

***NO THANK YOU, EVIL!* Quick Players' Guide**

No Thank You, Evil! is a tabletop roleplaying game. It's designed to let you, your friends, and a guide create a story together using characters that you create. In the course of the story, you may encounter puzzles, new friends, distressed civilians in need of help, and bad guys that you need to fight or outwit as a group. Don't be afraid to experiment and get creative! The more silly and inventive you are, the more fun everyone playing the game will have.

HOW TO PLAY

The basic idea of No Thank You, Evil! is that the guide describes the world and situations in which your characters find themselves, and the players decide how they respond. When a player describes an action their character takes, the guide will give them a difficulty, usually between 1 and 6. This represents the minimum number that a player must roll on their dice to succeed in taking the action their character is attempting. (For actions that have difficulty 1, the character automatically succeeds.)

Your character's main traits are represented on your character sheet by four "pools" of ability points. The pools are Tough, Fast, Smart, and Awesome. You can spend points from these pools to accomplish tasks, or you may lose points if your character gets hurt. *Tough* points are for tasks that require strength or sturdiness; usually, if your character gets hurt, you'll lose Tough points. *Fast* points are for speed and sneakiness, but also for tasks that require a lot of dexterity or precision. *Smart* points are for tasks that require your character to notice something or figure out the solution to a problem. *Awesome* points are special: you can spend them to help someone else in your group when they need it. When one player spends an Awesome point, the difficulty of the task another player is attempting goes down by 1. You can also spend your Fast, Tough, and Smart points as you attempt different actions; if something is very difficult or it is very important that your character succeeds, you can *Try Harder* and spend an extra point to decrease the difficulty level by 1. If you run out of points in one or more of your pools, you can spend a *Fun* point to refill your pools.

Combat is the most rule-heavy part of the game, so here's an overview. Once the players have met a bad guy and decided they'd like to fight, the guide will prompt each player in turn to decide what their character does. A character can either move or they can fight, but not both. Each player can also decide if their companion takes an action. If a companion attacks the bad guy, that counts for the player's fighting action. The guide will then tell you the difficulty of your action. If you roll a 1, your character may find themselves in some trouble; however, if you roll a 6, they may find that their action has an even better outcome than expected.

After the players have taken turns fighting the bad guys, the bad guys get a turn to fight back. The guide may direct one or more players to make a defense roll to evade the bad guys' attacks, and, if the players don't succeed in avoiding the bad guys, they may take damage. The bad guys and the players will go back and forth until combat ends, usually with one party's defeat.

The guide is responsible for describing the world your character finds themselves in, and for introducing any new characters your group might interact with. However, they can also help you if you are unsure, and you can ask at any time, even in the middle of combat. No Thank You, Evil! is meant to be fun for all of its players, so if you have any questions or problems, please tell the guide!

CREATING A CHARACTER

Creating a character in No Thank You, Evil! is very simple: players use the rules of the game to write a sentence that describes their characters, and then use that sentence to fill in their character sheets. They then follow a similar process to create their companion. Each character sentence has three parts: a name, a noun (what the character is), and an adjective (how the character is). Here's an example: Conan the Librarian is a cool fighter.

NOUNS

The first part of character creation is choosing a noun that determines your character type. It also determines the balance of your character's abilities (Tough, Fast, Smart, and Awesome), so think about what you'd like your character to be able to do. Below is a list of the nouns you can choose from for your character; choose one that sounds fun, and then decide their name and what they look like. If there's a specific character you'd really like to play but you're not sure which noun to pick, ask the guide! After you choose a noun, pick up the matching character sheet, which has the information below filled in for you.

Astronaut: A spacesuit-wearing scientist who's ready for cosmic exploration! Astronauts are very smart and pretty fast, but they aren't as friendly. Armor. Knack: *Blastoff* (costs 1 Fast). Your character can leap off the ground with ease.

Creature: Any large, tough animal you can think of, from a dragon to the Hulk. Creatures are very tough and pretty friendly, but they aren't the smartest. Armor. Knack: *Rawr!* (costs 1 Tough). Your character can frighten or intimidate any bad guy for one round.

Fighter: An expert in combat. Fighters are super tough and pretty friendly, but they aren't very quick or clever. Armor. Knack: *Knockout* (costs 1 Tough). When your character fights a hurt bad guy, if you yell "Knockout!" on your turn, the bad guy will lose their next turn.

Kid: Kids can look just like you! They're normal humans who are ready for adventure. Kids are pretty fast and pretty friendly, and a little less fast and smart. Hustle. Knack: *Scramble* (costs 1 Fast). Your character can jump, climb, or leap nearly any obstacle.

Pirate: A swashbuckling rogue. Pirates are very fast and pretty tough, but they aren't very friendly, and they definitely steal things. Hustle. Knack: *Plunder* (costs 1 Fast). Your character can open any locked treasure chest.

Princess (or Prince!): Dignified, royal, and very kind. Princesses are very friendly, and fairly smart and tough, but they aren't very fast. Hustle. Knack: *Charm* (costs 1 Smart). Your character is so charismatic that they charm a bad guy into not attacking for one round.

Robot: An explorer made out of metal. Robots are pretty smart and tough, and a little less friendly and fast. Armor. Knack: *Solve* (costs 1 Smart). Any time your character says "bleep bloop!" and tries to figure out the answer to a problem, they succeed.

Spy: Sneaky, clever, and hard to spot. Spies are pretty fast and smart, but they're less tough and friendly. Hustle. Knack: *Sneak* (costs 1 Fast). When your character needs to remain unseen, they can easily fade away into the shadows.

Superhero: Superpowered and ready to save the day! Superheroes are very tough and pretty friendly, but they aren't as clever. Armor. Knack: *Smash!* (costs 1 Tough). When your character yells "I'll save the day!" they succeed at any non-fighting action.

Wizard: Any kind of magic user. Wizards are very fast and pretty smart, but they aren't very friendly. Hustle. Knack: *Ta-da!* (costs 1 Smart). Your character casts a convincing illusion.

ADJECTIVES

Now that you have a noun, you need to pick an adjective. Your character's adjective indicates what kind of personality they have, and it changes their abilities a little bit. Your options are listed below. Make sure to update your pools on your character sheet after you choose!

Cool: Your character is very charismatic—everyone wants to listen to what they say and watch what they do. (+1 Smart)

Fantastic: Your character is an excellent friend. They're funny and fun to be around. (+1 Awesome)

Fast: Just what it sounds like! Your character is speedy. (+1 Fast)

Kind: Your character is always ready to help out anyone in need. (+1 Awesome)

Powerful: Your character has a strong presence. (+1 Tough)

Sneaky: Your character skulks around with the best of them. (+1 Fast)

Super Smart: Your character might be clever, knowledgeable, or practical. (+1 Smart)

Super Strong: Exactly what it sounds like—your character is strong, and proud of it. (+1 Tough)

STUFF

Your character's stuff includes all the things that they carry around with them (in other games, you may see this called your inventory). For the purposes of *No Thank You, Evil!*, we will assume that your character starts out with most of the things that they need—basic adventuring supplies, like a rope, a flashlight, and some snacks, in addition to their weapon (either ranged, like a bow and arrow, or melee, like a sword, depending on their noun). If your character has any other exciting items, with the guide's approval you can add them to the Stuff section on your character sheet.

DEFENSE

Each character gets a little bonus to defense, which helps protect them if they need to fight bad guys. Some characters have *Armor*, which means that they are less likely to get hurt when a bad guy lands a hit, so you get to subtract 1 from the damage the guide tells you. Other characters have *Hustle*, which means that they are harder to hit, so you can subtract 1 from the defense number the guide tells you. Your character noun determines your defense type, and it's important to note it on your character sheet.

KNACK

Each character noun comes with a "knack," an ability that is particular to that character type. It's an ability the character can use without rolling the dice, as long as they spend the required point from their pool. It's good to keep your character's ability in mind when you're deciding what to do in a situation. If you're using a prefilled sheet, it will be listed for you already, but if not, make sure to note it!

COINS

The more coins your character has, the more things they can buy; however, opportunities for buying things may not come up in a particular game.

DISPUTES

Any time there's confusion or disagreement, no matter what else the character sheets, other players, or even this packet says, what the guide says goes. It's more important to build a story that's fun for everyone than for any particular rule to be enforced.

COMPANIONS

Companions are the creatures and friends that accompany your character. You get to control them the way you do your character in the game, and you get to name them, describe their characteristics, and say what they do. Each companion comes with a cypher, a special ability that they can use one time. The cypher the companion comes with is determined by what type of companion you choose. After you use your companion's cypher, you can feed your companion a treat, and help them learn a new, different cypher. Just like with characters, you can choose a companion and describe what they look like, so, for example, if you pick a Pretty Pony companion, you can still describe it as a llama or a unicorn, and name it accordingly. Below is a list of all the companion types to choose from; think about what would make sense for your character and be fun for you. After you pick one, write in your companion's name, and, if needed, their type and cypher.

Awesome Alien: Anything strange or mysterious. Your character can understand it, but not everyone can! Starting cypher: *Lifesaver*. When your character needs to roll for defense, your companion leaps in front of you and protects your character from all damage.

Big Bad Wolf: A big scary wild animal, who's friends with your character. Starting cypher: *Big Ears*. They alert you any time there's something dangerous nearby.

Clumsy Ghost: A creature who is spooky but kind, and maybe a bit clumsy too. Starting cypher: *Spark*. Shoots a bolt of lightning that does 3 points of damage to one bad guy.

Dust Bunny: A small, quiet companion with a calming attitude. Starting cypher: *Lullaby*. Sings a lullaby, putting all creatures who are close by to sleep for one round.

Fast Car: Any fast vehicle, from a bicycle to a monster truck or even a space ship. Starting cypher: *Free Ride*. Your companion zooms over and picks you up, protecting you from all damage.

Fiery Dragon: A little small for a dragon, but large and fierce for a friend! Starting cypher: *Enflame*. Your companion spits a gout of flame that does 2 points of damage to everything right next to them.

Flying Octopus: Any animal that is spry, sneaky, and not usually inclined to fly. Starting cypher: *Squeeze*. Squishes and squeezes any object until it opens (especially good for treasure chests).

Invisible Friend: A friend that only your character can see—maybe an invisible person, but maybe they're just very small. Starting cypher: *No See 'Em*. Your companion makes your whole group invisible.

Little Sibling: A family member who follows you around and always wants to know what you're up to. Starting cypher: *Knock-Knock*. Your companion tells a hilarious joke, and you add +2 to your Awesome pool.

Pretty Pony: A beautiful equine companion. Starting cypher: *Best Buds*. Your companion summons their whole herd, and they carry your whole group back to your home base.

Robot Dog: Man's best friend, now in metal. Starting cypher: *Trickster*. Your companion shows off a new trick that is so cool you immediately gain +2 to your Smart pool.

Scary Monster: Scary-looking but funny and kind companion. Starting cypher: *Startle*. Your companion sneaks up behind a nearby bad guy and scares them so badly that they try to run away.

Tiny T. Rex: A pocket-sized dinosaur with plenty of bite. Starting cypher: *Embiggen*. Your companion suddenly grows to full T. Rex size and stomps on a bad guy or object, doing 3 points of damage.

Your character is made, and you're ready to play! Remember, No Thank You, Evil! is supposed to be fun, so don't hesitate to ask questions, try things, and work together with other players. If the game gets too scary or overwhelming, you can shout "no thank you, evil!" to let the guide know.