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WHAT IS TRASHSEXY?

YOU ARE an anthropomorphized Procyon Lotor. A Trash-Panda. A Fast Possum. A Wash Bear. Or as you are more commonly known – A Raccoon!

Not being sure how a raccoon would refer to itself, refer to your character in any way that seems to fit. In game lingo, the player characters are special raccoons called **RACCOONICATURES**.

A group of friends pretend to be a gaze of raccoon and do raccoon stuff. There may be some dice rolling involved to see what exactly happens. There doesn't need to be a map or game board. All the action happens up here *points to furry raccoon head*. In the noggin. In the imagination. There is no winner, except for everyone who is a raccoon. There is no loser. Except for. Well…never mind

What do raccoonicatures do in this game? What raccoons do… Forage for Trash. Collect Shinies. They generally cause other inhabitants of their world problems. And…

They Are Sexy!

THE TRASHMASTER

Most roleplaying games have a Master. A Dungeon Master. A Game Master. A Keeper. An Overseer. Or some other lofty title which in the end carries about as much real world weight as "Professor". In this game the person taking on this role is dubbed the TrashMaster. While everyone should be involved in building the scenes within the game - The TrashMaster controls the narrative flow, presents obstacles and rewards the raccoonicatures for their success with Trash, Treats and Shinies.

At the start of any new game Episode there is the option of passing the holy relic of the Trashcan Lid (see paper cut out at the back of this book) to another player. For this Episode that player becomes the TrashMaster. Once that Escapade is finished the Trashcan lid may Move onto the next player who gets to torture their remaining "friends."

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THE GAZE

Like a pack of wolves, a flock of starlings or a mob of kangaroos – a group of raccoons is called a Gaze. The player character raccoons make up their own gaze.

The dynamic of the Gaze is entirely up to the players. Are they a family? Are they a street gang? Or are they disparate souls thrown together by tumult and calamity? Are they all outcast raccoon kids obsessed with pop culture fantasy games who get sucked into a real life adventure? Or is the gaze all the cool kits that every other raccoon wants to be? Does the gaze have a leader or do they make decisions by committee? Are all of the raccoonicatures of the same Skid? Why or why not?

Through out this book the player's personas will be variously called a PC, Player Character, Raccoon or Raccoonicature. These are all interchangeable.

WHAT YOU NEED TO BE TRASHSEXY

To play TrashSexy you only need:

This book, the included Location cards, a 4 and 6 sided die per player and some friends. You can also use extras such as the paper Trash Can lid and the reference sheets at the end of the book. Dice, play mats and minitaures are availble from Fox and Boar Games.

STYLING TRASHSEXY

What is the tone of TrashSexy? Is it truly Trashy and sexy? It is as nasty as you wanna be. As written the game is very fun and family friendly with just a bit of an edge. It is meant to be a bit irreverent and cheeky, but mostly silly.

There are references to weapons, drugs and an implication of naughty behavior. Some groups want to keep it even cleaner and remove these elements (feel free to ignore Encounter, Loot and Location results that are disagreeable to your group). Other groups want to make it rougher and spicier. The raccoons may be anti-heroes: marauders upon humankind. A few take it all the way to the edge… a Raccoon-Punk™ vision of the world that becomes an overlay onto our own reality.
Be TrashSexy your own way.

HOW TO USE THE DICE

Rolls in TrashSexy are made using either the 4 or the 6 sided die. A high roll is better.

There will be times when a D2 or D3 is called for. These are simulated by rolling (for a D2) a 4 sided die and treating a 1-2 as a 1 and a 3-4 as a 2. Similarly a D3 is simulated by rolling a six sided die with 1-2 treated as a 1, 3-4 treated as a 2, 5-6 treated as a 3. This can also be used to represent a roll of 0-2.

Some rolls call for an addition or subtraction to a die result. This means that after the dice are rolled this alteration is applied (Example: D4+1 means that a four sided die is rolled and 1 is added, giving a result from 2-5).

Occasionally both dice are rolled together or more than one of the same die is rolled and the total is added up. This is represented as ND6, with N being the number of dice. 2D6 means roll two six sided dice and add the results up.

Incremental Rolls

Some rolls are designated as incremental. This means each time the die is rolled for this purpose a +1 is added to the result. It is usually a D6 over a number of rounds Something usually happens when a 6 or higher is rolled.

Example: The Trashmaster knows that a new Encounter will occur when a 6 or higher is rolled. This roll is made at the start of each new round. On the first round, roll the die normally. Nothing is added. The Taskmaster rolls a 3 and no Encounter occurs. The second time this occurs add a +1 to the result. A 4 is rolled and a +1 is added to that. The result is 5 and still no Encounter occurs. On the third round +2 is added to the die result. 5 is rolled and +2 is added. That total is 7 (higher than 6) and now the Encounter occurs.

GAME PLAY

As this basic game is written, TrashSexy is meant to bridge a traditional RPG and card-based tabletop games where environments are quickly generated and resolved. This is to allow quick play and accessibility to a wide audience. It also eliminates the need for a lot of game master prep.

Each raccoon story is called an Escapade. Think of it as one complete adventure. This may be played in one session, or spread out over multiple play sessions.

The Escapade is broken down into a number of Episodes. Each Episode has 2-4 Locations. In those Locations the raccoons have Encounters. These will mostly be Interactions which are Non Player Characters (NPCS) controlled by the TrashMaster.

They may also find themselves in the middle of an Incident – which is a situation such as a Catch'em Alive Trap, Eerie Fog, or other unusual mess. This all occurs as they search (Phorage) for Trash.

Each Escapade also has a randomly determined winning condition called a "Goal". This gives bonus Trash and Smoove points which are used for developing a character.

The characters progress through the Episodes until completing the last Location, or succeeding in the the Escapade Goal (or sometimes both).

THE NATURE OF TRASH

The most common and basic action of the game is Phoraging for Trash. That is of course what raccoons do best. Trash is broad and generic for the purpose of the game and may include literal refuse – or just something the raccoons want to collect or snack upon. It is the currency of raccoon society. It is a measure of status among raccoonkind. Wealthy raccoons have been known to fashion personal accessories and jewelry out of Trash and drape themselves with the stuff.

There are lists of Trash on page 58 for descriptive purposes. These can be used to help describe the scene. Some players may want to know what specific Trash is found.

Every piece of Trash the raccoons find adds one to the Trash Pack value. This doesn't represent an actual sack that the Gaze hauls around. This is a group "point" storage which is divided up among all raccoons at the end of the Escapade. One of the players should track this count. Trash can be described in as much detail or as generally as the TrashMaster and players desire. It is all worth 1 Trash point unless otherwise noted.

Similarly a Player may decide that a character takes a piece of Trash for themselves for roleplaying or cosmetic purposes, but the 1 value of that item still goes into the Trash Pack for dividing later. Encourage players to describe the Trash they find.

Example: Tatergrease succeeds in a Phorage Move. The TrashMaster asks what kind of Trash is found. Tatergrease declares it is an old beer can pull tab that they want to wear as an earring. The TrashMaster asserts that Tatergrease proudly shows off their new jewelry. But that found pull tab still adds 1 value to the Trash Pack total.

Each scenario goal has an assigned Trash Quota. This is a minimum amount of Trash the raccoons must acquire for attaining victory in the scenario and getting additional benefits. This Trash Quota is subtracted from the Trash Pack before it is divided up among the players.

THE RACCOONICATURES

TRASHSEXY

NAME
SKID

KILTER   PUDGE   SKEAZE

TRASH MOVES

- BITE
- FINAGLE
- FIND
- IMPROVE
- HURL
- LOCOMOTION
- OUTRUN
- REVEAL

SEXY MOVES

- CHITTER
- LONGBITE
- PURR
- SCARF
- SLINK
- SNARL
- SQUEEZE
- USE

MAP MODS   SHINIES   BACKGROUND-NOTES

TRASH _____
SMOOVE _____