

SECRET SCIENCE SEWER SIBLINGS

Oh snap!

You're here to try out a role-playing game? Tubular! You're going to tell a story together with some friends (or strangers willing to play a game with you). Together, you all have the objective of telling a good story and taking care of each other while doing so. In this game, one player will be the Gamemaster (GM), who serves as a kind of narrator and referee, while the other players will create individual characters and play as them.

This game lets you tell a short story about family. **You and your siblings are sewer animals mutated into bipedal beings with bodies and minds similar to human adolescents.** A wise mentor (also an animal) has trained you in ancient martial arts. But your mentor has been nabbed! Sewer siblings, to the rescue!

CHARACTER CREATION

Your character is made of four numbered statistics (what we usually call "stats") and four answered questions. Write this stuff down on a piece of paper or an index card. That will be your "character sheet":

Assign the numbers 2, 3, 4, and 5 to these stats:

TEENAGER, **MUTANT**, **NINJA**, and **CRITTER**

(The higher the number, the better the stat!)

Answer these questions:

What type of sewer critter are you?

(Can be the same or different than your siblings: families come in all shapes and sizes!)

examples: gator, rat, raccoon, pigeon, turtle, stray dog, feral cat



What is your signature weapon?

(Should probably be different than what your siblings pick, for the sake of variety!)

examples: saber, throwing knives, staff, naginata, mace and chain, crossbow



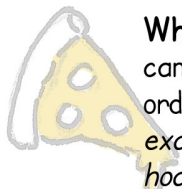
What is your role in the family? (Make sure to pick something different than your siblings!)

examples: model student, rebel with a heart of gold, party animal, tech support, gentle giant



What is your favorite food? (This can be the same as your siblings—just order enough to go around!)

examples: pizza, ice cream, ramen, hoagies, French fries



PLAYING THE GAME & ROLLING THE DICE

Listen to the GM describe your surroundings and situation. Answer the GM's questions (like, "What's your favorite place in your underground base?") however you think is cool. Narrate what your character does in the story—and talk in their voice, if you want to! **When you say you're trying to do something tricky, the GM will have you roll a six-sided die and compare it to one of your stats.**

You want to roll under the stat's number or tie with it. If you do, your character succeeds and you can describe how cool they look doing it. If you **roll a tie, the GM will add a complication.** If you **roll over, you're in the GM's hands:** you might fail, or succeed but wish you hadn't!

Roll with **TEENAGER** to pull off radical stunts, hack, or get someone to chill.

Roll with **MUTANT** to manifest freaky abilities, like magic or ESP.

Roll with **NINJA** to be sneaky or to kick butt.

Roll with **CRITTER** to use your special animal senses or nifty features like shells or claws.

In ambiguous cases, roll with what seems closest.

When what you're doing ties in to one of the answers you gave during character creation, roll an extra die and count the lowest result. For example, you might get an extra die by deploying your signature weapon, playing into your accustomed role in the family, proffering some of your favorite food, or going all-in on your critter instincts.

If you miss, there's one way to get to re-roll. **A sibling can taunt or encourage you and mark a slice of the Team Pie to let you re-roll any dice you rolled.** The Team Pie starts out with a number of slices equal to the number of players, counting the GM. You can't re-roll for the same roll more than once.

When the Team Pie is all marked, you can't assist each other—until you and your siblings **refill the Team Pie by narrating a montage about the power of teamwork or family.** This can take place in the present or be a flashback to a training montage. The GM may ask you some questions to fill in the montage. Then, they should unmark all the Team Pie slices.

Finally, sometimes one consequence of rolling a miss will be the GM placing an Insecurity Marker (a poker chip or any sort of token will do) on one of your stats. **The Insecurity Marker means you're insecure about part of your identity, and can't roll with that stat—until you or a sibling takes an appropriate action to help you out** (could be a mystical healing martial arts strike, could be a stern talking to), rolls, and succeeds. On a success, remove the marker. If it's not a success, you're in the GM's hands as normal.

Those are all the rules you need to know! Have fun playing.

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GM'S EYES ONLY!

Yo! You're the Gamemaster? Radical. Your most basic job is to facilitate telling a good story, take care of the other players, and have fun while doing so. That's true in every game! Here, you specifically should:

Play to find out how this sewer family saves their mentor.

Introduce problems, then ask the sewer siblings what they do. Let threats loom and taunt before striking. Give the sewer siblings a chance, and ask them what they do with it.

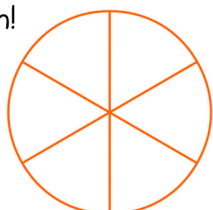
Fill the siblings' lives with rad action and family drama.

You're creating a cool world of attitudinal sewer-dwelling mutants, like in your favorite cartoons and comic books. But you're also telling a story about family, so frequently focus questions and narration on the siblings relationships with each other and their mentor.

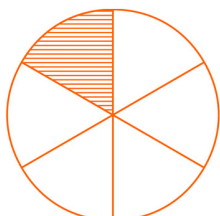
Call for a die roll when things get dicey. Don't get too attached to any particular predictions. No matter the roll, the situation should change. There's no "nothing happens" in *Secret Science Sewer Siblings*! On a miss, the siblings are in your hands. Make something juicy happen that will drive the action forward.

Ask lots of questions and build on the answers. Let the other players help shape the world and this family. It makes your job easier! You can even straight-up ask, "What evil lurking in the city has your mentor always warned you about?" Blam! There's another threat for your arsenal.

How does the game start? Tell the sewer siblings that they've arrived back at their headquarters after an outing. Describe (or prompt them to help describe) how all their stuff is in disarray. Then tell them their mentor is nowhere to be found! As that sinks in, whammo, hit them with an ambush!



Sample 5-player
Team Pie



....Sample Pie with
one marked slice

Who's ambushing them? At the beginning of the game or anytime you need foes, you can roll on (or pick from) these tables:

1. Cyborg	1. Sewer Sharks	1. With frickin' laser beams!
2. Giant	2. Insectazoids	2. That know karate!
3. Punk	3. Hog-people	3. Playing rock music!
4. Samurai	4. Intelligent Apes	4. From the future!
5. Vampire	5. Fungus-folk	5. From below!
6. Psychic	6. Snake-beings	6. From space!

What next? Give them clues for free, but introduce challenges that might test their skills and sibling bonds. Ask them what they do. Repeat!

How's it end? Give them a chance to free their mentor after one last fight, chase, or infiltration—whatever makes sense in the story. Play out that reunion, and maybe even ask for last montage about family bonding to close out your episode. Then thank the players for being part of the game. If everybody wants to come back and play more *Secret Science Sewer Siblings*, ask them all to narrate a shot in a "Next Time On" teaser montage—use those to prep some cool starting points for the next session.

What should you do when you need to introduce a complication or a cost? Here are some ideas (what we like to call "GM moves"), which you can interpret (or combine) however you like:

- ✧ Show them exactly where they need to go: right into danger!
- ✧ Reveal that they've stumbled into a trap or peril.
- ✧ Reveal a troubling secret about their mentor.
- ✧ Sow discord among the siblings.
- ✧ Hand out an Insecurity Marker.
- ✧ Introduce a physical or social barrier.
- ✧ Confront them with other teens, mutants, ninja, and/or critters.
- ✧ Show them the downsides of their status as teens, mutants, ninja, and/or critters.



Cloven Pine Games

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