

★**REVOLUCION**

GM your job is to make everyone hate the villains and enjoy taking them down.

START WITH THIS

Write these numbers on a notecard: Regime Strength 15, Regime Force 10, Movement Strength 0. Place the notecard where everyone can see it.

Make a notecard for each Conspirator NPC that will help the players. A Conspirator has a name, one or more skills, and a player they support. Make one Conspirator for each player to start with.

KEEP DOING

THIS until the Movement Strength is equal to the Regime Strength. First, do a Regime Scene for each player. Then have a Movement Scene for each player. Once everyone has had one scene of each type, start again with another Regime Scene.

In a Regime scene, you frame a scene where the Regime does something cruel. Describe the jackboot crushing their face, then grab 4-10 dice to represent how tough the Regime is being (more dice are tougher). Ask the player what skill they use to resist with. The player will pick up dice based on their skill. Roll your dice, add them together.

Whoever has the highest total wins.

If you win a Regime Scene you can:

- Add 1 to the Regime Strength
- Reduce one of the player's skills to half for their next Movement Scene
- Get rid of one of the player's Conspirators

In a Movement Scene, just play the NPCs. Be evil, conniving, kind, deceitful, helpful, loyal. The players will do the rest.

IN THE END

the Movement Strength will be greater than the Regime Strength. When this happens the players have won, their cause is triumphant. Have each player describe what they do as the Regime

falls to shape the new status quo. They'll know how to handle the rest.

WHEN IN DOUBT

have the Regime do something absurd, petty and mean.



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SETTING

The heroes of Universe 52632-Tangent B have lost their greatest battle. The fate of what's left of the world is in the hands of a few remaining champions. What will the world be like when they defeat the evil that's taken over?

The Earth has fallen at the hands of the combined might of thousands of villains, led by evil thoughts incarnate, Negatheus. The villains first move was to teleport the Earth into the emotion well of Ome, the living black hole. Ome's presence has sucked hope, joy, and every other emotion from the entire populace, leaving only despair.

With most of the world trapped in a spiral of loathing and hate, Negatheus' army took or

destroyed every major metropolitan area. Sydney is a wasteland, Paris a crater, and St. Petersburg has been converted into a single monstrous Reeducation Center where people are bent to evil causes.

Using the villainous talents of the mad chemist known as Prescription, Negatheus has become the sole distributor of the drug VIV. Although mildly toxic, VIV does allow the user to escape the crushing despair of Ome's emotion well, at least for a time. The distribution of VIV gives Prescription and Negatheus the only thing of value on the grey world of Earth.

Only a few heroes survive, hidden in secret fortresses and satellite clubhouses. Those with some resistance to Ome's will have started to organize a resistance. The heroes

never go down without a fight.

TENANTS

These are the things Negatheus' regime stands for. The players' Rhetoric is always directly opposed to the Tenants.

FREEDOM IS DEAD

Obedience to Negatheus is absolute. To disobey is to condemn yourself to eternal suffering in Ome's presence. No one would be foolish enough to disobey Negatheus.

HUMANITY

DESERVES DEFEAT

Negatheus' rule is founded on the principle that humanity does not deserve to exist. To gain support he tells his followers that they are of enough value to be kept,

but Negatheus' ultimate goal is to reduce humanity to an idea by wiping out every human being in the universe.

SUFFERING IS LIFE

There is no promise of a better world in Negatheus' regime. Suffering is the default state, only those that please Negatheus or earn their place get to escape the never-ending pull of Ome's emotional pit.

THE HEROES LOST

The villains believe their victory to be absolute. The heroes have been beaten, killed, converted, or driven away. All that remains is evil.