

Goslings

Contributors:

Steve Dee, Matt Roberts,
Peter Blake, Ronnie Petrichor,
Elodie Lloyd

Once upon a time, fairy tales, morality fables and nursery stories knew their place and came to children's bedsides in the forms and shapes that suited the worlds and wonders those children knew outside. Then the world changed and wandering became standard, and the creatures of Perrault's and Grimm's catalogues found the children were lost and far away. Monsters escaped, humans wandered into the fairy world; chaos reigned and blood ran red.

Perrault's Mother Goose was in fact a field guide and instruction manual for a group of elite agents who came together to stop the slaughter. For over 300 years they have kept the nurseries safe. Mother Goose is the name for their agency and they... are GOSLINGS.

Choose your own land or city, and the stories of your own childhood: they have the most power. Think of the childhood stories that scared you most. Those monsters are now here, and earthly killers stalk the idyllic glens on their side. Only you can stop them.

You will need:

Pen, paper, and a stopwatch.

To make your Gosling:

Spend 10 points on bonuses to these stats. You can only adjust one stat per pair (eg Blood +2/Ink, Young/Old +2) Up to +3. Alignment: Blood / Ink Connection: Believer / Skeptic Age: Young / Old Calling: Scholar / Soldier Nature: Intellect / Instinct

Also determine your characters origin story... and how they were recruited.

To make a Test:

Start and stop the stopwatch without looking. Look at the tenths and hundredths of a second. If the tenths are higher, then the leftmost trait wins out. If the hundredths, then the rightmost. Include your bonus or penalty before calculating this result. On a tie, pick one and that stat increases by one (or loses a penalty).

Play Takes Exactly One Hour:

...and every thirteen minutes, a magical intrusion or reality twist occurs (or our world intrudes into fiction). If you reach one hour, then the invading creature can never return to fairy tale land, or the mortal remains crossed over, creating a new fairytale. Create a new fairytale that explains the outcome (the monster gone or the new character arrived).

The Storyteller Plays the Intruders:

they decide which trait pair is needed for tests, and which is the "correct" one to succeed. They can assign complications to each trait on severe failures. A complicated trait, you must check the time twice and take the worst option. Players may spend a full minute, singing a nursery rhyme or telling a story (a classic one or about your adventures so far) to heal a complication.

Intruders Want Many Things:

Intruders into our world want to punish and correct the moral failings of weak mortals. Intruders into tales want to escape punishment, gain power or seek revenge. Each adventure has a moral: if the players uncover the moral it may provide a clue to stopping the monster.

Alignment – Is for mortal world knowledge or strength vs fairy or fiction power
Connection – Skeptics are safer from stories, but Believers can sense more
Age – the young are more interesting to Talekin, which is good and bad...
Calling – is this brains or brawn?
Nature – book learning or people skills?

Players may announce a bad habit they have to make a reroll and take the best (use with caution!!)

*A Role-Playing Game
in Sixty Minutes*



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