

## ORE Toolkit - Suffering v0.1

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How much is winning worth to you? Are you willing to suffer to win? Are you willing to endure oft-hideous long term consequences and complications in order to pull off the 11th hour victory? Are you willing to surrender some control of your character to the evil grinning plot demon for awhile, to take one for the team, to hop aboard the railroad, next stop Drama Town?

If so, add a point of Width to any die or any set you like.

Hell, add more than one.

Add as many as you like.

But know, oh foolish player, that if you do it will come back at you, and it will hurt.

Consult the loose dice in your pool. Each can be read on one of five different tables. Pick one of those dice, and the table result it gives you that you think you can live with, and explain why that's enough to cover what you get out of it. If the GM doesn't buy it, he'll pick something else off a different table, and you've got to eat it. Sometimes, some groups might throw this open to everyone to approve or veto, or 'pass the pain left' so someone other than the GM is the arbiter of your suffering.

Every point you add to Width becomes one more loose die you reference on the Suffering tables.

If you don't have enough loose dice, then reuse them on different tables.

Each form of suffering has a Bane it inflicts and something which will offer Relief- basically, how it limits you, complicates you, or mess up your life, and how you fix it.

Finally, the Width you add becomes a die penalty to all actions you roll related to the way you suffer. If you add 1 Width, and the PAIN table throws out "Mangled Hand", then you'll suffer a -1 die penalty to anything you try and do with that hand. This will make more sense for some forms of suffering than others.

Suffering lasts until you find Relief- Surgery and healing time to fix your Mangled Hand, good PR to fix your blackened public image, help from a great (and expensive) lawyer to get you off on murder charges.

## PAIN

You get personally messed up, burned, broken, crippled, and mauled.

1 - Broken Foot (Bane - can't run at all, or walk without hobbling. Relief - get it casted up and let it heal).

2 - Pulled Groin (Bane - can't run or squat. Lovin' is out of the question too. Riding a horse is also a no-no. Relief - Rest and healing time).

3 - Busted up Mouth (Bane - you're uglier and can't talk right. Relief - healing time and dentistry)

4 - The Shakes (Bane - can't do anything requiring precise manual dexterity or stillness. Relief - time to cool off, chill out, and possibly take some meds).

5 - Mangled Hand (Bane - one hand is nearly useless. Relief - surgery, prosthetic replacement, or learning how to compensate).

6 - Tore'Up Inside (Bane - crippling pain when you try and do anything fast. If you move faster than a quarter of your normal rate, you spend the next round doubled over and helpless. Relief - healing time, handfuls of pain meds, surgery)

7 - Spinal Nerve Damage (Bane - Can't do anything requiring heavy lifting or running. Relief - R&R, back surgery, and a brace)

8 - Ringing Ears (Bane - can't hear much of anything. Relief - recovery time, possible surgery, hearing aids)

9 - Half-Blinded (Bane- your messed-up eyes make anything involving sight harder. Relief- healing time, medical attention, surgery and bandages)

10 - Head Injury (Bane - You are confused or your senses are damaged, so you always declare last in a conflict. Relief - surgery, therapy, or life-changing experiences which allow you to compensate for the damage)

## MADNESS

Your mind is unhinged by stress and effort, sending your sanity reeling in dangerous directions.

1 - FLIGHT! (Run away. Do not pass Go. Do not collect \$200 or your Dignity)

2 - Scared Pooless (Bane- Shake, weep, roll your eyes- you're barely keeping it together. Relief - Until you can take some time and bolster your courage, you'll suffer this way)

3 - Gloom (Bane - you're stricken with the Emo. Relief - enough cheer and positivity to sugar-poison a thousand puppies)

4 - Paranoia (Bane - trust become really really hard, and others more and more to blame for anything that goes wrong. Relief - professional help, or some revelatory experience demonstrating that everyone isn't out to screw you over).

5 - Withdraw (Bane - you retreat into the safe confines of your own skull... you can still do stuff, but people seem like ghosts. Relief - somebody taking the time to connect with you, and help you out of the pit)

6 - Shaken (Bane - your confidence is shaken, and you can't do anything especially balsy without suffering. Relief - achieve something that helps you get your groove back).

7 - Death Wish (Bane - you can no longer judge danger especially well, and it takes \*failing\* a roll to back out of a dangerous situation. Relief - a near-death experience and some friendly or professional help)

8 - PTSD (Bane - imagery and sensation from this experience comes back to haunt you later. Relief - find a way to work through this persistent trauma)

9 - PTSD trigger (Bane - something you thought you were over comes back to haunt you. Relief - find a way to work through the old pain)

10 - FIGHT! (Kill every last motherlovin' one of them)

## DOOM

Your actions put you in the path of some kind of dramatic tragedy or karmic retribution, and here the only Relief is suffering your fate. Dooms let you put off Suffering, but the GM is commanded to use them as a beatstick when it comes time for them to fall.

1 - Robbed (something you need, cherish, or love is taken, destroyed or broken).

2 - Exposed (Your worst secrets are revealed to friends and enemies alike)

3 - Payback (Somebody you wronged is coming back at you in a really ugly way- through your family or loved ones possibly)

4 - Haunted (possibly literally- you are afflicted with some kind of avenging manifestation)

5 - Maimed (you'll get his with a PAIN result whenever the GM chooses to inflict it. He gets to pick. And sometimes, you think he hates you.)

6 - Fired (You know that job you had? "Had"... woops! Gave something away there.)

7 - Splitsville (if you're married or seeing somebody, then it's over. If not, then the first time you fall truly in love, it'll end badly).

8 - Betrayed (sometime soon, somebody you trust is going to hang you out to dry)

9 - Stricken (You pick up some kind of long-term chronic, possibly manageable, but ugly and ongoing condition)

10 - Walking Dead Man (You're going to die sometimes soon. The best you can hope is to make your death mean sometimes. Omens of your death find their way into the imagery and motifs of the game).

## DISASTER

Your actions might bring success, but they spawn new disasters to deal with. Disasters have a dice pool representing how hard they are to deal with equal to the dice pool (plus the added Width) of the roll which caused you to suffer this way. They can inflict damage this way, defend this way, and use every set rolled w/o needed to declare multiple

actions. They are reduced by Width-1 dice when you make efforts to deal with them actively.

- 1 - The Roof Falls In ( or something similar happens- the structure around you starts to come down)
- 2 - Systems Crash (Something mechanics or electronic that's really important fails)
- 3 - Oh No, My Precious! (Something you love, need, desire, or use gets stolen, or lost).
- 4 - Runaway Train (... or bus, tank, plane, hover-car, or old truck. Something big is going out of control- stop it or something horrible will happen).
- 5 - Stampede (bystanders freak out, and try and flee... stomping on each other)
- 6 - Riot (bystanders panic, and there's a riot)
- 7 - Collapsing Floor (you and everyone near you fall through the floor into terrible darkness...)
- 8 - Flood! (Something comes gushing through the place in a torrent, endangering everyone and ruining anything not water proof)
- 9 - Fire! (The whole place is now on fire, making everything that much harder and more dangerous)
- 10 - Innocent Blood (Your reckless actions cost an innocent their life, with the potential for full social and legal blow-back).

## TROUBLE

You find your actions inspire plot-kinking complications which dog you beyond the immediate scene. Pick TROUBLE and the GM is mandated to be a cruel cruel man when inflicting this one you.

- 1 - Sued! (You get served soon. You're named in a lawsuit. They want everything you own, will own, and have ever owned. And a public apology)
- 2 - A Debt Comes Due (Somebody calls in a favor on you- something you dare not refuse).
- 3 - Public Humiliation (You might secede, bu you look like a total tool doing it. You WILL pick up an unflattering nickname... like "CaptainCrapshimself")
- 4 - False Accusations (Somebody blames you for something you didn't do, depending on the nature of the roll that triggered it)
- 5 - Work Follows you Home (Your heroic stuff gets your family and loved-ones in serious, possibly mortal, trouble).
- 6 - Mistaken Identity (Somebody mistakes you for someone else... somebody who's in some serious poo).
- 7 - Fame (Suddenly, everyone is paying attention to you... reporters go through your trash... photographers follow you everywhere.)
- 8 - Cupid is a Bastard (Somebody falls in love with you. Crazy in love with you)
- 9 - You're Under Arrest (Johny Law shows up, ready to slap the cuffs on you. Resist, or go peacefully?)
- 10 - Blamed for it all (You get blamed for everything that goes wrong or goes bad of goes illegal)

Example the First - Carlos Valentine Horshank

finds himself in a perilous situation. Through a series of unlikely disasters and discombobulation, he finds himself standing before the pantry doors behind which are three unconscious out-of-town insurance investigators covered in Carlos's distinctive bilious spew. Oh, the embarrassment which might result if the housekeeper Fiona Silverdale (who, as it turns out, might be his long-lost Mother) proceeds within to retrieve a tin of herring for her wee kitty Marple. Carlos must talk fast, but gab is not his strong-suite (his strong-suite is, in fact, incapacitating his enemies with high-pressure goutts of vomitus . Carlos rarely gets invited to birthday parties a second time). He rolls his FACE+Charm (a pathetic 3 dice), and even with the addition of his "Shaking with fear 2" Echo, still manages to roll no matches at all, rolling 1, 2, 4, 5, 9. How pathetically typical of his woefully unfortunate existence, unless... Fiaona has 3x5 for her efforts to circumvent Carlos's persuasion, and enter the pantry, so Carlos needs 2 points of Width to add to the 9 he'd rolled to talk her out of her plans before she could just bustle past him without listening first.

Where could poor carlos get those two points of sweet sweet Width?

He decides to Suffer. The 9 becomes 3x9, and so Carlos manages with an inspired joke, and suggestion to check the cupboards for tinned fish to turn Ms. Silverdale's efforts aside. Relief! Success! With no possible consequences! At all! Oh, how optimism continues to spring forth like a vigorous Summer weed, only to be shriveled by the toxic herbicide of reality.

The GM smiles, and grabs two orphaned dice- the 2 and the 5 (just because!), and he references them on the... oh... PAIN and MADNESS tables.

While dragging the three insurance men away, poor Carlos manages to pull his groin resulting in the hilarious humiliation of crotch-pain, and also *Withdrawing* into his own head, even more so than usual, possibly because of how his "friends" mock his pain, though perhaps also because of the trauma engendered by dropping three unconscious men down the old well behind the Manor...