

Dumpster Fire

You are various trash creatures living in a common dumpster. The dumpster is your home, your source of safety, and your source of food. Despite your differences, protecting the dumpster is paramount.

Safety First

Establish everyone's boundaries or Lines & Veils. For more information:

<https://i.4pcdn.org/tg/1583202183294.pdf>

Players

1) Choose Your Trash Faction

Each faction specializes in two things.

- **Trash Connoisseur** *Destruction & Infiltration*
- **Trash Panda** *Hygiene & Criminality*
- **Trash Screamer** *Pockets & Theater*
- **Trash Lit** *Passion & Multiplication*

Trash Lit cannot physically move on their own. They must be carried by another player or create stacks via Multiplication. Stacks act as a hive mind.

2) Choose Your Number

Choose a number between **2** and **5**. A high number means you're better at your first stat, a low number means you're better at your second. What is Trash Life for you?

3) Give Yourself a Trashy Name



4) Create Your Dumpster

As a group, pick two strengths for your dumpster: **Sturdy, Fully Stocked, Roomy, Cozy, Mobile, Sheltered.**

Then pick one problem: **Leaky** (rain is a problem), **Loud** (neighbors hear when fresh food is dropped off), **Lidded** (you have to break in again every time you leave and return), or **Low on Supplies** (there's never enough to eat).

Rolling the Dice

When you do something risky, roll 1d6 to determine your result. Roll +1d if you have a plan and/or +1d if it's something you specialize in. Roll your dice and compare each die result to your number.



↓ If you're rolling your first stat, you want to roll **under** your number.

↑ If you're rolling your second stat, you want to roll **over** your number.

0. None of your dice succeed. What a trash fire! The GM tells you how things got worse.

1. One die succeeds. Succeeded just by your tail's breadth! The GM inflicts a complication or cost.

2. Two dice succeed. Well done!

3. Three dice succeed. A critical success! The GM tells you what extra effect you get.

! That's my number! If you roll your number exactly, you have a **TRASH VISION**. Your action succeeds using your combined skills and you get to ask the GM a question about the current situation and they must answer honestly.

Some example questions:

What do they REALLY want? Where is there food? Who's responsible for this? What's the best way to ___? What have I not realized? Is there more food?

Helping. If you want to help a trashmate who is about to roll, say how you want to help and make a roll. If you succeed, they add **+1d**.

The GM

1) Create a Trash Adventure

The dumpster is at risk! Roll or choose from the table below.

What threatens the dumpster?

1. Bin chickens	4. Goats!
2. Actual fire	5. Hoomans
3. Pesticides/Poison	6. Dumpster Rival

Their goal is...

1. Theft	4. Friendship
2. Growth	5. Capture
3. Destruction	6. Conquering

Which will...

1. Leave us peckish	4. Improve our lives
2. Explode everything	5. Destroy our culture
3. Kill us	6. Hurt our pride



2) Running the Game

Introduce the game by having players establish what life in the dumpster is like. What do they love about it? What could be better? Introduce the threat by seeding rumors about it, establishing its danger. When the threat hits, ask characters what they do. *“Now your marshmallow supply is on fire. It smells like caramel. Templeton, what do you do?”* *“A hungry goat approaches. Fifty Shades of Chosen One, you know goats love to eat paper. What do you do?”*

Call for a roll when a situation is uncertain. Give players a chance to use their abilities to solve puzzles creatively. Use their failures to push momentum forward. With every roll, the situation changes. Ask questions and build on their answers. *“Have any of you seen a hooman before? Rocket, you have? Tell us about them! Where did you meet them and what happened?”* The dumpster is meant to be trashy, so fill it with garbage.

Credits

This Lasers and Feelings hack was created for Trash Jam by Jessica Marcum. More of Jessica’s work can be found at www.jessicamarcumwrites.com and Jessica herself can be found at [@Miss_Jess03](https://twitter.com/Miss_Jess03) on Twitter and www.twitch.tv/angrynerdgirl

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