

# Crusty & Sexy

YOU ARE THE CREW OF THE INTERSTELLAR PIRATE SHIP **HOOTERS**. Your mission is to explore charted regions of space, stealing bread from aliens both friendly and deadly, and support the Food Pirate Consortium. **CHEF CAPTAIN GUSTEAU** has been overcome by the strange entity known as *Salmonella*, leaving you to fend for yourselves while he recovers in the freezer room.

## PLAYERS: CREATE CHARACTERS

- 1 Choose a style for your character: **Alien, Android, Dangerous, Heroic, Hot-Shot, Intrepid, or Savvy.**
- 2 Choose a role for your character: **Server, Busser, Saucier, Baker, Critic, Sous-Chef, or Driver.**
- 3 Choose your **number**, from 2 to 5. A high number means you're better at **CRUSTY** (technology; science; cold rationality; calm, precise action). A low number means you're better at **SEXY** (intuition; diplomacy; seduction; wild, passionate action).
- 4 Give your character a **sexy food adventure name**. Like Yummy McButters or something.

You have: a pirate uniform (with built-in vacc-suit for space walks), a super-sweet space-phone-camera-communicator-scanner thing (with universal translator), a beam microwave pistol (set to popcorn, usually).

Player goal: Get your character involved in crazy space adventures and try to make the best of them.

Character goal: Choose one or create your own: Become Captain, Meet New Aliens, Shoot Bad Guys, Find New Worlds, Solve Weird Space Mysteries, Prove Yourself, or Keep Being Awesome (you have nothing to prove).

## PLAYERS: CREATE THE SHIP

As a group, pick two strengths for the *Hooters*: Speedy delivery (fast), Toaster Cannons, Foil Shields, Aroma Detection, Secret Sauce (Cloaking), Dodge.

Also, pick one problem: Fuel Hog (always needs carbs) Only One Freezer Room med bay (and Gusteau is in it), Horrible Cooking Appliances (in battle, consoles tend to explode on the bridge), One Star Reputation (Chef Captain Gusteau did some bad stuff in the past).

## 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 **CRUSTY** (science, reason), you want to roll under your number.

↑ If you're using **SEXY**, (rapport, passion) 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 complication, harm, or cost.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have **SEXY CRUST**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

— *What are they really feeling? Who's behind this? How could I get them to \_\_\_? What should I be on the lookout for? What's the best way to \_\_\_? What's really going on here?*

(A roll of **SEXY CRUST** counts as a success.)

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

## GM: CREATE A SPACE ADVENTURE

Roll or choose on the tables below.

A THREAT...	
1. Colonel Sanders	4. Spice Pirates
2. The Honey Armada	5. Cyber Pizzas
3. Rogue Chef Captain	6. McDonalds
WANT(S) TO...	
1. Destroy / Corrupt	4. Cook for
2. Snatch / Capture	5. Build / Synthesize
3. Consume	6. Deliver a Cake to
THE...	
1. Donut King/Queen	4. Quantum Sex Dungeon
2. Void Nuggets	5. Ancient Space Deli
3. Burger King	6. Orgy Planet
WHICH WILL...	
1. Destroy a solar system	4. Start a war / invasion
2. Reverse Time	5. Rip a hole in reality
3. Enslave a planet	6. Fix Everything

## GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat 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. *"Frybo charges the toaster-cannons on his ship. What do you do?" "Daneela pours you a glass of Arcturan whiskey and slips her arm around your waist. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.



Ask questions and build on the answers. *"Have any of you encountered a Cookie Cultist before? Where? What happened?"*

**CRUSTY & SEXY:**  
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Based on The Doubleclicks'  
LASERS & FEELINGS

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## thanks

The LASERS & FEELINGS Game, Lucas, Syd, Dub, Thor, Joseph, Spencer

## check out

[thedoubleclicks.com](http://thedoubleclicks.com)

[lvoytek.org](http://lvoytek.org)

[cricketcrimale.com](http://cricketcrimale.com)

