

FIGHT-OR-FLIGHT



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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

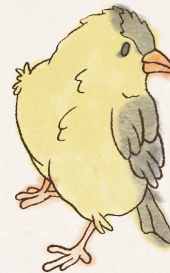


- 1 Pick a bird and come up with a name.
- 2 Pick a role: **bruiser**, **sneak**, **mastermind**, **jury-rigger**, **charmer**, or **daredevil**.
- 3 Pick a **number**, from 2 to 5:
 -  A high number means you're better at **FIGHT** (action, brawling, candor).
 -  A low number means you're better at **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



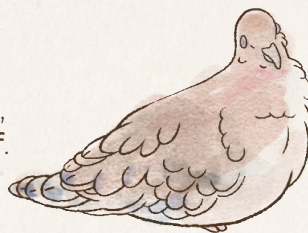
GOLDFINCH



DOWNY WOODPECKER



BLUEBIRD



MOURNING DOVE



TUFTED TITMOUSE

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.

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.



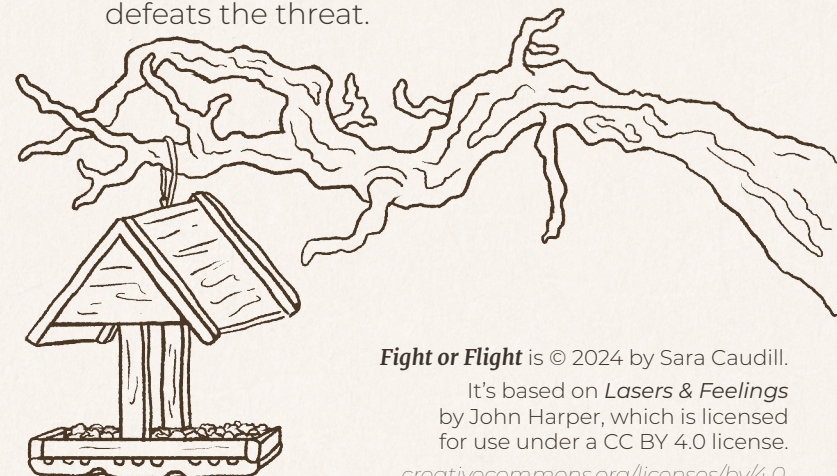
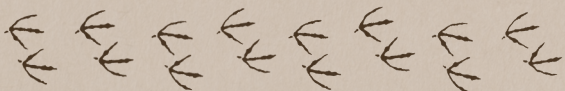
If **1** die succeeds, it happens at a cost. Work with the GM to figure out the complication.



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.



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