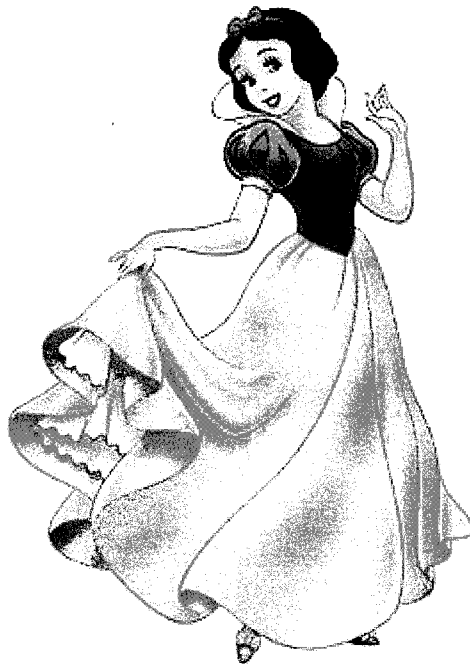


My Life with Snow White

a scenario for Paul Czege's My Life with Master.

Itzacon 2012, Galway

Written by Gregor Hutton



MY LIFE WITH SNOW WHITE

GM: Gregor Hutton

System: My Life with Master

Players: up to 5

The story books got it wrong. Snow White was beautiful, it's true. Yes, she could be charming. Yes, all the dwarfs loved her, at first. But why was she thrown out into the wood? Well, Snow White wasn't the fairest of them all, at all. She had a foul temper, was a spoilt brat and someone you could just never make happy. In this game you are a dwarf, trapped in an abusive relationship with Ms White. Will love save you some day?

Snow White

Snow White is a young princess, though getting older (some say over 30) and the daughter of a great king whose wife died when the daughter was very young. Her *kindly* stepmother “forced her” to help out with some tasks around the castle and she left in a fit of pique some years before.

She has been living in the forest with seven dwarfs and the occasional visiting lover, they never last long, and waiting for her “prince to come”.

She is, in *My Life with Master* terms, a “**Brain/Teacher**” Master, with **Fear: 3** and **Reason: 2**.

Needs: *To be the fairest of them all.*

Sheer vanity. She’ll take intellectual superiority if she can’t be deemed physically the best. She is always moving the goalposts to meet this criterion.

Wants: *To be loved by a prince, forever and ever.*

A suitable prince, that is. Not the sort that actually exists. She is always doing her suitors down and fucking up any hopes at serious relationships. She also has a withering line in put downs for those that do not feed her wants.

Scenes

Scenes that Snow White will demand of the Dwarfs (use as appropriate).

- Get me Gold from the mine. I have bills to pay, trips to make and Amazon parcels to receive.
- Get my Amazon.com delivery and don’t break anything...
- Fetch me the mirror from Queen Grimhilde’s castle.
- Bring me coffee.
- The Mirror says there is a fairer girl in the village. Defile her!
- Collect me all the plants in the forest for my meal. I don’t care if the animals starve.
- Find me a suitable prince (you can guess he won’t be suitable, right...)
- My prince wants turtle soup. Find me some! And serve it in the shell!
- How ghastly, take this prince away! (Of course, they never want to leave...)
- Take this apple and poison Queen Grimhilde...
- Someone keep Sleepy awake! He’s not done any work this week!
- Find me Bashful and all his artwork. I want to destroy it.
- Build me a glass coffin for Queen Grimhilde and it has to be perfect.

Innocents

Queen Grimhilde: The Queen is the stepmother of Snow White and she had quite enough of the hateful brat Snow White. She retains affection for all the animals in the forest and her former gardener Sneezy.

A Prince (one of many): The prince first sees Snow White singing at her wishing well. He immediately falls in love with her and her voice. He later stalks adores her.

The Magic Mirror: The Slave of the Magic Mirror appears as a green mask in clouds of smoke. The Queen regularly asks him who is the fairest in the land. Snow White has an Ikea equivalent, which does not work. The Mirror dreads falling into the hands of Snow White and will plead for this not to happen.

Humbert the Huntsman: Despite his status as the Queen's assassin and Chief Gardener, the Huntsman cannot bear to kill Snow White, even when the Queen orders him to take the princess's heart.

Animals: Deer, chipmunks, birds and squirrels inhabit the forest; however, the most significant of the forest fauna is a turtle, who is always a step behind the other animals.

Various other connections: Lesbians in the woods, pretty girls at the village and so on. Think of a Disney-like Germanic village.

The Dwarfs (PCs)

Doc: The leader of the seven dwarfs, Doc wears glasses and often mixes up his words.

Grumpy: Grumpy initially disapproved of Snow White but later warmed to her. He has the biggest nose of the dwarfs, and is frequently seen with one eye shut.

Happy: Happy is the joyous dwarf and is usually portrayed laughing.

Sneezy: Sneezy's name is earned by his extraordinarily powerful sneezes (caused by hay fever), which are seen blowing even the heaviest of objects across a room. Once the gardener to the Queen.

Dopey: Dopey is the only dwarf that does not have a beard. He is clumsy and mute, with Happy explaining that he has simply "never tried to speak".

Innocent Dwarfs

Sleepy: Sleepy is always tired and appears laconic in most situations.

Bashful: Bashful is the shyest of the dwarfs, and is often embarrassed by the presence of any attention directed at him.

For Background: Snow White and the Seven Dwarfs (1937, Disney)

Through a textual prologue told via a stop-motion storybook, the audience is told that Snow White is a princess living with her stepmother, a vain and wicked Queen who is assumed to have taken over the kingdom after the death of Snow White's father. Fearing Snow White's beauty surpassing her own, the Queen forced her to work as a scullery maid and asked her Magic Mirror daily "who is the fairest one of all". For many years the mirror always answered that the Queen was, pleasing her.

At the film's opening, the Magic Mirror informs the Queen that Snow White is now the fairest in the land. The jealous Queen orders a reluctant huntsman to take Snow White into the woods and kill her. She further demands that the huntsman return with Snow White's heart in a jeweled box as proof of the deed. The huntsman encounters Snow White but decides not to harm her. He tearfully begs for her forgiveness, revealing the Queen wants her dead, and urges her to flee into the woods and never come back, bringing back a pig's heart instead.

Lost and frightened, the princess is befriended by woodland creatures who lead her to a cottage deep in the woods. Finding seven small chairs in the cottage's dining room, Snow White assumes the cottage is the untidy home of seven orphaned children. It soon becomes apparent that the cottage belongs instead to seven adult dwarfs, Doc, Grumpy, Happy, Sleepy, Bashful, Sneezy, and Dopey, who work in a nearby mine. Returning home, they are alarmed to find their cottage clean and surmise that an intruder has invaded their home. The dwarfs find Snow White upstairs, asleep across three of their beds. Snow White awakes to find the Dwarfs at her bedside and introduces herself, and all of the dwarfs eventually welcome her into their home after they learn she can cook and clean beautifully. Snow White begins a new life cooking, cleaning, and keeping house for the dwarfs while they mine for jewels and at night sing, play music and dance.

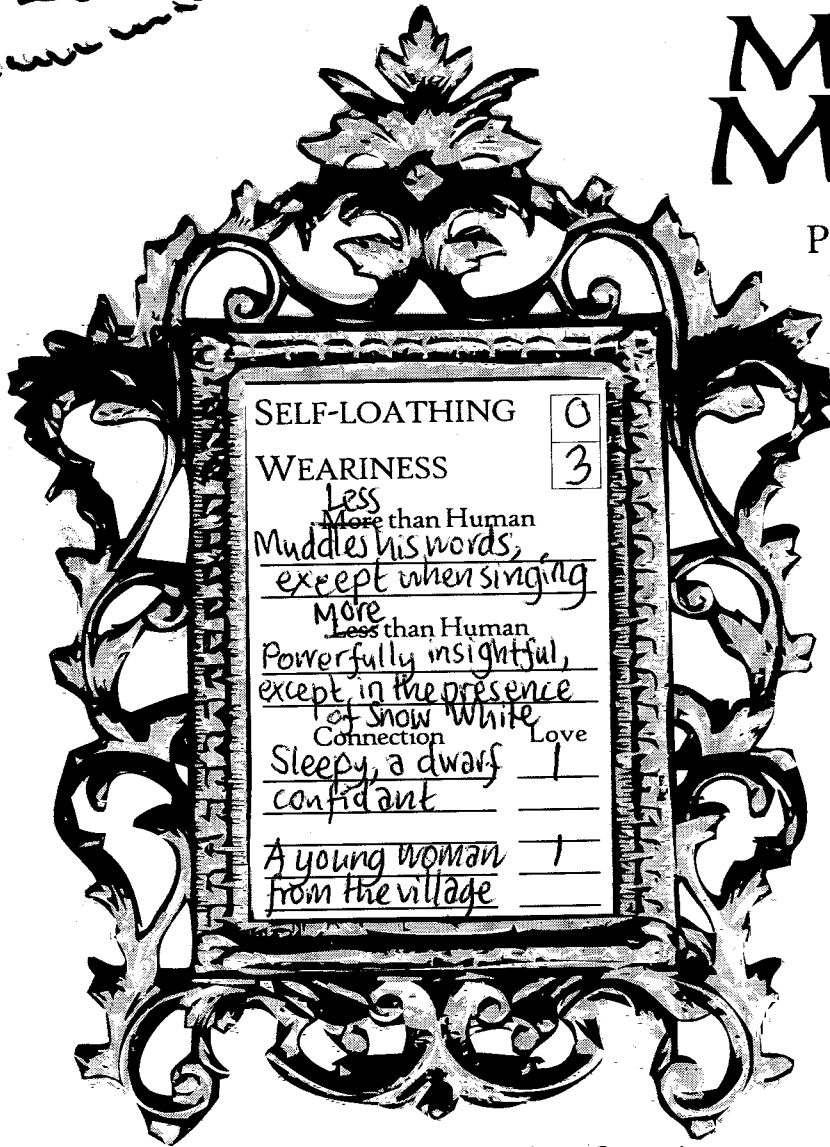
Meanwhile, the Queen discovers that Snow White is still alive when the mirror again answers that Snow White is the fairest in the land. Using magic to disguise herself as an old hag, the Queen concocts a potion named "Sleeping Death" and dips an ordinary apple into the brew. The Evil Queen explains that Snow White would collapse into a magical sleep if she were to take even a single bite of the apple. The sleep can only be cured by the power of "love's first kiss". The Queen reasons that this is no danger to her plans, as the dwarfs would not be able to awaken Snow White, and would think she was dead, thus resulting in Snow White being "buried alive". The Queen goes to the cottage while the dwarfs are away and tricks Snow White into biting into the poisoned apple. As Snow White falls asleep the Queen exclaims "Now I'll be fairest in the land!" The vengeful dwarfs, alerted by the woodland animals who recognize her, chase the Queen up a cliff and trap her. She tries to roll a boulder over them but lightning strikes the cliff she is standing on, causing it to collapse. The Queen falls to her death, and her body is crushed by the boulder.

The dwarfs return to their cottage and find Snow White seemingly dead, being kept in a death-like slumber by the potion. Unwilling to bury her out of sight in the ground, they instead place her in a glass coffin trimmed with gold in a clearing in the forest. Together with the woodland creatures, they keep watch over her in an "eternal vigil". After some time, a prince, who had previously met and fallen in love with Snow White, learns of her eternal sleep and visits her coffin. Captivated by her beauty, he kisses her, which breaks the spell and awakens her. The dwarfs and animals all rejoice as the prince takes Snow White to his castle, which glows in the presence of Snow White.



My Life WITH Master

PLAYER SHEET



FEAR 3
 REASON 2

Captured
 If WEARINESS
 is greater than
 REASON

The Horror Revealed
 SELF-LOATHING doesn't
 increase when it's
 equal to or greater than
 LOVE plus REASON

Endgame is possible
 If LOVE
 is greater than
 FEAR plus WEARINESS

Epilogue Constraints

1. WEARINESS greater than REASON plus SELF-LOATHING: The minion flees/runs/wanders off, giving up on his struggle.
2. SELF-LOATHING plus WEARINESS greater than LOVE plus REASON: The minion is killed.
3. SELF-LOATHING greater than WEARINESS plus REASON: The minion destroys itself.
4. LOVE plus REASON greater than SELF-LOATHING plus WEARINESS: The minion integrates itself into the society of Townspeople.
5. LOVE equals zero: The minion emerges from the ashes of the Endgame as a force of Fear in his/her own right.
6. SELF-LOATHING plus WEARINESS equals LOVE plus REASON: The minion finds a new Master to serve.

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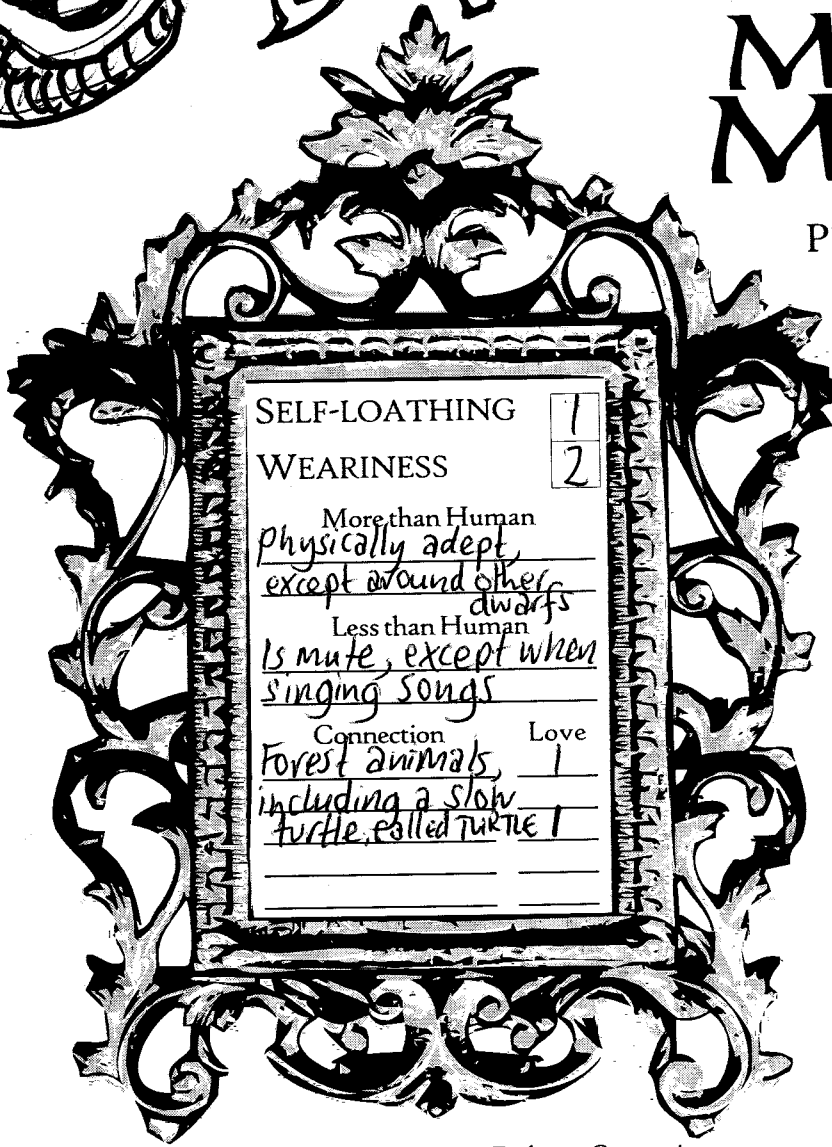
Connections:
 ■ Sleepy, a dwarf who dozes and seems to be tolerated by Snow White. He is a valued confidant to Doc, when he is awake.
 ■ A young woman from the village, who once sang a duet with Doc by the river. She finds him intriguing.



Dopey

My Life WITH Master

PLAYER SHEET



SELF-LOATHING	1
WEARINESS	2

More than Human
physically adept,
except around other
dwarfs

Less than Human
is mute, except when
singing songs

Connection	Love
<i>Forest animals,</i>	<i>1</i>
<i>including a slow</i>	
<i>turtle, called TURTLE 1</i>	

FEAR	3
REASON	2

Captured
If WEARINESS
is greater than
REASON

The Horror Revealed
SELF-LOATHING doesn't
increase when it's
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Connection
 A host of forest animals including a slow turtle who like to sing songs with Dopey.



GRUMPY

My Life WITH Master

PLAYER SHEET



SELF-LOATHING	3
WEARINESS	0
More than Human <i>RIDICULOUSLY PERSUASIVE</i> <i>AFTER DARK</i>	
Less than Human <i>IS FOUL TEMPERED,</i> <i>EXCEPT WHEN WELL FED</i>	
Connection	Love
<i>Bashful, a Dwarf</i>	<i>2</i>
<i>friend</i>	

FEAR
REASON

Captured
If WEARINESS is greater than REASON

The Horror Revealed
SELF-LOATHING doesn't increase when it's equal to or greater than LOVE plus REASON

Endgame is possible
If LOVE is greater than FEAR plus WEARINESS

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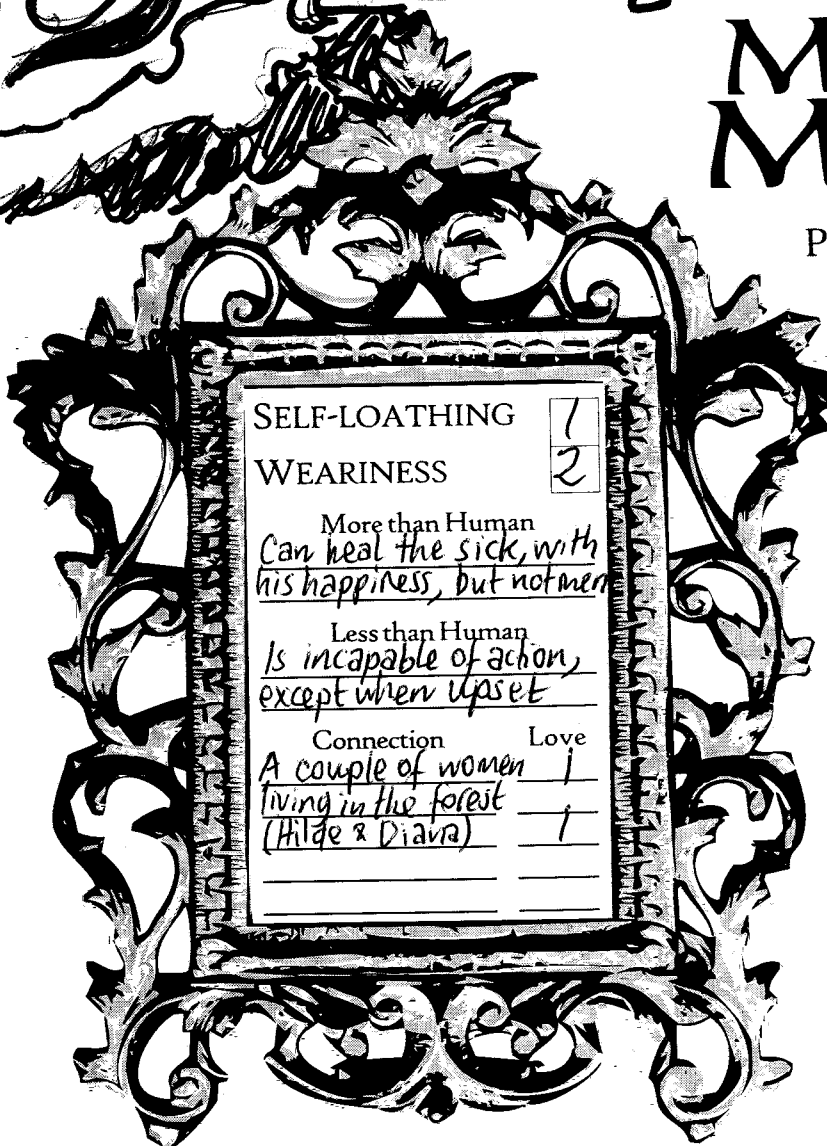
Connection
 Bashful, a dwarf friend who is shy and hides from Snow White and any attention. He is capable of great works of art when he collaborates with Grumpy.



Happy

My Life WITH Master

PLAYER SHEET



SELF-LOATHING 1

WEARINESS 2

More than Human
Can heal the sick, with his happiness, but not men

Less than Human
Is incapable of action, except when upset

Connection Love
A couple of women living in the forest (Hilde & Diava) 1

FEAR 3
REASON 2

Captured
If WEARINESS is greater than REASON

The Horror Revealed
SELF-LOATHING doesn't increase when it's equal to or greater than LOVE plus REASON

Endgame is possible
If LOVE is greater than FEAR plus WEARINESS

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Connection

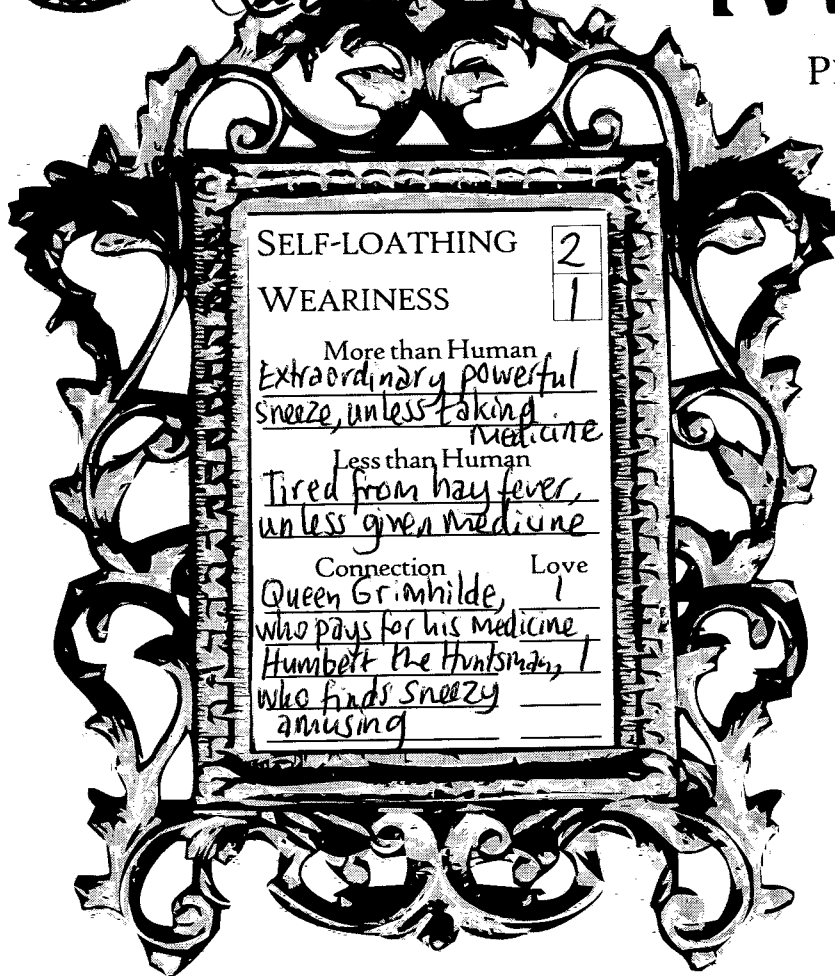
- *Hilde and Diana are a couple of friendly women who have afternoon tea with Happy. They are always trying to find him new friends.*



SNEEZY

My Life WITH Master

PLAYER SHEET



SELF-LOATHING

2

WEARINESS

1

More than Human
*Extraordinary powerful
sneeze, unless taking
medicine*

Less than Human
*Tired from hay fever,
unless given medicine*

Connection Love
*Queen Grimhilde, 1
who pays for his medicine
Humbert the Huntsman, 1
who finds Sneezy
amusing*

FEAR

3

REASON

2

Captured
If WEARINESS
is greater than
REASON

The Horror Revealed
SELF-LOATHING doesn't
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Connections

- Queen Grimhilde, who employed Sneezy as a gardener and continues to pay his medical bills.*
- Humbert the Huntsman, a former colleague of Sneezy, who finds him amusing (if hard work).*

My Life With Master: Quick Reference

Basic Rolls (p25)

- Roll a pool of d4s equal to the appropriate formula below,
- Discard any 4s rolled (except on bonus dice)
- Add the values of the remaining dice, including any bonus die.
- Compare total to that of opponent.

Negative or Zero Pools (p25)

Any time a minion would have a negative or zero-sized dice pool, they may roll one die.

Tied Conflict Results (p26)

Any time conflicting parties roll equal results, it means the scene was interrupted in some fashion and remains unresolved.

Bonus Dice (p32)

Only one Bonus Die may be used in any conflict. Earning a higher die negates any lower die earned by the other party.

- Intimacy: **d4**. *Intimacy need not be sincere to be effective.*
- Desperation: **d6**. *Desperation represents true emotional distress, and may be used when dealing with animals, inanimate objects, etc.*
- Sincerity: **d8**. *The Master can never be Sincere, and therefore may never earn the Sincerity die.*

FORMULAE

To Resist the Master's Command (optional)

Master (FEAR + SELF-LOATHING) vs. minion (LOVE - WEARINESS)

Master wins: minion follows command **until one roll completed**

minion wins: resists command

- If LOVE > FEAR + WEARINESS, the **ENDGAME** is triggered

Making Overtures to Connections

minion (REASON - SELF-LOATHING) vs. connection (FEAR - REASON)

minion wins: gain a point of LOVE

connection wins: minion gains a point of LOVE and a point of SELF-LOATHING

Violence against NPC opponents

minion (FEAR + SELF-LOATHING) vs. opponent (REASON + WEARINESS)

minion wins: success, gain a point of SELF-LOATHING

- If SELF-LOATHING > LOVE + REASON, trigger "**The Horror Revealed**" instead
- opponent wins:* failure, minion gains a point of WEARINESS
- if WEARINESS > REASON, the minion is **captured** by Townsfolk or Outsiders.

Villainy against NPC opponents

minion (FEAR + SELF-LOATHING) vs. opponent (REASON)

minion wins: success, gain a point of SELF-LOATHING

- If SELF-LOATHING > LOVE + REASON, trigger "**The Horror Revealed**" instead
- opponent wins:* failure

Violence or Villainy against a PC minion

minion (FEAR + SELF-LOATHING) vs. minion (FEAR + SELF-LOATHING)

winning minion succeeds and gains a point of SELF-LOATHING

- If SELF-LOATHING > LOVE + REASON, trigger "**The Horror Revealed**" instead
- losing minion gains a point of WEARINESS if Violence, or simply fails otherwise*

Providing Aid (p34)

Add (LOVE - WEARINESS) to another minion's roll. Any results apply to the aiding minion as well

My Life With Master: Quick Reference, Page 2

Innocents (p36)

- In any conflict or scene in which one or more Innocents is present, add REASON equal to the number of Innocents, to any roll requiring it.
- If an Innocent is killed, raise FEAR by 1.

The Horror Revealed (p36)

- Any time a roll would result in a minion's SELF-LOATHING becoming greater than (LOVE + REASON), DO NOT raise the minion's SELF-LOATHING. Instead, play the scene out as you would if they had gained SELF-LOATHING, but during their next scene, that player must narrate a scene of horror between NPCs (Townfolk, Outsiders, or both).
- This scene may NOT include the Master, or any minions. Connections may be included, but no Connection carrying LOVE for a minion may be killed. Anybody else is fair game. And there are plenty of fates worse than death.

ENDGAME (p37)

When any minion successfully resists a command from the Master, and their current total LOVE is greater than their (FEAR + WEARINESS), the Endgame is triggered, and several things happen:

- 1) The scene in which the minion resisted the command is suspended.
- 2) The GM frames each of the other minions in turn into dangerous and threatening circumstances, each of which must be resolved *without the benefit of FEAR*.
- 3) Return to the scene of the resisting minion, now locked in a life-or-death struggle with the Master.
 - a. Roll minion (LOVE - WEARINESS) vs. Master (FEAR + SELF-LOATHING)
 - b. If the Minion wins, the Master has been slain. Proceed to **EPILOGUES**.
 - c. If the Master wins, the minion fails to defeat them, and gains a point of WEARINESS. Continue to #4.
- 4) If the Master still lives, the other players may call for scenes as normal, Commands, Overtures, Violence, Villainy, or Aid; all in the context of the Endgame conflict. Note that minions who wish to enter the conflict with the Master on either side must wait until the resisting minion's scene.
- 5) After a round of scenes, return to the resisting minion for another attempt to defeat the Master. If successful, proceed to **EPILOGUES**. If failed, repeat from #2.

It is important to note that the minion who causes the final destruction of the Master will not necessarily be the one who triggered Endgame. It is quite possible for them to succumb to WEARINESS, for them to be thwarted by another minion, or for another minion to enter the fray and seal the Master's fate themselves.

EPILOGUES (p40)

The final step in the game is for each player to narrate a fitting Epilogue for their minion, according to the final values of their LOVE, WEARINESS, REASON, and SELF-LOATHING.

Note that it is perfectly acceptable for the minion who causes the destruction of the Master to anticipate the conditions of their Epilogue and incorporate them into the final scene of the Master's comeuppance.

If more than one of the following conditions apply, the player may choose the one they desire, or if possible, combine them in some logical fashion.

The possible Epilogue conditions are:

- 1) WEARINESS > (REASON + SELF-LOATHING): The minion flees or wanders off, never to be seen again. Long toil under the Master has discouraged them to the point that they abandon the struggle to be loved.
- 2) (SELF-LOATHING + WEARINESS) > (LOVE + REASON): The minion meets a tragic end, whether by the Master's final throes, or by the Townfolk, or the Outsiders, or by some other force, and is killed.
- 3) SELF-LOATHING > (WEARINESS + REASON): The minion cannot bear to go on and destroys itself.
- 4) (LOVE + REASON) > (SELF-LOATHING + WEARINESS): The minion has overcome their inhumanity and/or found enough acceptance to integrate themselves into the society of the Townfolk.
- 5) LOVE = ZERO: The minion emerges from the ashes as a force of FEAR in their own right, and the cycle begins again with a new Master. (Whether or not you wish to make a new game out of it is up to your players).
- 6) (SELF-LOATHING + WEARINESS) = (LOVE + REASON): The minion, having failed to reconcile their inhumanity, escapes to seek a new Master.

Thanks to Paul for such an original and creepy game, and to everyone whose cheatsheets and references I drew on (aka blatantly ripped off) to put together this guide.