

Guest Book

Name/pronouns:

Lights! Camera! Action!

Stress / max stress

Damage

Gadget:

Nemesis:



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You Are Cordially Invited. . .

...to help your friends pull off the perfect wedding! Only one problem: they don't know that you all used to be assassins, with a list of enemies longer than the line for the buffet. It's the morning of the wedding—can you fight off old rivals looking for revenge long enough to help your friends to tie the knot?

You Are Cordially Invited... is a party tabletop RPG for two to six players (“guests”) and one game moderator (“officiant”). It's violent, but it's also light and silly. After all, it's still a wedding!

Creating a guest

1. Guests have three abilities: *lights*, *camera*, and *action*! Choose one of the following:
 - a. Set all three abilities to d8 and set max stress to 4.
 - b. Set one ability to d10, another to d8, and the last to d6. Set max stress to 3.
2. Roll a d12 on the Gadgets table to see what tech you've kept from your assassin days, retrofitted to not arouse suspicion during the wedding. If you roll the same as another player, keep rerolling until you get a unique one.
3. Roll a d6 on the Nemesis table to see who will stop at nothing to prevent you from helping with the wedding. Keep your first roll, even if you roll the same as another player.
4. Name and pronouns!

Gadgets

Roll	Invention	Roll	Invention
1	A corsage that can spray sleeping gas.	7	Ringbearer pillow with hidden jack-in-the-box punch.
2	A bouquet that can release robotic spy-bees.	8	Flower basket filled with exploding petals.
3	A garter with a garrote hidden inside.	9	Party favors bag (the party favors are drugs).
4	A bridal veil with integrated night vision panels.	10	A translator engagement ring that can decode any written or spoken language.
5	Something old.	11	Something new.
6	Something borrowed.	12	Something blue.

Nemeses

Officiants should feel free to change entries in this table to suit the game they want to run. Here are some defaults:

Roll	Nemesis	Roll	Nemesis
1	Mrs. and Mr. Beetroot (sniper and spotter)	4	Mx. Ube (demolitions)
2	Ms. Greenbean (gunslinger)	5	Mr. Taro (master of disguise)
3	Mr. Sweetpea (close combat)	6	Ms. Hazelnut (hacker)

All six nemeses start with an Animosity of 1, plus 1 for each guest who rolled them during character creation. A nemesis's Animosity lowers by 1 every time a guest succeeds on a roll (or gets a tie and the Officiant chooses stress). When a nemesis's Animosity drops to 0 they flee (or die), never to be seen again. Nemeses particularly hate everyone who rolls them during character creation, and will preferentially target those guests.

Rolling

Only roll if something is dangerous or if success is not assured. The guest rolls the most relevant ability against the Officiant, who rolls a die

depending on the difficulty: d4 for trivial tasks to d12 for highly difficult ones (average is d8). Roll *lights* when doing something that requires brains, education, working with technology, or anything that needs a lightbulb moment. Roll *camera* when doing anything about dealing with people or showing off. Roll *action* when doing something that requires physical skills, such as brawling or parkour.

Situational advantages grant bonus dice to the rolls of the guest of the same size as the rest of the dice in that roll. Using gear (including but not limited to gadgets) in a situation it's good at always adds one die of advantage. Situational disadvantages increase the die size of the Officiant's roll. After rolling, each side picks their highest die, and the two of them compare their results to the success table:

Result	Effect
You roll higher than the maximum possible Officiant roll	You get what you wanted in a particularly impressive fashion, and you increase the die size of your next roll by 1 step or lower your stress by one (guest's choice).
You roll equal to or higher than the Officiant	You get what you wanted.
The Officiant rolls higher than you, but not more than your maximum possible roll	You either don't get what you wanted, in a way that moves the game forward, or you do get what you wanted, but take a point of stress. Officiant's choice.
The Officiant rolls higher than your maximum possible roll	You fail to get what you wanted in a particularly impressive fashion, <i>and</i> you take a point of stress.

Stress

Each guest has a stress track that fills up as they fail rolls. If a guest must take stress but they've already taken their max stress value, they take damage instead. The first point of damage crosses out the top row of the roll result table. The second point of damage crosses out the next row, so all successful rolls are treated as ties. The third point of damage takes the guest out of the game, whether through death, capture, coma, etc.