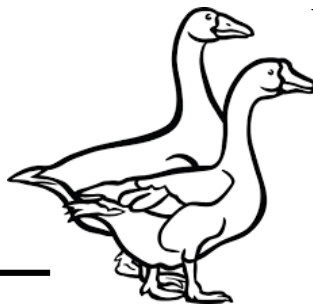


Title: Goose Game

Geese love anarchy. The only thing that truly brings joy to your weathered soul is toppling corrupt power structures.



Roll to determine your breed, your role in the anarchist cell, and your secret bougie weakness.

Breeds (Extra d6 when fulfilling your breed reputation.)

1. Canada - Smartest & Expert on Conspiracy Theories
2. American Buff - Loudest and Most Aggressive
3. Golden - Lays Golden Eggs, Finds Magic Items on 18+
4. Spur - Word's Fastest and Good at Getting Away
5. Swan - Charming and Elegant, Femme Fatale
6. Toulouse - Largest Domestic Breed and Very Strong

Notes

Injured?

When do you roll?

Whenever you're making a move that could be considered risky, difficult, or out of the ordinary for a goose.
And whenever the GM tells you to.

What do you roll?

You'll always start with 2 d6, but you'll add an extra d6 every time the action you're attempting is related to either your breed reputation or your cell role.

- You can also aid another goose in their action to give them another d6, but there must be a logical way for you to assist them in-game.
- *Injured geese* roll with Imploding Dice until healed.

Mayhem Zone vs. Danger Zone

You strive to live every moment of your glorious goose life in the mayhem zone.

Use the d12 to mark the mayhem count, it starts on 9 and is adjusted during game play in the following ways:

- Rolls of a 6 and under lower the mayhem count by 1.
- Players may choose to raise the count by 1 with a Big Honk,
- Or raise the count by 1 by embracing your Bougie Weakness.

Mayhem Zone | 7 & Over | Exploding Dice

- Reroll sixes and add that to the total for your roll.

Danger Zone | 6 & Under | Imploding Dice

- Reroll ones and subtract that from the total of your roll.

There is no limit to how many times a die may ex(im)plode.

Your Goose Anarchist Handle:

Cell Roles

(Extra d6 when fulfilling your role.)

1. Black Block Antifa
2. Crypto Currentist
3. Eco Terrorist
4. Journalist for Justice
5. Leader and Organizer
6. Well-trained Spy

Bougie Weakness

1. \$800 Sunglasses
2. Boats and Boat Fashion
3. Caviar & Cocktail Shrimp
4. Deconstructed Food
5. Exotic Pets
6. Fine Wines & Whiskeys
7. Modeling
8. Monogrammed Fashion
9. Odious Cigars
10. Priceless Art
11. Smart Home Tech
12. Sports Cars

Success Chart

Under 4	Failure
5 - 9	Advantageous Failure or Success with a Price
10+	Pure Victory
20+	Also Discover Magic Item

Note: 6 and under lowers the Mayhem Count by 1.

Roll 2 Sixes: Big Honk

Player may choose one option:

- Raise the Mayhem Count by 1
- Heal Injuries
- Discover a Magic Item

Roll 2 Ones: Big Poop

Player may not choose, nature calls.

- Contributes normally to the Mayhem Count and
- You take a big goose poop wherever you are.

Self Care

Players may choose to heal their injuries by embracing their bougie weakness.

Notes for the Goose Master

Concept Notes

- Most humans are terrified of geese. Except for children, who have not yet learned.
- Though they aren't especially dexterous, geese can grab and hold things with their wings. Think Saturday morning cartoons here.
- While geese can fly, this is very difficult to do indoors because of the lack of air currents and small spaces. Doing so will require a check that no breeds are specialized for and and that cannot be aided.
- Geese cannot speak to humans without the help of a magic item, but especially charming geese may be able to get a simple message across with a high roll.
- Be a fan of the players. Your main job is to "Yes, and..." and help them tell a great story.

Arc One

Job discovery and planning.

Arc Two

An unexpected twist.

Arc Three

Big dramatic ending.

Magic Items

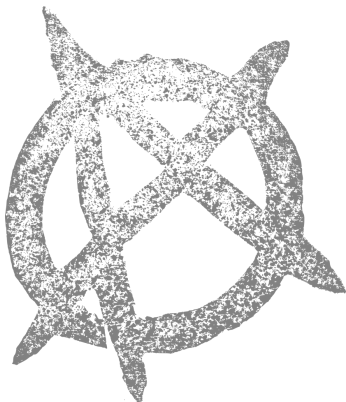
1. Big Ole Bat - Child's sized baseball bat that changes to a giant club at will.
2. Copyrighted Seashell Necklace - Allows you to steal and then use the voice of a human.
3. Emotional Support Animal Jacket - Grants you access to any secure location in the eyes of the law.
4. Woody's Guitar - Grants you the power to play hypnotic folk music and sway crowds.
5. Goose Eggs - Carton (6) of eggs that can be thrown at someone to knock them out.
6. Harriet's Compass - Always points to the way out.
7. Marsha's Brick - Can break through any window or wall, causes cop cars to explode.
8. Party God's Flask - Flask of liquor that compels drinkers to speak their truth and/or confess their guilt.
9. Holiday Themed Outfit - Casts the illusion that you are but a harmless lawn ornament goose.
10. Union Flyers - Scatter around to inspire workers to unionize and bring the machine to a halt.
11. Wild Goose Aces - 4 aces that can be given to (or thrown at) someone to send them on a wild goose chase.
12. Good Boi Whistle - Summons 4d6 dogs of the players choice of breed. Dogs pacify humans, but hate geese.

Planning a Game

Use these three charts to help generate the ultimate villain and setting for your one shot. You may choose to make an additional secret roll at the top of the game to determine who the "real villain" is. You can never tell how deep these conspiracies go.

Settings

1. Deep State Cabinet Meeting
2. Facebook Data Center
3. Holiday Dinner of Local Gov. Official
4. Logging Operation
5. Met Gala Runway
6. Military Parade
7. Pipeline Opening
8. Republican National Convention
9. Tesla Flying Car Launch
10. Union Protest
11. Venture Capitalist Start-up Fair
12. Walmart Black Friday Event



Villains

1. Fascist, but Laughably Inept Government
2. Long-standing Monarchy
3. Robot Overlords
4. The C-Suite Executives
5. The Catholic Church
6. The P.T.A. (Parent Teacher Association)

How well is their anarchist cell outfitted?

- 1 Just intelligent, angry geese who've had enough
- 2-3 Low-tech gadgets, secret hideout
- 4-5 Well-funded underground agency
- 6 Basically Batman

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