

Smeesh/Smash--melange styled RPG.

The rpg of putting all of the things that I can remember about all the things that pleased my favorite players about thier favorite sessions.

Rule of five: any total of five equals a success on two dice

A pair of fives: a pair of fives allow for a partial success at a nest echelon difference of 3 or more, a marginal success at 5 or more.

Blown up: sometimes under special circumstances a score is allowed to have exploding fives. If this score is exploding then every five rolled again and every multiple of five raises the characters echelon automatically.

Elements die type: every odd on a 4d6 is counted, every six is counted as -1 and two ones (snake eyes) is counted as three. Helping bonuses, forks from echelons and equipment and circumstances are all added to the total

Good odds! Two ones when rolling an element die type count as three.

Bad odds... any six on an element die removes one odd from play, except a one

Silhouette die type: roll d6's equal to any relevant bonuses or penalties

Clustered 6's: if you get a cluster of sixes on a silhouette die type each six past the first counts as a +1

Range: test are made for positioning of the characters these are based on a elements dice type real bad range tests remove speed roll successes. there are inside--optimal--lunging--shot--extreme. every for every two the roll is over you can move into another range

Speed: rolls to see how many an action that the character has, this is based on a silhouette d6 roll the speed roll determines commitment and number of attacks. Usually actions have a one for one cost. Some weapons and actions have extra a base number of actions pts to perform the action. Commitment or using more than one speed number on one action can make one of your actions go before another players. Any left over scores from a previous roll can be used to do the same at the next roll. For 2 speed points you can abort an action. every action: defense, offense, ranges, breathers, all cost actions

Priority: scores are compared or difficulties are compared equal to echelon, then the rule of 5 is invoked where two dice are rolled.

Breaks: bodies are are rated a to z. attacks are rated a to z. an A is the highest. An atom bomb is an A class weapon, well an AAA++++ class weapon, but you get the point. if something can olny be in danger of dying by a weapon of a certain class then it is in that class. Personal weaponry and human bodies designed to be used to kill those people are in the F class

this is based on a lettered system similar to C:F RTG type called fearful harm and great danger. see here:
<http://www.talsorian.com/fhgd.html>

Nests: scores are arranged in families and have a genealogy. They are arranged in nests. Some scores have multiple nests. A score also has it's own base nest number.

Some scores Prerequisite scores to be able to learn them, templates also, at times require prerequisite templates, scores, xscores or all of the above

Equalizers: the breaks are not all created equal. Some breaks may be duped, meaning that they are considered to be more severe even though their damage is the same this is indicated by multiples of the letter. Or they may be more dangerous or less resilient by things equal to it this is expressed by adding plus or minus signs

Forks. Depending on how far away a nest is they can add to a total of a score. the genealogy of a score will decide the multiple needed to provide an extra point in that score.

Stacking: everything in this game stacks no mater what the score its results stack and the highest score is always used

Echelons: scores after a certain totals have a new standard. This new standard, an echelon is would be the best a character is able to do. A total of 5 on two dice must be rolled in order to perform the task.

Helping dice: other people aiding depending on their levels can add to a test made. They are all doing it together and they all fail together. You can't help some one if they are three echelons below someone else

Scores and their precedent: all scores are assumed to be 10 and have no effect on a score other wise anything over 20 is assumed to be beyond axiom. anything over 30 is assumed to be beyond precedent

Let the dog lie: if it is average on your sheet leave it blank. only scores nested 1 and above are included if ranked 10

Raw talent: using scores nested at 1 and 0 have no base challenge. At nest 2 they begin to require a total of 10 on 2d6 to be performed.

Binary vanity: A score echelon difference of 1 and 0 has no penalty uncontested and cannot be forked in

From the root to the fruit: scores nested at 0 can only be raised in play by pumping up the scores attached to them, calculate all of the forks you would receive from you echelons in nested scores and invert them to find out.

Score raising. Experience points raise scores but the cost to increase scores rises geometrically and is multiplied by a coefficient equal to the current rank in the score minus the nest of the score itself except in the case of scores nested at zero.

Working quickly lowers the ranking of a score by 1:10% reduced to perform the score, patiently does the opposite adding 10% time to score and increasing by one. And carefully doubles the resources used for every echelon raised.

Cascading templates. Characters are built up by choosing templates that are then compiled and cobbled together on a crib sheet. Some templates have scores repeat themselves having the same score appearing multiple times for every time the score appears add one to the score. Always take the highest repeating skill in the template as the base.

x scores are named that because they are probably extranormal abilities or special traits the character has. the nest of a x score is added to the coefficient instead of subtracted from it. Some x scores do not have echelons.

constitutional damage is recovered by making rolls that will in combat take a speed roll. constitutional damage is listed in the breaks.

drops: experience points are awarded by training (1), task(3), persona (6), fate(10), and deed(15) each of the numbers are the coefficient by which the emcee awards experience points. The emcee decided how important the action were to the character on a scale from one to 10 and how good fun it was from the player to make that decision from one to 10 and adds these numbers together for ever score used.

exclusivity: Training and tasks awards are given for skills used wether they are successful or not

Next to do: come up with breaks chart, a bunch of cascading templates, a bucket of xscores, etc