

MAKE A RACCOON

Why are you, a raccoon, entering the world of illegal street racing in Los Angeles? Are you a wide-eyed rookie or a grizzled veteran? Are you in this for love, fortune, fame, or justice? Are you an undercover cop? Who's your (human) rival? Do they know you even exist? *What's the conflict at the heart of you that spurs drama?* **Write a short origin story for your raccoon, and give them a name.**

Roll 4D4 to and assign them to your stats:

ALACRITY: Moving quickly, whether it's leaping, climbing or swimming

CHUTZPAH: Carrying off schemes, ruses, lies and disguises

FEROCIOUSNESS: Scratch, bite and maim

ROTUNDITY: Remain steadfast in adversity thanks to your generous roundness

DOING ANYTHING THAT ISN'T DRIVING A CAR

Roll D6 equal to the relevant stat when you attempt a task. If your action ties into your origin story, add a dice to your roll. If it ties into the central conflict in your origin story, add another.

Each dice that shows four or more is a success. Simple tasks need 1 success - more difficult ones may need two or three. If you roll more successes than you need, feel free to narrate cool stuff your raccoon does whilst succeeding.

MISFORTUNE

If a raccoon fails a dangerous action, they're in trouble and must be rescued or helped out by their friends. Raccoons don't take serious damage or die, ever.

CRASH PANDAS

A GAME ABOUT STREET-RACING RACCOONS, by Grant Howitt
(patreon.com/gshowitt)

DRIVING (THE SAME CAR, ALL AT ONCE)

GM, grab some paper, some die-cast cars, and something that can represent obstacles. Every time the raccoons enter a challenge - something that you'd like to see played out in detail - sketch out the road on the paper and put the cars and obstacles in place to show the players the current situation, then ask them to choose an action. Players choose an action by secretly setting a D6 to a number of their choice - **NO CONFERRING** - then revealing them all at once. Actions are carried out in order from lowest (1) to highest (6):

1: **BRAKE:** Speed -1

2: **TURN LEFT:** About 30°

3: **TURN RIGHT:** About 30°



4: **USE ITEM:** Do something with an item

5: **ACCELERATE:** Speed +1

6: **ACTION!** (Miscellaneous actions)

GM, choose one player to move the car in accordance with the raccoons' actions. You're the final arbiter of this; you also move the other cars around to react to what's going on.

SPEED starts at 0. At the end of each round, the GM rolls D6 equal to speed. For each dice that shows 1, the car takes 1 damage. For each dice that shows 4+ you get a success. Spend successes as a group, with more successes achieving more difficult/impressive feats, to:

- Streak ahead of rivals
- Run chumps off the road (if you've made contact with them)

- Do cool tricks, like jumps and skids
- Find, or create, a better route through the streets of Los Angeles

If the car makes contact with an obstacle (or a wall) it takes damage if the GM feels it would be appropriate. If it's a glancing blow, or a breakable object, the car takes damage equal to half speed. If it's a head-on crash, or a solid object, it takes damage equal to speed, and speed is reduced to 0.

If your car takes 10 damage, it stops and can't start again until you fix it or find some other means of winning the race. Get to it!

EQUIPMENT TABLE (D20)

Roll twice when you make your raccoon. (You can't carry more than two items at a time.)

1. **DOG MASK:** Pass yourself off as a dog driving a car - they'll never suspect a thing!
2. **DUCT TAPE:** Repair cars, or anything else you can tape together
3. **FAKE BEARD AND GLASSES:** Conceal your true identity
4. **FAKE ID:** Use this to buy booze despite the fact you're 2 years old, and a raccoon
5. **FLAME DECAL:** Cool!
6. **GRAPPLING HOOK:** Perform sweet grapple tricks
7. **LEAD PIPE:** Hit stuff with it
8. **BALLOON:** The kind you can use to float around, until it pops
9. **BANANA:** Delicious! Also, cars might slip on the peel
10. **BANDIT MASK:** Kind of redundant
11. **BROOM:** The ultimate anti-raccoon weapon, also works against people and cars
12. **CARDBOARD BOX:** Multipurpose logistics and obfuscation device
13. **CASSETTE TAPE:** Queen's Greatest Hits, apparently
14. **COUGH SYRUP:** The good stuff
15. **LIT CIGAR:** How's it staying lit? Anyway
16. **MOBILE PHONE:** Call your friends! Take a picture! Chew the casing!
17. **POLICE SIREN:** Makes noises and lights
18. **RED PAINT:** +1 Speed, or throw it on other people's windcreens
19. **SPARE TYRE:** Repair flats, or upgrade your car to have five wheels (fast!)
20. **TURBO ROCKET:** One use per race, +3 to speed

GM ADVICE:

Never have an NPC question the whole "raccoon" thing. Play it completely straight.