



The Jihad to Destroy  
**BARNEY**  
ROLEPLAYING GAME AND WRITER'S GUIDE



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This document was originally intended to be used with the *Jihad to Destroy Barney the Purple Dinosaur* roleplaying group located at <http://www.jihad.net> on the World Wide Web. The document may be used elsewhere, but if you do please let us know at [mrfnord@amigo.net](mailto:mrfnord@amigo.net) so we can keep track of our global fanbase. Thank you.

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The gaming material presented here is the original creation of the Jihad to Destroy Barney the Purple Dinosaur and is intended for use with the **GURPS** system from Steve Jackson Games. (<http://www.sjgames.com/gurps/>) This material is not official and is not endorsed by Steve Jackson Games.

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*“So you want to know what’s really going on, eh?”*

*“What if I were to tell you that our world is under attack from a demon lord and his allies, a race of extraterrestrial sorcerers? That this unholy alliance seeks to either make us their slaves or destroy us utterly? And that the demon lord himself leads the invasion under the benevolent guise of the children’s TV host Barney the Dinosaur?”*

*“You’d think I was crazy, right? Well, that’s as may be. But it happens to be true.”*

*“If they were left alone, the enemy would’ve swept through and enslaved or destroyed us years ago. But they aren’t unopposed. Out there on the fringes of your everyday, ordinary mundane life, a group of special men and women have dedicated their lives to fighting this threat. They are, for lack of a better term, Earth’s first legion of superheroes: warriors, aliens, wizards, scientists, werewolves... champions all, the best and brightest from across the depths of space and time standing proudly against the darkness.”*

*“They are the Jihad to Destroy Barney the Purple Dinosaur, and they fight to hold back Armageddon for another day.”*

Welcome to the *Jihad to Destroy Barney RPG and Writer’s Guide*. This book serves as your one-stop source for everything you need to know in order to play a campaign in the universe of one of the Internet’s Longest Running Gags™. For role-playing purposes, the book is oriented for use with the *GURPS 4th Edition* role-playing system by Steve Jackson Games; you’ll need the *GURPS Basic Set* to use the straight RPG material, but the setting material is deliberately light on rules and stats, and can be used with any gaming system as the GM sees fit.

## OVERVIEW OF CHAPTERS

Chapter One: The Hidden War is

an overview of the history of the Jihad to Destroy Barney from both the perspective of the Jihad and from a wider view, covering things the Jihad doesn’t know or understand.

**Chapter Two: Heroes of the Day** is an overview of the Jihad itself - major organizations, operations centers, chain of command and standard operations.

**Chapter Three: Black Hats & Bastards** is an overview of the Jihad’s enemy. The chapter covers both the motivations and general organizations of both Barney’s forces and his Lyran allies.

**Chapter Four: Fellow Travellers** covers other parties in the shadow world that the Jihad inhabits, and how they interact with the conflict between the Jihad and Barney.

**Chapter Five: Oblivious Spectators** deals with the mundane world that exists as battlefield and cover for the Jihad-Barney conflict, and how the situation is kept off the evening news on a regular basis.

**Chapter Six: Rules of Engagement** provides GURPS 4th Edition character templates and attributes, as well as a guide for creating free-form RP char-

acters for use with the Jihad.

**Chapter Seven: Marching Off to War** is a GM resource, providing information on running Jihad campaigns, crossover notes and a handful of possible adventure seeds for use.

**Chapter Eight: Dramatis Personae** provides GURPS character sheets for prominent Jihad members for use as potential NPCs in games or inspiration.

## HOW TO USE THIS BOOK

Normally, RPG books are divided along the lines of player information and GM information. Because the *Jihad to Destroy Barney RPG* is also intended as a writer’s guide for people who would rather write fiction about the Jihad than game it straight up, we’ve taken the somewhat drastic step of not really bothering to draw any lines. Aside from the campaign construction material in Chapter 7, everything in this book should be considered “fair game” for players and GMs. Forward all complaints to the home office in Walla Walla, WA. Thank you.

## What Is A Roleplaying Game?

This is the part of the book where we explain what a roleplaying game is, how it works, and maybe even provide a brief transcript of an ideal gaming session. This sort of blurb is considered important, if not fashionable, for roleplaying books.

But then we got to thinking. What’s the point of providing this thing, anyway? If you’re picking up an RPG book for almost any purpose, then you already bloody well *know* what an RPG is. Hell, half the damn planet already plays stuff like *World of Warcraft*, *Evercrack* and *City of Heroes*. Those are RPGs, only using fancy computers and you have sell your soul in monthly installments to continue playing. And everybody who isn’t playing one of those is usually playing *D&D 3rd Edition* or *Planet of Insufficient Light*.

So screw it. We’re going to respect your intelligence and assume that you have at least the basic understanding of what an RPG is and how to play one. Incidentally, if you’re one of those people who thinks RPGs are a tool of Satan, you’re absolutely right; a team of cultists will be over shortly to induct your children into our sex cults. Thank you.



**Sean “Malaclypse” Breen** has been, at one time or another during his life, an amateur writer, playwright, actor, occultist, conspiracy theorist, UFO chaser, political activist, gadfly, disk jockey, talk show host, Internet historian and comedian, as well as being a fully-ordained minister of the Universal Life Church. He’s a bit like Jamie Hyneman, except not quite as utterly cool and with more hair. These days, he roams the Earth like Jules Winnfield or Kwai-Chang Caine, seeking adventures and looking for work.

Sean lives in a suburb of Denver, Colorado, but eagerly awaits the day when he can finally buy that hobbit-hole on Olympus Mons he’s been dreaming of.

**Jim Yearnshaw** is the Jihad’s answer to men like Salinger and Rushdie. Brought into the project in 1999, he penned the original draft of the Lyran writeup and wrote a brilliant guide to creating heroic Jihaddi characters that don’t suck, all without anybody *ever seeing his true face*. Supposedly, he lives within a few miles of co-author Sean Breen, but has never met him face to face, for fear that the universe might implode if they met.

If you ask **Kat Templeton** to describe herself, the words she would probably use is that she’s ‘nothing special’. This is a lie. Kat is, among other things, an amateur historian, a good first baseman, a technophile, an avid bookworm, a blogger, and a part-time philosopher. Her friends seem to enjoy her scribbles and musings, though she’s not exactly sure why. Kat has somehow managed to talk UC Berkeley into giving her two degrees, a BA in History and a Masters in Information Management, and is currently doing the difficult task of attempting to find a job somewhere in the Sacramento area.

**Joe Schneider’s** biggest problem is figuring out how to prioritize. As a full-time system administrator for a large beer distributor in South-western Pennsylvania who also is trying to start a retail technology store and VAR while occasionally acting in various plays, comedies and other theatre while being a member of a local comedy troupe which performs weekly in a SNL-type show and performing his duties as a borough councilman, he somehow finds time to meet his deadlines (barely) to avoid imminent death at the hands of Kat Templeton.

Joe recently moved to a rural-ish suburb of Pittsburgh as a result of his girlfriend/unofficial fiancée getting a job out in the middle of nowhere. He loves it though, and looks forward to making it official sometime in the near future.

**William J. Keith**, player of the eponymous Jihad character, was a math grad student when he wrote for this book. He was born in Texas, graduated from UT Austin, and would like to return, preferably as a prof. He has been a member of the Jihad for nearly a decade, which should make interesting background if he ever runs for political office. It could happen. He insists on the middle initial because this keeps him from being confused with a sci-fi author who gets paid real money for his work.

**Amanda Van Rhyn** was, at the time the *Jihad to Destroy*

*RPG* project got off the ground, the entire Alaskan contingent of the Jihad to Destroy Barney. Enough of her contributions to this work remain to get her an author credit but sadly we’ve lost touch with her over the years. If anybody has good contact info for Amanda, drop us a line so we can at least get her a proper author biography.

**Dan DeRosia** grew up on a steady diet of science fiction and engineering texts, so it was probably inevitable that the two would combine. As long as he can remember, he’s been deconstructing things (sometimes imaginary things) and figuring out how they work. This has never abated and now he is working on his bachelor’s degree in mechanical engineering. In his free time, he works on cars, watches anime, reads, plays RPGs, and writes, including things like 3<sup>rd</sup> person biographies.

**Patrick Stewart** is quite a few things; in his civilian guise, he is an amateur writer, artist, worldbuilder, editorialist, futurist, activist, roleplayer, and patient zero for a number of small memetic plagues. Patrick’s other projects include expanding on his personal science-fiction setting and contributing to the multi-topic weblog Live From the Nuke-Free Zone. Patrick is currently being inflicted upon Halifax, Nova Scotia.

**Kirk Felton** was hatched in a small podunk town in western Washington that no one has heard of in the year of our Lord 1976. He joined the Jihad in 1996 while pretending to be an art student at the Seattle Art Institute. He currently lives in Connecticut with his wife (whom he met through the Jihad, go figure) and two children where, while he’s not destroying the sense of artistic self-worth of his fellow authors, he works as a graphic artist for a local commercial printer.

**Audrey Ritsema** was recommended as an artist when our lead illustrator fell afoul of a serious case of Real Life Stuff as the project was nearing completion. We don’t know much about Audrey, except that she’s a college student in Ontario, a good artist and a really good sport about all this. Thanks, Audrey.

**DragonFyre Jones** is a powerful spirit of the Land, and as such should be approached with great caution at all times. He also has a great singing voice. Go figure. DragonFyre was a member of the Jihad back at the beginning of this project, and has since moved on to more esoteric humor. Like Andy Kaufman, he blurs the line between reality and fiction. Unlike Andy Kaufman, he doesn’t like to wrestle old ladies for fun. Despite this character flaw, we still hang out with him.

**The Jihad to Destroy Barney** began as the punchline to a joke in alt.tv.criticism in 1993, and since that time has clung to life like an immature crab clings to a rock in the middle of a hurricane. Despite reorganizations, attacks by trolls, more internet drama than you can shake a stick at and the slow fall into cultural irrelevance caused by *Barney & Friends’* declining media spotlight, the Jihad has held firm. They fully expect to survive to the group’s 15th anniversary, at which point they’ll probably all commit suicide while wearing identical purple Nikes.



# FOREWORD

OR

## “REALLY, THIS ISN’T BULLSHIT”

We work and slave twenty-four hours a day, spill blood, set spongies on fire, chop them up into filet mignon, flatten their cities, destroy their planets, what have you, all so you can lie in bed at night and think to yourself, “Gee, I’m glad I’m not a mindless drone in the service of the Lord of Purple Hell”. And don’t you ever forget it.

The concept of a Jihad Universe has existed since the beginning of the Jihad, long before there was ever a written definition of it. The

High Prophet (pbuh), and his Band of Merry Funsters, would take their mostly suburban surroundings and on it play out a never-ending struggle between It of the One Tooth (Barney) and the glorious forces devoted to his demise, that is, the Jihad to Destroy Barney the Dinosaur. These first few freeform years were peppered with strange acronyms (CLITORIS, ORGASM, OSHIT), science fiction references (*Star Trek*, *Battlestar Galactica*, *Ringworld*, and stuff even I’ve never heard of), and a regular stream of stories, long and short, all taking place in this nebulous reality spawned from the imaginations of those who posted to alt.barney.dinosaur.die.die.die.

The longest of these stories were known as Operations, and were equivalent to military advances, or drawn-out battles. While many Operations are known to have existed, only the ones after Operation: WorldWalk have been archived in much (indeed, any) detail. For many years, there was no unifying concept of a Jihad Universe, and humorous (and sometimes embarrassing) discontinuities were commonplace. The carrot-shooter comes to mind, and let’s just say that the laws of physics were given about as much

respect as the law that allows police officers in Paulding, Ohio, to bite a dog to quiet him.

The authors of this wholly remarkable work have put a lot of blood, sweat and caffeine into gathering together the best ideas of contemporary Jihaddi writers to form a coherent picture of the Jihad’s Universe. Well, that’s what I assumed they meant, anyway. They knocked on my door late one winter evening, followed by a line of ornery chimpanzees who obviously hadn’t eaten in days, and asked me if I wanted to write an introduction for a document whose details they began to foist under my gaze at a rate of knots. It was all printed on very nice paper, so I agreed. The chimpanzees burned down my kitchen.

I have since received compensation, including a fetching new blender and track lighting. But I digress. What you now see on your screen is a guide for writing Operations, and now serves as a canon for writing any kind of fiction based on the world of the Jihad to Destroy Barney the Dinosaur. Be assured that disregarding this frightfully important document will result in your being strung up on the clothesline outside Headquarters and left to dry after we dunk you in monkey urine and cover you with sprinkles. Mmmm... sprinkles.

—2ND CONSULATE BROTHER DRAGONFYRE JONES OF THE CHURCH OF ST. DINO THE AVENGER

