

Get Out Of Doge

Heck Fren! They doin you an injustice!

You and your fellow Doggos are trapped in the pound. You've been here for a long time and no one has claimed you. You know that time is running out.

It's time to Get Out Of Doge!

The Rules

You have four Good Doggo actions and four Bad Doggo actions.

Bad Doggo actions don't require you to roll, but using them will give you a 'Bad Doggo' point. Get three Bad Doggo points at the same time and you are a heckin Bad Doggo. You're get sent back to your cage to await your fate. **Oh heck!**

Once you have used a Bad Doggo action, you can't use the same one again until you use a Good Doggo action.

Good Doggo actions roll. Roll a 6 sided dice and get equal to or greater than your Good Doggo action score to succeed. If you succeed, remove a point from Bad Doggo.require a

Bad Doggo actions:

Bork - BORK! BORK! - Bork to do a frighten to a Hooman or Doggo or to warn your Frens of danger.

Mine - so ownership such resolve - keep hold of an item when someone tries to take it away

Attac - it's the one that says bad motherhecker on it - do an Attac on a Doggo or Hooman to get them out of your way

Fraid - oh heck! - use Fraid to escape an encounter without making any noise or doing any harm.

Good Doggo actions:

Fren - make friends with a Hooman or Doggo to avoid a dangerous Encounter

Fetch - go get it girl! - find an item that someone has done a hide with

Protec - she Protec! - defend your Frens when someone does them a grab!

Brave - standing in the heckin face of death - stand your ground when someone does you a frighten

PICK YOUR DOGGO

Smol

5+ Fren

6+ Fetch

4+ Protec

3+ Brave



Smol Doggos do not gain a Bad Doggo point for using Bork

Big

6+ Fren

5+ Fetch

3+ Protec

4+ Brave



Big Doggos do not gain a Bad Doggo point for using Attac

Shaggy

4+ Fren

3+ Fetch

5+ Protec

6+ Brave



Shaggy Doggos do not gain a Bad Doggo point for using Mine

Floofy

3+ Fren

4+ Fetch

6+ Protec

5+ Brave



Floofy Doggos do not gain a Bad Doggo point for using Fraid

Actually a cat

6+ Fren

6+ Fetch

5+ Protec

6+ Brave



Doggos that are actually Cats can reuse Bad Doggo actions without having to use a Good Doggo action in between.

Running a Game

How to run Encounters

Most Encounters can be overcome by using Good Doggo actions or Bad Doggo actions.

Some Good Doggo actions have corresponding checks:

Brave - Doing you a **frighten**

Fren - **Telling you a bad pupper**

Protec - Doing you a **grab**

Fetch - Doing you a **hide**

Players can use a Bad Doggo action to overcome these as well, but beware - Bad Doggos get sent back to their cages!

Generate Encounters

Encounters are either World Encounters, Doggo Encounters or Hooman Encounters:

Roll a d6 to decide which of these three the Encounter will be, then roll on the corresponding table.

1-2 - World

It's a dog's life in a Hooman world!

World Encounters are when Doggos come up against natural obstacles such as doors, locked rooms, buttons, tasty smells, interesting toys etc. Some World Encounters may be puzzles, rather than straight up checks.

World Encounters

1 - tasty smell

heckin distractin

2 - high pitched noise

what could it be?

3 - fireworks

doing you a frighten

4 - locked door (requires key)

have to do a Fetch

5 - Hooman words

heckin confusin

6 - precision buttons

heckin dexterous

3-4 - Doggo

It's a Doggo eat Doggo world out there!

Doggo Encounters are when other Doggos appear along the way. They may try to stop the Doggos from escaping, or maybe they're just frens angling for a sniff!

Doggo Encounters

1 - sleepy Doggo - **no Borking**

2 - angry Doggo - **he Attac**

3 - timid Doggo - **u doing him a frighten, he Borks!**

4 - friendly Doggo - **Fren!**

5 - scary Doggo - **doing u a frighten**

6 - actually a cat - **he Attac any other cats around!**

5-6 - Hooman

Man's best Fren no longer!

Hooman Encounters are when Hoomans get in the way of escaping Doggos. Some of them may be friendly, most of them will try to stop the escaping Doggos

Hooman Encounters

1 - grabby Hooman - **doing you a grab**

2 - takey Hooman - **doing you a hide**

3 - kicky Hooman - **he Attac!**

4 - shouty Hooman - **telling you a bad pupper**

5 - friendly Hooman - **doing you an assistance**

6 - sleepy Hooman - **no Borking!**

Heckin' Tricky

To make a Hooman or Doggo Encounter extra difficult, roll on the 'heckin tricky' table:

1 - immune to Bork

3 - immune to Mine

2 - immune to Attac

4 - nowhere to run (players can't use the Fraid action)

5/6 - double trouble - roll for another Hooman/Doggo Encounter (1-3 is another doggo, 4-6 is another Hooman)

GET
OF

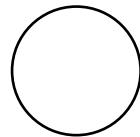
OUT
DOGE

DRAW YOUR LOVELY DOGGO

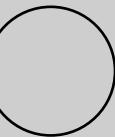
DOGGO NAME:

TYPE OF DOGGO

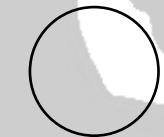
SMOL



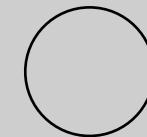
BIG



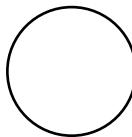
SHAGGY



FLOOFY

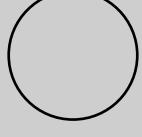


ACTUALLY A CAT



GOOD DOGGO ACTIONS

FREN



FETCH



PROTEC

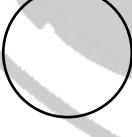


BRAVE



BAD DOGGO ACTIONS

BORK



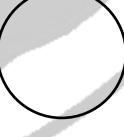
MINE



ATTAC



FRAID



Draw your Doggo - **such art, so illustration!**

Fill in your Type of Doggo circle for the type of Doggo you have chosen - **such stat, so doge**

Write in your modifiers for your Good Doggo Actions - **wow, heckin abilities!**

Use your Bad Doggo Actions circles to remember which actions you have used - if you ever fill in 3 at once, you're a heckin bad doggo! - **wow fren, doin you a trackin!**