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.

COMMON GRACKLE

GOLDFINCH

DOWNY WOODPECKER

BLUEBIRD

MOURNING DOVE

TUFTED TITMOUSE

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.

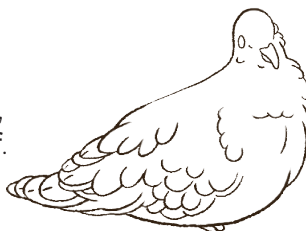For **FIGHT**, roll ↓ your number.
For **FLIGHT**, roll ↑ your number.

☒ If **0** dice succeed, it goes poorly. Work with the GM to figure out what goes wrong.

☑ If **1** die succeeds, it happens at a cost. Work with the GM to figure out the complication.

If **2 or more** dice succeed, it goes really well!

If you roll your **exact number**, you are a lucky duck! You succeed and add a die to the **BIRD BATH**. Anyone can use it on a later roll.

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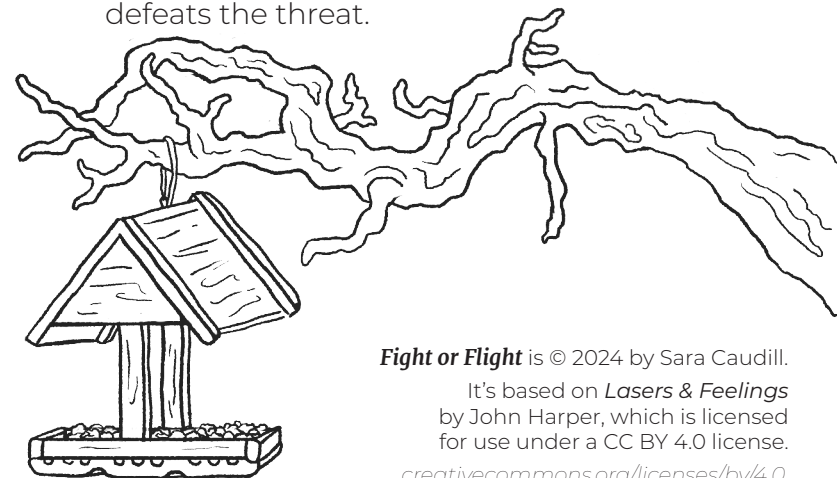
❓ *"The teens ride off on their bicycles with the bird feeder in tow. What do you do?"*

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.