

Friends & Tables

A Lasers and Feelings Hack / Lyric Game / Joke by Nat Knight (more at games.natknight.xyz)

YOU are the **Tuesday Night TTRPG Group**. Your mission is to get your friends together to play a table-top roleplaying game. You face the greatest challenge of all: getting your actual friends to an actual table to actually play.

Players: Create Characters

Choose a **style**: Goth, Neckbeard, Cosplay, Librarian, Gender Tomfoolery, Jock, Normie

Choose a **role**: Rules Lawyer, Lore Master, The Organized One, The Neophyte, The One with Disposable Income, The Best Adjusted One, Ex Theatre Kid

Choose your **number**, from 2 to 5. A high number means you're better at FRIENDS (having connections; relationships; empathy). A low number means you're better at TABLES (hosting; system mastery; criticism).

Give your character a **cool, roleplaying name**. Like Jack or Sylvie or something.

You have: a character sheet, a copy of the rules, an array of inside jokes and recurring bits, snacks. You may or may not have a pencil—up to you.

Player goal: Get your characters into TTRPG-related adventures and have fun with your friends.

Character Goal: Choose one or create your own: *Become the GM, Make your character suffer, Make a busted character build, ALL THE DRAMA, Find out what happens, Strut your Stuff (you have nothing to prove).*

Players: Create the Group

As a group, choose for the **Tuesday Night TTRPG Group**:

What system do you usually play? *The Unstill Arsenal, Laminar Shadows, Planetary Penitentiary, Reality: The Proclamation, Gossamer Ltd, Circugenous Stories*

Where do you play? *Someone's House, A friendly local game store, The public library, A bemused cafe or pub, Online, The school cafeteria*

What **challenge** do you face? *Scheduling, Venue Woes, Decision Paralysis, Self-doubt, Hyper-intense Bleed, Over-prepping*

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll based on your character and the situation.) Roll your dice and compare each die result to your **number**.

If you're using FRIENDS you want to roll **under** your number.

If you're using TABLES you want to roll **over** your number.

0. **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.
1. **If one die succeeds**, you barely manage it. The GM inflicts a GM, harm, or cost.
2. **If two dice succeed**, you do it. Good job!
3. **If three dice succeed**, you get a critical success! The GM tells you some extra effect or benefit you get.

If you roll your number exactly, you have Table Friends. As a group, you gain special insight into what's going on.

Some good questions:

What's the trickiest part of this situation? What do they want? How could I get them to...? What should I be noticing? What should I be ignoring? Who's hiding something?

Helping: If you want to help someone else who's rolling, say how you try to help and make a roll of your own. If you succeed, give them **+1d**.



Based on *Lasers & Feelings*
by John Harper

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GM: Create a TTRPG Adventure Adventure

	A threat...	wants to...	which will...
1	Grown-up life obligations	Switch systems mid-campaign	Tear the group apart
2	An influential TTRPG personality	Commit to an endless play-test	Make everyone buy new rulebooks
3	A player's new romantic partner	Move sessions to a new venue	Obviate weeks of prep
4	An ex-member of the group	Suddenly change genres	Stop you from playing for months
5	Internet drama that broke containment	Reveal a terrible secret	Make the campaign last forever
6	Subsequent commitments	Start an actual play podcast	Leave the whole group unsatisfied

GM: Run the Game

Play to find out how the characters overcome the threat. Introduce by showing evidence of its recent badness.

Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *You look at your notifications and Discourse is happening—what do you do? A key player sends word that they might not be able to make it this week—what do you do?*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—play to find out what happens. Failures should always push the story forward. The situation changes after every roll, for good or for ill.

Ask questions and build on the answers. *How did you first get into TTRPGS? What were you particularly looking forward to this week? When do you think about your game when you're not at the table?*

**With apologies to the cast of
Friends at the Table.**