

DMDave's

# BADGE QUEST



A HORROR MYSTERY RPG... WITH COOKIES.



## Chapter 1. Game Overview

Welcome to *Badge Quest*, a tabletop roleplaying game where you and your friends take on the roles of girls in the youth organization called the Brave Blossoms. The Brave Blossoms are a group designed to empower girls by promoting courage, confidence, character, leadership, entrepreneurship, and active citizenship through activities such as camping, community service, learning first aid, and earning badges by acquiring practical skills.

In *Badge Quest*, it's cookie-selling season for the Brave Blossoms, and your troop has been tasked with going door-to-door in your neighborhood to sell your signature cookies, the delicious Blossom Biscuits. But as you and your fellow Blossoms work to sell the most cookies of all the troops, you'll encounter a variety of supernatural creatures, unusual neighbors, and other oddities.

The game is designed to be easy to learn and play. In just 2-4 hours, you and your group can learn the game, create your characters, and play a full session. The rules are simple and intuitive, allowing you to focus on the fun of solving mysteries and selling cookies.

### What do you need to play?

Here's everything you need to get started playing *Badge Quest*.

- This book
- Paper and pencils
- A bunch of six-sided dice (ideally four per player, but everyone can share if necessary).

## What is a roleplaying game?

A roleplaying game, or RPG, is a game in which players take on the roles of characters in a fictional world and work together to tell a story. The game is typically run by a Game Master (GM), who creates the world and sets up challenges and obstacles for the players to overcome.

In *Badge Quest*, each player takes on the role of a Brave Blossom, and together they work to solve supernatural mysteries in their neighborhood while also selling cookies. The GM sets up the mysteries, provides information and clues, and plays the roles of any non-player characters (NPCs) the players' Blossoms may encounter.

## How do the dice work?

The players take turns describing their actions and making decisions for their characters (called Blossoms) based on the information provided by the GM. When there is a degree of uncertainty in a course of action, the GM may call for a dice pool roll.

In *Badge Quest*, each Brave Blossom character has three abilities: **Skill**, **Toughness**, and **Charm**. Each of these abilities has a number from 1 to 4, which represents the character's level of ability or proficiency in that area.

When a Brave Blossom wants to attempt a task where there is an element of uncertainty or risk, they roll a number of six-sided dice equal to the corresponding ability. For example, if a character wants to use their Toughness to quickly run through a dangerous area, they would roll a number of dice equal to their Toughness score.

The GM then sets a target number for



the task, typically a number between 4 and 6. This target number represents the level of difficulty or challenge of the task. For example, if the Blossom is trying to evade a group of angry junkyard dogs, the GM might set a target number of 5 to represent the dogs' ability to track the Blossom's movements.

The character achieves a success if any of the dice they rolled are equal to or greater than the target number. For example, if the character rolled three dice for their Toughness and got results of 3, 5, and 6, they would achieve a success because the 5 and 6 are both equal or greater than the target number of 5. All a character needs is one success to succeed, but sometimes having additional successes grants the character additional boons.

# Character Creation

Before embarking on your cookie-selling adventure, you will create your own unique and capable Blossom using the following steps.

1. Randomize your starting badges using the tables below.
2. Assign your ability scores.
3. Choose or roll for an archetype, or you can be a Budding Blossom (no class).
4. Roll for a special item.
5. Choose or roll on the personality tables
6. Name your Brave Blossom.

## Starting Badges

In *Badge Quest*, badges represent the Brave Blossom's expertise in certain basic aptitudes and activities, such as chess, archery, or sales. At the start of the game, all Brave Blossoms

have two starting badges, which represent the skills and activities that they have learned prior to the start of the game. While the rules recommend randomizing the starting badges for a more unpredictable and fun experience, players are free to choose any two badges that they like.

## Assign Ability Scores

All Brave Blossoms have three important ability scores.

### Skill

This score represents a Blossom's general expertise and proficiency in practical skills and knowledge, such as hunting for clues, aiming slingshots, or playing chess. A character with a high Skill score is likely to be good at a variety of tasks and may have a wide range of talents to draw on.

d6	Badge	Benefit
1	Cooking	You and your fellow Blossoms recover 1 extra damage per day.
2	Drama	+1 die to Charm tests made to deceive other people.
3	First Aid	You automatically pass Skill tests made related to using first aid kits.
4	Hiking	+1 die to Toughness tests made related to stamina and survival.
5	Knot Tying	+1 die to Skill tests made that use hand and eye coordination.
6	Sleuthing	+1 die to Skill tests made to notice small details and solve puzzles.

d6	Badge	Benefit
1	Archery	+1 die to Skill tests made to use ranged weapons.
2	Astronomy	+1 die to Skill tests made related to recalling facts and details.
3	Dancing	+1 die to Toughness tests made to perform athletics and acrobatics.
4	Martial Arts	+1 die to Toughness tests made to punch and kick.
5	Public Speaking	+1 die to Charm tests made related to persuasion.
6	Sales	+1 die to Charm tests made to sell goods and services.

## Toughness

This score represents a Blossom's physical and mental resilience, endurance, and fortitude in the face of challenges. A Blossom with a high Toughness score is likely to be able to withstand physical stress and may be good at enduring hardship, staying on their feet in combat, or resisting pain.

## Charm

This score represents a Blossom's social savvy, charisma, and ability to interact with others in a positive way. A Blossom with a high Charm score is likely to be persuasive, likable, and able to inspire trust and cooperation in others. They may be good at making friends, negotiating deals, or getting others to follow their lead.

## Ability Points

You start with 6 ability points to spread out between your Blossom's three abilities. Each ability must have a minimum score of 1 and cannot have a score exceeding 3. A score of 2 is considered average. For example, your Blossom could have Skill 2, Toughness 2, and Charm 2, or Skill 3, Toughness 2, and Charm 1, and so on. Although 3 is the highest a Blossom's ability score can be during this step of character creation, their archetype may increase it to 4.

## Carrying Capacity

Your Blossom can carry a number of normal-sized items equal to twice her Toughness score without a problem. For each item exceeding that threshold, when testing any abilities, the target number increases by 1 (from 5 to 6, etc.). This could make some tests impossible if it increases



the target number to 7 or higher. It is impossible for a Blossom to carry more than four times her Toughness score.

## Archetype

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An archetype is a predefined character concept that you can use to create your Brave Blossom character. Each archetype grants a bonus to one or more of your ability scores, as well as a special feature representing your Blossom's innate talents.

### 1 - The Leader

You are a natural leader with a commanding presence.

- Increase your Toughness or Charm score by 1, to a maximum of 4.
- You have a number of leadership dice equal to your Charm score. Whenever a fellow Blossom makes a test, you can

give them one of your leadership dice to add to their dice pool for that test. Once you use a die this way, it is expended. You regain all expended leadership dice after you complete a rest.

## 2 - The Scout

You are naturally proficient at outdoor survival and exploration.

- Increase your Skill or Toughness score by 1, to a maximum of 4.
- After you roll dice to make a test related to outdoor survival and exploration, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

## 3 - The Entrepreneur

You are naturally good at business and making cookie sales.

- Increase your Skill or Charm score by 1, to a maximum of 4.
- You double the result of all of your daily Cookie Sales checks.

## 4 - The Athlete

You are naturally proficient at physical activities such as sports.

- Increase your Skill or Toughness score by 1, to a maximum of 4.
- After you roll dice related to performing a physical activity, such as climbing, swimming, or even fighting, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

## 5 - The Detective

You are naturally proficient at investigating mysteries and solving complicated puzzles.

- Increase your Skill or Charm score by 1, to a maximum of 4.
- After you roll dice related to making observations or solving puzzles, you may reroll the dice. You must accept the new result, even if it's worse. Once you use this benefit, you can't use it again until you complete a rest.

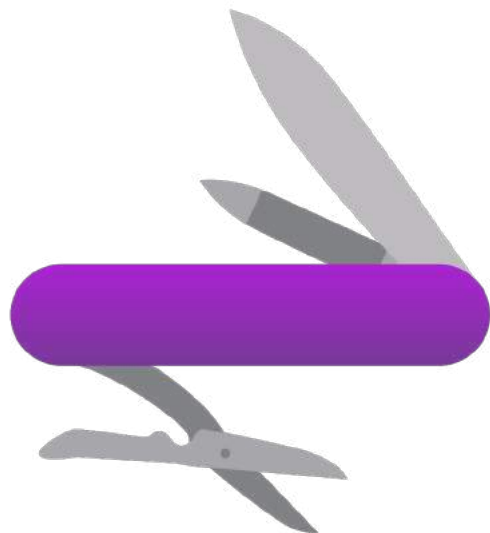
## 6 - The Enforcer

You are naturally intimidating and strong.

- Increase your Toughness or Charm score by 1, to a maximum of 4.
- During a Scrap, enemies test for morale every round so long as they can see you.

## Budding Blossom

A Budding Blossom is a Brave Blossom that has yet to find her niche: a jack-of-all-trades, but master of none. Increase two different ability scores of your choice by 1, each to a maximum of 4.



## Special Item

All Blossoms start with a special piece of equipment. Choose from or roll on the table below. Equipment grants extra dice, which are added to your dice pool when making tests.

## Your Story

Your Blossom's story helps give you a sense of her personality and demeanor, as well as how easy it is for them to get into trouble. Choose from or roll once on each of the tables below. Then, use these notes to create a story for your character.

d6	Item	Benefit
1	Field Guide	+1 die to Skill tests made to perform survival and exploration tests.
2	Slingshot	Mid-range/1 damage.
3	Swiss Army Knife	+1 die to Skill tests made to make repairs, build things, etc. 4
4	Lucky Charm	Once per day, add +1 die to a test of your choice.
5	Wagon	Can carry 10 additional normal-sized items.
6	First Aid Kit	The kit has 6 uses. You can expend a use to heal yourself or fellow Blossoms. To do so, you must succeed on a TN 5 Skill test.

d6	Personality
1	Curious
2	Empathetic
3	Optimistic
4	Perfectionist
5	Rebellious
6	Shy

d6	Upbringing
1	Challenging
2	Enigmatic
3	Multicultural
4	Privileged
5	Sheltered
6	Unconventional

d6	Flaw
1	Arrogant
2	Bully
3	Dishonest
4	Impatient
5	Insecure
6	Stubborn

# Game Rules

This section covers all the rules necessary to play the *Badge Quest* game.

## Making Tests

Tests in *Badge Quest* are used to determine the outcome of actions or events when there is a degree of uncertainty or risk involved. When a player wants their character to attempt something that is not a guaranteed success, such as climbing a wall, negotiating with a stubborn customer, or searching for hidden clues in a haunted house, the Game Master will ask them to make a test.

Before the test begins, the GM determines the difficulty of the test and sets a target number, a number between 2 and 6. The GM also assigns one of the three ability scores to the test.

The player then creates a dice pool. The dice pool includes one d6 for every point they have in the associated ability score as well as bonus dice gained from badges, equipment, and any other benefits. The GM may also grant penalties to the dice if the Blossom is in a situation that could hamper her ability, such as trying to run down an icy street or trying to make sale in the middle of a loud, crowded room.

Once the player creates their dice pool, they roll all of the dice. If any of the dice rolled meet or exceed the target number for the test, the player's Blossom succeeds. If the player rolls the dice and none of the dice equals or exceeds the target number, the player's Blossom fails the test.

A player only needs one die to meet or exceed the test, but additional dice that qualify may grant the character additional boons and benefits, as determined by the

Target Number (TN)	Difficulty
2	Extremely Easy
3	Very Easy
4	Simple
5	Moderate
6	Difficult

gamemaster.

For example, Jill's Blossom Martha wants to jump across a wide creek. The GM asks Jill to make a Toughness test since it would require physical effort on Martha's part. The GM sets the target number to 5, meaning that the test is of moderate difficulty.

Martha has a 3 in Toughness and also has the Sports badge, which grants her +1 die on Toughness checks made to perform physical activities. This means that Martha has a total of four dice in her pool—three from her toughness and one from her Sports badge. Jill rolls her dice and comes up with 1, 1, 3, and 5. She got a 5 which matches the GM's target number, so that means she succeeded on the jump.

## Scraps

Whenever you and your fellow Blossoms need to protect yourselves or fight a hostile enemy, you get into a Scrap. Scraps happen in a series of rounds; a round is usually equal to roughly 6 seconds of game time. During a round, a Blossom may move from one normal-sized area to another (from a bedroom to the living room, or from one area measuring 30 feet by 30 feet to another, etc.) and take one action. However, if the



Blossom decides to run during the Running Phase, running takes up her whole turn.

The typical Scrap plays out as follows.

## 1 - Initiative

At the start of a Scrap, all of the Blossoms make a TN 5 Skill test. If half or more of the Blossoms succeed on the test, the Blossoms go first during each phase of the Scrap. Otherwise, the enemies go first during each phase of the Scrap.

## 2 - Declaration Phase

When a new round begins, everyone involved in the Scrap declares which phase they want to act in that round.

- **Thinking Phase.** Scrap participants that act during the Thinking Phase

use wit and creativity to find a non-violent solution to the situation at hand. This may involve negotiating with enemies, distracting them, or finding a way to avoid conflict altogether.

- **Running.** Scrap participants that act during the Running Phase disengage from combat and flee the scene. This may be necessary if the Blossoms are outnumbered, outmatched, or simply need to retreat in order to regroup and come up with a new plan. They might also try to maneuver around an enemy to get to where they want or even try to catch an enemy that's fleeing from them.
- **Fighting.** Scrap participants that act during the Fighting Phase make and dodge attacks. This may be necessary if negotiation or retreat are not options, or if the Blossoms are defending themselves or others from harm.

## 3 - Thinking Phase

The Thinking Phase happens before the Running and Fighting phase, giving the Blossoms (or their enemies) a way to talk or think their way out of the Scrap.

**Talking.** If a Blossom wishes to talk her way out of a Scrap, she must improve the enemy's disposition (see the table below). The Blossom may make a TN 5 Charm test to improve the enemy's disposition (from Hostile to Unfriendly, Unfriendly to Indifferent, and so on). Enemies that want to fight are usually Hostile or Unfriendly.

If you aren't sure what the enemy's starting disposition is, it is automatically Indifferent.

**Thinking.** To think their way out of a situation, the Blossom player must describe

Disposition	Attitude
Hostile	They only want to fight.
Unfriendly	They will fight if provoked and won't take requests.
Indifferent	They only take requests if the request is reasonable.
Friendly	They take most requests without issue unless the request is dangerous.
Loyal	They will do anything for the Blossom, including doing something that could endanger themselves.

to the GM what they want their Blossom to do. If the GM finds the player's plan acceptable, they then set a test for the Blossom to perform. If the Blossom succeeds on the test, the Blossom finds a way out of the situation and avoids a fight. Thinking could involve creating a distraction, setting off a trap, shouting to a nearby police officer for help, shoving the enemy into a pond, and so on.

**Resolve.** Sometimes, the enemies try to talk their way out of fighting with the Blossoms, or they want to convince the Blossoms to take a specific course of action. When this happens, and the Blossom player doesn't want to listen to the enemy, the Blossom must make a TN 5 Charm test to resist the request. If the test succeeds, the Blossom ignores the request and may continue doing what her player wants to do for the remainder of the Scrap round. Otherwise, the Blossom must concede to the enemy's request or take 1 Charm damage.

## 4 - Running Phase

If a Blossom doesn't want to talk or think her way out of the situation, she can attempt to run. Running can mean fleeing from a dangerous enemy, or it can even mean running past an enemy to get where they want to be. The GM determines whether or not the enemy chases after the Blossom. If the enemy doesn't choose to chase the Blossom, the Blossom automatically runs away.

Alternatively, an enemy might flee, and the Blossom may have to chase them. Regardless of the situation, the Blossom player makes the same test.

The Blossom must make a TN 5 Toughness test. If the test succeeds, the

Blossom escapes, maneuvers past the enemy, or catches a fleeing enemy. Otherwise, the Blossom is caught and the Scrap continues, or the enemy escapes and the Scrap ends.

## 5 - Fighting Phase

The final phase of a round is the Fighting Phase. Any enemies or Blossoms that didn't want to talk, think, or run must take their turn making attacks if they are still able to.

**Close Attack.** A Blossom that wishes to attack with a hand-to-hand weapon, like a switchblade, baseball bat, punch, or kick, must make a TN 5 Toughness test. On a success, the Blossom deals damage appropriate for the chosen weapon.

**Ranged Attack.** A Blossom that wishes to attack with a ranged weapon, like a slingshot or BB gun, must make a TN 5 Skill test. On a success, the Blossom deals damage appropriate for the chosen weapon.

**Defense.** The Blossom players also roll to defend themselves against enemy attacks. The Blossom player must make a TN 5 Toughness test. If the test succeeds, the Blossom avoids the attack. If the test fails, the Blossom takes damage from the attack, typically Toughness damage.

**Optional: Crits and Fumbles.** When a Blossom's test results in a success and there is at least one 6, the Blossom scores a crit.

- If the crit happens while making an attack, the Blossom deals 1 extra damage for each six rolled.
- If the crit happens while making a defense test, the Blossom gains one free attack (no matter how many 6s they rolled).

When a Blossom's test results in a failure

and there is at least one 1, the Blossom scores a fumble.

- If the fumble happens while making an attack, the Blossom’s weapon breaks or is lost.
- If the fumble happens while making a defense test, the Blossom takes 1 extra damage for every 1 rolled.

## 6 - The Scrap Continues

When everyone involved in the Scrap has had a turn, the round ends. Repeat steps 2 through 5 until the Scrap ends.

### Morale

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When a Blossom wears down her enemies, there is a chance that they will flee or surrender.

Check for morale if the leader of a group is defeated, half the enemy group is eliminated, or a single enemy has only half their HP remaining.

When this happens, the Blossom with the highest Charm score makes a Charm test against the enemy’s morale TN. If the test succeeds, the enemy is demoralized and either flees or surrenders (the GM decides).

### Damage

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Whenever a Blossom becomes stressed, injured, or embarrassed, she takes **damage**. Damage temporarily reduces one of her ability scores by 1 or more, making it more difficult for the Blossom to perform tests.

- Skill damage is called **stress**.
- Toughness damage is called **injury**.
- Charm damage is called **embarrassment**.

When any one of a Blossom’s ability scores falls to 0, they become **exhausted**. When a Blossom is exhausted, the Blossom can’t take any further actions because they are too stressed, too injured, or too embarrassed to continue for that day. The Blossom may return to action after they regain at least 1 point in the broken attribute either through healing or rest.

Note that there is no “death” in the *Badge Quest* game. Of course, missing out on a day of cookie sales during the height of cookie season is arguably a fate worse than death!

### Enemies and Damage

Enemies don’t have ability scores. Instead, they have hit points (HP). When an enemy’s HP falls to 0, they are knocked unconscious, stressed to the point of tears, or humiliated. Whatever the explanation, they can no longer fight.

### Rest

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A Blossom can recover some of her lost ability scores by resting. Resting requires a full night’s sleep, a good meal, and a little time for self-care. At the end of the rest, each of her damaged ability scores improve by 1 point. The Blossom also regains use of any abilities that were expended during the cookie-selling day. Fully recovering from damage might take multiple days.

## Cookie Selling Season

Cookie Selling Season is the central campaign of *Badge Quest*, spanning the months of March and April in the game world (61 total days). During this time, the Blossoms are hard at work, selling cookies door-to-door while also uncovering supernatural mysteries and earning valuable badges. It's a time of fierce competition among the different troops, with each Blossom striving to sell the most cookies and come out on top.

### Cookie Selling

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Each day in the game world, the players' Blossoms set out to sell cookies, typically in a suburban neighborhood. At the end of

each hour that the Blossoms are selling cookies, have them all make Charm tests. For every success earned, they sell one box of cookies and earn \$5 from the sale. The Blossoms usually have 3-4 hours to sell cookies on the weekdays (after they get out of school) and up to 8 hours on the weekends and holidays, like Spring Break.

The money earned from selling cookies may be used to buy nice things, equipment, or the services of others. Any money left over goes towards their troop's chance at being crowned Cookie Crusaders for that selling season.

### “Hey, That’s Strange...”

During their cookie-selling time, the Blossoms inevitably notice something



peculiar. It could be a strange smell coming from the house, a mailbox that seems to glow from the inside, or a weird-looking dog that follows them from a distance.

This is the first step in the Blossoms getting involved in a mystery.

## Mysteries

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In *Badge Quest*, a mystery is a situation or event that requires investigation and problem-solving to unravel. The Blossoms might encounter strange occurrences, unusual neighbors, or inexplicable phenomena that prompt them to start investigating and uncovering clues.

As the Blossoms solve the mystery, they have the opportunity to showcase their skills and earn badges. For example, if the mystery involves uncovering a hidden treasure, the Blossoms might need to use their talents in mapping, navigation, and problem-solving to successfully locate the treasure. By doing so, they could earn badges related to those talents.

Of course, Blossoms don't have to follow mysteries. They can ignore the peculiarities and continue going door-to-door to sell cookies. But where's the fun in that?

## Running a Mystery

This book contains twenty mysteries for the gamemaster to run. If you aren't the gamemaster, make sure you don't read the section with the mysteries, because it could spoil the fun for you and your fellow Blossom players.

If you are the gamemaster, choose or roll a d20 on the table below to determine the mystery that the Blossoms will involve themselves in while selling cookies.

And if you are the gamemaster, you can also create your own mysteries.

## Earning Badges

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In *Badge Quest*, badges are representations of a Brave Blossom's expertise in certain basic talents, such as archery, chess, or salesmanship. These badges are earned by completing specific tasks or challenges during gameplay, typically while involved with a mystery.

Earning a badge not only signifies that the character has acquired proficiency in an activity, but also provides a benefit to the Blossom during gameplay. For example, a Brave Blossom who has earned the archery badge gains one extra die when they make tests related to using ranged weapons.

Each mystery lists at least three different badges that can be rewarded. To earn the badge, the player's Blossom must have completed the mystery and fulfilled the requirements for the badge. For example, earning the Archery badge may require the character to make at least one successful ranged attack during the mystery. If the Blossom doesn't meet a given requirement, they do not earn the badge.

A player may not take the same badge more than once.