

Crunch & Fluff

You are a group of gamers playing the world's best roleplaying game. Your objective is to have a great time at the table, and hopefully complete a quest or two. **Game Master Raul Wellington** has brought a new adventure to the table, a module called *The Return of the Evil Zarban*, and it is up to you to solve its puzzles.

Players: Create Characters

- 1 Choose a style for your character:
Funhaver, **Rules jerk**, or **Social butterfly**.
- 2 Choose a role for your character's character: **Fighter**, **Warlord**, or **Rogue**.
- 3 Choose your number, from 2 to 5. A high number means you're better at **CRUNCH** (using the rules of the game to succeed). A low number means you're better at **Fluff** (solving problems by talking things out).
- 4 Give yourself a **neato roleplaying name**. You might try Melf or Lady Slaysalot.

You have: a comfy space in which to play your game, some tasty snacks, most of the gamebooks you need to play (except for that one everyone always forgets), and a whole bunch of dice.

Player goal: Have a wonderful time playing the game with your friends.

Character goal: As above, only also solving some adventures for bragging rights at school.

Rolling the Dice

When you do something that involves risk, roll **1d6** to find out how it goes. Roll **+1d6** if you're **prepared** and **+1d6** if you're an **expert** (Raul will tell you how many dice to roll). Roll your dice and compare each die result to your number.

- ↶ If you're using **CRUNCH** you want to roll **under** your number.
- ↷ If you're using **FLUFF**, you want to roll **over** your number.

- 0 If **none of your dice succeed**, everything turns out poorly. **Raul** will tell you how.
 - 1 If **one die succeeds**, you've almost failed. **Raul** will complicate your life.
 - 2 If **two dice succeed**, everything went according to plan. Phew.
 - 3 If **three dice succeed**, the table cheers! **Raul** will give you something extra.
- ! If you roll your number exactly, it's **CRUNCH FLUFF**. You're able to remember something about the game that **Raul** has forgotten.
- Helping:** Describe how you do it and make a roll. If you succeed, give **1d6** to them.
- Hindering:** Describe how you do it and make a roll. If you succeed, take **1d6** from them.

Raul: Create an Adventure

Roll or choose from below.

A threat

1. Grandpa
2. Store's owner
3. Resident's Assistant
4. Neglected cat
5. Distracting text
6. Government

Wants to

1. Play too
2. Start over
3. Hang up the phone
4. Clean the basement
5. Get a job
6. Do your homework

While the game ...

1. Reaches its climax
2. Runs out of baddies
3. Is overrun by wizards
4. Argues re: the grid
5. Suffers edition wars
6. Introduces a new NPC

Which will

1. Bore everyone
2. Cost some money
3. Delay things a lot
4. Make someone sad
5. Teach a life lesson
6. Break up the group

Raul: Run the Game

Run Crunch & Fluff to find out how the players adapt to the vagaries of tabletop gaming. Slowly introduce the threat by describing things it's done in the past or rumours of what it might do. Make sure to alert the players by using copious amounts of foreshadowing before the threat materializes. Spur them to action by asking questions about what they do – "*Sam from SAM's RPG EMPORIUM says that the basement is looking pretty dirty. What do you do?*" "*Penelope says that the college has a rule about not chanting prayers to the devil or using magic. What do you do?*" Only call for a roll when you feel that there's uncertainty or risk; if it's something the players ought to be able to do (eventually) without trouble, don't bother. Respond to their actions in the moment, don't railroad a whole campaign in advance.

Crunch & Fluff by [Korvidae Games](#)

This game is adapted from John Harper's *Lasers & Feelings* (we're very sorry, John).

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