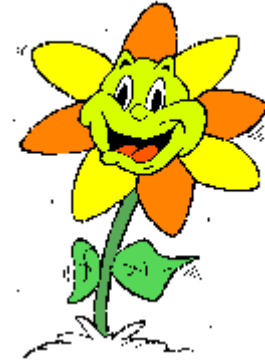
Fly and sing. (so what?)

Plant Fears

There are basically two kinds of plant fears: large and small.

Large Plants Imagine a tree that thinks, moves (albeit slowly) and wants to get you. After all, one of these days it'll just be so much firewood.

Strength	50	Dodge	n/a
Dexterity	8	Parry	8
Agility	Don't make me laugh	Power	8
Health	40	Strike	8
Willpower	15	Armour	3
Presence	20		
Alertness	10		
Weapons/Attacks : 2 branches +d6			



Very afraid of fire and chainsaws. (*you can hear them squeal, no really*). It is rumoured some large plants have magical abilities.

Small Plants The Harlequin should design a number of specific small plants for the Ideal World. Little plants rely on drugs (usually scent, ingested as food or injected by thorns) to indirectly make the nice Victim into compost for them.

If any Victims realise a little plant is dangerous they can kill it easily in one round by stamping on it. *Hey, whats it going to do, run away? parry ? be serious.*

If you can't be bothered making up any plants, then here are some examples for the time being (*so don't say we never give you anything*).

Blue flower (**artifartius breathus**): Perfume drug. affects one Victim. The affected Victim feels compelled to kill somebody and leave the corpse as compost.

Bed of pink flowers (**thornius bastardo**): Injected drug affecting all Victims walking through. Affected Victims fall asleep for 2d6 rounds and Mr Plant hopes something comes along to kill them before they wake up.

Magic Mushroom (**vomitus dickheadus**): Ingested drug . Affects all Victims who eat it (Harlequin, one of them is bound to eat it, pick a Thug, Thief, Loonie or Magician if present or select one randomly). Affected Victims suffer random hallucinations for the remainder of the adventure (be inventive) and loses one health point permanently

Object Fears

Ever had any nightmares about animated objects.

For game purposes, we divide all objects into size categories: massive, medium and tiny. Stats for each category are given below. Dexterity and parry values are given for all objects, but a specific object must have the facilities to use them. For example, a rag doll has 'hands', so can be dextrous. Armour for each object should reflect the material the object is constructed from Basically, any animated object has to be hacked/smashed/blown to pieces to stop it. Armour ratings should reflect the toughness of the material, Eg steel car (4) , Oak bed (2) , stuffed teddy bear (0).

Where possible, add special effects to individualise specific objects. For example, a desk might have a lamp that strobos hypnotically, a seat may have cushions that have special suffocate type attacks (*or whoopee cushions that deafen*) etc.

Remember, animated objects are intelligent and can move (*no, I don't know how*). An animated TV may be able to electrocute one Victim before trying to squash the rest. Be inventive. A few objects might even have some magical ability.

Massive Objects Eg Cars, four poster beds.

Strength	: 20	Dodge	0
Dexterity	: 3	Parry	3
Agility	: 2	Power	6
Health:	30	Strike	6
Willpower:	15	Armour	V
Presence	: 20		
Alertness	: 5	Weapons/Attacks	: Squash +d6



Medium Objects Eg. Computer terminals, electric fires.

Strength	: 10	Dodge	3
Dexterity	: 4	Parry	3
Agility	: 4	Power	1
Health	: 15	Strike	7
Willpower:	15	Armour	V
Presence	: 10		
Alertness	: 5	Weapons/Attacks	: Squash 0



Tiny Objects Eg Penknife, tea spoon.

Strength	4	Dodge	8
Dexterity	8	Parry	4
Agility	8	Power	0
Health	6	Strike	8
Willpower	15	Armour	V
Presence	6	Weapons/Attacks	: Squash/Cut -2

Example Animated Object: Big 'Ted

Big Ted is an medium size object (a 4' teddy bear) who has found some children to 'play with'.

Strength :	10	Dodge	0
Dexterity :	4	Parry :	6
Agility :	2	Power :	1
Health :	12	Strike :	8
Willpower:	18	Armour:	2
Presence :	12		
Alertness :	5		

Weapons/Attacks: Toy frozen fish on a stick (*don't ask me*), consider a club

Big Ted has , at some point in the past, had one of his legs removed at the knee (*then sown back on by mummy without anaesthetic*) and his right eye pulled out (*see why he hates humans, kids*). In game terms. his agility and health are reduced but his presence is increased . He is so exited about playing with humans he will not bother to dodge (no dodge rating), though he is quite handy with the fish (increased parry and strike).



What The F.....

'Classical' Monsters

Zombie

Zombies are basically animated corpses in various states of decay. The corpses can be of animals or humans. The stats below are for a human zombie, if you want to use zombie cows, cats etc. just modify them accordingly. Zombies are very difficult to kill, hence the very high health score (*they are not really very healthy, being dead*). Basically you have to hack them into little bits. However, they are also **very** slow moving and stupid - aren't the balances of nature wonderful.

Oh yes. Mummies are bandaged zombies & skeletons are just very old zombies.

Strength	12	Dodge	0
Dexterity	3	Parry	2
Agility	3	Power	4
Health	20	Strike	4
Willpower	n/a	Armour	0
Presence	12		
Beauty	-200		
Alertness	2		
Weapons/Attacks: bites 0			



Fear: Zombies cause fear in sane people. Assuming the Victims are sane, unresisted/willpower check not to run away.

Daemon

Strength	15	Dodge	8
Dexterity	10	Parry	8
Agility	10	Power	3
Health	20	Strike:	9
Willpower	15	Armour	-
Presence	15		
Beauty	various (depending on form)		
Alertness	12		
Weapons/Attacks: Pitchfork/Claws/bite +3 in 'scary' form			



Form: Daemons can take any form they like, though they often have preferred forms. It takes a daemon one full round (special effects, please) to change form. Finally, daemons acquire all the physical attributes of the form they adapt. For example, bird form daemons can fly and sing, whereas tree shaped daemons cannot.

Fear: Daemons can choose whether or not to frighten you. Usually if they want to frighten you they choose an appropriate form, however they can be subtle about it and simply exude menace. Either way, resisted willpower task, not to run like hell (*no pun intended*).

Magic: Just in case you thought Daemons were not bad enough already, most of them use magic too,

Vampires



Come on, you must know what a vampire is.

Vampires are of two types: the traditional and the modern.

The traditional vampire is a blood sucking creature of darkness that will rip your throat out as soon as look at you.

The modern vampire is a pathetic, mewling, whining, fashion Victim. He will flounce about, bemoaning his 'eternal torment', whinging about the injustice of his situation, dithering with moral dilemma about his nature pause to dab away the crocodile tears then rip your throat out as soon as look at you. But, he will feel guilty about it afterwards. *Like that makes it ok?*

The stats below are for your bog standard human adult vampire If you want animal vampires, children vampires ... whatever, just change the stats accordingly.

Strength	15	Dodge	8
Dexterity	12	Parry	0 (<i>never parry a hatchet with your teeth</i>)
Agility	12	Power	4
Health	20	Strike	9
Willpower	20	Armour	n/a
Presence	15		
Beauty	12		
Alertness	15		

Weapons/Attacks: Bite 0

Shapechange: Vampires may shapechange into whatever form they want. Gas, bat and wolf forms are most common according to the gospel of Hollywood. It takes one full round for a vampire to shapechange.

Charm: Vampires can charm their Victims. Resisting a charm is a resisted/willpower task.

Spirit

Spirits of the dead that don't want to go wherever most spirits go. May be spirits of humans or animals (*bit of religious debate on animals though*). Unlike mindless zombies, ghosts are intelligent and may have an agenda other than simply killing Victims.

Strength	0	Dodge :	0
Dexterity	0	Parry :	0
Agility	12	Power :	0
Health	10	Strike :	10
Willpower	10	Armour :	n/a
Presence	15		
Beauty	varies		
Alertness	12		



Weapons/Attacks: chilling touch (see below)

Form: The physical form of a ghost can vary from totally non-corporeal to an apparently solid thing. Ghosts can change shape freely at the start of each round .

Damage: How do you hurt a ghost? Ideal World works on the principle that anything with any form at all can be damaged by physical weapons. So hitting a ghost in 'spirit' form causes no damage, hitting a 'solid' ghost causes 1 point damage. Of course, magic based attacks can damage ghosts normally, whatever their form .

Chill: Any ghost that touches a Victim with the intent of causing damage causes d6 damage This attack may not be parried, though it may be dodged. Of course, armour is useless.

Float/Fly: Ghosts have no sense of gravity. They may float and fly around as desired. When in spirit form they may also move through any solid object as if it was not there.

Fear: Some ghosts are frightening all the time. Most ghosts can choose whether or not to frighten you. The fear caused may be as subtle and indirect as a general feeling of impending doom, or obvious. Either way, resisted/willpower task, if you fail, run like hell.

Magic: Just in case you thought ghosts were not bad enough already, some of them can use magic too.

Don't despair. You might meet a friendly ghost

Harlequin

The essence of our little pantomime.

Remember that Harlequin doll you had as a kid. You know, the one you were afraid of, but didn't quite know why. Remember going to bed and piling all the other toys on top of him, to stop him getting at you while you slept. Remember waking in the early hours of the morning and thinking about the toy box, wondering if Mr Harlequin had got out. Remember that floppy body, that white face, that little porcelain tear.

Who knows what Harlequin really is. The collective unconscious of the Ideal World?

Harlequin most often appears as a human size floppy Harlequin doll. Sometimes with razor sharp finger nails, sometimes with a meat cleaver, sometimes an assault rifle sometimes with a bunch of flowers because you look a bit sad and need cheering up.

There he is, but you don't even know what he wants. A chat?, A small favour? Or maybe he just wants to burst your reality bubble and hear you scream?

Strength	?	Dodge	:	?
Dexterity	?	Parry	:	?
Agility	?	Power	:	?
Health	?	Strike		?
Willpower	?	Armour		?
Presence	?			
Beauty	?			
Alertness	?			



Weapons/Attacks : ?

Special Abilities :

?: Harlequin is the master of the Ideal World. You can do what you like with him. One word of advice, don't use him to kill Victims (at least not often), use him to forward the story. If you really want the Victims to go down that old mine and they don't want to go, then send Mr Harlequin to ask them, nicely. If your favourite Victims are about to die premature deaths heroically fighting a mega-deamon then perhaps Mr Harlequin will save them, perhaps not. Victims should be scared and unsure of Harlequin, he is the incarnation of the Ideal World and should be used accordingly.



And a cast of thousands

There are a lot more fears out there. Disk jockeys, racists, used car dealers, drug pushers, pizza delivery boys, police officers, shop assistants, christmas trees, poodles, all just waiting for you to parody them.



Extras

Extras are simply ordinary everyday creatures and things. The postman, the kitchen table, the bird in the tree are all extras.

Harlequins use extras to add colour and background to the Ideal World. Extras are not there to get deeply involved in the story line. However, Victims sometime insist on dragging extras into the story , usually by mistaking them for fears .

Example Fred, an extra who works as a banana salesman, has decided to dress up as a giant banana and walk up and down the high street to advertise his wares. Unfortunately for Fred the Victims have just had half their party massacred by a daemon which assumed the form of a giant banana. The survivors stumble onto the high street and there is Fred. Goodbye Fred. HmMMM, that daemon didn't put up much of a fight. Oh dear. Remind me who the bad guys were again?

In some cases, like the example above, Harlequin needs to know the stats of the extra involved.

If the Victims attack an object, a cooker for example, then just give it the health and armour stats for the equivalent sized animated object. Of course, only health and armour matter as the object isn't actually going to do anything except sit still and get smashed up. Consider plants as wooden objects of the appropriate size

If the Victims attack an animal, then use the appropriate animal state, remembering that most everyday animals (cats , dogs , cows ...etc.) will be terrified and run like hell Some animals may fight back though (guard dogs , bulls etc.). Most important difference is that animal extras do not talk or have human level intelligence. *Sorry pet lovers, but its true.*

Finally people, Treat all people extras as having all primary attributes rated at 5. Make any exceptions as you will. Again, remember that most extras are just everyday people who will be terrified of Victims who act 'oddly' .

For the basic 5 rated person the combat attributes are

power	1
dodge	4
parry	4
strike	5
armour	0.

Inextinguishable Regrets

“Droll thing life is. That mysterious arrangement of merciless logic for a futile purpose. The most you can expect from it is some knowledge of Yourself that comes too late - a crop of inextinguishable regrets.”

Joseph Conrad, Heart Of Darkness.

Why do people play role playing games ?

All role playing games are social group story telling. As the stories progress the players build up personalised sub-plots based on the adventures of their Victims. The Victims have successes and failures associated with their name. Players want to see their Victims develop alongside the story

Just as in the real world the longer you do something the more skilled you become at it, so players like to see their Victims become more proficient adventurers as time passes. Hence, we have rules to allow experienced Victims to improve their attributes and increase their worldly wealth.

However, there is a price to pay.

Aside from the ever present threat of death, every Victim runs the risk of insanity. Basically, the more he is exposed to the arbitrary horrors of the Ideal World the more chance he has of going insane.

Experience

As time passes Victims who survive will become more experienced and hence more proficient. In game terms we measure experience in terms of 'sus points'.

At the end of each playing session, the Harlequin will tell each player how many sus points their Victims have gained for that session. Sus points awarded should be proportional to the Victims contribution to the game

Contribution to the game can be measured under comedy, role playing, story telling and action.

- **Comedy:** If the player has made the other players laugh then give him a point.
- **Role playing:** If a player has role played his archetype well then give him another point.
- **Story telling:** If a player has really helped forward the story and maintained a high level of interest in the game then give his Victim another point.
- **Action:** If the Victim has been prominent in the action sequences (typically combat) or puzzle solving then give him another point.

So at the end of a session, the Victim gets between 0 and 4 sus points. What does he do with them? Simple, each sus points are adds d3 to any attribute the Victim chooses.

Treasure

Players desire material wealth for their Victims, as well as experience. In general Victims get wealth by taking it off others



Your Toys, Sir.

Wealth comes in two forms, money and props. Harlequin should rate any creature (or place) the Victims encounter for potential wealth. There are five wealth ratings

Destitute
Poor
Comfortable
Rich
Filthy Rich

If necessary, Harlequin can then roll for the actual wealth possessed by a creature or hidden in a place. The number of dice rolled depends on the wealth rating. For destitute roll D6. for poor 2d6, for comfortable 4d6, for rich 6d6-1*10 and 8d6-1*100 for Filthy rich.

Example, assume the Victims raid a bank. Banks are generally filthy rich so roll 8d6. Assume you roll 36, the bank has 3600 gold pieces in the tills.

Props are decided by the Harlequin. *Harlequins*, if you don't feel too imaginative just make up a list of specific items before play begins.

Flashback

*I have seen Death
Where he stands in the shadows,
Waiting to lead us away.*

*And I have seen Madness,
Just biding his time,
Awaiting the moment to say,*

*That this is the joke.
That this is the punch line.
That this is as good as it gets.*

*You live out your lies,
believe the illusion,
But don't tell me I can forget.*

Harlequinade

Question: you've just seen your two best friends eaten by a daemon disguised as an a foot banana. What do you do ? Answer: You get a little bit closer to the edge

At the end of each adventure, each Victim gets a free insanity point (more than one if the Harlequin feel generous). Cultists who used any magic at all, get another free point. Then, each Victim gets to roll d6 against his current insanity total. *Yes, that's after you've added the points for this adventure.* If they roll a 6 or equal to or over their total insanity points they're ok. If not, then they reduce their insanity total by the number rolled and roll again on the table below for a free insanity

d6	Insanity
1-2	phobia
3	flashbacks
4	berserker
5	stone cold
6	total loony



Phobia: There is something you're very afraid of. If you see it, being brave enough not to run away screaming is an unresisted/willpower/0 task. Sadly, even if you are brave enough to face it, all activity is at -2. Victims can suffer multiple phobias.

Flashbacks: Every time you are under stress you may suffer incapacitating flashbacks. Avoiding incapacitating flashbacks is an unresisted/willpower/0 task. If the flashbacks come, you freeze for d6 rounds.

Berserker: If somebody attacks you, you must fight back until one of you is dead . When berserk, stopping fighting (even when your attacker is dead) is an unresisted/willpower/+2 task. You may try to stop every round if you cannot stop you must attack anything in sight. Good news is you get +3 advantage on all melee attacks due to your insane ferocity. Bad news is you get -2 disadvantage to parry and dodge and may not make missile attacks.

Stone Cold: The good news is your willpower immediately doubles, or increases to 30 (whichever is higher), but may never be increased above this figure. The bad news is you're never going to care about anything ever again. You never gain any more insanity points. You never have to check for insanity again, you never gain any more sus. At the end of each adventure roll d6, if you roll a 1 or 2 you suffer total mental collapse or commit suicide goodnight

Total loony: If you get this, your Harlequin will insist your Victim do one totally loony thing each adventure, just for the hell of it.

Example Consider our brave Victim just attacked by the banana daemon. Assume he already has 5 insanity points Harlequin is kind and only gives him 1 extra for the current adventure, bringing his total to 6. He rolls 2d6, a 2 He reduces his insanity total to 4 and rolls for an insanity He rolls a 1, a phobia. A banana phobia would seem appropriate.

Harlequins Voyage

*Onward ever onward.
Through memories cold with death.
Through emptiness and sorrow.*

*And must it be forever thus he cries.
Through halls of silent ghosts.
With madness burning, cold, behind his eyes,*

*Onward ever onward.
Mad Harlequin runs,
Betrayed of the child that wondered why.*

Nightmares In An Ideal World



Scripting the Nightmare

Harlequin has the task of generating the story for the Victims adventure.

You have two choices:

- The Dungeon Bash
- The Set Piece

Either way, its traditional to begin the slaughter (sorry, game) with a cry of

'liliiiiiiiit's Showtime Folks !!!!!.

If shouted loudly enough, ideally catching the players by surprise and making them wet themselves, this sets the scene perfectly.

The Dungeon Bash

You have to be able to wing it.

- 1) Buy a fairly detailed map covering a town and some countryside.
- 2) Mark on some places of interest. Garages, pubs. supermarkets etc.
- 3) Draw up some random encounters tables.
- 4) Pick a house for the Victims to live in as their base of operations.
- 5) Allow the Victims to wander the town.

Trust me. After a couple of sessions you can almost bin the random encounters, the place will have a life of its own.

The Set Piece

Bit of a control freak. Don't like the pressure of winging a dungeon bash. No problem, draw up a set piece nightmare, consisting of a sequence of one or more 'scenes'.

Consider each scene a single stage on a surreal film set. The Victims must act and, like actors in a play, the Victims may not leave the stage until the stage manager allows them.

Example Scene 1: 'It is night. You appear to be standing in a deserted alley Fog swirls around you where you stand beneath a street lamp. The lamp dimly illuminates a circular area about 20' in diameter with its flickering light. At the edge of the circle shadows dance hypnotically. You can feel the damp chill of the fog on your faces, also there is a faint suggestion of smoke in the air. Fifteen foot away, with his back toward You. stands a cloaked figure. You note he is dressed from head to foot in jet black. Finally, for some reason you've yet to discover, he is laughing. "

Whatever the Victims decide, nobody leaves the stage until Harlequin is ready. Partly the restriction is practical, forcing Victims to stay in a group. Partly, the restriction is due to the surreal setting of Harlequinade - if you are dreaming you cannot leave the dream simply by walking away. Dreams don't work like that, if your subconscious wants you to dream about something then you're damn well going to dream about it.

Typically. before leaving a scene the Victims must solve some puzzle, find some clue, kill a monster etc. One word of warning. We play games for fun. If you happen to have devised a scene containing a particularly devious puzzle, but the Victims cannot solve the puzzle and are getting bored stiff trying - don't keep them in the scene until they loose all interest. Think up some 'escape clause' (a friendly extra who knows the answer, perhaps) and get them to the next scene fast.

If the players try to leave a scene before you are ready then just make up a 'special effect' to stop them. 'Magic' them back to the centre of the scene, have them walk but not get anywhere, have them walk off stage left just to appear again stage right whatever.

Victims may be limited to a single scene at a time, but there are no restrictions on the scope of the scene. A single scene may portray anything from a high street, to a room, to the inside of a grandfather clock, to the eye of a needle anything anywhere.

On a similar note, when the time comes to change scene, do it with a bit of style and imagination. Perhaps the old scene vanishes instantly and the new scene appears instantly to replace it, perhaps the old scene slowly fills with mist and when the mist clears there is the new scene, perhaps a giant hand scoops up the Victims and throws them bodily into the next scene, perhaps they open the door of a convenient cupboard/car/room and simply walk through a hyper dimensional gateway to the next scene.

Dungeon Bash Vs The Set Piece

Which is 'best'. Hmmmmmmm. The set piece takes preparation, but is easy to run. The Dungeon Bash requires zero preparation, but you have to work hard to wing it well enough to maintain the players interest.

Take your pick. I prefer the dungeon bash.

At heart, Harlequinade is still a 'quickie' game. You should not spend hours in preparation for a game like this unless you really want to.



Victim Mortality

Ideal World is dangerous. Players may go through a fair number of Victims each Nightmare. If a Victim dies, just get the player to roll up a replacement and slot him into the next convenient sequence. Players should never be kicked out of the game just because their current Victim has been wasted.

In a recent game, (sample set piece below actually, with 4 players). One player went through 6 Victims, one 4, one 3 and the last Victim survived the whole adventure. Obviously, the Victim mortality rate is highly dependent on both the style of play of the group as a whole and the personality of the individual players .

If you find players are having to spend too much time rolling up new Victims it might not be a bad idea to get players to roll up two or three Victims each before the game begins, add all the Victims to 'the pool', then assign players Victims from the as required. Hell, if you're in a good mood, you could even let them choose.

Horror & Doubt

*“Horror and doubt distract
His troubled thoughts. and from the bottom stir
The Hell within him, for within him Hell
He brings, and round about him. nor from Hell
One step more than from himself can fly
By change of place: now conscience wakes despair
That slumber'd, wakes the bitter memory
Of what he was, what is and what must be”*

Milton, Paradise Lost.

A Nightmare All Your Own

This section gives a simple set piece Nightmare. It is aimed at players unfamiliar with role playing games and intended to provide an example of how to set about scripting Nightmares .

What this section does NOT do is impose a fixed format for Nightmare layout, number of scenes etc.. The type of Nightmare you need to script depends on your players. Some players like lots of puzzles (*sad but true*), some prefer lots of action (*yes, yes, yes! shout, squeal and roll those bones*).

This set piece takes about 2-3 hours to play. It's designed for 3 to 5 players who aren't too keen on puzzle solving (*to say the least*) in fact there are no puzzles at all. All the action tends to centre around single more powerful fears, either physically strong (eg the daemon cow) or have dangerous special abilities (eg. the school crossing lady).

The Story Line

Recently a number of children have been going missing from the local primary school. Our Victims have been summoned to solve the mystery

Behind the Scenes

A local cultist, wizard Goldtop, an ex-milkman who worships the great god 'Udder' has decided he needs some assistants for his rituals. Drinking a pint of double cream for inspiration he decided the local primary school was a good place to recruit assistants. He summoned a daemon, binding it to the form of a cow (what else ?) and ordered it to wait for Victims in the field which borders the school.

The material object of Goldtop's worship is an animated milking machine housed in a deserted barn near the school (in the field guarded by the daemon cow actually) Goldtop believes the machine is a messenger from his god. He has been bringing it children in the hope that it will designate a child to be the 'chosen one'. Sadly, for Goldtop, all the milking machine does is beat them senseless with its mechanical arms (as is the way of animated milking machines). But Goldtop, like most fanatics, cannot accept he could be mistaken and blames his 'inept helpers'.

The Scenes

Scene 1: Off To School

The Victims must cross the main road to get to the school. Easy? Not with school crossing man to help.

Description

The mist clears and you find yourself standing on a pavement running alongside a busy road. The blurred shape of cars scream past and the stink of exhaust fumes is almost overpowering.

You feel you must cross the road to get to somewhere important (though you are not sure either where you want to go or why it is you want to go there).

Lucky for you. There's a school crossing man to help you.

Fears

School Crossing Man



Notes

Don't be surprised if a lot of Victims die in this scene. The ability of the school crossing man to force Victims to walk in front of cars is deadly

Scene Ends

Any time after Victims cross the road

Scene 2: Let me through. I'm a Proctologist!

A passing quack stops to treat any Victims wounded while crossing the road.

Description

You have no sooner crossed the road than an ambulance screeches to a halt no more than 10 yards away.

The ambulance doors open and a white coated figure leaps out.

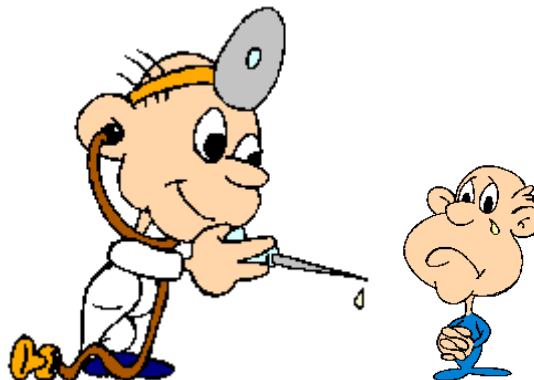
“Don't worry I'm a doctor “ says the grinning figure running towards you, “I'll fix you up in no time”.

You stand transfixed as the figure approaches, rummaging about in his bag . There is a strong smell of antiseptic as the doctor reaches towards you . Too late you note the surgical saw in his bloody, rubber gloved hand. Sadly you wonder what happens next . 'Bend over, This might hurt a bit ' he says 'but don't worry it won't hurt for long ah ha ha ha'. AAAAAAAAAAAAAAAAAARRRRRRRRRRGGGGGGGGH!

What's the matter, don't you trust the doc? Shame on you

Fears

A doctor



Notes

Remember the 'trust' special ability & you ought to be able to kill at least one Victim

Remember kids, in real life doctors and nurses are told never to stop at accidents because, being professionally qualified, if they treat you incorrectly you could sue them (and if they're not at work they're not insured). Amazing isn't it, the morally bankrupt compensation system will actually stop trained medical staff helping you.

Scene Ends

Any time after Victims waste the doc.

Scene 3: Vroom Vroom..... 'Scrceeeeeeeeeeeeeeech..... Smack

As the Victims approach the school they will be taunted (and subjected to air rifle fire) from the school yard by a scruffy kid. You can bet at least one Victim will try to cross the school entrance road to get the kid. Oh dear ... here comes the Boy Racer.

Description

"You find yourself standing in front of a primary school. The school gates are about 20 yards ahead of you across an access road. Behind the gates it is playtime and the school swarms with kids. This is the place you wanted to find, but you still don't know why. Perhaps the headmaster might be able to explain. Suddenly, you are rudely awakened from your thoughts by a torrent of abuse, followed by airgun pellets. Looking for the source you see a scruffy young boy standing by the gate. He appears to be gesticulating and shouting obscenities in your direction. Maybe it might not be a bad idea to teach him some manners on your way to the headmaster's office.

Fears

- A baby thug (the source of the abuse).
- A boy racer.



Special Notes

As soon as any Victim attempts to cross the road the boy racer appears. The first player into the road gets it.

Scene Ends

Any time after Victims have entered the school.



Scene 4 : Mr Thrasher

The Victims get enlightened.

Description

You are in a headmasters office There is a strong smell of wood and leather. A rack of canes lines the wall. The canes appear to wriggle in their rack, eager to get at you. You stand before a huge wooden desk . Behind the desk towers the headmaster , he looks to be at least 60' tall and you feel very awed.

Fears

None



Notes

The purpose of this scene is to tell the Victims why they have been summoned to the Ideal World. The headmaster will explain that someone or something is taking his children and he wants it stopped " I want it stopped NOW, do you hear me boy? "

Basically the head will try to intimidate the Victims into doing his work (ie. solving the mystery) for free. However, if they resolutely refuse he can be bargained into almost any deal as he has absolutely no intention of paying (see last scene).

Hopefully, the Victims will not be stupid enough to attack the Head. In this scene, If any Victim does try to attack the head he will reach out for a cane and bring it down on the trouble makers head. "SIT STILL LADDIE". Depending on your mood either kill the offender outright, or just stun him until the next scene and award him an extra sus point at the end of the adventure.

There is no way the Victims can hurt the head in this scene

Scene Ends

After the story has been told and the deal (if any) struck.

Scene 5: Playtime Over

The Victims learn that small does not mean harmless

Description

"You are standing in the playground. Kiddies swarm all around. A bell rings in the distance and a voice calls 'lessons children'. For a moment everything stops. Then the thunder of tiny feet begins. Oh dear, you seem to be between several thousand stampeding kids and their classroom.

Fears

Primary school kids



Notes

Trample, squash, trample.

Scene Ends

Any time after the stampede.

Scene 6: Let me tell you what my god thinks...

The Victims get patched up and, maybe, see the light.

Description

'You are in a small first aid room A pretty young lady with a first aid kit says she saw you get trampled and offers to give you first aid.

Fears

Street Preacher



Notes

Ask the players who wants to get cured. They will probably be very paranoid after meeting the doc. However, this nurse is the real thing. Anyone who initially volunteers gets cured back to full health. Anyone who volunteers after seeing the nurse in action only gets d6 health back (Oh ye of little faith). After the curing, the payback. Yes, the nurse is a religious fanatic. She cracked after seeing all those patients dying of shabby medical and incompetence. She will start by saying something like "I know you have suffered a very harrowing experience. Please let me share with you what god has to say at times like these". At which point her eyes will cloud over with bliss and away she will rant.

Scene ends

This scene ends when the Victims escape.

Scene 7: Mooooooo

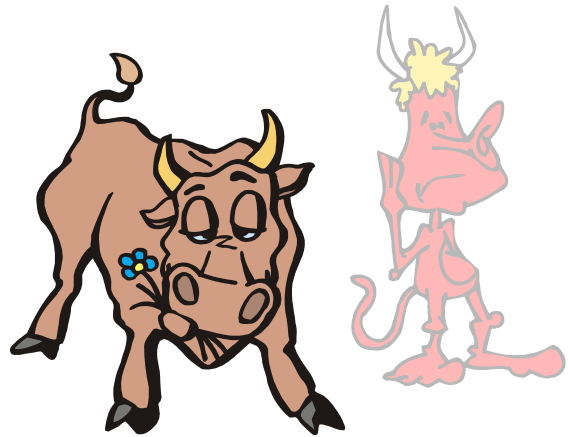
The Victims face the penultimate horror

Description

You are standing in large open field Behind you is the primary school, ahead an old disused barn. There is a blinding flash followed by a loud 'Moooo' . When you recover sufficiently you see, standing between you and the barn, a jet black cow with glowing red eyes. 'Prepare to die mortals' moos our bovine hero, 'I am the daemones Moo servant of the mighty wizard Goldtop, and you are history'.

Fears

A deamon (currently in cow shape).



Notes

Moo has only one magic ability - the ability to create an apparently unending supply of cow pats (*that's cow sh*t. in case the term is unfamiliar to you*) and telepathically hurl them at Victims. This ability is part of her nature and costs no willpower to use. Moo may throw one cow Pat per round (in addition to any other activity). Telepathically hurled cow pats hit their targets on a roll of 9 or less on 2d6. A hard cow pat is a -2 missile weapon, whilst a soft cow pat will merely stun the target for d6-3 rounds

Moo is very, very, very angry with Goldtop about her present form, but she cannot hurt him so she will direct all her fury at the Victims. If, for whatever reason, the victims taunt her about her form she will become so enraged and humiliated she will be unable to think rationally and suffer a -3 penalty to all subsequent actions.

Scene Ends

This scene ends when Moo is disposed of.

Scene 8 : We're off to see the wizard....

The Victims get the chance to play hero.

Description

You are in a disused barn which stinks of damp straw, sulphur and incense . In the far corner is a gearing metallic milking machine with 4 flexible milking 'arms'. Held securely, one per arm. are 4 wailing primary school kids.

The machine hums to itself and appears to regard from you behind its row of dials.

Standing atop the machine is a man dressed in milky white robes (actually brown now from all the mud and cow pats). The wizard Goldtop . 'So you got past my little pet, did you ?' he snarls . 'No matter, for now I, Goldtop the creamy, will deal with you personally'.

Fears

Animated machine (large)
Cultist (wizard Goldtop)



Notes

Unless the Victims have missile weapons they will have to fight their way past the milking machines flailing arms to get to the wizard. (Yes. I know the arms are holding the captured kids, but they will make good impromptu clubs - play it for laughs). While the Victims advance Goldtop will cast as much magic as possible. When he runs low on willpower he will attack with two broken bottles, milk bottles of course.

Scene ends

This scene ends when the Victims defeat Goldtop and rescue the kids.

Scene 9: Payback

Did you really think the headmaster would pay up?

Description

'You are back in the headmasters office'. This time the headmaster appears normal human size. He sits behind his desk tapping his **cane** against his foot

Fears

Psycho Killer, of course.



Notes

There is no way the headmaster is going to, pay the Victims anything he promised them. First he will try to fob them off by claiming there was no written contract. If they persist, he will whip his sword cane out of its scabbard and lay into them with cries of 'don't answer back, boy!' and 'bend over!'.

Scene ends

This scene ends when the Victims either flee or defeat the headmaster.

The Cast of Fears

This section details all the fears mentioned above that do not conform to standard fear descriptions given in chapter 6. *Remember kids . we're all individuals.*

The Incredible Animated Milking Machine

Strength	15	Dodge	0
Dexterity	6	Parry	6
Agility	0	Power	2
Health	20	Strike	6
Willpower	15	Armour	1
Presence	15		
Alertness	5		
Weapons/Attacks	4 arms -1		

Each arm may attack OR parry each round.

Arms may be attacked individually (each 7 health, 2 armour)

Mr Thrasher , the Psycho Killer headmaster

Strength	12	Dodge	6
Dexterity	12	Parry	9
Agility	10	Power	3
Health	16	Strike	10
Willpower	12	Armour	-
Presence	12		
Beauty	2		
Alertness	11		
Weapons/Attacks	: (sword) cane 0		

Wizard Goldtop

Strength	: 8	Dodge	7
Dexterity	: 10	Parry	6
Agility	: 8	Power	2
Health	: 14	Strike	7
Willpower	35	Armour	2
Presence	: 16		
Beauty	: 8		
Alertness	: 9		

Weapons/Attacks : Broken milk bottle -1
Magic (no specialisation)

Moo the Deamoness

Strength	: 15	Dodge	5
Dexterity	: 2	Parry	0
Agility	: 10	Power	3
Health	: 20	Strike	7
Willpower	18	Armour	4
Presence	: 15		
Beauty	: n/a		
Alertness	: 12		

Weapons/Attacks Trample (stunned foes only) +d6
Or Horns 0

Special Abilities :

Form: Daemons can usually assume whatever form they like unfortunately for Moo when Goldtop summoned her he bound her to one form. Ha Ha!

Fear: Unfortunately, for her, Moo is trapped in cow form and cows (even daemon cows) simply aren't very frightening.

Magic: Moo can only use her limited telekinesis.



That's all folks!

Phoenix

One dark, drip-fed, night

Dying

*He saw the joke.
It stood over him, laughing.
And the joke became his friend.
And the joke did not want him to die.*

*He came back,
A miracle. Said the doctors.*

*He came back
But he should have died.*

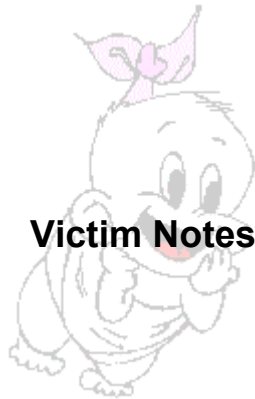
*He came back
From the punch line.*

The joke laughed at him, now he laughs at the joke.

*That easy.
That simple.*

*Forget.
They said.*

Forgetting would spoil the joke.



So, you want your Victim to live forever, do you?

Unlucky.

Other role playing games might encourage alter-ego power gaming, Harlequinade does not.

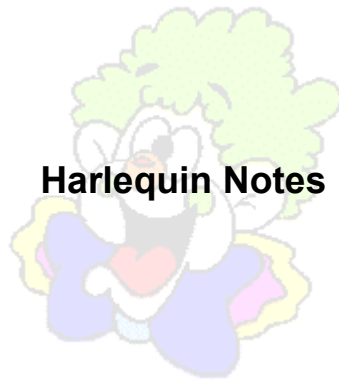
Harlequin Says:

- Rule number 1: Today, you possibly lose.
- Rule number 2: Tomorrow, you probably lose.
- Rule number 3: In the end, you will lose.
- Rule number 4: Everyone loses.

Perhaps you play the game because you tell yourself that you're the exception that proves the rule. Maybe, maybe not, but I don't think so.

Perhaps you play the game because you're not going to give the bad guys the satisfaction of seeing you give up. Better, but still no cigar.

Best play for the laughs. Hell, maybe you can't win, but at least you can have fun trying.



Harlequin Notes

Players don't like having Victims wasted.

Unfortunately, the Ideal World is such a very deadly place and Victims are so very, very fragile .

Monty Python met the three stooges and they decided to take an express elevator ride to horror and madness land. Welcome to Ideal World. Slapstick, but deadly. It doesn't work any other way. Players just have to get used to the turnover.

Still don't be afraid to buck the game system every now and then. The Ideal World is deadly enough as it is, if a Victim is acting especially heroically (and more importantly, giving everyone a good laugh), then give them a break. For now.

The Victims are placed in a surreal, disorienting situation in which nothing is what it seems and humiliating death may be only moments away. You will invariably find some players 'crack' under the pressure and send their Victims on killing sprees. Invariably, the targets of these killing sprees will be chosen by their degree of helplessness (extras, wounded Victims and so on). This is not funny. Dispose of such 'rogue' Victims as they deserve.

Some people tell me Harlequinade is 'sick'. Hell, look at me, I get upset by the news. Harlequinade is cartoon time, folks. Hello, reality calling? Harlequinade is not real. The dead body on the 24 hour, ram it down your throat, news is real - eat your TV dinner and think about it for once (but careful you don't choke).

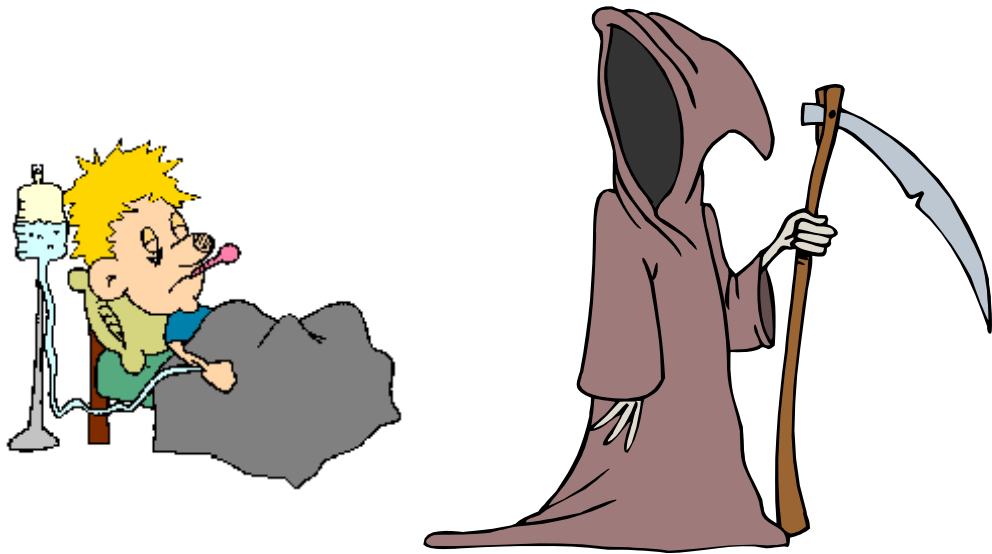
Designers Notes

So this is Harlequinade

What do you think?
Or would you like someone to tell you?

Harlequinade is a laugh at the dark side.

No more.
No less.



Maybe not today.....

Dedications

In the end, friendship is all we have.

Harlequinade is dedicated to some old friends.
Gentlemen and players of the original Ideal World one and all:

David
Squealer
Foz
Fat Frank
Dogman
Fingers
Stuart the Woman

Of the original the Ideal World, I will simply (mis)quote the words of the Foz

'The Ideal World enlightened a generation'