

# FAMILY HOLIDAY RPG v1.0

A One-Page RPG by Oz Durose (2019), with thanks to my family, who inspired the game. [www.ozdurose.com](http://www.ozdurose.com)

## CHARACTER CREATION

Each player takes an A4 piece of paper and cuts it into 8 separate pieces.

Roll 1D6 to determine your generation, write this down on one piece of paper, followed by your character's first name.

6	Grandparent
5	Parent
4	Child
3	Baby
2	Family Friend
1	Pet

### Patience

Each player rolls 1D6 per Quirk to determine how patient they are. Note the number on the paper to be crossed out as you lose your patience.

1	0 Patience
2-3	1 Patience
4-5	2 Patience
6	3 Patience

## Traits - Virtues and Quirks

On separate pieces of paper, write one Virtue and one Quirk for the characters on either side of you. Pass these over so each character has two Virtues (positive traits) and two Quirks (negative traits).

You will use these traits to give you advantage on actions during the game.

### Automatic Reactions

Lastly, create an Automatic Reaction by writing "When (Your Name) does (Chose a Quirk), you..." on another piece of paper. Pass them round a couple of people so that everyone will automatically react to someone else's Quirk.

Place this Automatic Reaction on top of the quirk you had chosen.

Examples of Virtues- Dad-Strength, Multi-tasking, Good with Knives, Well Respected, Funny, Slipper Devil

Examples of Quirks- Annoying Laugh, Unintended Racism, Incontinence, Wanders off, Incredibly Boring, Remacably Rude

## SCENARIO CREATION

"You're on a (A) holiday to (B) when (C), but (D)."

As the HM (Holiday Master), it is your job to lead the family through their holiday based on the loose structure above. Fill in the blanks using the tables below. Obviously don't tell them this outright at the start of the game, but use it to gradually build up the story.

(A)

1	Camping
2	Cruise
3	City Break
4	Road Trip
5	Grand Hotel
6	Skiing

(B)

1	Skegness
2	Benidorm
3	Paris
4	The Jungle
5	The Desert
6	Space

(C)

1	Terrorists Attack!
2	Bears!
3	Martians!
4	You Pull off a Heist
5	Fancy Dress Contest
6	You Find a Dead Body

(D)

1	They are Super Chill
2	Jelly Beans
3	someone recognises you
4	There are Ghosts!
5	Giant Robots
6	Unicorns and Kittens

## PLAYING THE GAME

As the HM, it's up to you to start and develop the story. Introduce the settings with a little conflict (like maybe the Barman doesn't have Dad's favorite Whiskey, or Grandma lost her pills). When the family relax into the game, then POW! Smack them with the major conflict and watch them squirm!

### Actions

When a player wants to do something that could fail, get them to roll a D6. 1-3 is a fail, 4-6 is a pass. Players can use any of their traits to give them +1 to the roll as long as they can tell you how that trait helps.

Once they have used a trait, they turn it over and cannot use it again until they have used up all traits. Once they have used up all of their traits, they may reset by turning all traits upwards.

### End Game

The game ends when the Family have overcome the major conflict, or they descend into a chaos of unending quirks.

### Automatic Reactions

If another player uses or reacts with a Quirk that you will automatically react to, remove one patience point. When you have lost all patience, you will automatically react with your Quirk. Be warned, if no one has any patience left, you will spiral into a chain of unending quirks, causing chaos and the end of the game.

### Gaining Patience

But there is hope! You can gain patience in two ways! Whenever a player rolls a natural 6, AND uses one of their traits (equalling a 7), they can grant patience to anyone, including themselves. Additionally, if the family achieve some form of major victory, the HM can grant them all one Patience, if they feel like it.