

You're released after your prison sentence at Oosterhout bus station with 1d8×€10 and 1d2 days' worth of food. You own no land, have no transport, and your name means nothing.

Life Goal d10

1. Anarchy
2. Revenge
3. Money
4. Love
5. Fame
6. Infamy
7. Pleasure
8. Drugs
9. Attention
10. Power

Criminal Record d20:

1. Repeat public urination
2. Car theft
3. Drug dealing
4. Burglary
5. Assault
6. Shoplifting
7. Tax evasion
8. Fraud
9. Arson
10. Murder
11. Manslaughter
12. Identity theft
13. Illegal fireworks possession
14. Prostitution
15. Blackmail
16. Smuggling
17. Dealing in stolen goods
18. Robbery
19. Grave desecration
20. Running a grow house

Kleding d10

1. Tracksuit
2. Knockoff designer
3. Ripped hoodie & jeans
4. Ill-fitting suit
5. Puffer vest & jeans
6. Primark Disney
7. Gabber
8. Ajax tracksuit
9. Leopard print
10. Wannabe rich + fake watch

ZOO!

Carrying crap d8 (see things to carry):

1. Nothing
2. Plastic bag, 4 items
3. Fanny pack, 2 items
4. Shopping basket, 6 items
5. Stroller, 8 items
6. Basic Fit gym bag, 6 items
7. Trolley, 8 items
8. Shopping cart, 12 items
9. Rope, 10m
1. Ropes, 10m
2. Pack of cigarettes & lighter
3. Energy drink, 1d4 uses, heals 1d4
4. Pocket flask of vodka
5. Deodorant (store brand)
6. Old fireworks (d6 damage)
7. Set of dice
8. Fire extinguisher
9. More junk d8
1. Step ladder
2. Joint (no lighter)
3. A dog, 1d6 HP
4. Wooden cross
5. Old bicycle
6. Skateboard
7. Firecracker, d8 damage, d4 targets
8. Rolling tobacco & lighter

Weapons d10:

1. Beer bottle 1d3, 2d10 on crit
2. 2d6 throwing knives, 1d3
3. Paving stone 1d4
4. Crowbar 1d6
5. Buttery knife 1d6
6. Large knife 1d8
7. Hatchet 1d10
8. Air rifle 1d4
9. Pistol 1d8
10. Hunting rifle 1d10
1. Nothing
2. Ski jacket -d2 (tier 1)
3. Leather jacket -d4 (tier 2)
4. Bulletproof vest -d6 (tier 3)

Carrying Items

The number of items you can carry is 8 + your Strength score, not counting bags and other containers.

Items are generally medium-sized objects, such as a crowbar or a bottle of alcohol, but not a bicycle, a ladder, or a chair.

Oosterhout won't burn in fire or prophecy, but in energy drink cans and broken scooters.

The streets are ruled by shouting mouths, curses, and Bluetooth speakers that never shut up. Trash gathers like flies around a dying snack bar, their offspring unleashed like fearless rats.

Decency was buried long ago, drowned out by angry voices and empty stares. This isn't a city in decline — it's a downfall celebrating itself.

But what kind of scumbag are you? A vulture hunting scraps of power, a barking street dog, or just another body refusing to lie still?



Talent

Agility - Defending, balancing, swimming, escaping
Presence - Seeing, searching, aiming
Strength - Hitting, lifting, grabbing
Toughness - Resisting falls or poison
Aura - Persuading, intimidating, seducing

Roll 3d6 and use the table on the right to calculate the Talent score for each skill.

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ranging from -3 to +3.
If you don't choose a class and instead play as an ordinary street punk, roll 4d6 for 2 of your Talents and drop the lowest die.

Attempting things

When you attempt something, you roll a d20 + your score in the relevant skill. You need to roll equal to or higher than the difficulty, for example:
You try to jump over a fence, so you roll a d20 and add your Agility score. The Game Master has decided that the Difficulty to beat is 12.

Difficulty of attempts

It is up to the Game Master and determining the difficulty of an action and which factors make it harder or easier. Imagine you're trying to break down a door. That's difficult, but with a crowbar, it's significantly easier.

Difficulty

- 1 Super easy
- 2 Routine
- 3 Simple but can fail
- 4 Average
- 5 Really tough
- 6 Really difficult
- 7 Nearly impossible

Oosterhout Borg

TTRPG in the most beautiful city in the world

Based on the system of Morkborg



Violence

You start with your Toughness score + d8 hit points, at least 1.

Who goes first?

Roll d6:
1-3 enemies go first.
4-6 players go first.

Natural 20

On attacks, deal double damage and reduce the target's armor by 1 tier. On defense, get a free attack.

Natural 1

On Attacks you miss and break your weapon.
On Defending player takes double damage and armor drops 1 tier.

Aim/Throw

Attempt Strength difficulty 12.
Attempt Presence difficulty 12.

Players roll for both attacking and defending. Enemies don't roll.

Melee

Attempt Strength difficulty 12.

Fucked up good d4

1. You collapse unconscious for d4 rounds, then wake up with d4 HP.
2. Roll a d6: 1-5, broken or lost limb; 6, lost eye. You can't do anything for d4 rounds, then continue with d4 HP.
3. Internal bleeding. You die in d2 hours unless healed. The difficulty is 16 in the first hour, 18 in the final hour.
4. You're dead

Helpfull tables

First names:	Last names
1. Wesley	1. Chantal
2. Ricardo	2. Samantha
3. Joey	3. Kimberly
4. Glenn	4. Priscilla
5. Bo	5. Sharon
6. Lex	6. Mandy
7. Denny	7. Kelly
8. Marco	8. Romie
9. Max	9. Naomi
10. Roy	10. Stephanie
11. Andy	11. Kayleigh
12. Mitchel	12. Destiny
13. Fabian	13. Nicole
14. Dylan	14. Kiara
15. Frank	15. Debbie
16. Djayden	16. Megan
17. Jan	17. Demi
18. Jayson	18. Jolanda
19. Donnie	19. Monique
20. Ronnie	20. Patricia
	1. Bakker
	2. Jaspers
	3. Janse
	4. van Dijk
	5. de Groot
	6. Willems
	7. Verhoeven
	8. Kuiper
	9. Roks
	10. Braak
	11. de Boer
	12. van Vliet
	13. van Berg
	14. Peters
	15. Maas
	16. van Loon
	17. Heuvel
	18. van de Wal
	19. Zaagman
	20. Rutgrink

Shit weather:

1. Pouringrain	7. Hard wind & rain
2. Drizzle	8. Sloppy snow
3. Shitty wind	9. exceptionally hot
4. Wet & miserable	10. Blinding sun
5. Hail	11. Gray and depressing
6. Foggy	12. More gray and depressiveing

What is a Turn?

A turn is enough time to make an attack and move yourself to another space. In-game, this takes about 6 seconds.

Resting?

Taking a breather, having a drink, or smoking a cigarette heals 1d4 HP. A full night's sleep with a meal heals 1d6 HP.

General explanation:

A TTRPG is a collaboratively told story around a table, with one player acting as the Game Master, controlling the world and applying the rules. To play, you need paper, a pen, and dice (d4, d6, d8, d10, d12, and d20). As a player, create a character by rolling dice for the tables on pages 2, 3, 4, and 5.

The Game Master tells the story, and the players, through their characters, make a complete fucking mess of it.

This game is intended as satire and explicitly opposes discrimination, racism, and exclusion. Any stereotypes are used to criticize these mechanisms, not to normalize them.