The Handy Guide for Upper Management

“The In and Outs of Business Professionals!”
Welcome to the Night Shift
Minimum Wage, Maximum Weird

More specifically, welcome to the night shift of Stop ‘n Gas the only gas station on Route 51 to Nowhere. You will play as one of the employees in this strange work environment, trying to scrape together enough funds to move on with your life. Along the way, you’re going to need to remember to clean out the slushie machine, mop the walk-in fridge, and possibly perform an exorcism on whatever slumped through the door and is currently festering in the employee bathroom.

How To Play - Basic Rules
Night Shift World is based on the ‘Powered By The Apocalypse’ system, by Vincent Baker. It draws heavily from Dungeon World, another ‘Powered By The Apocalypse’ system.

Don’t get too attached to your character, as this is not a game about heroes or epic journeys of self-discovery. This is a game about trying to keep the bathroom clean because the toilet won’t stop overflowing with blood. This is a rules light roleplaying system. The dice only come out when there is dramatic chance of failure, or uncertainty as to the outcome. In all other cases, common sense rules, arbitrated when necessary by the GM. Here GM means General Manager because that’s flavorful and I’m all about flavor.

When the game calls for a roll, it can be resolved in the following manner; 2d6+Attribute. Generally speaking, a 10 or above is an unqualified success. On a 7-9, it is a partial success, or success with a cost. On a 6 or below, it is a failure.

Some important terms shamelessly ripped from Dungeon World:
- ongoing means that a given penalty or bonus applies for each roll, persisting until the GM says otherwise.
- forward means that a given penalty or bonus applies only for the next applicable roll
- hold means you’ve been given a generic currency to spend; anytime something says -‘take X hold’, it will also outline how you can spend those holds.
Playbooks

Assistant Manager

>To-Do List - at the end of a shift, mark off one task completed (you may only mark off one task, even if you completed multiple tasks that shift). When you mark off a To-Do task, take +1 Paycheck.
- Any employee blames you for something they did
- All other employees marked off a To-Do task
- No other employees marked off a To-Do task
- You did not leave the Back Office for the shift’s duration
- No other employee took a break (but you did)
- You blamed your screw-up on the Day Shift, and they believed you
- You spoke with Management and kept your job
- You fired someone for a good reason
- You fired someone for a bad reason

Stock Clerk

>To-Do List - at the end of a shift, mark off one task completed (you may only mark off one task, even if you completed multiple tasks that shift). When you mark off a To-Do task, take +1 Paycheck.
- You smoked indoors
- You caught a quick nap in storage
- You drank, ate, or used an item you were supposed to stock
- You didn’t lift a single box this shift
- You spent more than half the shift in storage
- You didn’t have to interact with a single customer
- You actually completed your inventory
- You spent an entire shift without ever going into storage

Gas Attendant

>To-Do List - at the end of a shift, mark off one task completed (you may only mark off one task, even if you completed multiple tasks that shift). When you mark off a To-Do task, take +1 Paycheck.
- You fixed something broken, and no one thanked you for it
- You broke something that needed breaking
- You finished a whole pack of cigarettes in one shift
- You pumped a patron’s gas
- You didn’t touch the gas pumps once this shift
- You smoked next to the gas pumps
- No one/thing exploded this shift
- No one/thing broke this shift
- You bragged about your car and someone was actually listening
Cashier

To-Do List - at the end of a shift, mark off one task completed (you may only mark off one task, even if you completed multiple tasks that shift). When you mark off a To-Do task, take +1 Paycheck.
- You spent a whole shift behind the register
- You never once stepped behind the register this shift
- You couldn’t help someone with something important because you needed to count the register’s cash
- You got the cash-count wrong.
- You got the cash-count right
- You didn’t turn in your W-2 form
- You sold a patron something they didn’t want
- You faked a different language when speaking with a patron

Trainee

To-Do List - at the end of a shift, mark off one task completed (you may only mark off one task, even if you completed multiple tasks that shift). When you mark off a To-Do task, take +1 Paycheck.
- You didn’t die this shift!
- No one taught you anything about your job this shift
- You did not die this shift.
- You were left alive at the end of this shift
 Moves

These moves are rather specific examples of things the employees of the gas station will be doing. They’ll come up during play and so they needed codification. They should not be considered the complete list of things Attendants can do.

It is largely the GM’s job to arbitrate and improvise moves; just keep in mind the standard roll+Attribute vs. 10+/7-9/6 or less.

It should be noted that there are no specific combat Moves, and no representation or stats for hit points. The current design thinking is that the characters are normal people trying to make it in extraordinary situations. They are not trained fighters, and the focus of the game should not be on combat. Fighting the Threats will rarely work.

There is no hit point system, but instead a single Move (“The Secret Fate Of All Life”) for use when the threat of physical fatal injury is imminent. GM’s are encouraged to use it liberally.
Basic Moves

“Minimum Wage. Maximum Weird”
I, the undersigned, to the fullest extent of the law do release and hold harmless Stop ‘N Gas, its agents, employees, subsidiaries, elected and appointed officials, and all entities therein from claims arising from and for all damages asserted, by reason of personal injury/bodily injury/death which arises out of or is in any way connected to employment with Stop ‘N Gas, its agents, employees, subsidiaries, elected and appointed officials and all entities therein.
When you begin a new shift at the Stop ‘N Gas each employee roll+Weird.
On a 10+, Expect things to get strange (Activate 1 Portent)
On a 7-9, It could probably be worse (Activate 1 Sign)
On a 6 or less, It’s weird when it isn’t weird… (Activate nothing, probably)

“Same Shit, Different Day”
It is vitally important that Stop ‘N Gas employees understand that task completion is inexorably connected to time management; a good employee will be able to finish what they start regardless of distractions, challenges, or temporal/spatial anomalies.
When you work to complete a Task roll+appropriate Attribute (Tough for physical/menial, Charm for customer service, Sharp for fixing things etc.)
On a 10+, you complete the Task in the expected time. Optionally, you may complete it much quicker if you’re willing to suffer the consequences.
On a 7-9, you complete the Task in the expected amount of time, but there will be complications.
On a 6 or less, you fucked the job up, somehow.

“Check In The Back”
Management does its utmost to ensure the Stop ‘N Gas is stocked with all manner of helpful items. We work with a wide variety of vendors to provide our guarantee that all food is fresh, all magazines are recent, and nothing has human flesh as an unlabeled ingredient.
When you search the gas station’s stock for something you need roll+Tough
On a 10+, You find precisely what you need, and it works as intended.
On a 7-9, You find what you need. Almost.
On a 6 or less, You find something, and that isn’t a good thing.

“Fix The Damn Thing”
The Stop ‘N Gas is filled with a number of pieces of equipment, wards, machinery, and obscura which are meant to make it easier to serve our valuable customers. Maintenance of these items/sigils is the responsibility of Stop ‘N Gas employees. Stop ‘N Gas cannot be held liable for loss of limb or aetheric shadow while attempting to maintain Stop ‘N Gas equipment.
When you fix something which is broken, or malfunctioning roll+Sharp
On a 10+, You fix it completely in the expected amount of time. Optionally, you may rush the job if you’re okay with the consequences.
On a 7-9, It will be mostly fixed in the expected amount of time.
On a 6 or less, You’ve somehow made things worse.
“Hostile Work Environment”
Management understands that working at the Stop ‘N Gas can be stressful. It is important to cultivate the ability to stand up to that pressure; whether it be a late shipment of Cola, a dissatisfied customer, or the shrieking un-howls of negabeasts.
When you act under pressure roll+Cool
On a 10+, you do what you set out to do
On 7-9, the GM is going to give you a worse outcome, hard choice, or price to pay
On a miss, things go right to hell.

“Do The Stupid Thing”
Here at the Stop ‘N Gas family, we don’t believe in violence; Management certainly doesn’t advocate its use against cannibals, hollow-men, evangelists, certain undead, or denizens of Z’plnth.
When you try to fight and kick ass, you idiot roll+Tough.
On 10+, You gain a physical advantage.
On 7-9, Your advantage comes at a painful cost.
On a miss, You get exactly what you deserve.

“Lend A Hand”
Management encourages each of its employees to think of Stop ‘N Gas as a family, and to help each other out the same way you’d help out a sibling or parent. Management will no longer keep the condom dispenser in the bathroom stocked and reminds its employees that incest is against company policy.
When you help an employee with something difficult roll+Attribute they are using
10+, They receive +1 to their check
7-9, They receive +1 to their check but you also expose yourself to trouble or danger.
On a miss, you aren’t helpful but still expose yourself to trouble or danger.

“The Secret Fate Of All Life”
Management has no official stance on dying but does discourage employees from doing so while on the clock.
When you attempt to escape near-certain death roll+Tough
10+, Improbably, you are alive and relatively intact.
7-9, The bits still attached to you are fine, at least.
6 or less, oh no