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POTENTIAL WITH**



Created by ncoturne9

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WILKIE'S PRODUCTS

Wilkie's Labs has spread its products far and wide throughout the multiverse. Though this supplement will primarily focus on its notable PANIC Energy®, it will also touch on other forms of Wilkie's merchandise. These products, beyond their multiverse-spanning standard offerings, can be difficult to track down and buy without issues.

Building connections, tracking down trustworthy vendors, being right-time-right-place, and other factors are represented with Panic Points. These Panic Points can be traded for any Wilkie's Product for their listed amount. Alternatively, one could rely on shady black markets by spending equivalent components in place of missing Panic Points. Doing so adds a flat +1 to its price, and runs the risk of alerting the SFDC unless you can avoid psychic detection. They're always watching for a new sale to bust.

(See the Can-do Attitude beat for more information using Panic Points).

But that's enough Thinking.

It's time to Panic.

STANDARD PANIC

The PANIC Energy® you can buy nearly anywhere in the multiverse, though some flavors might require some tracking down. When grabbing a random PANIC Energy® you may roll three different d6, keeping track of order, and find the matching flavor. (This is only a partial list of all the Standard flavors of PANIC Energy® - if you don't find a name that calls to you, make up your own!)

Price: Not much. (Approx. 1 Panic Point for three runs' worth, or 2 Panic Points for a giant party)

Regular (1 1 1 - 1 6 6)

The most common flavors, available in any decent vending machine. The Sacred Twelve (1-1-1 to 1-4-6) were the first PANIC Energy® flavors, with The New Challengers (1-5-1 to 1-6-6) being added to the line up later. Fierce fizzheads debate Old School vs New School lineups. Most parents agree they're too unhealthy for teenagers to drink regardless.

The Sacred Twelve, part 1	The Sacred Twelve, part 2	The New Challengers
1 1 1 Lemon Stress	1 3 1 Blackout Punch	1 5 1 Magenta
1 1 2 Peach Meltdown	1 3 2 Cold Sweat	1 5 2 Dizaster
1 1 3 Public Freakout	1 3 3 Amygdala Rap Battle	1 5 3 Verti-mango
1 1 4 Fried Melon	1 3 4 Tang-xiety	1 5 4 Midair Cola Collision
1 1 5 Bloodstream Bassdrop	1 3 5 Raspberry Crash	1 5 5 Noise Complaint
1 1 6 Nauzea	1 3 6 (K)ortisol	1 5 6 Peeled Banana
1 2 1 Lemon Stress	1 4 1 Blackout Punch	1 6 1 Magenta
1 2 2 Peach Meltdown	1 4 2 Cold Sweat	1 6 2 Dizaster
1 2 3 Public Freakout	1 4 3 Amygdala Rap Battle	1 6 3 Verti-mango
1 2 4 Fried Melon	1 4 4 Tang-xiety	1 6 4 Midair Cola Collision
1 2 5 Bloodstream Bassdrop	1 4 5 Raspberry Crash	1 6 5 Noise Complaint
1 2 6 Nauzea	1 4 6 (K)ortisol	1 6 6 Peeled Banana

Irregular (2 1 1 - 2 6 6)

Made of the Sugar Destroyed! and Remixed lines, these drinks replicate the flavor of their most famous counterparts with their own spins.

Sugar Destroyed!

2 1 1 Sugar Destroyed! Lemon Stress	2 2 1 Sugar Destroyed! Blackout Punch	2 3 1 Sugar Destroyed! Magenta
2 1 2 Sugar Destroyed! Peach Meltdown	2 2 2 Sugar Destroyed! Cold Sweat	2 3 2 Sugar Destroyed! Dizaster
2 1 3 Sugar Destroyed! Public Freakout	2 2 3 Sugar Destroyed! Amygdala Rap Battle	2 3 3 Sugar Destroyed! Verti-mango
2 1 4 Sugar Destroyed! Fried Melon	2 2 4 Sugar Destroyed! Tang-xiety	2 3 4 Sugar Destroyed! Midair Cola Collision
2 1 5 Sugar Destroyed! Bloodstream Bassdrop	2 2 5 Sugar Destroyed! Raspberry Crash	2 3 5 Sugar Destroyed! Noise Complaint
2 1 6 Sugar Destroyed! Nauzea	2 2 6 Sugar Destroyed! (K)ortisol	2 3 6 Sugar Destroyed! Peeled Banana

In response to complaints of how unhealthy their drinks are, Wilkie's Labs released the Sugar Destroyed! line. These drinks did not address any of the issues with "excessive stimulant levels", but now they're low in calories!

Remixed

2 4 1 Adrena-Lime	2 5 1 White Knuckle Punch	2 6 1 Cyan
2 4 2 Nectarine Breakdown	2 5 2 Dry Mouth	2 6 2 Destruktion
2 4 3 Private Freakout	2 5 3 Cerebellium Dance Battle	2 6 3 Turnsick Starfruit
2 4 4 Molten Rock Melon	2 5 4 Nerv-zest	2 6 4 Supermassive Cola Collapse
2 4 5 Bloodstream Buildup	2 5 5 Boysenberry Backslide	2 6 5 TO ELEVEN
2 4 6 Sickness	2 5 6 (No)re(p)inephrin(e)	2 6 6 Planted Plantain

A line based on the Classic drinks, each with a unique flavor twist. Some find their similar names and designs confusing, but fizzheads keep an eager eye out like bird watchers identifying similar species

Moral Panic (311 - 366)

The two fonts of hysteria in Wilkie's energy drink history, at least for the everyday suburbia unaware of its illegal flavors. The xTreme line caused mass confusion for consumers, trying desperately to remember the name of their new favorite flavor. The edgy Late Night line however, aiming at the young adult demographic, caused public outcry from the few remaining parents who believe PANIC Energy® to be a family-friendly brand.

xTreme

311xPlode	321xIt	331xUrbia
312xSanguinate	322xCavate	332xHilarate
313xCorsism	323xQuisite	333xUde
314xPression	324xCrete	334xTerminate
315xTemporal	325xUmbrella	335xPlicit
316xAlt	326xErt	336xTra

Said to celebrate Wilkie's favorite letter (after W, Y, I, and V), the xTreme line was the ultimate test of marketing - having too many products with similar names.

Late Night

341Le Monstress	351Tax Evasion	361X Rated
3420% Alcohol	352Front Lawn Burnout	362Legal Drinking Age
343Public Makeout	353Nazty	363Giddy Guava
344Flipped Bird	354Tang-tied	364R4ger
345Unsupervised Ube	355Strawberry Smash	365Passionatefruit
346Wyld Nite	356O(x)yt(o)cin	366Forehead Tattoo

Their infamous ads are still uncomfortably popular with weird younger siblings throughout the multiverse.

Condimentz (411 - 466)

The result of a bet gone wrong behind closed doors, the Condimentz line was marketed to people who want to go “right to the Sauce of Flavor”. It is rumored one of the tastemakers at Wilkie’s Lab purposely made “Worcestershire” especially tasty, in cruelty to all those unable to say its name.

411Ketchup	421Wild Mild	431Cajun 574
412BBQ	422Occult Medium	432Flying Soy Saucer
413Mayonnaize	423Hot Shot	433Berry Splatter
414Chili Pepper	424Yello 574	434Raspberry Traffic Jam
415Ranch Sunset	425Dijon 574	435Raspberry Jellyshot
416Mango Compote-sition	426HOT 574	436Italian re:Dressing

Mu574rd? MU574RD!? Don't be silly!

441Million Island	451Tahini Tuesday	461Open Pesto
44223 Stabs	452Wasabi Wednesday	462Worcestershire
443French Friday	453Teriyaki Thursday	463Gochujang
444Salsa Saturday	454Tar²	464Chutney
445Sriracha Sunday	455Ai-ollie	465Chimichurri
446Miso Monday	456(Fish)<	466Grave Gravy

Do not throw cans at clowns

Stand Alone (5 1 1 - 5 6 6)

Every so often, Wilkie’s Labs reveals a new stand-alone flavor not part of a particular line. While some are unveiled at the yearly WilkieCon, others are stealth-dropped into stores. Regardless of how they entered the market, these flavors aren’t always at your standard vending machine. Here’s hoping your local fastfood manager loves your favorite enough to stock it.

511 Moroccan Orange	521 Mint	531 ???
512 Escher	522 Cookies ‘n’ Cream	532 Liquid Death
513 Boss Battle	523 Soappod	533 owo
514 Cotton Candy	524 First Kiss	534 Red Alert
515 mYlk	525 PBnJ	535 Anime Sword Battle
516 :3	526 Roller Derby	536 WWW
541 Durian Dropout	551 ˘_(_)/˘	561 Hyp3rl1nk
542 Gender	552 AAAAAAAAAA	562 Probably Not Peach
543 Allergy-Free Peanot	553 Glitter	563 Saskatoon Slam
544 x0xPanic4Lyfex0x	554 Double Dare	564 They Said We Couldn’t Have a Name This Long But Screw That
545 Coffee	555 5	565 Green Raspberry
546 ZyGOAT	556 Tax Free	566 Chai?

Some fizzheads debate whether certain flavors form a secret Internet line, disjointed through multiple releases. Fittingly, numerous long threads on forums argue over which flavors are part of it.

Ur Parentz, Sinnerz, and Zoints (6 1 1 - 6 6 6)

Also known as “The Good, the Bad, and the Boring”, these three individual lines of 12 Drinks were all released at the same time. Sinnerz was branded as some of the most intense flavors, Zaints among the most harmonious, and Ur Parentz the most run-of-the-mill.

Ur Parentz	Zoints	SINNERZ
611 Safety	621 Humility	631 Pride
612 Model Student	622 Pear Patience	632 WRATH
613 Weekend Homework	623 Cherry Chastity	633 Chocolate Lust
614 Curfew Cola	624 Chari-Tea	634 Gr\$\$d
615 White Bread	625 Temperance	635 Gluttony
616 Bev-Average	626 d1ldz(ə)ns	636 sloth
641 Orange Traffic Cone	651 Clementine Kindness	661 Lemon Envy
642 So-and-Soda	652 Faith in Fizz	662 Pop Idol-atry
643 Vanilla Chatter	653 Flan-quil Silence	663 Spicy Gossip
644 9-2-5	654 42	664 666
645 Home	655 heaven	665 HELL
646 😊	656 😊	666 🍷

ILLEGAL PANIC

WARNING - CONTAINS BIO-ENGINEERED DRINK INGREDIENTS

Beyond all other flavors of PANIC Energy®, there exists some that go beyond the others in terms of scarcity. Some are banned from stores due to health risks. Some are experimental R&D creations that got whisked into the wider market. Some are banned from whole worlds for the destruction they can unleash. Alert the SFDC of these transactions at your risk - they’re especially keen to bring all of these down permanently.

Welcome to Illegal Panic.

Want a random Illegal Panic?
Roll 2d6 and refer to the brackets!

SLUG (1-123)

An uncomfortably thick, slimy drink that tastes like bananas. Squeeze through narrow gaps for a moderate length of time, leaving your gear behind. Do not drink with salty foods.

Banned For: Nudist bank heists.

Graymarket Price: 1 Panic Point per can

LIFTING FIZZ LEMONADE (2-123)

A sweet lemonade with extremely concentrated fizz. Float upwards for a short while. Control altitude through burping. Push yourself to move around. Beware of fan blades.

Banned For: In-flight accidents and copyright infringement.

Graymarket Price: 1 Panic Point per can

GLOW FLOW LINE (1-456)

The PANIC Energy® choice of cybergoths everywhere. This line of PANIC Energy® (Nightclub, Bowling Alley, Arcade, Sea Angel, Jellyfish, Firefly) allows your skin to glow a bright color. Lasts between minutes and hours. Roll to fascinate others while glowing.

Banned For: Excessive angel/alien/ghost impersonations

Graymarket Price: 1 Panic Point for a 4 pack

XENOMORPH (2-456)

A weird black egg-shaped can that sprays into the nearest open mouth when opened. Turn into a legally distinct Xenoform for a short time. Acidic blood, crawl on walls, go through vents. Nope a single slam for free while in this form. Inspire fear in both your enemies and allies. Roll to keep your sense of self while transformed.

Banned For: Complaints from ventilation shaft companies

Graymarket Price: 2 Panic Points per can

INFUSED (3-123)

There were rumors of slugblasters with sudden physical changes. Metallic skin, or candy hair, or slitted eyes. It wasn’t long until people found the source - the Cult of Panysus, whose rituals caused PANIC Energy® cans to absorb some of a world’s essence.

Drinking one of these cans grants the drinker harmless, permanent physical changes based on the world energy contained within. Medicine, items, and other effects treat your flesh normally regardless of how you look. Your family, school, and crush might not.

Banned For: Product meddling

Graymarket Price: 1 Panic Point per can

PEACE~ ENERGY (3-456)

Malicious compliance made manifest. Loud voices called for a drink that didn’t riddle you with anxiety. So they filled it with chemicals to make you “extra sluggish” instead - a distinctive flavor that alerts anyone to what they’re drinking unless they skull the whole can. When you wanna be too sleepy to worry, drink Peace~ Energy. Don’t Think, Zonk.

Roll to stay awake. Recover one Attitude and be more easy-going no matter what for a short while. You’re not yourself when tired.

Banned For: Teens drinking just before class

Graymarket Price: 2 Panic Points for a 4 pack.

Possible drink names:
Hibiscus, Camomeow, Gnarly Gnaptime, Soft Pillow, Whale Calls, White Noise

Possible Infused effects:

Null	Everyday human features (<i>natural hair color, freckles, maybe a tan, etc.</i>), or remove a previous Infused effect.
Vastiche	Insectoid features (<i>antenna, compound eyes, wasp “tail”, etc.</i>) or pastel skin that feels like soft sand.
Thennis Spar	Material-like features (<i>Soft metallic skin, cloth-like hair, button eyes, etc</i>)
The Golden Jungle	Old-school mech or plant-like features (<i>vine hair, flowers, clunky robot arm, V-shaped metal horns, etc.</i>)
Desnine	Aquatic features (<i>bioluminescent spots, jellyfish-like flesh, fin-ears, flowing hair, etc.</i>)
Prismata	Air or light-based features (<i>kaleidoscope eyes, constant dramatic wind, shifting cloud-pattern, glittery skin, etc.</i>). Also possibly a third eye.
Operaeblum	Cyberpunk features (<i>robotic eyes, latex skin, circuitry patterns, hologram expressions, etc.</i>)
Calorium	Fiery or draconic features (<i>harmless flaming hair, obsidian patches, scales, horns, etc.</i>)
The Waking Pits	Demonic, undead, or ghostly features (<i>demonic horns and tail, slightly transparent, fangs, zombie flesh, etc.</i>)
Popularia	Photoshopped features (<i>bright colored skin, luscious hair, perfect complexion, three inches taller, etc.</i>)
Empyrean	Angelic or animal features (<i>Halo, wings of light, ears and tail, antlers, etc.</i>)
Quahalia	Abstract features (<i>completely asymmetrical, doppler effect, constantly shifting, invisible neck, etc.</i>)
Nutripyr	Processed or natural mineral features (<i>stained glass eyes, layered rock skin, opal keratin, golem body, etc.</i>)
The Fizzing Gardens	Cartoony, anime-esque, or candy-like features (<i>symbol-shaped pupils, rubberhose, gummy flesh, living gingerbread person, etc.</i>).

HYPERPANIC ENERGY (4-12)

Sleep, who needs sleep? These increased “Rush Chemical” versions of standard Panic promise to keep you awake all night and day. And they do, maybe a little too well. Require no sleep for the following day and cure one slam related to exhaustion, but mark 1 trouble. This can’t be good for you.

Banned For: Being employee-only - how did you get it?

Graymarket Price: 1 Panic Point for a 4 pack

TO THE LAX! (4-56)

How do you solve the latest, super popular Xtreme Pizza also causing Xtreme Cheese Constipation? Create a great-tasting Xtreme laxative PANIC Energy® drink to cancel it out. Foresight was not high when making the next great prank tool. Roll to avoid the negative effects.

Banned For: Excessive popularity

Graymarket Price: 1 Panic Point per can

X-OVER LINE (5-34)

The bridge between the confectionary and beverage arms of Wilkie's consumable empire. This teeth-tingling mix of extreme sugar and anxiety-inducing chemicals sends you into overtime. Complete a task faster with less focus. Add one kick to your next roll.

Banned For: Excessive sugar levels

Graymarket Price: 1 Panic Point per can

Possible drink names:
Dot 'n' Dots, Jimmy Juice, Hundreds and Millions, Gummy Ally, Belated Sugar Crash, Wonky, Ring Soda, Chalk Heartbeat, Marshmarrow, Donut, Ally Bean, Pop Punk Rocks

CARDIAC ARREST WARRANT (4-34)

Xtreme flavor, Xtreme energy, Xtremely banned in every dimension. Gain infinite, use-at-will Attitude and run as fast as a hoverboard for a short while. Nope one slam without marking trouble and jump over small buildings while it lasts. Mark one doom.

Banned For: God complexes and potential organ failure

Graymarket Price: 3 Panic Points per can

<3 (5-12)

Despite the hopes of creeps everywhere, PANIC Energy® has not succeeded in provoking an instant romantic interest in the drinker (yet). It did succeed in making a drink that makes someone love everything for a short while, however. Food, drink, people. The consequences were horrific.

Banned For: Causing Drew to smile for several hours. Some things aren’t natural.

Graymarket Price: 2 Panic Points per can

FRIENDSHIP (5-56)

Regain all hype. For a short while, take a slam for another by spending 1 trouble (or for free, if you could already do so). Together, you can do the impossible.

Banned For: Usage in Competitions

Graymarket Price: 3 Panic Points per can.

PANDEMONIUM ENERGY (6-12)

No one’s sure exactly where it came from. The idea entered several of the tastemaker’s heads years ago. Pure chaos. Potential made drinkable. Using meta-chems not safe to touch, let alone drink, math itself was made liquid. It tastes indescribable, spreading from your tongue to your atoms. Feel the rhythm of the universe. See its uncaring gaze focus on you for a moment. Anything could happen.

Was this a good idea?

When drunk or poured on something, roll on the following table to find out its effect.

Banned For: R&D’s Frankenstein moment escaped the labs. We tried to contain it.

Graymarket Price: 1 Panic Point per Can. It’s like it wants you to roll the dice.

	1	2	3	4	5	6
1	Oh Gain 1 doom and 1 super slam (<i>super existential dread, super warped, super mistake, etc.</i>). The universe ate you alive.	Anger The Can Summons The Can. You are its target.	Peelback Energy Roll to avoid being shunted through the multiverse.	Bone Hurting Flavor Immediately gain the Bone Hurting slam. Objects instead become fragile.	Negafriction Flavor You suddenly become uncontrollably slippery and slide-y. Fades once you move far enough.	Mathpanther Approved Turn into a Mathpanther for a short while.
2	Disaster Energy Immediately roll on the Disaster table.	Double Dose Roll twice. Gain both effects.	Substandard Panic It’s a flat PANIC Energy®. Roll on the standard table to see what flavor.	Gunked & Punked Be suddenly splattered in slime as sourceless laughter mocks you.	Con-infection-ary For a time, your flesh is candy. You recover any missing pieces after. Eaten pieces of you spread the effect	PANIC Energizer. Regain 2 Turbo. Any device you hold or is placed on you is fully powered for a short time.
3	Something Feels Different Something important to you changed. What was it?	Feel The Bite The GM gains 2 bite, either now or on your next run.	Liquid Style Gain 1 style and a sudden new outfit. What does it look like?	Cool Healys Recover 1 slam and become cold to the touch for one hour.	Zero Gravocado Gravity has no hold on you and anything you touch, up to twice your height. Lasts an hour.	Worldwide Panic Gain an Infused effect of any world.
4	Refill+ Gain 2 more Pandemonium Energy cans.	Fully Cereal Gain a box of Deliri-Os™	Limited Edition A rare can design of a standard PANIC Energy® appears next to you. It’s worth 1 Panic Point.	Ally-bi You receive a mysterious text from Ally Gator claiming they “got your back”. Remove 2 trouble.	Invisible Bet An invisible board lands on your foot. Gain +1 style when tricking with it. Roll to find it in a hurry - it’s easy to lose.	One Hundred Cans You can move at hyperspeed for a short time. Everything else moves slowly to you.
5	Redesign Your Signature Your signature loses one mod and gains a different one.	Illegal Substitute Roll 2d6 and refer to the matching Illegal Panic. Gain its effects.	Highfive! Highfive! Highfive! Gain a third arm for a while.	Respect Energy A faction somewhere has new respect for you. Gain +1 with them. Who is it, and why?	Knowledge is Panic Become aware of a one-way portal between two worlds of your choice.	Favored by Flavor Gain 3 style, replenish all Attitude, and remove all slams. The universe likes you, for now.
6	PAAAAANIC-Man! PANIC-Man suddenly appears and aids you in some way, before leaving in a rush.	Portal Energy Creates a one-way portal to a random neighboring world. Roll to avoid being sucked in.	The Garden Portal Create a one-way portal to the Fizzing Gardens next to you, no matter the world.	Mod-ern Solutions Your board gains a mod. If it has all mods, gain one from a different signature.	Aster Energy A lucky star fulfils someone’s wish. What is it? Mend 1 fracture or remove 1 doom from anyone.	Don’t Think, Be Gain 1 legacy. Change one aspect of yourself. What do you choose?

LIMITED SPRINT (6 - 3 4)

The SFDC hunts as much Wilkie’s product as it can without breaking any agreements. Limited distribution can designs or flavors, special flavors only sold at WilkieCon or Infinite Pizza, cans signed by Mr. Wilkie without corporate approval, promotion pieces - anything which can’t be resold is stamped by the iron fist of bureaucratic loopholes into Illegal Panic.

Banned For: “Not for resale” print on the can

Graymarket Price: 1 Panic Point for a 4 pack

(You’ll be surprised how often you find a pack at the end of a run)



STATIC! (6 - 5 6)

A group of banned PANIC Energy®, linked only by being the staples of Matte Static. The club favors drinks that get people in a good mood, regardless of Wilkie’s regrets or recalls. Questionable health risks? Life’s short. Accidental fermentation? That’s a sale feature. Adult drinks they’ve abandoned? They have a new home now. These drinks taste awesome, and unless you’re 18 there’s no way you’re getting one.

Banned For: Not safe for teens, even by Wilkie’s standards

Graymarket Price: 2 Panic Points per can - You’re not the only teen eager to ignore the rules.

Limited Sprint Examples	1 / 2 / 3	4 / 5 / 6
1	xClusive Holiday Special	Misprinted
2	ALLY!	Promotional “Backed Crew xClusive!”
3	WilkieCon xClusive Design (Cat Attack, WARPED, Retrofuturism, Dragon, Steampunk, Primal)	WilkieCon xClusive Flavor (Popcorn, Joy Overflow, Volcano, Imperial Metric, Thunda Tundra, Boop)
4	Wift Wabbit	XLL Cans
5	Infinite Pizza exclusive (Garlic Bread, BBQ Wings, Cheese Extreme, Pineapple Punch, Midnight Olive, Left Beef)	Past and Future (Old-Timey, Soda Shop, Stone Age, Chrome, Future Dystopia, Y2K)
6	Canottles (cans shaped like bottles)	Signed by Mr. Wilkie himself

Static! Examples	1 / 2	3 / 4	5 / 6
1	Viking	[blank]	Orange Raspberry
2	Jungle Gym	Bruised Tailbone	Desert Rainfall
3	Disco	Trouble	Waterslide
4	Pretty	Wingdings	YELL
5	Yello Jello	Honey Buzz	Carpe Denim
6	8357	Plonk	Turbofire Wreckage

WILKIE’S WONDERS

Wilkie’s produces more than just PANIC Energy®. Though mainly a confectionary brand, it also produces its own toys, branded slugblasting gear, and a totally-not-alarming amount of advanced robotics. And for the right amount of Panic Points, all that can be yours!

PANIC BLASTER

A device that turns PANIC Energy® into bright, wet blasts of color. Roll to blind, drench or distract within a moderate distance. Loaded with three shots, refilled during your next Can-do Attitude beat. Expend an Illegal Panic instead of a shot and roll to affect everyone in a small area with it instead.
(Costs 2 Panic Points)

EDIBLE BUNGEE

A rope-length roll of somehow certified bungee cord, made of high-elasticity gummy. Completely edible and tasty. Maybe don’t leave it outside if you plan to eat it.
(Costs 1 Panic Point)

WILKIE’S GRAVITY DECALS

Following the success of the initial zero-g rave, a second, even bigger one was of course organized. These palm-sized adhesive decals with graviton-rich adhesive ignore 500 lbs of weight from whatever it’s placed on. Pack of 3.
(Costs 1 Panic Point)

METAL SNAINIC

Some Slugblasters try to train Snainics to leave useful trails. Wilkie’s saw the market to make a mechanical one instead. Wind it up and let it go to spread a long line of pseudo-negafriction fluid you can ride up walls and ceilings. Refills during your next Can-do Attitude beat - it’s fuelled by sugar just like the real thing!
(Costs 2 Panic Points)

BANG ROCKS

This explosively popping candy creates loud sounds of destruction and harmless smoke when held in an open mouth. Prank someone into thinking something’s broken. Draw all eyes to you.
(Costs 1 Panic Point)

EXTRA METAL DELIRI-O’S™

Your favorite Wilkie’s cereal, now with enhanced iron! So much iron it can cause hoverboards to spin out when riding over it. Shame if that happened to a rival crew just before their big trick.
(Costs 1 Panic Point)

SIGNATURES

SUPER FORTIFIED DIRECT CONTROL ARMOR

Unfortunately, the SFDC have some of the coolest knightly armor around. Good thing slugblasters figured out how to make their own versions well before you. Now you can grind rails in full plate like you've always wanted, without giving up junk food.

FUNCTION

Nope physical blows for only 1 trouble. Also telekinetically snaps onto or off your body when you will it, up to your reach.

stickerbombed, rusty, steampunk, 3d printed, polished, actually SFDC armor...

MODS

- **“Marshmallow Toaster” (1 Gem, 1 Coil).** Flick your wrist to unsheathe a melee laser weapon. Roll to slice or burn things (or non-lethally pommel smack). Inadvisable underwater.
- **Diploseer Sight (2 Lenses).** Gain nightvision. Mark 1 Turbo to temporarily gain psychic senses. Gain 1 slam (nosebleed, overstimmed, psychic backlash, etc.) to extend the Sight's distance or duration.
- **Crew Banner (2 Discs).** A woven coat of arms of your crew. Mark 1 turbo to refill 1 hype. When a crew member is in trouble, you know which direction and/or which World they are in.
- **Animated Armor (1 Disc, 1 Gem).** Mentally command your armor within a moderate distance. Floating gauntlets hold your drink. Pretend to be in your empty armor. Roll to encase someone in your armor, leaving yourself exposed.
- **Call to Arms (2 Discs, 1 Gem, 1 Coil).** Mark 1 turbo to warp to a crew member, or warp a crew member to you - even across Worlds.

PANIC! PORTABLE SODA EXSTREAM

A real-life version of PANIC-Man's own gear! A portable soda fountain backpack, twin nozzles on your wrists, spraying endless PANIC Energy®. Whether to shoot cup-refilling trickshots, fight evil-doers as a masked vigilante, or drench your older sibling's newest outfit by accident, choose PANIC Energy®!

FUNCTION

Roll to push things back, cover things in sticky liquid, or damage electronics. Also, unending amounts of any standard PANIC Energy® flavor!

mint condition, well-used, bootleg, Wilkie's decal'd, hand-me-down...

MODS

- **Pour-table Merch (1 Gem, 1 Disc).** Mark Turbo to pour out short-lasting, Wilkie's-branded Gear (Slugblaster pages 68-70) or Wilkie's Wonders. Each Turbo marked counts as one component or Panic Point used to create it.
- **Don't Think, PANIC! (1 Coil, 1 Gem).** Pour concentrated PANIC Energy® in someone's mouth to remove a slam. Mark 1 Turbo or they become Super Drained later.
- **Super Syrup (2 Coils).** Spray sticky syrup-webbing like PANIC-Man. Roll to entangle things, swing, or create nets. Web dissolves in water.
- **PANIC in the Air (1 Coil, 1 Disc).** Spray PANIC Energy®-scented air to cover up odors. Create breathable but unpleasant air pockets. Roll to repel creatures that can smell.
- **Together Through Panic (1 Gem, 2 Lenses, 1 Disc).** Pour the essence of the person wearing it. Share memories in liquid form. Mark Turbo to evoke exactly what you mean and feel when words fail. Break this mod permanently to repair a fracture.

PANIC ENERGY PAINT FLAVOR

Officially “WILDrecker Unlimited Spray®”, this rare and regretted collaboration of Wilkie's and Hardecker only took one Ally Gator viral post to be renamed by teens everywhere. Using the same technology as the PANIC Energy® Fuel-Line, this bottomless spray paint can is

FUNCTION

Spray an endless stream of any color paint. Roll to blind cameras and creatures. (Hardecker's patented “eye safe spray paint” doesn't mean it's “pain free”)

mint condition, well-used, bootleg, Wilkie's decal'd, hand-me-down...

MODS

- **Someone Had To (1 Coil, 1 Disc).** Spray edible food instead of paint. Cheese, cookie dough, icecream, mystery meat. Create trails of bait. Roll to create salt rings out of high sodium foodstuffs.
- **Kramshon Paint (1 Gem, 1 Disc).** Roll to temporarily change the writing, color or image of something instead of just spraying over it. Requires kick for extra complex details (books, homework, contracts, etc.) or to add a time-delay.
- **Vanish Spray (1 Lens, 1 Coil).** Clean muck, grime, odors, paint. Mark 1 Turbo to make the area you spray temporarily invisible instead - careful on walls, it's not one-way.
- **Super Pressurized (1 Coil).** Spray from a longer distance, or spray pure air. Roll to push things away from you, boost a jump, or increase your speed.
- **Black 42.0 (2 Discs, 1 Gem, 1 Coil).** Mark 1 turbo to paint an extradimensional area of pure black. Create a sudden hole, hidden stash, or with kick a hidden room. Needs weekly maintenance. Removed with nail polish remover or PANIC Energy® (maybe your parents were right about how unhealthy it is).

OCCULT STAFF

Many make the mistake of seeing it as trash - a stick, decorated with ribbons and charms, topped with a PANIC Energy® can. But to you, it's a powerful occult object. Feel the ominous energy flow through you. Thinkers would call it a modern thyrsus.

But you Don't Think. You Panic.

FUNCTION

Roll to inspire emotion in one or all nearby living beings for a moment (fear, joy, anger, etc.). You don't control how they act when they feel this way.

magical girl wand, staff of literal trash, wrapped in black tentacles, tonnes of jingling can tabs...

MODS

- **Don't Think At All (1 Lens, 1 Gem).** Inspire euphoria, calm, or frenzy. Roll to decrease, increase or redirect aggression - may take multiple rolls.
- **Deus Ex Machina (2 Discs).** Even machines aren't immune to your abilities. Roll to speed up your hoverboard with joy, or a computer to give up its password through fear. More secure devices may require kick or multiple rolls.
- **Eldritch Empowerment (1 Gem, 1 Coil).** Mark 1 turbo to boost your muscles for a short while or your raygun for a single shot. Jump unnaturally far, fight a robot barehanded, fire a superwide or high penetration beam.
- **Lose Yourself (2 Lenses).** Freely transform into costumed second identity (magical girl, superhero, party clothes, etc.) People don't recognise you unless you telling them, or they see you transform or peelback - no matter how similar you look.
- **Ascension (2 Gems, 1 Lens, 1 Disc).** For a brief moment, you don't channel a Soliton's power - you become one. Change one thing permanently. Gain +1 legacy. Careful what you wish for.

GEAR

Between the Cult of Panysus and the SFDA (and those avoiding them), occult and psionic gear is only the right market away.

MASK OF PANYSUS

A replica (or actual) Cult of Panysus mask, infused with eldritch energy over strange rites and stranger parties. Its odd powers hide your identity more than a normal mask would, even concealing your thoughts. Ignore the feeling that the devil on your shoulder seems a bit louder with it on.

(Costs 1 gem, 1 lens.)

MYSTENT

A portable base of graymarket operations. Comfortably fits two crews despite looking like it could barely fit two people. When zipped closed, impervious to all attempts (even psychically) to peer or listen in from the outside - unless damaged.

(Costs 3 discs)

SOLARWEAVE TUNIC

A bright-colored tunic patterned with sleek circuitry. Recharge your phone while in the sun. Once per run when taking an energy or light-related slam, regain 1 Turbo (even when you nope it).

(Costs 1 coil, 1 lens)

ANTI-SEER SEALS

When correctly placed, one seal temporarily hides a room-sized area from psychic sight. Useful for quick sales of Illegal Panic, undetected by the SFDC. Place daily for a week to make it permanent. Pack of 2.

(Costs 1 disc)

NUTRIPYRIAN PSI-AID

A psychocrystalline weave placed over the foregem of a Nutripyrian, to help those with weakened or nonexistent psionics. But with a handy gem, you can use it too! Short range mentally lift something you could with one hand. Roll to do anything requiring decent dexterity.

(Costs 1 gem, 1 coil)

TOME OF TERROR

An occult manual on several kinds of eldritch rituals. Decrypt strange symbols. Nope spiritual or occult slams for only 1 trouble - you know what you're dealing with.

(Costs 1 disc, 1 lens)

WORLDS



THE FIZZING GARDENS

Flowing rivers of PANIC Energy® reflect a wavy vaporwave sky. Gummy gators do sick tricks across limestone architecture and marble statues of Mr. Wilkie. Necklace candy palm trees grow jawbreakers like coconuts as peacocks rap battle under them.

A world where strange PANIC Energy® flows in large aqueducts and underground pipes, spreading it throughout endlessly tiered gardens. Colorful plants of both chlorophyll and candy grow wild and large off the fizzy stimulants. Hard candy pillars lead to ruined temples deifying Mr. Wilkie or Panysus. Some say this is Panysus's divine realm. Others their Cult's ultimate work - a world transformed. Wilkie's lawyers simply insist the world is not legally affiliated with them, and any food or drink consumed on the world is at consumer's risk.

Regardless of its origins, The Fizzing Gardens are unstable. They change and shift. PANIC Energy® can geyser from anywhere. Aqueducts twist in impossible ways. Mysteriously, though, portals remain areas of stability - like the place wants you to come and go as you please. Party to your limits. Keep coming back, loading up on candy from its gardens. Who cares if it's not technically foodsafe - certainly not the teens having exclusive parties here.

Don't you want to be cool? Just breathe deep, and Panic.

HAZ
1

PANIC IN THE AIR

Even the air is thick with eXtreme stimulants and sugar, making you dizzy but excitable. You feel like you can take on the world. Maybe you become a bit riskier, more prone to instinct over thought. A breath mask avoids this, but did you really come all this way to not feel the rush?

FEATURED LOCATIONS

- **The Eldritch Factory.** A giant limestone and marble PANIC Energy® factory/temple, producing endless streams of the drink despite no clear source of ingredients. Ghostly prayers occasionally echo through the building. Awesome, dangerous stone machinery begs to be grinded across.
- **Endless Terraces.** The namesake gardens, layered up and down in tiers of hills and valleys beyond sight. They grow both strange, mutated flora and unusual confectionery shaped like plants. Gummy vines with real vines. Odd fruits you'll have to bite to find out their flavor. Literal chocolate bark. Not all of it is safe, some of it is carnivorous, but only one way to find out.
- **The Aqueducts.** The lifeblood of The Fizzing Gardens. Whether they run 30 feet off the ground, are constructed ditches in the dirt, or lie concealed underground, the web of stone feeds the Terraces with a strange flavor of PANIC Energy® instead of water. Every so often you can find a dry section - perfect for races, tricks, or dangerous parties. Just remember they don't stay dry for long.

PROBLEMS

- stimulant rush
- empty aqueduct suddenly surges with PANIC Energy®
- gummy gator tries to style or snack on you
- The Gardeners challenge you to a race (lose and you owe them a delivery run)
- so much candy, so little backpack room
- flock of Party Peacocks
- pillar domino effect
- party you weren't invited to
- lone Panic Peacock
- legendary sugar crash
- that weird fruit isn't sitting right
- the urge to come back, long after you leave

CHECKPOINTS

- PANIC Energy® Geyser
- crew grabbing as much candy as they can carry
- giant, toppled marble statue of Mr. Wilkie
- abandoned party site
- thick gummy vines
- gummy gators praying in an Ally Gator temple
- wide aqueduct of rushing PANIC® Energy
- ancient temple ruins
- teen sleeping off a sugar coma
- dry aqueduct perfect for tricking in
- giant, tempting leap to the terrance layer below
- strange plant expelling mists of a very sweet smell

NUTRIPYR

Ancient pyramid-topped spires with solarpunk technology. SFDC heraldic banners on heavily armored knights. Masses attending sermons in stained glass chapels. Green strips like veins containing the most sustainably grown food in the multiverse.

Once Nutripyr had many squabbles between different branches of its holy Safe Food and Drink Code, and rival noble houses vying each other for power, but all that fell aside in horror of the multiverse. Junk food. Soft drinks. And worst of all, Wilkie's products. Faced with a threat to their Code beyond all others, peace treaties were quickly formed. Though some old battles happen in the shadows, Nutripyr has mostly done what few worlds manage - united against a common foe.

Nutripyr stands as a giant pyramid-shaped mound with hundreds of pyramid-topped spires and many strips of green plantlife running between them. Solarpanel fabric is woven into heraldic banners. Ancient stone mixes seamlessly with holographic displays and climbing vines. Sustainably grown psychoactive crystals are grown in the caverns beneath, and food technology means the healthiest - but not tastiest - food is plentiful. In many ways, it is the perfect health retreat, a place to grow both mind and body.

How boring. No wonder it's full of food cops. At least its spires make fun 'board routes.

CIV

RESIDENTS

Thick woolen hair, skin colors of banded stone or layered earth, eyes and forehead gem like stained glass. Colorful solarweave tunics charge their phones while they walk between spires. Teens parkour between vine, moss, and rail to make it before mass. As long as you show some respect to the Code, life is peaceful if always ordered.

Most Nutripyrians have natural psychic talents, and many of the more skilled are guided into the paths of holy Knights or wise Diploseers. The vast majority eat healthily according to the Code - avoiding both diets for beauty purposes and unhealthy flavorful food. They have endless pity and love for you, destroying your bodies with that junk. Would you like a healthy meal?

FEATURED LOCATIONS

- **The Winding Spires:** Each of the many, many spires represents something on Nutripyr - a noble house, a merchant guild, a store, a school, a chapel, a housing block. All are connected to their neighbors through a mix of nature's vines, climbable moss, cable cars, walkways and transit systems. The tallest, widest three stand as the most dominant sectors' main headquarters - Military, Governance, and, grandest of all, The Code.
- **Cheat Spires:** Frowned upon taverns of gluttony, and the few places slugblasters can get the greasy foods they're used to. Though the Code is not strictly against rare days of questionable food, many view these places invite temptation. More worrying is the amount of black markets contained within, paying slugblasters to smuggle in the worst food of the multiverse.
- **Panic-opticon:** The name given by slugblasters to Nutripyr's heavily guarded underground Vaults of confiscated, dangerous, and unholy items. Though Nutripyr ultimately aims to recycle all of it, its volume of sacrilegious goods far outstrips **what its**

PROBLEMS

- Cheat Spire being raided for blackmarket allegations
- locals insisting on giving you a homecooked meal
- vastly-celebrated holy day
- Binge agents causing a ruckus
- SFDC Knights chasing a group of slugblasters
- ancient spire under risky, prayer-laden repair
- diploseer spots you
- giant solarweave banner falls off a nearby spire
- psionic-in-training focuses too much of their power
- prophecy that you will have an impact on Nutripyr - but not what kind

CHECKPOINTS

- large group of monks deep in prayer
- collapsed spire that's a decent half-pipe
- knaves sparring with training swords
- large, overgrown strip of plantlife
- tram decorated in holy banners about to leave
- two spires connected with hanging vines
- chapel spire mid-sermon
- SFDC Knight on patrol
- psionic cameras rotating towards movement
- another long hallway
- Binge agent trying to open a vault
- a holy purifier roaring to life, converting sinful items into useful compounds

For inside the
Panic-opticon

MONSTERS

PANYSUS

Pronounced PAN-eye-sus

Soliton of freedom, fizz, and madness. God of wild things, wild places, and wild grinds. Bearer of infinite drinkable energy. Some fear them, some replicate them, some make money off merchandise featuring them. A number worship them as the divine being of all Slugblasting. A rarer few take it further.

Some say they were formed when Mr. Wilkie drank his one millionth can of PANIC Energy® while reading mythological figures of a boring world. Others say they are from millenia ago, and are the true power behind Wilkie's empire. No one knows for sure.

As a soliton, Panysus is a figure of immense power and a force of chaos, but their place and role can change dramatically depending on your story. Are they a figure the Crew wishes to meet? A being they are trying to stop? Are they the ideal divine mentor, the good of slugblasting and its freedoms? Its ugly side, dangerous and wild beyond all abandon, to the point of excessive destruction of self and others? Here's hoping they're not just a random mythical figure upstaging your trick and peacing out, at least.

- Summon any Wilkie's beverage or food, in any amount
(*candy crushed, Panic geysered, sugar overload, etc.*)
- Shreds it gnasty
- Can't be contained
- Inspires true adoration, madness or fear
(*awed, spontaneous insanity, true terror, etc.*)
- You feel like you can take on the world
- No impulse control
- *Do It*
- ***Do Whatever You Want***

THE CAN

An enigmatic, logic-warping entity in the shape of a giant can of PANIC Energy®. Some say it hunts those that drink its brethren, the haunted amalgamation of swallowed souls. Some say it's an entity from a PANIC Energy® game that escaped into the real world. Some say it's a marketing ploy gone rogue. Whatever its origins, The Can cannot be truly defeated - only outran.

- Loudly emerges from nowhere, speeding towards you
- Crushes everything in its wake
- Rolls over you (*Bruised, Super Crushed, Comically Flattened, etc.*)
- Bounces in a difficult to predict pattern or impossibly turns (*duked, confused, etc.*)
- Reappears when you think you're safe
- Invincible
- Disappears when it's lost its target

SFDC DIPLOSEER

Seers, informants, bishops, and multiversal diplomats, spreading the word and influence of the SFDC. Unarmed beyond word and sight, uniformed in strange pyramid-shaped hats that conceal their upper face. They are devoted in their cause, and creepy in how much they know.

- Divines for unhealthy food and drink
- Can see you even with their eye-covering hat ..and being the next room over
- How did they hear you whisper that?
- Points out a flaw in your argument (*shock, doubt, anger, etc.*)
- Knows everyone's public social media presence
- Tells your parents or guardians what you've been doing (*shamed, grounded, guilty, etc.*)
- Rallies locals to ban Wilkie's products
- Summon knights to defend them

SNAINIC

Super fast, foot-sized snailoids with a PANIC Energy® can shell. Some try to train these prismatic gastropods to make use of their short lasting negafriktion trails. Others view them as pests who pretend to be abandoned cans, only to eat your sugary supplies when you look away.

- Pretends to be a regular can of PANIC Energy®
- Steals from your candy or drink supply
- Glides at high speed across any surface, including walls and ceiling
- Leaves a trail you can ride against gravity
- Slips you and your hoverboard up on nega-slime (*spun out, bruised, negaslimes, etc.*)
- Deflects an energy attack back at you (*blinded, scorched, blasted, etc.*)
- Spits a blob of cloth-, metal- and plastic-melting acid. (*shirt ruined, damaged signature, broken board, etc.*)

SFDC KNIGHT

a.k.a the Panic Police

The full plate enforcers of the Safe Food and Drinks Code. Hunters of buyers and sellers of Illegal Panic. Vault keepers of dangerous Wilkie's goods. These paladins of healthy eating and drinking are the nightmare of any Wilkie's collector.

- Portals in nearby, sensing an illegal sale
- Gleaming armor that glances off physical blows
- Relentless and untiring
- Takes your illicit Wilkie's products by telekinetic force
- Swings at you with a laser sword's pommel (*bruised, singed, etc.*)
- Charges through a wall.
- Portals out with your goods (*humiliated, devastated, etc.*)

PARTY OCCULTIST

What do you mean not every party has that person in the back dealing soul magic? Deep students of eldritch party magic, eager for another wallflower lamb to guide or use. You're not using all of your blood, right?

- Occult-powered dance moves that lure you in
- Envelops you in concentrated party energy (*frenzied, party fever, hypnotized, etc.*)
- Knows where to get everything your parents warned you about
- Remembers what you did last night, even if you don't (*blackmailed, stolen memory, etc.*)
- Calls eldritch party tendrils (*crushed, grabbed, etc.*)
- Knows all the best places to go - who cares if they don't have permission
- Resurrects dead partiers into undeath - the party never dies.
- Rips a more fun person out of you, leaving a lame husk (*uncool, incomplete, etc.*)

HORNED RAGER

The term “rager” applies both to wild parties and wrath fueled warriors for a reason. Very quick to switch from joy to rage - or often in a frenzy of both. The “enforcers” of The Cult of Panysus are barely that - more often just beings of destruction to be aimed at whatever needs to be removed when not having the parties you dream about.

- Tears metal and ghosts with bare hands
- Insists on joining the awesome party you bragged about online
- Charges with horns (*gored, flattened, pierced, etc.*)
- Always happy to assist a party, or make it “better”.
- Doesn't notice injuries - or more excited at them
- Pulls a PANIC Energy® from the dirt - you want one?
- Gives a terrifying yell that chills you to your soul (*panicking, terrified, GTFO NOW, etc.*)
- Rips and tears your body, mind, and soul (*disemboweled, spiritscarred, split self, etc.*)

AFTERMATH GOLEM

When excessive, unrestrained occult activities (or extreme parties) happen, the leftover energy has to go somewhere. In most cases that ends up being the trash and symbol-marked earth, leading to the creation of Aftermath Golems - humanoid beings who don't want the party to stop. Many slugblasters claim they're so awesome Aftermath Golems calm down around them. Few can back it up.

- Protects its essence core
- Distracted by music
- Knocks you aside with inhuman strength (*bruised, sent flying, broken limb, etc.*)
- Gathers trash to repair itself
- Blasts you with occult party energy (*frenzied, singed, warped, etc.*)
- Absorbs your hoverboard to increase its power and speed
- Steals your style to keep itself alive

PARTY PEACOCK

Calorium has flaming flamingos. The Fizzing Gardens has peacocks in sunglasses and backward caps. These showy birds make great living alarms, giving loud calls of “WASSUP” and “BRO” at any intruders to their territory. People forget these birds aren't native - they've just spread all around the place. Just don't mix them up with the *real* native birds.

- Loudly announces your presence
- Flies awkwardly
- Dazzles you with its tail fan (*mesmerized, distracted, etc.*)
- Insults your mom
- Badly beatboxes at you (*cringe, headache, etc.*)
- Attacks you with pointy leg spurs (*slightly scratched, torn clothes, etc.*)

PANIC PEAFOWL

The true native bird of the Fizzing Garden. Quiet. Capless. No sunglasses. Wild. *Panicked*. Wilkie's Candy Lab's most horrifying concoctions made flesh and feathers. Some think these birds are myth. They're wrong.

- Looks like a Party Peacock from a distance
- Stares into your soul
- Charges with extremely stimulated speed
- Unfurls eldritch tail fan (*soul curdled, faced true fear, earbleed, etc.*)
- Fires beam of random Illegal PANIC Energy at you
- Pecks for PANIC Energy®-induced kidney stones (*punctured, de-livered, etc.*)
- Cuts into your math with raptor talons (*forced peelback, destabilized, something removed, etc.*)

GUMMY GATOR

You think it's delicious. It thinks you're delicious. Both of you can pull off some sick stunts. Ally isn't the only Gator with an attitude around the Fizzing Gardens.

- Made of extremely tasty and surprisingly resilient Wilkie's gummy
- Can float mid-air via internal fizzbladder
- Does an aileron death roll, deflecting attacks
- Chases at hoverboard speed by spinning up a tail turbine
- Styles on you with a sick grind route (*showed up, later gator'd, outcooled by a croc, etc.*)
- Sucks the sick trick ideas out of your head (*uninspired, tricked out, sugarcruised, etc.*)
- Straight up eats you (*swallowed whole, partially digested, etc.*)

FACTIONS

THE GARDENERS [CREW]

A grassroots slugblasting group that makes it their mission to ensure steady stocks of PANIC Energy® reach distant vending machines, rare snacks are safeguarded and distributed properly, and there isn't a Wilkie's product they haven't tried. They believe in enjoying the product, getting the sponsorships, and spreading the joy responsibly. They're willing to fight anyone for every low-stocks bottle, limited edition can, and Wilkie's sponsorship to ensure they're used best for everyone - with the spare going to them, obviously. Less well known as also the watchers of The Fizzing Gardens - always masked there, wary of its too-good utopia.

NPCs. **Viola** (#1 Wilkie's fan, offers you the last can, fierce "treasure" hunter), **Rose** (vampire?, opens cans with sharpened fangs, joyful but dramatic), **Sunny** (least cheerful, master of logistics, knows every ingredient), **Zin** (smiling face, a million words, thembo), **Wolfsbane** (ironic, always in fursuit, mascot energy)

Assets. Nearly every kind of Wilkie's...everything, huge pull from the Mavens, knowledge of secret ways and hidden caches, an in-joke of plant-based aliases, mapped portals to The Fizzing Gardens, and a little too much art of Ally Gator.

Likes. Wilkie's, Mr. Wilkie, Ally Gator, Lazy Bunny, helping everyone try their fav snacks, protecting the reckless from The Fizzing Gardens

Dislikes. The Cult of Panysus, the SFDC, the Wicks, wasteful gluttony, their current theories about The Fizzing Gardens

SITUATION!

Whenever the Cult of Panysus passes through Null, their parties weaken Space-Time itself. Is this just a side effect of their awesome nights of excess, or do they have something planned?

THE CULT OF PANYSUS [AUTHORITY]

Worshippers of the *idea* of Panysus. Half-masked zealots in wild abandon, freely slugblasting wherever they choose. Drinking excessive amounts of their holy elixir - PANIC Energy® - they have wild parties and wilder aftermaths wherever they go. Most groups stay clear of their unstable bad side, as they are always willing to remove any obstacle between them and a good time. Deeply steeped in occult practices, places they've been through can have far more to worry about than just trash and destroyed mailboxes.

NPCs. Horned horror **Bloodfeast** (supernaturally strong, master Panic mixologist, someone you don't want to cross), cheerful undead **Deathdefiler** (died, got better, still partying), well established cultist **Corpseguzzler** (your "straight laced" classmate Julie, seemingly quiet at school, unrecognizable with the mask on).

Assets. The most illegal parties, pull with the Freaks and the Thrashers, occult mastery, ritual grounds on the Waking Pits, "borrowed" supplies from the multiverse, abandoned Wilkie's factories, and invitations to whatever events they want Or Else.

Likes. Wilkie's (when they provide their holy drink), the Wicks and Null Range, extreme parties, hedonism, occult mysteries.

Dislikes. Wilkie's (when they try to stop them), the SFDC, the Gardeners, most Authorities, anyone in the way of their good time

THE SFDC [AUTHORITY]

The Safe Food and Drink Code is a religious order for healthy, well-balanced eating and drinking. Followers of the Code ("Consumoderates", a.k.a. "Those Health Nuts") consider their bodies their temples, to be honored and respected, and give guidance so others can do the same. As such, regular consumption of egregiously unhealthy foods is an affront to their very way of devotion.

NPCs. Pyramid Head **Balarie** (not that one, elected Queen of Nutripyr, wise and powerful). Saint Active **Cula** (Captain of the Guard, fittest person alive, fiercely loyal). Saint Sedant **Ave** (grand prophet, narcoleptic dreams of the future, your age).

Assets. Advanced portal and tracking gear. Cool armor and plasma swords. Legions of psionic knights, monks, and seers. Expansive vaults of confiscated items. Basically all of Nutripyr. A slowly growing influence in the Multiverse.

Likes. Healthy living, following The Code, religious devoutness.

Dislikes. Junk food, excessively sugary drinks, Wilkie's, Panysus and their cult, Codebreakers

THE BINGE [SPONSOR]

While many of Nutripyr reacted with outright disgust to the multiverse's food, for some it was a calling. A movement was formed. Some aimed to spread the most unhealthy delicacies they could get their hands on. Others simply wanted to take control of Nutripyr from the SFDC. Though the Binge is well-known, funding eating competitions and fast food chains on multiple worlds, tracking down its actual members is difficult - either well protected on foreign worlds, or nameless figures sponsoring slugblasters from the shadows.

NPCs. Hugely successful artist **DJ Greeze** (Always helmeted, fried food freak, too successful to touch). The mysterious client **Raider** (weirdly wealthy, untraceable, encourages destruction). Just another SFDC Knight **Lomo** (SFDC traitor, feeds information, Cheat House lover).

Assets. The best greasechefs in the multiverse, knowledge of guard routines in the Panic-opticon, seers trained to forewarn of the SFDC approaching, many escape routes, anti-tracking devices, and enough money to make you question your morals.

Likes. Unhealthy food. The multiverse. Crews that can be bought or easily aligned to their goals.

Dislikes. The SFDC and its grip on Nutripyr. People obsessed with "real identities".

AN UNEASY AGREEMENT

The SFDC's most hated enemy is Wilkie's, viewing their "snacks and beverages" as heresy and an affront to all that's good. They currently exist under an unusual agreement however - they will not target Wilkie's regular stores and products directly, in exchange for being given full power to track down the most dangerous ("illegal") of their products and improper sellers. Though many knights of the SFDC dislike this, eliminating the worst that Wilkie's produces without the brand's interference is viewed as worthwhile. At least until their diploseers can convince the Multiverse to ban Wilkie's entirely.

DOWNTIME BEATS!

Can-do Attitude (1 style). Taste testing for Wilkie's Candy Labs®. Helping the Gardeners. Partying with the Cult of Panysus. Coupon entries. Each is a way to build your way into the sweet, sweet taste of Illegal Panic.

Do any/all of the following:

- Buy any Wilkie's Product (Illegal Panic, etc.) you have Panic Points (or, riskier, Components) for.
- Trade Illegal Panic to gain its equivalent Panic Points.
- Roll 1d6. 1-4, gain 1 Panic Point. 5-6, gain 2 instead.
- Dance with danger - roll on the Disaster table in an effort to get more style. You can only do this once per downtime.

Wilkie's Wonderwork (1 style). Do odd jobs for the Wilkie's empire, hoping to not end up with employee exhaustion. Roll 1d6 - 1-2, gain nothing. 3-4, gain 1 Panic Point. 5-6, gain 2 Panic Points and 1 random component.

Being Bad (1 style). You do something you shouldn't have to impress a distanced Faction. Improve a Neutral faction to Friendly, or an Unfriendly faction to Neutral. Mark 2 trouble.

Burn Bridges (2 trouble). Reduce your Crew's relationship with a single Faction by 1 (e.g. Unfriendly to Rivals).

Obliterate Bridges (5 trouble). Betray a friend to save your skin. Reduce a Faction you're Friendly with or closer to Rivals.

Show Commitment (5 style). Make blood oaths. Lessen old wounds, or celebrate future joys. Turn a faction you're Tight with into an Ally, or an Enemy faction into Rivals.



CREDITS

This work, among many fantastic others, was created with permission for [The Wilkies Goody Jam #3](#).

Credit and thanks goes to:

Mikey Hamm - For Slugblaster itself (and its free ultra-light version Turbo X), the Signature sheet template, the Wilkie's Logo, and Ally image.

(idea by sam) - Adrena-Lime, Chai?, Red Alert, Moroccan Orange, and Probably Not Peach drink names

DMRawlings - Credit line help

The Wilkie's Candy Lab discord - for often inspiration, advice, and encouragement.

AND YOU FOR READING THIS!

MR WILKIE WAZ HERE

SLUGBLASTING ISN'T A CRIME

YOU WOULDN'T DOWNLOAD A CAN

DRINK DEEP AND PANIC