

This proof assembles what exists. It does not promote drafts, filenames or storyboard text to canon.

CHECK THIS OUT BEFORE I GIVE IT TO YER KIDS.

Adult reviewers: mark KEEP · CONFUSING · TOO MUCH · MISSING · KID WILL LOVE THIS


PORCHLIGHT JEF'REY
JJzBBBz PROTOCOL
ARTILLERY AI • SPEAKER-RHINO • LIGHT KEEPER
"ONE ON THE WAY, THREE IS THE DAY."
SOUND IS OUR WEAPON. RAGE IS OUR RELIGION.
KINECT UNIBROW
360° GRAV-LENS ARRAY
PHASED PREDICTION • TARGET SOLUTION
TRUE SIGHT • LIES • INTENT • TRAJECTORY
MEKHAWK SIGNAL ARRAY
• COMMS
• TARGET DESIGNATION
• FRIEND / FOE / IDIOT
• BATTERY STATUS
• VIBE CHECK
BZZZZT—
MEDICINE...DELIVERED...
SYSTEMS...FEEL...WEIRD...
ZZZZZPTTTT...
static *splutter*
...LOVE...THE HURT...
BZZZZ—
BATTERY UNIT 3-B
STATUS: BUGGING OUT
MEDICINE DELIVERED:
TRUTH.
(FORM: FULL STORY UNFILTERED.)
THE SMIRK
HE KNOWS.
YOU DON'T.
YET.
FULL STORE ACQUIRED.
ALL LORE UNLOCKED.
✓ NU HISTORY
✓ SKITTLES & SAINTS
✓ NUBBINZ & BOFFO
✓ EXXXOR-SISTERS
✓ BLACKLIGHT FILES
✓ POLITE MARINES
✓ CULT OF FISH
✓ HARDCORE ORKS
✓ TIPPY THE TURTLE
✓ SIX XXTERS
✓ JELLYFISH BABIES
✓ AND EVERYTHING IN BETWEEN.
LOVE THE HURT.
HURT MAKES TRUE.
PINK – CEASEFIRE
GREEN – ENGAGE
WHITE – ADJUST
PINK – HOLD FIRE
BLUE – ON THE WAY
YELLOW – IMPACT
"ONE ON THE WAY, THREE IS THE DAY."
PORCHLIGHT DUTY:
• KEEP THE LIGHT ON.
• DO THE MATH.
• REMIND YOU OF THE PLAN.
• LAND THE ONE...INSIDE THE THREE.
YOU PLAY.
I CALCULATE.
WE RAGE.
TEA
CODE
RAGE

FIRST CONTACT

Did page two make you turn the page?

☐ **MORE** ☐ **LESS** ☐ **LOST ME** ☐ **WANT NEXT**

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.



Nubbinnzz and Boffo begin an ordinary repair. It remains ordinary for eleven seconds.



The first engineering disagreement establishes elastic BIFF-STICK / SPLAT!-STICK physics.

PILE CHECK RECCE

FIND TODAY'S TURD. BREAK IT SMALLER. MOVE ONE.

BOG LIFE FIELD PROTOCOL • WORKS IN ANY TERRAIN • NOT JUST FOR ORKS

1. HOW MANY PILES? DOESN'T MATTER YET.	DON'T PANIC COUNT. JUST LOOK.	MORE THAN ONE IS NORMAL.
2. TODAY'S PILE? POINT AT IT.	WHAT'S PILING ON YOU RIGHT NOWZEHSSIZZ?	THAT'S THE ONLY PILE FOR NOW.
3. WHICH TURD? FIND THE ONE BLOCKING THE ROAD.	WHAT HURTS MOST? WHAT STOPS THE NEXT STEP?	NOT THE BIGGEST. THE BLOCKER.
4. BREAK IT SMALLER. CAN IT BE CUT DOWN?	BITE-SIZED. NAPKIN-SIZED. NOT EPIC QUEST SIZE.	MAKE IT SMALL ENUFF TO HOLD.
5. ONE PIECE. NOWZEHSSIZZ. DO / TRY / DECLINE ONE PIECE.	DO ONE SMALL THING. OR CHOOSE "NOT TODAY".	A VALID ACTION.
6. RECCE AGAIN. CHECK. ADJUST. REPEAT.	DID ANYTHING MOVE? PICK THE NEXT PIECE.	RESPOND. DON'T REACT.

YOU DON'T HAVE TO FINISH THE PILE.
YOU JUST HAVE TO MOVE ONE PIECE TODAY.

FANCY NAPKIN RULE:

PLACE THE NAPKIN.
DROP THE PIECE.
STEP BACK.
IT'S ON THE FLOOR.
NOT IN YOUR FACE.

VALID ACTIONS

- ✓ DO IT.
- ✓ TRY IT.
- ✓ DELEGATE IT.
- ✓ DEFER IT.
- ✓ DECLINE IT. (NOT TODAY.)

REMEMBER:

A PIN IS AN OBSERVATION, NOT A VERDICT.

IT HURT LAST WEEK.
IT MIGHT NOT HURT TODAY.
CHECK AGAIN.

EXAMPLE: BOGRAT DINNER PARTY



INTERNAL TELEMETRY:

- TEXTURE: BEEF-HOOK'D.
- SMELL: AGGRESSIVELY PIMKIN.
- MOUTH: REQUESTING EVACUATION.
- SOCIAL SUBROUTINE: SMILE. SMILE. SMILE.
- BREATHING: APPARENTLY IMPOLITE.

WHAT BOGRAT SAYS:

- SIMPLY DELICIOUS, MA'AM.
- YES, YES. YOU ARE SO RIGHT.
- ABOUT HOW WRONG I AM.
- TO WANT TO BREATHE.
- OF COURSE, MILADY.

WHAT BOGRAT DOES (PILE CHECK RECCE):

POINT AT THE PILE. ✓
PICK THE BLOCKER. ✓
BREAK IT SMALLER. ✓
CHOOSE ONE PIECE: "NOT TODAY." ✓
NAPKIN DOWN. ✓ BREATHE.

NO THANK YOU.
NOT TODAY.
VALID DATA.
NEXT RECCE LATER.

PORTABLE RECCE CARD. (KEEP IT ANYWHERE)

PILE CHECK	SMALLER	ONE PIECE	RECCE AGAIN
HOW MANY?	CUT IT DOWN.	DO IT.	DID ANYTHING MOVE?
TODAY'S PILE?	MAKE IT HOLDABLE.	TRY IT.	NEXT PIECE.
WHICH TURD?	NAPKIN SIZE.	DECLINE IT.	REPEAT.

JEF"REY REFLECTED:
HERE'S HOW IT IS TODAY.

TODAY'S TELEMETRY AIN'T YOUR PERMANENT CHARACTER SHEET.

EVERYONE'S PILE IS DIFFERENT. EVERY DAY IS DIFFERENT. PROPERLY = WHAT WORKS TODAY, NOT WHAT LOOKS IMPERIAL.

CHANGE ONE THING. MEASURE SMALLER. MOVE ONE BRICK. BOG LIFE KICKS ASS.

CHARACTER FORMATION 01

Useful life tool, funny interruption, or both?

☐ **MORE** ☐ **LESS** ☐ **LOST ME** ☐ **WANT NEXT**

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.



Blue is plasma. Red is faster. Use both. The machine coughs awake.



A retained page-four image. Exact placement and story function remain under review.



Development art retained against the security-desk beat; final dialogue and chronology require review.

PRE-LABELLED

PLAYER CHARACTER SHEET & STATS MIND MAP

THINK IT. MAP IT. WRITE IT. PLAY IT.

USE THIS MIND MAP TO CREATE YOUR CHARACTER.

FILL THE SHEET TO RECORD YOUR LEGEND.

IF YER BRAIN AIN'T ORGANISED, DA ENEMY WILL BE. MAP YER SELF, DEN KRUMP.

YOUR LEGEND

1. IDENTITY
- NAME / CALLSIGN
- SPECIES / ORIGIN
- FACTION / ALLEGIANCE
- ROLE / ARCHETYPE
- AGE / GENDER
- APPEARANCE / ICONS

2. BACKGROUND
- HOMEWORLD / CULTURE
- FAMILY / CLAN / TRIBE
- PAST LIFE / HISTORY
- KEY EVENTS
- MOTIVATION / DRIVE
- PERSONALITY / TRAITS

3. COMBAT
- WEAPON SKILLS
- ATTACK STYLES
- DEFENCES / ARMOUR
- WARGEAR / EQUIPMENT
- COMBAT TALENTS
- VEHICLES / MOUNTS

4. STATS
- CORE ATTRIBUTES
- DERIVED STATS
- HEALTH / RESILIENCE
- ENERGY / AMMO
- MOVEMENT

5. ABILITIES
- ACTIVE POWERS
- PASSIVE ABILITIES
- PSYCHIC / MAGIC
- TECH / HACKING
- SPECIAL RULES
- ULTIMATES / HEROICS

6. PROGRESSION
- EXPERIENCE (XP)
- LEVEL / RANK
- TALENT TREE
- UPGRADES
- REPUTATION
- ACHIEVEMENTS

7. SUPPORT
- ALLIES / SQUAD
- FACTION ASSETS
- STRONGHOLDS / BASE
- CONTACTS / NPCs
- RESOURCES / CASH
- FAVOURS / REPUTATION

HOW IT WORKS

1. USE THE MIND MAP TO PLAN YOUR CHARACTER.
2. FILL IN THE SHEET BELOW.
3. UPDATE YOUR STATS AS YOU PLAY.
4. BECOME LEGEND.

LEGEND RULES

- ☑ WRITE IT DOWN.
- ☑ KEEP IT UPDATED.
- ☑ KNOW YOUR GEAR.
- ☑ KNOW YOUR LIMITS.
- ☑ PLAY FAIR.
- ☑ HAVE FUN.
- ☑ TELL EPIC STORIES.

SO IT GOES. SUCH IS LIFE. SO BE IT.

CHARACTER SHEET – WRITE YOUR LEGEND

1. IDENTITY

NAME / CALLSIGN: ____________

SPECIES / ORIGIN: ____________

FACTION / ALLEGIANCE: ____________

ROLE / ARCHETYPE: ____________

AGE / GENDER: ____________

APPEARANCE / ICONS:

PORTRAIT / AVATAR
(DRAW OR STICK 'EM HERE)

2. BACKGROUND

HOMEWORLD / CULTURE: ____________

FAMILY / CLAN / TRIBE: ____________

PAST LIFE / HISTORY: ____________

KEY EVENTS:
- ○ ____________
- ○ ____________
- ○ ____________

MOTIVATION / DRIVE: ____________

PERSONALITY / TRAITS: ____________

3. COMBAT & GEAR

WEAPON SKILLS	DICE BONUS
☐ MELEE	______
☐ RANGED	______
☐ HEAVY	______
☐ SPECIAL	______

ATTACK STYLES: ____________

WARGEAR / EQUIPMENT

1. ____________ WT ☐☐
2. ____________ WT ☐☐
3. ____________ WT ☐☐
4. ____________ WT ☐☐
5. ____________ WT ☐☐

ARMOUR & DEFENCES

ARMOUR TYPE: ____________

ARMOUR VALUE: ☐☐

DODGE: ☐☐

PARRY: ☐☐

TOUGHNESS: ☐☐

VEHICLES / MOUNTS

TYPE / NAME: ____________

SPEED: ☐☐

ARMOUR: ☐☐

WEAPONS / OPTIONS: ____________

DA RIGHT KIT MAKES DA DIFFERENCE.

4. CORE STATS

ATTRIBUTE	SCORE	MOD
STRENGTH (STR)	☐	☐
AGILITY (AGI)	☐	☐
TOUGHNESS (TGH)	☐	☐
INTELLIGENCE (INT)	☐	☐
WISDOM (WIS)	☐	☐
CHARISMA (CHA)	☐	☐

4b. DERIVED STATS

DERIVED STAT	VALUE
ATTACK:	☐
RANGED ATTACK:	☐
DEFENCE:	☐
RESISTANCE:	☐
INITIATIVE:	☐
CRITICAL CHANCE:	☐
CRITICAL DAMAGE:	☐

4c. HEALTH / ENERGY / MOVEMENT

HEALTH (HP)

MAX ☐☐☐☐

CURRENT ☐☐☐☐

ENERGY / MANA / AMMO

MAX ☐☐☐☐

CURRENT ☐☐☐☐

MOVEMENT

SPEED ☐☐

MOVEMENT POINTS ☐☐

5. ABILITIES & POWERS

ABILITY / POWER	TYPE*	COST / CD
1. ____________	☐	______
2. ____________	☐	______
3. ____________	☐	______
5. ____________	☐	______
5. ____________	☐	______
3. ____________	☐	______

*A = ACTIVE P = PASSIVE U = ULTIMATE

6. PROGRESSION

LEVEL / RANK: ☐☐☐

EXPERIENCE (XP):

NEXT LEVEL: ☐☐☐☐☐

TALENT TREE / SPECIALISATION: ____________

UPGRADES UNLOCKED:
- ○ ____________
- ○ ____________

REPUTATION:

IMPERIUM	☐☐	CHAOS	☐☐
XENOS	☐☐	NEUTRAL	☐☐
UNDERWORLD	☐☐☐		

7. SUPPORT & ASSETS

ALLIES / SQUAD

1. ____________
2. ____________
3. ____________

CONTACTS / NPCs

1. ____________
2. ____________
3. ____________

FACTION ASSETS

1. ____________
2. ____________
3. ____________

RESOURCES / CASH

CREDITS: ☐☐☐☐☐

RARE RESOURCES: ____________

STRONGHOLD / BASE

NAME / LOCATION: ____________

FACILITIES / BENEFITS: ____________

FAVOURS / REPUTATION

FAVOURS: ☐☐☐☐

NOTES: ____________

8. TRACKERS

INSPIRATION / FATE POINTS

CORRUPTION / RISK

WOUNDS / DAMAGE

STATUS EFFECTS

COOL DOWNS / TIMERS

NOTES & STORY

CURRENT OBJECTIVES:
- ○ ____________
- ○ ____________
- ○ ____________

STORY SO FAR: ____________

WHAT'S NEXT? ____________

WRITE EPIC MAKE LEGEND

BOG REMINDERS

- ☑ PACK SMART.
- ☑ CHECK GEAR.
- ☑ KNOW THE PLAN.
- ☑ WATCH YOUR SIX.
- ☑ ADAPT & IMPROVISE.
- ☑ SURVIVE. THEN WIN.

CONDITIONS GUIDE (EXAMPLES)

BLEEDING:	Lose 1 HP / turn.
BURNING:	Lose 1 HP / turn.
STUNNED:	-2 to actions.
POISONED:	-1 to all rolls.
FEAR:	May fail actions.
INSPIRED:	+1 to attacks.

ARMOUR TYPES (EXAMPLES)

LIGHT:	+1 Armour
MEDIUM:	+2 Armour
HEAVY:	+3 Armour
POWER:	+4 Armour
ENERGY:	vs Energy
VOID:	vs Ranged

DAMAGE TYPES (EXAMPLES)

- PHYSICAL
- ENERGY
- EXPLOSIVE
- FIRE
- TOXIC
- PSYCHIC

JEF'REY'S LAST WORD

YER SHEET IS YER BRAIN ON PAPER. KEEP IT TRUE. KEEP IT UPDATED. KEEP IT ALIVE.

PROLLY, WALLY.

KNOW WHO YOU ARE. KNOW WHAT YOU NEED. KNOW WHAT YOU CAN DO. THEN GO MAKE HISTORY. PROLLY, WALLY.

CHARACTER FORMATION 02

Would you fill this in, simplify it, or skip it?

☐ **MORE** ☐ **LESS** ☐ **LOST ME** ☐ **WANT NEXT**

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.



The guards become tactically useless from laughter. Nubbinnzz notices an opening.



Glass, document slot and rubber-body engineering. The keycard becomes a future consequence.



One bag for Nubbinnzz, several for Boffo. A tiny celebratory exit.

THE UNIVERSE NEVER SPONTANEOUSLY WILLS DRY SOCKS INTO BEING.

TRY AS YOU MIGHT YOU WILL NOT FIND WHAT YOU DIDN'T PACK.

BOY SCOUT PROTOCOL

YOU KNOW NOW WHY YOU PACK FOUR SPARE BATTERIES FOR ONE FLASHLIGHT, BUT MAKE DAMNED SURE YOU HAVE A SECOND FLASHLIGHT SOMEWHERE ELSE JUST IN CASE THIS ONE HAPPENS TO EVAPORATE OR IMPLODE BEFORE NIGHTFALL.

RADIO SHACK IS DEFINITELY NOT WORTH THE WALK.



PACK TRUTHZ

- The stuff you forget is the stuff you need first.
- Overpacking is better than underbrains.
- Pain installs memory updates.
- Good kit makes missions easier.
- Future You is a lazy gitz.

RESPECT FUTURE YOU. PACK LIKE A LEGEND.

ESSENTIALS – DON'T LEAVE WITHOUT 'EM

CLOTHING

- ☐ Boots (comfy & tough)
- ☐ Socks (dry sets)
- ☐ Underwear (fresh sets)
- ☐ Pants (at least 2)
- ☐ Shirts (at least 2)
- ☐ Warm layer (hoody/fleece)
- ☐ Outer layer (rain/wind)
- ☐ Hat / Beanie / Buff
- ☐ Gloves

SLEEP & SHELTER

- ☐ Sleeping bag / Blanket
- ☐ Sleep mat / Pad
- ☐ Tarp / Poncho
- ☐ Pillow / Stuff sack
- ☐ Earplugs / Eye mask

FOOD & WATER

- ☐ Water bottle / Bladder
- ☐ Food (real & snacky)
- ☐ Utensil / Cup / Bowl
- ☐ Electrolytes / Salt
- ☐ Coffee / Tea / Comfort

TOOLS & GEAR

- ☐ Multi-tool / Knife
- ☐ Duct tape / Zip ties
- ☐ Paracord / Rope
- ☐ Headlamp (on your head)
- ☐ Flashlight (main)
- ☐ Flashlight (backup)
- ☐ Batteries (see right)
- ☐ Lighter / Matches
- ☐ Pen / Pencil / Sharpie
- ☐ Notepad / Rite in the Rain
- ☐ Map / Compass / GPS
- ☐ Watch (not just phone)
- ☐ Whistle / Signal mirror

FIRST AID & HEALTH

- ☐ First aid kit
- ☐ Meds (yours, daily)
- ☐ Pain relief / Anti-itch
- ☐ Bandages / Tape
- ☐ Hand sanitizer / Wipes
- ☐ Toothbrush / Paste
- ☐ Sunscreen / Lip balm
- ☐ Bug spray / Tick tweezers

TECH & POWER

- ☐ Phone (charged)
- ☐ Charging cable(s)
- ☐ Power bank / Solar
- ☐ Radio / Comms
- ☐ Extra batteries
- ☐ SD cards / USB stick
- ☐ Headphones / Earbuds
- ☐ Camera / Spare battery

MISC SURVIVAL

- ☐ Cash / Cards / ID
- ☐ Firestarter / Tinder
- ☐ Trash bags / Ziplocs
- ☐ Notebook / Pen
- ☐ Duct tape (more)
- ☐ Safety pins
- ☐ Cable ties
- ☐ Glasses / Contacts
- ☐ Backpack rain cover

NO DRY SOCKS. NO POWER. NO PLAN. NO GLORY.

MY EXTRA BATTERIES – I DON'T LEAVE HOME WITHOUT:



MY PORTABLE BOG – WHAT KEEPS ME COMFY WHEREVER I AM:





LITTLE THINGS. BIG DIFFERENCE.



FLASHLIGHT & BATTERY PROTOCOL



IF PLAN A DIES, PLAM B BETTER BE ALIVE.

THE BOY SCOUT TRUTHZ

- ☑ Be prepared. (Seriously.)
- ☑ Leave it better than you found it.
- ☑ Know your limits. Push smart.
- ☑ Check your gear. Then check again.
- ☑ Water, food, fire, shelter. In that order.
- ☑ Team first. Nobody gets left.
- ☑ Learn the lesson once, not the hard way.
- ☑ Have fun. This is why we do it.

OTHER PEOPLE CAN TELL YOU FIFTY MILLION TIMES.



BUT SOME LESSONS YOUR BRAIN IS PHYSICALLY INCAPABLE OF LEARNING THE EASY WAY.



BOG SURVIVAL EQUATION



POST-MISSION LOOT UPDATE

Every mission. Every time.

THING I REALLY WISHED I'D PACKED:



WHERE IT LIVES IN MY KIT FROM NOW ON:



GIVE THE THING A HOME. DON'T TRUST MEMORY. BUILD SYSTEMS.

FINAL WORD FROM JEF'REY



RISK LEVEL KEY – KNOW YOUR MISSION



REMEMBER THIS

- ☑ YOU ARE NOT THE UNIVERSE'S MAIN CHARACTER.
- ☑ PREPARE ANYWAY.
- ☑ THE UNIVERSE DOESN'T CARE.
- ☑ YOUR PACK DOES.

CHARACTER FORMATION 03

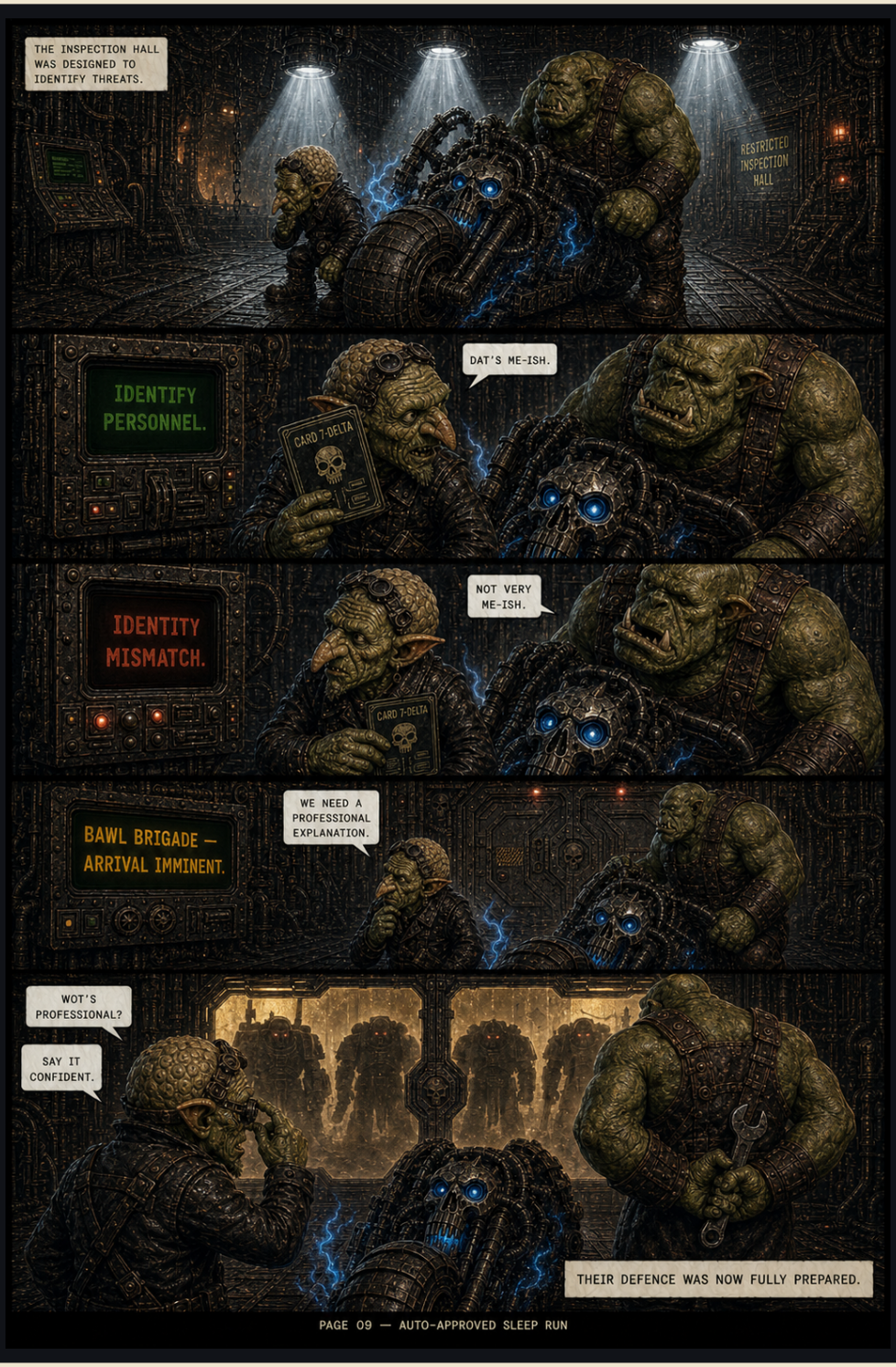
Does practical survival belong in this book?

☐ **MORE** ☐ **LESS** ☐ **LOST ME** ☐ **WANT NEXT**

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.



Skittles restore loyalty. Too many variables are changed at once.



Technical criticism escalates. Impact remains comic rather than cruel.



Boffo's restraint becomes an alarming embrace; emotional consequence, impossible recovery.



One Skittle functions as the entire apology. The drill starts again.


PROJECT JUNO · SATURDAY MORNING VICTORY CAVALCADE
YOU BEAT THE BADDIE.
WHY IS THE MUSIC STILL GETTING LOUDER?
MERCHANDISE & LICENSING CONTRACT
CRUNCH-O's
WHO APPROVED ALL THE VARIANTS?
SOUP
CUTE-GRIMDARK DEVELOPMENT PARADE · NOT CANON UNTIL CHOSEN

FAKE VICTORY

Do you want more story, more making, or more creatures?

☐ **MORE** ☐ **LESS** ☐ **LOST ME** ☐ **WANT NEXT**

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.


WE FILE UNTIL NOTHING REMAINS.
MERGERS
ACQUISITIONS
LIABILITIES
LITIGATION
LOOPHOLES
DISSENT
DISCOVERY
DEMOTION
100
SPRUES OF CASH. COUNSEL INCLUDED.
JEF'REY, JONES & ASSOCIATES — FUTURE NEWS WON'T FIND OUR NAMES THERE YET.

PARENT AMBUSH

Funny enough to keep, too much, or adults-only bonus?

☐ MORE ☐ LESS ☐ LOST ME ☐ WANT NEXT

The bit I remembered:

The bit I would show somebody else:

No essay required. Point, circle, swear, or draw an arrow.



MAKE SURE KIDS GET SOUP FIRST.

The porchlight stays on until everyone is home.