

Kooky-Spooky Family

One Page RPG

A harpsichord plays a jaunty tune. The show opens.. everyone claps. The Butler (the player running the game) welcomes everyone to the table, and asks them to create a family character. Families come in all shapes and sizes, tell everyone who you are.

Your Role in the Family

Choose three powers from the Kooky Spooky Powers list. You may choose a power multiple times, but may only choose three times. Note how many times you chose the power (1, 2, or 3). Give each player 3 six-sided dice (3d6). You may need more.

Opening Scene

The family is gathered together in a room in the house. Characters are engaged in a "normal" activity with a deadly spin: Playing "William Tell", Darts, Blowing up a toy train set, juggling knives, anything. Some characters may be engaging in their own activities: knitting an octopus sweater, assembling a jigsaw puzzle Frankenstein pet. Choose a power and tell how you use it in the activity, roll a d6 for each level of that power. Total your dice and keep score. The top score wins the audience's "applause", and gets an extra d6 to use once during the episode.

Episode Challenges

The Butler will present the family with a problem ("Alligators are loose in the basement again, madam.") to which the family must respond. Each problem should be broken down into 3 to 5 "steps" Each family member must narrate how their power can help solve a step, or they can choose to help. If a power perfectly aligns with a problem, add +1 to the roll. A player helping another must roll a 4+, on a success granting another player the ability to reroll one d6. A player may roll one die for each point in a Kooky Spooky power, but once rolled, that die is no longer available until the next scene.

Challenge Difficulty

Easy: roll 3+

Medium: roll 4+

Hard: roll 5+

Very Hard: roll 6

Fail Forward If the family fails, they regather in the starting area, and deal with the next problem. There may be consequences (no water for bath time!) until revisited.



Kooky Spooky Powers

- Acrobatic/Yoga** Ha! You swing from the rafters with ease!
- Ancestry** You know all the old family secrets and hiding places, which closets have literal bones in them.
- Artifact** You have a special magic item or talisman.
- Clones** You have a replaceable clone who likes to get into trouble. They can be regrown in 24 hours.
- Creepy/Brooding** Just, you know, creepy. You brood in corners, and pick up dangerous looking things.
- Cowardly** Zoinks! Super Runaway! Sometimes, this can work in your favor. You're hard to catch.
- Don't know any better** You lovable oaf! How are you not dead?!? Limited Immortality.
- Duelist** What have you! Choose a weapon specialty.
- Explosives** With common household ingredients, you can make big bad-a-booms.
- Feats of Strength** Behold! You can lift things and toss them about with the merest effort.
- Fear Not** You cannot be frightened. You kinda wish you could.
- Undead** Ghost/Zombie/Werewolf? Only Sometimes? Up to you.
- Hungry** You could eat. Always. Anything, if you can get it cut up small enough to chew.
- Invisible** Sometimes? Always? Up to you.. but your clothes don't turn invisible.
- Lucky** Failed a roll? Just reroll any dice you want, taking the result. Maybe it'll work out.
- Name your Poison** You always have a little flask of something poisonous on you. You occasionally nip on it, and have worked up a tolerance.
- Perfectly Normal** You are (or can pretend to be) perfectly "normal". This is a little distressing for your family.
- Potions** You can whip up a potion that will either be the solution to, or the cause of, all this episode's problems!
- Rich** Throw money at the problem! Burn it! Bury it! Sometimes this can cause as many problems as it solves.
- Speak with Animals/Plants** Talk with critters or houseplants!
- Ugly** Oof. You're really really frighteningly ugly. But we love you for who you are inside. Visitors might be frightened.
- Wired for 110v** You can power small appliances with your body.

A Kooky Spooky Family in...

(Episode One)

"Sunshine Scout Shenanigans"

... Designed for [Lesha Porche's Kooky Spooky Mansion](#) ...

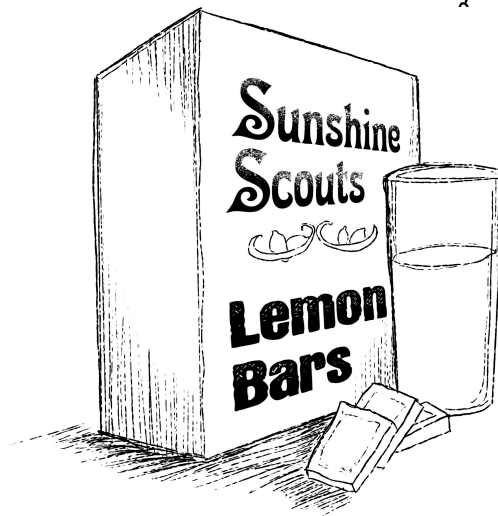
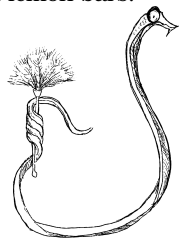
Opening Scene

Applause The family has gathered in the Parlor on the first floor, some or all are engaged in a light spirited game of mumblypeg with battleaxes. The Butler holds a tray of axes and knives. A snake named Boniface is dusting a painting high up on the wall. Take turns throwing an ax at your family member's feet, keeping track of score. If there's a tie, go again until there's a clear winner. Family members doing other activities still roll in the challenge, but are doing something else (Tell the family what you are doing). The winner gains an extra d6 to use in tonight's episode.

You Rang?

Chopin's *Funeral March* rings out just as the game concludes. The Butler answers the door, to find a rather ordinary neighbor wearing a bright yellow vest covered in patches. With them are five small children in similar vests, pulling a wagon full of bright white and yellow boxes of "Lemon Bars". Their leader recoils in fear at the Butler, composes themselves and then makes a big sweeping gesture with an open hand, "Howwwwdy Neighbor! What a Sunshiny Day!" The Butler leaves the door for a moment, to notify the family. "There is a visitor."

Returning with the Family, The leader is standing in the Foyer pulling the wagon, looking aghast at the their surroundings... "Sunshine Scouts... baked.. lemon bars?" When they turn around, the children all seem to be missing. You hear giggling, and just see one child running upstairs with a box of lemon bars.



Note: While these children might be in grave danger in the real world, this is a TV show and is intended to be light-hearted. That alligator is trying to eat the child, but.. you know... in a fun way. No one dies in these shows, they just carry on until you save them. They're perfectly safe.

Hyjinks

The family must save three to five children from the house, but more are listed here. On a failure, a scout could run off to find another danger, or just stay put until rescued.

Scout Abigail is in the Basement / Mines. When you arrive, she is riding on the minecart ride, after two dice rolls the cart stops and dumps them into the water, where a hungry Alligator waits to snap her up.

Scout Alan playing an old boardgame in a guest room, somehow changed the floor to lava!

Scout Basil is in the Greenhouse being lured to an early grave by the tendrils of a Child-Eating Narcissus.

Scout Clarice is trapped in the Pantry clutching a bag of fava beans, her path being blocked by the stove come to life!

Scout Daedalus is being hunted by the Minotaur in the upstairs maze. He's very good at hiding from you.

Scout Delia is being chased by a giant striped sandworm out in the cemetery.

Scout Edward is being blinded and sunburned by the sparkling stained glass in the sun room.

Scout Erika has found herself in a painting of a farmhouse.

Scout Frank is sitting quietly in the attic, playing with a deadly puzzle box. Somehow chains spring to life when you enter.

Scout Luigi is battling the plumbing in the upstairs Lavatory.

Scout Peter is chasing his shadow all through the house, trying to reattach it.

Scout Robert is hiding under a blanket in one of the rooms, being menaced by a monster under the bed.

Scout Sunny is napping in a pile of snakes in the Reptile Room, try not to wake them.

Scout Quaz is trying to retrieve a lemon bar from the edge of the roof! He avoids being caught.

Callbacks

In later episodes, one of the scouts has gone a bit feral, and is still "knocking about inside the walls". This seems perfectly normal to the family, and visitors begrudgingly accept it. They can be used as a challenge, or a help. Fancy a lemon bar, Dear?

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Illustrations c. 2022 Lesha Porche