

FIGHT-OR-FLIGHT

SARA CAUDILL

You are a motley flock of birds.

You have banded together to outmatch the competition for the premium seed medley that **Jan the human** pours into her bird feeder every day. While you may not exactly be birds of a feather, you still must flock together to prepare for the harsh winter ahead.

Player: Create Characters

1 Pick a bird and come up with a name.

2 Pick a role: **bruiser**, **sneak**, **mastermind**, **jury-rigger**, **charmer**, or **daredevil**.

3 Pick a **number**, from 2 to 5:

 A high number means you're better at **FIGHT** (action, brawling, candor).

 A low number means you're better at **FLIGHT** (agility, persuasion, guile).

4 Pick an item: a **twig**, a **bit of tinsel**, a **strip of bark**, another bird's feather, some **acorns**, or a **big leaf**.

5 Pick a motivation: **Rule the Roost**, **Do Fowl Play**, **Don't Chicken Out**, **Ruffle Feathers**, **Catch the Worm**, or **Have a Lark**.

Goal: Get birdseed.

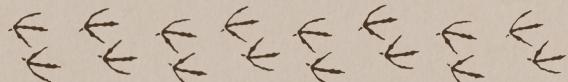
Dice: Use When Doing Something Risky

Roll **1d6** to see how well (or poorly) you do.

The GM can grant you a single **bonus die** if you are particularly inventive, collaborative, or well-equipped.

For **FIGHT**, roll \downarrow your number.

For **FLIGHT**, roll \uparrow your number.



COMMON GRACKLE



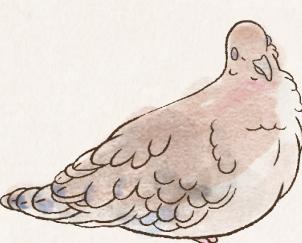
GOLDFINCH



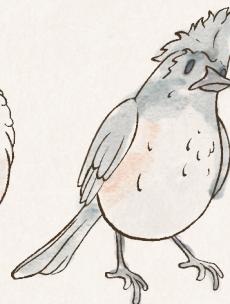
DOWNY WOODPECKER



BLUEBIRD



MOURNING DOVE



TUFTED TITMOUSE

GM: Run the Game

Roll for a threat and problem:

1 The Screw Jays, a rival flock

2 A veritable army of squirrels

3 A former member of your flock

4 Jan's next-door neighbor

5 Some unruly teens

6 A straight-up bear

1 Emptied 4 Sabotaged

2 Destroyed 5 Beguiled

3 Stole 6 Kidnapped

The Bird Feeder **Jan**

Start the game **after the inciting incident**.

Before a threat does something to the characters, describe the situation and ask the players how they want to react.

 "The teens ride off on their bicycles with the bird feeder in tow. What do you do?"

Call for rolls when outcomes are uncertain. Use failures to **drive the action**. **Change the situation** after every roll.

Guide players to fill in details about the world.

 "Why did a member of your flock leave?"

GM Goal: Play to find out how the flock defeats the threat.



Fight or Flight is © 2024 by Sara Caudill.

It's based on *Lasers & Feelings* by John Harper, which is licensed for use under a CC BY 4.0 license.
creativecommons.org/licenses/by/4.0/