

# MASAK AYAM

A TABLETOP ROLEPLAYING GAME OF DARING ESCAPES,  
CHICKENLY BEHAVIOUR, AND DELICIOUS POWERS

BY BRAM XU



# WELCOME!

You are a chicken. You have been taken to be cooked for a grand meal.

You see all the tools and implements before you that will be used in their... Preparation of you. But you and your flock will not be taken easily! Nor without a fight!

It is in that moment of outcry against this fate that Power awakens within all of you.

In an ironic echo of the destinies that would've fallen before you, Power which manifests based off the preparations they had for you.

So take hold of your new destiny and power!

But these powers are new, and as raw as you are to using them.  
Take care not to get burnt by them.

Masak Ayam is a rules-lite game aimed at being used for one-shots, but can be adapted for a slightly longer campaign.

Escape the kitchen! Escape the grounds! Perhaps find the source of your powers? Or do you have other ambitions with your newfound powers?

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# **PLAYING THE GAME**

## **WHAT YOU'LL NEED**

In order to play this game, you will need a set of six-sided dice (d6), some way of writing notes, and at least 2 participants, with one person playing the role of the Coopmaster (CM, or Gamemaster, GM), and everyone else being a Chicken. The role of the Coopmaster is to help facilitate and guide the Chickens to their goals throughout the game by taking the role of the situation and any possible non-player chickens (NPCs) or non-chickens (NPNCS) that the other players may encounter.

## **How To PLAY**

Once the Chickens are made, and the CM has rolled up the scenario and location, that is when the game begins. The CM will introduce the scenario and starting information to the Chickens, and it is up to them to relay their actions and attempts to escape.

When a Chicken attempts to commit to an action that has a possibility for failure, the CM may ask them to make an Action Roll (rolling a d6). As a Chicken, you will have two stats: Power and Skill. To succeed on a task, your roll must land on a number that is equal to or lower than the stat that is being used. When you are invoking your Power, you use your Power stat. When you are doing anything else, you use your Skill stat. If you are either in an advantageous situation or attempting to foil something that is directly in opposition to your initial destiny, roll an additional d6 and pick the lower number.

It is up to the CM's discretion whether or not a roll is possible. For example, just because you succeed on a Skill roll, doesn't automatically mean you can build a spaceship. Additionally, the CM may award additional Stat points for you to allocate as rewards for accomplishments or milestones. Stats can only go up to a maximum of 5 points.

Whenever a Chicken's power is invoked, there is a chance to accidentally Cook themselves with it when they fail an Action Roll. On a failed Action Roll, roll an additional d6. If you land on a 6, mark that they have been Cooked by 1 point.

When a Chicken fails an Action Roll, mark that they are 1 point closer to becoming Cooked! However, when they succeed on an Action Roll, they can remove 1 point. Once all the points are marked (6 points), the Chicken will have succumbed to external forces of hunger and culinary needs, and therefore be taken out of the narrative by becoming a meal. Be creative on how this occurs, discuss how these chefs have regained this Chicken to be part of their banquet.

# YOUR CHICKEN

To create your Chicken, let us begin with your Name. This is a strong name.

Let it be something that resonates with you as you cluck angrily at the chefs.

Next, we determine what Power awakens within you based on the preparations that had been Destined to be your fate.

## **ROAST CHICKEN**

You were to be set upon open flames and intense heat to transform you into a delicious meal. This is no longer the case. As a chicken once destined to be Roasted, you now are able to conjure and command intense heat and flames. You can determine how and where the flames you conjure emerge from. Do you exhale it? Does it erupt from all round you like the mythical phoenixes of old?

Take a moment to discover how these flames burn through your obstacles.

These are your flames now.

## **FRIED CHICKEN**

You were to be fried, your skin turned hard and crunchy to lock in the flavour within you until the time of consumption. That is no longer the case. As a chicken once destined to be Fried, you are now able to become a rigid wall against those who try to harm you and your flock. You get to decide how this armour of yours manifests. Do your feathers expand and harden in response to impact? Do you generate an external forcefield? Take a moment to discover how this power manifests to protect those you care about.

You get to choose what gets through you now.

# YOUR CHICKEN

## POACHED CHICKEN

You were to be submerged amidst various aromatics in a pot till tender and full of the various flavours within the liquid. That is no longer the case. As a chicken once destined to be Poached, you are now able to call and command water. You get to decide how you weave water to your will. Do you command the water with your mind? Do you keep it close to you, or take it when needed? Take a moment to discover how this power is commanded to keep you afloat in trying times.

These are your waters now.

## STEAMED CHICKEN

The very air around you was being prepped to be heated in order to slowly cook you till tender. This is no longer the case. As a chicken once destined to be Steamed, you are now able to manipulate and direct the air around you. You get to decide how you control the air around you. Do you direct it with your wings? Through thought? By your impressive voice? Take a moment to discover how you direct the air to your goals.

You are in control now.

## STEWED CHICKEN

You were to be coated and braised in various liquids, spices, and various other ingredients, taking on their flavour profiles and characteristics. That is no longer the case. As a chicken once destined to be Stewed, you are able to enhance various aspects of yourself. You decide how to strengthen yourself. Do you take on aspects of turmeric and ground yourself so that you are difficult to move? Or perhaps a peppery sharpness that allows your talons to cut through whatever is in your way? Take a moment to discover how you manifest and enhance various aspects of yourself.

This is your body now.

# YOUR CHICKEN

Finally, we turn to your two stats: Power and Skill. They each begin with 1 point in them, and you have 3 additional points distribute between the two of them.

Power describes the level of control you have over your Power. The higher the stat is, the easier it is to call forth and manipulate your Power and therefore the less likely it is to accidentally cook yourself with it.

Skill encompasses all the mundane actions that do not require Powers that a Chicken may attempt to do. For example, this includes knocking out chefs or guards, unlocking a door, or even flying through a volley of projectiles and coming out unscathed.

Over the course of the game, you may encounter opportunities or reach milestones where you may be awarded a Stat point to allocate. In those situations, please take note that neither stat can exceed 5 points.

# FOR THE COOPMASTER

As the player who facilitates and helps tell the tale of these brave Chickens, provided here are a series of tables to help prep and start the Head Chef's various attempts to capture and cook these Chickens.

While you are here to help facilitate this game and story, remember to have fun and be fair with it. Try to go along with the action with a "Yes, but..." statements more often than shutting ideas down. Encourage the ridiculousness of the situation and embrace it. You're following the story of super-powered Chickens escaping a delicious fate.

To create your Head Chef and to establish both the location alongside some of the obstacles they may face, roll on these tables to discover these traits.

As a Head Chef, they are:

1. Ambitious
2. Pompous
3. Cunning
4. Grizzled
5. Fanciful
6. Strict

Additionally, this banquet is being held in a:

- |   |  |
|---|--|
| <ol style="list-style-type: none"><li>1. Lavish</li><li>2. Secure</li><li>3. Run-Down</li><li>4. Historic</li><li>5. Advanced</li><li>6. Frontier</li></ol> | <ol style="list-style-type: none"><li>1. Convention Center</li><li>2. Lodge</li><li>3. Palace</li><li>4. Mansion</li><li>5. Fortress</li><li>6. Temple</li></ol> |
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# FOR THE COOPMASTER

The Kitchen within this location is:

1. State of the Art
2. Immaculately Organized
3. Over-stocked
4. Re-purposed
5. Gaudy
6. Rustic

Some obstacles the Chickens may encounter:

1. Heavily barricaded and Locked Doors
2. Hunting Beasts
3. Homing Cages
4. Defense Systems
5. Hungry Patrolling Guards
6. Scarily Competent Chefs

Something the Chickens are aware of as they make their escape

1. There are a series of unstable, yet hidden passageways throughout the estate
2. There is a meeting between two highly antagonistic factions being held
3. There is a visiting, competing Head Chef (re-roll the Head Chef table)
4. There are delicate experiments being conducted here
5. Rooms are prone to shift locations once doors are closed
6. The banquet is going to be held outdoors