



DOOM

and Cookies

*A potentially calorie laden RPG
by Andrew Peregrine*

What was that noise? It came from downstairs, a cracking, creaking sound that had woken him more through a sense of brooding danger than volume. It was still night, and the dormitory was still swathed in darkness. However he could make out the shapes of some of the other children in the beds opposite. With a start he realised Tom was also awake, sitting up in bed and staring at him.

"Luke," whispered Tom in the stillness, "did you hear that?"

Tom nodded, but said nothing. Admitting that he had heard the noise would make it all real. Tom was about to say something else but instantly hushed into silence as the door to the dormitory crept slowly open. Both boys crashed back under the covers in case it was the orphanage manager Mr Keaton. Under the covers all they could hear was the creep of the door, then quiet footsteps coming stealthily into the room. Daring to peek out from the covers Luke looked out, but it was not Mr Keaton. Framed in the silhouette from the hall light was the shape of a small girl in a nightdress, her hair in two long pigtails. He thought for a moment it was his sister Isabelle, sneaking in again from the girls' dormitory next door. But it wasn't Isabelle, and Luke began to feel a lingering cold dread rise in the pit of his stomach.

No longer fearing Mr Keaton, Luke sat up, startling the girl who was trying to see if any of the boys were awake. It wasn't Isabelle but her friend Sarah, and she rushed up to Luke upon seeing where he was in the silent dorm.

"I can't find Isabelle," she said, her voice breaking a little. "She went out for a glass of water, but then I heard this noise..."

She was cut off by a low moan that drifted up from the stairs. It was too low for a human being to make and seemed full of both anger and despair. Terrified, Luke and Sarah locked eyes for a moment, hoping the other would have a different answer to what they were both thinking. But neither of them did.

"We're going to have to look for Isabelle," said Luke.

Introduction

As the title suggests, this game is about two things, Doom and Cookies. In the game you play the part of children trying to escape the orphanage of Mr Keaton and his wife. The orphanage itself is a large and rather run down building in the middle of nowhere. It is not as easy as you might think to escape it, as it is full of long twisting corridors and has a very confusing layout.

The game is set sometime between the Victorian and Edwardian eras when technology was dangerous and few people paid much attention to Health and Safety guidelines. However, the perils that you face are all going to be of your own making, but the creation of which will reward you with cookies.



This game functions like any other RPG, so I'll assume you know all about Gamesmasters (GMs) dice, power-gaming and rules lawyers and skip straight to the game itself. As usual you create a character, one of the orphans in the orphanage, and as for dice, you'll only need a few D6s.

This game has been designed for the 24 hour RPG competition run by the guys at "One thousand Monkeys, One thousand typewriters". Apart from some accidental thinking beforehand, this has been written from scratch in a 24 hour period. As such it hasn't had any form of playtesting or even much proof-reading. I fully intend to go over it and expand/rewrite it into a more releasable version. However, this first version will always be available free from the competition site or my own. If you want to get involved in the competition (and you do, it'll be good for you ☺) take a look at the forums at: <http://www.1km1kt.net/community/index.php>

So without and further ado, lets bring on the Doom and Cookies.

Setting up the Game

Before you begin the game you will need to get hold of some Cookies. Any form of biscuit or cake will do as long as it can be portioned out evenly. This is not the time to argue about whether a jaffa cake is a biscuit or a cake. Either is acceptable using these rules so stop harping on about it. The amount of Cookies you use will help determine the length of the game, so don't take more than you need. A packet (or even two) of any standard biscuit, from Bourbon creams to Hobnobs (or Oreos if you are American) will be fine.

Rip open the packet and put all the biscuits in a bowl in the middle of the table. But do not eat any of them yet!!! You'll need them for the game. If you are all feeling the need for your usual supply of snacks, by all means have other biscuits and cakes available. Just don't have the same type of cookies available as the ones that are in the bowl, that's how people get to cheat.



Creating a Character

Now that you have a bowl full of Cookies in the middle of the table you need to find something to distract you all from eating them. So lets all create a character.

In this game you are playing a poor orphan hoping to escape the destruction of their home. Your character is around 5 to 10 years old and as such has few skills. So your character is defined by three things, none of them very complicated.

1 – Pick a Name

Firstly, pick a name. Any name is fine but do stick to the sort of thing a Victoriana or Edwardian orphan might actually have, Tom, Susan, Isabelle or Oliver are fine, Quangzar, slayer of the nightbane is not really that appropriate. However, your character might have a nick-name so you can go a bit wild there. If no one throws anything at you upon revealing your character's name you can reasonably assume its ok with the group. Feel free to hurl small objects at those who fail to come up with something reasonable.

2 – Pick a Talent

Next you pick something your character is especially talented at. This talent might be physical, mental or social, but not all three. A few suggestions are provided below, but if you don't like the look of any of them, feel free to make up one of your own with the GM's permission.

Strong – You are physically more powerful than most children. You can lift more weight and hit people harder. As boys and girls are much the same at this age it means yes, a 'Strong' girl can give a boy a beating.

Graceful – You have an excellent sense of balance and movement. You have a lot of co-ordination that probably makes you a good gymnast or athlete.

Dexterous – Your hand/eye co-ordination is excellent. You are good at using your hands, making both a good juggler or lock picker. You also have a decent aim as well when throwing something.

Tough – You are the sort of person that can take a lot of punishment. You still get hurt, but you can just take more physical pain and stress than most people.

Resilient – You might feel as much pain as everyone else, but you seem to have more energy and stamina than the others. You need less sleep and can exert yourself a long longer than most people.

Quick-witted – You are a fast thinker. You might not be any cleverer than anyone else but you come to a conclusion swiftly and can analyse a situation quickly. You tend towards being a leader, mostly because you've made your mind up before anyone else.

Academic – You are no stranger to books, but you don't just read them, you can remember them. Your memory is excellent and you can remember small details well.

Wise – You have a lot more common sense than most people. If something seems a good idea at the time, for you it usually is.

Friendly – You are good at getting on with people. You can usually get people to follow you or look after you

Intimidating – When you bark orders, people tend to listen. There is something in your voice and manner that makes people do as they are told without thinking about it too hard.

Strong-Willed – You never bow under the pressure. When you dig your heels in there is little that can sway you or convince you otherwise.

3 – Pick a Skill

Finally you pick a skill your character is good at. While your character can usually make an attempt at any task within reason, there is something they are especially good at doing. Bear in mind that it is unlikely your 8 year old character is familiar with assault weapons and military grade hardware. Well, not unless the game is set in Texas anyway. So you should pick a skill that makes sense for your character to have. Again, the skills listed below are just examples and suggestions, feel free to suggest others to the GM.