

# See you on the otter side

Characteristics: (for role-play)

fur-color, length, weight



## Attributes

Physiques: Anything related to the otter-body. Running, strength, endurance

Skills: Anything that involves being handy: Opening a lock, using a tool, hiding, tricking other otters

Otter Cuteness: Do I need to tell you why otters are cute? Anything where you think the otter is cute.

Feel free to argue which attribute to use for a roll. The GM should have the last word. But maybe you can convince him with an otter-point.

## Otter-Points

These are like your health and wealth all on one.

You lose a fight: Lose one

You lose a roll but want to succeed: Invest one

You win a roll but the GM offers you something bad still to happen: Get one

Buy and sell things for them as well.

General use them to get away from bad stuff or get what you want.

If you ever run out of them your otter gets knocked out or totally loses it.

## How to roll

Take D6 equal to your attribute and roll. The opponent (or GM if there is no clear target) does the same. Compare the highest result. If they are the same compare the next. If one is out of dice to compare he/she loses automaticity. If one has the higher value at comparing he/she wins.

For Gms:

Set up the difficulty of a task by setting the number of dice you roll against the player in it. It's up to you if you tell it to the player upfront. Be fair!

## How to make your otter

Think about the personality of your otter: Between the old grumpy otter-lady and the young little one on speed there can be a lot of different otters.

Make up something for your characteristics. Wikipedia says: up to 100cm long and 22-45kg (that surprised me). Fur is somewhere around grey and/or brown.

You get 7 points to spend on attributes. Do so as you wish.

Get a name. I know every player hates this but you'll need one.

The group should talk about names as there are no known otter-languages you could use. Try to find a theme or get a style you all enjoy.

## Your favourite stone

Otter have small skin-pockets to keep their favourite stone. Their tool of choice if they want to play and relax. You should get one as well. But keep in mind there are a lot of cool things which could be an otters favourite. Find something small and funky you like; it's also allowed to be practical or useful. Check with the GM if he's fine with it and you're good to go.

## How to GM

Do some preps:

- Read up on otters
- Watch documentaries
- Maybe visit the zoo (there is more that otters there you should know)

think about the setting:

- Zoo
- Wildlife Park
- Somewhere in the wilderness

think about the tone of the game:

- Pure fun? Get punny...
- Scary things? Maybe other big animals, old buildings or so
- Action? The otter war of carnage!
- Romance? That sweet otter-love!
- Distraction? Like people in the zoo that shouldn't know you're more than just cute.

Some general things:

- Have a target for the players. The rest can be improvised, but without a target it easily derails or gets boring.
- Prepare random difficulties so you can always got something in the back of your pocket you can throw at the otters.
- You just told you players to be cute otters ... expect them to do funny stupid stuff. If you want the game to be serious or scary definitely tell them upfront.
- Never forget: It's about fun.

## Game progress:

Give the otters an additional attribute-point after every session or story-part they finished.

Give out otter-points depending on how good they played or how successful they were. Gathering otter-points could also be an overall target they are working towards.