

OTTER HEIST

In this game, you play as a group of otters, working as a team to pull off the greatest heist in the history of lutrakind. Your team will steal **THE ZOO FISH SUPPLY!!**

First, however, you must roll to determine what your character will look like. Start by rolling 3d6, which you will then apply, in order, to the following charts.

Description:

1. Rookie
2. Washed Up
3. Retired
4. Unhinged
5. Slick
6. Incompetent

Species:

1. Asian Small Clawed Otter (Sneakin')
2. Sea Otter (Crackin')
3. Amazonian Giant Otter (Pushin')
4. American River Otter (Slidin')
5. Hairy-Nosed Otter (Sniffin')
6. Cape Clawless Otter (Pokin')

Heist Role:

1. Muscle (Pushin')
2. Brains (Crackin')
3. Thief (Sneakin')
4. Hacker (Pokin')
5. Driver (Slidin')
6. Finder (Sniffin')

Next, you will use your qualities to determine your statistics. Normally, each skill will be at a d6 level, having you roll a d6 to attempt actions relating to that skill. If you roll above or equal to the difficulty of the task, you succeed. If you roll over, you fail. For each species and each role, one skill is listed. For that skill, you will instead roll one d8. If your species and role each state the same skill, you will instead roll a d10. Here, the skills are listed:

1. Pushin': General strength and brawniness. Anything to do with moving heavy objects or muscling other individuals falls under Pushin'.
2. Sneakin': Hiding yourself from the view of others. Anything to do with moving stealthily or trying to not be seen falls under Sneakin'.
3. Slidin': How quickly you can move, sliding on your belly. Slidin' also refers to your ability to figure out how other things move, like driving a car. Anything to do with moving quickly falls under Slidin'.
4. Pokin': Using your paws to manipulate objects. Anything to do with using your paws in a dexterous manner falls under Pokin'.
5. Crackin': Figuring out the structures of stuff. Normally, for otters this applies to cracking open shells of tasty treats, but it can also apply to understanding other stuff in the world. Anything to do with reasoning and figuring things out falls under Crackin'.
6. Sniffin': Smelling where stuff is and how to get to it. A lot of the time this could mean food, but it can also mean danger or friends. Anything to do with smelling or sensing things falls under Sniffin'.

Additionally, each character has a health score, representing his physical capacity to get hurt during the course of the game. Attacks and getting hit have no set value, being determined by the GM depending on the scenario at hand. Generally speaking, however, most attacks against a player should deal no more than 1 or 2 points of damage, unless the circumstances are particularly devastating. To find your health score, first roll 1d6. Then, add a certain value to your health depending on your species. The values are shown here:

1. Amazonian Giant Otter & Sea Otter: 3 Health Points
2. American River Otter and Cape Clawless Otter: 2 Health Points
3. Hairy Nosed Otter and Asian Small Clawed Otter: 1 Health Point

Luck Points:

At the start of every game, each character has two luck points. When attempting an action, a player might fail. If he does so, he has the option, immediately after being told that he fails, to spend one luck point. Doing so, he can describe a flashback to the planning of the heist to say exactly how he planned for this to happen. After describing this, the player can reroll his dice for the action, adding +1 to his total.