

Lols vs Trolls: The Autism RPG

Character Creation: Lolcow.

First off: Determining your Autism score. This can be done though either rolling 5d10s and combining the result, or just allotting 25 Autism points. The Autism Score is used to determine your Skills and your Characteristics, which provide bonuses to certain skills. Characteristics are ranked 1 to 4, and provide a bonus to skills based on the purchased rank. So, getting an MRA rank of four provides a bonus of +4 to the listed skills.

SJW:

Tranny:

+Disgust / Gross out, +Backlash, +Trolling

Privilege-Checking:

+Shitpost, +Harass, +Trolling

POC Stuff:

+ Shitpost, +Backlash, +Hugbox

Otherkin:

+Backlash, +TardRage, +Trolling

Misandry:

+Crying and Screaming, +TardRage, +

Virgin With Rage:

MRA:

+Shitpost, +Backlash, +Hugbox

Wizardry:

+Trolling, + Haxxing, -HeartMeter Capacity.

PUA:

+Lovequest, +Harass

Misogyny:

+Harass, +Trolling

Politics:

Fringe Political Belief:

+Ego, +Harass, +Trolling

Prejudice:

+Trolling, +Crying and Screaming,

Conspiracy Theories:

+Trolling, +TardRage, -Sanity

Drug User:

+HeartMeter Capacity, +Anti-Troll Shields (Ego), -Awareness

Horror:

Depravity:

+Disgust/Grossout, +Shitpost

Hygiene:

+Disgust/Grossout, +Trolling, -Lovequest

Stalking:

-Lovequest, +Trolling, +Harass

Creepiness:

+Disgust/Grossout, -Lovequest, -Trolling

Delusions:

+Tardrage, -Sanity

True an Honest Creator:

Art “Skills”:

+MakeArt, +Trolling,

Music “Skills”:

+Makeart, +Trolling, +Harass

Video “Skills”:

+MakeArt, +Trolling

Writing “Skills”:

+MakeArt, +Trolling, +Shitpost

Communities:

Juggalos:

+Weapons Use, +Trolling

Furries:

+Hugbox, +Trolling

Gameurz:

+Videa Games, + Leet Haxing

FanFic Writers:

+MakeArt, +Trolling

Weeaboos:

+Curse-Ye, +Trolling

Now we come to Skills. Use autism points to increase skills not increased through characteristics. For the following, remember, **All Combat skills start at 0, and all skills cap at 19!** Oh, and you can reduce your default skill and give the points to other skills.

Internet Combat Abilities: *These Combat skills are used on the online warzones of forums, websites, and youtube comments.*

Shitpost: ____/20 *Rage, rant, and sperg as hard as you can. Don't stop, this will show those mean cyberbullies! Get your skill or under and annoy the trolls with your angry ranting. Does 1d4 damage.*

Call Backlash: ____/20. *Get your skill or under and summon people who support your cause. -1 per every 10 units of trolling. If successful, summons 1d4 supporters or white knights, who refill that amount of Stress Points and deal (Number of supporters)d4 damage to the trolls. Fail the roll, and suffer 1d6 Stress Points*

Tard Rage: ____/20. *Bear your fangs, get angry, yell a little. Or a lot. Get your skill or under, and deal 1d6 damage. Failure makes you too exhausted to use your next turn.*

Soooper Secret Counter Trolling: ____/20. *Use your elite infiltration skills to troll the trolls. Success deals 1d20 damage to the trolls.*

Leet Haxing: ____/20. *Use your uber-mad haxxing skills to doxx and harass trolls. Deals 2d8 damage.*

Disgust: ____/20. *Use your sheer awfulness to your advantage. Deals 1d6 damage to the trolls.*

Hugbox: ____/20: *Things not going well? Retreat into your hugbox to get a much needed heart level boost. Restores 1d4 to heart level and Anti-Troll Shields.*

Real Life Combat Abilities:

Tard Rage: ____/20 *Start yelling and flailing at the mean jerkops. That's sure to help you. Deals 1d6 damage.*

Use Weapon: ____/20 *The use of any sort of weapon, from baseball bats to airsoft pistols. Damage depends on weapon.*

Prank: ____/20. *Your skills at pranking people. #Prankmaster. 1d4 damage.*

Harass: *The art of stalking, harassing, and annoying people. Sending threatening emails, loitering in stores, and the like. 2d4. An epic fail summons a Jerkop.*

Gross out: ____/20 *With this skill you can use your repulsive personal habits to drive others away. 1d8 damage.*

Crying and Screaming: *Temper tantrums aren't for toddlers anymore. Yelling, whining, protesting, and other forms of making yourself act like a spoiled child all fall under this grouping. 2d4 damage.*

Curse-Ye: ____/20 *Using the anchuant magik arts of the land of Wee-A-Boo, you are capable of inflicting great curses, awesome powers, and eldritch wonders upon your foes. At least, that's what you tell yourself. 1d20 damage.*

Action Skills: **All action skills cap at 19 and can be reduced to 1 though characteristics.**

Make True an Honest Creation: ____/20: *Roll this skill to create any sort of work of art. If lower, or equal to your art skill, you create a new shitty masterpiece. The work is now rated at*

the number you rolled, with a higher level indicating a more astoundingly bad work. A score of 1 is Plan 9, 10 is Sonichu, and 20 is Hero Team. Default is 0.

Lovequest: ___/20: *Your skill at finding a boy-friend free girl, and attempts at wooing said love interest. Default is 4.*

Driving: ___/20 *Your driving skill, used to maneuver in VERY STRESSFUL SITUATIONS. Default is 1.*

Play Videa: ___/20: *Your skills at videogames, and everything related to them. Playing videa games helps heal your heart level. Default is 8.*

Negotiate: ___/20: *Your skill at talking and negotiating with others. Default is 1.*

Think of Idea: ___/20: *Your skill at thinking up ideas, such as how to respond to the trolls. GM rolls for this one, and does NOT tell the player whether they passed or failed. Rather, they present the idea that the player's character came up with, and that character can chose to act on it or not. Default is 5.*

Physical Activity: ___/20 *Your skill at lifting, jogging, or maneuvering. Default is 5.*

Parkour: ___/20 *Your skill at using parkour to escape from danger. Default is 2.*

Sanity: ___/20 *Your voice of reason and rationality. Roll against this when something traumatic happens or you need to resist doing something. Default start is 10. Can be permanently reduced through certain events.*

Awareness: ___/20: *Awareness of the surrounding world. Default is 8.*

Anti-Troll-Shields (Ego): ___/20 *Your shield. You must get a roll HIGHER than this to avoid responding to the trolls. Default is 8.*

Heart Meter: ___/20 *Your stress levels and general well being. A Heart Level at zero causes you to crash into slumber and rage quit the internet if online. If in the real world, a heart level of zero can mean multiple things, depending on your situation. (Getting arrested, being banned from stores, getting beaten up, running off crying). Base heart is 10 + Skill Number. Default skill is 5.*

Obsessions, Gear Grinders, and Embarrassing Secrets.

Obsessions are things that your character is utterly obsessed with. Anything dealing with them is likely to get their attention. Lolcows need at least one obsession, and gain one Autism Point for every obsession taken, up to a max of +4. A character can take more than 4 obsessions, but will not gain anymore autism points for it. Obsessions must be role-played, and are hidden from the trolls at first.

Gear Grinders are things that your character absolutely hates. The mention of these sends your character into a rage. If this topic is brought up by the trolls, the lolcow must make a roll against their CURRENT ego (Not their base). If successful, the lolcow is unaffected. The topic can be brought up again, but the lolcow gains +3 to their ego for that roll every time the topic. For example: *Trolly McTroll brings up Lolly McLols hatred of pickles. McLols ego is at 10.*

McLol rolls a 5, and passes the check. McTroll spams pictures of pickles. McLols ego is increased to 13 just for this roll. Again, he passes. McTroll posts more pickles. McLols ego is boosted to 16 for this roll. And so on. This boost to ego for Gear Grinder rolls decreases by one for every turn that the gear grinder is not brought up. So, if McTroll waited one turn before posting a picture of McLol eating a pickle, McLol's ego roll would be at 15. Remember, the boost to ego does not apply to any other ego rolls, just rolls for resisting that particular Gear Grinder. Each Gear Grinder gives you +1 one autism point, and can give you a maximum of +4 autism points. More can be taken, but will not give you any more points. Trolls are not aware of gear grinders by default.

Embarrassing Secrets are some dark, horrific secret that your lolcow wants to keep from getting out. They come in two varieties, 1-point and 2-point.

1-Point secrets are something highly embarrassing, but not something that would get them into trouble. An example would be crapping themselves when under stress. 1-point secrets give 1 autism point.

2-Point secrets are something actually illegal, or something that could get a lolcow in legal trouble. Depending on the secret, they could be compulsive, and require a sanity check for the lolcow to resist acting on it. For example, having a perverse sexual attraction to cars, and requiring a sanity check to avoid attempting to copulate with your neighbors Volkswagen.

A lolcow can take up to 4-points worth of Embarrassing Secrets, and trolls are not aware of them at first.

Game Mechanics:

Rolling mechanic is simple: Roll a d20, and apply the appropriate modifiers (if any). If you get your skill or below, you succeed. If not, you fail. There are also Epic Wins and Epic Fails, which are rolling the best possible or worst possible rolls. The GM gets to make up something bad or good that happens as a result.

Trolling Score: You noticed that there wasn't a "Trolling" skill up there. The Trolling stat is a measure of how likely you are to be trolled. It is ____/100. To determine if the trolls have begun to target you, roll a d100. If it gets above your trolling score, you're in the clear. If not, the trolls have spotted you! When playing in a group, whoever's score is highest is used.

Combat: In combat, everyone rolls a d20. Highest score goes first, works downwards. Each turn you have one Action, which can be anything from using a skill to mass debating. Alternatively, if playing online, there is no order, and you can respond anytime you feel like in a turn.

Anti-Troll Shields and Heart Meter: Your Anti-Troll Shields, or Ego, is your ability to shrug off the trolls assault. You subtract damage from the trolls attacks from this. When it's depleted, or the damage overflows the shield, the trolls attack drains your health. Your ATS regenerates at 1 unit per round of combat. It also completely restores itself between battles, unlike your Heart Meter.

Chimpouts: When your health gets to 0, you will go begin to "Chimpout", or engage in a mad flurry of shitposting. Every turn, you must make a roll against your sanity to avoid crashing

into slumber. Each turn this happens, you gain a -2 penalty to your target number. (So if you had to hit 12 on first turn in chimpout, you have to hit 10 on your next turn.) If you fail your shitposting roll, you character crashes into slumber, and misses the rest of the fight.

Equipment: Equipment is any item that your lolcow can use. Examples include: **Autismbox:** *Money, used to buy things.* **Pornography:** *Restores 1d4 health when used. Can be crafted with the "Create Art" skill.* **Food and drinks:** *Restores 1d4 -1 health when used. May give special effect based on food eaten.* **Video Game System:** *Plays video games.*

Weapons: **Catana:** *A cheap katana. Does 1d6 damage.* **Airsoft Gun:** *A plastic airsoft gun. Does 1d4 damage.* **Pen Knife:** *A cheap pen knife. Does 1d4 damage.* **Taser:** *A taser, commonly used by jerkops. Does 2d8 damage. An Epic Win causes the target to go into cardiac arrest.* **Pepper Spray:** *A spray that causes eye irritation. Does 2d6 damage.* **Baton:** *A police baton. Does 1d6 damage.* **Glock:** *A pistol commonly used by jerkops. Does 3d8 damage, and holds 17 rounds.* **MP5:** *A submachine gun used by SWATjerks. Illegal to own. Does 3d8 damage, and holds 30 rounds.* **Model 870 Shotgun:** *A pump action shotgun commonly used by Jerkiefs. Does 5d6 damage, and holds 7 rounds.* **M4 Carbine:** *An assault rifle used by SWATjerks. Does 4d6 damage, and holds 30 rounds. Illegal to own.* **700P Sniper rifle:** *A .308 caliber rifle. Does 6d6 damage, and holds 6 rounds.*

Enemies:

There are plenty of bad guys who hate autistics out there, from Cyberbullies, and Trolls to evil Jerkops and Chads. This will serve as a guide to JERKS AN BULLIES!

Trolls:

Common Ween: Stupid, ignorant, and repetitive, the common ween may venture out of its native habitat of Youtube comments to assault hapless autists, usually riding on the coattails of more successful trolls.

Stats: Health: 6. Abilities: 10/20 Epik Ween. Does 1d4 damage, adds +1 to your Autism score.

CyberBully: Cyberbullies are like bullies, but on the internets. They are big meanies who hate you for no reason.

Stats: Health: 12. Abilities: 15/20 Epik Ween (1d4 DAM), 10/20 Alog (1d6 DAM, +4 Autism), 10/20 Cyberbulling (1d6 DAM).

Infomaster: These jerks are the sneaky type. They lead you on with questions and info.

Stats: Health: 10. Abilities: 14/20 Question (Asks lolcow a question. Does 1d4 DAM, gets info on lolcow, Epic Win makes lolcow reveal their Embarrassing Secret, multiplies damage roll by 3), 6/20 Infosweep (Search for information on the internet about lolcow. Success does 1d6 damage and finds something amusing about the lolcow. Epic Win uncovers something devastating, and multiplies your damage roll by 3)

Jerks:

Jerks are mean, everyday bullies who love to play kick the autistic.

Common Jerk: Evil bullies who love being mean to innocent goodhearted people. **Stats:** **Health: 15. Abilities: 15/20 Bully** (Verbal attacks, 1d4 damage), **10/20 Kick the Autistic** (physical attacks, 2d6 damage), **5/20 Use Weapon.**

Chads: Chad Thundercocks are big mean bullies who get all the pretty girls. **Stats: Health: 20. Abilities: 15/20 Bully, 14/20 Kick The Autistic, 7/20 Use Weapon.**

Manajerks: Manajerks are the tyrannical rulers of local stories who are racist against autistics. **Stats: Health: 18. Abilities: 16/20 Bully, 10/20 Threaten (1d6 Damage).**

Jerkops: Jerkops, a combination of “jerk” and “cops”, are stupid thugs with fake graham cracks as badges. **Stats: Health: 25. Abilities: 12/20 Kick the Autistic, 12/20 Use Weapon. Equip with: Baton, Pepperspray, Glock, or Taser.**

Jerkiefs: The big fat jerks in charge of the other jerkops. **Stats: Health: 30. Abilities: 15/20 Kick the Autistic, 12/20 Use Weapon. Equip with Baton and Taser, shotgun, or Glock.**

SWATjerks: The elite forces of the Jerkops. Seeing these guys means you’ve really screwed up. **Stats: Health: 35. Abilities: 12/15 Kick the Autistic. 18/20 Use Weapon. 15/20 Threaten. Equip with MP5, M4 Carbine, or 700P Sniper Rifle.**

AUTISM SCORE (5d10): _____

SJW:

___/4 **Tranny:**

+Disgust / Gross out, +Backlash, +Trolling

___/4 **Privilege-Checking:**

+Shitpost, +Harass, +Trolling

___/4 **POC Stuff:**

+Shitpost, +Backlash, +Hugbox

___/4 **Otherkin:**

+Backlash, +TardRage, +Trolling

___/4 **Misandry:**

+Crying and Screaming, +TardRage, +Trolling

Virgin With Rage

___/4 **MRA:**

+Shitpost, +Backlash, +Hugbox

___/4 **Wizardry:**

+Trolling, + Haxxing, -HeartMeter Capacity.

___/4 **PUA:**

+Lovequest, +Harass

___/4 **Misogyny:**

+Harass, +Trolling

Politic:

___/4 Fringe Political Belief:

+Ego, +Harass, +Trolling

___/4 Prejudice:

+Trolling, +Crying and Screaming,

___/4 Conspiracy Theories:

+Trolling, +TardRage, -Sanity

___/4 Drug User:

+HeartMeter Capacity, +Anti-Troll Shields (Ego), -Awareness

Horrorcow:

___/4 Depravity:

+Disgust/Grossout, +Shitpost

___/4 Hygiene:

+Disgust/Grossout, +Trolling, -Lovequest

___/4 Stalking:

-Lovequest, +Trolling, +Harass

___/4 Creepiness:

+Disgust/Grossout, -Lovequest, -Trolling

___/4 Delusions:

+Tardrage, -Sanity

True an Honest Creator:

___/4 Art “Skills”:

+MakeArt, +Trolling,

___/4 Music “Skills”:

+Makeart, +Trolling, +Harass

___/4 Video “Skills”:

+MakeArt, +Trolling

___/4 Writing “Skills”:

+MakeArt, +Trolling, +Shitpost

Communities:

___/4 Juggalos:

+Weapons Use, +Trolling

___/4 Furies:

+Hugbox, +Trolling

___/4 Gameurz:

+Videa Games, + Leet Haxing

___/4 FanFic Writers:

+MakeArt, +Trolling

___/4 Weeaboos:

+Curse-Ye, +Trolling

Skills:

Internet Combat Abilities:

Shitpost: ___/20 1d4 DAM

Call Backlash: ___/20 1d4 followers, Dam = #Followers d4

Tard Rage: ___/20 1d6 DAM

Sooper Secret Counter Trolling: ___/20 1d20 DAM

Leet Haxing: ___/20 2d8 DAM

Disgust: ___/20 1d6 DAM

Hugbox: ___/20

Real Life Combat Abilities:

Tard Rage: ___/20 1d6

Use Weapon: ___/20

Prank: ___/20 1d4

Harass: ___/20 2d4

Gross out: ___/20 1d8

Crying and Screaming ___/20 2d4

Curse-Ye: ___/20 1d20

Action Skills:

Make True an Honest Creation: ___/20: (INITIAL LEVEL 0)

Lovequest: ___/20 (INITIAL LEVEL 4)

Driving: ___/20 (INITIAL LEVEL 1)

Play Videa: ___/20 (INITIAL LEVEL 8)

Negotiate: ___/20 (INITIAL LEVEL 1)

Think of Idea: ___/20 (INITIAL LEVEL 5)

Physical Activity: ___/20 (INITIAL LEVEL 5)

Parkour: ___/20 (INITIAL LEVEL 2)

Sanity: ___/20 (INITIAL LEVEL 10)

Awareness: ___/20 (INITIAL LEVEL 8)

Anti-Troll-Shields (Ego): ___/20 (INITIAL LEVEL 8)

Heart Meter: 10+ ___/20 (INITIAL LEVEL 5) _____

TROLLING SCORE: _____/100.

OBSESSIONS:

GEAR GRINDERS:

EMBARRESING SECRETS:

ADDITIONAL NOTES:

Character Creation: Trolls.

Trolls are relatively simple compared to Lolcows. Roll 2d20 for Skill Points, choose your abilities and make up some characteristics about your troll, such as background, how they found a lolcow, or a gimmick they use when interacting with a lolcow.

Troll Abilities:

Epik Ween: ___/20. (Initial Level is 8) The ability to post repetitive and unoriginal phrases. Does 1d4 damage and adds 1 autism point.

Alog: ___/20. (Initial Level is 4) That lolcow you're following? He's the worst person ever. With Alogging, you'll post a 400 word essay about how the subject is literally worse than Hitler and how they should kill themselves. Does 2d4 damage, adds 4 autism points.

Cyberbullying: ___/20. (Initial Level is 2) Mocking a lolcow. Does 1d6 damage.

Leet Haxing: ___/20. Use your ubermad haxxing skills to doxx and harass lolcows. Deals 2d8 damage. Epic Win reveals a lolcow's dark secret. (Lolcow choose what they want to release)

Ask Question: ___/20. (Initial Level is 0) Interrogate a lolcow for information. Does 1d4 DAM, gets info on lolcow. A higher damage roll should make the lolcow's answer more in-depth and embarrassing. Epic Win makes lolcow reveal their Embarrassing Secret, multiplies damage roll by 3.

Infosweep: ___/20 (Initial Level 0) Search for information on the internet about lolcow. Success does 1d6 damage and finds something amusing about the lolcow. Epic Win uncovers something devastating, and multiplies your damage roll by 3.

Convince: ___/20 (Initial level 0) The ability to convince a lolcow that the troll is someone else. If a lolcow raises doubts about this, the lolcow must make an awareness roll. A failed roll means that they are completely convinced that the troll is whatever they claim to be. Being successfully outsmarted by a lolcow nets you 5/10/20 autism points, depending on the persona used.

MST: ___/20 (Initial Level 0). The ability to mock a lolcow's artistic work through witty commentary. Remember how a lolcow's roll to create a work of art is recorded as a measure of how bad that work is? This is why. When you do a MST attack, you need to roll under your skill, and OVER the work's rating. Roll 1d20 for damage.

Autism Score: Every troll has an autism score that starts at 0. This score can be increased through certain attacks and actions (such as being bested by a lolcow), and decreased

SKILLS

Internet Combat Abilities:

Epik Ween: ___/20 1d4 DAM +1 Autism

Alog: ___/20 2d4, +4 Autism

Cyberbully: ___/20 1d6

MST: ___/20 1d20

Leet Haxxing: ___/20 2d8

Infosweep: ___/20 1d6

Question: ___/20 1d4

Convince: ___/20

Action Skills

Driving: ___/20 (INITIAL LEVEL 1)

Play Vide: ___/20 (INITIAL LEVEL 8)

Negotiate: ___/20 (INITIAL LEVEL 1)

Think of Idea: ___/20 (INITIAL LEVEL 5)

Physical Activity: ___/20 (INITIAL LEVEL 5)

Parkour: ___/20 (INITIAL LEVEL 2)

Sanity: ___/20 (INITIAL LEVEL 10)

Ego: ___/20 (INITIAL LEVEL 8)

Heart Meter: 10+ ___/20 (INITIAL LEVEL 5) ____

EMBARRESING SECRETS:

AUTISM SCORE: _____/100.