

# Minions

Welcome to Minions! "Bello! Poopaye!" You're not the hero. You're not even the sidekick. You're a Minion – one of the greatest Villain of all time's loyal (mostly), off-colored and spectacularly chaotic little helpers.

In this game, you'll embark on missions of dubious morality and even more dubious execution, all for glory! From stealing the moon (or a slightly less important artifact) to orchestrating the perfect heist for a banana, expect your attempts to fulfill the boss's bizarre directives to go gloriously, hilariously wrong. Your best tools are often sheer numerical superiority, an inexplicable love for bananas, and the unwavering (if misguided) belief in your own capabilities.

Get ready for some adventures. Embrace glorious failure, unleash delightful mayhem, and perhaps, just perhaps, accidentally succeed at something truly ridiculous. Your "bana-na"-filled adventure begins now!

## Player Guide

### Character Roles

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#### 1. The Brains

The supposed strategist of the group, you've devoured more than a few 'how-to' guides and occasionally remember a critical (and often incorrect) fact. Your plans are elaborate, if not entirely coherent, and rarely survive first contact with reality.

#### 3. The Personality

A master of charisma and disguise (in your own mind), you believe your charm and dazzling smile can get you out of any sticky situation. Or, more frequently, into one that's even stickier.

#### 5. The Burglar

With fingers that possess an uncanny stickiness (often due to some kind of food residue), you're the go-to for delicate infiltration, provided 'delicate' means 'clumsily leaving a trail of crumbs and occasionally getting stuck in tight spaces'.

#### 2. The Brawn

Your muscles are... present. You excel at brute force tasks, provided the force required is roughly equivalent to opening a stubbornly sealed jar, or perhaps pushing something moderately heavy off a very low ledge.

#### 4. The Techie

You're convinced you're a digital wizard, fluent in the arcane language of 1s and 0s, having learned everything from questionable online tutorials and Hollywood blockbusters. Most gadgets you touch either spark impressively or cease to function entirely.

#### 6. The Operator

You have an innate (and often destructive) talent for operating anything with an engine – cars, forklifts, even unicycles. You can certainly make it go, but precision control and stopping smoothly remain distant, often explosive, dreams.

# Storyteller Addendum

## 1. Set the Stage

Describe the secret base area and the room. Get your players into the space and ready to participate.

### Example:

As you peek into the central minion area, you can feel the excitement. Today it is a lively and energetic space filled with an atmosphere of anticipation. It feels extra brightly colored today, As your fellow minions file in, it is standing room only.

The walls of the room are adorned with vibrant posters, banners, and decorations featuring the boss's iconic symbol and imagery. There is even a special section or art related to his adventures and the adventures of other minions legends. Oh to be immortalized on that wall!

The room is buzzing with chatter and laughter as the minions interact with one another, exchanging jokes and engaging in their mischievous antics. Of course, all are wearing their distinctive blue overalls, goggles, and various accessories, showcasing their unique personalities and individuality.

As the room fills, a rhythmic clapping begins chanting the words "Kanpai! Pwede na! Kanpai! Pwede na!" louder and louder (which as you all know means "Cheers" and "can we start?")

As your Boss steps onto the stage, cheers erupt from the room. He raises his hands and tells everyone to "Settle down."

## 2. Introductions

The narrator / storyteller sets the stage, addressing the minions in the room (all of them). Something like:

"We have an especially important mission that is critical to OVERRR future and continued success. Please join me in giving a rousing welcome to missions that are the best of the best. They are trained by the best to be the best. A team so special, they have their own division. They are our Fast Attack Recon Team. Or as they call themselves: the FART team. The FART team... really?? We really need to work on these acronyms' guys. Ok. OK. Moving on. bring forth the FART team"

At this point, all the minions enter.

"Please take a moment to introduce yourselves"

Let the minions state who they are and describe themselves and their claim to fame (even if it's a lie)  
Regain Control Have the minions settled down and stop fighting over any bananas in the room.

## 3. Explain the Mission

Note: Missions don't have to be complex. Some simple missions plot hooks are: \* Banana supplies are in shortage at the grocery store. Head to the docks, fix the problem and retrieve the bananas. \* Steal the newest prototype weapon from BBEG \* Go grocery shopping \* Birthday preparation and shopping \* Get a new stuffed animal for Lucy \* New book \* Get balloons; cake; streamers \* All the bananas from the house have been stolen. Find the thief.

## 4. Minion Equipment Gathering

All the minions will help gather equipment. That doesn't mean its useful, but it means they have it to work with in the preparation lab.

Roll a D6 2 times for each minion on the team to pick a table then roll twice on each table (minimum 12 rolls). This will give you the starting items they find in the lair while preparing for their mission. It will probably be useful; they just might need to be creative.

# Minion Equipment Tables

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Table 1

Roll	Item(s)
1	Rubber Mallet
2	wheelchair
3	2 cans 5w-20 motor oil
4	trench coat
5	3 stuffed animals (each counts as one item)
6	Skateboard

Table 2

Roll	Item(s)
1	Lipstick Taser
2	Frying Pan
3	blowgun & 5 tranq. darts
4	Potholders
5	polaroid instant camera and film
6	Cheese Grater

Table 3

Roll	Item(s)
1	mirror
2	Rolling Pin
3	liquid soap
4	Umbrella
5	megaphone
6	plunger

Now they have all the materials, but they may not be able to carry it all.

As a rule, minions can carry two items (one in each hand) plus anything they can wear, or push. (hat, trench coat, diaper, gun with a strap, wheelchair, etc)

BUT: They have the opportunity for mission prep. They can attempt to combine items together to make improvised / improved items (rolling for successes.)

Table 4

Roll	Item(s)
1	Self-powered heat gun
2	Mop & floor cleaner
3	Green Laser light keychain
4	Stolen squid launcher w/ 6 reusable squid
5	3 cans Fart spray
6	5 bananas

Table 5

Roll	Item(s)
1	Bicycle
2	box of office supplies
3	Fake moustache w/ glasses
4	Broom
5	computer chair
6	5 Foam grenades

Table 6

Roll	Item(s)
1	1 helium tank & 50 balloons
2	self-powered oscillating fan
3	paintball gun (no ammo)
4	Jelly Gun with 25 rounds
5	50' 550 Paracord
6	2 backpacks (allows carry of 2 extra items each)

## 5. Mission Prep: Into the Lab

The team takes all the equipment they have been given plus the following:

- Tape
- Paperclips
- Paper
- Rubber bands
- Zip ties
- Pencils
- Pens
- Markers

They can attempt to combine items together (using their skills) to make items for their trip. Remind them that due to their size, they can only take 3 pieces of equipment each.

### **Some examples:**

- Rope + tongs + garlic press + zip ties = Grappling hook (Challenge rating 1)
- Canned fart spray + paint ball gun = The infamous fart gun (If they can successfully build it) (Challenge rating 4)

## 6. The Mission Begins

Now comes the fun part. Let the players tell you how they want to accomplish their mission. They will need to solve travel, infiltration, espionage, discovery, enjoy success, overcome failure, AND HAVE FUN!