



24 Hour RPG
Begun 5:20 Friday the 23rd of July
By: Charles Smith

SPAM

SUPER POWERED AWESOME MUTANTS

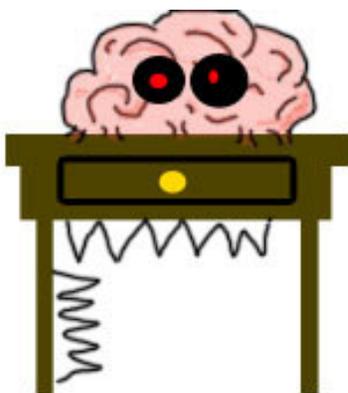
A bomb hit or something. The world has been changed... some say awakened. Most say hideously mutated. You don't care. You never paid too much attention to that kind of thing anyway. Let's go beat up that giant lobster over there and take his stuff!

INTRODUCTION: SPAM is a tabletop RPG. If you don't know what that is, stop reading this. Right now. I don't want to ruin your chance of ever wanting to play RPGs. Also put this down if you only play games in which you get to take on another persona. The purpose of SPAM is to roll up a crazy awesome mutant and then beat the (un)living snot out of something evil (or something good, we're not here to judge)

WHAT YOU NEED TO PLAY: All you need to play SPAM is a couple of d10s, some d6's, and the inclination to do something of no conceivable social value for at least an hour.

HOW TO PLAY: Character creation in SPAM is as easy as rolling about twelve zillion d10's and then writing down a bunch of things. Let's start with...

ATTRIBUTES



The following are attributes that SPAM uses. If you don't know what attributes are, you are referred to the introduction. I only have 24 hours which is not enough time to explain rudimentary things to you like "what are attributes." You see? I've wasted too much time already. Here they are:

STRENGTH: How badly you can lay the beatdown on those who disagree with you, assuming of course you do so with your fists, or possibly some sort of rock.

TOUGHNESS: How long it'll take someone to lay the beatdown on you when they disagree with you, be it via rock or some class of nuclear missile.

QUICKNESS: How easily you can get out of the way of a nuclear missile launched at you by someone who disagrees with you and notices that you have enough toughness for them hitting you with a rock to be pointless.

MENTAL STRENGTH: How easily you can lay the beatdown (noticing a pattern yet?) on people who disagree with you, assuming that you have some sort of mental power. If you don't, you can use it to win science fairs and other crap no one cares about.

MENTAL TOUGHNESS: How long it'll take someone to melt your brain. This is a surprisingly common occurrence in SPAM.

MENTAL QUICKNESS: How intelligent you are. HA! You thought this was going to be about avoiding mental attacks. It is, but that's not what I said! HA!

For each attribute roll 2d10, add the two together, then record the score. Do not arrange as desired, you gets what you rolls.

MUTANT TYPE

Now that you have your attributes, it's time to find out something about your mutant. Let's start with what type it is. Roll d100, and then consult the following table to find out what your mutant type is:

Roll	Mutant Type
01-25	Mutated Human
26-50	Mutated Animal
51-75	Mutated Fish
76-99	Mutated Plant
00	Mutated Furniture

The result is what your character was, before they mutated into a hideous freak (albeit, a hideous freak with super powers.) They will affect many things throughout character creation, including the following attribute mods:

MUTATED HUMAN: You get nothing. Ha!

MUTATED ANIMAL: +2 to all physical attribute, -2 to all mental ones. Free Mutation: Tail.

MUTATED FISH: +2 to all mental attributes, -2 to all physical ones. Free Mutation: Gills.

MUTATED PLANT: +2 to all attributes except Quickness, which gets -5. Free Mutation: Photosynthesis.

MUTATED FURNITURE: +1d10 to all attributes, and then -1d10 to all attributes. Free Mutation: Tough Hide.

AWESOME SUPER POWERS

This is the fun part, this is where you get to roll for the super powers that make your mutant awesome. Or not awesome. Pray to whatever dice gods you worship, because good rolls can make you a god, and bad rolls a less powerful god.



First roll 1d10+1. This is how many times you roll for mutations (also known as awesome super powers). Despite common belief to the contrary, radiation has no adverse affects on the human body, unless you think that tentacles that shoot lasers are “adverse”.

Once you know how many times you roll for mutations, you have to actually roll for mutations. Roll d100, then consult the mutation table. Write down the mutation corresponding to your roll. Repeat until you have no mutation rolls left.

If you roll the same mutation twice, you get two of those mutations (i.e. no rerolls). Any die rolls that are listed in brackets are rolled ONCE when the mutation is gained, and that roll is used forever.

Note: Many of these mutations affect things that have not been explained yet. You'll figure out what they mean in the combat section. For now, just enjoy their awesomeness.

Roll	Mutation
01	Lasers: You can naturally shoot Lasers. Roll on the Body Part table to see where they issue forth from. Your lasers do (1d6)d6 damage.
02	Tentacles. You have tentacles. Roll d100, 01-25 they are in place of your arms, and 26-00 they are in addition to your arms. Tentacles have their own Strength score (roll 2d10) and can be used to make unarmed attacks for 2d6 damage.
03	Huge Size. You over 10 feet tall. You get +5 to all physical attributes, and +1d6 damage in melee combat.
04	Giant Body Part. One of your body parts is disproportionately large. Roll on the Body Part table to find out which one. You have +5 to the body part's key attribute.
05	Tough Hide. You have naturally tough skin. You gain 4d6 extra Physical HP.
06	Extra Mouth. You have a mouth growing from some part of your body. Roll on the Body Part table to see where. The mouth can be used to talk, eat, and use breath based powers (which may be used twice as one action).
07	Wings. You have wings, and thusly can fly. Roll d100, on a 01-25, they are in place or your arms, 76-00 they are in addition to your arms.
08	Bad Smell. You smell really bad. Everyone (allies included) are at -1 to all rolls when near you.
09	Telekinesis. You can move things with your mind, just as easily as you can in real life, except you roll Mental Strength. You can even fight with weapons by levitating them (using your Mental Strength to figure damage).
10	Pyrokinesis. You can create fire mentally. In addition to being always able to start a fire, you can shoot fire (dealing (1d6)d6 damage).

- 11 Psychic Flight. You can fly using your mind.
- 12 Stretching Body Part. One of your body parts can stretch to up to 10 times its normal length. Roll d100. On a 00, you can stretch, but you cannot unstretch.
- 13 Bio Missiles. You can shoot missiles from some part of your body. Roll on the Body Part table to see where they issue forth from. Your missiles do (1d10+1)d6 damage, and regrow at a rate of (1d6)/day.
- 14 Electricity Control. You can shoot electricity at people, as long as there is some nearby (ie a machine that uses power). It does (1d10)d6 damage.
- 15 Bad Breath. You can shoot your breath at people, dealing 1d6 damage.
- 16 Fire Breath. You can shoot your breath at people, dealing (1d10)d6 damage.
- 17 Cold Breath. You can shoot your breath at people, freezing them. They must roll mental toughness each round to escape.
- 18 Poison Needle Shooters. You have needle shooters on some part of your body. Roll on the Body Part table to see where on your body they are. Your needles don't actually do any damage, but anyone hit by them is poisoned and will die in (1d6) days if not given the antidote (which you know for some reason).
- 19 Claws. You have claws. You can attack with them for (1d6)d6 damage in melee. Roll d100. 01-50 they're retractable, otherwise they are always out.
- 20 Bio Gun. Don't ask me how, but your body managed to grow a gun somehow. This weapon does (1d6)d6 damage, and sprouts from a body part determined by rolling on the Body Part Table. You grow 10 bullets a day.
- 21 Mandibles. You have insect-like mandibles. You can bite for (1d6)d6 damage.
- 22 Wheels. You have wheels instead of feet. Your quickness increases by (1d6).
- 23 Super Fat. You are grossly obese, which gives you super powers! Add 1d10 to your Toughness, but subtract 1d6 from your Quickness.
- 24 Blindsight. You can see with your eyes closed. Whoopee.
- 25 Death Warts. You have warts on your body that can be made to leap off and explode on people. Every day you grow 1d6 warts, and the warts from the previous day remain unless you caused them to explode. Each wart deals 1d6 damage when it explodes.
- 26 Turn into Jelly. You can turn yourself into a goo-like substance at will. In this form you cannot attack, but you take half damage.
- 27 Turn into Bugs. You can turn yourself in a mass of bugs at will. When activated, your body dissolves into 1d1000 bugs. If more than 50% of the bugs are squished, you die.
- 28 Cyclopes. You have only one big eye. This gives you +5 Mental Strength, because we all know mutations have to be helpful.
- 29 Rotten. Your skin is rotting and falling off, which allows you to... um... you get plus 1d6 to... let's say toughness.
- 30 Extra Body Part. Roll on the Extra body part table. You now have another one, giving you +4 to its key attribute.
- 31 Tail. You have a tail, giving you +2 to Quickness, and a lovely tail.
- 32 Living Hair. Your hair is alive, and can move via your mental command. The hair can attack for (1d3)d6 damage.
- 33 Sharp Teeth. You can make a bite attack for (1d6)d6 damage.
- 34 External Brain. Your brain is on the outside of your body, taking away 5 from your

- Toughness, and adding 10 to your Mental Strength
- 35 Skinriding. You can put on the skin of a dead body and wear it like a suit, appearing to be that person.
 - 36 Snake Legs. Instead of legs, you have a long snake body. You lose 2 Quickness, but gain 2 Toughness. Plus you have badass snake legs.
 - 37 Power Tongue. If, at any time, and for any reason, you need to make a roll involving your tongue, you automatically succeed.
 - 38 Long Tongue. You can lick things at a distance. Let's also say the licks do... 1d6 damage.
 - 39 Super Speed. Your quickness is +10, and you can run incredibly fast.
 - 40 Cyber-part. You have somehow managed to make part of your body cybernetic... due to exposure to radiation... I said somehow... anyway, roll on the Body Parts Table and add +3 to that parts key attribute.
 - 41 Astral Projection. You can become incorporeal, allowing you to move through walls, and not be attacked. While active, you can't attack either, except other "astral" mutants.
 - 42 Grow. You have the ability to grow, gaining +5 to all physical attributes while large, as well as +1d6 to all melee damage, but you can return to your natural size at will.
 - 43 Shrink. You have the ability to shrink, gaining +2 to quickness, and -5 to Strength and Toughness. When small, you can fit into small holes and junk. Or something.
 - 44 Kamikaze. You can will yourself to explode, dealing 1000 damage to yourself and everything around you.
 - 45 Mind Melt. You can attempt to melt people's mind. This Psychic attack deals (1d10)d6 mental damage.
 - 46 Quills. You have quills all over your body. Anyone who hits you with a melee attack takes 1d6 damage.
 - 47 Ghost Touch. You can transform melee weapons (and natural weapons) into objects that deal Mental damage instead of Physical damage.
 - 48 Insanity beam. You can shoot a beam that makes people go insane, but it can backfire. For the attack, make opposed Mental Strength rolls. The loser takes (1d10)d6 mental damage per success, and then another 1d6 damage per success each round until they are reduced to 0 Mental HP, at which point instead of dying they just go nuts.
 - 49 Plague Carrier. You have the plague. Anyone who comes near you must make an opposed Toughness roll or get it too (which means people near THEM must make toughness rolls). You (and anyone you infect) take 1d6 points of unhealable damage/day. That's right, it's a mutation.
On the upside, you can shoot plague at people, dealing 1d6 points of damage per point of Physical HP you spend.
 - 50 Power Absorption. Any time you are hit with a psychic attack, you may make an opposed Mental Quickness roll with your attacker. If you win, you heal the damage that would have been dealt to you instead. If you fail, you take double damage.
 - 51 Acid Blood. Anyone who hits you with a melee attack takes (1d6)d6 damage as your blood sprays all over them and melts them.

- 52 Psychic Feedback. Anyone who hits you with a psychic attack takes (1d6)d6 mental damage from the mental feedback.
- 53 Teleportation. You can teleport up to 1 mile.
- 54 Time Unravel. You can undo time. You may take back up to 3 actions per game session.
- 55 On Fire. You are constantly on fire, although this does hurt you. Anyone who hits you with a melee attack takes 1d6 damage, and when you hit with a melee attack you do an additional 1d6 damage.
- 56 Genius! You gain +10 to all mental attributes.
- 57 Genius at Sports. You gain +10 to all Physical attributes.
- 58 Extra guts. You have so many innards that it's almost embarrassing. If you would normally die from loss of physical HP, instead you lose this mutation as you cough up your second heart, and a few of your less important intestines spill out your gut. You are now still alive, but at (1d10) Physical HP.
- 59 Gills. You can breathe underwater. If you are a fish mutant, roll 1d100. 1-25 you can ONLY breathe underwater, and 26-00 you can breathe normally in and out of water.
- 60 Spider Webs. You can spin webs like a spider. No, not like spiderman like a SPIDER. Out of the spider web sac thing that is now on your butt. Webs have (1d6) dice to resist being broken by someone stuck in them.
- 61 Angry Growth. You have an angry growth on your back that resembles a head. It doesn't like you, and can breathe fire (roll mental stats for it). Its breath does (1d6)d6 damage. It usually won't attack you due to the fact that it would also die.
- 62 Regeneration. You heal 1 Physical HP a round.
- 63 Cat-like Reflexes. You can perform two actions in a combat round, and automatically go first on initiative (unless fighting another mutant with this power, in which case you make opposed Quickness rolls to see who goes first)
- 64 Extra Brain. You have another brain. While this makes you look like a hideous two brained freak, it gives you an extra 5d6 Mental HP.
- 65 Got No Bones. You have no bones. When you are attacked, you take 10 less damage. On the flip side, you have trouble walking and have to ooze everywhere, giving you -5 quickness.
- 66 Eyes On the Back of Your Head. You can see all around you, and cannot be surprised or anything.
- 67 Vampire Fangs. You have fang that deal (1d3)d6 physical damage. You heal any damage you deal with them.
- 68 Splitting. You can split into two versions of yourself, although it is mentally draining. You may take two different actions whenever you are split, but each round both versions of you take (1d6)d6 mental damage.
- 69 Shapechange. You can change your shape at will. Go nuts.
- 70 Psionic Blasts. You can shoot psionic beams from a random part of your body. Roll on the Body Parts Table. This beam does (1d6)d6 mental damage.
- 71 Energy Barf. You can shoot a certain type of energy from your mouth. Roll on the energy type table to see what kind.
- 72 Energy Body. You can turn your body into a type of energy. Doing so will deal damage to you and everyone in your immediate area equal to the damage of the

- energy type you roll (Roll on the Energy Type Table)
- 73 Body Part of Energy Type. One of your body parts (Roll on the Body Part Table) can turn into a type of energy (Roll on the Energy Type Table). If someone comes into contact with your limb in that form, they take damage equal to the energy type's damage.
 - 74 Boxing Glove Hands. Your hands are shaped like boxing gloves, only less soft. They do (1d6)d6 damage, but you can't hold things.
 - 75 Chainsaw Hand. One of your hands has mutated into a chainsaw. You can't hold things with it, but it deals (1d10)d6 damage, and double damage if pull off a good one liner right before the attack.
 - 76 Super Strength. You get +10 Strength.
 - 77 Turtle Shell. You get +10 Toughness.
 - 78 Bee Hive Back. Your back is a bee hive. You can release the bees, which will attack for (1d6) rounds before returning to your back. The bees deal (1d6)d6 damage and have (2d10) Strength.
 - 79 Body Part of the Gods. One of your body parts is the ultimate version of that body part, and perfect in every way. You get +20 to that body part's key attribute, unless it changes in the slightest (has clothes on it, gets scratched) at which point the bonus decreases to +5 until it is returned to normal.
 - 80 Mind Cannon. There is a cannon growing out of your head that shoots mental energy. It does (1d10)d6 mental damage, but it hurts you to use it (you take 1d6 physical damage each shot.)
 - 81 Vampiric Energy Fangs. You have fangs made out of a type of energy (roll on the Energy Type table). You heal any damage that you deal with them.
 - 82 Cannon Part. A part of your body has been replaced with a cannon. You take -5 to it's key attribute, but the cannon does 10d6 damage to it's target, and 2d6 damage to those around it (yourself included) when fired.
 - 83 Body of Stone. Your body is made of stone. Sadly, this includes your brain. You gain +10 to Strength and Toughness, and lose 5 from Quickness and all mental attributes.
 - 84 Jinx. Everyone has two less dice to everything while you're around, including yourself.
 - 85 Hairless. All your hair falls out, leaving more room on your head for brains. Gain +3 to all mental Attributes.
 - 86 Energy Immunity. Roll on the Energy Type Table. You take no damage from attacks of that energy type.
 - 87 Elemental. Roll on the Energy Type Table. You may make attacks using that type of energy, and take no damage from it, but you take double damage from another type (roll on the Energy Type Table, ignoring results of the type you already have)
 - 88 Mathimagician. You now roll one die for every 4 points of an attribute you have. Have fun calculating BA-HAHA! BA-HAHA-HAHA!
 - 89 Acid Sweat. After the first 3 rounds of combat, anyone who ATTEMPTS a melee attack against you takes 1d6 damage from you gross acidic sweat.
 - 90 Sentient Acne. Your zits are alive, and can protect you. They fire puss bolts at anything that attacks you on their own, rolling 3 dice and dealing (1d3)d6 damage.
 - 91 Spider Legs. You have legs like a spider, giving you +2 Quickness and the ability

- to climb walls.
- 92 Exoskeleton. Your skeleton is on the outside, giving you +4 Toughness and -2 Quickness.
- 93 Psychic Vampire. You may make psychic attacks dealing (1d3)d6 damage. You heal any damage you deal with this attack.
- 94 Photosynthesis. You make your own food and do not have to eat.
- 95 You Wouldn't Like Me When I'm Angry. If you take damage in combat, you gain +5 Strength and +5 Toughness. You also grow noticeably larger.
- 96 Rocket On Your Back. You have a rocket on your back, with which you can fly around at super-fast speeds. You may also decide to explode on someone, dealing (2d10)d6 damage, but killing you.
- 97 Last Chance Attack. You may make a mental attack by taking damage (you choose, mental or physical) and dealing that much damage to your opponent (no roll). This is accomplished using psionic waves and a time matrix continuum plot device lobe of the brain.
- 98 Lucky. You're a lucky bastard. Gain +5 to all attributes.
- 99 Uncontrollable Power. Reroll on this table, except you have no control over the power in question.
- 00 Button Finger. You could, should you feel like it, destroy the universe and everything in it with a thought. You'd die too, so it's unlikely to happen, but your finger is on the button.

Body Part Table:

Roll	Body Part (Key Attribute)
01-25	Arms (Strength)
26-50	Legs (Quickness)
51-75	Torso (Toughness)
76-99	Eyes (Mental Strength)
00	Head (Mental Quickness)

Some other Table:

Roll	Energy Type
01-25	Fire (1d10)d6
26-50	Stench 1d6
51-75	Lightning (1d6)d6
76-99	Sonic (1d6+1)d6
00	Power Cosmic (2d10)d6

SYSTEM

The resolution system for SPAM is simple, and entirely based on opposed rolls. When performing an opposed roll, you roll a number of d10's as does your opponent. Next, you compare the highest roll you got, with the highest your opponent got. Whoever has the higher roll gets one "success". Repeat the process, going down the line of dice. Whoever has dice left over wins ties. If no one has dice left over, ties count as no successes for either side.

Once you both know how many successes you have, figure out who has more. Subtract the successes the person who got less had from the number the person who had more had, this is the number of successes they got.

If the player is attempting to do something without an opponent, the universe will act as their opponent. The universe always has 3 dice.

While one success allows a character to successfully complete an action, the more successes they get the better they do so.

1-2 SUCCESSES: Normal Success.

3-4 SUCCESSES: Good Success. You accomplished more than you set out to.

5+ SUCCESSES: Superhuman. You nailed whatever you were trying to do.



The number of dice you roll is equal to the attribute you're using (Strength for lifting, Quickness for jumping etc) divided by 5. Round down.

Combat works the same way, only entirely different. Attacks are rolled like normal opposed rolls (Attackers Strength vs. Defenders Quickness for melee, Attackers Mental Strength vs Defenders Mental Quickness for psychic combat, Attackers Mental Strength vs Defenders Quickness for a psychic attack using energy (such as fire), Attackers Quickness vs Defenders Quickness for ranged) but then you have to deal with damage.

Each character has a number of Physical HP and Mental HP. You roll for your hp once you have your final attributes (ie after mutation rolls). Roll d6 for each point of Toughness you have, and 1d6 for each point of Mental Toughness you have. The totals of these are your Physical HP and Mental HP respectively. When someone is hit by an attack, they lose a number of HP (which differs depending on the attack type) equal to the damage roll. The damage roll is always the result of a number of d6 rolls, times the successes. This number is subtracted from the defenders HP. If either HP total reaches 0, the character dies in a suitably messy fashion.

Most mutants have a power or two that does damage, but for the unlucky saps who don't, they can always just deal the base 1d6 damage from punching.

Before you do that, you must first figure out in what order people go. The character with the highest quickness goes first, with character who have tied quickness doing opposed quickness rolls. The character who wins goes first, and the next highest second and so on, each performing one action. Once everyone has gone, the fastest character goes again. Repeat until one side is dead.



SWAG

Typically what mutants do is beat up other mutants and take their stuff. These things are relics from the before time (ie before all the crazy apocalypse thing they had going there). Stuff like walkmen, pencil sharpeners and the like. Generally speaking, most

players aren't going to care whether or not their character owns a beeper, but the character will. The character does care so much so in fact that having enough swag makes them fight better. It's a moral thing. Each piece of crap your character finds, from toasters to tin cans, will have a swag value. You use this value to increase your stats. In order to increase an attribute, you "spend" a number of swag points equal to the new value. So to increase your Strength from 10 to 11 would cost 11 swag points. Don't erase them from your sheet though, keep track of what you buy, because if someone beats you up and takes that swag away, you lose the moral bonus and thusly the increased attributes, so you better guard all your junk with your life!

SETTING

The world was destroyed by a giant nuclear doo-dad of some description. All the major cities have become clever social allegories for their real world selves, and important figures are making poignant commentary on modern (our modern) society by their almost self-parodying actions. You and your friends couldn't care less. They don't pay attention to this sort of thing. You're more interested in sitting around and mutating, and then killing things and taking their swag. In the interest of story and plot development, here are some things to kill:



ZOMBIES: Physical HP 65, Mental HP 15. Strength 10, Toughness 20, Quickness 5, Mental Strength 5, Mental Toughness 5, Mental Quickness 5. Mutations: Rotten, Vampire Fangs (2d6), Extra Guts. Swag: 5 points worth.



MUTATED INSECT: Physical HP 72, Mental HP 32. Strength 15, Toughness 25, Quickness 10, Mental Strength 10, Mental Toughness 10, Mental Quickness 10. Mutations: Exo-Skeleton, Spider Legs, Acid Blood (2d6), Mandibles (4d6). Swag: 10 points worth.



EVIL PSYCHIC FETUS: Physical HP 30, Mental HP 80. Strength 10, Toughness 10, Quickness 10, Mental Strength 20, Mental Toughness 20, Mental Quickness 25. Mutations: Pyrokinesis (6d6), Giant Head, Psychic Flight. Swag: 12 points worth.



KILLBOT: Physical HP 100, Mental HP 12. Strength 30, Toughness 30, Quickness 15, Mental Strength 10, Mental Toughness 5, Mental Quickness 10. Mutations: Bio Missiles (7d6, regrow 6/day, arm mounted), Wheels, Cyber Arms, Cyber Legs, Cyber Torso, Cyber Eyes, Cyber Head. Swag: 20 points worth.

ADVENTURE IDEAS

- A whole bunch of crazy zombie communists are attacking people! Kill them and take their swag.
- A giant monstrous insect is attacking people! Kill him and take his swag.
- An evil mad scientist has created a robot, but it has gained a mind of its own and is now attacking people! Kill it and take its swag.
- Aliens have landed on earth and are attacking people! Kill them and take their alien swag (which is much nicer).
- The PCs start attacking people until someone kills them and takes their swag.

CREDITS

All of this was done by one man in 24 hours. He must be stopped at all costs if RPGs are to maintain any dignity. And that man's name was: Charles Smith. And now you know the rest of the story.