

GOAT CRASHERS

A ONE PAGE RPG ABOUT GOATS BY GRANT HOWITT, 2019

You're a CHEEKY LITTLE GOAT and you want to PARTY. Problem is, the only party is being held by HUMANS who don't want goats to "ruin" it. But to HELL WITH THEM. You're going to get inside by any means necessary and have the BEST TIME.

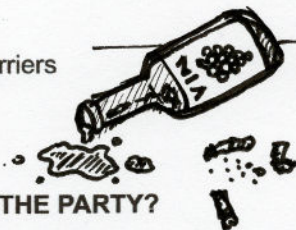
WHAT TYPE OF GOAT ARE YOU?

- 1: Pygmy (Smallness)
- 2: Fancy (Charming)
- 3: Mountain (Climbing)
- 4: Big-horned (Fighting)
- 5: Satanic (Occultism)
- 6: Fainting (Fainting)



WHAT'S YOUR FAVOURITE GOAT THING TO DO?

- 1: Eating stuff, or just tasting it
- 2: Headbutts
- 3: Standing on top of stuff
- 4: Making a mockery of physical barriers
- 5: Running around
- 6: Bleating loudly



WHAT DO YOU WANT TO DO AT THE PARTY?

- 1: Eat cake
- 2: Steal a bunch of canapes, to give to your mum
- 3: Hob-nob with the rich and famous
- 4: Drink a load of fizzy wine
- 5: Dance with an heiress
- 6: Be interviewed by *Tatler* for the society pages
- 7: Get one of these "goody bags"
- 8: Secure investment for your new business
- 9: Give a speech, thanking the host
- 10: Recreate *Die Hard*, your favourite film (and the only one you've seen at least half of)

ACTIONS

When you do something risky, roll 2D6. Add 2D6 if your goat type skill (in brackets) ties in with the action. Add 2D6 if you're doing your favourite goat thing. Each dice that shows 4, 5 or 6 is a SUCCESS. (This is opposed by the CHAOS pool - see below)

Each obstacle you encounter will have a DIFFICULTY (sample difficulties below). Each success you roll when you act reduces the difficulty by 1; when it's 0, the obstacle is no longer a problem. You can tackle obstacles as a group, taking turns to roll.

TINY CHARACTER SHEET:

NAME:

TYPE:

SKILL:

FAVOURITE THING:

PARTIED HARD: ☐

PARTY GOAL:

If you end up with only one success, you're in a tight spot - the GM (GOATMASTER) describes how the situation gets a little worse. If you have no successes, you're in trouble - the GM describes how things have gone south, and the other goats will have to help you out.

CHAOS

When you do something loud or disruptive, the GM adds a dice (or two) to the CHAOS POOL to reflect the partygoers getting more suspicious about the encroaching goats. When the players do something sneaky, take a dice out of the chaos pool. When a goat makes an action, the GM rolls the chaos pool and subtracts successes (4+) from the goat's successes.

Once per session, each goat can PARTY HARD and access the power of chaos. Players, when you do this, grab all the dice in the chaos pool and add them to your (now unopposed) pool, roll them, and apply them to the current obstacle. Lower the chaos pool to 0.

WHAT, SECRETLY, IS GOING ON AT THE PARTY?

- 1: Undercover Police Sting Operation
 - 2: Complex Ocean's 11-style Art Heist
 - 3: Assassination Attempt on Visiting Dignitary
 - 4: Clandestine Bioweapons Sale
 - 5: ~~Alien Plot To Take Control of the Earth~~ TENSE MAFIA PEACE NEGOTIATIONS
 - 6: Illegal Prize Goat Auction
- (MUCH FUNNER)

DIFFICULTIES

- Sneak In The Back Door 7
- Find Disguises 5
- Walk Down The Red Carpet 8
- Blend In With The Slow Dance 10
- Swim Underwater, To Enter Via The Pool 7
- Anything Involving Air Vents 3
- This Dude Definitely Suspects You're A Goat, Time To Do Something 4
- Fine Manipulation Of Items With Hooves/Mouth 9
- Evade The Paparazzi 6
- This Guy Won't Shut Up About His Screenplay 3
- Admire Art Convincingly 7
- Resist The Lure of the Buffet 12
- Someone's Chatting You Up, Oh No 5
- The Cops Are Here, Cheese It 10

FUN SETTINGS:

- 1920s CALL OF CULINA
- RENAISSANCE VENICE
- JANE AUSTEN BALL
- SCI-FI ORBITAL HEDONISM SATELLITE
- GAME OF THRONES-STYLE ROYAL WEDDING
- REGULAR ROYAL WEDDING

