

You are a group of ne'rdowells with one goal: to rob the richest person in town blind, (un)fortunately for you, you are each a

GOBLIN WITH A FAT ASS

The rich person in question (roll 1d6)

1. The mayor
2. War criminal (retired)
3. Butter baron
4. Fireworks factory magnate
5. Exotic/mythical animal menagerie owner
6. Sweatshop fashion icon

The location

1. Gala of the decade at the mayor's mansion
2. Private fortified train
3. Crumbling castle residence (rented)
4. Secret underwater base
5. Ancient volcano temple
6. Luxurious mansion on the edge of a cliff

What are we robbing?

1. Big honking gold bars (heavy)
2. Imprisoned greed demon (loud, complains)
3. The world's most expensive dog
4. Recipe for the secret sauce (kept in 300lb safe)
5. Hand of king midas (still works!)
6. Potion of eternal youth (drinkable by two goblins or one human)

...protected by a cadre of numerous but poorly paid guards and:

1. bloodthirsty goblin hating pirate mercenaries
2. merciless automata programmed to kill goblins on sight
3. vicious anti-goblin attack wyverns
4. dwarves (just really hate goblins)
5. a crack anti-goblin assault squad with cool call signs
6. bound goblin-destroying shadow demons (its in the contract)

...and locked in:

1. a glass room suspended over a lake (of lava?)
2. a clockwork vault that changes shape every hour
3. an enormous quantum vault connected by a series of portals
4. a living vault embedded in a huge beast
5. the torment nexus
6. a case that explodes if it feels the touch of a goblin for more than five seconds

Playing the game

You need 2-4 players and a **disaster master (dm)** who could also be a player.

The dm describes a scene, plays the npcs, asks the players what they will do, the players get up to various forms of goblin mischief and the dm describes the outcomes based on their actions.

To do anything, do it.

Don't roll dice for everything! However if it's *contested*, or the outcome is *unclear*, roll 1d6:

- on a 4+ **you do it**,
- 1-3 you don't and **suffer the consequences**.

If doing it would be **hard**, you need to roll a **6** to do it and avoid consequences. What is hard or not is up to the dm but should be fairly obvious.

You might get **more or less dice**:

- roll 1 **extra die** if you have a **skill**
- roll 1 **extra die** if you have a situational advantage, like a tool or a convenient chandelier
- Roll **1 less** if you're dazed
- Roll **1 less** if the situation is bad like you can't see or you're suspended over a lake of lava by one hand
- if any roll is reduced to 0 dice roll 2d6 and pick lowest

Risky rolls and the ~~Ass~~ Roll

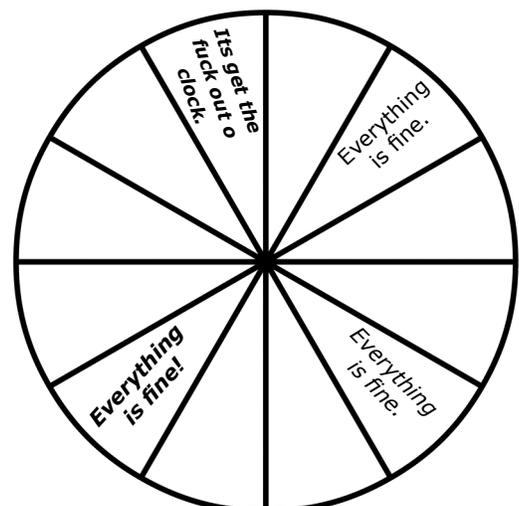
If doing something is **risky** (which should be most things) or could cause mayhem, mischief, or general chaos, you also roll **ass**.

- To **roll ass**, roll 1d6 per your goblin's ass size (2d6 pick lowest for 0 ass).
- if you get at **least one 6** there's a surprising *upside, opportunity, or advantage*, **multiple 6s** mean this is extra good. This applies even if you fail.
- if you roll at **least one 1** there's also a *downside, extra risk, complication, or injury*, **multiple 1s** mean this is extra bad. This applies even if you succeed.
- these may or may not be ass related
- 1s and 6s cancel each other out.

The chaos clock

Each time players roll at **least one 1** on any *final* result of any ass roll, fill in one segment of the **chaos clock**. This tracks generally how things are going. If the clock hits midnight and you run out of segments **shit hits the fan**. You have to cut and run or try and make a mad dash last bid for the prize. No exceptions!

The Chaos Clock.



Please respect the chaos clock.

YOU ARE A GOBLIN

secret - if you like, roll 1d6, if you roll a 1 you are actually a kobold instead (don't tell the goblins)

First, **roll 1d6 for ass size** (1-6), you may adjust up or down 1 after rolling. This determines how many dice you roll when rolling an ass.

0. shame to goblinkind
1. firm handful
2. bubble butt
3. thick stack of pancakes
4. green dump truck
5. the juggernaut
6. the terminator
7. oh no

How did you get your ass? (1d6, determines skills)

If you have a skill roll an extra d6 when rolling.

1. *A life of leisure and indolence*
Skills: charisma, fashion, wine tasting
2. *Long years in the goblin wars*
Skills: stabbing, biting, spitting
3. *Accident at wizard summer camp*
Skills: detect magic, use magic device
4. *Worked hard for it*
Skills: weight lifting, climbing, calisthenics
5. *Blessed by an enthusiastic nymph*
Skills: nature, alchemy, skinny dipping
6. *Big natural*
Skills: pick two of your choice from the above or the classes

Roll for class (1d8)

All classes have extra **skills** and an **ability**

if it's an active ability just **roll ass**, you are always successful. Abilities fully refresh each mission.

1. *Fighter*
Skill: fighting, stunt work
Ability: Roll ass to instantly disarm an opponent or violently smash a non-reinforced object or door into pieces
2. *Thief*
Skills: lock picking, sneaking, pulling a fast one
Ability: Roll ass to instantly steal any loose object not held or worn in hand's reach (doesn't work on other thieves)

3. Barbarian

Skills: intimidation, athletics, competitive eating

Ability: No penalty for dazed. May ignore being knocked out once.

4. Wizard

Skills: knowledge (goblin magic), dewey decimal system

Ability: May roll ass to light most anything on fire

5. Priest

Skills: knowledge (goblin religion), gardening, trading cards

Ability: A priest may pray to a goblin deity to make a re-roll of all dice (take second result as final) for anyone, may re-roll after seeing final result. This always works twice. The third time or more, the deity may demand a price.

6. Bard

Skills: performance, alcohol tolerance, making playlists

Ability: A bard may roll ass to perform with their instrument of choice or speech and convincingly distract a small or large group of people or creatures for 1 minute plus an additional minute per 6 rolled, only works once on the same group of people.

7. Warlock

Skills: knowledge (goblin occult), candles

Ability: You may curse someone and roll ass to take them out non-lethally instantly, they have to be able to hear you. they recover after 1 minute and it only works on the same person once.

8. Paladin

Skills: knowledge (non-goblin religion), armor care, baking

Ability: May always choose to count own ass size as 1 when rolling.

Pocket contents (roll 1d6, lasts per mission).

1. fabulous hat, stethoscope, tape, screwdriver, bottle of orc liquor (antiseptic, possibly drinkable)
2. the greatest perfectly shaped smooth and shiny stone you have ever seen
3. various meat pies, pocket contents of a guard, knife, knife (bigger), ten foot of rope
4. telescope (stolen), strong acid, four glass vials, unexploded artillery shell
5. oddly sized key, bottle of oil (flammable), jar of ball bearings
6. three different pairs of shoes, sunglasses, overcoat, loose sandwich, matches

Consequences

Oh no! Someone failed a roll, or rolled some 1s on an ass roll. Time to do one or more of the following:

Pay a cost: in attention (a goblin is preoccupied for a while), effectiveness (needs a little extra help from someone else to get the job done), or danger (the situation gets more dangerous or tense)

- OR -

Smack someone: daze a goblin or knock a goblin out.

- *Dazed* - A dazed goblin gets -1d6 to do anything and if hurt again is knocked out. Goblins recover from being dazed after a scene is over.
- *Knocked out* - A knocked out goblin must be carried around like a sack of pear shaped potatoes and wakes up in the next scene as long as they make it out ok, are captured if they are left behind. It's pretty easy for a human of average strength to knock a goblin out with a big enough implement.

- OR -

Start a ticking clock: write *something bad* down (the lava gets released, the dogs are loosed, the alarm is set off, someone's knocked out, the door jams, you lose control of the vehicle), the next time there's a fuckup in the same situation it comes true or maybe the next time after that

- OR -

Escalate the situation (choose or roll 1d6):

1. guards are alerted or start catching up
2. light something on fire
3. something that wasn't supposed to break breaks
4. drop or lose track of something important
5. something goes wildly out of control
6. someone gets split from the group (guards, convenient hatch, slide)

GOOD LUCK!