

BACK TO THE WOODS WE GO



A string of disappearances in your small town have everyone uneasy and paranoid. Rumors are spreading that something strange is going on, something out of the old campfire stories, and no adult believes it. But you and your friends saw something... something sinister, in the woods. It's up to you to prove it, and soon, for something is stirring in the air tonight...

Each Player starts with:
3 Paranoia and 2 Drive

Whenever something happens that directly interferes with your actions, roll one six-sided die [1D6]
Add 1D6 when dealing in your **Interests**, when using a helpful item, and when spending a **Drive**.
Take the highest result and compare:

[6: You succeed
5-4: You succeed, at a cost
3-1: You fail, lose 1 Paranoia]

At 0 Paranoia you are **Lost**.
You can be **Found** again, determined by the GM, at a great cost to the group.

When you roll ~~multiple~~ ^{3 of more} 6s, gain either 1 Paranoia or 1 Drive.
Players are teenagers in a modern/near modern, small rural town. Judge ready access to resources, level of challenge for certain tasks, and how others respond accordingly.

Game Master's Tools:

- Roll 1D6 for Rumor/What they think they saw
- 1) The Country Club is a Sacrificial Cult
 - 2) A vicious were-Beast hungers in the shadows
 - 3) Aliens crashed in the woods, brainwashed servants to rebuilt their ship.
 - 4) A hag coven is brewing up a storm, literally.
 - 5) An axe wielding, undead hiker dragging a victim.
 - 6) A forgotten dump of Y2K computers awoke, building a cyborg army.

Only have players roll when failure or the costs are interesting and move the story forward. Losing Paranoia represents their actions are less justified to others.

Keep note everytime Paranoia is Lost. Every cumulative 3 Paranoia lost, have something dramatic happen, the forces take one step closer to completion, the police catch up to the players, etc.

~~Interests: Roll 1D6 2 times. Refroll duplicates.~~

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- 1) Outdoors
 - 2) Technology
 - 3) Fitness
 - 4) History
 - 5) Supernatural
 - 6) Speech

Qualities: Roll 1D6: Gain 1 Drive When You...

- 1) **Courageous:** Stand in the face of danger
- 2) **Athletic:** Push your physical limits
- 3) **Outdoorsy:** Track something down
- 4) **Quick-Learner:** Manipulate a system
- 5) **Empathetic:** Take care of someone
- 6) **Trouble-Maker:** Break the rules

Backpack: Roll 1D6 3 Times

- 1) Flashlight
- 2) Lighter
- 3) Shovel
- 4) BB Gun (+10 BBs per roll)
- 5) Handful of cash
- 6) Small box of cherry bombs

Assume everyone has modern phones. Signal and usage gets weaker the deeper in the woods they go. The internet is usually never the answer, but a fun resource.

Now go and try to save your town before its too late...