POCKETS

Keeton is a pocket scientist, that rare and noble individual devoted to increasing how much we can fit into our pockets. He has made a major breakthrough. He discovered the existence of tiny, self-contained universes, which he calls pocket dimensions. They vary in size between a public restroom and a small U.S. state. The tricky bit was creating an expandable doorway between a dimension and the opening of a pants pocket. Then, anything dropped onto the pocket goes into a dimension with nigh unlimited space. He created pants with many such dimensional pockets. With these, he can carry millions of tons of cargo anywhere in the world. That's why they are called cargo pants.

There are things that Keeton had not counted on:

- Some dimensions have people and creatures living in them.
- Many pocket dimensions connect to other dimensions.

People wandered into Keeton's pocket dimensions and found his Stuff. They started using it, setting up cargo cults, and carrying it to other dimensions. Worst of all, someone wandered into the pocket dimension where Keeton kept his list of what Stuff was in which pocket and he doesn't remember what was where.

This is where you come in. You have agreed to get Keeton's stuff back. Each of you has a Keetometer, which can detect Keeton's tagged Stuff, detect doorways between dimensions, and determine if the dimension on the other side supports human life.

Now is the time to get into Keeton's pants. You're going to enter a pocket and explore as many dimensions as it takes to get Keeton's Stuff back.

CHARACTERS

This is a simple game so we need simple player characters(PCs) that can be quickly made. To get started, take a book and open it to a random spot. On the open pages find:

- A Noun that says who your PC is or some key aspect
- An Adjective that describes them
- An Item that they have and know how to use
- A Verb that they are good at doing.
- Write these on the character sheet on the back of this book

You may need to change the part of speech of a word or even try different pages. All players can use the same book to stick with a theme or each can pick their own. A short phrase instead of a word is ok.

You can think of your PC as *Adjective Noun* with an *Item,* who can *Verb*. Examples:

Ruthless Adventurer with a Sword, who can Parry.
Fun Hands with a Hook, who can Run.
Genius Grandpa with a Heat Ray, who can Pretend.
Slippery Hunter with a Hawk, who can Leap.

The GM (person running the game) will also deal out cards to each player (as many as the GM wants for the amount of cool actions they want available).

Now you're ready for action in any dimension.

ACTION

This section explains what your PC can do. On your character sheet, there is a suit of cards to go with each Ability. That affects what really cool stuff they can do. For an action, your PC can do something from this list:

- Do anything a normal person from their background could do such as drive a car or open a door.
- Use an Ability at a competent level such as trip someone with a hook or parry an attack.
- Spend a card of the same suit as the Ability without a face to do something amazing with an Ability such as parry a laser to hit an opponent, run to catch up to a car, or shoot a whole squad of soldiers with a heat ray.
- Spend a card of the same suit as the ability with a face to do something amazing to prevent someone else's action such as ruthlessly stab someone before they can launch a rocket or have a genius plan that prevents a bomb from exploding.
- Spend a joker to act as any suit with or without a face

PCs do not have many abilities, so the GM is encouraged to be loose in their interpretation. Actions happen in the order they are said. If players are calling things out too fast, the GM might have to go around the table for a while so everyone gets an action in and to insert an NPC (Non-Player character controlled by the GM) action between each player action.

Damage When something bad happens to a PC or they get attacked, they might take damage. The player resolves the damage by either discarding a card or putting a checkmark by an Ability which means it can no longer be used. When bad things happen to NPCs, the GM does the same thing to them. If damage comes from action with a card played, multiple cards may need to be discarded and/or multiple abilities checked off. When a PC runs out of cards and abilities, they do just normal actions. The next damage knocks them out, and the next after that kills them.

Healing After resting overnight or for several hours, each PC can either get a new card dealt to them or remove a checkmark. Other events might result in healing such as visiting a hospital or another PC spending a card to use an ability that could reasonably heal someone. Full healing occurs after adventures.

Improvement After each adventure or so, the GM might allow each player to pick from these possible improvements:

- Increase how many cards they get
- Add another Ability that will tap into the same card suit

Treasure If PCs come across equipment they like during play, they can switch Items. Equipment that is no one's Item can be used but cards cannot be played with it and it is not immune to loss.

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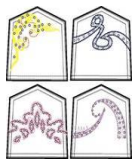
Harder than Granite 24 Hour RPG Competition

POCKETS FULL
OF
ADVENTURE

RPG

by Stan Taylor



Pocket Character Sheet

Adjective _____ ♥

Noun _____ ♦

Item _____ ♣

Verb _____ ♠

You can do anything a normal person can
Be competent with an Ability
Spend a Card to be amazing with an Ability
Spend a Face Card to amazingly prevent an action

NOTES

You can think of each adventure like a TV episode, with a plot to be solved. Try varying adventures between big chases, heists, crime solving, horror, battles, etc. Dimensions are small - it's ok to have the same biome/culture throughout.

Don't be afraid to go wild. Aliens might be in the same dimensions. Physical laws may differ in each dimension - floating islands, breathable space, or underwater domes

You could change Keeton to a wizard and go with fantasy themes or just have fantasy dimensions mixed in.

Tone will vary with the PCs' relationship with Keeton. They could be helping a friend, working to free imprisoned family, or hired mercenaries. PCs might go rogue and decide to stay in, keeping Stuff for themselves and hopping dimensions forever. If PCs lose their Keetometers, they will have to fight to get them back to leave their current dimension.

What the Stuff is will depend on themes, PCs, and the nature of Keeton. They could be missiles, portable fusion generators, chests of jewels, magic swords, crystal balls, starships, toxic waste, frozen prisoners, or whatever the GM wants.

In addition to the adventure of the week, consider adding both recurring mooks and a big villain with a fiendish plot.

Most NPCs have far fewer abilities and fewer or no cards. Make only the rare big villain or special ally as tough as a PC.

With rules this simple, GMs are going to have to wing it fairly often. Don't be afraid to extrapolate based on characters and the situation.

ADVENTURE

A typical adventure involves entering a new pocket dimension and finding Keeton's Stuff. Here are some options for the GM:

- Take an existing adventure, drop the crunch, and add Stuff, or transform the cool items in the adventure into Stuff.
- Use Instant Game to create the dimension. http://www.nerdprideradio.com/Content/Downloads/InstantGame.pdf
- Open a book as in character creation and grab words to fill in as many of these sentences as you like. Words in parentheses function for NPCs as they do for PCs.

  - The dimension is full of ____ and ____ but not _____.
  - _____ and _____ have teamed up to rule the dimension.
  - They are using _____ to hunt for the (Stuff) to _____.
  - Exiting the doorway, PCs are surrounded by (Noun) with (Item) hunting _____. They demand _____.
  - If PCs fight through (Noun) who can (Verb), they will be rewarded with (Stuff).
  - Most people are obsessed with _____. Playing along might get the PCs (Stuff).
  - (Adjective) (Noun) with (Item) who can (Verb) rules the place.
  - Wild (Noun) hunt the natives.
  - (Noun) are trying to take (Stuff) through a doorway into a dimension full of _____.
  - This dimension will be ruined by _____ unless PCs _____.
  - _____ will help anyone who can _____.