

# THE BIG FOOT

A **SLUGBLASTER** Supplement about Bigfoots



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## **WHATCHA GOT HERE?**

Well, this is an imagining of what it would be like if the Bigfoot were a being that had somehow found itself in such an enlightened spiritual state that it was able to cross dimensional barriers and explore the multiverse.

So, like, normal real-life stuff...

In this supplement you will find all kinds of fun new things for use in your Slugblaster game. For example, a slushball launcher, a wise yeti, some yahoos from Null just trying to unwind, plenty of places to do gnarly tricks, and Squirrel-adjacent machine elves.

If this sounds good to you, great! Just keep reading along and you will be sure to find all this and more. I hope you have as much fun playing in this extraordinarily silly world as much as I enjoyed making it. If it doesn't sound good, listen, I get it. It's ridiculous. That said, if you keep reading, I bet you'll at least find something worth a chuckle.

Whatever you choose... HAVE FUN!

## **HOW TO USE THIS SUPPLEMENT**

The Big Foot is an unofficial third party source book (please don't tell Mr. Wilkie. He will send me back to jawbreaker testing). As such, I encourage you to read through in whatever way you see fit. Cover-to-cover, skim, it's up to you. Then take any and all parts of it that inspire you to your table to share with your friends. If any of it brings joy to you and your group, tell other gamers about it or leave a review on the [itch.io](https://itch.io) page. Thanks for checking it out!

# THE LOCATION

# THE BIG FOOT

Dense forest, pristine waters, soaring mountains shaped like feet. Spacetime slush piles up in a natural playground full of adventure and excitement.

Due to its remarkable accumulation of spacetime slush, the wild nature of this place has no shortage of excitement. Foot shaped mountains tower over perfect runs of slush through thick copses of towering pines. Chilly but alluring alpine lakes so clear you assume the fish are floating; and maybe they are. All this and more has kept this paradise a closely guarded secret of its denizens.

## Until Now!

With the grand opening of their state-of-the-art slush park, hotels, and gourmet eateries, The People of the Foot welcome the entire multiverse to come experience the majesty of the foot! Opportunity for huge tricks, mystical experiences, and no shortage of political squabbling, there is sure to be something to pique the interest of slugblasters everywhere.

Do beware the machine elves though. They're uhh... working on that...

## Problems

- Mischievous machine elves
- Slushalanche!
- Went back-country riding and got lost
- Flying(?) fish spawning season
- Supernatural investigators from Null snooping around again
- Mysterious creature spotted in the forest
- Runaway slush Zamboni

## Checkpoints

- Anti-slushpark protest
- Bridge over a flying(?) fish run
- Waterfall creating a double rainbow(it's so beautiful...)
- Psychedelic Pslushie Pstand
- Enticing hot springs
- Fungal canyon between the third and fourth toes
- Traditional Bigfoot hackey sack circle

## Featured Locations

### The Big Foot Slushpark

This state-of-the-art slushpark has everything needed to blast excellent tricks and fill a footage reel with excitement and slams. Combine sick airs in the terrain park, pull off massive spins in the ultra pipe, or try to tackle the triple black octahedron rated "Drop Foot Ridge" to the backdrop of the always stunning Big Foot Mountain.

### Mecha Tree's Grotto

High atop The Big Foot a semi-malevolent tree made entirely of wooden clockworks is attended to by mischievous squirrel-like machine elves. Large, ever-moving systems of branches intertwine and reshape constantly in maze like formations.

### Shan Grr La

Rumored to be the home of the "Wise Yeti of the Mountain" the location of this 'Foot holy site is secret even to the original inhabitants of the mountain. With unparalleled wisdom, the Wise Yeti is highly sought after by 'Footses and Slugblasters alike.

## The Wise Yeti of the Mountain

If your crew ever encounters The Wise Yeti of The Mountain, you will see an animatronic(or are they?) yeti in an elaborate box. Insert something of value to you into the drawer [then roll a d6] and receive your wisdom. Heed the wisdom or discard it. It's up to you. Yeti don't care. That guy working the ski lift did say tossing it didn't work out for his cousin though...

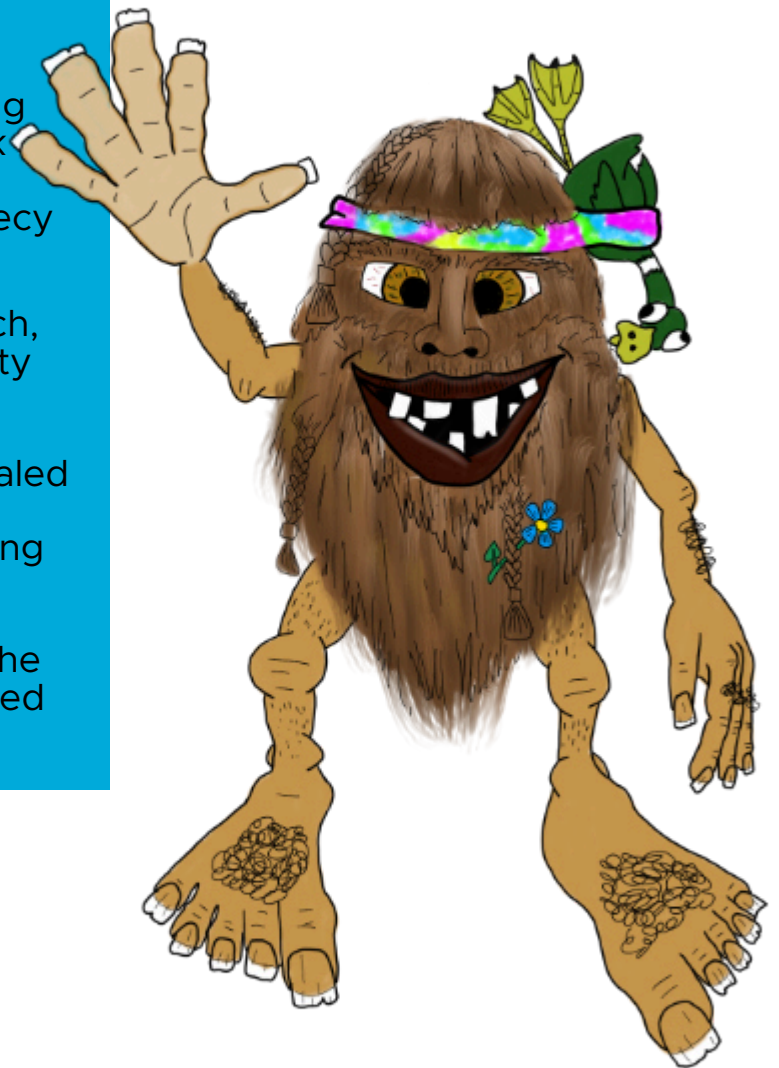
- 11 Don't eat yellow snow.
- 12 If you want to step up to this buffet, you better bring a big plate.
- 13 May your toes be fuzzy and your mind clear.
- 14 Make sure they always get your blurry side.
- 15 Walk softly and carry a large, scary psychic projection.
- 16 If you're gonna bail, bail hard and get it on film.
- 21 Not every camera lens is good for one's reel.
- 22 A stubbed toe hurts worst when you kick something you've kicked before.
- 23 Leave the grooming for the resorts and sapiens.
- 24 Always make your cuts straight, or suffer ingrown problems.
- 25 Snowpeople are temporary. Memories of making them are forever.
- 26 Life is a mountain. Your goal is to find your path, not reach the top.
- 31 Leave only footprints in the mud.
- 32 Be excellent to each other. (We said it first)
- 33 Good times, good vibes, and big air ahead.
- 34 You're only lost if you can't accept the present.
- 35 Go outside. It's good for you. [No, really. You. Go take a break outside.]
- 36 The first step of being hunted is being seen.
- 41 The tie dye tells your story, but only if you add the colors.
- 42 Life is simple; walk in the woods, don't get caught.
- 43 Don't get tossy when life gets mossy.
- 44 Never let them see you... That's it. Never let them see you.
- 45 If you don't listen to your body, you're gonna pee your pants.
- 46 Be here now. (That one isn't mine, I'm just a fan)
- 51 The only difference between a sasquatch and a swamp ape is altitude.
- 52 Be naked more. (At your own risk)
- 53 When you can't go with the flow, you gotta make your own.
- 54 Life is better with gratitude and altitude.
- 55 No one else has your footprint. Plant it everywhere you can.
- 56 A silent forest has a lot to say.
- 61 One doesn't need much in life. Especially haircuts.
- 62 Do everything like you're ten feet tall.
- 63 Walk backwards sometimes. It keeps 'em guessing.
- 64 When in doubt, hug it out.
- 65 The way is through.
- 66 Shred gnar when the slush is piling.



## RESIDENTS

For a very long time, there have been stories of hairy creatures with enormous feet that move unseen through the wild places of the multiverse. Skulking in shadows and slipping from cover to cover. The concept of the Bigfoot, by one name or another, is known across the multiverse. Commonly (and intentionally) known as hulking and fearsome, these little folk use trickery to cultivate their reputation and maintain secrecy when spotted.

Aided by powerful stealth tech, and an inherent mystical ability to cross through portals, 'Foots ('Feet? Footses?) have traditionally maintained unrivaled secrecy around their very existence. As such, the opening of their culture has created factions on both sides of the issue that threaten to upset the peace and love that has existed for as long as they have.



A typical 'Foot in traditional garb wearing a multiversal translator duck headset



# GEAR

# SIGNATURE DEVICES

## LOOGIE LAUNCHER

Big Foot Solutions' LQG Extruder Mark II was first designed for remote bridge repair, but quickly became a novelty when the effect was found to be temporary. It uses advanced string theory tech to extrude spacetime slush, form a projectile, and fling it up to 100 meters.

### FUNCTION

Launch concentrated spacetime slush at a target to temporarily pause its movement through its spacetime stream, momentarily holding it in timespace.

Industrial, cannon, carbine, glove, insulated, powerpack, plastic, metal

### MODS

- **Nudge Mode (1 coil, 1 disc).** Roll to sling balls of tightly packed spacetime slush that will glitch the target forward or backward in its individual timestream
- **Deluge Nozzle (1 gem, 1 lens).** Roll to spray forth a large pile of slush that can be used to launch over obstacles, or to simply do gnarly tricks on.
- **Chronoconcentrator (1 disc, 1 gem).** Only mark 1 trouble to nope slams related to Timespace weirdness. Also roll to lessen the effects of peelback. On a 6, negate the peelback altogether, but the mod burns out and must be repurchased.
- **Anchoring Harness (1 gem, 1 coil).** Roll to fire a secondary laser that is capable of joining things that have come loose from the bounds of space and time to the continuum of the user.
- **Holowormhole Projector (2 gems, 1 lens, 1 coil).** Once per run, mark two trouble to change your roll to a 6 and launch a holographic slushball to create a hand sized wormhole to a time and place that has a solution to your current problem.

## STEALTH HEADBAND

This advanced tech was developed by Big Foot Solutions as a means of remaining undetected while traveling through the multiverse. Also used to prank conspiracy theorists and steal cooling pies from window sills. You know, cause why not?

### FUNCTION

While wearing the headband, the user may appear larger and more menacing at will. Also nope slams from psychic or emotional sources for only 1 trouble. Good vibes only, man.

linen, leather, canvas, terry, bandanna, skullcap, sweatband

### MODS

- **Wavy Fringe (1 gem, 1 coil).** Roll to immediately change the waveform of the light reflecting off of you to create a pattern that blends into the background.
- **Glitter Dye (1 gem, 1 lens).** Roll to change particle intensity and shoot a high velocity particle blast that knocks back a for, or completely knocks out electronic devices for a time.
- **Spooky Action Emitter (1 coil, 1 disc).** Roll to entangle your thoughts with your target's, making them perceive whatever you are currently thinking.
- **Dancing Dye (1 disc, 1 lens).** Roll to make the tie-dye dance entrancingly and encourage the target to loosen their lips and tell whatever secrets they're keeping.
- **Quantum Tie-dye (2 coils, 1 disc, 1 gem).** While unobserved, the wearer can close their eyes and roll to envision which of an infinite number of positions they would like to be (within the unobserved area) upon opening their eyes.



# OTHER GEAR

## FROST MARKER

Ever run your finger through frost on a window to make a fun shape or write your tag? This is like that, but the opposite! Use this marker to write on solid surfaces in frost. Exactly as permanent as frost usually is. If given enough time, the frost effect can ice weld surfaces together. Probably keep welds out of the sun. (Costs 1 gem, 1 lens)

## HARDLIGHT CRAMPONS

Push a button, and instantly have 2 inch long spikes of hardlight shoot out of the bottom of your shoes. For when the hard-pack gets too slick, or maybe a interdimensional monster needs some new vent holes. (Costs 2 lenses)

## ANTI-FLASHBANG

Pull the pin and chuck this grenade when you need a quick escape. Anything in range of the blast is immediately enveloped in a 10' sphere of darkness and total silence. Then you run. Pack of two. (Costs 1 coil, 1 disc)

## BFS BLOCKER BUTTON


Shaped like any normal punk pin, this device is worn on clothing with the intention of blocking surveillance. Any camera within range that attempts to capture the wearer instead gets a big lens flare in the image. (Costs 1 gem)

## SLUSHALANCHE KIT

This emergency fanny pack(available in many stylish colorways and prints) detects when the wearer has been completely buried and creates a short range portal to a safe zone near by. If there is one. If there isn't, the wearer will end up somewhere. Probably. (Costs 2 coils)

## CRYPTID CALL

The F.I.N.D.R.S. doofuses aren't good at much, but they are pretty good at chasing away almost any creatures within an area around them. This speaker set up blasts obnoxious sounds that antithetically repel any creepy crawlies nearby. If they have ears, that is. (Costs 1 coil)



# PLAYBOOK

# THE GUILF

You have always had a knack for blending into the background. Whether by becoming one with the shadows, talking fast, or being so dazzling that the world has trouble processing you, you find ways to stay hidden. You have mastered the art of the skillfully understated trick with a flashy outcome or witty one-liner. They think quiet means boring, but you know it means surprising.

Play as The Guile if you want to support from the shadows, get behind the monster to cause havoc, or to generally sow confusion when the crew needs a way out.

## TRAITS

- **...The whole time.** Explain how you come from nowhere to help a crew member avoid a slam. Split the nope and each takes 1 trouble.
- **Time to shine.** Just because you avoid the spotlight doesn't mean you don't know how to use it. Twice per run, explain how you unexpectedly show out to add +1Kick to a roll and gain +1 Style.
- **Must have been nothing...** Any time you roll to avoid attention or to help the crew do so, add +1d6 to the roll.
- **Know the exits.** You've never been trapped, and you're not going to start today. If there's a situation where a roll would be required to escape somewhere, you can bypass that roll and refill one attitude.
- **Cornered.** When you're cornered, you clear your mind and it fills back up with the ability to \_\_\_\_\_. If this would help you with an action, you can mark a trouble to upgrade a 3-4 result to a 4-5 result.

## ATTITUDE

Describe how your action benefits from guile and boost or kick as needed. Also refill one attitude any time you assist from the shadows, regardless of the outcome. You're always ready for trouble.



## EXTRA GEAR

- A thing to help you get past the thing.
- A really good mask

## STYLE BONUS

+1 Style on runs where you act with stealth or cunning.

## TRAIT BEAT

You sneak or talk your way into some place you're not supposed to be. For no other reason than to simply say you did. +1 Trait.

## GUILE ARC

- **This is new.** New people? New interest? What has you coming out of your camouflaged shell? Who is noticing? +1 Legacy +1 Slam (nervous, cagey, unsure)
- **Visible.** You're starting to feel more comfortable in the open, but something still feels off about being seen. What is it? +1 Legacy +1 Doom
- **Ghost.** There it is. That's why you don't trust easily. What happened? Who/what was involved? +1 Doom -1 Legacy +1 Fracture
- **Un-anti-social.** Fighting the urge to stay secluded, you step up to help the crew out of a tight spot. They like you for you, and that's enough to keep showing up. Who reached out? -2 Doom +2 Legacy -1 Fracture +1 Trait

## VIBES

1. Long hair to hide behind
2. Too much camo
3. Very loud jumpsuit
4. So stoic
5. Extensive magic set (and outfit to match?)
6. Might be an actual ninja

# FACTIONS



# CREW

## FOOT FUNK

The very first 'Foot only crew to the slugblasting scene, this psychedelic crew of slushboarders slugblasts like a jam band. All long runs and vibes, they seamlessly link together tricks into combinations that live on the edge of just plain excessive. Some in the scene hate what they bring to it, but they have a small but devoted following who crowd the parking lots of every comp they attend with barely running vans and tents that smell questionable at best.

**NPCs.** Flow(lead soloist, artist, heady), Grove(spacey, peacenik, outgoing), Bunion(crunchy, burned out, loose)

**Likes.** Good times, jam sessions, FUST, The Freaks, Thrashers

**Dislikes.** Bad vibes, short songs, The Wicks, Normies, DARA, F.I.N.D.R.S.

## SITUATION!

With the opening of their new slushpark, Big Foot Solutions is hosting a huge tournament to kick off opening day. The winners get cred, prizes, and—rumor has it—seriously looked at for a sponsorship deal.

# SPONSOR

## BIG FOOT SOLUTIONS

Having originally attained the ability to saunter through realities through focused mystical powers, Footses saw the benefit of Nth gear tech immediately. Since then, they have managed to reproduce(and sometimes improve) current Slugblasting technology. Now with the opening of their cutting edge slushpark, Big Foot Solutions(BFS) is ready to take their brand of 'blasting to the multiversal marketplace, and they're going to need brand ambassadors to get the word out.

**NPCs.** CEO Sam Squanch III Esq. (ruthless, driven, abrasive), retired founder Sam Squanch Jr.(jovial, open, naive), and family patriarch Sam Squanch(old, rebellious, chaotic)

**Assets.** Never before seen tech, a brand new state-of-the-art slushpark, a secretive testing facility hidden somewhere in the dense forests of The Foot, the backing of just over fifty percent of 'Footses.

**Likes.** Crews willing to push forward the brand, big money, corporate espio... \*cough\* never mind...

**Dislikes.** Anyone who is against the bottom line, The traditionalists, folks poking into company business

# AUTHORITY

## F.I.N.D.R.S

The **F**ederation of **I**nterdimensional **N**aturalists **D**edicated to **R**esearching the **S**trange—also known as F.I.N.D.R.S.—are a group of paranormal investigators originally from Null. Though they know about portals, other dimensions, and Nth gear tech, they insist on exploring the multiverse to find “paranormal” occurrences. Whatever that means. Truth be told, they would never know what to do if they ever managed to actually catch something more than a cold.

**NPCs.** Alpha Leader(real name is Tim, refuses to poop outdoors, “skeptic”), Bravo Leader(real name is Mark, Started F.I.N.D.R.S., kind of afraid of Tim), Uncle Dave(just here for the ‘Squatches, wants to believe, doesn’t really)

**Assets.** A raggedy Winnebago, portable outhouse on a trailer, trucks that are way too loud to ever actually hope to spot wildlife, expensive photography equipment they can’t really use, inability to grasp reality.

**Likes.** “Knowing” something no one else does, the idea of the outdoors, a good conspiracy theory, Doorways, Hardecker

**Dislikes.** DARA(they think they’re so smart), real naturalists, punk kids who act like what F.I.N.D.R.S. does isn’t important.

# CROWD

## NATURALISTS

The backwoods-as-opposed-to-manicured-slopes, twigs-in-the-hair, rough-it-between-runs types. Hippies, burners, and outdoor kids that value the use of nature and its majesty as backdrop and multiplier to the flair of a reel. Urban stuff doesn’t do it for them, but layout a back flip over a waterfall, and you’re gonna get props.

**NPCs.** GrrRAwhnnGrr(yeti, born to the alpine slush of The Big foot, shreds hard), Les(human, always roughing it, shoots his own video), a group of shaggy youths flipping on slack-lines on a cliff side. A campfire ringed by finger-picked banjos and funny smelling smoke.

## SITUATION!

F.I.N.D.R.S. Are snooping around in your favorite backcountry spot creating a ruckus and generally making it impossible to get footie that doesn’t contain crackly recordings of fake tree knocking or other such nonsense.



# MONSTERS



## MACHINE ELVES

These chaotic servants to the bio-mechanical tree being at the top of The Foot may resemble squirrels, but are more closely related to chaos goblins than actual rodents. They seem to exist only to poke at the sanity of other sentient beings and multiply. The moment it seems the machine elves have gone is the moment one realizes there are more than they remember hidden in every corner of the room. The 'Foot mystics claim they can help on one's path to enlightenment by helping to expose hidden parts of one psyche that need work.

- Pokes you while you're not looking and disappears somewhere deep in your mind.
- Multiplies any time you're not looking directly at it.
- Bites you and the world goes... funny. (trippin', shook, confused)
- Sticky fingers take things. Nicknacks, tech, parts of your personality, etc... (changed, burgled, broken)
- Form together to make a machine elf zord.
- So much creepy giggling.

## BIO MECHANICAL TREE

Found only in the grotto hidden high at the top of The Big Foot, this impossibly massive tree of intermixed metal gears and hardwoods reigns over all things that enter its domain. Enormous branches of pipe-like organic structures undulate in non-euclidean patterns that both entrance and entrap. Machine elves dance and giggle through the moving shadows pulling levers and turning cranks in concert. Though too big to possibly be destroyed, the tree appears to have sentience, and a desire to make deals to its own benefit.

- Branches block your path at every turn (lost, overwhelmed, hopeless)
- The wind in the leaves whisper discouraging things seemingly directly into your brain (creeped out, nervous, jumpy)
- Self healing at an unbelievable pace.
- Immune to damage from rayguns and signature devices at large scale, but can be damaged in part.
- Open to a good deal.
- Doors open randomly to let out machine elves(whats inside?)
- Has a mycelial connection to the Fungal canyon. Fruiting bodies sprout near the roots.
- The smallest leaves make for pretty sick boards if cured properly.

# ACKNOWLEDGEMENTS

If you have made it this far, the first person I would like to thank is you!

Thank you so much for looking at my work. This has been my first attempt at sharing my creativity in this space, and my only hope is that at least a few people found joy in it.

If this sounds like it fits your experience, please leave me a comment on the [itch.io](https://itch.io) page! I would love to hear about it. If, on the other hand, you made it this far and really did not enjoy what you have read, I would very much value that feedback as well.

I must also thank my family for putting up with my nonsense through this process. From having to hear all my half baked ideas, and looking at the silly doodles I thrust in front of them to dealing with me being tired and cranky from staying up too late on the nights where ideas would keep coming. Without their support, I'm sure I would have lost my confidence and quit somewhere along the line.

Finally, I would like to thank the inimitable Mikey Hamm and the amazing Slugblaster discord community. Mikey for the amazing game that has inspired everything you just read, and the truly uplifting community of the discord for being a shining and supportive place in the vile pit that is the internet. I had never felt so drawn to create before meeting all of you fine people.

Thank you again! Have fun!

...

Oh. Also, thank you, Bigfoot. Please don't sue me.