

# MANLY MEN!

Kyawaii RPG #7

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## INTRODUCTION

If you're tired of all those wimpy, girly RPGs out there, then this is the game for you! You're not some little girl, or a Japanese schoolgirl, or a maid, or a macho woman with guns, or anything like that. No, you're a MANLY MAN! You're a LEGEND, feared and admired by lesser men, and loved and lusted after by all women ever.

Okay, so this is still an RPG so you're just pretending. You need a pencil and paper (try to make them as metal as you can manage), but no dice. You'll want some kind of poker chips or something too. Playing some kickass rock music in the background (old Metallica, AC-DC, Iron Maiden, and to a lesser extent Led Zeppelin are all acceptable) helps too. You can only have up to four players.

## DESIGN NOTES

I've done a bunch of games where the PCs are all girls, and some other people have too, but I can't think of any where the PCs are all guys. So, I decided to try to do one. I came up with the title "Manly Men," but I didn't figure out what it should actually be about until I listened to Weird Al's CNR song. This is basically "Chuck Norris Facts: The Role-Playing Game."



# CREATING YOUR MANLY MEN

So to play Manly Men you have to make up a Manly Man character to play.

## I. AWESOME TRAITS

In this game you have four traits: Awesome, Ass-Kicking, Womanizing, and Charm. These traits have numbers, but the numbers only matter relative to the other players' characters, so the highest number you can have is equal to the total number of players. Everyone creates their characters at the same time.

First, pass out 20 poker chips to each player. Go through each of the four traits in the order listed above. For each trait, each player secretly sets aside a bid in poker chips and covers it with his beefy, manly hand. Then reveal how many you've got. Whoever bids the most is going to get a trait level equal to the number of players, whoever bid the second most gets one less than that, and so on, down to 1. If you don't like how it's turning out, you can bid more.

## 2. BUFFTACULAR NAME

Your character needs a manly, bad-ass, bufftacular name. Try to combine as many of the following elements as you can:

- Something directly about being manly.
- Something that sounds like onomatopoeia for something that happens in a badass fight.
- Something to do with meat.
- Something to do with big, powerful, greasy machines.

You might also want to slip in a "Mc," because Irish (and Scottish) guys kick ass at fighting and drinking.

Some examples of good names include Crash Manjaw, Chuck McBeefsteak, Dick Howitzer, and Jack Powers.

## 3. STUNNING LOOKS

We know your character is manly and bad-ass, but what does he actually look like? Give us three details about him. Does he have bulging pecs? A sweet beard? A sick tattoo?

## 4. MANLY FACT NUMBER ONE

Write down a fact about your character, based on whichever is his highest Trait, which proves how manly and badass he is. So for example, if Crash Manjaw's best trait is Awesome, his fact could be, "Crash Manjaw knows if you've been naughty or nice, but if you're naughty, you'll be going in *his* stocking."

# MANLY ADVENTURES

Now that everyone has their manly characters, it's time for them to have some manly adventures. Each player gets 10 poker chips at the start of the game.

The game is a series of scenes, each of which has some kind of obstacle for the Manly Men to overcome. Players take turns making up obstacles for the other players to overcome. Try all different kinds of stuff. If you're not sure who should go first, try arm wrestling or something.

Each participating player picks one of his character's traits, and announces that he's using it. If you have a Manly Fact that clearly applies to the situation, you can announce it too and get +2 to your trait number. From there, each player secretly bids however many poker chips he wants, and the winner spends those poker chips to increase his total by that amount. If you win, describe how you overcame the challenge, and beat the other guys to the punch.

If you win a challenge, you get to write a new Manly Fact about your character, based on how you overcame the challenge.

If I was going to be more serious about this thing I would totally write up some examples of challenges and solutions and facts, but this is a Kyawaii RPG and I don't feel like it.

At the end of the game whoever has the most Manly Facts is the winner. If there's a tie... hell, I don't know, have a drinking contest or something. In fact, just have a drinking contest.