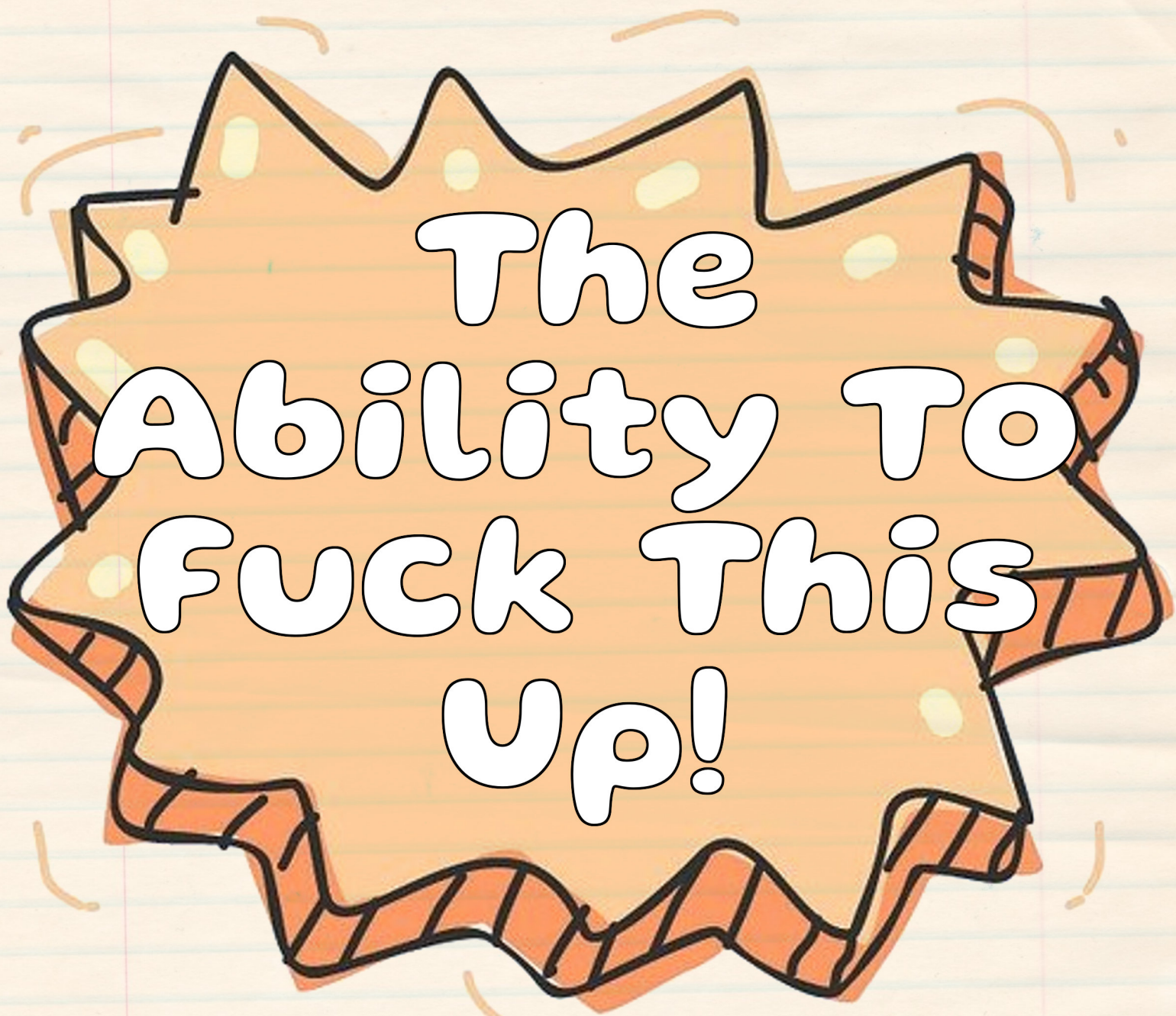


You Have One Ability....



Time To Fuck It Up!

In "*You Have One Ability...The Ability To Fuck This Up!*" you play as people with one ability.

The ability to fuck up whatever task they are currently trying to do.

This game can be played with or without a GM.

What You Need

- 2 ten-sided dice
- A way to take notes

Story Creation

Before the game starts the players should use the roll tables to generate a Goal and a Starting Situation (or make up your own).

Goal: The goal is what the characters are aiming to do during the story.

Starting Situation: Most scenes in "Fuck It Up" start in medias res, as the players encounter their first hurdle.

Much like the start of a comedy skit, how they got there isn't important, what matters is how they handle this first opportunity for chaos.

Character Creation

Once this is done, each player should come up with a character for themselves.

In Fuck It Up, characters all share one ability (the ability to fuck up every task they attempt) thus, all a character needs is a name and a manner of speaking.

Once everybody is ready, go around the table and have each player introduce their character.

Game Start

The GM lays out the situation, expanding on the "Starting Situation" however they wish.

When this description is complete, the GM rolls the 2 d10s. The total of these two dice becomes the first "**Fuck This Up**" Value.



Flow Of Play

A player role plays something they want to do to try solve the current situation or to advance towards the goal.

This could be a physical action, social action, or something totally off the wall.

Once they've explained it, the player rolls the D10s.

Not Fucking It Up

If the total of their roll is equal to or under the current **"Fuck This Up"** value, then the player succeeds at the task.

The value they rolled becomes the new **"Fuck This Up"** value.

The GM explains the fallout from this success.

Another player then gets their turn, and this process repeats.

Fucking It Up

If the player rolls higher than the current **"Fuck This Up"** value, they fuck up the task in a way that the GM explains.

The value they rolled becomes the new **"Fuck This Up"** value.

Another player then gets their turn and this process repeats.

Fucking Double and Double Fuck

Sometimes things go unexpectedly.

However, the unexpected can work in your favor.

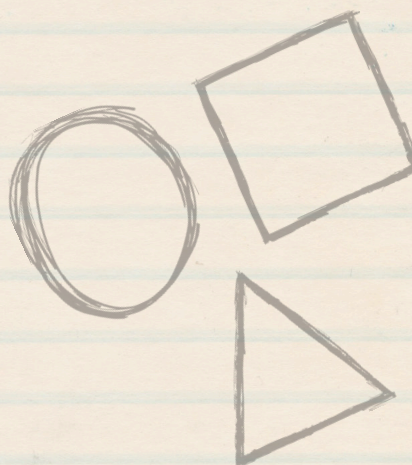
If you roll the same number on both d10s you achieve either a Fucking Double or a Double Fuck.

If you roll a double and the total is under the **"Fuck This Up"** value then you achieve a **Fucking Double**.

If you get this, your action is amazingly successful, more successful than you could have ever imagined!

If you roll a double and the total is over the **"Fuck This Up"** value then you achieve a **Double Fuck**.

Not only do you fuck the task up, but you do so in a strange or statistically unlikely way that causes even more problems.



A Note On Fuck Ups

A fuck up is not a hard failure.

Just like in real life, a fuck up may introduce new problems or make a task harder.

However, it can be overcome with persistence and determination.

The Three Stooges and other classic comedies are great examples of this.

The protagonists are presented with a seemingly simple task only for something to go wrong.

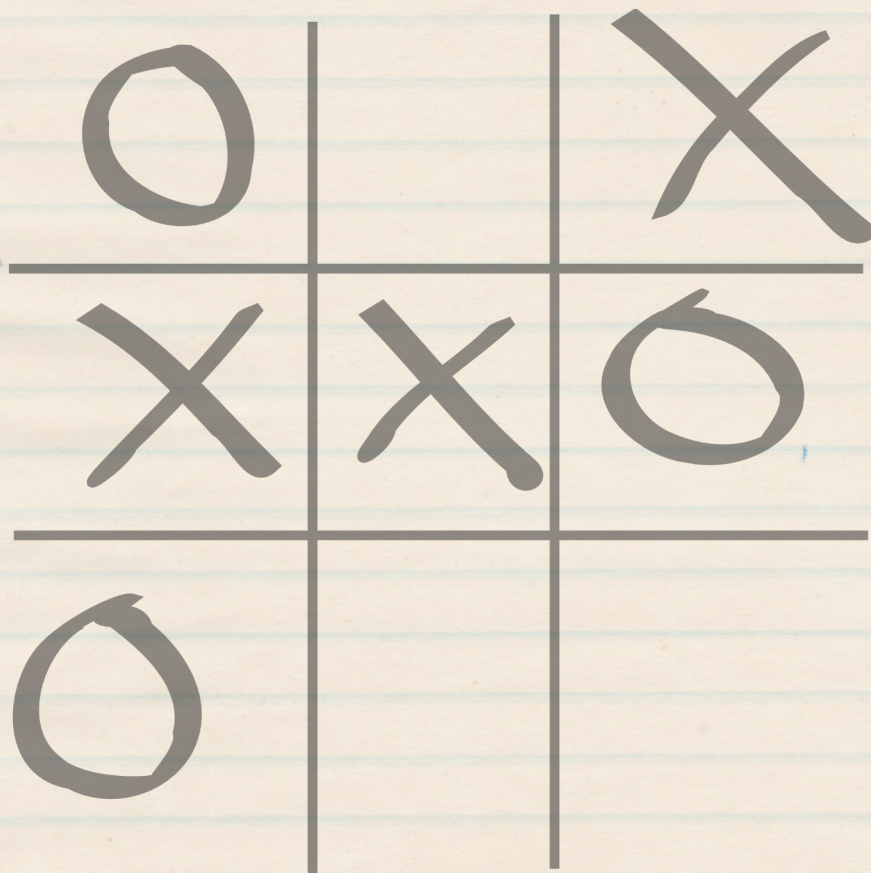
As they attempt to deal with this new problem, more problems occur and the situation escalates and chaos ensues.

Play Without A GM

The game works perfectly well without a GM.

In a game without a GM, the first player rolls the starting **Fuck This Up** value.

Rather than the GM explaining the results of the player's actions, the players come up with their own fallout.





Goals



Number (based on the total of 2d10)	Goal
2	Fake An Event
3	Hide Evidence Of An Event
4	Win A Contest
5	Deliver An Item
6	Go Shopping
7	Escape A Location
8	Host A Successful Party
9	Complete A Job
10	Try To Have A Normal Day
11	Make Money
12	Hide An Item
13	Film A Movie Or TV Show
14	Organizing An Event
15	Try And Host Two Events At Once
16	Impress An Authority Figure
17	Solve A Mystery
18	Build Something
19	Help Someone Move An Object
20	Explore A Location

Starting Situation

Number (based on the total of 2d10)	Starting Situation
2	A Deception Had Just Been Discovered
3	Someone Is Trying To Antagonize You
4	Involved In Case Of Mistaken Identity
5	Just Had A Misunderstanding
6	Encountered A Wild Animal That Isn't Supposed To Be There
7	Looking For A Specific Item
8	Just Found Out You Have The Wrong Instructions
9	Trying To Find Transport
10	Just Found Something Weird
11	Just Been Arrested
12	Just Arrived At The Wrong Location
13	Something Just Broke
14	One Person Is Stuck In Something
15	Stuck In A Locked Room
16	Just Been Scared By Something
17	Something Is On Fire
18	Being Challenged By An Antagonist
19	Woken Up By A Noise
20	Just Realized That You Are Lost



About The Author

Starshine is a creator of tabletop RPGs and other board games. If you're keen to learn more or want to see other games, please visit:

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