POLITICALLY INCORRECT

A RUNEHAND PRODUCT

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A card-driven tabletop roleplaying game of satire, spectacle, and ideological extremes.

GAME OVERVIEW

Number of players: 1–4 players. 1 Game master

Format: **ONE-SHOT MODULES (Campaign play will come in a later expansion)**

Things needed to play

At least two decks of well shuffled cards, character sheets, scorecards, and something to write with.

Genre

Political satire, social caricature, comedy and hopefully education.

The art

Black and white. Yin and Yang. Light vs dark. But both variants have both colors. And in real life most people are different shades of grey. I chose different kinds of styles because I played with different ideas. It was vibe and inspiration based. Some convey chaos and rage. While others are smoother and stylized. It's a part of my starting journey in digital art. I play, draw and learn.

Purpose

This is your game, and your group can play it however you want. I created it as a release valve for a deeply polarized time, when complicated issues are often reduced to black and white. Through satire, the game invites players to consider opposing viewpoints, recognize the humanity in other people, and laugh at themselves as readily as they laugh at anyone else. Play for enjoyment, treat everyone at the table with respect, and I hope the game is never used to encourage harmful behavior or generate more hate. Art and books are meant to challenge the recipient.

Setting

Politically Incorrect is a **humorous satire** game. Present day world. Make it as realistic or as parody as you want. Have fun. Play it loud, play it mean, if the table wants that, but try, at least once during the session, to let a character on the other side have a good point. That's not a rule. It's just worth doing. If the game becomes uncomfortable take a

break. Talk about it. Feeling offended is a good thing. Means that you have some inner boundaries. Have fun with it. Explore them. Maybe you learn something about yourself and your beliefs/values. But this is also a game. A great place to explore, have and make fun of and ridicule. Unclench. Relax. And go with the flow. **Be politically incorrect.**

The Theme Underneath the Joke

Underneath the satire, this is a game about extremism and **obsession**. About what happens when important **boundaries** get slowly eroded in a polarized environment. The imaginary, principles, value based and self-imposed red lines we draw in the sand are more important than ever. About constant battle of staying human while you fight for something you are very enthusiastic about. To see the importance of keeping the fences of civilized society. They are there to protect people on both sides of the fence. To win both the battle and the war and most importantly not lose yourself along the way.

"He who fights monsters should see to it that he himself does not become a monster. And if you gaze long into an abyss, the abyss also gazes into you." - Friedrich Nietzsche

Every character risk becoming exactly what they hate. The White variants risk growing based. Enough toxicity toward their enemies and they curdle into the monster they set out to slay. The Black variants risk going woke. Enough cruelty and their own conscience finally catch up with them, and they simply can't do this anymore. But each variant can also go to the extremes both woke and based. Mechanically these are opposite journeys. The end point, a player losing their character to the GM as an NPC, is the same. But let's not forget that this is about having fun. This is only a game.

World summary

The world reflects a polarized and caricature version of our society in which political positions, social identities, and public debates are pushed to comic extremes. Its conflicts are designed to encourage players to examine competing perspectives, recognize shared humanity, and laugh at the absurdities that emerge when every disagreement becomes absolute.

Game speed

If you want a faster game, you can lower the amount of baseline number of cards used from 5 to 3.

RPS

RPS is short for Rock, Paper, Scissors. The universal hand game of three defeating options.

Violence

Violence is never OK for any side. GM should penalize with the use of Cringe, woke/based and Dis.

Creating a character

Character creation is fast, easy and fun. If you want a backstory then make one, but the game is made in a way that you don't have to have it. I have added a character sheet at the end of the core book.

Skeletons in the closet

Everyone has dirt on them. Something that they don't want out in the public.

Every character must add one or more of each.

Guilty Pleasure. It's a minor thing but causes people in your own ingroup to lose respect for you. (Causes 1 Cringe if it ever gets out) Look at the text on Secret for modifiers.

Major Sin. This is something that is almost career ending within your own community. (Causes 3 Cringe to the group tally and 1 Dis to the character if it ever gets out). Look at the text on Secret for modifiers.

Cred and Dis

This is a mechanic that will be more in play in a future release of a supplement for campaign play but for now it serves as a reputation. The battle scars of previous skirmishes and battles that either count in one's favor or disadvantage. When you face an opponent, they influence the outcomes of interactions and actions.

If you have Dis:

If you do an action or interaction that involves other people, the number of Dis is the number of cards the player has to discard from their hand of 5 cards hand. They have to chose the highest or lowest card(s). The only cards that are excepted from the discard are the suits that pertain to your class. The player then has to draw the number of **missing cards from the deck to get their hand up to 5 cards.**

If you have Cred:

If you do an action or interaction that involves other people, the number of Cred you have lets you chose the number of cards in your hand you can/want to discard. The only cards that are excepted from the discard are the suits that pertain to your class. Discard

the cards and draw the same amount of number of cards from the deck so they get 5 cards.

If you have one Cred and gain one Dis it is spent removing one Cred. You can only have Cred or Dis. One or the other.

Skills

Everyone has a **baseline skill of 5 cards**. That means you draw 5 cards when you are going into a challenge.

Expert skills

Characters and NPCs can have skills they are experts in. There is one +1, one +2 and one +3. The best +3 skill can only be relevant to the class you have chosen and/or chosen from the class suit skill list. That means if you have 2 experts skills in hacking, you draw 2 additional cards to the baseline 5. Of the 7 cards you choose 5 cards and discard the rest.

Class skills

There should only be one of each class in a crew. These people are high maintenance and high ego people. They will protect their territory and ranking in the pack with predatory fury and reckless abandonment.

Regular skills

A player can choose 3 skills from that is realistic.

You can either draw a card to randomly choose skills or select the ones you want. Every player can choose one class skill from their suit.

I suck at

CARDS: There is always something a person sucks at. This brings fun and flavor. This makes the player have to discard any royals or Aces (J, Q or K) from their starting 5 card hand. If you draw any royals or Aces to replace the lost cards, keep them.

RPS: Every loss or draw generates +1 extra cringe

Hype and cringe:

Hype measures the success of the player and the crew. It's the momentum, public attention and dominance.

Cringe measures the failures of the player and the crew. It's the public humiliation, bad optics and social blowback. The loss of credibility and status on the stage of life.

Resolution Systems

Politically Incorrect resolves almost everything with a standard 54-card deck (52 cards plus 2 Jokers) instead of dice. There are three ways the deck gets used:

- Rock-Paper-Scissors (RPS): each class has its own unique RPS-based engine for its signature move. See The Four Classes.
- The Card Battle: the general-purpose check, used for most ordinary skill checks.
- Single Card Draws: a quick one-card pull used for smaller, specific effects (going hard on a secret, opening/closing statements, and a few hidden GM-only mechanics).

Scoring points when playing:

Every time you win a challenge big or small you get 1 HYPE. When you lose you gain 1 Cringe. Add it to the tally card. Points can also be rewarded or punished by a GM.

Card Values

Standard playing card values apply.

Jokers are the most powerful. It's an instant win unless the opponent has one too. Then it's a draw.

Aces can be both 1 and 14.

The rest of the deck has 2 as the lowest, and kings (13) as the highest.

Assigning difficulty to a task:

1. Choose a difficulty for a task.

2. Give them the task of calling the card they will draw.

3. Player must pull a card from the deck and see if they guessed right.

Difficulty	Call	Odds
Hail Mary	Specific Rank ("It's an Ace!")	~8%
Extreme	Specific Suit ("It's a Heart!")	~25%
Medium	Color ("It's Red!")	50%
Easy	Not a Suit ("NOT a Spade!")	75%
Trivial	Not a Rank ("NOT an Ace!")	~92%

The Card Battle

Used for ordinary skill checks. Every battle is fought with a 5-card hand.

At character creation, every player picks 3 skills they're especially good at. For a check using one of those skills, draw 5 baseline cards and add the 1-3 cards according to the skill and keep the 5 best cards. Discard the surplus. For any other check, just draw 5.

If using a single 54-card deck for the table, reshuffle the discard pile whenever the deck runs out.

Initiative

Whoever took initiative in the fiction starts the battle. If both sides took initiative, flip a card from the deck; highest value goes first.

WHEN TO USE WHAT

Politically Incorrect uses three distinct solutions depending on the nature of the confrontation:

1. **Use Rock-Paper-Scissors (RPS) for Class Signature Powers & Quick Clashes:**
    - **When:** Performing class-specific special abilities (e.g., The Techie digging up secrets, The Mobilizer rallying crowds, The Streamer filming hit pieces) or resolving formal debate rounds.
    - **Why:** Fast, psychological, head-to-head mind games with instant payouts.
2. **Use Cards for Skill Checks & Card Battles:**
    - **When:** Resolving standard physical, social, technical, or mental actions (e.g., lockpicking a door, driving a getaway van, public speaking, or a full tactical debate exchange).
    - **Why:** Hand management, suit synergies (Diamonds, Hearts, Clubs, Spades), and strategic card play.
3. **Use Single Card Draws for Quick Luck Pulls:**

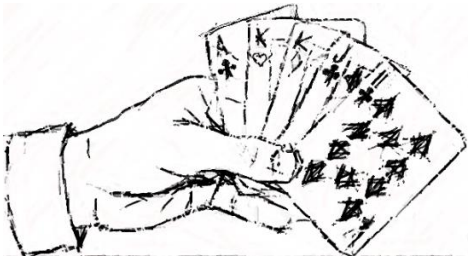
- **When:** Shrugging off Woke/Based points, checking secret consequences, or making high-stakes guess calls

Turn Structure

The player with initiative (the caller) declares "highest" or "lowest" card and places a card face down. The other player places a card face down. They both flip their card, the winner is declared and the round is tallied by giving a hype to the winners team and a cringe to the losers team. Draws do nothing.

The caller keeps calling and driving the exchange as long as they keep winning. Initiative only passes to the other player on a draw or a loss.

Whoever wins the most rounds across the hand wins the battle. They get 3 hype. And the loser gets 3 cringe. If the battle itself ends in a tie, they only convince their own crowd on each side. Both sides get 1 cringe since the audience wanted a win.



Suits

Each suit carries its own theme, and each is tied to one class. Winning a card battle round with your class's suit earns bonus Hype.

Suit	Theme and Effect
Diamonds	Cold, hard logic. **The Debater's suit**; wins with a diamond grant bonus Hype.
Hearts	Compassion, vulnerability. **The Streamer's suit**; wins with a heart grant bonus Hype.
Clubs	Bad luck and aggression (a deliberately soured clover). The **Mobilizer's suit**; wins with a club grant bonus Hype.
Spades	Doubt and despair. **The Techie's suit**; wins with a spade grant bonus Hype.

If you don't want to choose or make a skill, you can draw a card from the deck to randomize character creation or play with what skills you want.

Diamonds: Mental, Knowledge & Academics

Card	Skill Name	Description
Ace	**Academics**	General knowledge of history, literature, sciences, and geography.
2	**Accounting & Finance**	Following the money, balancing books, auditing, and reading ledgers.
3	**Law & Bureaucracy**	Navigating legal systems, permits, contracts, and municipal codes.
4	**Medicine & First Aid**	Treating injuries, CPR, diagnosing illnesses, and basic triage.
5	**Politics & Current Events**	Knowing key figures, recent news, and political maneuvering.
6	**Psychology**	Understanding human behavior, predicting reactions, and therapy.
7	**Investigation**	Searching a room, finding physical clues, and connecting evidence.
8	**Forensics**	Analyzing crime scenes, fingerprints, data recovery, and evidence processing.
9	**Linguistics**	Speaking, reading, and translating foreign languages or dialects.
10	**Logistics**	Organizing event schedules, supply chains, and crowd flow.
Jack	**Trivia & Pop Culture**	Recalling obscure facts, internet history, and entertainment media.
Queen	**Strategy & Tactics**	Planning combat positioning, security details, or debate framing.
King	**Memory**	Photographic recall of faces, exact quotes, and blueprints.

Hearts: Social, Charisma & Interaction

Traditional communication, manipulation, and performance skills.

Card	Skill Name	Description
Ace	**Public Speaking**	Holding speeches, addressing crowds, and projecting confidence.

Card	Skill Name	Description
2	**Persuasion**	Convincing someone reasonably through logic, charm, or debate.
3	**Deception**	Lying, bluffing, and keeping a straight face under pressure.
4	**Intimidation**	Scaring someone through social pressure, blackmail, or threats.
5	**Empathy & Insight**	Reading a person's emotions and sensing when they are lying.
6	**Negotiation**	Haggling, cutting deals, and finding compromises.
7	**Networking**	Knowing a guy, calling in favors, and navigating social circles.
8	**Acting & Disguise**	Blending into a crowd, adopting a fake persona, or performing a role.
9	**Leadership**	Directing a group, inspiring allies, and keeping people calm in a crisis.
10	**Performance**	Singing, playing instruments, stand-up comedy, or dancing.
Jack	**Etiquette**	Fitting in at high-society galas, corporate boardrooms, or VIP sections.
Queen	**Streetwise**	Navigating underground scenes, knowing gang signs, and finding black markets.
King	**Interrogation**	Extracting information from an unwilling subject through pressure or tricks.

Clubs: Physical, Action & Survival

Traditional strength, agility, and bodily endurance skills.

Card	Skill Name	Description
Ace	**Athletics**	Running, jumping, climbing fences, and swimming.
2	**Brawling**	Unarmed combat, fistfights, and grappling/wrestling.
3	**Melee Weapons**	Using bats, knives, riot shields, or improvised weapons.
4	**Marksmanship**	Using firearms, pepper spray, or throwing objects accurately.
5	**Stealth**	Sneaking around, hiding in shadows, and avoiding detection.
6	**Acrobatics**	Dodging, keeping balance on precarious ledges, and falling safely.
7	**Feats of Strength**	Lifting heavy objects, breaking down doors, or restraining someone.
8	**Endurance**	Resisting fatigue, holding your breath, and staying awake for days.

Card	Skill Name	Description
9	**Sleight of Hand**	Picking pockets, palming items, and planting evidence.
10	**Survival**	Navigating the outdoors, finding shelter, and starting fires.
Jack	**Cooking & Baking**	Preparing meals, catering events, and brewing exceptional coffee.
Queen	**Escape Artistry**	Slipping out of zip-ties, handcuffs, or physical grapples.
King	**Tolerance**	Resisting the effects of alcohol, drugs, tear gas, or pepper spray.

Spades: Tech, Practical & Mechanical

Traditional skills covering machinery, digital tools, and physical trades.

Card	Skill Name	Description
Ace	**Computer Use**	Operating modern software, navigating databases, and standard IT tasks.
2	**Hacking**	Bypassing digital security, cracking passwords, and writing malware.
3	**Video Editing**	Cutting clips, adding effects, rendering footage, and deepfakes.
4	**Filming & Photography**	Operating cameras, managing lighting, and getting the perfect shot.
5	**Audio Engineering**	Setting up mics, mixing soundboards, and planting wiretaps.
6	**Mechanics**	Repairing cars, fixing broken generators, and maintaining equipment.
7	**Operate Heavy Machinery**	Driving forklifts, bulldozers, tractors, or cranes.
8	**Driving & Piloting**	High-speed chases, evasive driving, and operating boats or commercial drones.
9	**Electronics & Wiring**	Hotwiring vehicles, fixing circuit boards, and bypassing electronic locks.
10	**Lockpicking**	Opening physical padlocks, doors, and safes without the key.
Jack	**Crafting & DIY**	Building protest signs, makeshift barricades, or simple props.
Queen	**Demolitions & Chemistry**	Mixing chemicals, creating fireworks, and identifying hazardous materials.
King	**System Administration**	Managing server networks, routing internet traffic, and securing Wi-Fi.

The Four Classes

The classes are more like a suggestion than an iron cast mold. It says something about the field of specialty and suggested stereotype but the player decides how they play the character. It does however guide where you can place the +3 skill. If a player doesn't get the class, they want it's not a problem. Just play the game more times. Then everyone gets their will and a great time.

The Debater

Master of Verbal Combat and Rhetoric

♢ The diamond is the suit of the debaters. If they win any challenge with a diamond suited card their team gets one hype.

They use words as assassins use weapons. Always cunning, conniving and looking for weak spots. Domination is the goal. Helped by talking extremely fast, using fancy jargon, being condescending, obfuscating the message, dog whistling, toxic sarcasm or hefty word salads.

It's not about having the best argument. It's about scoring points, creating small clipable moments that can be taken out of context, trapping your opponent and owning them. And of course, dominating the narrative. Even if you must talk over everyone. Genuinely believes winning an argument on Facebook constitutes a legacy. Will die on any hill, provided the hill has a comment section.

White Variant: College Professor / Internet Debater

Can quote chapter, verse, and page number of every study, holy book, or policy paper ever written. They do not raise their voice; they simply stare at you with the pitying look of a man explaining long division to a golden retriever. Secretly loses sleep over the fact that a 19-year-old with a ring light just got three million views calling them a nerd.

Black Variant: Debate Bro

Says "facts don't care about your feelings" immediately before stating a feeling as a fact. Speaks at 300 words per minute while fighting back tears for the soul of Western civilization. It can only be saved if you don't clean your room and respect ancient lobsters. Will spend twenty minutes defining what "water" actually means on a metaphysical level before telling you that your argument is a symptom of postmodern chaos.

One-Time Power: Eviscerate

Makes the debate toxic and hostile. Usable once per module, for one card battle only.

- While active, the Debater's diamonds count as Aces.
- Every time the Debater uses this skill the black variant gains 1 Woke, the white variant gains 1 Based if they fail their check.
- If the opponent also activates Eviscerate, the players gain Cringe every time they play a heart card.

The Techie:

Master of Platforms and Systems

♠ The spade is the suit of The Techie. If they win any challenge with a spade suited card their team gets one hype.

Insults and cruelty have become an artform. You can be the finest orator of your age, but it will not matter. The techie is a professional mud wrestler in the online arena. They will

drag you down to their level and they curb stomp you. They love getting into people's heads. They crave and love the attention. Has strong opinions about people they've never met and weak opinions about people in the same room. A cyber bully, a thief and executioner.

White Variant: Keyboard Warrior / White Knight

Defends people who did not ask to be defended, loudly, unasked, forever. Turns every disagreement into a referendum on human decency. Has been thanked by exactly nobody they've "saved."

Black Variant: Internet Troll

Believes cruelty is comedy if you type "lol" after it. Has 40 alt accounts and zero convictions. Will ruin a stranger's life and call it "engagement."

One-Time Power: Doxxing (Black) / Digging Up Dirt (White)

Guilty pleasure: cringe value 1
Major sin: cringe value 3
1. Use the information
a) A casual drop gives the player in question x1 modifier
b) Good timing x2 modifier
c) Go hard gives a 3x modifier to the cringe value. The variant must draw a card to see if they get a based or woke according to their variant.
2. Store it for later leverage/insurance
3) Blackmail This is up to the player and the gm awards softness or hardness according to the outcome.
4) Give or delete info (gives 1 softness for guilty pleasure 2 for major sin.

Mechanics

A best-of-3 RPS battle against a target, to dig into their past. Progression-based: only wins count, draws and losses don't reset progress.

- 1 win: an odd, cute, or innocent fun fact. The target reveals it themselves.
- 2 wins: the target's Guilty Pleasure is revealed. The target (or their team) loses 3 Hype at the final tally.
- 3 wins (clean sweep): the target's Major Sin is revealed. The target gets +5 Cringe.

The Streamer

Master of Audience and Echo Chambers

The heart is the suit of The Streamer. If they win any challenge with a heart suited card their team gets one hype.

There is a ring light installed in every room of the house, including the bathroom, for reasons nobody asked about. Loves a good mic that brings out their voice silky smooth. Spends a large part of the day working on the background lighting. Sold out every belief they've ever held for sponsorship money.

White Variant: Clip Debunker / React Streamer

Reacts to other people's work for a living and calls it journalism. Says "let's unpack this" before unpacking absolutely nothing. Monetized their own outrage so thoroughly they've forgotten if they're actually angry.

Black Variant: Alpha Brocaster

Sells masculinity in capsule form, $39.99. Blames his divorce on feminism and his receding hairline on the government. Has never taken accountability for anything, ever, on record. Loves to delve into conspiracies and half-baked science. Thinks if you state something with a straight face and confidence it becomes true.

One-Time Power: Hit Piece (Black) / Puff Piece (White)

One time use during a module. Used directly towards a person, crew, event or organization. If they have material to go on, they can also use it, before the final tally, as a hail mary to change the outcome. Hit Piece is selective, unflattering filming: worst angles, weirdest attendees, edited to make the target look as bad as possible. Gives cringe to the target. Puff Piece is the opposite: only picture-perfect moments, everything unflattering cut. Gives hype to the target.

Mechanic (mostly identical for both, only the cost and outcome differs): gamble up to 3 times against the GM in RPS.

- Each gamble costs 1 point. Based for Hit Piece, Woke for Puff Piece.
- Hit Piece: Each win inflicts 3 Cringe on the target.
- Puff piece: Each win inflicts 3 Hype on the target.
- Each time the Streamer lose gives the Streamers team 3 Cringe.

The Mobilizer

Master of NPC Crowd Swarms

The club is the suit of The Mobilizer. If they win any challenge with a club suited card their team gets one hype.

Like a General of old they send meat wave after meat wave into the meat grinder. They will succeed, even if its the last thing you will do. They rally the masses, but when the tear gas starts flying, they are always found at the back. Way back. Can manufacture a movement out of three strangers and some hashtags before lunch.

RPS BATTLES:

Tier	How It Works and Odds
Easy: Overwhelm (2v1)	Mobilizer and an ally each throw one hand, blind, against a single defender. The mob wins if either hand beats the defender's. About 55.6% win rate. Low, reliable payout: +1 Hype to the Mobilizer if they win, +1 Cringe to the defender if they lose. If the mobilizer loses, they get +2 Cringe
Medium: Flood the Zone (1v2)	A solo Mobilizer throws against two opponents, blind. Wins by matching at least one of their symbols. About 55.6% match rate, giving +2 Hype. If all three players throw the same symbol (about 11.1% chance), it's a total Jackpot: The Mobilizer gains 10 Hype and the opposing team takes 10 Cringe.
Hard: Prediction (1v1)	The Mobilizer must throw the exact same symbol as the target, blind. About 33.3% chance. High control: steal 3 Hype directly from the target or lock down the enemy crew's next action.

Naming the mob and, optionally, a Mob Captain is pure roleplay flavor for the Mobilizer player to invent freely. It carries no mechanical weight but is a fun tidbit.

White Variant: Social Justice Warrior (SJW)

Cancels first, Googles the actual context never. Cried at a protest for someone whose name they learned that morning. Somehow the loudest person in the room about a cause they discovered yesterday.

Black Variant: Culture Warrior / Anti-Woke Crusader

Discovered "cancel culture" the week they got cancelled. Fighting a culture war with the energy of someone who clings to the absolutism that free speech also means free from consequences. Considering owning the libs and woke both a job and a hobby.

One-Time Power: Political Correctness (White) / Bully Tactics (Black)

Usable only while the Mobilizer is in the spotlight at an event, not before or after. Applies to any Mob Rules RPS duel.

- Each win gives +2 extra Hype on top of the normal payout.
- Each draw gives +1 Cringe.
- If you lose a battle with this activated, you gain 1 Based or 1 Woke point depending on action and what the player thinks is right/fits.

Based and Woke

Being detached or being involved can be a good thing but taken to the extreme they end up in a detrimental place. Every character sits on a single scale running from Woke to Based, five points wide on each side of the center. All characters start dead center, at 0. Neutral is a starting point. No matter how the game plays out it quickly turns into a tug of war for one’s own humanity.

Woke is empathy, social/historical awareness, compassion, pushed to its extreme: caring about everything, feeling everything, unable to hold onto any substance underneath it all.

Based is cold, self centered, detachment, pushed to its extreme, a character who has stopped feeling anything for the people around them, and who has started to actively/knowingly prefer causing harm.

Every time a player stand to gain a Woke or a Based they draw a card. If they get

If a character reaches five points on either end, the GM and the player decide what happens: turn the character into an NPC for the rest of the session or let the player keep playing them out as they are. It's a GM's tool for reining in a player who takes things too far.

Shrugging it off or justifying it to oneself

When the player is given a woke or a based point, they draw a card. If it's their class suit, they shrug off the point, and nothing happens. If it's a joker, the point is doubled.

The Woke-Based Scale

Every character sit on a single scale running from Woke to Based, five points wide on each side of the center. All characters start at 0 neutral.

Neutral

WOKE 5 4 3 2 1 (0) 1 2 3 4 5 Based

Secrets

Every player has at least two secrets: a Guilty Pleasure and a Major Sin. A Guilty Pleasure carries a base Cringe value of 1. A Major Sin carries a base Cringe value of 3.

Once another player learns one of your secrets (through the Techie's power or otherwise), they can act on it at any point before the final tally. They choose one of four actions:

1. Use the Information

- Casual Drop: x1 Cringe modifier. No risk to the user.
- Good Timing: x2 modifier. No risk to the user.
- Go Hard: x3 modifier. The user must draw a card afterward; black suit gives them 1 Based or red suit gives 1 Woke point. This is the only one of the three that carries any risks.

2. Store It

Hold the secret in reserve as leverage or insurance for later.

3. Blackmail

Use the secret as leverage over the target directly. The outcome, and whether it awards Based or Woke, is worked out between the player and the GM.

4. Give It Away or Delete It

Hand the secret over to someone else or destroy it outright. Either way, the holder gains Woke: 1 for a Guilty Pleasure, 3 for a Major Sin.

Plant a Seed (White)

If a player does something genuinely considerate or decent toward an enemy, that enemy secretly draws a card, hidden from their own allies.

- Heart: from then on, that target gets double Woke every time they'd gain Woke for the rest of the module.
- Spade: the target slap away the helping hand instead. The player who extended it gains 1 Based.

Scorched Earth (Black)

If a Black-variant player wins every RPS shake or card battle against a specific White-variant opponent, that opponent gets Self Doubt: they draw a card.

- Spade: from then on, every time they lose, they choose either +3 Cringe, or to bottle it up for +1 Based instead.
- Heart: The Black-variant player sees the damage and humiliation they caused. They gain 1 Woke.

Running a one-shot

A full session moves through six stages:

- 1. Introduction: the players build their group together: a name, who pays their bills, and whether they're tied to an organization, an ideology, a private backer, or nobody at all. This is pure roleplay flavor; it has no mechanical weight.
- 2. Information: the GM gives the crew their hook: a mission, an event to crash, or a call to intervene.
- 3. Planning (optional): the crew can prepare if they want to and if there's time.
- 4. The Event: the main event of the session. See below.
- 5. Back to HQ: the crew reviews footage, cuts clips, and shapes the narrative before the numbers lock in.
- 6. The Tally: Hype and Cringe are added up and compared to the enemy. See Winning and the Tally.

The Event

Every module center on one live event. An event can be a rally, a debate, convention or any place that plays a part in the culture war, political war or morally related event.

It always plays out in five phases:

- 1. Pre-Event: The crew can scout the location or talk to the crew/riggers running the venue.
- 2. Arrival: People arrive, introductions happen.
- 3. Main Act: The heart of the event. This is where most of the game's conflict happens.
- 4. Audience Participation: Questions from the crowd, crowd participation, the event winds down.
- 5. The End : People leave.

Not every module includes a debate. When it does, the Main Act phase runs the Debate Module (see below).

The Debate Module

Not every event includes a debate. When it does, it replaces the Main Act phase and runs through its own five beats, after a quick intro:

1. **Opening Statements**

Both debaters give a short opening speech, resolved with a card mechanic since they aren't yet facing an opponent directly.

Draw 5 cards, one at a time. For each card, guess whether the next one will be higher or lower.

- Correct guess: 1 Hype.
- You may also gamble by calling the color (red or black). If both the higher/lower guess and the color are correct, that single card is worth 3 Hype instead.
- A wrong higher/lower guess earns no Hype and instead gives 2 Cringe.

2. **Main Debate**

The back and forth: 5 RPS battles.

3. **Closing Statements**

Same mechanic as Opening Statements.

4. **Audience Questions**

A formal debate takes 3 to 5 questions from the crowd. This is the Mobilizer's moment.

If there's a rival crew defending the stage, both sides' Mobilizers battle over the question slots with RPS. A draw means an NPC grabs the mic instead and asks something vapid; nobody scores. The number of RPS wins decides how many questions that side gets to ask.

For each question won, the asking side picks one:

- Slam Dunk: earns 3 Hype. The debater being asked draws a card; a club means they fumble it and take 3 Cringe instead. A slam dunk is used towards their own debater.
- Loaded Question: gives the debater 3 Cringe, unless they draw a diamond, in which case they navigate it masterfully and gain 3 Hype instead. The mobilizers uses this against the enemy debater.

5. The Ending

The debate closes and the event moves into its final phase.

Winning and the Tally

Both crews track two totals across the whole session: Hype and Cringe.

Before the final numbers are added up, the GM applies real-world consequences: if the crew behaved criminally, violently, or just embarrassingly during the event and got caught doing it, the GM can penalize them up to 10 Cringe.

Every 10 Hype a crew has earned triggers a positive event the players narrate. Every 10 Cringe triggers a negative one. See the table at the end of the book.

Cred and Dis

Comparing the two crews' totals, Cred and Dis, two new resources that will matter more in a future campaign supplement. It’s the reputation of a person and crew.

Result	Outcome
CRED:	DIS:
Most Cringe	1 Dis
Less Hype, but less Cringe too	1 Cred and 1 Dis
Less Hype and more Cringe	Something bad happens narratively, plus 1 Dis
Tied both	No Cred or Dis

Idea seeds for modules

A module is tied to some kind of event and/or physical location. Modules are coming soon. But until then here are some seeds to get you going. Minimal prep is needed. It's up to the GM how much they are comfortable with or need to prepare or detail before running.

1. The Meta-Reckoning

- **Setting:** A packed, poorly ventilated board game venue overflowing with games journalists, outraged bloggers, livestreamers, and deeply opinionated tabletop nerds.
- **The Hook:** Controversial designer, RuneHand, is hosting the official launch party for his new TTRPG, *Politically Incorrect*. There is also the publisher Mora Fibbs. The event is immediately swarmed by two opposing crews: one demanding a total boycott for toxicity, and another hailing it as the last stand for free speech. Neither side has actually played the game. But later both crews will be infiltrated by 3 violent thugs each.
- **Main Act Conflict:** Rune Hand takes the microphone to explain that the game is just a self-aware satirical release valve meant to help people laugh at themselves and recognize shared humanity. Naturally, nobody cares, and the Q&A devolves into a full-scale battle to control the venue's master audio feed.
- **Rival Crew:** A coalition of performative media critics writing pre-baked hit pieces, squaring off against an army of "anti-censor" culture warriors who treat a deck of playing cards like the front line of a geopolitical war. There will also arrive two violent groups of thugs. One very liberal and one ultra conservative. They will try to escalate the tension and create viral clips.
- **The Secrets:** Rune Hand's Major Sin: *Politically Incorrect* was originally written as a wholesome, cooperative cozy game about community gardening, but he retooled it into a biting culture-war satire after realizing outrage generates ten

times more pre-orders. Unknown to him the publisher Mora Fibbs has paid for violent thugs

2. The Decentralized Freedom Expo

- **Setting:** A glittering hotel convention center rented out by crypto-bros, AI evangelists, and "sovereign tech" visionaries.
- **The Hook:** The keynote address features the launch of a new AI chatbot designed to completely replace human local government.
- **Main Act Conflict:** The Streamer and Techie fight for control of the venue's master broadcast feed, while the Debater attempts to break the AI's logic live on stage during the Q&A.
- **Rival Crew:** No enemy crew, but heightened security.
- **The Secrets:** The "sentient" AI being demoed on stage is actually just 40 underpaid contractors typing responses in real time from a basement in Poland.

3. The Battle of the Municipal Bird-Watcher

- **Setting:** A public park surrounding an extraordinarily ugly, bird-poop-stained 19th-century bronze statue of a controversial local bird-catcher.
- **The Hook:** One side wants to tear it down for historic cruelty to pigeons; the other side wants to heritage-list it as a monument to regional grit.
- **Main Act Conflict:** A chaotic mob-versus-mob rally. The Mobilizer must coordinate chants to drown out counterprotesters without letting the event devolve into a total police dispersal.
- **Rival Crew:** A coalition of performative allies with artisanal protest signs facing off against pitchfork-wielding local historians.
- **The Secrets:** The artist who made the statue secretly sculpted it to look like a crude caricature of his landlord.

4. The Greenwashing Gala

- **Setting:** An ultra-exclusive, zero-emissions eco-resort hosting oil executives, celebrity activists, and wellness influencers.
- **The Hook:** A mega-corporation is receiving a "Global Sustainability Award" despite polluting the local bay six weeks prior.

- **Main Act Conflict:** A high-society charity auction and debate. The crew must infiltrate the VIP section to sabotage the corporate puff pieces and leak raw footage to the press before the final tally.
- **Rival Crew:** Corporate PR fixers, mercenary security guards, and sellout influencers on retainer.
- **The Secrets:** The "100% Compostable" gift bags handed out to attendees are made of non-biodegradable toxic polymer.

5. The Debater Cage Match

- **Setting:** A sold-out 15,000-seat sports arena hosting a "Clash of the Influencers" live-streamed debate night.
- **The Hook:** The debater in the group has been challenged to settle a months-long Twitter feud live on stage, with a $1 million charity donation on the line.
- **Main Act Conflict:** The debate module runs at maximum intensity, but the audience Q&A is compromised by bad-faith trolls throwing loaded questions from every angle.
- **Rival Crew:** A rival Streamer's fanbase actively sabotaging the crew's audio feeds and spamming chat with dox threats.
- **The Secrets:** The "charity" receiving the funds is a blood diamond company / or Lithium slave mine registered directly to the event organizer's spouse.

6. The Burning Book Fair

- **Setting:** A big bookstore convention is holding a controversial author reading for a visiting elementary school.
- **The Hook:** A children's book reading has attracted three separate protest groups, four news vans, and fifty confused tourists looking for a restroom.
- **Main Act Conflict:** Navigating audience participation when every single person in the room is recording on their phone and itching for someone to throw the first punch so they can post the reaction clip.
- **Rival Crew:** An unhinged local news crew desperate for an outrage headline, willing to bait attendees into bad behavior. There is also an unknown media company filming there. Hype Media.
- **The Secrets:** The author wrote the entire controversial book in two hours using an AI. He has leaked the information to both sides to cause a scene to boost sales. He has hired Hype Media to film people clashing and to create outrage.

7. The School Board Apocalypse

- **Setting:** A cramped suburban high school gymnasium filled with squeaking folding chairs, lukewarm coffee, and pure, unadulterated neighborhood fury.
- **The Hook:** A routine meeting regarding the new school cafeteria menu has escalated into a national culture war battleground over food sovereignty.
- **Main Act Conflict:** A formal debate over whether "Plant-Based Mondays" is a secret Marxist indoctrination plot or a necessary step for planetary survival.
- **Rival Crew:** A hyper-organized, well-funded crew armed with custom printed t-shirts, portable speakers and free food.
- **The Secrets:** The school board president's Major Sin (owns $50,000 in stock in “Big Meat” or “Big Vegan”) is hidden in the public ledger, waiting to be dug up by a Techie.

POLITICALLY INCORRECT

Politically Correct

NAME: **AGE:** **NICKNAME:**

DESCRIPTION:

GUILTY PLEASURE:

MAJOR SIN:

CLASS:

BASELINE SKILLS 5 CARDS DRAW

CLASS SKILL:

EXPERT SKILLS:

+ 1 CARD:

+ 2 CARD:

+3 CARD:

I SUCK AT:

CRED: **DIS:**

Neutral

WOKE 5 4 3 2 1 1 2 3 4 5 Based

Tally card	
CRINGE	**HYPE**
TOTAL CRINGE _____	**TOTAL HYPE** _____

TOTAL:	
CRED:	**DIS:**

List of hype and cringe results.

For every 10 cringe or 10 hype one card can be drawn. Hype is positive and cringe is negative. Getting the wrong card can be devastating. It can be something that pays off then and there or in a future event. Or it can be something negative that plays out in the same manner. The GM and the players decide how they affect the crew. You can weave them into a story about how the group went on in the future if you will never play the character/crew again. Or more impacting present and future modules/campaigns. These are just ideas. If you want to make your own list or replace any of them, feel free to do so. This is your game. You and your group knows what you find funny or meaningful.

Diamonds: Corporate, Financial & Institutional Events

Focus: Money, legal systems, institutional power, and academic bureaucracy.

Card	Hype Event (Positive)	Cringe Event (Negative)
Ace	A mysterious Silicon Valley foundation awards your crew a massive, no-questions-asked ideological grant.	An unannounced federal tax audit freezes your organization's bank accounts.
2	Flawless ledger balancing uncovers hidden donor funds, clearing all your operational debts.	An embarrassing accounting error leaks to financial journalists, exposing unpaid venue rentals.
3	You win a surprise municipal zoning lawsuit, legally forcing the city to let you host your rally.	Your crew gets hit with a sudden cease-and-desist letter from a Fortune 500 legal team.
4	Securing top-tier private medical and insurance backing makes your event look professional and safe.	A severe food poisoning outbreak is traced directly back to your venue's catering service.
5	A prominent mainstream senator accidentally quotes your exact talking points on morning television.	Publicly mixing up basic political definitions on live television makes you a laughingstock.
6	A famous behavioral psychologist endorses your movement's sanity and coping methods.	A leaked group chat shows your core team mocking their own supporters behind closed doors.
7	Discovering absolute smoking-gun physical evidence against your rival right before the debate.	Having your secret headquarters searched and your physical evidence locker compromised.
8	Flawless digital forensics recovery exposes your rival's forged documents live on stream.	Hard evidence of your own hypocrisy is recovered from a smashed hard drive left in a dumpster.
9	Fluent translation of a viral international document gives your crew first-mover advantage online.	Misinterpreting a foreign cultural idiom accidentally sparks an embarrassing international incident.
10	Perfect logistics execution leaves your rival's buses stranded in traffic while your venue fills up.	Total supply chain collapse: your event runs out of bottled water, chairs, and working microphones.
11 (Jack)	Correctly predicting an obscure pop-culture trend before anyone else gives you trendsetter status.	Spouting painfully outdated meme references that make Gen-Z mock your social media presence.
12 (Queen)	A brilliant tactical debate framing traps your opponent in an inescapable logical paradox.	Falling into a painfully obvious rhetorical trap set by a 19-year-old with a ring light.
13 (King)	Photographic memory recall of an opponent's exact contradictory quote from six years ago.	Completely forgetting your own core platform stance mid-sentence during a high-stakes interview.

Hearts: Social, Media & Public Persona Events

Focus: Charisma, public relations, crowd interaction, and streaming culture.

Card	Hype Event (Positive)	Cringe Event (Negative)
Ace	A transcendent public speech leaves the entire auditorium standing and cheering.	Stuttering, freezing up entirely, and walking off the stage in tears mid-sentence.

Card	Hype Event (Positive)	Cringe Event (Negative)
2	Convincing a major moderate influencer to publicly cross the aisle and join your platform.	Failing to persuade even a local barista to care about your revolutionary manifesto.
3	Successfully bluffing a rival network into backing down from an expose.	Getting caught in a blatant, easily debunked lie on camera during a softball interview.
4	Intimidating a corrupt event organizer into giving your crew prime stage and microphone time.	Coming across as a bitter, insecure bully, turning public sympathy directly toward your rival.
5	Genuine emotional resonance with an audience member goes viral for wholesome reasons.	Coming off as completely robotic, sociopathic, and entirely devoid of human warmth.
6	Negotiating a lucrative merger with a larger, wealthier content collective.	A toxic, public fallout and bitter online breakup with your co-hosts on stream.
7	"Knowing a guy" who hooks your crew up with VIP backstage access and free security passes.	Getting permanently blacklisted and trespassed from every trendy venue in the city.
8	A brilliant disguise and acting performance lets you successfully infiltrate enemy high command.	Getting recognized instantly because you wore your signature merch hoodie to an undercover op.
9	Inspiring leadership rallies your demoralized team back from the brink of total collapse.	Your entire crew mutinies in disgust and leaves you alone to talk to an empty room.
10	A killer stand-up comedy routine or musical opening act completely steals the show.	Dying horribly on stage with loud crickets chirping into the live audio feed.
11 (Jack)	Effortlessly fitting in at a high-society elite gala and securing major whale donors.	Committing a catastrophic social faux pas that deeply offends every billionaire in the room.
12 (Queen)	Navigating underground street scenes to earn genuine, respected grassroots street cred.	Getting shaken down by local street punks for protection money outside the venue.
13 (King)	Expert interrogation of a captured rival operative yields absolute media gold.	Breaking under mild social pressure and spilling your own team's sensitive secrets.

Clubs: Action, Protests & Street-Level Events

Focus: Physical movement, direct confrontation, brawls, and outdoor chaos.

Card	Hype Event (Positive)	Cringe Event (Negative)
Ace	A daring parkour escape over a security fence while news cameras capture every second.	Tripping over your own shoelaces while trying to run away from a slow-moving rent-a-cop.
2	Winning a legendary parking-lot fistfight for absolute ideological dominance.	Getting instantly folded in a brawling match by a mild-mannered assistant actuary.
3	Wielding an iconic, custom protest sign or prop with cinematic, meme-worthy flair.	Accidentally hitting yourself in the face with your own poorly constructed cardboard sign.
4	Pinpoint accurate pepper-spray neutralization of a rushing physical aggressor.	The wind shifts instantly, and you accidentally pepper-spray your own front row of supporters.
5	Ghost-like stealth infiltration past top-tier corporate venue security.	Accidentally setting off every emergency exit laser and fire alarm in the building.

Card	Hype Event (Positive)	Cringe Event (Negative)
6	A death-defying acrobatic dodge of a flying object thrown from the crowd on live TV.	Falling awkwardly off a low stage while trying to execute a dramatic gesture.
7	Feat of strength: physically breaking down a jammed barrier to let your supporters flood in.	Pulling a muscle in your lower back trying to lift a moderately heavy cooler of energy drinks.
8	Superhuman endurance: staying awake for 72 hours straight to win the culture war marathon.	Passing out face-first into the snack table after exactly two hours of light protesting.
9	Sleight of hand: smoothly swapping a rigged ballot box or mic cable without anyone noticing.	Accidentally dropping the stolen evidence directly into a bewildered police officer's coffee cup.
10	Surviving a brutal outdoor protest weekend with legendary, rugged wilderness grit.	Whining incessantly about bad Wi-Fi and lukewarm bottled water during a brief drizzle.
11 (Jack)	Brewing an exceptional coffee blend that keeps the entire crew's morale at peak performance.	Burning the crew breakfast so badly that the smoke alarms evacuate the entire building.
12 (Queen)	Slick escape artist maneuver slipping out of police zip-ties live on broadcast.	Getting your hair and jacket hopelessly tangled in your own banner straps.
13 (King)	Absolute tolerance: shrugging off tear gas like a seasoned, unbothered revolutionary.	Crying uncontrollably from a mild onion smell drifting from a nearby food truck.

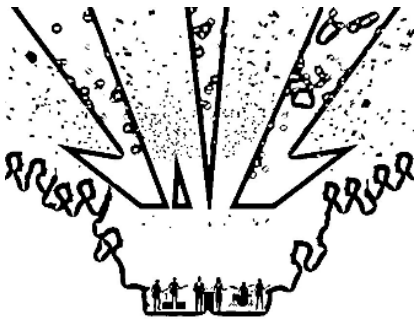
Spades: Tech, Cyber & Sabotage Events

Focus: Technology, editing, digital leaks, and infrastructure.

Card	Hype Event (Positive)	Cringe Event (Negative)
Ace	Smooth IT navigation locks down your secure network against waves of hostile DDoS attacks.	A catastrophic blue screen of death crashes your computer during your live demonstration.
2	Elite hacking bypasses the enemy's master mainframe in seconds, locking them out.	Getting your own main laptop locked with ransomware by an anonymous twelve-year-old.
3	Releasing a masterclass deepfake compilation video that completely dominates online discourse.	A horribly glitchy deepfake where your face is mapped backward, turning into a global meme.
4	Cinematography genius captures the exact villainous slip-up of your rival in 4K resolution.	Forgetting to take the lens cap off the camera for the entire three-hour keynote livestream.
5	Pristine audio engineering isolates your voice while perfectly muting the hecklers in the back.	A hot mic picks up you loudly complaining that your audience is full of broke losers.
6	Emergency mechanical repair keeps the tour van running smoothly through a freezing blizzard.	The tour van's transmission completely explodes five miles away from the venue.
7	Driving a rented forklift like an action hero to block enemy access to the loading bay.	Minor forklift collision with a pallet of expensive, custom-printed crew merch boxes.
8	High-speed evasive driving leaves the paparazzi and rival vans eating your dust.	Getting hopelessly stuck in a dead-end residential cul-de-sac while trying to make a U-turn.
9	Hotwiring the venue's massive backup generator to restore your broadcast mid-blackout.	Sparking a massive electrical fire that shuts down the power for the entire city block.

Card	Hype Event (Positive)	Cringe Event (Negative)
10	Gets a high tech gizmo from an impressed tech bro. Gives a 3 card draw for getting into a vault or secure room in a future mision.	Bad luck. Karma is a bitch. It will increase the difficulty of any break ins next time it comes up.
11 (Jack)	Crafting legendary, razor-sharp protest memes and graphics that become viral standards.	Your handmade graphic design posts spell important words with embarrassing spelling mistakes.
12 (Queen)	Mixing a theatrical smoke-bomb concoction that stuns the convention center with style next event that gives 5 hype.	Chemical mix goes wrong: the smoke turns neon pink and smells intensely of rotting fish.
13 (King)	Enterprise system administration successfully routes global viral traffic straight to your channel.	The main server router gets hit by a minor power surge, wiping your entire local database.

Jokers: Wildcard Cataclysms & Triumphs

Card	Hype Event (Positive)	Cringe Event (Negative)
Red Joker	**The Mellon Husk Tweet:** Multitrillionaire tech mogul Mellon Husk quote-tweets your video with a single crying-laughing emoji. Instantly gain massive follower spikes and national news coverage.	**The Mega-Ratio:** Your most serious, heartfelt statement gets quote-tweeted by Mellon Husk with a skull emoji, triggering global public mockery.
Black Joker	**The Accidental Folk Hero:** You stumble into a viral meme format that makes you a cultural icon overnight. Rival crews bow in reluctant reverence.	**The Total Cancellation:** An archival social media post from a decade ago surfaces showing you doing something profoundly embarrassing. Your group are socially a pariah. Laughed at everywhere they go.

Politically InCorrect