

Community Blowback

A scenario for Misspent Youth

A few days ago, you were ordinary reprobates: shitty little kids who did shitty little things that landed them in trouble. Nothing serious enough to actually go away for, mind you. Helps that you're just kids, but instead of going away, you were assigned to probationary care down at the local community center, and ordered to do all the shit work that they didn't want to pay motherfuckers to do.

You started your sentences two days before the storm. The Storm. The one that blew the town to hell (and created a bunch of extra scut-work for you). The one that gave you super powers.

You'll see that **Community Blowback** is listed on the Dystopia Sheet as an R. Let's make that a hard R. Language is rough and violence is vicious, sudden, and very, very effective. These kids may have superpowers, but you wouldn't catch them dead in spandex.

This is a scenario for **Misspent Youth**, the tabletop roleplaying game about friendship, rebellion, and growing up. You need a copy of the game to make use of this scenario, but lucky for you, you can find it for free at misspentyouthgame.com.

Here's how you use the scenario:

- Pick someone to play The Authority
- On the Dystopia Sheet, choose and change one of the following to a new value:
 - Vice, Visage, Victim, or Need
- Delete one of the Systems of Control or Exploits and write a new one
- Assign Permanent Records, each YO player:
 - Note that M.O. refers to your power, and Disorder indicates why you're in The System
 - Change one thing in The Surface
 - Change one of your convictions
 - Find out the name of the character to your left, and note the Friendship Question for her or him in the Known Associates section
 - Take turns asking the friendship question, and answering them, per the rules.
 - The Authority player records the answers on the Case File
- On the Case File, if there are less than 5 YOs, remove Authority Figures until there are as many AFs as YOs
- Also, change one of the AFs



TO REORDER, PICK UP PHONE AND TALK WITHOUT DIALING.

| NAME | |
|-----------|--|
| DESCRIPT. | |
| | |
| | |

USE PERMANENT MARKER

- DO NOT SHOW WEAKNESS
- STAMP HUMAN FACES UNDER YOUR BOOT. FOREVER.
- APPLY LUDOVICO TECHNIQUE.
- APPLY BEKHANOVSKY PROCESS.

SCENES

- 1: "WHAT'S UP". CLAIM 3/11
- 2: "FIGHTING BACK". CLAIM 3/11
- 3: "HEATING UP". CLAIM 4/10
- 4: "Y.O.S WON". CLAIM 2/12
- 5: "FUCK Y.O.S.". CLAIM 6/8
- 6: "WHO WINS". CLAIM 5/9
- 7: "DUST SETTLES". CLAIM 2/12

1. NAME AUTHORITY OBJECTIVE
2. ALLOW YOUTHFUL OFFENDERS TO NAME HOPE
3. NARRATE SITUATION
4. ONE YOUTHFUL OFFENDER STANDS UP
5. THAT Y.O. ROLLS, CLAIMS THAT NUMBER, AND SAYS WHAT HE/SHE IS DOING
6. CLAIM YOUR APPROPRIATE NUMBER

| | | | | | |
|--------|-------------------------------------|-----------------------------------|------------------------------------|---------------------------------|-------------------------------------|
| VICE | <input type="checkbox"/> ABSOLUTISM | <input type="checkbox"/> FEAR | <input type="checkbox"/> GREED | <input type="checkbox"/> SADISM | <input type="checkbox"/> UTOPIANISM |
| VICTIM | <input type="checkbox"/> FREEDOM | <input type="checkbox"/> HISTORY | <input type="checkbox"/> HUMANITY | <input type="checkbox"/> NATURE | <input type="checkbox"/> PROGRESS |
| VISAGE | <input type="checkbox"/> CORPORATE | <input type="checkbox"/> PERSONAL | <input type="checkbox"/> RELIGIOUS | <input type="checkbox"/> STATE | <input type="checkbox"/> SYSTEMIC |
| NEED | | | | | |

RATING

SYSTEMS OF CONTROL

EXPLOITS

BRUTALITIES

MARK
WHERE-
EVER
YOU
WANT



 **USE ROBOSTYLUS ONLY**

- DO YOU TRUST GOOP®? YES ☒ NO ☐

- DO NOT MARK ON THIS FORM
- FAILURE TO CORRECTLY FILL OUT THIS FORM WILL RESULT IN REPRIMAND.
- REPRIMANDEES ARE SUBJECT TO PROMOTION, ADULATION, AND EXCOMMUNICATION.

DO NOT WRITE IN THIS BOX. WRITING IN THIS BOX
WILL RESULT IN REPREMAND.

WRITE HERE

**ALL FRIENDSHIP QUESTIONS
MUST BE:**

- 1) OPEN QUESTIONS
- 2) ABOUT YOUR FRIENDSHIP
- 3) ABOUT THINGS THAT HAVE ALREADY HAPPENED

DO NOT REORDER

ALL SCENES

SETTING THE SCENE

- WHICH AF OR FQ WILL THE SCENE INCLUDE?
- WHAT IS HAPPENING IN THE FIRST FIVE SECONDS AS THE SCENE OPENS? WHAT ARE THE YOS AND/OR THE AUTHORITY DOING AS WE START?

AUTHORITY FIGURES

| | | | | | |
|--------|--|--------|--|--------|--|
| NAME | | NAME | | NAME | |
| DESC. | | DESC. | | DESC. | |
| | | | | | |
| | | | | | |
| | | | | | |
| SCENE# | | SCENE# | | SCENE# | |
| | | | | | |
| NAME | | NAME | | NAME | |
| DESC. | | DESC. | | DESC. | |
| | | | | | |
| | | | | | |
| | | | | | |
| SCENE# | | SCENE# | | SCENE# | |

FRIENDSHIP QUESTIONS

| QUESTIONER | QUESTIONER | QUESTIONER | QUESTIONER | QUESTIONER |
|------------|------------|------------|------------|------------|
| ANSWERER | ANSWERER | ANSWERER | ANSWERER | ANSWERER |
| QUESTION | QUESTION | QUESTION | QUESTION | QUESTION |
| | | | | |
| | | | | |
| | | | | |
| ANSWER | ANSWER | ANSWER | ANSWER | ANSWER |
| | | | | |
| | | | | |
| | | | | |
| SCENE # | SCENE # | SCENE # | SCENE # | SCENE # |

DO NOT MARK THIS SPACE

SCENES

SCENE 1: WHAT'S UP

AUTHORITY CLAIMS 3 OR 11

KICKOFF : _____

SCENE 2: FIGHTING BACK

AUTHORITY CLAIMS 3 OR 11

FIRST BEAT:

☐ CATASTROPHE ☐ COMPLICATION

☐ DISCOVERY ☐ REVERSAL

DESC: _____

QUESTION: _____

SCENE 3: HEATING UP

AUTHORITY CLAIMS 4 OR 10

SCENE 4: WE WON

AUTHORITY CLAIMS 2 OR 12

SCENE 5: WE'RE FUCKED

AUTHORITY CLAIMS 6 OR 8

SECOND BEAT:

☐ CATASTROPHE ☐ COMPLICATION

☐ DISCOVERY ☐ REVERSAL

DESC: _____

SCENE 6: WHO WINS

AUTHORITY CLAIMS 5 OR 9

☐ THE AUTHORITY ☐ THE CLIQUE

SCENE 7: DUST SETTLES

AUTHORITY CLAIMS 2 OR 12

AFTERMATH

NEW SYSTEM OF CONTROL OR EXPLOIT



