

## Dr Frankenstein's Errant Errands

Awake! Dr. Frankenstein has given you a second life, you are bound to his service! You have no knowledge of your previous life or how recently you died. Probably not that recently considering the colour of your skin, probably a good thing that your sense of smell doesn't seem to good either.

Dr Frankenstein needs a couple of things, and is agoraphobic. It's up to you how you get them but you have to be back before the end of the day. If you want to borrow his hearse you can, but you'll struggle to drive it.

1. Obtain a new corpse for the next experiment/crime against morality
2. We're out of money, take one of my antiques from the house and find somewhere in town to sell it
3. We've got a power cut, see if you can find out anything about it.

You were created yesterday so you're below average at all actions and don't remember too many specifics about how the world works.

### To Play

When you want to perform an action roll 3D6, 11 or above is a success. Roll 4D6 if using a **Skill**

If you wish to gain a **Skill** you can suffer a flashback to your hosts life at any point.

Gaining a **Skill** also causes you to gain a **Personality Trait**. Both are agreed by the player and the GM.

Flashbacks cause decay to your unstable body, so you have a maximum of 5.

e.g. Klarg is about to sell some antiques. He has a flashback to his host watching Pawn Stars and gains the skill Negotiation. As a result he also gains the personality trait Argumentative. (other examples below)

#	Skill	Personality Trait
1	Charisma	You were a Pick up Artist
2	Driving	Briefly employed as a taxi driver, but fired due to road rage
3	Reading people	Frequent Gambler
4	First Aid	Hypochondriac
5	Brawling	Played rugby, but mostly in it for the nights out
Roll	<b>Unfortunately in town (GM info only)</b>	This is set in a modern day average town in your home country. You can set it in your home town but don't get bogged down in geography and travel times etc. This is meant to be a fun game with slightly unsettling/disgusting characters. The players should fail more actions than they succeed so don't be overly punishing on a fail but also make sure there are amusing consequences when they occur.
1	Someone recognises you	
2	A charity campaigner stops you	
3	A couple of dogs attack you	
4	You get mugged	
5	Some kids start following you around	
6	You get interviewed by the local news	