Scooby Dooby Doo

A dungens and dragons inspired, mystery inc. themed RPG

Intro

Play as the Mystery Incorporated Gang: Scooby, Shaggy, Velma, Fred, and Daphne to solve a mystery.

This is a 2-6 players role playing game.

1 player (GM) creates the mystery and the other players (Mystery Inc) attempt to figure it out.

The 1 - 5 mystery inc players, pick which character of the gang they want to play. each player interacts with the game world and the mystery through their chosen. Each character has different special abilities and weaknesses that help them to find clues and escape monsters.

The game ends when mystery inc has uncovered enough clues or wasted enough time. At the discretion of the GM the gang can attempt a final trap, which reveals the culprit and leads to the mystery being explained.

Before the culprit reveal all mystrery inc players make a guess to solve the mystery: culprit and the reason for the mystery.

Creating a Mystery

I wanted to leave the substance of each mystery in the hands of the Game Manager (GM). What i write here is simply guidlines to making a mystery that fits the scooby doo Formula. Scooby doo is a "who done it?" style mystery, with classic scarry story elements.

A Mystery needs at least:

A Setting
A Legend
A Culprit
A Secret

The setting should have around 10 locations and the cast of non player characters (The whodunits) should also be around 10.

At least 3 characters should have discoverable motives pointing to them as a suspect. The secret should have a clear way to be revealed.

CREATING THE MAP

the setting of the mystery needs a map.

the map needs to contain all locations with travel distances between them.

all locations need to be reachable in some way. this way can be secret. locations can be reachable in more than one way,

i suggest using a grpah / node / tree structure to visualize.

Game Play

Most of the game play will be individual and group turns.

there are 3 specific events that can be triggered during game play. A monster sighting event, a Trap event, and a chase scene. When these are occuring turn play is suspended and the special rules relating to each event go into effect.

Monster events are when the gang encounters the monster.
Trap events can be orchestrated by the Fred player during the game.
A Final Trap Event is a game ending event.
A chase scene is a mini game within the larger mystery.

Turns

All players get a turn each round. During a turn a player either does an individual action or performs a role in a group action. A round is either a series of individual actions or a group action. Each round starts with Scooby. Before a round starts the gang votes to either act as individuals or perform a group action. A new round starts when the last one ends or when a special event has concluded. Turns only happen when an active set of events are not ongoing.

Individual Actions

An individual action is one of the following categories:

Charisma
Perception
Strength
Agility
Speed
Secial ability

Roll D20 for success of an action.

All mystery inc members have positive andnegative modifiers to their individual actions. These modifiers are applied to the value of each roll. The Gm decides the threshold needed for actions to succeed.

Mishap

A mishap is an event that causes something to go accidentaly awry during a player's action. this unexpected occurance can be good or bad.

Roll a D10. Even rolls are positive, odd rolls are negative. Apply the subtraction or addition to a current action roll. A mishap roll can also be used as a tiered coin flip to decide the result of an action or event (ex. velma's glasses).

Mystery inc gang

Scobert "Scooby" Doo
Loves Food
Hates seeing his friends in trouble

Special Abilities
Man's Best Friend: (No cooldown)
Auto 20 on individual action when another player is in crit falure

Weaknesses
roll mishap for all group actions.

can be detoured by food at any point.

-2	-1	0	+1	+2
Charisma	Agility	Strength	Speed	Perception

Norville "Shaggy" Rogers
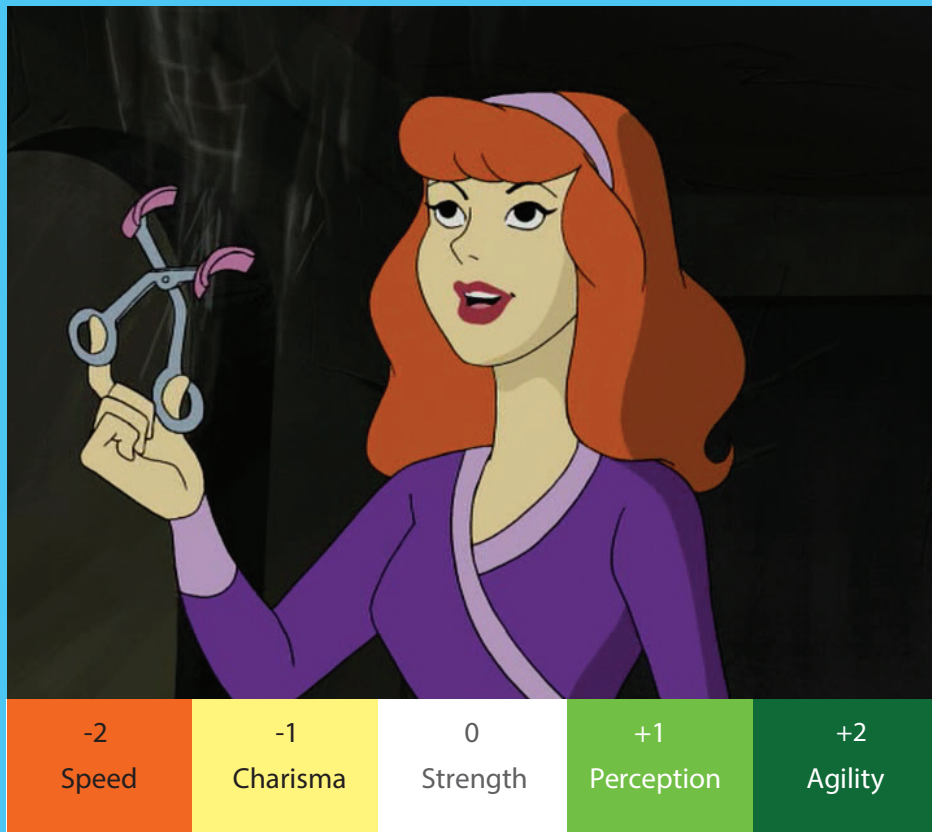Loves eating
hates scary things

Special Abilities
Sniff check: (cooldown: 3)
Quadrouple Perception roll.

Weaknesses
roll mishap for all group actions.

can be detoured by food at any point.

-2	-1	0	+1	+2
Strength	Charisma	Perception	Agility	Speed

Dahpne "Jeepers" Blake
Loves fasion
Hates Scams

Special Abilities
Purse: (cooldown: 5)
Double item roll. Choose 2 purse items.

Weaknesses
rolls mishap on every agility check.

-2	-1	0	+1	+2
Speed	Charisma	Strength	Perception	Agility

Velma "Jinkies" Dinkley
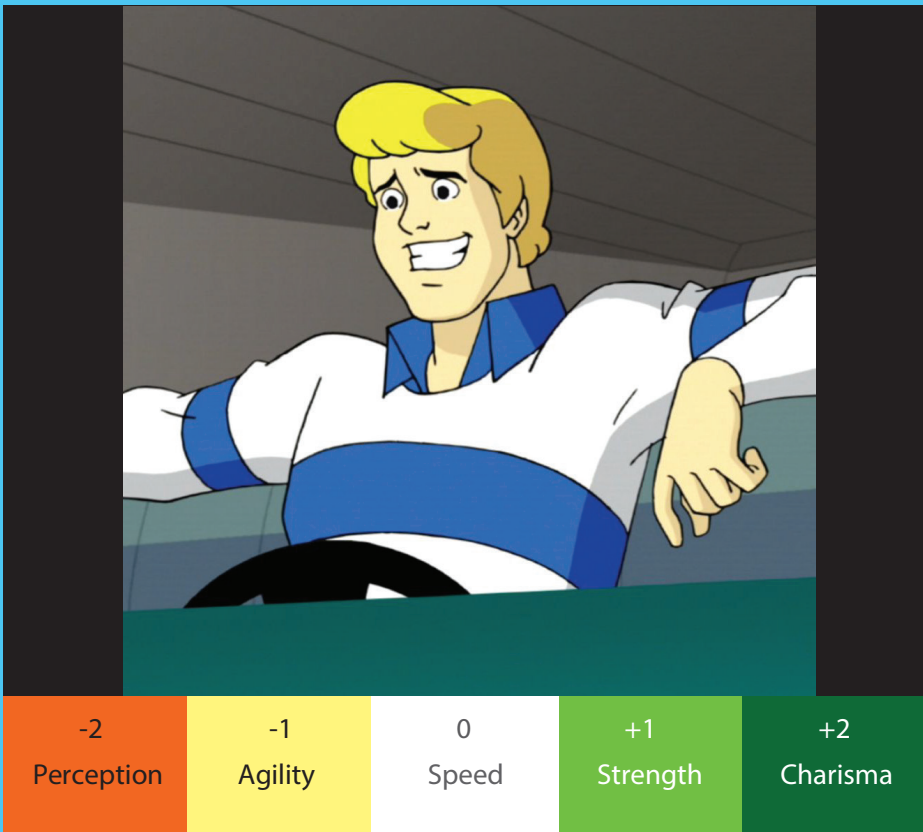Loves Mystery solving
Hates frauds

Special Abilities
Research: (cooldown: 5)
Ask Gm a clarifying question.

Weaknesses
If velma rolls a 1 she loses her glasses and rolls mishap which if negative causes a monster sighting.

-2	-1	0	+1	+2
Strength	Speed	Agility	Charisma	Perception

Fred "Freddy" Jones
Loves Traps
Hates bad driving

Special Abilities
Bench 220: (cooldown: 5)
Double Strength roll

Weaknesses
roll mishap when doing mechanics
or foreign language.

-2	-1	0	+1	+2
Perception	Agility	Speed	Strength	Charisma

Monster Sighting

When a monster appears All players in the location do a charisma check for fear factor. Lowest roll responds.

Responses

Run
Leads to Chase Scene

Unmask:
Roll D20.
If 1 leads to a Kidnapping.
If 20 leads to a Creature Capture.
Otherwise, run.

Fight:
Agility roll + extra mishap roll
40 or greater leads to Creature Capture
30 or greater leads to Costume Information
20 or greater could reveal a Clue
10 or lower leads to a Kidnapping

Everyone can Run

Only Velma can attempt to unmask the monster once per game.

Only Daphne can attempt to fight the monster once per game.

Only Fred can attempt an improvisational trap if possible.

Traps

Trap score is the total of the Lure + Roles + Items + Sucess
A trap fails if its score is less than 50. A trap suceeds if its score is over 80.
A failed trap leads to a Chase Scene. A sucessful trap leads to a Creature Capture.

Lure
1 x D12
+6 if this is shaggy and scooby's role
How to get the monsters attention

Roles
n x D10
1 role per character involved
Roles need to encoororate all items

Items
(n + 1) x D6
# of items used is 1 more than the number of roles
Trap items or location items can be used

Sucess
1 x D10
+2 if everyone is involved
How well planned Fred's trap is

n = number of characters involved in the trap

Improvisational Trap

Fred can attempt improvisational traps by himself or with other mystery inc memebers.

Only 2 improvisational traps per game. One solo and one with any number of other members available.

Final Trap

Whole gang is involved (unless someone is missing)

Once the trap succeeds the game ends.

If the trap fails, starting with scooby, the gang rolls mishap, add/subtracting to the trap score. This continues until the total exceeds 80 or a 10 is rolled.

Chase Scene

All players speed check for starting positions. Each player keeps track of their running score. The monster chases the player with lowest running score. The player being chased makes a move, adding that roll to their running score.

If a non-scooby character is being chasedfor 3 moves in a row, shaggy and scooby must distract.

Once a player's score exceeds 100 the scene ends. When the chase is over, the gang will be moved to a different location. It should be a place they haven't visited yet or a place where they missed a clue.

Move Types

Scooby and Shaggy only

Flirt
Charisma roll + mishap

Distract
Switch places with a character that is in trouble

Fred only
Improvisational Trap (1 attempt)

Daphne only
Fight (1 attempt)

Everyone

Run
Speed roll

Hide
Agility roll
1st try sucess: Velma

Disguise
Charisma roll
1st try sucess: Shaggy/Scooby

Group Actions

Plan
All players involved in a plan are assigned a specific role. The role will correspond to an individual action. Total up all individual scores . The plan is a success if the total is greater than 10 * # players involved.

Split up
splits the group into 2 smaller groups of 2 and 3.

Shaggy and scooby must stick together.
if they are unacompanied they must look for food.

When in these smaller groups each group member

Move
Move to a different location on the map. D10 roll for range. Range is doubled if using Mystery Machine.

Mystery Machine can have area limitations.

Fred may be required to roll Mishap at GM discretion.

Search for Clues
All roll an extra D10 to add to a perception check.highest role finds clue if it is there.

Outcomes

Kidnapping
Splits player from the gang. moves mystery inc memeber to new location. Gang must now attempt to get them back.

Creature Capture
Successfuly capturing something. Could be the monster or something else completly.

When the final trap succeeds the monster is revealed.

Otherwise, this means there could be a second monster or the gang has captured the wrong person.

Chase End
The outcome of a chase scene that has no kidnapping, creature capture, or clue.

Clue
A piece of evidence. Can be physical like a document, object, video tape. Can be auditory like a conversation, eavesdropping, record. Can be a red herring.

Costume Information
Physical clue specific to the monster's costume. It could be s piece of the monsters costume, a prop the monster uses, or a piece of clothing associated with the culprit. Can be a read herring.

Items

Items can be used to aid an action.
All mystery inc members can summon 3 items per game.

Daphne can also summon items using her purse.
Fred can also summon items from the mystery machine for his traps.
Shaggy can also summon food items to aid an individual action.

An item can be one of these categories:

purse Item
Mystery Machine Item
food Item
Enviornment Item

to use an item roll a D6.

Scooby Snacks

Fred, Velma, and Daphne can each use scooby snacks once per game. When using scooby snacks, the mishap roll shaggy and scooby do on group actions, is always positive.

This is a work in progress RPG game by Jack Wilkin.

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In the works:

location based chase scenes