

This is a supplement for use in any tabletop roleplaying game that turns regular characters into superpowered reality warpers. You need a game text and some index cards to play.

Erratactors probably works best in OSR/D&D-like games that make heavy use of numerical stats and figures. It has the potential to generate really high powered, loophole-seeking play, and is probably best suited for gonzo one shots or short campaigns.

Erratactors' play involves nullifying, stretching, or rewriting existing game rules to allow characters to do things that feel out of scope for the system. One major aspect is the exploration of rules breaking down and falling apart. However, you want that breakdown to be a cool experience, so you probably want to decide—as a playgroup—on which type of rules modifications are permissible. That way, you can all be on the same page as far as what type of collapse is satisfying. Are only play rules, like how to calculate armor class, up for grabs? Can you modify rules about spotlight and narrative authority (the “GM narrates what the players see” thing from D&D-like games comes to mind)? Can you modify safety rules?

After hammering out expectations, generate characters of the lowest status possible for the game system (Commoners for D&D 3e, for example).

At the start of the game, choose one of the below Warps, which allow you to rewrite select rules from the game system one paragraph (or phrase, in some cases) at a time. Choose one additional Warp every time your character advances, whatever that means in your game system. Choosing the same Warp more than once is allowed. You can't target the same rules paragraph multiple times. This supplement latches onto an existing game and therefore becomes part of that game's rules. Targeting this supplement with Warps is allowed.

Players should write the rule they are modifying (in full) on an index card with the name of their chosen Warp on it.

WARP

[NUMBER ONE] EAT ME - Multiply all the numbers written as digits in the chosen paragraph by 10. The resulting rules changes apply only for the holder of this card. *Your character doubles in size whenever these rules are applied.*

[NUMBER TWO] DRINK ME - Halve one number written as a digit in the chosen paragraph. The resulting rules changes apply only for the holder of this card. *Your character halves in size whenever these rules are applied.*

[NUMBER THREE] SOLOMON - Divide one number written as a digit in the chosen paragraph by X and round down. The resulting rules changes apply only for the holder of this card. X is the number of characters within sight of you (excluding you) who approve of what your character is doing when this rule is invoked by their actions. Once per session, do a cut-away segment where you ask each character, street interview style, about their feelings regarding the action you're taking; or hell, do that every time if you'd like. If you don't feel like doing this, the rules arbiter can approximate X. You can't divide by zero, so if no one is cool with your shit, a break in reality occurs: each player takes one of their cards and passes it to the player on their right. *A physical object your character possesses is sundered into two equal parts whenever these rules are applied.*

[NUMBER FOUR] COUNT ME IN - Your character gains the ability to do whatever the literal text of the chosen paragraph says as long as it contains a number written as a digit. Replace every number written as a digit in the chosen paragraph with a number equal to the number of COUNT ME IN cards you possess.

[NUMBER FIVE] RANMA - Replace three words found in the chosen paragraph with antonyms using any thesaurus you'd like. The resulting rules changes apply only for the holder of this card. *Some aspect of your character (alignment, gender, something else you choose) is inverted whenever these rules are applied.*

[NUMBER SIX] UNDO-JITSU - Reverse the digits of one number in the chosen paragraph. The resulting rules changes apply only for the holder of this card. *Your character travels backwards in time by 6 seconds whenever this rule is applied.*

[NUMBER SEVEN] DOUBLExCUT - Rewrite the chosen paragraph so that it is no more than half of its original wordcount. Another player picks 3 words from the chosen paragraph that must appear in your rewrite. The shortened version applies only for the holder of this card, and all numbers written as digits are doubled. *Write a catchphrase for your character of 7 words or less. Your annoying invisible sidekick says it whenever this rule is applied, and when they do, an angel falls from Grace and becomes demonic. It would sure suck if a guardian angel assigned to someone were to experience a fall and become a totally malicious piece of shit.*

[NUMBER EIGHT] GENRE REBEL - Choose another game book, supplement or set of rules with a publication date at least 24 hours before the current real life date, then point to a term or phrase on your character sheet. When interpreting that term's effect on your character, your rules arbiter must do so using the meaning of the chosen rules source. For example, "Speed" in Dungeons and Dragons is tied to your ability to move, while another game may tie it to your ability to act quickly. So if your rules arbiter applied that game's rules logic to the D&D term,

you may wind up with something like “Your Initiative rating is always 30 because your Speed is 30.” The term’s original meaning in your current game system still applies. *When you first take this card, alter your character’s appearance in a way that is appropriate to the setting of the rule book you pilfered from (and totally inappropriate for the one you’re playing in).*

[NUMBER NINE] THE DECIDER - When the chosen paragraph mentions a choice (“*You can create food, water, or medicine.*”) or a possibility involving chance (“*A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage.*”), all of the choices (or every iteration of the possible outcomes) simultaneously come true for the holder of this card when they take that action. So in the first example, food, water and medicine would be created. In the second example, the character would take 0 damage (success on the save) + 50 damage (for a failed save where the dice rolled all ones) + 51 damage + 52 damage... and so on. If experiencing all the possible outcomes would create an a rules paradox that would take further adjudication to solve (such as the *Hold Person* spell in Dungeons & Dragons rendering someone both “held” and “not held”), the card holder may either: (A) Experience the outcomes one at a time with a short delay between each in the order they are enumerated in the rules text, or (B) Experience a break in reality that causes their brain to explode violently, killing them and unleashing all the possible effects of the targeted rule on anyone they can perceive at their time of death. *Whenever THE DECIDER triggers, it creates a parallel universe for each choice or possibility in the targeted rule. These parallel universes are, in general, shaped by the act that created them and centered around the card holder (a universe spawned from a choice related to the Animal Friendship spell, for example, might be populated primarily by anthropomorphic versions of the chosen animal). Parallel universes created in this way do not affect the card holder in the primary universe, except as follows: At the end of each session, the card holder gets a cool montage scene where they eliminate 5 universes of their choice from the realm of possibility. This makes the choices or possibilities associated with them impossible within the game (if they come up through dice rolls or some other random process, ignore them).*

[NUMBER TEN] PAGEMASTER - Choose one number written in digit form in the chosen paragraph. Change its value to the current page number. The resulting rules apply only for the holder of this card. *Your character doesn’t read real good, and they are embarrassed about this. When any rules are read aloud, your character receives a negative status effect (they can’t receive more than one for each rule). If your character receives a status effect from a rule, they gain a bonus on the next resolution of that rule (something like Advantage in D&D, or a +1 in an OSR system). Your character’s trouble with literacy entitles them to a guardian angel who helps them read the lay of the Cosmos (you know, as a “reasonable accommodation”). Unfortunately, the guardian angel isn’t much help, as they are Selectively Legally Blind, a disability that they also receive reasonable accommodations for. Once per session, you can take*

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a shitty picture of any paragraph in the rules text and upload it to an [OCR program](#). The rules arbiter must take on the role of your guardian angel, standing over your shoulder while you read the OCR output text aloud. Whenever you stumble or are unsure of a word, the arbiter should make a call as to what it is. They are obliged to be neutral or generous to the player when doing this, unless the guardian angel has fallen for some reason (see DOUBLExCUT). When they finish reading the text, the arbiter must try to put everything together as best they can, producing a final new rule. (Don't write these rules down; if you think you won't remember them, record audio of the OCR text reading). At the end of the session, the Cosmos forgets these new rules and reverts back to its old ways, because, like students awash in the turmoil of a chaotic home environment, entropy makes reading retention impossible.