Tomfoolery: A Cooperative Laconic Storytelling Activity That Uses Dice To Resolve Conflict Between Participants, Featuring Clowns And Other Slapstick Performers Engaging In Surreal Shenanigans In An Otherwise Sane World For The Amusement Of Both Participants and Witnessing Bystanders

You are clowns, doing clown things, like being silly and making people laugh.

Clown Skills

Slapstick - Hitting things to make them stop. Or work.
Juggling - Fine manipulation of objects.
Props - Finding and using items in inventive but sensible ways.
Moon-logic - Doing things that don't make sense, but work.

Clown Skills start at 0, and you have 12 points to divide among them. There are no restrictions. To use a Clown Skill, roll 3d6, and add your skill rank. You must roll 13 or higher to succeed. If a Clown Skill fails, they suffer a setback. If the setback is bad enough, they may be knocked out for 3d6 hours. (Clowns never die. They just go nappy-time.)

Clown Coins

If how you describe using a Clown Skill amuses the other players, you gain a Clown Coin for that skill. For every Clown Coin you have, that Clown Skill receives a -1 penalty. Don't be a one-trick pony! Clown Coins can be spent to gain +1 to a roll.

If you spend a Clown Coin from each skill at the same time, you automatically succeed, and manage to transform the world into a sillier place!

Character Sheet

Clown Name:	Player Name:

Game Master Name:	Date Played:

Clown Skills

Skill Name	Skill Level	Clown Coins
Slapstick		
Juggling		
Props		
Moon Logic		

Here's a space for you to draw something silly!