



DOG THE RPG

DOG is a RPG about being a dog. You are a loyal friend to your owner, your master, who you, as a dog, adore. Your sole aim in life is to be the BESTEST BOI.

You crave: HEAD PATS, tummy rubs, TREATS, walks, snacks, SWIMMING!

You dislike: being ignored, cats, baths, waiting for walks, empty food bowls.

You hate: THE POSTMAN! THE VET!

Pick or roll 1d6 for your breed and size:

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|---------------|-------------|
| 1: LABRADOR | |
| 2: HUSKY | |
| 3: TERRIER | 1-2: SMALL |
| 4: ROTTWEILER | 3-4: MEDIUM |
| 5: BEAGLE | 5-6: LARGE |
| 6: RETRIEVER | |

This game can be played with 1 or more players, and a GM if desired. The GM will play the role of the owner. Go around the table: each player gets to describe their exciting action, and rolls for a result. Once each player has taken an action, repeat this process.

Actions can be whatever the player decides, but should always aim to show that they are the BESTEST BOI. Some suggestions are below.

FETCH THE STICK! CHASE THE BALL!
CHASE YOUR TAIL! BARK AT THE BIRD!
WAG YOUR TAIL! SNIFF THE TREES! BARK
AT OTHER DOGS!

All action rolls are on a 2d6. A roll of a 7+ succeeds. A 10+ gets TREATS (d6 roll 1-3) or HEAD PATS (d6 roll 4-6)! Below 7 does not get enough attention. A score of 2 or less means you have to poop and miss the next round of action.

You have three stats. Roll 2d6 twice for the value of Hunger and Sleepiness, and pick the highest value. Your Excitement stat is **five**.

HUNGER - One hunger point is restored with TREATS. Every time you make an action, you add one to your hunger score. When your hunger score exceeds its value, you are hungry and grumpy, and must make a 'find food' action. This is the only action you can take until you get food, which restores 1d6 hunger points. This is not exciting.

SLEEPINESS - One sleepiness point can be restored with HEAD PATS. Each time you make an action, you add one to your sleepiness score. When your sleepiness score exceeds its value, you are sleepy and must lie down for a nap. This finishes your game.

EXCITEMENT - Every time you succeed in an action, you can add 1 to your excitement score. This score is added to your action rolls. If your action is ignored, your excitement drops by 1. If you **maximise your excitement score**, you become completely over-excited and have to subtract the **entire score** from your next action roll as you have temporarily lost your little doggy mind! This will reset your excitement score back to 0.

The aim of the game is to be the BESTEST BOI. You do this by being the BESTEST BOI when all other dogs are napping. Clearly, your owner loves you the most when you are the most bouncy of all.

If playing solo, you are the BESTEST BOI by default. Aim to be as Unsleppy and as Not-Hungry as possible.

Roll for a Settings

- | | |
|-----------------|---------------|
| 1-2: THE PARK | 5: THE LIVING |
| 3-4: THE STREET | ROOM! |
| | 6: THE VETS! |

Roll for a Twist to the Setting

- | | |
|----------------|---------------------|
| 1: OTHER DOGS! | 7: SMALL CHILDREN |
| 2: A CAT SHOW | 8: RAIN |
| 3: POND/RIVER | 9: A FOOTBALL |
| 4: LONG GRASS | 10: CYCLISTS |
| 5: BIRDS | 11: A FOOD FESTIVAL |
| 6: A MUD PIT | 12: TREES! |

You can 1d6 roll or **choose the personality of your owner**. If a GM is involved, they can give you advantage (roll 2 rolls, pick the highest) or disadvantage (roll 2 rolls, pick the lowest), based on your owner's view on your doggy actions.

Now, go and be the BESTEST BOI you can be!!

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|----------------|---------------|
| 1. SPORTY | 4 CHAOTIC |
| 2 COMPETITIVE | 5 MISCHIEVOUS |
| 3 AFFECTIONATE | 6 BLUR/ABSENT |



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