

DIRTBAG

A 21st-Century Roleplaying Game

The Truth!

For the past 200 years, the institutions of the Earth have been infiltrated by an interdimensional alien race of glow-in-the-dark blood-sucking lizard people called Reptiloids. The Reptiloids aim to transform humanity into a semi-sapient slave race using biological and psychological conditioning delivered via fast food, the public school system, pop music, and short-form internet video content. The reptiloids hide themselves from humanity, controlling the world from the shadows until the day when they will finally emerge and install themselves as the rulers of Earth. You have become enlightened to their plot and have joined the ranks of the Awakened: fearless warriors of righteousness who dedicate themselves to resisting the will of the Reptiloids. You must be careful, as being outed publicly as a member of the Awakened will make you a target for the Reptiloids, and you may soon find yourself beset by local police and bad-faith journalists.

Basics of Gameplay

Action Resolution

Action resolution has three variables: the dice pool, the roll target, and the difficulty. To determine whether or not an action is successful, roll a number of d10s equal to the size of the appropriate dice pool. Every die that results in a number equal to or greater than the roll target is considered a success. If the number of successes is equal to or greater than the difficulty, the action succeeds. Otherwise, it fails. The size of your dice pool for any action is equal to the effective ability score you are using to complete the action. Your effective ability score is equal to: the value of the condition corresponding to the score + modifiers from any relevant skills/perks.

Difficulty

A table for determining an action's difficulty is given below. An action's chance of success is affected by the favourability of conditions when it is performed.

Chance of Success	Difficulty
No sweat	5
Worth a try	6
Toss-up	7
Unlikely	8
No fucking way	9
Implausible	10
World-Record Attempt	11
Logically Impossible	12

Roll Target

The roll target for every action you perform is determined by your character's level of humanity. A table for determining your character's roll target is given below.

Humanity	Roll Target
0-25	9
26-50	8
51-75	7
76-100	6
101-125	5
126-150	4
151-175	3
176-200	2

Failing Actions

When you fail an action, your character loses a number of points in the status used for that action equal to the action's margin of failure. (For example, if you resolve an action using Vigor and roll 2 successes too few for the action to succeed, you will lose 2 point of Vigor.)

Character Creation

Ability Scores

Your ability scores are a measure of your most essential physical and psychological capabilities. Your character has 5 ability scores:

Constitution (Con): strength, endurance, and overall physical fitness.

Guile (Gil): intelligence, alertness, and soundness of mind.

Agility (Agl): speed and dexterity.

Nerve (Nrv): the ability to keep a cool head under pressure.

Insight (Int): overall understanding of the world around your character.

Determine your ability scores by rolling 1d12+6 for each score.

Condition

Your conditions reflect your character's physical, mental, and emotional state at any given moment. They describe your character's ability to immediately perform any given task. Conditions inherit their default values from a corresponding ability score. Your character has 4 conditions:

Vigor (Vgr) = Con: overall physical health and remaining stamina.

Focus (Fcs) = Gil: presence of mind and ability to perform strenuous mental tasks.

Coordination (Crd) = Agl: level of control over your body.

Composure (Cmp) = Nrv: calmness and outward appearance of confidence.

Sanity (San) = Int: congruence of one's own perception with reality.

When your character experiences mental and physical injuries, your condition will be reduced until those injuries are healed. As your condition deteriorates, it will become harder to complete challenging tasks. If any of your conditions reaches 0, you may lose control of your character entirely.

Skills

Skills represent a character's body of knowledge and/or aptitude in a given field or activity. Each skill provides a bonus die to your dice pool when attempting to perform any task to which the skill pertains. Which and how many skills a character can take depend on the character's class. Any skill can be taken multiple times, in which case the bonuses provided by the skill are cumulative.

Classes

The Hooligan

Among the ranks of the Hooligan class are meatheads, streetfighters, rioters, and petty criminals. Hooligans excel at solving problems with their fists, but not much else.

Class Skills (6):

Grappling, Pugilism, Improvised Weapons, Knife Fighting, Intimidation, Athletics, Endocrinology, Firearms.

The Scrapper

When a building is condemned, it can sometimes take years before it is completely torn down and the space and material is repurposed. Thankfully, there are many enterprising scrappers out there who are willing to do the hard work of repurposing building materials (albeit extrajudicially).

Class Skills (9):

Stealth, Demolition, Architecture, Security, Lockpicking, Knot-Tying, Construction, Spot, Drive.

The Hacker

The Hacker is the class of malware devs, reverse-engineers, pentesters, skids, pirates, and everything in between. Good with machines, bad with people, and usually very poorly-dressed.

Class Skills (10):

Computer Engineering, Electronics, Investigation, Endocrinology, Catfishing.

The Stalker

The traditional image of a Stalker is a weaselly little man who hides in bushes and takes photos of women through their bedroom windows, but don't let society's expectations determine the course of your life! A Stalker can be anyone who shows an unhealthy interest in learning about a particular person or group of people, and they tend to be quite good at doing so.

Class Skills (8):

Stealth, Security, Lockpicking, Investigation, Impersonation, Photography, Drive, Spot.

The Grifter

Grifters set themselves apart from the rest of the cast by actually being quite socially gifted. They use their natural aptitude for interpersonal relations to run cons, scams, hoodwinks, schemes, and of course grifts on unsuspecting simpletons.

Class Skills (7):

Bluff, Intimidate, Charm, Conflict Resolution, Law, Bureaucracy, Impersonation.

The Schizo

The Schizo is a peculiar character. Though they aren't particularly skilled in the traditional sense, they have the uncanny ability to see patterns where others don't, and often make eerily accurate predictions about future events.

Schizo Ramblings

At any time, a Schizo can make a prediction about an event that could happen, could be happening, or could have already happened. When they do this, they resolve an action using their effective sanity score and a difficulty level proportional to the magnitude of the prediction (given below). If the action is successful, the prediction is entirely true. If the action fails, the prediction is only partially true, wrong, or wildly wrong. See the table below for details. Schizos cannot make predictions which are incongruent with information available to the party. If a Schizo makes a prediction that is incongruent with information known to the GM but not to the party, the GM may make the prediction an automatic failure with by a margin of 4 or 5 as appropriate. If a Schizo makes a prediction whose veracity they will not immediately know, the GM makes their roll for them; the penalties of a failed roll are not applied until the prediction is proven false.

Prediction	Difficulty
Inconsequential	5
Minor	6
Concerning	7
Significant	8
Newsworthy	9
Catastrophic	10
Life-Changing	11
Earth-Shattering	12

Margin of failure (required - successes)	Effect
<1	The prediction is entirely correct
1-4	The prediction is partially correct
5-10	The prediction is entirely incorrect
10+	The prediction is partially correct in a way that has ironic, unforeseen consequences for the Schizo and/or his party

The Girl

Don't let the name fool you; Girls don't actually have to be girls; they just have to be cute! The Girl is responsible for maintaining the party's morale and making sure no one slips any further into mental instability than is manageable for the party.

Class Skills (7)

Charm, Housekeeping, Sex Appeal, First Aid, Endocrinology.

Girl Power

Girls can use their womanly wiles (or boyish charms) to perk-up their fellow party members by flirting with them. If successful, flirting with party members can heal mental and emotional injuries. To do so, the Girl resolves an action using her effective composure score and a difficulty of 7. If the action succeeds, the target of the flirtation is healed of emotional injuries as per the

table below. If the action fails, the Girl is subject to the regular penalties of a failed composure check.

Margin of Success	Amount Healed
8+	2d6+2
6-7	2d6
3-5	1d6+2
1-2	1d6
0	1d6-2 (Min. 1)

Social Status

Choose a social status level to determine your starting wealth and starting humanity level.

Urchin

You are homeless. You are outcast from society and have but a few possessions to your name. Fortunately, your station in society gives you a unique immunity to the Reptiloids' designs, and a higher base level of humanity than any other social status level.

Starting Wealth: \$20

Weekly income: \$0

Minimum working hours: None.

Base Humanity: 150

NEET

"Not in Employment, Education, or Training". Officially, you have no income. This would be a problem for most people, but not for you. Remember: you die if you work.

Starting Wealth: \$500

Weekly income: \$0

Minimum working hours: None.

Base Humanity: 125

Student

You are an attendee of an accredited educational institution. You may have a job, but you are not obligated to work like other social statuses.

Starting Wealth: \$500

Weekly Income: \$10/hour worked

Minimum Working Hours: You may work as many hours as you want. You must spend at least 20 hours in class each week.

Base Humanity: 120

Wageslave

You have a job that you hate, probably at a fast food restaurant or a soulless, rented office space.

Starting Wealth: \$2000

Weekly income: \$500

Minimum working hours: 40/week

Base Humanity: 115

Sigma/Girlboss

Middle management, small business or local franchise owner, or something similar.

Starting Wealth: \$4500

Weekly income: \$1125

Minimum working hours: 9-5, Monday-Friday

Base Humanity: 100

American Psycho

If your favourite position is CEO or if you get money instead of getting mad, this might be you.

Starting Wealth: \$10k

Weekly income: \$2500

Minimum working hours: 9-5, Monday-Friday, plus business engagements a minimum of 3 hours two evenings per week

Base Humanity: 75

Perks

Perks are special traits your character has which provide unique advantages, sometimes in exchange for a unique disadvantage. Each perk has a point value, and each character may start with a total of 2 points worth of perks.

Universal Perks

Crackhead Strength: (Requirement: Urchin) You know no pain. Make all Con checks as though your character had their maximum possible Vgr. However, you must always have an illegal amphetamine of some kind on your person and ingest one such substance every day. If you fail to do this, you must make all Con checks as though you had 0 Vgr. **1pt.**

Involuntary Celibate: You've never had much luck with the opposite sex. Whether it's your looks, your personality, or just plain bad luck, you habitually strike out with them. Gain +20 base humanity. Whenever you interact with the opposite sex, you risk being discovered as awakened. Additionally, suffer -2 effective Nrv when interacting with the opposite sex. Girls cannot take this perk. **-1pt**

He's Literally Me: Your identity revolves around imitating another person, real or fictional. You must act as true to this person's character as possible. Whenever you attempt an action that this person is known

to have done themselves, you cannot fail. Whenever an NPC could potentially discover you, roll to be detected with +20. Whenever you break character, suffer -3 humanity. **1pt**

Savant: You have a natural affinity for a specific task or area of expertise that is not on your regular skill list. When attempting any action pertaining to this topic, gain +1 to your effective ability score. **1pt**

Paranoid: You're always watching your six. Gain +2 Gil and lose -2 Int permanently. **1pt**

Sub-Cultured: You are an identifiable member of a special subculture, clique, or social group. When interacting with other members of this group, gain +2 effective Nrv. Other members of this group will not identify you as awakened under normal circumstances, but may still do so if you act out severely. **1pt**

Hylic: You have no soul. Your humanity is 75. Forever. **1pt**

Fat: This one is pretty self-explanatory. Lose -1 Con permanently and suffer -15 humanity. **-1pt**

Daddy's Credit Card: Start with an additional \$10k, regardless of your social status. **1pt**

Non-Negotiable: By some fluke of nature, you are part reptilian. Lose -20 humanity. Reptilians and law enforcers will not discover you upon seeing you, but they will still discover you if you act out. **1pt**

Transylvanian Hunger: You are a vampire. How? Who cares. Gain +2 Con, +2 Agl, and +1 Gil. Suffer -25 humanity. You do not require food. Instead, you must drink the equivalent of 1 gallon of blood every week. Hunger has its standard effect, and its effects last for 3 weeks rather than 72 hours. You cannot go out in sunlight. If you do, suffer -4 Vgr per hour of exposure. **2pt**

Addict: You have a psychosomatic dependency on an addictive but not immediately life-threatening substance. Whenever you go more than 12 hours without using your given substance, suffer -1 to all attributes until you do. **-1pt**

God's Favorite: Well, *someone* is looking out for you at least. Once per session, you can reroll anything, including rolls made by the GM or other players. **1pt**

Oath of Poverty: Attachment is the root of suffering, man... Calculate your net worth as the amount of money you possess + the total value of all assets you own, including items in your inventory. Rented assets are valued at their monthly cost. Gain humanity equal to $(500 - \text{your net worth}) / 5$. It is possible to lose humanity in this way. Your humanity cannot be reduced below 1 this way. **1pt**

The Man With No Name: You have successfully erased your "real" identity. Your face, fingerprints, signature, and any other identifying features do not exist on any government record. Consequently, you have no bank card, no driver's license, no passport, and no credibility anywhere in the world. You also cannot have a "traditional" job. **1pt**

Responsible Gun Owner: You are fully licensed to own or carry a gun in your area (if applicable). **1pt**

Nothing: I guess you're not special after all. You have no perks. Instead, gain +3 skills. **0pt**

Class-Specific Perks

Hooligan

Killer Instinct: When all you have is a boot, every problem looks like a face. Gain 1 rank of all combat-related skills and Intimidation. You *must* attempt to escalate every conflict you encounter, especially if doing so is likely to lead to violence. **1pt**

Juicehead: A few extra flu shots never hurt anybody. Every day, resolve an action using your effective Int (+ endocrinology) and a difficulty of 7. If you succeed, gain +2 Con until the end of the day. If you fail, gain +1 Con, -1 Int, and -1 Nrv until the end of the day. **1pt**

The Mob Rules: The real mind-altering chemicals were the friends we made along the way. Whenever you are in the presence of 2 or more friendly hooligans, gain +25 humanity. **1pt**

Hacker

Social Engineer: You prefer to work face-to-face. Add Impersonation and Bluff to your skill list. **1pt**

We Are Legion: Just because you're a hacker doesn't mean you have to be a friendless dork. You have a network of "associates" you can call upon to help you with certain tasks. Once per session, whenever you are attempting a task that could conceivably be done remotely, you can outsource the action to your network; roll to resolve the action 3 times and use the best result. If the check still fails, you do not suffer the usual consequences of a failed check. **1pt**

I Just Dream: You'll sleep when you're dead. 3 hours of sleep confers the usual benefits of 6 hours. **1pt**

Scrapper

Odd Jobs: On any given day, you can choose to work up to an additional 6 hours on top of your minimum working hours to earn an additional \$10/hr, paid immediately. You do not lose humanity from working this way. **1pt**

Built, Not Bought: You have access to a unique weapon: the Sten Gun (2d6 Dam). Sten Guns can only be built, not bought. A single attempt to build a Sten Gun takes 20 hours total and requires you to pass a Gil check at difficulty 4. **1pt**

Repo Man: Add Auto Theft to your skill list. **1pt**

Stalker

Grayman: You have an uncanny ability to blend into a crowd. Whenever you are in a crowd of 5 or more unawakened individuals, any roll to discover you is made as though you had 50 humanity. **1pt**

Eyes Without A Face: You've just got one of those faces, y'know? No one will ever remember your face. Without some form of ID or documentation no one (other than your party) will ever recognize you. **1pt**

Grifter

I Get Around: Somehow, you always know a guy. Once per session, you may pick any non-reptilian NPC you meet or could potentially meet. You have a significant but unspecific history with that NPC which causes them to be unconditionally friendly to you. **1pt**

Two-Faced: You have access to a second identity, complete with a bank card, government-issued ID, multiple social media accounts, and a credible history of employment and residencies. **1pt**

Trustworthy: People always assume the best of you. Whenever you may be discovered, the NPC discovering you will get an impression of you one rank better than they otherwise would. **1pt**

Equipment and Expenditures

You need money to live! No matter your level of status, you will receive your weekly income at the end of every week. You can spend money to buy or maintain assets. If you have an asset on which you make regular payments, you can only keep it as long as you keep making those payments. If you don't, you'll lose it until you do.

Item	Cost	
Accommodations		
Studio apartment	\$1000/mo	
Student housing (shared)	\$750/mo (no cost for students)	
House (shared)	\$800/mo	
Condo	\$2000/mo	
House (solo)	\$3000/mo	
Transportation		
Bus fare	\$2/trip	
Bus pass	\$50/mo	
Bicycle	\$250	
Taxi	\$2/km	
Shitty car	\$9000 or \$1000 + \$100/mo	
Nice car	\$15000 or \$2000 + \$150/mo	
Really fucking nice car	\$40000 or \$5000 + \$350/mo	
Food		
Fast food	\$8/meal	
Home-cooked food	\$5/meal	
Snacks (fast food)	\$9/meal	
Equipment		
Duct tape (50ft)	\$5	
Rope (50ft)	\$6	
Chain (50ft)	\$15	
Zipties (30)	\$5	
Gasoline (20L)	\$40	
Hydrochloric acid (4L)	\$15	
Bleach (4L)	\$5	
Bike lock	\$30	
Spray paint	\$10	
Blowtorch	\$10	
Weapons		Damage (Vgr)
Hammer	\$10	1d4-1
Crowbar	\$15	1d4-1
Bat	\$15	1d4
Knife	\$25	1d6+1
Garrote	\$30	-
Handgun	\$350	2d6
Hunting rifle	\$350	3d6
Carbine	\$600	2d6+3
Shotgun	\$400	7d2

In-Depth Gameplay

Humanity

Humanity is a measure of your freedom from the System and independence from the Reptiloids. It can be lost and gained in a number of ways.

Action	Humanity
Loss	
Eating fast food	-1/meal
Going to work/school	-1/hour
Talking to normal people	-1
Exposure to propaganda	-2
Engaging in consumerism	-4
Succumbing to social norms	-2
Hurting innocent people	-5
Killing innocent people	-15
Gain	
Spreading the truth	+2
Defying social norms	+5
Grossly defying social norms	+10
Minorly disrupting reptiloids/agents	+5
Majorly disrupting reptiloids/agents	+15

If your humanity ever drops below 1, you have been successfully subjugated by the Reptiloids. Your character is no longer playable.

Concealing Your Humanity

Every time you interact with someone, you risk being discovered as an awakened. If you are discovered, civilians will change their behaviour towards you depending on how much of your humanity has been revealed. You have a chance to be discovered every time you violate a social norm, whenever you speak at length with an unawakened person, and whenever you draw the attention of a reptilian or law enforcer. Whenever a player character may be discovered, the game master rolls 2d100. The margin of success is determined by the character's humanity level minus the GM's roll and determines how the NPC perceives the character. This roll is repeated every time the character violates a social norm; impressions can get worse in this way, but not better.

Margin of Success	Impression
<1	Upstanding citizen
1-25	Harmless weirdo
26-50	Antisocial asshole
51-75	Deliberate nuisance
76-100	Malicious agitator
101-150	Threat to public safety
151+	Threat to national security

Time Management

As an awakened, you have a pretty busy schedule. You need to find a healthy work-life balance, working enough to survive while also leaving enough time to disrupt the machinations of the reptiloids. Time is broken into 0.5-hour intervals. Each status level has a minimum number of working hours. If you fail to work that many hours on any 3 weeks, you will lose your job and your weekly income will be reduced to 0 until you can find a new one. Outside of minimum working hours, you can spend your time however you want, but failing to eat and sleep will result in penalties to your derived attributes.

Downtime

Whenever you're not eating, sleeping, or working, you can use your free time to prepare for anti-reptile operations. For any given task that can happen "offscreen", the GM will decide which ability score the task requires and how long a single attempt takes.

Travel

If you need to go somewhere further than 1km, it will take time to get there. Different modes of transport will take different amounts of time.

Transport	Speed
Walking	5km/h
Bicycle	20km/h
Bus	30km/h
Car	50km/h

Eating and Sleeping

Every day, you must eat 3 meals and sleep at least 6 hours. Eating the equivalent of 1 meal takes 0.5 hours. For each meal you miss, you will suffer -1 Vgr for 72 hours or until you make it up by eating more than 3 meals in a given day. When you sleep for at least 6 hours, your derived attributes return to their default values. If you fail to sleep, they do not recover.

Breakdown!

When any of a character's statuses reaches 0, they suffer a breakdown. Depending on which st score is affected, they may become unconscious, catatonic, or psychotic. When this happens, you lose control of your character, and your fellow party members must return you to mental or physical stability before you can regain control.

Getting Better

Status can be healed in two ways. When a character sleeps, they automatically regain 1d4-1 (min. 1) points of each status for every 3 hours slept, up to a maximum of 9 hours per day. Alternatively, characters can use unspent waking hours to heal individual statuses. By engaging in an appropriately therapeutic activity, characters can heal 1d4+1 points of any single status for every 3 hours of activity. The activity must be clearly connected to the target status, and the character must pay any cost associated with the activity (such as a hospital bill).

Under Pressure

In situations where characters are competing to act first, each character resolves an action using their effective Agl, with the highest number of successes acting first. Skills pertaining to the action in question

can provide a bonus to this action. Actions under pressure are roughly 15 seconds. When actions are occurring under pressure, the environment is split into stages. Stages are sections of the environment separated by uneven or difficult terrain (such as small passages, debris, or staircases) or more than 40 feet of even terrain. In order to take an action that requires contact with an object within a given stage, a character must already be in the same stage as the target. If they are not, they must first use an action to move to the desired stage. If an action does not require direct contact with its target, it can target any object in any stage with which the character has line-of-sight.

Defending

Whenever a character is the target of an action, they may choose to 'defend' against it with an appropriate action of their own. An appropriate action in this case is an action whose sole or primary outcome is preventing the initial action from succeeding or having its intended effect*. When this happens, the 'defender' resolves an action of appropriate difficulty; if they succeed, the initial action fails or its intended outcome is prevented.

**For example, if fighter 'A' (the initial actor) is attempting to perform a double-leg takedown on fighter 'B' (the defender,) an appropriate defending action would be to stuff the takedown and sprawl without initiating a counterattack. If fighter B wanted to counterattack, such as kneeing fighter A in the face, this would create a new outcome, rather than solely preventing the outcome of the initial action, and would therefore require a contested roll (below.)*

Contested Rolls

When two characters are simultaneously competing to perform actions with contradictory positive outcomes (i.e. they are both attempting to make happen something that would not otherwise happen,) they must contest their rolls. To do this, the characters resolve actions of appropriate difficulty respective to their actions simultaneously. If one succeeds and the other fails, the one who passed 'wins' the contest, and their action proceeds. If both succeed or fail, the character who succeeded by the larger margin or failed by the smaller margin wins.

Recommended Viewing/Listening/Whatever

NEET – Unemployed

Negative XP – Gamer

Drive (2011)

Blade Runner 2049 (2017)

Hard Christ – Clown (EP)

UhOhSlater – Self-Titled

InfoWars (????)

Preripped – Self-Titled

The Matrix (1999)

Inherent Vice (2014)

Radiohead – OK Computer

Nightcrawler (2014)

EYEHATEGOD – Take As Needed For Pain

True Detective (2014)

Whatever (1999)

Blood Meridian by Cormac McCarthy

They Live (1988)

Mr. Robot (2015)

Weedeater – God Luck And Good Speed

Steins;Gate (2011)

The Catcher in the Rye by JD Salinger

Machine Girl – Because I'm Young, Arrogant, And Hate Everything You Stand For

Falling Down (1993)

The Kid Detective (2020)