

PATRIOTS IN PERIL

A role-playing game

Patriots in peril is a dm-less roleplaying game for 2-6 players in which you SUPPORT GABBY in her QUEST to FISTFIGHT DENZEL CROCKER.

Your TASKS are these:

1. LOCATE DENZEL CROCKER.
2. SUPPLY GABBY WITH WEAPONS.
3. TRAP DENZEL CROCKER IN THE PARKING LOT OF THE LOCAL DENNY'S ESTABLISHMENT.

Please follow the following instructions in order to make your PATRIOT.

1. Come up with a name.
2. Why is your PATRIOT filled with ZEAL to support GABBY in her ETERNAL WAR against DENZEL CROCKER?
3. Allocate 6 points among the following three stats (Max in one stat is 3):

SURVEILLANCE

Your ability to locate and identify DENZEL CROCKER.

GUN-RUNNING

Your ability to obtain and deliver weapons to GABBY.

ENTRAPMENT

Your ability to confine DENZEL CROCKER to the DENNY'S ESTABLISHMENT PARKING LOT.

Based on how many players you have, develop a complexity for each task.

2-3: The tasks are simple, a single success per task is all that is required to complete them.

4-5: The tasks are moderately tough, two successes per task are required to complete them.

6: The tasks are complex and difficult. Three successes are required per task.

When you approach a task, decide on a skill, and then roll a d6 for each point in the skill, as well as a bonus die if the skill allocates to the goal it is best suited for. Each PATRIOT may only attempt each TASK once.

1-5: A Failure. Describe the FAILURE, mark a FAILED TASK and let someone else try. If all PATRIOTS fail a TASK, GABBY does not battle DENZEL CROCKER.

6-10: A PARTIAL SUCCESS. MARK a SUCCESS for the task, but mark a FAILURE in THIS or a FUTURE task. If it is the last task, you must Mark the FAILURE in THIS TASK. Describe the setback you encountered.

10+: A FULL SUCCESS. Mark a SUCCESS on the TASK,

and describe how your PATRIOT Accomplishes their GOAL.

16+: A CRITICAL SUCCESS. Mark a SUCCESS and remove a FAILURE.

Once all three goals are accomplished, GABBY battles DENZEL CROCKER, the TEACHER from the TELEVISION PROGRAM: THE FAIRLY ODD PARENTS.

Roll 3d6 for how PREPARED DENZEL CROCKER is.

1-7: This bitch is NOT READY. Mark a SUCCESS.

8-12: He knew this day would come; mark nothing.

13+: He knew what you were planning. Mark a FAILURE.

18: He's been waiting for this. Mark a FAILURE and remove a SUCCESS.

When the battle between GABBY and DENZEL CROCKER BEGINS, subtract your number of overall FAILURES from your number of SUCCESSES. Then, see the result of THE BATTLE below.

1: DENZEL CROCKER Narrowly Defeats GABBY. You REALLY fucked it up.

2: A Stalemate. The COMBATANTS collapse without either having gained the upper hand.

3-5: A Close Victory. After several hours of

violent struggle, GABBY stands injured but VICTORIOUS.

6-7: A Clear Victory. Although DENZEL CROCKER got some hits in, GABBY stands VICTORIOUS.

8-9: A Pummeling. GABBY fucking DISMANTLES that TWINK DENZEL CROCKER in mere MOMENTS. You all get DENNY's in the AFTERMATH.

10+: DENZEL CROCKER is FUCKING DEAD.

Once you SUCCEED. Please write down how this EPIC TALE of PATRIOTIC STRUGGLE AND BLOODSHED will be RECOUNTED in HISTORY TEXTBOOKS.