



:: Butter Princess ::

a tragicomic roleplaying game by Brian Sago

Fried food, farm animals, carnival rides and armpit-to-armpit humanity. Welcome to the State Fair. A weekend here to help you forget your weekdays, but leave your dignity at the gate. Nestled within, ninety pounds (41 kg) of grade-A butter has been hand-sculpted into the likeness of the Butter Princess, and you have a stake in the fate of this dairy sculpture.

Theme: Indulgence

yield to your inclinations, be free from worldly punishment

Content warning: Gastronomical overindulgence, food horror.

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Third Edition, June 2021

with contributions by Michael Van Vleet and [custom digital character keeper](#) by Drew Doucet

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:: What you need to play ::

This is a collaborative roleplaying game. You will tell a story with a few friends, occasionally using dice to let you know if something you describe succeeds or fails.

- three to six people. One will be the gamemaster (GM) and describe the setting for the story. The other players will take on the roles of characters attending the State Fair.
- a few 6-sided dice or an online dice roller
A dice roller built for Trophy Dark is at <https://app.trophyrpg.com/>
- the character sheet on page 15, or
paper and pencils, or
use [this custom digital character keeper](http://www.arktosaur.us/keepers/butterprincess)
<http://www.arktosaur.us/keepers/butterprincess>
Go to *File > Make a copy* to enter your data.

Roleplaying safety tools such as Lines and Veils may be useful. See a list by Kienna Shaw and Lauren-Bryant Monk here: <http://bit.ly/ttrpgsafetytoolkit>

Safety tools are also in the digital character keeper.

:: How to Play ::

Butter Princess is built around desperate characters willing to push their luck. They all have a Drive related to the Butter Princess, but their ultimate goals will be at odds with each other.

If you have played Trophy Dark by Jesse Ross, you already know how to play Butter Princess.

The gamemaster will know the broad picture of what might happen but needs player input to create all details. This is a collaborative storytelling. Give the players as much agency as possible.

Butter Princess is also about decline. Characters tend to degrade. The further you go, the worse off you become.

It doesn't matter if your character "wins" as long as your character plays a role in a great story.

As players, you know your character is likely doomed to fail. But your characters *think* they have a chance to succeed. In "play to lose" games we win by collaboratively telling a good story, even if your individual character goes out in an abysmal, epic failure.

RING STRUCTURE

There are five Rings in Butter Princess. Think of them as acts in a play. Each starts with a short description.

Let the players know when they have transitioned from one Ring to the next. Let them know the fifth Ring is the last one and it is time to go for broke, risking everything.



MOMENTS

Moments are small events that happen in a Ring. If the plot has stalled, look to the list of Moments and add one to your story.

TERRORS

Terrors are threats the characters will face. You do not need to use all of them; use the ones that most fit your story.

TEMPTATIONS

Temptations will entice the characters to do risky things. You do not need to use all of them; use the ones that best fit your story.

CHARACTERS

Players will take on the role of people attending the State Fair. These characters are very light mechanically, but rich thematically. Their mechanical elements are Skills, Feats of Hubris and Ruin.

The characters tend to be good at a few things, which we call Skills. Skills are often single words or short phrases. Importantly, having a relevant Skill gives a player an extra die during certain rolls, and may give them fictional permission to attempt something they would not otherwise be able to do.

In Butter Princess, the characters have four Skills provided by their Occupation and Background.

As "salt of the earth" people, the characters have access to special, possibly supernatural, abilities called **Feats of Hubris**. Using these gains you a dark die for the roll, as you push yourself beyond mortal limits. They are one of the ways that a character can increase their Ruin.

Ruin is a number between 1 and 6 which tracks a character's descent. Nearly every roll that a player makes has a chance to affect their character's Ruin. At 6 Ruin, a character is removed from play.

DICE

Butter Princess uses two different colors of six-sided dice: light dice and dark dice.

RISK ROLL

The Risk Roll tells us how well you perform a risky task. It also creates space for other players and the GM to suggest story details, and offers the GM fodder for future scenes. Anyone—especially the player rolling—can veto any elements they don't want to see in the game.

When you attempt a risky task, say what you hope will happen, and ask the GM and the other players what could possibly go wrong. Then gather 6-sided dice.

- Take one *light* die if the task is something you are skilled at because of your Occupation or Background. You only get one light die, even if multiple skills apply. If you don't have any relevant skills, then you cannot take this die—your only opportunity for a light die is via a *Devil's Bargain*.
- Take a *light* die for accepting a Devil's Bargain from another player or the GM. Devil's Bargains are complications that happen no matter the outcome of the roll. *See the next page for more information about Devil's Bargains.*
- Add a *dark* die if you are risking your mind or body to attempt the task. You must include this die whenever you use a Feat of Hubris, or if the GM declares that it applies.

Roll the dice. If your **highest** die is:

1–3: You fail, and things get worse. The GM describes how, which may or may not be connected to one of the ideas offered when you asked what could go wrong. The GM may also allow you to succeed, but things will get worse in some other way.

4–5: You succeed, but there's a complication. The GM describes the complication, then you describe how you succeed, or vice versa. The complication may or may not be connected to one of the ideas offered when you asked what could go wrong.

6: You succeed. Describe how, or ask the GM to describe it.

If your highest die is dark (or if dark and light dice tied for highest), and the dark die is higher than your current Ruin, add 1 to your Ruin.

When you do, work with the GM to describe how the State Fair warps your mind and body. The GM will assign a Condition.

If you reach 6 Ruin, see *Losing Your Character*.

- If you are unhappy with your roll and no dark die in the roll is the highest die, you may add an additional dark die to your dice pool and re-roll them all. You may keep adding a dark die and re-rolling until you're satisfied with your result or until a dark die is the highest die in your roll.

DEVIL'S BARGAINS

When you gather dice to make a Risk Roll, the GM or any other player can offer you a bonus light die if you accept their Devil's Bargain. The Devil's Bargain occurs regardless of the outcome of the roll. You make the deal, pay the price, and get the bonus die.

Common Devil's Bargains include:

- Causing collateral damage or unintended harm.
- Getting lost or separated from your companions.
- Sacrificing an important item.
- Betraying a companion.
- Attracting unwanted attention.

The Devil's Bargain is always a free choice. If you don't like one, reject it (or suggest how to alter it so you might consider taking it).

Anyone may veto or suggest alterations to a proposed Devil's Bargain, especially if it would also impact their character. You may only accept Devil's Bargains when making a Risk Roll.

HELP ROLL

If another player is making a Risk Roll which includes at least one dark die, you may offer help to improve their odds of success—either before or after they roll.

If they accept your offer, say how you expose yourself to danger and roll one *light* die.

They may include your light die's result when considering their overall success. But if your light die's result **matches** any of the dark dice in their roll, add 1 to your Ruin.

You may only suffer a maximum of 1 Ruin when helping on a roll. This is particularly relevant when a player re-rolls a Risk Roll. The helping

player doesn't re-roll their light die. However, you still increase your Ruin by 1 if any re-rolled dice show the same number as your light die (provided you haven't increased Ruin by 1 already).

More than one player may offer to help, in which case each player rolls their own light die. The helped player can incorporate all of the light dice into their own Risk Roll.



CONTEST ROLL

The Contest Roll manages situations where treasure-hunters act against each other. Sometimes multiple treasure-hunters are competing to be the first to a piece of treasure, are trying to achieve their own individual aims in opposition to their party members, or simply want to inflict harm on one another. To engage in a contest, first agree on what's at stake. Then each competing player gathers dice:

- Take one *light* die if the contest is something you are skilled at because of your Occupation or Background. You only get one light die, even if multiple skills apply.
- Take one *light* die for each point of Ruin you currently have. For example, if you have 4 Ruin, you get 4 light dice. This is the forest giving you an advantage commensurate with how much it has dug its claws into you.
- Take one *dark* die if the contest itself is inherently deadly or dangerous.
- Take as many additional *dark* dice as you are willing to risk.

Count any 6 you roll. Whoever has the most 6s wins the contest. In case of a tie, count 5s, then 4s, then 3s, then 2s, then 1s, until a winner is determined.

Each dark die in your roll that shows a 1 increases your Ruin by 1. If you reach 6 Ruin, see *Losing Your Character*.

RUIN ROLL

Your Ruin shows how much physical and mental harm your character has suffered.

When your character witnesses or undergoes something disturbing, make a Ruin Roll by rolling one dark die.

If you are using a Feat of Hubris you gain (and must use) a Dark die.

If your dark die rolled higher than your current Ruin, add 1 to your Ruin and work with the GM to describe the decline of your character's mind and body. The GM should assign a Condition to your character or worsen an existing Condition.

REDUCTION ROLL

When your Ruin reaches 5, you may now reduce it when your character attempts subtle acts of sabotage against their companions. The more it looks like an accident, the better.

Each time you do this, roll one die.

If you roll less than your current Ruin, your betrayal goes unnoticed and you decrease your Ruin by 1. If you roll higher than or equal to your Ruin, you may still choose to reduce your Ruin by 1, but someone will notice your attempted betrayal.

You may continue reducing your Ruin in this way when your Ruin drops below 5, to a minimum of 1.

LOSING YOUR CHARACTER

When your Ruin reaches 6, your character is lost.

In *Butter Princess*, you are consumed by the Spirit of the State Fair, are hauled away by security, or disappear into the crowds, never to be seen again.

This is an important moment: Everyone focuses on your character's last flashes of lucidity before they vanish from the story.

Pass control of your character to the GM, and perhaps create a new character or assist in describing the terrors of the fair and offer Devil's Bargains to remaining players.



:: Character Creation ::

Occupations (choose 1) *skilled in*

Food blogger — *hype, taste, mastication*

Livestock virtuoso — *animals, barns, riding*

Besotted soothsayer — *imbibing, prognostication, misdirection*

Grease monkey — *mechanics, grease, corners*

Tchotchke buff — *appraisal, hoarding, vigilance*

Wannabe YouTuber — *stunts, narcissism, incite*

Social Justice Warrior — *cancel, network, resistance*

Battle of Bands Underdog — *bravado, electronics, wail*

Homeschool Parent — *exhortation, counting, time management*

Backgrounds (choose 1) *skilled in*

Second-place baking competitor — *snobbery*

Destitute annual season pass holder — *navigation*

Mall cop on administrative leave — *strongarm*

Befuddled conspiracy theorist — *misdirection*

Penniless grifter — *sympathy*

Guilt-bedeveled evangelist — *exhortation*

Reflux-ridden hot dog eating champ — *consumption*

Wrongfully-terminated artificial inseminator — *willpower*

Escaped dairy golem — *humanity*

Feats of Hubris (choose up to 3)

These are powers that border on the supernatural.

Increase your starting Ruin by 1 for each Feat of Hubris you choose.

Bedazzle - *briefly blind another*

Customer Service - *sway a situation with kindness*

#1 Foam Finger - *draw attention to yourself or divert it elsewhere*

Gullet - *consume with an inhuman capacity*

Repulse - *drive away animals or people*

Sales - *let someone have your way*

Food Fight - *cause harm with food*

Weave - *pass through congested spaces with ease*

Farmer's Almanac - *bend the weather to your will*

Service Animal - *use your service animal to disregard a rule*

Banshee Shriek - *stop all in their tracks*

Drives (choose 1) *your goal intertwined with the fate of the Butter Princess*

- Steal the carved butter icon for a private collector
- Smash the work of your rival, champion butter sculptor Margie Doepeke
- Change your reputation as the disgraced 2019 Butter Princess
- Prove your love to the Butter Princess herself
- Earn your place on the Board of the Midwest Dairy Association
- Send that butter sculpture for a YouTube-worthy ride on the Electric Viper
- Bring the decorative butter bust home to add "spice" to your mother's terrifyingly plain potatoes
- Bring the butter head back to the White Earth Reservation because the commodity butter ran out and you have bluegill fillets to fry
- Destroy this symbol of representative butter art so abstract butter sculpture can gain a foothold in the Minnesota Museum of Modern Art
- Summon the Spirit of Butter to this earthly plane by sacrificing the butter bust on your home altar

[What is a "Butter Princess?"](#) The winner of a dairy-themed pageant. Twelve final contestants take turns sitting in a glass-walled refrigerator at the State Fair - wearing a down jacket in August - while their portrait is carved in [90 pounds of butter](#) (41 kg). Crowds gather outside the refrigerator to behold their buttery glory. Envision the spectacle, look to your Drive, then plot a way to wrangle 90 pounds of dairy product.

CAUTION: If you are a player, stop reading here

CONDITIONS



When a player increases their Ruin, assign a condition. In subsequent Ruin loss, make the condition worse by adding the next bullet or add a different condition.

- Hounded.** Crowds follow you, squeezing in when your back is turned.
- Paranoia deepens. Rodents scurry beneath trash bins and kiosks. They wait for you to relax before they make their move.
 - Surrounded. Limbs block your path.
 - Fairground security has their eyes on you.

- Stuffed.** Compulsive overeating.
- Gastrointestinal distress hinders your movement.
 - The vendors have sold out of your chosen indulgence.
 - Your body revolts in gruesome ways. Medical personnel may be involved.

- Sunburned.** Touch causes pain.
- Heat emanating from the asphalt and nearby food warmers causes you distress.
 - Your skin is not your own.
 - Heatstroke. Emergency personnel swarm you.

- Oversensitive.** Smells overwhelm you.
- Lights overwhelm you.
 - Motion overwhelms you. The park spins.
 - Sound overwhelms you. The piercing screech of rusting carnival rides and screaming children surround you.

- Exhausted and sore.** Muscles ache.
- Battered and bruised to the point you are clumsy.
 - Even your feet hurt.
 - Moving at all is painful.
 - It's bad enough to pilfer someone's mobility vehicle.

- Allergic reaction.** Itching, sneezing, coughing.
- Your eyes swell up, making vision difficult.
 - Wheezing slows you down and makes speech difficult.
 - Anaphylaxis. Emergency personnel swarm you.

- Dehydrated.** Lips cracked, tongue swollen.
- Parched to hallucination. You sweat pure salt.
 - You search aimlessly for any source of water.
 - Unable to speak coherently

- Intoxicated.** Wobbly on your feet.
- Your words come out twisted. You are embarrassing yourself but don't yet know it.
 - Inhibitions gone. Frequent trips to the restroom separate you from friends.
 - A stumbling wreck, prone to starting fights with strangers.

- Grifter.** Money lost, but you—*clearly*—are not the one to blame.
- After riding some "shake machine" at the carnival you find your pockets are emptied out. Someone owes you.
 - Seeing currency change hands brings an immense sense of envy. The ding of a cash register makes you salivate
 - Treat everything as a transaction. Nothing in life is free.

:: Ring 1 ::
Misplaced confidence

You arrive via shuttle bus. (Experienced fair-goers like you know that parking is never convenient.) The bus exhaust fumigates your bare ankles as you disembark.

It is a flawless summer day. A broad blue sky arcs overhead. A sunny oasis of pleasure is past the ticket taker. Screams of joy are behind that fence. Clear the turnstile and the crowds will part before you.

What is the theme of the Fair this year?

What's your favorite fair food?

The Butter Princess competition begins a bit later.

MOMENTS

Someone walks by ingesting the most delicious-looking food. *What do you crave?*

A wallet lying on the ground. *What contents do you hide from the others?*

A parade of vintage cars idles slowly by. *What rival makes a subtle obscene gesture at you?*

Crowds ooh and aah at newborn farm animals in The Miracle of Birth barn.

Security guard removes their polo to try on a crop-top, bare-midriff "No Regrets" t-shirt.

TERRORS

The shuttle bus driver pushes a forgotten bag into your hands. It isn't yours, but you take it, and they won't take it back.

The ticket taker recognizes you. *Why is that a problem?*

Security bag search *What contraband do you have that they shouldn't find?*

The public radio announcer calls you over and asks a trivia question that is directly related to your Occupation. *Tell us how you regale the crowds with your knowledge while your bored companions meander away into the fair.*

Displays of human ingenuity in the Technology Building. *How do they aspire to undo human-caused problems?*

A roller coaster roars overhead, passengers shrieking. *You are struck and possibly injured [Ruin roll] by a fanny pack. Within is a security badge.*

TEMPTATIONS

Food of every sort in every direction, much of it fried and on a stick. *What pleasant childhood memory does it evoke?*

Booths filled with glittering prizes. *What's the toy you always wanted but couldn't have?*

Cute 4H animals appear on signs guiding visitors to the big Butter Princess reveal.

Displays of regional history. *How does your regional knowledge prove your superiority?*

Guess the number of gumballs in the jar. *(Whatever number the player guesses is correct.)* They are handed a pile of tickets that can be exchanged at the prize booth.

Matching bedazzled t-shirts that say "No Regrets".

An air-conditioned deluxe model Airstream RV. *Who could you impress with this?*



:: Ring 2 ::
Difficulties and Hope

While amusements gather around you, no clouds provide respite from the boiling sun. Heat bounces back from the asphalt making it hard to breathe. Even the soles of your shoes are warm enough to send heat into your core. Generators cough out diesel fumes. Frustration grows as crowds vex you at every turn.

In refrigerated coolness—so extreme they wear parkas in August—the glorious Butter Princesses take turns modeling for their portraits.

MOMENTS

Melted butter drools from a cracked 55-gallon tub filled with half-eaten corn cobs.

Volunteers for a local election mob you, asking for signatures and donations.

An angelic being walks by carrying an entire pail filled with chocolate chip cookies. They head for the all-you-can-drink milk stand for shady, yet caloric, respite.

Power outage leads to darkness and a loss of air conditioning, and refrigeration.

The smell of deep fried cheese curds wafts across your path.

TERRORS

Others close in on the Butter Princess while you are stranded on the SkyTram gondola.

A mishap at the beehive in The Eco-Experience.

A cart carrying garbage bins collides with you; the driver sheepishly puts their cellphone in a pocket.

Game booth attendant *What makes their distractions unavoidable?*

Escaped rodeo bull on a rampage. Crowds panic. You are swept away from your friends. [Ruin rolls for everyone]

Route closed. Employee says you can shortcut through the haunted house and use the employee exit in the back

A monster in the Haunted House. *How are you separated from your companions?*

Grabbing the wrong person in the haunted house.

About-to-Be-Patient-Zero at the Sheep & Poultry Barn. *How does their lack of hygiene drive you away?*

The food truck serves a thing you have never heard of.

TEMPTATIONS

A chance to win an immense stuffed animal... which you then have to lug around. *Who is waiting for it at home?*

Free samples of "El Fuego" chocolate ghost pepper chorizo cookies.

A prescription vial of Fentanyl abandoned on a bench next to 4mg of NARCAN nasal spray. *Why do you recognize the opioid and corresponding overdose treatment?*

Shaking hands with your favorite politician. *How far will they go to get your vote today?*

Bootleg Airbrush T-Shirt. *What neon message do you have emblazoned beside a bootleg licensed character?*

A spur-of-the-moment opportunity to be the off-the-street judge for a chipped beef dip recipe contest.

A vending machine that dispenses aspirin and acid reflux tablets.

A free swag bag. *What contents bring you closer to your Drive?*



:: Ring 3 ::
Suspicion and Proof

The day wears on. Food no longer provides pleasure. Crowds grow thick. It's a day of record-breaking attendance!

The first Butter Princess sculptures are revealed in the Dairy Building, but *The Princess*, the one true sculpture, won't be declared until later.

Prove you are worthy to complete your Drive.

MOMENTS

Sunlight glares off of two rodeo champions as they compare their belt buckles.

A stranger is having a medical emergency.

A lost child is holding your hand, unaware you are not their parent.

Someone tears a gap in the butterfly enclosure. Insects flutter out, obscuring sight.

A pushy vendor insists you buy something. *What do they offer that repulses you?*

Last year's trophy winner watches you from the shadows.

TERRORS

Theft. *What did you lose, and who do you suspect?*

A familiar face approaches in the crowd. *What could they unwittingly reveal that the others can use against you?*

Pioneer Days booth. *What troubling bit of history is revealed here?*

A carnival ride breaks catastrophically.

A biological break. *Why is it suspicious that someone needs a moment alone right now?*

Security with a few questions to ask

Social media influencer, with camera rolling. *Why do they want to capture you on video?*

Irate parent demanding their "rights"

TEMPTATIONS

Contests! *Victory at any contest might grant a backstage tour of The Butter Barn, or let you use your notoriety to gain access to the Butter Princess sculpture.*

GM Note:

The Contest Roll on page 5 may be useful if a contest is player versus player. Otherwise make liberal use of the Ruin Roll here.

Sing your heart out in karaoke

Ride the Electric Bull

Win a bid in an auction

Prove your strength at the hammer game

Wrestle a greased pig

Go-kart race

Eat the most hotdogs (or pie)



:: **Ring 4** ::
Pressure

Lights flicker on. The sun sets. Stamina wanes. But the fair goes on.

“Due to circumstances beyond our control, some nearby exits may be closed.” Security sets up little signs directing you to the nearest exit. Some signs contradict each other.

Who is the big attraction at The Grandstand Stage Concert this year?

The carving of all twelve Butter Princesses is complete. They will crown a winner soon and you will know this year’s True Butter Princess.

MOMENTS

A frenzied polka begins.

Overstimulated children, pushed far past nap time, collapse, howling.

The Grandstand Stage Concert grows to a crescendo.

The year’s Butter Princess is crowned. Now you know which statue you seek.

TERRORS

Crumpled list of judge’s notes. *How did they crush your ambition?*

Crowds of squirming bodies amid strobe lights

Washed up musician. *What horrible memory does their music elicit?*

Criminal rival. *What ruptured your partnership?*

Security with even *more* questions to ask

Terrifying Dairy Clown Car. *No time for questions. Save yourself.*

TEMPTATIONS

The Butter Handmaidens arrive, intent on transporting the butter busts to a more suitable location.

A ring of keys left hanging in a door

An electric cart toting rubbish bins, keys in the ignition. It could easily haul a 90-pound slab of butter.

The hot rod car show, CherryBomb glasspacks vibrating the air, keys dangling in the ignition of a particularly choice vehicle.
Custom bike shorts with udders

An unattended chainsaw, normally used to carve tree trunks into bear sculptures.

A t-shirt cannon



:: Ring 5 ::

Desperation

The fireworks finale begins. Darkness, punctuated with bursts of light and sound provide cover for the big butter heist.

Dilemmas regarding Drives

GM Note:

See the Contest Roll on page 5

If players need to steal that butter sculpture, body heat and the night air make it grow slick and slippery.

If they need proof they dealt the crushing blow to the sculpture, are they live-streaming proving their guilt to the world, or can their cellphone be stolen?

If they need to protect the wholesome nature of the Butter Princess, prepare for battle, Dairy Defender! Villains are everywhere!

MOMENTS

The fireworks show goes awry, setting things aflame, taking out power sources.

The enraged Butter Princess, in the flesh, tiara gleaming in the fireworks. The Princess chases you down the promenade. Bystanders recognize her visage in the butter you hold.

TERRORS

Glass-doored refrigerators filled with rows of *nearly identical* butter busts. *Which is The One True Princess?*

Your bodies revolt at what you have put them through today. *How do you feel the strain?*

A somber memorial to aerial stunt performer Kitty Middleton and tightrope walker Lloyd Rellim, performers who died at the fair while entertaining the masses. *What's a good way to make a death look accidental?*

Crowds of adoring fans

Eyewitnesses

Security with police backup

TEMPTATIONS

The sculpture of The True Butter Princess!

CONSOLATION PRIZES

Should you fail to claim the Butter Princess bust, perhaps one of these will be a salve?

One of the 11 other lesser butter busts

A stolen first place blue ribbon

A jar of antacid tablets

Rodeo champion belt buckle

A mammoth cheese wheel



Appendix: Grab-n-go characters

a few with unique Drives or Skills

Sue Vide Ruin: 2

- Occupation: Food blogger — hype, taste, banter
- Background: Destitute annual season pass holder — navigation
- Feat of Hubris: Weave - pass through congested spaces with ease
- Drive: Steal the carved butter icon for a private collector

Bettie Royale Ruin: 3

- Occupation: Tchotchke buff — appraisal, hoarding, vigilance
- Background: Second-place baking competitor — snobbery
- Feat of Hubris: Food Fight - cause harm with food, Sales - let someone have your way
- Drive: Smash the work of your rival, champion butter sculptor Margie Doepke

Esme Hass-Tierre Ruin: 3

- Occupation: Sunday Schoolmarm — exhortation, counting, time management
- Background: Wrongfully terminated artificial inseminator — willpower
- Feat of Hubris: Sales - let someone have your way, Banshee Shriek - stop all in their tracks
- Drive: Change your reputation as the disgraced 2019 Butter Princess

Archie Zeefries Ruin: 2

- Occupation: Besotted soothsayer — imbibing, prognostication, impatience
- Background: Guilt-bedeveled evangelist — exhortation
- Feat of Hubris: Farmer's Almanac - bend the weather to your will
- Drive: Bring the butter bust back to the White Earth Reservation because the commodity butter ran out and you have bluegill fillets to fry

Reuben Vang Ruin: 2

- Occupation: Battle of Bands runner up — bravado, electronics, dexterity
- Background: Mall cop on administrative leave — strongarm
- Feat of Hubris: Banshee Shriek - stop all in their tracks
- Drive: Preserve the icon of the Butter Princess, in all her glory. Get that butter sculpture to safety!

Abdi Tierre Ruin: 3

- Occupation: Livestock virtuoso — animals, barns, riding
- Background: Indolent farmer — haggling
- Feat of Hubris: Farmer's Almanac - bend the weather to your will, Repulse - drive away animals or people
- Drive: Earn your place on the Board of the Midwest Dairy Association

Sal Tierre Ruin: 3

- Occupation: Dairy devotee — chugging, churning, cheese
- Background: Escaped dairy golem — humanity
- Feat of Hubris: Customer Service - sway a situation with kindness, Food Fight - cause harm with food
- Drive: Liberate the Butter Princess, *a la* "Bride of Frankenstein". Are you, dairy golem, liberating the butter bust or the human princess?

Skip 'Barrel' Odenberg Ruin: 3

- Occupation: Food blogger — hype, taste, banter
- Background: Reflux-ridden pronto pup eating champ — consumption
- Feat of Hubris: Gullet - consume with an inhuman capacity, Repulse - drive away animals or people
- Drive: Steal and devour the butter sculpture!

Lando duLac Ruin: 2

- Occupation: Wannabe YouTuber — video, stunts, narcissism
- Background: Reflux-ridden eating champ — consumption
- Feat of Hubris: #1 Foam Finger - draw attention to yourself or divert it elsewhere
- Drive: Bring the decorative butter bust home to add "spice" to your mother's terrifyingly plain potatoes

Chua Gibbs Ruin: 3

- Occupation: Grease monkey — mechanics, driving, corners
- Background: Penniless grifter — sympathy
- Feat of Hubris: Bedazzle - briefly blind another, Weave - pass through congested spaces with ease
- Drive: Send that butter sculpture for a YouTube-worthy ride on the Electric Viper

BUTTER PRINCESS

CULTURED
CREAM

NET WT 4 OZ (113g)

NAME

OCCUPATION (choose 1)

- Food blogger — hype, taste, mastication
- Livestock virtuoso — animals, barns, riding
- Besotted soothsayer — imbibing, prognostication, misdirection
- Grease monkey — mechanics, grease, corners
- Tchotchke buff — appraisal, hoarding, vigilance
- Wannabe YouTuber — stunts, narcissism, incite
- Battle of Bands Underdog — bravado, electronics, wail
- Social Justice Warrior — cancel, network, resistance
- Homeschool Parent — exhortation, counting, time management

PRONOUNS

RUIN



BACKGROUND (choose 1)

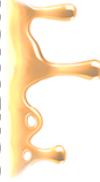
- Second-place baking competitor — snobbery
- Destitute annual season pass holder — navigation
- Mail cop on administrative leave — strongarm
- Befuddled conspiracy theorist — misdirection
- Penniless grifter — sympathy
- Guilt-bedeviled evangelist — exhortation
- Reflux-ridden hot dog eating champ — consumption
- Wrongfully terminated artificial inseminator — willpower
- Escaped dairy golem — humanity

FEATS OF HUBRIS

starting Ruin = 1 + number of Feats chosen

- Bedazzle - briefly blind another
- Customer Service - sway a situation with kindness
- #1 Foam Finger - draw attention to yourself or divert it elsewhere
- Gullet - consume with an inhuman capacity
- Repulse - drive away animals or people
- Sales - let someone have your way
- Food Fight - cause harm with food
- Weave - pass through congested spaces with ease
- Farmer's Almanac - bend the weather to your will
- Service Animal - use your service animal to disregard a rule or regulation
- Banshee Shriek - stop all in their tracks

CONDITIONS



DRIVE (choose 1)

- Steal the carved butter icon for a private collector
- Smash the work of your rival, champion butter sculptor Margie Doepke
- Change your reputation as the disgraced 2019 Butter Princess
- Prove your love to the Butter Princess herself
- Earn your place on the Board of the Midwest Dairy Association
- Send that butter sculpture for a YouTube-worthy ride on the Electric Viper
- Bring the decorative butter bust home to add "spice" to your mother's terrifyingly plain potatoes
- Bring the butter head back to the White Earth Reservation because the commodity butter ran out and you have bluegill filets to fry
- Destroy this symbol of representative butter art so abstract butter sculpture can gain a foothold in the Minnesota Museum of Modern Art
- Summon the Spirit of Butter to this earthly plane, by sacrificing the butter bust on your home altar