

# GARBLE GOB

Brought to you by Tree Diep

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You are a creature with ambitions who is heavily misunderstood by the world! Navigate these judgemental humans and either change their minds... or don't?

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## TOOLS

- 2d6
- This One Pager
- Something to write on
- Something to play on

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## STATS

Assign two numbers to your stats that add up to 6.

## GARBLE



## GOB



Roll **GARBLE** when bluffing, playing the part of your reputation, or hiding yourself.

Roll **GOB** when you are honest, connect genuinely, act on what you really want, or let your guard down.

Succeed on equal to or under the stat you're rolling. When a stat shifts, the other shifts in the opposite direction, always maintaining a total of 6.

If either stat reaches 6, the game ends.

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## GOAL

Pick a goal. This is how you wish to shift the world's perspective of you!

- BELONG - You wish to be accepted as a part of something. A community, family, or maybe a cult?
- UNDERSTOOD - You wish to be completely understood, inside and out, top to bottom, as who you are!
- PROVE - You wish to prove yourself. Your ambitions, skills, personality, or prove that you are what the reputation paints you out to be.
- REVERED - You wish to gain followers, be a legend, feared, or loved.
- VANISH - You wish to simply live life with no disruptions. Leave you be!!!

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## WORLD & CREATURE

Answer these questions:

1. What do you look like that causes the most discomfort & disdain?
2. What do you really want from a regular Tuesday?
3. What do humans always assume about you?
4. Where do you currently reside?
5. What is your name & what do humans call you?

Pick a Skill: Something that you are genuinely good at! (Art, finding things, making mysterious potions...)

Pick a Quirk through a die roll:

1. You are sincerely convinced that you are excellent at something you are not.
2. You are extremely, visibly, emotional about things you care about.
3. Your version of "helping" will always make things worse.
4. You like collecting things. Even if they're not yours...
5. You have an unnerving catchphrase or action that somehow always comes out at the worst times.
6. You have an overbearing obsession over something.

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When responding to a scene, roll 1d6 on the relevant stat. Add +1d6 if your Skill applies & keep the best.

SUCCESS | Describe/write your response & how it succeeds. Shift the present human's opinion one step towards the stat used.

## SCENES

|   |                               |                                    |                                |
|---|-------------------------------|------------------------------------|--------------------------------|
| 1 | A group of merchants          | is performing a ritual or ceremony | you are the suspect.           |
| 2 | A human child traveling alone | is celebrating                     | you were not invited.          |
| 3 | A human passing through       | has lost something important       | you cause a disruption.        |
| 4 | An elder or leader            | on a quest                         | they seek you.                 |
| 5 | Two angry humans              | is asking for help                 | only you know the truth.       |
| 6 | Human who's heard of you      | is mourning or grieving            | they ask for your perspective. |

Permanent. Cannot have the same trait. GARBLE traits raise GOB failure threshold by 1 & GOB traits raise GARBLE by 1. Both cap at 3. 0: over fails | 1: equal fails | 2: one under fails | 3: two under fails

When GOB rolls fail twice.

1. Everyone speaks to you in riddles.
2. Any kindness is seen as a threat.
3. Anything missing is your fault!
4. No one wants to get to know you.
5. No one wants to touch you.
6. People seem to forget you often.

1. Roll a scene & interpret.
2. Act by rolling GARBLE or GOB.
3. Interpret the success or fail.
4. Mark tracks, add traits, change stats, shift opinions, add/remove humans.
5. Mark 6 Goal Tracks or GARBLE or GOB hit 6 to end the game. Write what happened, how the world sees you, & how you see yourself!

The significant humans in your life. Three slots. Each hold a name and an opinion of you.

When an opinion fully aligns with your goal, the human will leave your slots. Mark the Goal Track.

If all slots are full & someone new becomes meaningful, replace a human. Lose a Goal Track mark if their opinion was close to your goal.

When GARBLE rolls fail twice.

1. You cry when someone is kind.
2. You become too blunt & honest.
3. You overshare things about yourself.
4. You always want to fix misunderstandings.
5. You act unpredictably when overwhelmed.
6. You want people to remember you.

Mark when failing a GARBLE or GOB roll.



Mark when an opinion fully aligns with your goal.

