



KIDS ON BIKES

FREE CONTENT FRIDAY
AUGUST 2020

DOGGOS ON SKATEBOARDS

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Content Warnings: *Cartoon or action movie violence, the paranormal, demons, bug creatures*

SETTING INFORMATION

Hello Pupper! You are a good dog who lives with a wonderful human family in an exciting, big town, known as Agloe, New York.

This town has a population of 250 pups and is full of sights and smells, with all the best places for walkies. It also has all the seasons: Hot, It's Raining, and Snowtime! There's a large park where you congregate with your fellow doggos to discuss all the important things, such feline politics and the liberation of toys from the Pet Store. Oh! The Pet Store! What a glorious place full of squeaks and milk bones. It's every canine's dream place. And next to that, you have the Groomer, who likes to make your coat all nice and clean. Sometimes you even come out looking completely different than when you first went in!

There are some really spooky places in town too though, like the Vet, where a scary human inspects your fur and pokes needles at you. There's also a Shelter, where humans leave their doggos and never return.

You luckily live with a loving family that takes good care of you, by feeding you and giving you all the scratches whenever you want... But when it's the weekday, the family goes away, leaving you with the most important job - to protect the house! Though you feel sad, you're also excited because now you can do whatever you want (while also doing your job)! You can drink from the massive water bowl in the Bathroom, or climb into the adults' bed, just because it's there, or even invite your animal friends into the house, like the Cat next door or that wonderful Skunk family.

Lately, there's been a lot of weird stuff going on, so you need to do your best and be **a good dog!**

SETTING TOUCHSTONES

- *Dog videos* (The Internet)
- *Laser Kittens* by *Stetnor Danielson* and *Cheyenne Wall-Grimes* (The Tabletop RPG)
- *Dog Simulator* (The Video Game)
- *Bently* (A Very Good Dog)

Instead of the standard town creation questions, pose these questions to the players instead:

- **Individual, Shared: What breed are you?** Are you a rottweiler, or

maybe a dachshund, or perhaps a golden retriever? If you're a mutt, what breeds seem to be mixed in there? Remember that whatever you choose, you're a good doggo.

- **Individual, Shared: How did your family find you?** Were you saved from the scary Shelter, or were you adopted as a wee pup? Maybe you just followed your family home and they decided to keep you.
- **Individual, Shared: What are you known for within the pupper community?** Are you a refined fetcher, or do you have an outstanding sniffer, or are you a talented shoe ripper?
- **Individual, Shared: How do you get around town?** Is it the human child's skateboard that you frequently borrow, or is it the Roomba? Or perhaps you taught yourself how to drive when your humans weren't looking?
- **Individual, Shared: Which other doggo in your group do you care about the most?** Keep in mind that this must be another player character in the group.
- **Group: Why was a meeting called between all of you today?**
- **Group: What time of day is it?** Are your humans around or are they at the Away Place?

POSSIBLE POINTS OF INTEREST

Exciting smelly places in your home:

- **The Bathroom:** There's a massive water bowl here.
- **The Living Room:** There's a box that turns on with moving pictures. You also like to jump on the furniture here when no one's looking.
- **The Kitchen:** This is where all the food is!
- **The Backyard:** This is where you go to play with your squirrel friends. You don't know why they keep running away from you.

Exciting smelly places in the town:

- **The Park:** This is where you go to meet up with other doggos when your family wants to go spend more time outside on a sunny day.
- **The Groomer:** You get absolutely pampered here and you love it. They pet you with scissors and you come out with a new coat of fur.

- **The Pet Store:** This place has everything – treats, toys, other companions, everything you can ever imagine! You wish your family could take you here more often.
- **Coffee Cat:** This place is a pet-friendly restaurant that your family likes to take you to.

Places you know of, but don't have a lot of information about and are therefore scared of:

- **The Away Place:** This is where your human family goes every weekday. You know that there is an Away Place for the adults (because they get into their vehicles and drive away) and there's another Away Place for the children (because they climb into a big yellow tube with wheels that takes them in a separate direction).
- **The Vet:** Your human takes you here when you're not feeling well, but you don't know why. You definitely feel better when you leave though!
- **The Shelter:** You know that this is where all the abandoned doggos go, but you don't know why.

POSSIBLE NPCS

- **Geraldine (Gerry):** The Raccoon that comes to visit late at night when the trash gets taken out. She's really clever and will convince you to get her food from the Kitchen in exchange for scratches. She owes you many favors.
- **Ms. Sparkles:** The large black and white husky with the purple studded collar at the Groomer. She's the most well-groomed in town. She has many tips on how to look your best and shine with confidence!
- **Omega Butterfly:** The Opossum that hangs out in the Park. She has long silver fur decorated with bottle caps and buttons. She has infinite amounts of wisdom and if you ever need help with something, Omega Butterfly is there to help.
- **The Mayor of Coffee Cat:** The most famous and influential cat in town! She is a big Prussian blue who sometimes asks you to do tasks for her. And you can't turn her down because she's the Mayor!
- **Boots:** The suspicious Fox that lives on the edge of town. You don't know much about them, but they always appear when trouble strikes. They were last seen leaving a burning building.
- **Harry:** The Mourning Dove that can see everything from above! He's a good friend to know if you ever need a bird's-eye-view of the town. The only problem is trying to get him to stay focused long

enough. He gets distracted by anything shiny (that's his favorite color).

- **Richard:** The Human Ghost that sometimes appears in the house and turns the temperature down. He's often sad and wails a lot, but when he has the energy, he's able to throw a ball at you.
- **The Scraps:** A family of squirrels that lives under the shed next to the house. The younger squirrels like to play with you, but the older ones are often out scrounging for food in the nearby trash or bird feeders.

POSSIBLE ADVENTURE HOOKS:

All the adventures here are light and silly, but they have a paranormal element to them:

- A portal recently opened up in **the Backyard** and a lot of weird animals are spilling out of it! They're definitely nothing like you've seen before, like horned, six-legged dogs, giant flaming birds. You're all howling at the opening as much as you can to try and close it, but the humans don't see anything at all.
- **The Mayor of Coffee Cat** has given you a quest! You must help her free the cats at the Shelter and gather any strays or house cats to the Coffee Cat, so she can raise an army to take over Agloe. She might be a savvy franchise owner during the day, but at night she's ready to start a rebellion against the humans!
- A Shiba Inu spirit has appeared in **the Kitchen** and keeps opening all the doors to the cabinets. She says that she won't stop annoying you and the family until she has gotten her favorite toy back, which is buried somewhere in Agloe. Find it and that will put the Shiba to rest.
- **Omega Butterfly** claims that she had a dream of the future. In it, the town is overrun with vacuum cleaners (and not the fun Roomba kind). You need to find the source of the vacuum cleaners and destroy them before they destroy the town!
- **Geraldine (Gerry)** is looking for yet another favor. This time she claims that there are small, winged monsters chasing after her. She says that they are Urobach and that they enjoy stealing her garbage and setting fire to it. She would like you to stop the Urobach and send them back to their own interdimensional plane.
- **Harry** has a plan to pull a heist! He wants to break into the Pet Store and take all the shiniest things to keep in his nest. He wonders if you'd be interested, and obviously, you'd all split the profits

(meaning the toys and treats).

POSSIBLE OTHER MAJOR THREATS

- There's a large creature with centipede legs and a smiling human face that keeps appearing in your home. The humans don't see it and every time you bark at it, they tell you to stop. The creature tells you it's name is Beelzebub and it's going to destroy everything you love. You must stop it!
- You found out that your family wants to leave you at the Vet for an extended period of time, while they leave on something called a "vacation". Could it be the Away Place or maybe they're actually sending you to the Shelter?
- The cats want to take over the town and overthrow the humans—including your own family. Will you let that happen and welcome your new feline overlords, or will you resist with the rest of the animals in town?

POSSIBLE MONSTERS

- **The Mailman:** There's something fishy about the Mailman. You always knew he was a threat, but that became fact when you saw him leaving pieces of paper in your mailbox!
- **Demons:** There are several demons that you can see that humans cannot. You must do everything in your power to protect your family.
 - A subset of these demons are Urobach, tiny winged demons with a penchant for fried foods (both cooking and eating it).
- **The Vacuum Cleaner:** This dirt devil is loud and scary and creates a vortex of air that is extremely threatening. When the humans go to sleep, it taunts you.

POSSIBLE POWERED CHARACTERS

- **The Hound of Agloe:** They are a dog that can turn human! Somehow they can still communicate with you when they turn human. They go to the Away Place when they are human, so maybe they can give you some answers on what it is!
- **Cerberus:** A grey three-headed pup that breathes fire and brimstone. They claim to have come from the depths of Heck. They really love sliced cheese and will help you if you can promise them morsels of delicious cheddar goodness.

ADJUSTMENTS TO RULES

Rule Modification: Doggo Traits and Stats

Use the Sneaky Doggo, the Loud Doggo, the Sniffer Doggo or the _____ Doggo character sheet, available at <https://bit.ly/2EX6Vbk>.

New Strengths:

- **Attacc:** You gain +3 to your Fight when you are attacking a demon.
- **Protecc:** You gain +3 to your Brawn when you are protecting your friends and family from danger.
- **Lucky:** You may spend 2 Adversity Tokens to re-roll a stat check.
- **Good Dog:** You're such a good pupper! You can do no wrong! +3 to your Charm when around humans.
- **Garbage Disposal:** You'll sniff and eat anything and never get sick. +3 to your Grit when eating garbage.
- **Sniffer Mode:** You're good at deducing things based on your power of smells. +3 Brains when trying to sniff out a solution to something.

New Flaws:

- **Pant Pant:** You pant a lot. When you're outside, it's really, really hot and you just don't have time to focus on anything else. -1 to your Brains.
- **Bark Bark:** You're too loud! It's real hard to sneak away when you're barking at things! -1 to your Flight.
- **Slobber:** You're not very charming when you're drooling everywhere! -1 to your Charm.

Rules Addition: Puppy Power

With your powers combined... All players may spend 10 Adversity tokens combined to give the powered character a new superpower. This can be anything, as long as all the players agree with what the power should be.

Rule Addition: Cuddle Puddle

Who can resist those sad, soft eyes? Spend a total of 3 Adversity tokens to make an NPC agree with you, if they are giving you a hard time, or if you'd like to convince them to do something for you. You do not need to roll Charm for this.

Rule Addition: Howl at the Moon

At any time in the game, if a player would like to speak with a non-player character that isn't in the scene, they may howl and get in contact with them. There may be limits to the distance; for example, if an NPC is outside of Agloe, then they wouldn't be able to call to them. The GM will need to use their best judgment when deciding how far is too far.