

RENEWAL & Riot

A hopepunk-themed Lasers
and Feelings hack



It's modern-day, modern year. You live in a small urban neighborhood that's seen better days, and you and your neighbors want to work together to revitalize it. But something is threatening your neighborhood, and you all have to work together to stop the threat and bring your piece of the city back to life. What will happen to your friends, family, home, and yourself?

Players: Create Characters

1: Choose a style for your character: **Insightful, Brave, Weird, Leader, Serious, Techy, Mischievous, or Artistic**

2: Choose a profession for your character: **Carpenter, Gardener, Student, Teen, Parent, Plumber, or Teacher.**

3: Choose your number, from 2 to 5. A high number means you're better at **RENEWAL** (fixing things, creating, building new projects, tinkering, befriending, persuading, book smarts, calm, precision, details). A low number means you're better at **RIOT** (protesting, fighting back, mutual aid, intimidation, street smarts, demolition, destruction, intuition, "big picture").

4: Give your character a **name**. It could be a typical modern name or an alias.

You have:

- A cell phone (with texting and internet access)
- A local library card
- A monthly train/bus pass for transportation
- An outfit of your choice
- A trinket that's personal to you

Your goal: To stop the threat looming over you and your neighbors and to save your neighborhood.

Players: Create the community center.

As a group, pick two strengths for your local community center: **Well-built, Audio/Video Equipment, a 3D printer, Neighborhood History Archive, Mental Health Services, City Council Liaison, Art Studios.**

Additionally, pick one problem: **Barely Funded, Poor Reputation, Bad Management, Limited Tech Access.**

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared, and **+1d** if you're skilled/have the right tools. (The GM will tell you how many dice to roll, based on your character and the situation.)

Roll your dice and compare each die result to your number.

If you're using **RENEWAL**, you want to roll under your number.

If you're using **RIOT**, you want to roll over your number.

0: **If none of your dice succeed:** it goes wrong. The GM will say how things get worse.

1: **If one die succeeds,** you just manage it. The GM will inflict a complication, harm, or cost.

2: **If two dice succeed,** you do it well. Nice!

3: **If three dice succeed,** you get a critical success! The GM will tell you some extra beneficial effect you get.

!: **If you roll your number exactly,** you have **RENEWAL RIOT**. This counts as a success. You get a special insight into what's going on.

Ask the GM a question and they'll answer you honestly. Questions could be (but are not limited to): Who's behind this? What should I be on the lookout for? What's the best way to ___? What are they really feeling? What's really going on here?

GM: Frame the answer by explaining how the character knows this new information. Is it something they remembered, intuited, researched, observed...?

Helping: If you want to help someone who's rolling, say how you try to help them and make a 1d6 roll.

If you succeed, give them +1d.



GM: Create the Problem

Roll or choose on the tables below.

A Threat...

1. The City
4. A Corporation
2. A Karen (could be any gender)
5. A Violent Gang
3. A house flipper company
6. The Police

Want(s) to...

1. Destroy
4. Build
2. Sabotage
5. Corrupt
3. Steal
6. Control

The neighborhood; specifically, the:

1. Community Center
4. Housing
2. Library
5. Plants and wildlife
3. Parks
6. Schools

Which will...

1. Gentrify the neighborhood
4. Damage the local ecosystem
2. Price residents out of their homes
5. Destroy local resources
3. Ruin the local economy
6. Fix everything

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Based on *Lasers & Feelings* by John Harper. <https://johnharper.itch.io/>

Influences: *Do the Right Thing* (1989), *Barbershop* (2002), *Priced Out* (2017), *Breakin' 2: Electric Boogaloo* (1984), *Sister Act 2: Back in the Habit* (1993), *Rilakkuma & Kaoru* (2019), *Mr. Magorium's Wonder Emporium* (2007), *The Blues Brothers* (1980), *Be Kind Rewind* (2008).

Contact me at profgoggles@gmail.com or see my other games at <https://lady-goggles.itch.io>

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GM: Run the Game

Play to find out how the characters defeat the threat.

Introduce the neighbors by asking each player 2 questions about their character. Some questions include, but are not limited to: "Why did you move here? Do you plan on staying here or eventually moving? Why are you invested in the neighborhood? What do you like about your neighbors? What do you think of [Character X]?"

Introduce the threat by showing evidence of it's recent badness.

Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. "The woman in front of you makes a disgusted face and whips out her phone, threatening to call the police. What do you do?"

Call for a roll when the situation is uncertain.

Don't pre-plan outcomes – let the chips fall where they may.

Use failures to push the story & action forward.

The situation always changes after a roll, for better or worse.

If you don't know something, **ask the players!** "Who's your contact? How long does it take to get down to city hall? Where's the flipped house going to be located?"

