

CONQUEROR

VISIGOTH

NAME: _____ **AGE:** 16

female Heva, Ultragotha
male Alaric
unisex Goda

PRONOUNS: _____

she/her he/him they/them
 si/ija is/ina ita/ita
 or choose your own

ARE YOU STILL GLOWING FROM TIME TRAVEL?

yes no maybe a little

GOTH STYLE: _____

maile & helmet colorful tunic
 dramatic gown gold jewelry & cape
 bone & sinew hoodie or choose your own

RELIGION: _____

Germanic polytheist heretical Christian
 or choose your own

●	
●	

NOTES & DOODLES

CONQUEROR POWERS

SKILLS (change 1 of the below to +3):

SPEARS +2
THEFT +2
CONTROL ANIMALS +2


(this doesn't work on humans in fur suits)

ONCE PER DAY, WITHOUT ROLLING:
 Convince someone that a modern item was invented by Visigoths.


EMBARRASSING TRAITS


A Mall Goth gives you 1 from the *Embarrassing Traits List*: keep it, or reject it and pick 2 instead.


EMBARRASS YOURSELF:
 To give a friend +3 on their roll.



HURT FEELINGS







STUFF

A simple spear (no additional skill bonus)
 A saddle

DOLLAR\$:

50

STARTING RELATIONSHIPS

Choose 2:

- ★ I want to conquer Los Angeles with _____ by my side because _____
- ★ I hope that _____ doesn't know I stole _____
- ★ The Mall Goth I most resent is _____ because _____
- ★ My crush on _____ weirds me out because _____

CHARLATAN

VISIGOTH

NAME: _____ AGE: 16

female Radegond
 male Unwén, Dag
 unisex Romilda

PRONOUNS:

she/her he/him they/them
 si/ija is/ina ita/ita
 or choose your own

ARE YOU STILL GLOWING FROM TIME TRAVEL?

yes no maybe a little

GOTH STYLE:

maille & helmet colorful tunic
 dramatic gown gold jewelry & cape
 bone & sinew hoodie or choose your own

RELIGION:

Germanic polytheist heretical Christian
 or choose your own

●	
●	

NOTES & DOODLES

CHARLATAN POWERS

SKILLS (change 1 of the below to +3):


PERSUADE +2
INSPIRE RELIGIOUS ACTS +2
CHASE/FLEE +2

ONCE PER DAY, WITHOUT ROLLING:
 Write a forged note; the recipient will believe it's authentic.


EMBARRASSING TRAITS


A Mall Goth gives you 1 from the *Embarrassing Traits List*: keep it, or reject it and pick 2 instead.

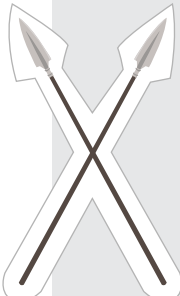
EMBARRASS YOURSELF:
 To give a friend +3 on their roll.



HURT FEELINGS







STUFF

A religious symbol

DOLLAR\$:
50

STARTING RELATIONSHIPS

Choose 2:

- ★ I'm still upset that _____ found out I lied about _____
- ★ I gave a long religious lecture to _____, and as a result _____
- ★ The Mall Goth I most resent is _____ because _____
- ★ My crush on _____ weirds me out because _____

RUNECASTER

VISIGOTH

NAME: _____ AGE: 16

female Gelvira
 male Vermundo, Fritigern
 unisex Liuva

PRONOUNS:

she/her he/him they/them
 si/ija is/ina ita/ita
 or choose your own

ARE YOU STILL GLOWING FROM TIME TRAVEL?

yes no maybe a little

GOTH STYLE:

maille & helmet colorful tunic
 dramatic gown gold jewelry & cape
 bone & sinew hoodie or choose your own

RELIGION:

Germanic polytheist heretical Christian
 or choose your own

●	
●	

NOTES & DOODLES

RUNECASTER POWERS

SKILLS (change 1 of the below to +3):

MAKE INVISIBLE +2
LEVITATE +2
STUN +2


(All your skills use a rune; the rune affects whatever touches the carved side of the runestone until removed)

ONCE PER DAY, WITHOUT ROLLING:
 Carve runic graffiti on a store wall and nobody will see you shoplifting from that store.


EMBARRASSING TRAITS


A Mall Goth gives you 1 from the *Embarrassing Traits List*: keep it, or reject it and pick 2 instead.

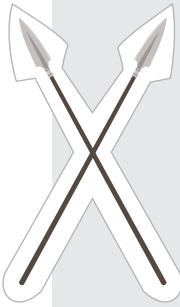
EMBARRASS YOURSELF:
 To give a friend +3 on their roll.



HURT FEELINGS







STUFF

A bag of blank runestones & a small hammer & chisel

DOLLAR\$:
50

STARTING RELATIONSHIPS

Choose 2:

- ★ Once when I was invisible, I saw _____ in the middle of secretly _____
- ★ I used a levitation rune to help _____ reach _____
- ★ The Mall Goth I most resent is _____ because _____
- ★ My crush on _____ weirds me out because _____

GAME RULES

Before starting play, read these rules out loud together. Go around the table and let each player read a section to the group. This is a great time to ask questions.

TEAMS AND THE MALLRAT



There are two teams, Visigoths and Mall Goths. Inside the fiction, Visigoth *characters* and Mall Goth *characters* are rivals. At the table, Visigoth *players* and Mall Goth *players* are collaborative storytellers. The player with the complete guide to the mall is called The Mallrat. The Mallrat facilitates the game.

SCENES



TIMESLOTS AND STORE VISITS

Each day is broken up into 6 time slots. Each team of goths plays out a scene in 1 store per timeslot (either 1 scene with both teams, or 2 scenes with teams in separate stores). Team members must stay together as a group for store visits, because teens in this mall only shop with their friends.

PASSING NOTES

When your team is not in a scene, you may write in-character notes to your teammates back and forth. This is always optional.

SOME THINGS TO DO IN STORES:

- ★ Talk with your team about plans or strategies.
- ★ Talk to store clerks to get information.
- ★ Go shopping or shoplift.
- ★ Debate about music, fashion, religion, or other cultural matters.
- ★ Fight.
- ★ Talk about hurt feelings to heal them.
- ★ Flirt, ask people on dates, or make out.

PASSAGEWAYS

You can also hang out in the passageways with other characters (elevators, escalators, stairwells, and hallways). Visiting passageways doesn't advance the clock.

ROLLING DICE



Players roll dice to resolve conflicts. If there's no conflict, there's no need to roll dice. You roll-off against another player, a Mallrat-controlled character, or the mall itself. Always roll 2d6 and add any relevant modifiers from your skills (on your character sheet) or special items. Whoever has the highest number succeeds and the other fails. Both players succeed on a tie, and the situation escalates ridiculously or dramatically.

HURT FEELINGS



Most games only track *physical* damage, but this game only tracks *emotional* damage. If your character sheet contains 2 or more hurt feelings, you are emotionally overwhelmed and can't physically fight or use embarrassing traits until you talk about your feelings with a friend.

HURT FEELINGS FROM PHYSICAL ATTACKS

Physical attacks always hurt everyone's feelings. When your physical attack against an opponent is successful, you and your opponent both experience hurt feelings. Write a word describing how your character feels in the "hurt feelings" section of your character sheet.

HURT FEELINGS FROM OTHER EVENTS

If you believe something other than a physical attack wounded your character's feelings, feel free to add a hurt feeling to your character sheet. This rule is less strict than the rule about physical attacks—it's up to the player to judge their own character's emotions.

HEALING

Each character can only heal and erase a total of 1 hurt feeling from their character sheet per scene.

EMBARRASSING TRAITS



Embarrass yourself to make your friends seem cool in comparison! If you draw attention to your embarrassing trait, you may offer another player a +3 bonus to their roll, but you must add "embarrassed" to your hurt feelings. You may announce this before or after your friend rolls, but you must announce it before the Mallrat describes the narrative result. You must have an empty slot available in your hurt feelings to use an embarrassing trait.

KISSING?



Always ask before initiating a romantic or kissy plotline with another player's character. Yes means yes. No means no. Maybe also means no.

CLOCK

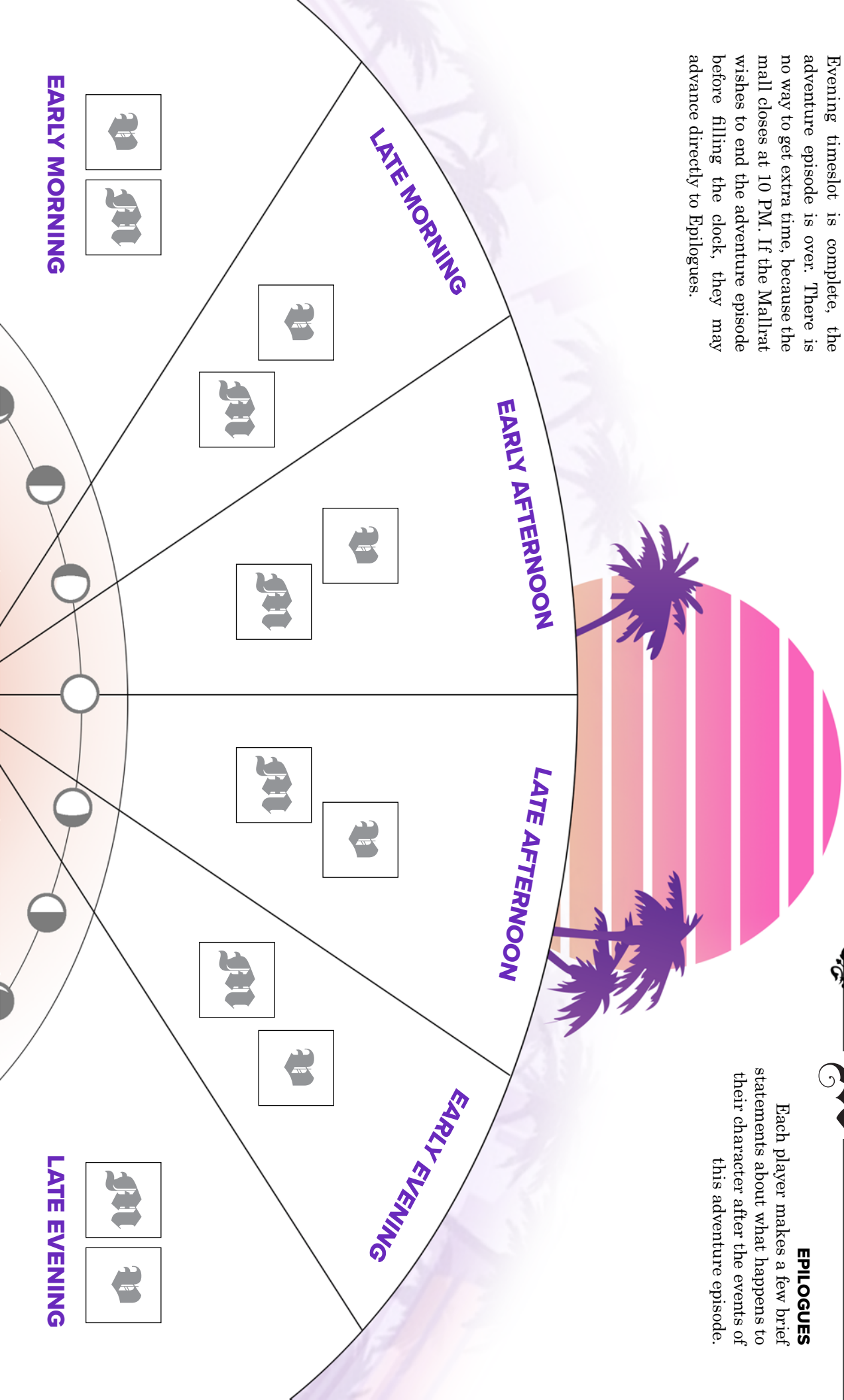
All adventure episodes begin in the Early Morning timeslot. Each team of goths plays out a scene in 1 store per timeslot (either 1 scene with both teams, or 2 scenes with teams in separate stores). When the Late Evening timeslot is complete, the adventure episode is over. There is no way to get extra time, because the mall closes at 10 PM. If the Mallrats wishes to end the adventure episode before filling the clock, they may advance directly to Epilogues.

Place this clock in the middle of the table to track the passage of time. Whenever a group of goths leaves a store, check a box. When both boxes for a timeslot are checked, advance to the next timeslot.

MISGOths VS MALLGOths

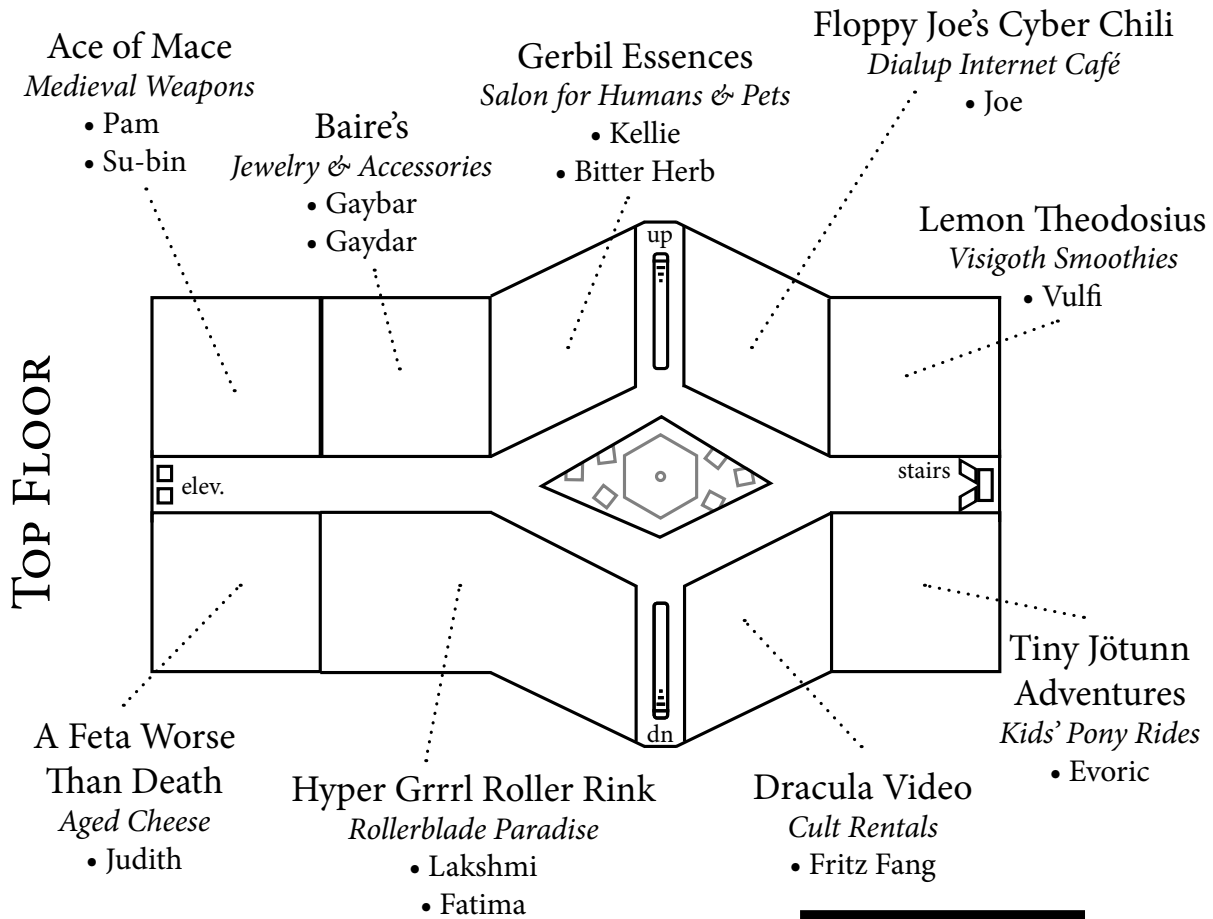
EPILOGUES

Each player makes a few brief statements about what happens to their character after the events of this adventure episode.

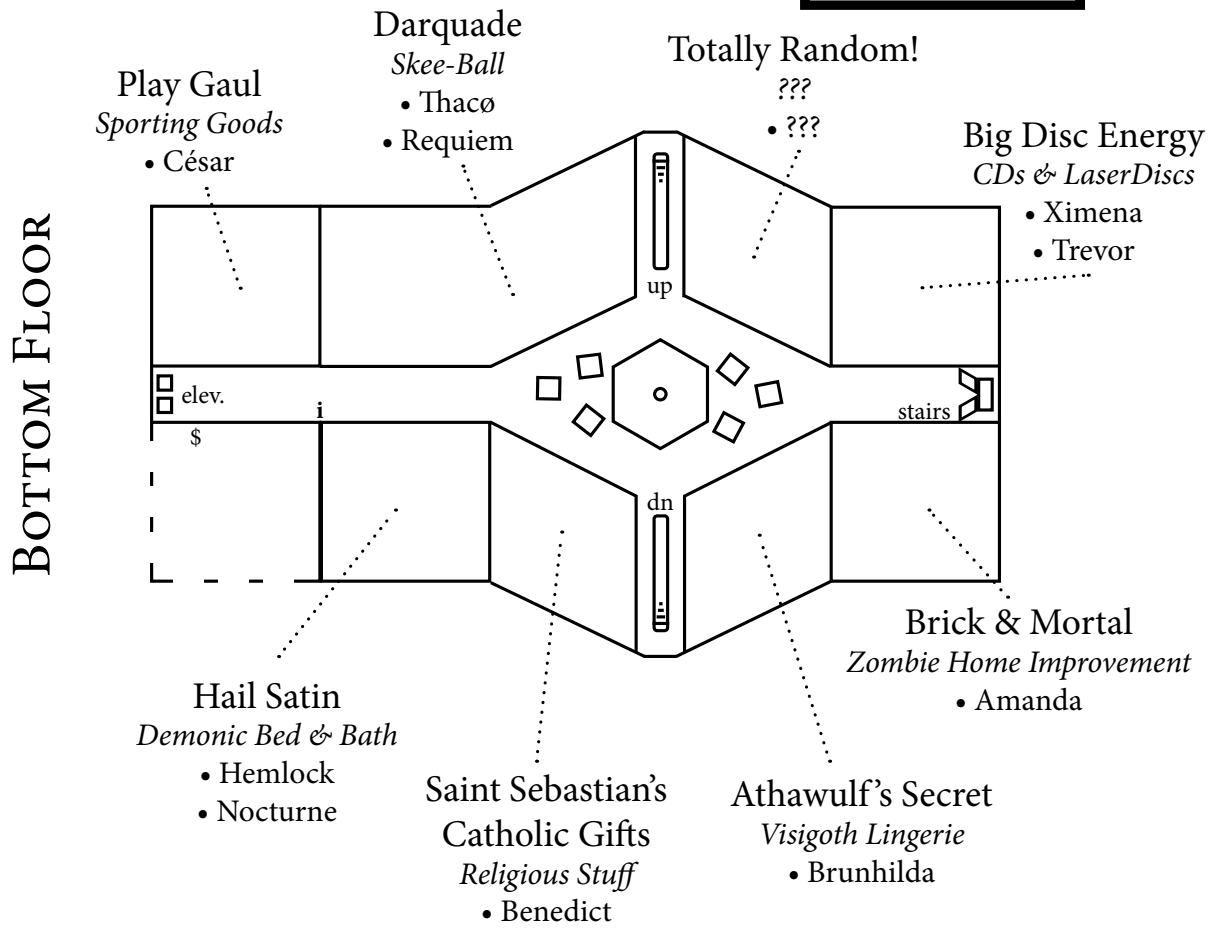


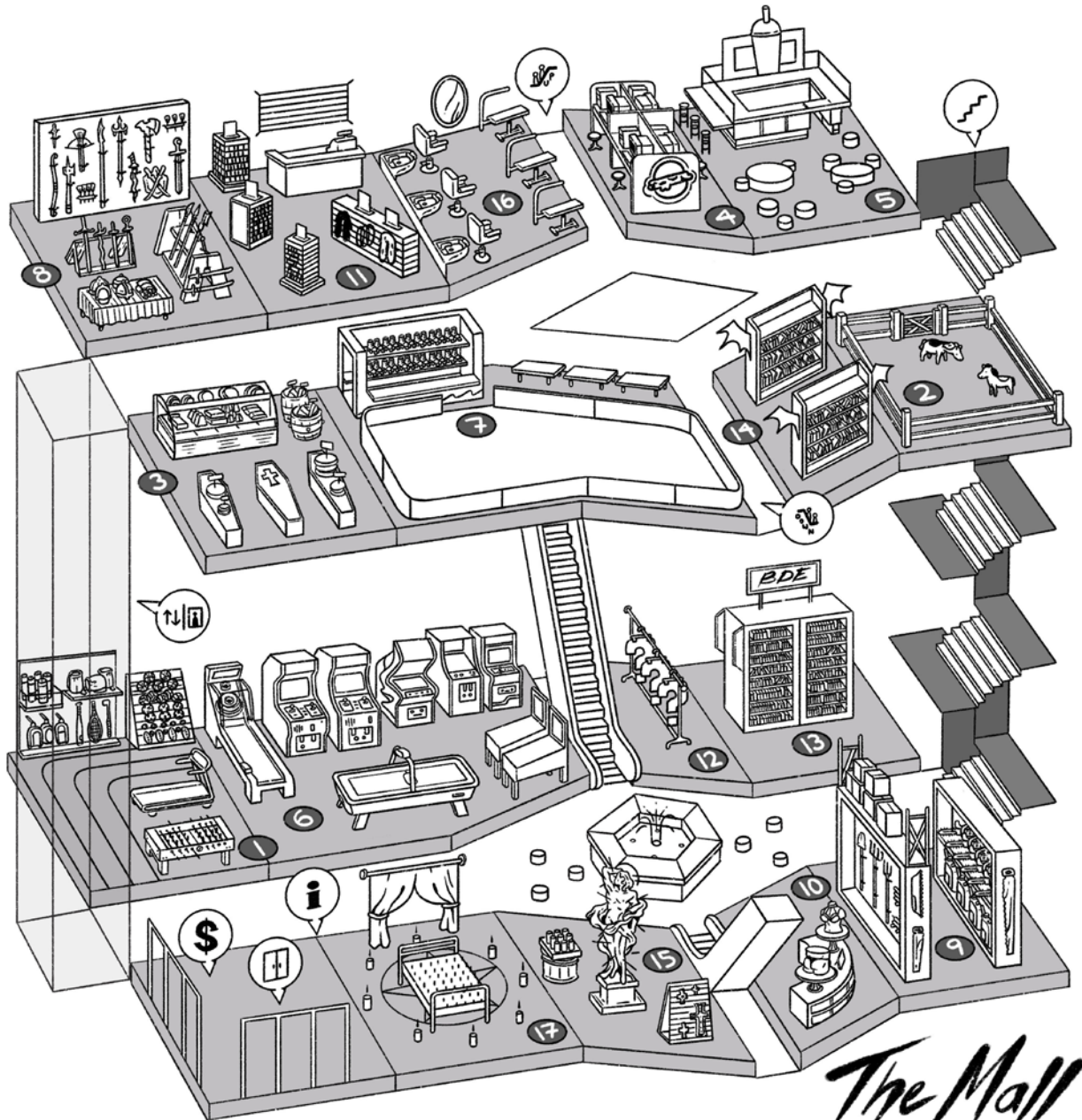
EARLY MORNING

LATE EVENING



THE MALL





The Mall

Active

- 1 PLAY GAUL
- 2 TINY JÖTUNN ADVENTURES

Dining & Food

- 3 A FETA WORSE THAN DEATH
- 4 FLOPPY JOE'S CYBER CHILI
- 5 LEMON THEODOSIUS

Entertainment

- 6 DARGUADE
- 7 HYPER GRRRL ROLLER RINK

Hardware

- 8 ACE OF MACE
- 9 BRICK & MORTAL

Accessories

- 10 ATHAWULF'S SECRET
- 11 BAIRE'S
- 12 TOTALLY RANDOM!

Electronics

- 13 BIG DISC ENERGY
- 14 DRACULA VIDEO

Gifts

- 15 SAINT SEBASTIAN'S CATHOLIC GIFTS

Health & Beauty

- 16 GERBIL ESSENCES
- 17 HAIL SATIN

Key

