

The Disorder Suit

A mini-RPG for 1 MC and 2 to 5 players by Côme Martin. written in November 2017 for the #couvrageljahr contest of the Courants Alternatifs

Today was carnival day at the Flower Kingdom; they put on their human suits and imitated human society all day long... But your group wandered off a little and when excitement dies down in the evening, you realize you got lost in the Human Kingdom! You'll need to get home safe and sound before the suit bursts and the day rises... Unless that's the perfect opportunity to learn more about these strange beings?

Creating the Flower-Characters

1) Each player says a truth about the Flower Kingdom (that's a good moment to decide whether flowers can talk to animals and insects) and a thing flowers find strange about humans. Others can be created during play.

2) Each player chooses the species of the Flower-Character (FC) they play: that's their name. They then say a rumor about the species of another FC.

3) Each player adds a detail about the human suit the FCs try to control.

4) Each player secretly chooses which part of the suit their FC handles the best—feet, hands, mouth, eyes or ears—and which they handles the worst. The suit also has a nose, but everybody knows flowers have a perfect sense of smell, no problems to worry about there!

5) Each player secretly chooses their FC's main motivation: "Get us home as fast as possible," "Learn more about this strange world" or "Have fun with the suit just a little more".

6) Choices are revealed!

7) Each player draws for their FC 4 petals which carry 5 pollen seeds each.

Facing obstacles

• If players agree about which FC has to act and how, the concerned player rolls 1d6.

-> If the action is related to the part of the suit the FC handles best, the player rolls 2d6 and keeps the best die; if it's related to the part they handle worst, the player rolls 2d6 and keeps the worst.

-> Before the roll, the player and anyone who wants to help them can spend pollen seeds to add +1 (by seed) to the final score.

-> To succeed, the score must be equal or higher than the obstacle threshold (which is kept hidden).

• If several FCs want to act and/or can't agree on what needs to be done to face the obstacle, each concerned player rolls 1d6.

-> See above for bets and the number of dice to roll.

-> The player whose die (without bets) has scored the highest wins, and their FC acts.

-> In case of a tie, all the FCs who tried to act lose as many pollen seeds as their die score, and it's the die just after the tie which wins (if all dice are equal, the action fails).

-> In case of a success, the FC who acted gets back whichever seeds are missing on their current petal (up to 5).

-> In case of a failure, the Rip score is raised by 1.

The suit's Rip starts with a score of 0: it rises when several players roll dice and the action fails, or when it makes sense during the story (for instance, the suit goes through a window or gets bitten by a dog). When the Rip reaches 10, the Flowers spread throughout the air and the session's over. Additionally, when the Rip score reaches 4, 7 and 9, all FCs immediately let a petal escape through the rip.

If a petal has no more pollen seeds, it falls permanently. Without any petals left, a FC can't act anymore.

Framework

• When calm falls again and the game begins, the suit is:

- 1: Buying a bouquet at a florist's
- 2: In the midst of a date at the restaurant
- 3: Driving a car, at a red light
- 4: About to say a poem during the local slam night
- 5: At a birthday, a glass in hand
- 6: Carrying a sofa during a move

• The passage to the Flower Kingdom is:

- 1: Deep in the sewers' maze
- 2: In a bank's strong room
- 3: In the kitchens of a 5-star hotel
- 4: In the washing room of a museum
- 5: At the last floor of a tower in the business district
- 6: In the storeroom of the local library

Obstacles examples

Feet: Escaping from a pursuer, running after a bus, discreetly sneaking in a corridor, jumping above a hole...

Hands: Using a tool, giving a punch, climbing a wall, drawing a tree...

Mouth: Convincing a cop, bartering with a seller, calming a child, swallowing food...

Eyes: Making sense of a scribble, finding your way in the dark, finding a hidden object, expressing joy, surprise or sadness...

Ears: Noticing a sound amongst a hundred others, understanding instructions, remaining calm in the presence of a deafening noise, making out the emotions of an interlocutor...

Nose: No obstacles—remember, perfect sense of smell! But don't hesitate to often evoke smells in your descriptions...

Difficulty thresholds for obstacles

4 -> Average, 6 -> Very difficult, 8 -> Almost impossible.

Try to vary which part of the suit is necessary to face obstacles!