

< BIG DINNERS: THE RPG >

Rules based on Honey Heist (by Grant Howitt), with a theme based on episodes 36 and 39 of the I Don't Like Mondays podcast by Guy and Cat Kelly

The premise: you're a team of animals with special skills (but not the power of human speech). Right now, you need to use those special skills to get yourselves through a crowd of people who are getting in the way of your objective.

For 3-5 players and a GM. Or more. Or less.
All you need is dice (d6s), pencils, and paper.

// CHARACTER CREATION //

Grab some d6s (or just 1 and reuse it) and roll on each of the tables to work out your TALENT, what kind of BEAST you are, what HAT you're wearing, and what you're SMOKING¹. Then give your character a NAME.

(Super secret expert rule: you can just pick options if you don't want it to be random. Or make up your own. Play as a Ballerina Mustelid in a Pith Helmet if you want - I'm not your mum.)

TALENT	BEAST	NAME
1. Violence	1. Ape	1. Big
2. Wizard	2. Lizard	2. Small
3. Puzzle	3. Monotreme	3. Horrible
4. Bucket	4. Bird	4. Amorous
5. Arson	5. Bug	5. Gentle
6. Extortion	6. Rodent	6. Tasty

HAT	SMOKING	
1. Trilby	1. Cigarette	1. Dinners
2. Top	2. Roll-Up	2. Lunches
3. Bowler	3. Cigar	3. Shits
4. Flat-Cap	4. Menthol	4. Curtains
5. Cowboy	5. Pipe	5. Pipes
6. Fez	6. Vape	6. Games

¹ Smoking is bad for you in real life and definitely bad for animals and in no way makes you look cool.

// PLAYING THE GAME //

You have two stats: TALENT and BEAST. Each starts with three points.

TALENT: For doing stuff you'd need to be a human to do properly.

BEAST: For doing stuff that animals are good at.

When you act, and the outcome is in doubt, roll a d6. If it's equal to or under the relevant stat, you succeed. If it's over the stat, you fail.

If you're doing something relevant to your particular TALENT, using your natural abilities as a BEAST, or using an item received as a REWARD, roll 2d6 and pick the lowest.

FRUSTRATION: When you fail, move one point from TALENT into BEAST.

GREED: When you succeed, move one point from BEAST into TALENT.

You can voluntarily move one point from BEAST into TALENT by pulling your hat down, taking a long drag on whatever you're SMOKING, saying "Right", and laying out a plan.

You can voluntarily move one point from TALENT into BEAST by having an animal-appropriate snack.

If your TALENT stat ever reaches 6, you succumb to the allure of the human world and get lost in the crowd. You probably end up as someone's pet and wear little jumpers.

If your BEAST stat ever reaches 6, you go feral and lose sight of the objective. You eat your hat before running off into the woods.

// SCENARIO SET UP //

The GM now grabs some d6s and picks a CROWD and a DESTINATION. This decides who's getting in the team's way and what it is the team wants.

You'll then run through a series of ENCOUNTERS where the team will use their skills to bludgeon, bamboozle, beguile and otherwise best members of the crowd they're trying to get past.

CROWD	DESTINATION
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1. Football Match
2. Comic Convention
3. Television Production
4. Street Party
5. Music Festival
6. Car Boot Sale

1. Pub
2. Freedom
3. Zoo
4. Kebab Van
5. The Open Sea
6. Fame and Fortune

// ENCOUNTERS //

For an encounter, the GM rolls a d6 to determine the difficulty: this is the number of people giving your animal crew trouble. Roll again and use the TROUBLE table to determine the demeanour of the people the team have encountered.

PASS: If the team succeeds a number of times equal to the difficulty, they've passed the encounter and made a step towards their destination. The GM rolls on the REWARDS table to determine what they get out of the encounter. Decide amongst yourselves who gets what.

FAIL: If they fail a number of times equal to this difficulty + 1, they've failed the encounter and the team need to regroup and think about what they've done. Everyone moves a point from TALENT into BEAST.

Once you've done enough encounters that you've succeeded against a total of 12 or more people, you move on to the FINAL CONFRONTATION.

FINAL CONFRONTATION: This is an encounter with a difficulty of 6 and the REWARD replaced by the team's destination. Roll twice on the TROUBLE table.

TROUBLE	REWARDS
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1. Angry
2. Drunk
3. Celebratory
4. Scared
5. Confused
6. Roll Twice

1. Cash
2. Snacks
3. A Shoe
4. Flyers
5. Car Keys
6. Roll Twice