

# The “Official” Duckman RPG

## - A System Mastery Production

Welcome to the world of Duckman. This RPG is designed to provide episodic enjoyment, but don't take it too seriously, okay? The tale of Duckman is a sad one. Duckman (first name Eric, don't call him that) is a private dick living with his dead wife's twin sister Bernice, and his three sons (in two bodies) Ajax, Charles, and Mambo. His mother in law is also around, a catatonic if farty old duck by the name of Grandmama. Duckman runs his own small detective agency, along with his right-hand man Kornfed, and his two assistants Fluffy and Uranus. They live in a country just like ours, full of con men, liars, cheaters, swindlers, nymphos, gangs, and worse! Players in this game take the role of folks just like Duckman, and build a family to face the perils of everyday life.

### Rules:

There's really only one kind of resolution you'll ever make in Duckman. You attempt some low shenanigan or act of vile chicanery, and are rewarded with a brief taste of sweet victory or, far more likely, are ground underneath the heel of the universe's deep and unending love of seeing you fail.

### Challenge Resolution:

For any challenge you are tasked to roll on by the Duck Master General (this is the guy running the game, not the guy putting those filthy lies on cigarette cartons. Oh sweet nicotine, you know we don't mean it), you the player will roll 2 six-sided dice, make some additions and subtractions based on your talents and the fickle whims of the sycophants and harpies you call a family, and check it against a simple, easy to remember chart.

Result	Effect
2,3,12	Crap! Total Failure. Something bad is going to happen.
7,11	Sweet Victory! Cherish these little moments.
Other numbers	Nothing. Regular Failure. Why do you even get up in the morning? It's just more of this.

Any roll you make yourself is a Challenge Roll. Any roll made by another player couldn't possibly be in your best interest or serve your needs in any way so it's an Opposed Roll. There are a very few exceptions to this rule. All modifiers you can apply to your own Challenge Rolls are both cumulative and optional. Statistic Modifiers, Skills, and Feats can all provide positive or negative modifiers.

**Initiative:**

You'll also sometimes be tasked to roll Initiative. This is just a roll to see who gets to go first. In Duckman, there's basically no difference between talking, fighting, and sex (just like at the office) so Initiative rolls will happen during virtually all interaction. Initiative is handled by simply rolling 2D6, that's your initiative. Hooray. Get out of my face already!

**Statistics:**

The Official Duckman RPG uses five stats to help define your character, listed in a handy chart below:

Statistic	Example Uses	Classes
Apathy	Refusing to work, ignoring arguments, not moving from a spot	Idiot, Stoner
Dexterity	Flexing, dancing, fine Motor skills, tomahawks	Amazon, Jock
Greed	Acquiring the last slice, scamming the elderly, shopping sprees	Gambler, Huckster
Rage	Flying off the handle, breaking stuff, beating ass	Detective, Jerk
Sleaze	Enjoying pornography, bad life choices, wallowing in things	Drunk, Lecher

Stats run from 1 to 4, and you can apply half of your statistic as a positive modifier (positive only) to a die roll you make for yourself. Round up or down? What do you think, stupid? You think upward rounding grows on trees? There are starving kids in Africa rounding down TWICE. Round down.

*Example: Duckman (Sleaze 4) wants to peruse a copy of Nantucket Nymphos 9 in the tub, while ignoring the fact that Ajax is currently indisposed atop the toilet. He can't immediately determine a skill that's appropriate to this roll and so rolls a Personal Sleaze challenge. He rolls 2D6, resulting in a 6. Briefly cursing his terrible luck, Duckman then remembers that he can add up to his Sleaze/2 to the value of his dice. He converts his 6 to a 7, and gleefully dives face-first into the ample cleavage of some loneliness-addled whaler's wife. Note that if Duckman had rolled an 8, he'd be out of luck, since his stat modifier can only move the result on the dice upward.*

There are two secondary statistics that you'll also want to mark down. Your character has Hit Points, just in case you're hotheaded enough to get in a real fight (like a man). Calculate your Hit Points by adding your Dexterity and Apathy together, multiplying that result by 2, and then adding 5. So for example Ajax has Dexterity 1, Apathy 3, so he has 13 HP.

Second, you'll also earn experience as you make your horrible way through life, generally off the backs of others more deserving than you. XP can be used to purchase feats or skills. Just keep a running tally.

You can increase a stat for 10 times the current value of that stat. So moving Dex from 2 to 3 will cost 20 XP.

### **Races:**

Duckman lives in a diverse world. A little too diverse if you ask him, which you shouldn't. Players are free to choose whatever race they like. Marrying between the species is quite common (if disgusting), so don't be afraid to make your own family up from whatever races suit your big weird fancy.

Duck - Ducks are pigheaded(not like pigs. Well, like pigheaded pigs), arrogant, and crafty. At best, they're too dumb to be threatening. +1 Sleaze, +1 to either Apathy or Greed

Pig - Pigs are doggedly serious, prone to flights of probably fancy, and goal-oriented to a significant fault. Not all are as dapper as Kornfed. Many are gross Ugly American monsters.. +1 Dexterity, +1 to either Greed or Sleaze

Little Weird Bear Things - Little Weird Bear Things are obsequious, hardy, squeaky, and totally intolerable. They build complex and horribly cute lairs in which to stash cuteness. It's nauseating. +1 Greed, +1 to either Dexterity or Rage

Humans - What? Really? Why would you do this. You know on the show they were background ogling material at best, right? +1 to a stat of your choice, and know that you're boring.

Chickens - They're friendly enough until you cross them once in high school. It's said that chickens never forget! Probably. Somewhere. +1 Rage, +1 to either Sleaze or Apathy

*Note: We are well aware that people would like to use this game to play in the worlds of inferior television shows. If you just have to hang around New York doing nothing in an overpriced apartment, or if you just NEED to teach your three idiot boys life lessons with crappy tool analogies that you got in the yard from the top half of a pervert's face, go ahead! The only thing you'll need to adjust is the races, since those shows are criminally low on ducks. Just call the races something else. Not human races, you insensitive jackass! Instead of Duck, maybe use "Sleazeball." Instead of Little Weird Bear Thing, try "Georgie."*

### **Gameplay:**

It's a regular American day. You wake up, scrape yesterday off your eyes, and make the horrible realization that somehow, someone came into your room last night and stole all the booze right out of you! What happens next is adventure!

In the Duckman RPG, your basic adventuring day is just a simple day. The Duckman family didn't raid a lot of tombs or battle the forces of evil especially often. Problems will include things like fastidious home inspectors, pushy bible salesmen, the evil machinations of the likes of King Chicken, or simply a character need that just has to be met. However, things that would be simple in any other game just aren't in the Duckman RPG, because it's the first RPG to REALLY acknowledge just how INSANE and HORRIBLE the real world is. You want to get a drink from the fridge? Fine! But try navigating a living room full of hectoring sisters-in-law, the farting elderly, phone calls about "Malfeasance" and "Failures to Appear" and three kids wanting help with homework so complex you'd need two scoops of Hawking brains just to read it out loud!

If you can't beat them though, might as well get down in that muck with them. The Duckman RPG is all about the failures of others. And you. When people try to accomplish something, are you gonna stand idly by and let them make YOU LOOK BAD? Of course not. You're gonna get in the way and wipe that smug pride right off their dumb face! The best way to get any XP in the Duckman RPG is to see to it that others aren't getting any, so any chance you get to mess with your friends, coworkers, family, and well-wishers is your big time to shine. Are you feeling bad? Maybe a little guilty? A touch of love for your fellow man still kicking around in your bleeding heart? Get over it! Every one of them would do the same to you, and they're already getting started! What are you waiting for?

The basic model of Duckman play is that you'll try to do something, people will mess with you, people will try to do something, you'll mess with them. This applies to every challenge roll, including those made during combat. If your interference causes another player to fail horribly (as in on a total of 2,3 or 12), you gain 1 XP. This is the only way to gain XP 90% of the time, so meddle freely.

Only one meddler can actually mess with a challenge roll, in order to allow for a tiny glimmer of hope on this crap planet. Since everyone will want to most of the time, players will roll Initiative to see who gets to screw with a roll. The player attempting the initial challenge also makes this roll, and if he is first to act, he can simply act without any opposed rolls or other tomfoolery. How to screw other people over will be documented in the Classes section below.

**Order of play:**

1. Player announces intent to do something
2. Duck Master determines if that's a challenge, and if so, what stat to test
3. Players roll initiative
4. Challenged player rolls challenge roll
5. Players add all bonuses and penalties to determine final outcome

## **Classes:**

The Duckman RPG has ten classes, two per each statistic. Note that Duckman characters are a little different than most, and don't recognize their classes, identify them, or agree with them in most cases. Several are actively attending mandatory court-ordered meetings because of these so-called "Classes." All classes share a base framework of abilities and bonuses, as templated below:

**Class Name:** Duh

**Core Stat:** This is the primary stat for this class and you should have it as high as you can get it

**Core Mechanics:** Each class has three core mechanics, split into three types. The **Good** is a buff you can apply to some of your rolls during play. The **Bad** is a problem from which that class suffers, a hook by which the world can grab you and twist 'til it hurts. The **Ugly** is a benefit, a sneaky, underhanded way your class can get the drop on those other rubes and fix their little wagons.

**Starting Feats:** Each class starts with two Feats, detailed here. Feats cost 15 XP and you can acquire more between sessions as you like.

**Starting Skills:** Some skills are automatically assigned, others chosen from a list. Skills can also be purchased with XP, as detailed in the skill section.

**Notes:** Sometimes additional rules may apply to your class. Don't like it? Well I don't like writing this stupid thing. We all gotta deal sometimes!

*Note: Feel free to add classes. The template couldn't be simpler to follow, I think Ajax wrote it. Just remember that this is a game about weakness and failure at every turn. It doesn't need a Bladesinger class or we would have put one in here, you huge nerd.*

**Class:** The Drunk

Whether he's the rednosed inebriant singing at the end of the bar, or simply a tired working man with a constant bottle companion, the Drunk is defined by his love of the hard stuff.

**Core Stat:** Sleaze

**Core Mechanic:**

The Good: Fuzzy Vision - Twice per day while inebriated, the Drunk can roll 3 dice and select two to accomplish a challenge.

The Bad: Hangover Harry - Other players may apply a -1 to any challenges made by the Drunk when he is not inebriated. If a player causes the Drunk to fail a challenge in this way, they gain 1 XP.

The Ugly: Disgusting Inebriant - The Drunk may apply a -1 penalty to any player's challenge roll to accomplish something cultured, delicate, or proper. If that player fails the challenge, the Drunk gains 1 XP.

**Starting Feats:** Stumblebum (May apply a -1 to Opposing challenges aimed at restraining, arguing, or impairing the Drunk), Party Animal (May apply -1 to personal Greed challenges)

**Skills:** Drinking at 2 and pick three from: Carousing, Law Enforcement, Fighting, Debate, Vomiting with Purpose

**Notes:** A character becomes inebriated by having A Few Stiff Drinks (the smallest amount of drinks in this world). An inebriated character counts as inebriated for their next three rolls, so they must keep the party going or suffer Hangover Harry pretty fast.

**Class:** The Lecher

Perverts, Lotharios, Nymphos, and Naughty Nurses, the Lecher class covers them all. The Lecher is defined by their sinful desires of the flesh and feather.

**Core Stat:** Sleaze

**Core Mechanic:**

The Good: One Track Mind - Twice per day, the Lecher may set his Initiative to 10 during his own challenge roll.

The Bad: That's A Combover! - Any player may apply a -1 to any challenge roll made by the Lecher to impress or seduce a new target. Further attempts on the same target are made without this weakness. If the attempt fails spectacularly, the player gains 1 XP

The Ugly: Harmless Pinching - The Lecher may apply a -1 to any player's challenge roll to interact with an object of his desire.

**Starting Feats:** Party Animal (May apply -1 to personal Sleaze challenges), Chug Chug Chug (-1 to rolls to rapidly consume food or beverages)

**Skills:** Dating at 2 and pick three from: Carousing, Law Enforcement, Fighting, Debate, Drinking

**Notes:** Like the great Duckman himself, the lecher is not attracted to anyone in their own gathering or party. It's beneath them and that family is gross anyway.

**Class example:** The Idiot

The unfortunate result of the sad state of America's schools, Idiots are numerous, obvious, and only mostly harmless. Idiots are defined by their obvious shortcomings upstairs.

**Core Stats:** Apathy

**Core Mechanic:**

The Good: Unconventional Wisdom - Once per day, the Idiot may turn a natural failure roll into a Success, regardless of modifiers.

The Bad: A Few Cans Short - Other players may apply a -1 to any challenges made by the Idiot to use a machine, read a sign, or anything that could potentially require higher brain function. If the idiot fails spectacularly, they gain 1 XP.

The Ugly: A Helping Hand - The Idiot may impose his assistance on any challenge made by another character. He also rolls challenge dice and applies personal modifiers as normal (no other players may modify this roll). If he succeeds or pushes, nothing happens. If he fails, the originating character fails as well, and the Idiot gains 1 XP.

**Starting Feats:** Thick Skull (May apply a -1 to challenges intending to educate, lecture, or assist the Idiot), Simple Pleasures (May apply -1 to personal Apathy challenges)

**Skills:** Carousing at 2 and pick three from: Drinking, Gambling, Microwave Cooking, Television Appreciation

**Class example:** The Stoner

Stoners can be found at any level of society, from the common smokey garage to the hallowed halls of the Ben & Jerry's corporate office. Stoners are red-eyed, slow-acting, easily amused, and defined by their constant desire for another bowl (often also of Ben & Jerry's).

**Core Stats:** Apathy

**Core Mechanic:**

The Good: Stoner Logic - Three times per day, the Stoner may treat the dice he rolls on a challenge as if they were showing their reverse face (1=6, 2=5, etc.).

The Bad: Base Instincts - Other players may apply a -1 to any challenges made by the Stoner to resist temptation, perform a job, or complete an assignment. If the Stoner fails spectacularly, they gain 1 XP.

The Ugly: It's All Connected, Man - With a barrage of illogic, the Stoner may require a reroll of any single die another player rolls, provided the challenge is of a mental and not physical nature. If the roll fails spectacularly, the Stoner gains 1 XP.

**Starting Feats:** Couch Warmer (May apply -1 to attempts to force the character to move or participate), Simple Pleasures (May apply -1 to personal Apathy challenges)

**Skills:** Recreational Drug Use at 2 and pick three from: Drinking, Microwave Cooking, Television Appreciation, Debate

**Class example:** The Detective

Detectives run the gamut from the classic trenchcoat and trilby types to the modern nebbish stalkers taking zoomed-in dirty photos from the safety of their filthy cars. Many detectives aren't even working, they've just watched too much Homicide and Cops to stop acting like that. Detectives are defined by their hamfisted search for the truth.

**Core Stat:** Rage

**Core Mechanic:**

The Good: One More Thing - Once per day, the Detective can reroll one or both the dice in his challenge roll. He must keep the second result

The Bad: Red Herring - Any player may apply a -1 to a Detective's challenge roll to discover a clue. If the detective fails spectacularly, they gain an XP.

The Ugly: Barrage of Questions - The detective may add a die to an opponent's challenge roll made to lie, cheat, or generally commit any crime. The final total is calculated from all three dice. If the roll fails spectacularly, the Detective gains 1 XP.

**Starting Feats:** Hard Boiled (May apply a -1 to Opposing challenges aimed at fooling,

seducing, or swindling the Detective), Anger Management (May apply -1 to personal Rage challenges)

**Skills:** Investigation at 2 and pick three from - Law Enforcement, Fighting, Drinking, Television Appreciation, Debate

**Class:** The Gambler

You gotta know when to fold 'em. Gamblers think the correct time is right after a few more bets. These stool jockeys can be found anywhere money is exchanged over matters of cards, horses, or how high a frog might jump. Gamblers are defined by their constant need to bet.

**Core Stat:** Greed

**Core Mechanic:**

The Good: Actual Craps! - When the Gambler's final die result after modifiers is any regular failure (i.e. not a 2,3, or 12) the Gambler may roll the dice again, modified only by his Gambling Skill, until he rolls the same number again for a success, or a 2,3, 7, 11 or 12 for a regular failure.

The Bad: Wanna Bet? - Any player may apply a -1 to any challenge roll made by the Gambler to know trivia or guess an outcome. If the attempt fails spectacularly, the opposing player gains 1 XP

The Ugly: I've Got a System - The Gambler may bet one of his own XP on a player's roll. He can apply a -1 penalty to any challenge for any reason. If the player fails spectacularly, the Gambler gains 1 XP. If the roll succeeds, the Challenge-rolling player not only succeeds but gains the Gambler's 1 XP. A regular failure is just a regular failure, no XP is lost.

**Starting Feats:** Dirty Pool (May apply -1 to personal Greed challenges), Deep Pockets (May apply -1 to rolls involving spending or handling money)

**Skills:** Gambling at 2 and pick three from: Carousing, Sports, Drinking, Television Appreciation, and Exercise Second Amendment Rights

**Class:** The Huckster

Door to door salesmen, street hustlers, and preachers lowly and mighty flock to this class. Hucksters revel in taking rubes for a ride, and are defined by their need to trick others.

**Core Stat:** Greed

**Core Mechanic:**

The Good: I've Got This Bridge to Sell - Twice per day, the Huckster can treat a negative modifier assigned to his Challenge roll as a positive modifier instead.

The Bad: Wait a Minute! - Opposing Players may imply a -1 to the Huckster's Rolls to cheat, steal, or lie.

The Ugly: You Can Trust Me - The Huckster may apply a -1 penalty to an opposing roll made to solve a problem, unravel a mystery, or determine truth. If the roll fails spectacularly, the Huckster gains 1 XP.

**Starting Feats:** Dirty Pool (May apply -1 to personal Greed challenges), Fast Fingers (May apply -1 to challenges involving sleight of hand or pickpocketing)



**Skills:** Chicanery at 2 and pick three from: Law Enforcement, Debate, Science for Nerds, Sales, Sports

**Class:** The Jerk

If you've got nothing to be proud of, you can always be a jerk about it. Jerks are anyone with a short fuse and a long list of grievances, and can be found fighting, arguing, and generally being irascible just about anywhere. Jerks are defined by their selfishness and lack of empathy.

**Core Stat:** Rage

**Core Mechanic:**

The Good: You're Making Me Angry - Jerks always win Initiative rolls pertaining to physical fighting. Two jerks in a fight still roll off, but both will go before other participants.

The Bad: Count down from 10 - Opposing players may apply a -1 penalty to a Jerk's attempt to relax, calm a situation, or carry on a rational argument.

The Ugly: It's All About Me! - The Jerk may apply a -1 penalty to an opposing roll made to do something calm, polite, or generous. If the roll fails spectacularly, the Jerk gains 1 XP.

**Starting Feats:** Anger Management (May apply -1 to personal Rage challenges), Getting Punchy (May apply -1 to challenges involving fisticuffs)

**Skills:** Fighting at 2 and pick three from: Law Enforcement, Debate, Sports, Drinking, Heavy Machine Operation, Recreational Drug Use

**Class:** The Amazon

Wonder Woman? Not exactly. These modern warriors are found in the sweat-misted halls of gymnasiums across the country, strapped into spandex body armor as they train to break the spirits of red-blooded men everywhere. Amazons are defined by their lack of tolerance for men.

**Core Stat:** Dexterity

**Core Mechanic:**

The Good: Independant Woman - Once per day, an Amazon may automatically win the Initiative during her own Challenge Roll.

The Bad: You'll Break a Nail - Players may apply a -1 penalty to rolls made by the Amazon to lift, break, or fight with cumbersome objects.

The Ugly: Ball Buster - The Amazon may remove one of the challenge dice from a roll made by a male character. The final result is calculated by the remaining die and any penalties or bonuses. If the roll fails spectacularly, the Amazon gains 1 XP.

**Starting Feats:** Aerobicise (May apply -1 to personal Dexterity challenges), Getting Punchy (May apply -1 to challenges involving fisticuffs)

**Skills:** Fighting at 2 and pick three from: Law Enforcement, Debate, Exercise, Exercise Second Amendment Rights, Microwave Cooking

**Notes:** Only female characters can be Amazons.

**Class:** The Jock

Musclebound weirdos at the beach and former Quarterbacks now planted firmly on the couch, jocks don't love sports so much as they enjoy being seen loving sports. These fellas tend to wear a lot of licensed clothing, and have strong opinions about the '81 Cardinals. Jocks are defined by sports.

**Core Stat:** Dexterity

**Core Mechanic:**

The Good: Varsity Starter - Twice per day, the Jock may replace the value of either of his Challenge dice with a six.

The Bad: Inflated Head - Players may apply a -1 penalty to rolls made by the Jock to win physical competitions or exert himself.

The Ugly: Armchair Quarterback - The Jock can force a player to replace the skill used in their challenge roll with either Exercise or Sports. If the roll fails spectacularly, the Jock gains 1 XP.

**Starting Feats:** Aerobicise (May apply -1 to personal Dexterity challenges), Couch Warmer (May apply -1 to attempts to force the character to move or participate)

**Skills:** Sports at 2 and pick three from: Law Enforcement, Exercise, Exercise Second Amendment Rights, Carousing, Microwave Cooking, Television Appreciation, Drinking

**Skills:**

Skills have ranks running from 1 to 3. All characters begin with one Rank 2 and three Rank 1 skills. Skill rank is the amount you can add (not subtract!) to any roll that pertains to that skill. Skill ranks costs the value you wish to purchase times 10 XP. So purchasing Fighting Rank 2 will cost you 20 XP, and then moving to Rank 3 will cost an additional 30.

*Example: Now Duckman (Sleaze 4) wants to sneak a bottle of whiskey to Charles' and Mambo's science fair. He cleverly hollows out a loaf of bread and stuffs the whiskey in there. Remembering that people don't bring baguettes to science fairs, he crudely affixes a fake mustache and beret in a dumb semblance of a frenchman. The duckmaster decides that this is a Sleaze challenge, and allows Duckman to apply his Chicanery of 3 to the check. Duckman rolls a 2. Egads, an epic failure! Oh the shame of it! But wait, Duckman is quite sleazy and skilled in flim-flam. By applying his Sleaze bonus of 2 and his Chicanery of 3, he's able to snatch victory from defeat and convert his roll to a 7. Clearly, he had merely forgotten a black and white striped shirt.*

**Skill List:**

Skill	Examples Uses
Carousing	Partying, wasting time, general rabble rousing

Chicanery	Trickery, scamming, hiding stuff, cheating
Dating	Pickup lines, smooth dance moves, hotel awareness
Debate	Arguing, preaching, speechifying
Drinking	Contests, ability to act while drunk, resisting hangovers
Exercise	Climbing, swimming, jogging, general physical activities
Exercise - Second Amendment Rights	Gun ownership, maintenance, use, cleaning, hoarding, etc.
Fighting	Brawling, Wrestling, Martial Arts, Melee Weapons
Gambling	Casino games, sports betting, ability to lay odds
Heavy Machine Operation	Driving, boating, flying things, using construction equipment
Investigation	Looking for clues, dusting for prints, interrogation
Law Enforcement	Awareness of laws, regulations, and corruption within law enforcement services
Microwave Cooking	Pop-Tarts, whole turkeys, pizza rolls, not accidentally putting a baby in there
Recreational Drug Use	Uppers, downers, screamers, laughers
Sales	Tactics, product knowledge, lying to customers
Science for Nerds	Book learnin, Physics, History, Geography
Sports	Trivia, rules, general ability to play
Television Appreciation	Trivia, knowledge of show history, sitting for long periods
Trivia	Catch all category for knowing a little about a lot
Vomiting With Purpose	What is says on the tin. Can be used to stun, distract, discredit, or unsettle.

**Feats:**

Most feats are simple roll adjusters, but they are deeply valuable to acquire because they are the only source for negative modifiers that a player can use on their own Challenge Roll. Players all start with two feats, and can purchase new ones if they meet the prerequisites for 15 XP. Feats come in three varieties. Personal feats (P) can only be used on initial Challenge Rolls (and can be cumulatively applied if appropriate). Opposing (O) feats can be combined with other penalties your character inflicts on a target, if the situation is appropriate for both. Special Feats (S) add abilities to your character. Prerequisites for feats come in two varieties as well. Minimum statistic is common, and certain feats are restricted to certain class categories (Rage, Apathy, etc.).

<b>Feat</b>	<b>Type</b>	<b>Prereq</b>	<b>Function</b>
Aerobicize	P	Dex Class	-1 Modifier to Dexterity Challenges
Anger Management	P	Rage Class	-1 Modifier to Rage Challenges
Blinding Anger	S	Rage 4	Character now takes half damage from attacks (not accidents, falls or traps)
Bottom Dealer	P	Dexterity 2 Greed 2	-1 Modifier on attempts to cheat or unfairly divvy up loot
Chug Chug Chug	O		-1 Modifier to Attempts to stop the character from imbibing food or drink
Couch Warmer	O		-1 Modifier to Attempts to make the character participate or move
Dead to the World	S	Apathy 4	Character now rolls a D6 when making a Challenge Roll, on a 6 they cannot be opposed.
Deep Pockets	P		-1 Modifier to rolls involving spending or handling money
Devious	P	Rage 2 Greed 2	-1 Modifier to rolls involving secret crimes, pranks, or traps
Dirty Pool	P	Greed Class	-1 Modifier to Greed Challenges
Fast Fingers	P		-1 Modifier to Sleight of Hand or Pickpocketing
Getting Punchy	P		-1 Modifier when fist or foot fighting

Half-Assed	P	Dex 2 Apathy 2	-1 Modifier on Attempts to get work done quickly and ineffectually, and to evade detection of same
Hard Boiled	O		-1 Modifier to Attempts to fool, swindle, or cheat the character
Kung-Fu Master	O	Rage 2 Dex 2	-1 Modifier to Attempts to hit the character in combat
Laser Focus	P	Rage 2 Sleaze 2	-1 Modifier on attempts to stay awake or alert, and to avoid distractions
Mega Moocher	P	Sleaze 2 Greed 2	-1 Modifier on Attempts to eat or drink food or drink belonging to others
No Moral Compass	S	Sleaze 4	Character now succeeds on Sleaze Challenges on 4s
Party Animal	P	Sleaze Class	-1 Modifier to Sleaze Challenges
Passive Aggressive	O	Apathy 2 Rage 2	-1 Modifier on Attempt to please or pacify the character
Simple Pleasures	P	Apathy Class	-1 Modifier to Apathy Challenges
Slippery	O	Sleaze 2 Apathy 2	-1 Modifier to Attempts to pin blame on the character, uncover secrets about the character
Stumblebum	O		-1 Modifier to Attempts to restrain, argue with, or Impair the character
Takedown	S	Dexterity 4	Character now rolls two dice for damage
Thick Skull	O		-1 Modifier to Attempts to educate, assist, or lecture the character
Three Card Monte	S	Greed 4	Twice per day, the character can now roll dice in secret, can still be opposed as normal
Touchy-Feely	P	Dex 2 Sleaze 2	-1 Modifier on Attempts to Harass or Objectify a Target
Wind Breaker	P	Apathy 2 Greed 2	-1 Modifier on Attempts to Clear a room or ruin a moment

## Combat Rules:

Combat in this game is virtually identical to arguing, or trying to hide gin in the toilet. To attack, a character simply rolls a relevant Challenge and is opposed by anyone interested in opposing him, including his target. The only difference is that during a fight, all involved parties also roll initiative before they determine Challenge rolls, so that everyone gets a turn.

#### **Combat Order:**

1. All parties roll initiative
2. First person declares a target and a challenge
3. Interested parties roll initiative again to oppose
4. First attack rolls to attack, opposing player applies penalties
5. Damage is applied on success, half damage(always round down) is taken by the attacker on critical failure
6. Next player on first initiative declares a target and a challenge

#### **Damage:**

No matter what you hit with in this game, it always does a D6 damage. Fist? Chainsaw? Nuclear warhead? D6. It's a cartoon and you shouldn't be swinging warheads at each other anyway. You're a family, remember?

#### **Damage Results:**

If your character runs out of hit points, he's KO'd. KO'd characters can't make Challenge or Opposed Rolls, and can't move or talk, either. Characters automatically recover to normal at the end of hostilities. You can't die. Oh sweet Mary and Joseph, Duckman knows you just can't die.

#### **Duck Master Section:**

There's only a few notes needed here to get a Duckmaster up to speed. First, remember that this game is all about failure, backstabbing, and being an episode of a show. At the end of the show, maybe the characters learn something and maybe they don't, but it somehow didn't take very long and it'll all be back to normal next week. If the party accomplishes the goal you set for them, give everyone 5 XP. That oughta stuff their yaps for a while. Remind them that there may be a reward if they actually accomplish anything. It can be fun to end a session with everyone unconscious and the house on fire, but even the Duckman family occasionally thwarted a threat through luck and something that could resemble gumption if you happened to be wearing goggles with grease on them.

#### **Threats:**

The easiest way to spice up an episode is to toss in a few strawmen, a goon, maybe a couple of hard cases or a nerd. When NPCs enter the story, it can be tempting to give them a full statbar and all the powers that the players have, but remember, NPCs don't matter. Players can humiliate and ruin them all day long, and not extract a single XP. NPCs should mostly be

there to instigate conflict and provide threats. For simplicity's sake, just give them a +1 on any roll they need to make, and a +2/-2 on one stat they should be good at, so for example a sleazy salesman can have a +2/-2 to greed rolls, and a +1 on any other roll. Give them 10 hit points, and that's about it. Go right ahead and beef them up if your party is fat with XP and teamwork, or if they're a big bad.