

# Your New Best Friends

A one-shot for 4-5 players (+18 only)  
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## A roleplaying game for you (a drunk girl in the bar bathroom) and Your New Best Friends (the other drunk girls in the bar bathroom).

You are a Drunk Girl, femme, enby, genderqueer, or anyone else who wants to take advantage of this genderless bathroom. You just came out tonight to have a good time. And then something happened. Maybe you ran into an ex who's here kissing someone brand new after you've only been broken up for three days. Maybe you got a text from your mother asking if you've heard anything back from that library job, and if this means you're finally going to "stop that silly music thing now, it must be exhausting being a twenty-eight year old waitress." Maybe you just went a little too hard and now you're overwhelmed by the concept of time. So you've done what any Drunk Girl in your situation would do: you've holed up in the bar bathroom.

But don't worry. You're about to meet Your New Best Friends.

### Getting Started:

The game is played with four dice: a four-sided die (1d4), a six-sided die (1d6), an eight-sided die (1d8), and a ten-sided die (1d10). These dice will be rolled to determine the success of your attempts to reach your character goals through your Drunken Skills. Make sure you give yourself an Intoxicated Alter Ego for the vibez (ex., Drunk Wine Mom, Hemmingway, Your Worst Nightmare, Snuggle Bunny, etc).

### Setting:

A bar, obviously! But what kind of alcohol serving establishment is entirely up to you – are you dancing in a club on Hollywood Blvd or are you in a saloon in the Wild, Wild West? Are you at the favorite dive of the nearest space port, or at a wild, Gatsby-inspired roaring 20s houseparty? With a few tweaks on more modern/tech based goals listed on the tables, this game can easily be transposed to any setting. Think of the tables more as guidelines than rules!

**Goals:**

What are your goals for the evening? Confront a cheating partner? Finally perform Tequila in front of all your friends? Apply a full face of makeup without too much smearage? Whatever yours may be, you will use your skill checks to accomplish the goals of you and your New Best Friends in order to have the Best Night Ever!!! To accomplish your goals, you must hit three Goal Post moments to feel as though you've Done All You Can.

These goal posts may shift upon emotional revelations from your character, with the consent of your Gamemaster (GM). Think of them as cathartic moments for your night's drunken journey. These goals do not need to be completed sequentially. Examples of Goals and Goal Posts can be found in the chart below: feel free to be wildly creative!

Goal: Break up with your cheating ex!		
Gather that evidence! Get those receipts!	Find out if this cheatee knows what's going on!	Break their heart like they broke yours!
Goal: Prep for your long-overdue Harlot Phase!		
Make out with a consenting stranger!	Get the number of someone you find cute!	Finally be honest with your crush!
Goal: Prove you're the next American Idol!		
Get someone to subscribe to your TikTok!	Take some awesome photos for your socials!	Perform karaoke in front of everyone!

Once you have completed one of your own goal posts, you unlock the Heart to Heart mechanic. You may announce at any appropriate time that you would like to have a Heart to Heart with another character and use your highest skill to discover their goals and help fulfill them.

If you fulfill all three goal posts, make sure to declare that this has been the "BEST NIGHT EVER!"

**Skills:**

Your journey to accomplish your goals and help your friends accomplish theirs will be through the use of your Five Drunken Skills: *Swagger*, *Reckless*, *Touch*, *Comfort*, and *Rally*.

*Swagger* can be used for enhanced confidence and for checks such as trying to persuade or intimidate someone.

*Reckless* is used to see the success of bold, thoughtless plans, like throwing a punch or dancing on the bar.

*Touch* can be used for flirty rolls, like the sensual touch of an arm or giving your friends a sweet little bolstering boop on the nose!

*Comfort* can be used to help calm down your friends or reassure them when things are going wrong!

*Rally* is used to bring the group together to focus up and get out the door without rips in anyone's fishnets!

You will assign three skills of your choice a d6 (3d6 total), one skill a d4, and one skill a d8, depending on what your character excels or falters at when drunk.

Additionally, you may choose two skills of your very own! These skill checks can be added to one of these five "core" skills and give you advantage (a second roll) on rolls that deal specifically with these situations.

They are not tied to one specific Drunken Skill for the entirety of the game, but may be applied to any of the five with purposeful, stated intent (at the GM's discretion). Skills can include, but are certainly not limited to:

- Cuddling • Streaking • Feats of Strength • Drinking Games • Karaoke
- Brutal Honesty • Navigation • Read You Like a Book • Lost My Wallet
- C\*ckblocking • Rubber Bones • No Shame • Cryptid Sightings
- Can Nap Anywhere • Disco

**Exploding Dice:**

This system utilizes the Exploding Dice mechanic! When you roll the highest number on a particular die, the die “explodes” and allows an additional roll to be added to the total. For instance, if you roll a 6 on a d6, you may roll a second time, and your score will be 6 + the second number. However, once you reach 8+ shots, you lose use of this mechanic.

**Adversity Tokens:**

Sometimes, we just bomb our drunk skill checks. If a player fails their drunken check, they receive an Adversity Token, which they may use to get +1 bonus on future checks. You may also use an Adversity Token to help a fellow drunk friend! However, once you reach 5-7 shots, it will cost 2 Adversity Tokens for each +1 bonus to another player. At 8+ shots, you lose the ability to use Adversity Tokens, but may still accept them from others.

**Stamina:**

At the top of the game, everyone will begin with 10 stamina points. Each player will roll 2d6: 1d6 to determine how many shots you’ve already had, and 1d6 to determine how much water you’ve been drinking.

Rather than rolling your stats, you have the option to take the feat “Designated Driver.” For the whole game, you will play without bonuses to drunken skills, but start with a full 10 hydration, which you can share with your friends. You are also allowed to make “intervention rolls” (1d6) to try to be the single sober adult and avert potential problems. You are also the only one who is allowed to use the phone.

Your stamina and shot intake are directly tied! Once you start drinking, your stamina status will change based on how many shots you take. You may use hydration points to restore stamina as you play. These status markers are signified by these symbols:

**1-4 Shots:**

Signified by a ☹️. You are playfully drunk. After each new shot, roll a d10 on the Handle Your Shit table. For every shot you take, you may assign a +1 to one of your Drunken Skills, but lose one point of stamina. For every glass of water you drink, add a +1 to your stamina but take that -1 away from one of your Drunken Skills.

**5-7 Shots:**

Signified by a ☪. You are rowdily drunk. After each new shot, roll 2d10s on the Handle Your Shit table. For every shot you take at this point, you may add a +2 to one of your Swagger, Reckless or Rally, but lose a stamina point and a point from Touch, Comfort, or Rally. For every 2 glasses of water you drink, add a +1 to your stamina but take that -1 away from one of your Drunken Skills.

**8-9 Shots:**

Signified by a ☩. You are belligerently drunk. After each new shot, you must make a “take a short nap right here, it’s totally fine, don’t worry” Rally check (DC 5). Before each action you take, roll 3d10s on the Handle Your Shit table. For every shot you take at this point, you may add a +3 to one of your Swagger or Reckless but lose two points of stamina and two points from Rally. For every 3 glasses of water you drink, add a +1 to your stamina but take that -1 away from one of your Drunken Skills.

If at any point you reach 0 (●) stamina, your New Best Friends may use their own hydration or stamina points to make sure you’re taken care of. You must make three saving throws (with a DC of 5, using a d10 and adding the amount of hydration/stamina points you are given by your friends) to wake up. Three successes means you wake up with all “donated” stamina/hydration points added. Two successes means you wake up with one stamina. One success means you are passed out but safe, and your character must be taken home for the night.

### Stamina Level Cheat Sheet

☪	<ul style="list-style-type: none"> <li>• +1 modifier to Drunken Skill per shot; lose one stamina point per shot</li> <li>• Hydration point restores one stamina, removes skill point</li> <li>• Roll 1d10 on the Handle Your Shit Table for each shot</li> </ul>
☩	<ul style="list-style-type: none"> <li>• +2 to Swagger, Reckless, or Rally per shot; lose one stamina point and -1 from Touch, Comfort, or Rally per shot</li> <li>• 2 hydration points restore one stamina, remove skill point</li> <li>• Adversity Tokens are worth ½ (2 tokens per point)</li> <li>• Roll 2d10 on the Handle Your Shit Table for each shot</li> </ul>
☪	<ul style="list-style-type: none"> <li>• Make a “short nap” Rally check (increasing DC per shot)</li> <li>• +3 to Swagger or Reckless; lose two stamina points and -2 from Rally</li> <li>• 3 hydration points restore one stamina, removes skill point</li> <li>• Lose Exploding Dice and Adversity Token mechanics</li> <li>• Roll 3d10 on the Handle Your Shit Table for each action</li> </ul>
●	Alcohol Poisoning Check and Stamina Saves

Three failures means you have alcohol poisoning and your friends must get you to the hospital to be taken care of. If anyone gets alcohol poisoning, the game is done: the night's over. This is the one "ending" to the game that results in an automatic group failure of all goals.\*

Handle Your Shit Table			
1	Tell someone a soft truth	16	Give a 30 second rant
2	Photobomb someone by accident	17	Insist that you're not that drunk
3	Gush over your new friends	18	Text the wrong person
4	Attempt a dance trend	19	Lose one single shoe (-1 stamina)
5	Find a snack in your bag (+1 stamina)	20	Post some selfies on socials
6	Pick a fight with someone	21	Make super cool plans
7	Fall and scrape your leg (-2 stamina)	22	Give a one minute rant
8	Photobomb someone on purpose	23	Tell your new friends a secret
9	Knock over a drink	24	Burst into tears
10	Call your ex	25	Eat someone else's food (+2 stamina)
11	Give a two minute rant	26	Find a MOST comfy seat (+3 stamina)
12	Steal something from the bar	27	INSIST YOU'RE NOT THAT DRUNK
13	Throw up (-3 stamina)	28	Spend too much money on booze
14	Comment on ex's new partner's post	29	Total meltdown
15	Tell your new friends you love them	30	Give yourself a haircut