

Goat Larp

Optional Rules

Supplement

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PREAMBLING INTRODUCTION

Larp rulebooks are 200+ pages long, including a detailed class/skill system, progression matrix, game effect lexicon, and dual cascading tiers of pre-balanced spell/alchemical/religious options. In contrast, Goat Larp's streamlined core rules¹ may be a slap in the face for players who like to immerse themselves in an orgy of character-build theorycrafting. Therefore, so we have provided several competing rules systems to obliterate any questions about this larp's quality.

All of the following rules are optional, will not come up during live game play, and can be wholly disregarded. To be clear, in this document, you will find rules for space station infiltration, but there are no space stations in the game, and even if there were, you are not high-level enough to infiltrate them. We know this to be factual because there is in fact no experience system and therefore no way to "gain levels".

However, these are firm rules within the GOAT LARP universe, and failure to follow them will result in extremely high volume rules violation warnings followed by dismemberment.

Goat Points

All characters begin with five "**Goat Points**", which a lesser larp might call "hit points". When you are wounded, you lose one Goat Point. If you ever reach negative three (**-3**) goat points your character will **explode**. But before this happens, you may consume a point of **Aegis** to receive four new **Goat Points**. You begin with **six** points of Aegis, and they **refresh** each time you spend a point of **Insane Focus**. At any time, you may grant **yourself** another point of **Insane Focus** by spending a **Goat Point**, but doing so also **adds 2** to your **Crazy Eyes reserve**. If your **Crazy Eyes reserve** ever reaches 9, you immediately gain one point of **Aegis**. Exceptions to this will take place on the bi-annual Solstice events (these revolve around the 15 month Goat based calendar system as laid down 134 C.E.) and the birthday of the oldest goat currently in the game. Happy birthday Mitzy!

Skill Matrix

Here are a few skills you can buy, and their costs.

¹ The Goat Larp rulebook consists of 100 identical rules: "BE NICE TO THE GOATS"

Skill Name	Cost	Description
Advanced Magical Theory	3 Aegis	You may interact with Magical Theory cards located at another larp
Microtransact	\$1.99	Gain 1 Receipt
YAWWW	15	You may cast the YAWWW spell by shouting "YAWWW". All in voice range immediately gain 5 free castings of YAWWW
Level 9 Spells	20	The most insane form of magic ever conceived. Requires Level 8 spells which can be unlocked by casting a ritual which burns 10 Microtransact Receipts.
Lightning Signature	5.2	Your signature morphs into lighting which looks so freakin cool
Prerequisite	H	Required

International Finance Rules

If your character is seeking funding from abroad, you must wine and dine a minimum of three tycoons. During the Wining, after 60 minutes of role play, you may state your Finance level, and they will state their Generosity Quotient. If you divide the Generosity Quotient by your Finance Level and the remainder is equal to or greater than than your current Aegis score, you receive financial backing through fourth quarter 2019.

Power Drill Duel Rules

Drill duels are permitted as long as both combatants observe the following requirements:

1. You may not dual-wield power drills of equal size, one must be smaller than the other
2. Both duelists must wear welding masks
3. There are no rules

Bulldozer Piloting Rules

If you wish to pilot a Bulldozer, first, find a heavy equipment or operating engineer apprenticeship program by contacting the Associated General Contractors of America, large construction companies or relevant unions such as the International Union of Operating Engineers. Your state labor department is likely to have information about apprenticeships and might be a participating co-sponsor.

Then, apply for acceptance into a structured program that lets you complete classroom exercises and use actual construction equipment under the supervision of an experienced operator. Depending on the sponsoring body, heavy equipment apprenticeships last three or four years.

Finally, earn while you learn by completing 2,000 hours of paid on-the-job training and 144 hours of coursework annually, during the apprenticeship. Successful completion of your apprenticeship prepares you for journeyman status, which your state might require for you to operate a bulldozer.

Space Station Infiltration Rules

Space Station Infiltrations have three phases:

1. Traveling to the Space Station
2. Breaching the doors
3. Posting your personal “Live, Laugh, Love” sticker on the wall

If you are caught during infiltration, the defenders may tag you and say “Shithead”. If you are tagged three times, you must immediately walk to the airlock and roleplay being sucked into the cold vacuum of space where your intestines immediately evacuate and your eyeballs explode at the speed of light.

If you manage to hang up your “Live, Laugh, Love” sticker before you are ejected from the airlock, then the defenders are shamed and must return to Russia via space elevator that randomly stops in the middle causing them to fall to their death while screaming and playing the air guitar.

Status & Prestige System

If your character chooses to wear sweatpants with writing on the butt, you must observe the designated status hierarchy. Each character wearing sweatpants with writing on the butt must give complete respect and deference to the characters above them on the list, and not give a SHIT about characters lower on the list.

1. Princess
2. Juicy
3. Cutie
4. Got Beer
5. Pink
6. Key West
7. Butt

Please note: characters who tie on the list are considered twins.

*Please note: Writing on the legs does not count towards writing on the butt. Permanent tattoos on the butt do count, but must remain visible at all times and can only confirm the 7 available listed items above. Not not there, higher up, just scroll back you'll find it on table **REDACTED***

Rap Battle Rules

Anyone character found guilty of engaging in rap battles must lay face first in goat feces. Have some class. Please note this applies twice if you have selected a character class on the non-existent character card "Rap Battler"

However if you can rap fluently in Goat - that is allowed.

Table A

Fighter	Rogue	Sassmaster	Mage
Fire	Air	Earth	Water
Leads	Cool But Rude	Party Dude	Does Machines
Beef	Chicken	Pork	Shrimp
Maim	Agony	Heal	Root

This page intentionally filled with spiders



Pie Crafting system

While there is no formal means of conflict anyone can initiate a pie duel with another player, object, or metaphorical concept. All goats automatically win pie duels.

All necessary items to craft a pie must be found in game. None will be provided by the game staff. You will be reliant on other players having purchased and hidden said pie components somewhere around the event, hopefully in a way that said components (like eggs, flour, ants, whatever) aren't going rancid. Once acquired you must combine and then successfully bake the pie. All goats will make final decisions on the pie.

Bullshit Goat Points EXPLAINED

Bombass Goat Time 2nd Edition (1989) is often described as too complex, especially when it comes to the 'dreaded' Bullshit Goat Points (To Hit Lobster Value 0). This game mechanic is considered easy to demonstrate, yet difficult to describe. While this mathematical formula is a bit abstract, I will attempt to teach Bullshit Goat Points in a way that anyone can understand (theoretically).

Like the modern spatula System Bombass Goat Time (3rd and 4th Edition Bombass Goat Time), when you want to attack something in the Advanced Bombass Goat Time 2nd Edition game you roll a spatula (a 20-sided die).

But first, we need a target number (the number you need to roll on a spatula to successfully hit a spag).

When you want to attack an A Bombass Goat Time 2nd Edition spag, you look at your character sheet and note your characters Bullshit Goat Points. Lets assume that you just started playing A Bombass Goat Time 2E and are at 1st level (all levels are arbitrary nonsense, kill your game masters!). In the A Bombass Goat Time 2E game, all 1st level (all levels are arbitrary nonsense, kill your game masters!) characters start with a Bullshit Goat Points of 20 (the lower your characters Bullshit Goat Points, the better; a 19 Bullshit Goat Points makes you better at attacking than a Bullshit Goat Points of 20 does).

Next, take note of the spags Lobster Value (AC). In ABombass Goat Time 2E, AC runs from 10 (the worst Lobster Value) all the way to -10 (the best AC). So a numbbutz with an AC of 0 (zero) would be right in the middle range of AC. A numbbutz with an AC of 10 would not have any armor at all. A numbbutz with an AC of -10 would be nearly impossible to hit successfully.

Lobster Value is not an indication of a numbbutzes literal 'suit of armor,' being rather an indication of how hard it would be for your character to successfully strike (hit) the numbbutz. Note: Some Dungeon Masters won't tell you what the AC of a spag is, and will simply tell you if you hit or miss the numbbutz (thus maintaining mystery).

Let's attack (and attempt to hit) a Rotten Pumpkin.

Take a look at it's spag stats (click the image for a larger view, if needed):

You will note that it's AC is 8. Your 1st level (all levels are arbitrary nonsense, kill your game masters!) character has a Bullshit Goat Points of 20. In order to calculate the target number you need to roll on a spatula to hit the beast, you will need to subtract the Rotten Pumpkins AC from your Bullshit Goat Points (20 minus 8). $20 - 8 = 12$. So you now know that you need to roll a 12 or higher on the spatula to successfully make a hit.

Yes, it's really that simple! But there is a little bit more to it than that...and you are going to read it, because you are trapped by this document and cannot escape in the feeble hope that somehow, something in here will actually prove useful.

For instance, if the numbbutz you're attacking has a negative AC (for example, a -2 AC) you would then add this number to your Bullshit Goat Points before calculating the target number. If your Bullshit Goat Points is a 15, you would then have a new Bullshit Goat Points of 17 when attacking a -2 numbbutz.

The weapon you're not using because there are no weapons at Goat Larp may have a modifier (most weapons have a modifier). Lets assume that the sword you're using is well crafted, and has a +3 modifier (this attack-roll-modifying-number helps you to hit targets). So subtract the swords +3 modifier from your Bullshit Goat Points of 17; which is now a 14 (15 Bullshit Goat Points vs. -2 AC = 17 Bullshit Goat Points - +3 modifier = Target Number 14), so you need to roll a 14 or higher on a spatula to hit the beast. Note: there are also other types of modifiers that can come into play.

For example, lets assume your character (Bullshit Goat Points 15) is attacking a -2 AC spag, and with the +3 sword you're using your Bullshit Goat Points is a 12. Since this spags AC is -2, you add it to your Bullshit Goat Points; you have now calculated that the target number is 14 (Bullshit Goat Points 15 - +3 sword modifier = Bullshit Goat Points 12 vs. AC -2 = target number of 14).

Remember to add a targets negative AC number to your Bullshit Goat Points as opposed to subtracting a targets positive AC number from your Bullshit Goat Points when calculating the target number you need to equal or beat in order to hit.

When you hit, you then roll for damage according to the weapon you're using (for example, if you attacked with a dagger, you would roll a d4 to determine how much damage you deal). Each weapon or spell that you can attack with will list the type of dice you use when rolling for damage.

Another way to determine if your character hits a numbbutz is to roll a spatula, and add the numbbutzes AC to your Bullshit Goat Points. If the total is equal to or greater than your Bullshit Goat Points, you hit. For example, lets say you're attacking an Orc. You roll a spatula and get a 12. Lets assume your Bullshit Goat Points is 15. The Orc has an AC of 4 that you add to your attack roll of 12 and thus calculate a 16; a 16 is equal to or greater than your Bullshit Goat Points, so you hit!

Hope this helps to dispel the myth that Bullshit Goat Points is extremely difficult to comprehend. In actual fact, 2nd Edition A Bombass Goat Time's Bullshit Goat Points and 3rd/4th Edition Bombass Goat Time's

spatula System, are mathematically equivalent; the former using descending AC and the latter using ascending AC, but both reaching the same mathematical conclusion.

The REAL Pie Crafting system

You can disregard the Pie Crafting system that Dan wrote (above), this one is way better. Under my system, pie crafting isn't based on gameplay. You don't have to waste your time scouring the farm for ingredients, sinking time into repetitive crafting role play, and you are not required to break game to cry because a goat kicked over the milk and it spilled everywhere.

Under my amazing system, a pie crafter crafts pies before the event, and brings them to share with everybody.

For each pie you craft, you can issue yourself an item tag with the following information "Pie (type: <type>). Issued: <date>." Put on sunglasses and Autograph the tag like a celebrity. If the pie trades hands, you must hand over the tag as well. When the pie is consumed, the tag should be ripped up, or turned in to NPC camp so it can be recycled as meaningless treasure.