

G.R.E.B.
The Tabletop RPG
Version Alpha 2

by Bryan W. Schuder
Licensed Creative Commons Attribution 4.0 License
<http://creativecommons.org/licenses/by/4.0/>

Table of Contents

Introduction

Offices

Office Sheet

Office Places Description Sheet

Office Building Description Sheet

Office Condition Description Sheet

Office Acquisition Description Sheet

Employees (Player Characters)

Employee Sheet

Employee Origin Description Sheet

Employee Reject Reason Description Sheet

Employee Reputation Description Sheet

Employee Asset Description Sheet

Employee Trait Description Sheet

Employee Burden Description Sheet

Managers

Assignments

Mechanics

To Be Added in the Future

G.R.E.B. (Un)Official Employee Brief

Assignment Sheets

Assignment Generator Sheets

Assignment Loot Guide

Backyard Alchemists Weekly: Surplus and More

Catalog (Character Improvement Item Guide)

Introduction

What am I getting myself into?

The G.R.E.B. is a tabletop role-playing game where the players take on the roles of genetic rejects from the various genetic engineering projects of the future's past, while they try to maintain something that could be misconstrued as employment. This task is never easy given a world that's a disturbingly comedic parody of what everyone thought the future was suppose to be. The G.R.E.B. is a humor driven game where some of the wildest ideas are explored, expanded upon, exploited, and sometimes exterminated for the betterment of all.

Where and when does this inanity take place?

The world of the G.R.E.B. is the result of what happens when the many concepts of the future decide to have a drunken, drug-fueled bender and wake up the next afternoon in embarrassingly compromising situations that no one involved really wants to ever acknowledge happened. In the game, the world is making the "*Walk of Shame*" back to some concept of "*normality*", while being gloriously hung-over and trying to figure out what happened during those black-outs. Have you ever wondered what the world would be like if science fiction boldly charged forward to lead us all to only get lost, pull over at the 24-hour truck stop, and stare at the map endlessly in a vain attempt to figure out where it made the wrong turn? Have you ever been curious to what would happen if various aspects today's culture were set aside like some mysterious, dusty can in the back of the cabinet with only a faded label, a dented exterior, and the date putting it well into the last few decades? And then what would happen when the twisted contents were re-released in the future? Welcome... To the **Post World**.

What are we doing here?

A campaign seeks to chronicle the lives of the strangest products of a strange world, Genetic Rejects. During many of the various booms of the past, the advent of accessible genetic engineering was very much a reality. It has lead to the creation of a few shining achievements of

scientific excellence. But, mostly, it has created a whole bunch of crap that either missed the mark or no one really wanted after the fact. For the longest time, most of these rejected experiments found their way quickly into the nearest disposal system and that was that. Cold and cruel, it was a surprisingly effective system, but this is of course omitting the opinions of those who found themselves on the wrong side of the system.

Fortunately for those unfortunate genetic rejects, governments of the world, rights activists of many organizations, and moral authorities across the board finally put a stop to the systematic destruction. Unfortunately for everyone else in the world, no one involved had a plan for dealing with the "genetic rejects" once they were kicked out of the labs and into the world. The world is hard enough to live in when you are a human... much harder when you are not human. It didn't take long before everyone else wanted something done with the genetic rejects. In a feat of multi-government efficiency that has yet to be matched since, the Genetic Reject Employment Bureau was formed and the G.R.E.B. Offices that are scattered around the world appeared.

These various offices, housed in the buildings no one wanted in the places of town no one wanted to be for reasons that are often questionable at best, serve as the housing/employment facilities for the various genetic rejects of the world. The rejects live rent free, but are paid well below any living wage for doing assignments that NEVER are simple, straightforward, and/or sane. But, many rejects make due with what little they have and enjoy quite the adventurous lives.

How does this go again?

Any G.R.E.B. campaign involves a few common elements.

G.R.E.B. Office

You need a G.R.E.B. Office to serve as the base of all operations. The construction the Office should be a group endeavor between both

Game Master and Players.

Genetic Rejects, Employees (Players)

You need a semi-solid cast of Genetic Rejects to fill the roster of the G.R.E.B. Office. Each player will command a reject and become the will of that character in the world. Rejects can be given to players, but are best when players craft their own.

Office Manager (Game Master)

Each G.R.E.B. Office has an Office Manager. Career G.R.E.B. Office Managers are a special, rare breed. They show up to the worst of places to deal with the most difficult of people to manage work that no else wanted to do. They come in all shapes, sizes, and species, but they all share one thing in common: They are the chosen instruments of Deus Ex Machina. To survive all the strange things this world has to offer, some mysterious force outside the normal realms of reality has some significant investment in an Office Manager. In this particular case, it is the Game Master.

Assignments

Finally, there are the “Assignments”. These are various tasks sent to the G.R.E.B. Office to be tendered by the Office Manager and eventually given to the Genetic Rejects to perform. There’s a few quick things to note about assignments:

1. Assignments are NEVER simple.
2. Assignments are NEVER straight-forward.
3. Assignments are NEVER sane.

If an assignment was any of those, it wouldn’t have found its way to the G.R.E.B. The trouble is that most assignments often start out looking quite simple, straight-forward, and sane. These first impressions are quite fleeting and the truth of the assignment is often revealed at the most inconvenient moment.

G.R.E.B. Offices

What is a G.R.E.B. Office?

G.R.E.B Offices are the repository the world's genetically engineered rejects. They serve as both places of residence and work for the genetic rejects. The G.R.E.B. quickly learned that the average genetic reject can be hard to motivate to go to work, so they decided to have them live where they work to eliminate possible issues and save money on the transportation budget.

They also serve as the base of operations of rejects and a launching point for assignments. And the many, various quirks of these offices grant rejects experiences that can be to their benefit... and detriment.

Creating a G.R.E.B. Office?

One of the first things both Game Master and Players will do is to create their G.R.E.B. Office to host their adventures. Using the G.R.E.B. Office Sheet, game master and players decide upon a sequence of 4 numbers to fill into the Office #. For best game results, a series of d10 rolls is recommended. Once the four digit number is filled in, circle the appropriate numbers in the Place, Building, Condition, and Acquisition sections of the sheet. Then refer to the G.R.E.B. Office Place, Building, Condition, and Acquisition Description Sheet to learn more about your new G.R.E.B. Office and the various quirks. (And the +1 Bonus, Rerolls, and Penalties associated.)

Be sure to sit down and talk about your new base of operations. Draw a map. Decide upon the carpet colors and whether neutral tones are just a cop out for real interior design. Who is going to sleep where? Which night of the week is movie night? Where is the manager's office going to be? Most importantly, what beverages and where they going to be stored?

Places

There are many, many places that can serve as a G.R.E.B. And none of them are known for their high property values. G.R.E.B. Offices are

usually put into areas that no one else is interested in doing anything with. Also, the low property values are extremely desirable to both the Accounting and Requisitions departments.

Buildings

If you thought the location was bad, wait until you see the building. While the building isn't an immediate indicator of the overall quality, it certainly can show where the tailspin downwards will begin. If so desired, feel free to use variants of the building or substitute something similar that fits with the theme and bonuses and penalties.

Conditions

Acquisitions

G.R.E.B. Office Places Descriptions

- ④ Nice country plot with a lot of acreage... in the Middle of Nowhere
A nice scenic plot of land. Close to nature, far from the hustle of the city. Wildlife flourishes, the stars shine bright, the air is clean, and the view is gorgeous. Plenty of facilities for self-reliant living. Why? It's in the Middle of Nowhere! Only a single dirt road goes to the property and nearest civilization is an hour's drive away! Strange things exist in the woods and help ain't coming soon enough to matter when things get rough.
+1 Bonus: Wilderness Survival, Rerolls: Rural, Penalties: Strange Wild Animals
- ① Next door to the trailer park
Just on the outskirts of suburbia, the trailer park nearby is a source of socialization and entertainment. It is also a source of trouble and drama. You can never quite predict how it will be from week to week, given the fact the trailer park collects rents and evicts weekly, too.
+1 Bonus: News & Gossip, Rerolls: Relationships, Penalties: Drama Meltdown
- ② In/Near the strip mall with perpetual "Space Available" signs
This strip mall has NEVER had full roster of tenants. Something always happens: Business goes bust, a fire clears out a space, the owner is brought up on tax evasion, or some other reason. The times the "Space Available" signs are hung up, they are replaced with "Under New Management" sign. The area attracts a lot of bad elements, but the constant rotation of "Grand Opening" and "Going Out of Business" sales makes it easy to get some cheap stuff.
+1 Bonus: Economics, Rerolls: Fraud, Penalties: Shady Business Blowback
- ③ Next door to the "scary" housing development
Something is not right with the housing development nearby. The people are nice, the houses are pretty, and the yards are well kept. But... there's something "odd" about the place that no one can put their finger on. It's hard to turn down such neighborly invitations to all these events with free food. Try as you might, you can't quite shake that strange feeling you get from being over there.
+1 Bonus: Culture, Rerolls: Etiquette, Penalties: Secret Agendas
- ④ Suburban commercial district, next to the car wash/payday loans/liquor store
Can't beat the convenience of the local 24-hour car wash/pay day loan/liquor store/discount tobacco/mini market/lottery center/pawn shop/video poker plaza! It's the place to be! And what the business doesn't supply can be had out in the back parking lot away from the eyes of law enforcement. All sorts of people visit this area and plenty of opportunities for less-than-legal deals. Be careful of the deals you make, they can come back to haunt you.
+1 Bonus: Black Market, Rerolls: Negotiation, Penalties: Past Bad Dealings
- ⑤ Perimeter buffer zone before the nuked, bombed out, disaster-ridden wasteland
The world may not have ended, but it sure took a beating. The "Buffer Zones" are measured out to government mandated safe distances, but no one really wants to live near the wasteland. Despite the destruction there are many hidden treasures out there and old relics of the past to be found. Trouble is that there are some things from the past that have not fared well in the radioactive wasteland hellscape.
+1 Bonus: History, Rerolls: Appraisal, Penalties: Mutated Culture Abomination
- ⑥ Wrong side of the tracks, as in just being next to the actual tracks.
Like trains? Good! You'll be seeing and hearing A LOT of them. Every day. Every night. For long times, too, since this is a major junction to a trade hub. While the noise and vibrations will keep sensitive folks awake and bothered, train can be useful means of unofficial transit. And the occasional bit of cargo some how "falls off" from time to time.
+1 Bonus: Logistics, Rerolls: Navigation, Penalties: Ignoring Train-like Things
- ⑦ The side of town that could turn over for the better... Any day now... Maybe?
The older generations are moving out and the newer generations are moving in. It could be the change this part of needs to become better for everyone! Youthful enthusiasm is growing, people are taking ownership of their neighborhood, and things are starting look better all the time. Any day now, the property values should go up and attract all kind of new things... Right? Anytime now. At least there's plenty of chore work to be done for some spare cash.
+1 Bonus: Real Estate, Rerolls: Politics, Penalties: Annoying Old People & Kids
- ⑧ "The Bad Side of Downtown"™
Yes. That "Bad Side of Downtown"™. It's notorious. It's well known. It's avoided. Strangely, for a genetic reject, it's not too bad. Most reject don't have anything worth stealing. And the harshest gangsters know to not mess rejects for fear of what other rejects will do... And what their manager will do to them. So, most rejects tend to hang out in this place and converse with the locals and learn interesting things about the justice system and street culture.
+1 Bonus: Justice System, Rerolls: Street, Penalties: Overzealous Cops/Gangs
- ⑨ The side of downtown that scares "The Bad Side of Downtown"™ straight.
Some people think they live in bad part of town. How little they really know. This bit of urban sprawl has been abandoned by the city, so no services of any kind. It is a complete state of anarchy. Good news? You can hide away and get away from anything in this place, because no one is going to stay around long enough to find you. Locals are difficult, especially the politically motivated ones. But, at least you get a working knowledge of weaponry out here.
+1 Bonus: Weaponry, Rerolls: Stealth, Penalties: Anarchists and Libertarians

G.R.E.B. Office Building Descriptions

- ① Mall
The classic symbol of past commercial Americana, the mall. During one of the many economic slumps, this mall emptied out, and never recovered. Eventually, it somehow had its ownership transferred to the G.R.E.B. Very spacious and versatile, this building has plenty of potential. It even comes with a food court, large water fountain (coins removed by G.R.E.B. accountants), and tons of leftover stock that was abandoned when it couldn't be given away.
+1 Bonus: Past Trends & Fads, Rerolls: Fast Food, Penalties: Bratty Teenagers
- ② High School
A large comprehensive high school that was the leftover of an educational system trying to cut costs by condensing smaller schools down into one huge one. This building brings back many memories for people and emotional scarring. It has all the common attributes of a high school. Plenty of lockers, classrooms, a gym, a shop, a rumored pool on the roof, and the legendary mystical teacher's lounge. And it has parking for crappy student cars.
+1 Bonus: Angst Poetry, Rerolls: Intimidation, Penalties: Opposing Sport Team
- ③ Warehouse
A medium warehouse that was used to store a variety of goods. Now it seems to only house excess stock and surplus that no one wanted. Occasionally, a new truck shows up, docks to the bay, unloads the cargo, and leaves without a word. Nothing good gets shipped in, but they ALWAYS want someone to sign for it. It's mostly a vast open area, except for the office space they built that is usually where the manager works. And the forklifts all still work.
+1 Bonus: Towing, Rerolls: Tracking, Penalties: Shipping Companies
- ④ Small Factory
This factory was geared for some small run doodads and oddities. This place produced every kind of knick-knack you can imagine... and a few you don't want to imagine. It shutdown abruptly and most of the equipment was abandoned. While there isn't enough to chain a production line at the moment, most the equipment still works individually. Unfortunately, since G.R.E.B. employees cannot unionize, this factory isn't popular with the local union chapters.
+1 Bonus: Materials, Rerolls: Crafting, Penalties: Union Workers
- ⑤ Bowling Alley
A classic staple of the Post World, the bowling alley provides ten lanes of ball rolling entertainment. It was quite the entertainment hub. In addition to the ten lanes, there's shoe counter, arcade (with stocked claw machine), and a small kitchen with a fully functioning, high capacity Fry Master 20XX deep fat fryer. The jukebox hooked up the PA system may only have pop hits of the past, but it's entertainment. Also, some dudes show up and hang out occasionally.
+1 Bonus: Cooking, Rerolls: Rolling, Penalties: Abductors
- ⑥ Cineplex
This cineplex sports over ten screens of movie viewing enjoyment. Various projection technologies are implemented here. Unfortunately, the select of movies seems to be limited to third and fourth run films. There's plenty of old classics and a massive pile of box office bombs that distributor never wanted back. The concession stand stock is dated but could very well be edible. There's a few arcade machines and advertising swag for some terrible movies, too.
+1 Bonus: Trivia, Rerolls: Complex Machinery, Penalties: Cinema Snobs
- ⑦ Dollar Discount Store
Behold a vast landscape of discount consumerism! The dollar discount store has a little bit of everything at a discounted price. The quality may be questionable and the brands unheard of, but you just can't be the price. Any stock of value has already been taken by the G.R.E.B. requisitions department. There isn't much in the way of rooms, only aisles and the manager's office. But, there is a store room, glass door freezers, and a display rack of cheap sun glasses.
+1 Bonus: Branding, Rerolls: Organizing, Penalties: Upper Class Retail
- ⑧ Decommissioned Missile Silo
Once the world ends a few times, the point of keeping nuclear missiles becomes moot. So once they removed the ICBM, the missile silo was just an underground silo without much purpose. The multi-level underground base is still accessible, but stripped of anything too classified. The silo's cover still can open and makes for an amazing sun roof. And the lock down protocols keeps out all but the most dedicated salesmen, census takers, and religious fanatics.
+1 Bonus: Rocket Science, Rerolls: Cryptography, Penalties: Conspiracy Theorists
- ⑨ Small Airport
This small airport sports two runways, a hangars, baggage claim conveyors, and a variety of lobbies and boarding platforms. There may be a working flying vehicle that was deemed valuable enough to pawn. The air traffic control tower gives a nice view of the surrounding area. If nothing else, there may yet be hidden treasure to be found in the unclaimed baggage and Lost & Found, and the baggage cart and baggage cars still work.
+1 Bonus: Aviation, Rerolls: Security, Penalties: Enhanced Screening
- ⑩ Full Service Gas Station
The full service gas station is quite the rarity. Lobby, office, multi-bay garage, car wash, mini-mart, and a few rows of pumps. The fuel tanks were pumped dry by the G.R.E.B. Requisitions department, but the equipment should still work. There's a huge pile of car parts, drums of used oil, and one loaner car that barely starts half the time and stops even less. The station sign shows prices of better economic times. Thankfully, the coin-operated air pump is stuck on free mode.
+1 Bonus: Automotive, Rerolls: Jury Rigging, Penalties: Investigative Journalists

G.R.E.B. Office Condition Descriptions

- ④ Strangely “Excellent” Condition
This place is in really good condition. Too good. There’s no way the G.R.E.B. got a building in this good of condition without some hidden issue. There’s nothing on any official record, but there has to be something wrong. Whatever this hidden issue is, the building is in good condition and just as the information packet describes it. So... Enjoy! It might not last long. Okay really, what is the deal with this place? There’s something going on here!
+1 Bonus: Public Records, Rerolls: Paperwork, Penalties: Paranoia
- ① Average, Normal, and Mundane, except for that one, inexplicable, baffling, awkward thing
The building is pretty much what you would expect for what it is... Except for this one thing. You know, THAT thing. It doesn’t make sense. It doesn’t belong here and no one is quite sure why it was put here in the first place. It’s kind of in the way and doesn’t match the decor. But, there’s a strange draw about it and it beckons an explanation be found. However strange and weird it is, this thing has to have a story or something!
+1 Bonus: Mysteries, Rerolls: Puzzles, Penalties: “Art” Students
- ② Mostly intact, but some very strange issues with the utilities
The building is decent. Well, expect for the utilities. The light flicker at odd moments, the water goes from hot to cold to hot in mere seconds. The network connection works fine when no one is using it and can’t be bothered when someone actually needs it. Reception is all over the place. And there are strange noises in the air conditioning ducts. And the toilets always temporarily back up and nearly overflow before flushing normally.
+1 Bonus: Electrical, Rerolls: Plumbing, Penalties: Codes Inspectors
- ③ Building intact, no furniture whatsoever
Well, it seems that the furniture in this place was nice enough to warrant the G.R.E.B. Requisitions team to loot it completely. Anything resembling a chair, table, couch, bed, or shelf that wasn’t bolted down is gone without a trace. There’s plenty of room to get furniture. Or, maybe just go for the whole open floor plan layout?
+1 Bonus: Cinder Block Use, Rerolls: Decipher Script, Penalties: Tight Spaces
- ④ Old Hobo Hangout
Even before the G.R.E.B. got a hold this place, it was occupied. Hobos, Transients, Bums, Homeless, and other assorted folk have been using this place as their favorite hang out. On the bright side, you get to meet some interesting and exciting people. On the down side, you get to meet some interesting and exciting people. Some may need well, but there’s no brakes stopping these folks when they well past rowdy.
+1 Bonus: Hobo Signs, Rerolls: Booze Use, Penalties: Angry Drunk Hobos
- ⑤ Eternal fixer-upper, would be “Money Pit” if anyone actually had money to put into it
This place is in a constant state of repair. The only things you can trust are those you repaired or replaced yourself. Living in this building has been a crash course... something quite literally... in understanding the finer points of home repair. Educational, but can be absolutely frustrating. It also doesn’t help the G.R.E.B. Accounting Department likes to lease out usage rights to every home repair show to balance the end of the year budgets.
+1 Bonus: Home Repair, Rerolls: Tools, Penalties: Home Repair Shows
- ⑥ Old, but well made
There’s not enough electrical sockets and none of them are modern models. The plumbing might actually be lead given the age of the place. The place is practically fireproof from the asbestos lining almost every part of the building. And the color scheme would make a blind man gag. But, the fact it has lasted so long and is still in relatively good shape is a testament to how well built it is. It’s a shame it attracts every hipster wanting to experience the past.
+1 Bonus: Antiquities, Rerolls: Cleaning, Penalties: Retro Hipsters
- ⑦ New, but cheaply made
It looks nice and has all the up to date amenities. It really looks amazing, so amazing no one thought twice about the one year warranty the builders gave it, right before closing the LLC and leaving the country. Upon closer inspection, the facade falls apart... no really... it actually falls apart. The amount of recycled material and junkyard scrap used to build this place prevented the deaths of any trees. Maybe its biodegradable, but there be much left in a few years.
+1 Bonus: Modern Decor, Rerolls: Covering Up, Penalties: Wannabe Hippies
- ⑧ Holes everywhere, healthy ecosystem of both flora and fauna throughout
Over the years, holes formed in the walls, floors, and ceilings. This allowed mother nature to move in a big way. A collection of flora and fauna lives throughout the place and isn’t afraid to claim dominance. While most critters keep a respective distance from the genetic rejects, not all do. So don’t be surprised when you wake to full bed. Due to the strange number of endangered species that are thriving in the area, the wildlife and plants can’t be removed.
+1 Bonus: Ecology, Rerolls: Camping, Penalties: Wildlife Preservation Agencies
- ⑨ Absolute dump. Both figuratively and literally
The place is dump. Really, it is! It seems that previous occupants treated this place as a dumping/storage place. You are pretty sure anything and everything can be found here. The trouble is getting to it, only with dedicated effort have clear passage ways been forged to gain access to the basic functions of the place. There are whole parts of the building that haven’t been seen in a long time... long enough for civilizations of mutant sentient vermin to develop.
+1 Bonus: Recycling, Rerolls: Dumpster Diving, Penalties: Sentient Vermin

G.R.E.B. Office Acquisition Descriptions

- ④ Law enforcement seizure due to contraband
Law Enforcement performed a huge raid on this place. Word on the street is there was a huge collection of contraband being stored at the location. The raid completed, most of the contraband was removed, and the building was left as is. There may be spots they missed, but all the smuggling holds and hiding spots can be used. Unfortunately, the crime syndicates that used the building are not very pleased and still are a bit sore about the whole affair.
+1 Bonus: Subterfuge, Rerolls: Smuggling, Penalties: Crime Lords
- ① Contraversial Local Eninent Domain Case
The local government wanted a chunk of land. They tried to take it, the owners started a massive legal battle. It went on for years, eventually, the local government won and got the property. Trouble is, the local government found another site for the project and no longer needed the much contested property. To avoid any more contravery, they dumped it over to the G.R.E.B. It's no longer news worthy, but the pervious owner are still holding a grudge.
+1 Bonus: Contraveries, Rerolls: Spin Doctoring, Penalties: Previous Owners
- ② Abandoned for a long time
For some reason, the place has been abandoned for a LONG time. A long time. A suspiciously long time. People have reported getting really strange feelings upon being here for extended periods of time. Odd unexplained events happen. And there's always that feeling you aren't alone. Normal investigations have failed to reveal anything. Now it has attracted the attention of paranormal investigators.
+1 Bonus: Paranormal, Rerolls: Haunting, Penalties: Ghost Hunters
- ③ Result of shady bureacratc dealings
A friend of a friend of a friend with connections to some job who owns a place that deals in stuff pulled a favor and promised a cut of the action if... You get the idea. A strange, untracable string of sales pitches and other dealings have resulted in this place getting sold to the G.R.E.B. What these dealing will ultimately result in remains to be seen.
+1 Bonus: Salemanship, Rerolls: Hustling, Penalties: Hidden Terms
- ④ Sold off to play taxes/fines/legal fees
Due to unpaid taxes, penalties, fines, legal fees, or all the above, this property was sold in efforts to pay them off. This property is still under scrutiny and part of a financial investigation. As this isn't the first time the property has changed hands for these reason. So... It's not out of the ordinary to have investors and IRS agents wandering around trying to get answers... and occasionally trying collect back taxes from the current residents.
+1 Bonus: Investigation, Rerolls: Financial Forms, Penalties: IRS
- ⑤ Leftover from another closed agency
An agency closed down an office and to balance the budget, it wrote it off to the G.R.E.B. This was done very quickly to cover up some strange budget weirdness. So, the agency left the building quickly and left a bunch of their stuff behind. The material has been very informative, but it seems like the previous agency wants all of it back.
+1 Bonus: Agencies, Rerolls: Procedures, Penalties: Another Agency
- ⑥ No other government agency wanted it
No government agency wants this place. It's been written off all the budgets. It has fallen through the all cracks and everyone has dropped the ball. The G.R.E.B. Requisitions department found it upon a yearly review and immediately did the paperwork to put it under the G.R.E.B.'s ownership. It took a few years and some serious threats to some clerks, but the ownership got transferred and the genetic rejects were moved in.
+1 Bonus: Opportunities, Rerolls: Control, Penalties: Apathic Clerks
- ⑦ Condemned, then reinstated after a "Special Exception Review"
It was condemned, but now it isn't. By some twisting of law and regulation, this building not only had its condemned status undone, but it has been completely rezoned, reassessed, and reassigned. The paperwork behind it all doesn't make complete sense, but the number of exception forms and executive overrides shows a long chain of individuals who had some reason to see this building put under the G.R.E.B.'s ownership.
+1 Bonus: Law, Rerolls: Bribery, Penalties: Committees
- ⑧ Reason "Unknown" due to bad bookkeeping
A whole host of bad bookkeeping has lead to this building being in the possession of the G.R.E.B. No one knows why or how. Auditors are still trying to piece together what happened.
+1 Bonus: Records, Rerolls: Accounting, Penalties: Auditors
- ⑨ Reason "Unknown" due to ***REDACTED***
This place was ***REDACTED*** and then ***REDACTED***. Somehow ***REDACTED*** got involved along with ***REDACTED*** and ***REDACTED***. ***REDACTED*** happened and then ***REDACTED***.
...
REDACTED
....
+1 Bonus: Conspiracies, Rerolls: Black Ops, Penalties: *REDACTED*****

G.R.E.B. Employees

Being an employee of the G.R.E.B.

No matter the walk of life that lead you here, you are now a gainfully employed member of the G.R.E.B. You are given a semi-functional roof over your head, a weekly allowance for food, and are usually put to work doing tasks that no one else on this earth wants to do. There's a strange comradery to be had with your other G.R.E.B. Employees. You are all Genetic Rejects. No longer able to fulfill your original purpose, you are here at the whims of a large government bureaucratic entity... that LOVES to misinform and cheap out on the bill. So... Pretty much like any other job out there.

Remember you are an unlikely team of rejects. Get to know your fellow employees. Like it or not, you are going to have to work with them.

How do you create a Genetic Reject?

Think or create a six digit number. Now if you've played this before or just want to be specific, you can go ahead and peek at the G.R.E.B. Employee Description Sheets to see what number means what on the sheets. But, otherwise, just think of a six digit number and write it in as the employee file number. Using the employee number look up your Origin, Rejection Reason, Reputation, Asset, Trait, and Burden. Fill out the appropriate +1 Bonuses, Rerolls, and Penalties.

Pick a name. No, pick a good one. It can be a nickname, call sign, or similar, but pick one you'd like your fellow employees to call you. But if you must pick a goofy one, pick one that'll be funny for the Manager to yell out when you mess something up.

Using some strange devices and technology, the employee file has quantified the five basic attributes of your genetic reject. How? Um... well... We don't know really. Someone made a real monolith of a system, he retired, and well... He didn't comment his code at all. So, it works wonders. As in we wonder how it works. All attributes start out with "5"s in them. You can shift around as many points as you want so long as you keep any attribute within the 1-10 range.

What do all these terms mean?

Name - It's what your employee is called... Wait, are we really having this discussion? It okay, we take all kinds here. All kinds...

Origin - This is how your genetic reject came to be. It's where they are from and it usually grants some Asset in kind of knowledge due to experiences had during creation.

Rejection Reason - This is why you found your way to the G.R.E.B. No one likes rejection, and this particularly burns something into your psyche in the way of a penalty that likes to manifest itself in your being.

Reputation - Either your origin and/or what you did after rejection has shaped how the rest of world sees you and treats you. You get another reroll when in situations relevant to your reputation.

Asset - Some benefit you have that grants you a +1 Bonus

Trait - A fact of your existence. Allows you to reroll when appropriate.

Burden - A detrimental aspect that causes you trouble and gives you a penalty.

Attribute - The most basic measurements of your ability.

Normal - What your attribute starts out at and is usually.

Current - What your attribute is at the present time.

Agile - Deals with anything involving movement.

Brain - If you have to think about it and figure out it.

Charm - Talking, swooning, and convincing others.

Detect - If you need to perceive, find, or know how not to be.

Endure - Deal with the application of your physical body.

Possession and Other Items - This is the collect of various junk and crap you've bought or somehow found that has granted you improvements upon your genetic reject.

G.R.E.B. Employee Origin Descriptions

① Military Black Project

Some top secret military project created you. For whatever reason, things didn't work out. In a strange turn of events you were released into the G.R.E.B. program. Occasionally, you swear there's a black van following you around or someone is watching you from the distance.

+1 Bonus: Black Ops

② Military General Project

A secret military project was the source of your creation. While not as secretive as a Black Project, the General Projects division doesn't follow you around still. In fact, depending on the circumstances, the military would prefer to disavow all connections to you and even the fact you even exist.

+1 Bonus: Military

③ Government Project

Some part of the government funded your creation. Design by committee at its finest! Well, they got what they paid for... Or what the taxpayers paid for. After some other committee was gathered to investigate the previous committee, another committee came along and determined that there should be a committee to review your performance and... Then the G.R.E.B. came in and snatched you away because even they couldn't stand that much bureaucracy.

+1 Bonus: Government

④ Corporate Super Power Experiment

Since massive deregulation and well even further deregulation by the fact that many regulating agencies just don't exist anymore, corporations have gathered into super powers and perform secret experiments. One of these experiments was responsible for your creation. But, for some reason or another, the company decided to "go another direction."

+1 Bonus: Corporate

⑤ Small Private Company Venture

Some small company put their resources and time into the venture that created you. But like many start-ups, their business plan had some significant flaws. Chances are that one of them involved you. Probably specifically, you.

+1 Bonus: Start-Ups/Small Business

⑥ Underground Secret Project

Some underworld, underground operation spawned you. How you got into the hands of the G.R.E.B. is dubious, but probably an interesting tale. You might have to keep an eye out for previous member of the project.

+1 Bonus: Secret Places

⑦ Personal, Unlicensed Lab Experiment

Homemade and homegrown. Someone with too much time and money on their hands took a crack at creating their own genetically engineered creature. Let's just say they were more hobbyist than professional.

+1 Bonus: Homebrewing

⑧ ***REDACTED***

Access Denied. Insufficient Clearance. This attempt has been reported.

+1 Bonus: *Conspiracies*****

⑨ Black Market Lab Project

You were engineered for a purpose: To turn some kind of profit well outside the normally accepted markets. Someone contracted a black market lab to produce you and to do so outside the normal constraints of society and law enforcement. Caveat Emptor.

+1 Bonus: Black Market

⑩ Academic Research Project

You were some well-funded academic research facilities pet project. While the academic environment gives greater freedom to try riskier projects in the name of scientific innovation, it also allows them to spawn greater failures. Like you.

+1 Bonus: Academia

G.R.E.B. Employee Rejection Reasons Descriptions

① Made Obsolete
Wouldn't you know it... You were made obsolete. This happens for many reasons, but you just didn't have a place anymore.

Penalties: New Versions

① Retired
You had a good run. Either you were done with the work or the work was done with you. Now you are trying to make ends meet when you have accomplished your intended purpose.

Penalties: Working Hard

② Project Canceled
It could have been great! But due to budget woes or political positioning, your project got canned hard and it left you out on the streets. Thankfully, the G.R.E.B. was there to pick you up.

Penalties: Quitting

③ A Series of Unfortunate Events
Without getting into too many details, let's just say things didn't go well. Not well at all. In fact, really bad. Really, really bad. And not just one thing, a lot of things. Think, "Murphy's Law: With a Vengeance!" Too say the least, you weren't going to be needed anymore.

Penalties: Chance

④ Irrecoverable Clerical Error
By some streak of "Catch 22", the paperwork got fouled up and you were well on your way to the street with no route of getting back to you were. The system won't take you back because the system says you shouldn't be taken back because you were never suppose to leave in the first place because...

Penalties: Bureaucracy

⑤ Some Direct Incident
Something happened involving you, that caused your rejection and quick dismissal to the G.R.E.B.

Penalties: Responsibility

⑥ Some Indirect Incident
Something happened involving someone else, but somehow you were blamed and dismissed to the G.R.E.B.

Penalties: Blame

⑦ ***REDACTED***
Access Denied. Insufficient Clearance. This attempt has been reported.

Penalties: ***Cover Ups***

⑧ Antithesis of Desired Result
You are so far from what was expected and desired. What ever you had wasn't on their list, and whatever was on their list you didn't have. Let's just face it; you weren't going to meet their expectations any time soon... or later... or ever.

Penalties: Meeting Expectations

⑨ Single Critical Flaw
All so close. You were almost perfect, save one critical flaw. A flaw so severe it completely fouled up the entire project. They really tried to work around the issue, tried to compensate for it, and even tried a bit of therapy to get them to accept you for all your other good features. Just so you understand, it's not you... It's them. Really, you are just fine, but they just can't accept that one issue.

Penalties: Self-Criticism

G.R.E.B. Employee Reputation Descriptions

① Connected

For some reason you always seem to “know a guy”. You’ve made some connections and ties with various people. This becomes very useful when you “need a guy” for something. But with so many connections, you never quite know what may come up.

Rerolls: Networking

② Friend of Law Enforcement

For some reason, the local law enforcements likes you. No, not liking to arrest you, but really actually like you. The local fuzz seem to give you a little leeway in your dealings and you are privy to a bit more of the behind the scene of law enforcement.

Rerolls: Police

③ He’s Cool

Local gangster and thugs are cool with you. They know you and like to keep things cool with you. You can approach them amicably usually. But, you never know how gang politics may shift.

Rerolls: Gangs

④ Local Celebrity

Some combination of your deeds, connections, and/or luck has put you into the local limelight and made you a local celebrity. Local businesses treat you differently, your name has some clout behind it, and certain folks show you some recognition. What kind of celebrity? That depends.

Rerolls: Locals

⑤ Ex-Military

You served in the military. You have a few friends and ties to the organization. Occasionally, you can make use of a few perks. Overall, you have a better chance at communicating with other past and present military members.

Rerolls: Military

⑥ Neutral Drifter

No one immediately dislikes you. While some folks are liable to just shoot and ask questions later, you often can manage to exchange a few words before a getting a polite warning. For some reason, you lack of a history with people keeps your options open and your odds better.

Rerolls: New Acquaintances

⑦ Ex-Con

You’ve done some time. Nothing too big, otherwise you’d probably still be in prison. You’ve learned the ins and outs of the legal system and know a thing or two about how crime works. Talking up other ex-cons can be bit easier since you know what its like behind bars.

Rerolls: Criminals

⑧ Don’t Mess With ‘Em

Some of the organized, underground elements know not to bother you with trivial things. They won’t hassle you, they’ll give you some recognition and respect. So long as you return the respect and keep a mutual distance from their dealings, you often find that things good nicely for everyone involved.

Rerolls: Underworld

⑨ That Guy

You are THAT guy. You know, That Guy. The guy who all the stuff that That Guy would do. Don’t lie, admit it. You are That Guy. We all know it, we all see it.

Rerolls: Awkward Situations

⑩ Academia Member

You have some ties to academia. Either by hanging out on campus, slumming in the lobbies of dorms, or sneaking into lectures for free, you made some friends in education. You sometimes can manage accessing facilities that normally wouldn’t be available to the average person. And occasionally, you get some help from the staff and faculty.

Rerolls: Academia

G.R.E.B. Employee Asset Descriptions

① Thermal Vision

You see in the infrared range and see heat. While it doesn't greatly improve your overall Detect abilities, you have an edge when looking for heat signatures or looking into pitch darkness.

+1 Bonus: Dark/Heat Sight

② Bio Armor

You have some built in armor that protects you from physical damage. Could be plating, some type of bioweave, or maybe just thick skin. It protects you a bit more than having nothing at all.

+1 Bonus: Physical Damage

③ Speed!

You are quick and fast. Anything deal with moving like walking, running, sprinting, or even dodging, is a bit easier for you.

+1 Bonus: Moving

④ Alternative Respiration

You have some additional means of getting oxygen into your system. It could be a more efficient lung, some recycling system, or even absorbing oxygen through the skin. When it comes to breathing and getting oxygen into the body, you have a much easier time of it.

+1 Bonus: Breathing

⑤ Wings

You have a set of wings. What they look like is up to you, but they can maintain some basic flight. Nothing graceful, but merely functional.

+1 Bonus: Flight

⑥ Chameleon Skin

Your skins has the ability to color itself a variety of way. This allows you to mimic different visual patterns and images. Over time with some study, you can get it just right. If you need to do it in a hurry, that may require a check.

+1 Bonus: Stealth

⑦ Extra Limbs

You have an extra set of fully functional limbs. You get two extra limbs. Choose wisely.

+1 Bonus: Extra Hands or Feet

⑧ Super Jump

You have the ability to jump higher and farther than most normal people. And you can land safely from these jumps, if you are careful enough to pick a good landing spot.

+1 Bonus: Jumping

⑨ Specialized Resistance

There's a very specific type of thing you have a resistance to. It's extremely specific, but it is up to you to decide what that specific thing is. Please consult with other players and the game master for ideas and suggestions.

+1 Bonus: Specific Resistance

⑩ Electricity Production

You can generate a decent amount of electricity. Usefully for charging batteries, making sparks and arcs, and jump starting cars.

+1 Bonus: Electricity

G.R.E.B. Employee Trait Descriptions

- ① Night Vision
You can see in low light conditions. As long as there is some form of light around, you can see well enough. Unfortunately, this light sensitive can backfire if the light level changes too quickly.

Rerolls: Vision

- ② Enhanced Hearing
You can hear in ranges outside the normal human range and hear fainter sounds. But, sudden loud noises or ultra-high pitched sounds can make this ability a bit annoying.

Rerolls: Hearing

- ③ Claws
You have claws. Quite useful for digging, climbing, and other activities. A bit troublesome for when having sharp points on your hands and feet isn't appropriate.

Rerolls: Claw Use

- ④ Tail
You have a tail. It provides assistance when performing feats of agility and finesse. But, it can also get in the way and often get slammed in doors.

Rerolls: Balance

- ⑤ Teeth
You have tough, sharp teeth. Useful for situations requiring biting and menacing grins. They can make people nervous and affect the finer points of speech.

Rerolls: Teeth Use

- ⑥ Tentacles
One of limbs are tentacles. Astoundingly great for reaching hard to maneuver spaces and excellent dexterity in awkward spots. They do tend to creep people out and aren't the fastest means of locomotion.

Rerolls: Tentacle Use

- ⑦ Dense Bones
Your skeletal structure is significantly more rugged and denser than usual. This skeletal structure protects you and allows you to apply a lot of mass. Charging doors, slamming things, and power bombing off the top rope is very effective. But, you do sink like a rock in water.

Rerolls: Applying Mass

- ⑧ Parrot Voice
You can mimic sounds you have heard. You can get a decent degree of mimicry with some practice and study. Quick mimicry requires a check. But... sometimes the mimicry can get stuck on.

Rerolls: Mimicking

- ⑨ Containment Capacity
You have a marvelous ability to safely contain a variety of substances by ingesting them with no immediate harm to yourself. Everything has a limit and what goes in... must come out.

Rerolls: Digestion

- ⑩ Gecko Grip
You have the ability to grip onto surfaces like a gecko. Letting go is a bit harder to do. Free advice: Don't use grenades.

Rerolls: Gripping

G.R.E.B. Employee Burden Descriptions

- ① Material Intolerance
There is some very specific, quite uncommon substance that you cannot tolerate at all. Being around it hurts, touching it makes you ill, and anything more just might kill you.

Penalties: Some Material

- ① Color Blindness
You have an extremely hard time differentiating colors.

Penalties: Colors

- ② Strange Odor
You emit a strange odor. While not offensive or even unpleasant, the odor is uniquely yours and it greatly contrasts anything out there in the world.

Penalties: Hiding Scent

- ③ Material Reliance
There is some very specific, uncommon substance that you need. Going without will make you ill. You don't need to consume it, but you just need to have it on your person.

Penalties: Must Have Material

- ④ Diminished Senses
Your senses are greatly diminished. They are still functional, but are well below average. Unless the sight, sound, or smell is blatantly obvious... You won't detect it.

Penalties: Detecting Anything

- ⑤ Clumsy
You are a clumsy person. Anything that requires a single bit of finesse is beyond you. You are very accident-prone.

Penalties: Fine Motor Skills

- ⑥ Anti-Chameleon Skin
For some reason, your skin will gradually color itself to the direct contrast of the environment you are in. It happens slowly over a period of it, but it will get there. This makes hiding a bit trickier for you.

Penalties: Stealth

- ⑦ Flatulence
Yes. Gas. Not necessarily foul smelling, but definitely loud and distracting. In tense moments, it is prone to release. Drastic failures at containment should be followed by the most comedic result.

Penalties: Gas

- ⑧ Specialized Weakness
You have your own personal form of Kryptonite. There is SOMETHING out there in this world that you cannot stand and physically and psychologically hurts you. It is strange and an oddball, but it is a very real thing for you.

Penalties: Oddball Weakness

- ⑨ Mind of Its Own
Your body often has a mind of its own. If you aren't paying attention to your body and idle for too long, it'll decide to start fulfilling its own agenda.

Penalties: Idling

G.R.E.B. Managers

The Game Master has a very powerful means of Deus Ex Machina in the game, and that is the G.R.E.B. Office Manager. G.R.E.B. Office Managers are unique characters within the world of the game who have the responsibility of keeping the players in line. In general, most of the time, the Office Manager's major responsibilities is to give out the next assignment, brief the rejects, and get them moving towards the job. Depending on the group of rejects, these methods for this may greatly vary. Some groups will be receptive and boldly charge forth to the next assignment without failure. Other groups... Well... They sometimes need more encouragement.

Office Managers don't need to have anything resembling a character sheet. They don't even need to make checks or rolls. They don't really need them. As instruments of Deus Ex Machina, they have the Game Master's blessing to get things moving again. Now, Office Managers, just want to manage. They don't want to be that active in the assignments given to the rejects. They'll be helpful enough to give advice and maybe assist in hard spots, but a majority of the assignment is going to be done by the rejects.

When are managers suppose to get involved? They give out the assignments and brief the rejects on what they know. In situations where getting to a location may be difficult, they can arrange for travel means. If there's a good, nice relationship, the manager may even transport the reject crew to the assignment. If the rejects are taking a long time or getting too distracted, the manager will call to check in on them or even track them down and put them to task. In case the rejects get stuck, the manager may give advice, dig up a few leads that could help the rejects, or even directly assist briefly. In emergency situations where the rejects are facing getting taken out completely, the manager is the final calvary.

Rejects are suppose to do 90% or more of the assignment. The manager should be around for that possible 10% that can come up. Managers like to lead from behind the lines and never take the heroic

leader role. It is okay for managers to cooperate with their rejects to do assignments and in some situations, the manager might be a critical part of an assignment. The key thing is that managers actually want their rejects to succeed in the assignments and they want rejects to do the assignments by themselves as much as possible. But... A manager doesn't want their rejects to get taken out, captured, put into a hospital, or thrown on permanent disability. It's not a secured management job if there's no one around to manage.

G.R.E.B. Assignments

Points to Remember

Always remember these three facts when giving out assignments to the reject party.

- 1. Assignments are NEVER simple.**
- 2. Assignments are NEVER straight-forward.**
- 3. Assignments are NEVER sane.**

They almost always appear simple, straight-forward, and sane. But after the assignment is undertaken, this facade falls apart rather quickly. So, managers, don't be surprised when the rejects have a healthy paranoia of any assignment you give them. In fact, don't be surprised if half the time is taken up by the party figuring out ways to prevent the delivery of assignments to G.R.E.B. Offices. The G.R.E.B. wouldn't be distributing them to you to give to the rejects if someone else could, would, or should do them.

Most assignments are complicated, convoluted, wacky messes. But due to lack of information, misinformation, and/or just flat out lying, they are fashioned to look very nice. This could be the fault of those requesting the assignment from the G.R.E.B. or the G.R.E.B. themselves. (They know who they were are working with and will engage in a bit of trickery to get the assignment done.) But once the rejects set out on the assignment, the truth starts to reveal itself in strange, twisted ways and always well pass the point of no return.

Assignments are distributed from the Central Head Office of the G.R.E.B. to the various branch G.R.E.B. Offices through various means. In the Post World, there isn't one reliable means of information transport. So the assignments could come via e-mail, fax, telephone, mail, courier pigeon, or a G.R.E.B. courier dressed as the pizza delivery guy. Sometimes the assignment "happens" next door and the manager makes the call to send the rejects to investigate and receive the order slip. This means of delivery can vary from assignment to assignment, but once the manager receive the document, it can't be turned down.

Some rejects at G.R.E.B. offices take considerable effort to embargo the delivery of new assignments, but if you thought the G.R.E.B. Office Managers were tough and persistent... Wait until you rumble with the G.R.E.B. Assignment Couriers. The reason for these efforts to prevent delivery of the assignment is a loophole in the G.R.E.B. employee payment system. When there are no active assignments at a G.R.E.B. office, employees receive standby pay. They get paid for doing nothing and staying out of trouble. Once an assignment has a confirmed delivery to the office manager, it becomes an active assignment to that office.

Assignment Rewards

For completion of an assignment to mission parameters, each G.R.E.B. employee receives a 100 Credits to their G.R.E.B. Employee Account. It is up to employee discretion on how to spend these funds. While there is an official company store... It is often overpriced and never sells anything of use. Most employees shop through the secret employee-run internal black market surplus catalog disguised a regular paper surplus catalog or industrial parts catalog. In this catalog are various things that employees can purchase to improve their life situations.

There's also thing that can be gotten from missions to better the office overall. The G.R.E.B. often has a strict policy on looting anything during missions, so these items are often gotten on the down-low to avoid flubbing the mission and deducting everyone's meager pay.

Assignment Flubs

Despite the best of efforts, Assignment Flubs can happen. These are moments of great failure during a mission that leave an impression. Often these are gross violations of mission parameters. Or when things go very wrong or employees get knocked-out. The G.R.E.B. doesn't like to pay for medical expenses and keep an exact record of employee incapacitation events. What else can make up a flub? Simply, think of any number of acronym based government organizations. Would they

have a severe problem with the action at hand if they found out? Then you have a possible flub.

Flub are not made final until the end of the assignment during the debriefing meeting. This is where the manager reviews the mission and addresses all flubs. At this point, employees can argue against the flubs and try to smooth things over, and if nothing else, explain how the G.R.E.B. will not be held liable and sued over it. Sometimes, if the employees are crafty enough and can find a way to spin it so the G.R.E.B. can either look good... or earn some less than official funding from the flub... they can get a bonus in their pay.

Example Assignment

From: G.R.E.B. Head Office

To: G.R.E.B. Office #4077

Assignment:

Local residents of a housing sub-division are complaining of cats stuck up in a trees. The local fire, police, and animal control departments are presently unable to do the task at hand and have requested the assistance of the G.R.E.B. Completion of the task requires the removal of all cats stuck in trees. It is requested that property damage be kept to a minimum as the G.R.E.B. will be fined for excessive damage, hence deductions from responsible parties paychecks will be made. This is a housing sub-division, so no spoils or looting rights are allowed. Try not to anger the local populace.

Requested Time of Completion: A.S.A.P.

-END-

Example Assignment Revealed

So what is really going on here in this example?

First off, the local residents of a housing sub-division? They're actually members of a local cult that have taken up residence in an old

housing sub-division. They are having issues with missing sacrificial animals because of the cats up in trees.

The cats stuck up in trees? Huge wildcats that have escaped from the local preserve that are taking a liking to their own home and DON'T want to disturbed or moved from it. They've been eating the cult's sacrificial animals.

The local fire, police, and animal control departments? They all damn well know what is going and want NOTHING to do with it, hence they've contacted the G.R.E.B. to do all the dirty work for them.

The request to keep property damage to a minimum? Ain't going to happen. Most the buildings are in bad shape and a hard stare is probably going to collapse a few of them.

No spoils or looting rights? Well, temptation is going to be a real bitch on this one, since the cultist have various valuables littered around for their homes and sites of worship.

"Try not to anger the local populace?" That's actually the best, most honest advice on the entire assignment. Will it be taken? Maybe. Will it work in the end? Hell no.

G.R.E.B. Mechanics

Situations and Events

During a game, players and the game master will put characters into Situations. Situations are general scenes involving characters, places, and things. They begin when the game master and/or players propose them and end when all the challenges presented are resolved or the characters have moved on to another situation.

Within these Situations are Events. Events are moments where challenges arise and try the characters. Events evolve and change throughout the Situation and often can require a check to resolve.

Of Checks and Dice

This game uses d10's or ten-sided dice. Each dice can roll a range from 0 - 9. Checks only involve one d10, so each player only needs one d10, but multiples are good for ease of use and backups when a die betrays.

When an event in a situation comes up and a character needs to check to see if there's success or failure, the Game Master decides upon a difficulty. Most checks are at a "0" difficulty. Harder checks are at "1". A few can be "2", and there's rarely "3" or higher. For opposed rolls, the difficulty comes from another check's rating.

Now, the Game Master presents the difficulty and asks the player controlling the character how they would like to tackle and deal with the event. This helps determine what +1 Bonuses apply and what attribute the check will be made against. After this is decided, the player rolls a ten-sided die or d10 to determine the check's rating. This rating is equal to the Current Ability Score - Roll. Add any +1 Bonuses that are applicable to the event in this situation.

If the rating is higher than the difficulty, it is a success. Otherwise, it is a failure and could turn into a flub against the assignment. Now, if player isn't happy with the roll and they can think of a way that satisfies

the game master, they can reroll the die to try for a better result. You only get to use each Reroll item once per check per situation. The result of the reroll replaces the old result.

The check's rating can determine the narrative potential of either the success or failure. For example, a "1" rating is only a marginal success, while a "5" is an outstanding success. The same goes for failures. While a "-5" is an abysmal failure, a "0" is barely a failure. These ratings can determine what further events occur and if some future events even present themselves.

Pooling Resources

As much as any one character would like to save the day, some situations can be extremely difficult to handle. This is where the party comes together and pools their resources. In complicated situations, the game master may present multiple events that need checks. The party should come together, figure who and how is going to tackle these events, and be ready to assist each other when needed.

When resources are pooled characters can come to aid of each other to provide +1 Bonuses and Rerolls. If the player can come up with a feasible means for a character to provide assistance to another, the character can grant +1 Bonuses and even reroll dies. Now, this pool of resources can also pool character penalties, if the game master can come up with a feasible means for the penalties to affect the characters

When it Goes Wrong

Failures happen. Some failures can lead to character taking damage in the form of reducing current attribute points. When a character takes attribute point damage, the player chooses what current attribute scores get reduced. This damage lasts for the situation.

Now... are they merely failures, or Flubs? Flubs happen when situations go completely southernly sour. When more events fail than succeed, the situation is ruled a flub and noted on the assignment record. And if a party member's current attribute score reaches "0", it is counted as a flub separate of the situation.

Penalties

You didn't become a reject without having some issues. Penalties can manifest in different ways throughout the game. Often penalties can be just simple "-1"s to check ratings in certain situations. But... Penalties can become personality flaws with genetic rejects or even things that become events in situations that the genetic rejects have to deal with. And sometimes whole situations can arise that are all about the various penalties that the party has.

And the severity of a penalty is NOT static. It can change. It can develop as the assignment progresses. Failures and flubs dealing with certain penalties can cause them to morph away from simple "-1"s to check ratings into events and further into whole situations. And the opposite is true, too. As rejects deal with their penalties, those penalties become less of an issue... for now.

Game Masters, it may be helpful to have a handy list of Penalties of the Office and all the characters. As the game progresses, feel free to throw the party into situations where penalties apply. Record how well the party deals with those penalties. If it isn't sufficient enough... mix the penalties into events that happen in situations. If the party still isn't dealing with the penalties sufficiently enough, have whole situations pop up that are ALL about the neglected penalties. Furthermore, have mission flubs result from not handling these situations.

But remember, if they do address the penalties... give them a bit of a reprieve... for now.