

TROUBLEMAKERS

a game of childish crime

You're kids, but you're also criminals. Your two stats are KID and CRIME.

WHO ARE YOU?

Choose a number between 2 and 5. A high number represents a kid who is good at crime, a low number represents one who is good at being a kid.

WHAT KIND OF KID ARE YOU?

Cool Kid, Smart Kid, Funny Kid, Gross Kid, Weird Kid, Big Kid, Sticky Kid, Some Other Kid

WHAT KIND OF CRIMINAL ARE YOU?

Con Artist, Pickpocket, Muscle, Smuggler, Thief, Bootlegger, Mastermind

WHAT DO YOU WANT?

Have Fun, Impress My Crush, Steal Something Really Cool, Finish My Homework, Pet a Cool Animal, Eat Something Delicious

THE HIDEOUT

Your gang shares a hideout where you keep your candy, comic books, and ill-gotten gains. Describe it and choose two Benefits and a Drawback:

BENEFITS

Hidden, Booby Trapped, Hammocks and Sleeping Bags, Chill Zone, Cool Animal, Kid Arsenal

DRAWBACKS

"Haunted", Stuff Goes Missing, BIG RAT!, Contested, Stinks, Obvious

HOW TO PLAY

When you try to do something a kid would do (ride your bike to your friend's house, throw a rock in the creek) rolling ABOVE your number is a success. When you try to do something a criminal would do (ride your bike away from a crime scene, throw a rock through a window) rolling BELOW your number is a success.

You get 1 die always, 2 if you're well suited to the task, and 3 if you're prepared somehow as well. 1 success is scraping by (something bad happens too), 2 is a solid success, and 3 is nailing it (something great happens too)

Hitting your number is **RADICAL!** Ask the GM any one question about your current situation and they will answer honestly.

THE SCHEME (ROLL D6 FOR EACH)

THE TARGET:

So Much Candy	A Really Cool Bike	PG-13 Movie
Principle's Car	Big Kid's Stash	Unattended Fireworks

THE OPPOSITION:

The Big Kids	A Dozen Stray Dogs	Bylaw Officer Duggins
"Actual" "Ghost"	Rival Kid Gang	We're Grounded!

DURING:

Spring Break	Junior Prom	The Blizzard of '96
Wasp Summer	The Buxton Rodeo	Dairy Days Parade