

This is a gm-less ttrpg that can be theoretically played with any number of players but thrives with 1-6 people. Its goal is to tell an exciting collaborative story full of unexpected twists and escalations that go completely off the rails.

Each character has six traits:

Mighty - physical strength

Quick - physical agility

Sharp - proactive intelligence

Clever - reactive intelligence

Open - collaborative AND honest communication

Fake - non-open communication

To create your character, assign three d4, two d6, and one d8 between the six traits.

This system is setting-agnostic, so create characters in a setting of the players' choice and begin by having someone narrate what their character is doing. The other players will react and narrate what their characters do in response. For single player games, make 2-5 characters to start with and add more as time goes on.

For each action where there is a chance of failure, roll the corresponding die for the most relevant trait.

The difficulty of a roll is the result the die must meet in order to succeed. The difficulty is determined by rolling a number of d6s (the difficulty pool). If it is something that is achievable by a layperson, roll 1d6. If it would require some practice or skill, roll 2d6. If it would require expertise, roll 3d6. If it would require elite performance, roll 4d6. If it would require superhuman abilities, roll 5d6. The sum of the difficulty pool is the difficulty for the roll.

If a roll is greater than the difficulty, the player succeeds at what they meant to do. If the roll total exceeds the difficulty by 5 or more, the action is supercharged (the player must exaggerate the success of the action to the point of absurdity).

If the roll is beneath the difficulty, the other players work together to narrate a failing result of the action. They also gain an experience token. These can be used to add one to the result of a future roll. If the roll total is five or more under the difficulty, the action is also bombed (the other players exaggerate the failure of the action to the point of absurdity). Bombed rolls earn two experience tokens.

If the roll is equal to the difficulty, the result is a mixed success. The player narrates the success of their action and a problematic result of this success.

If the highest value of the die is rolled, it "explodes" and that trait's die increases to the next largest die (d4 -> d6 -> d8 -> d10 -> d12 -> d20, which is the maximum size). Roll this new die and add the result to your previous roll. There is no limit to the number of times you may

explode. If a 20 is rolled on a d20, roll another d20. Proceed until a non-maximum die value is rolled.

An experience token can be used to increase the value of the roll by one. You may use as many experience tokens as a time as you have at the time. They can only be used during the session they are earned, so be reckless with them.

An action is taken to the point of absurdity if the result is highly unusual, ludicrous, or surprising.

Every character also has a flaw and a motivation. A flaw is a weakness of the character, and a motivation is something that drives the character to do what they do. If a player acts according to their flaw or motivation, they earn one experience token.

A player can choose to spend five experience tokens to Coin Flip. They choose odds or evens and roll their trait die. If the number on the die is what they chose, they have a supercharged success action. If it is not what they chose, they bomb and fail their action.

A player can also choose to spend tokens on another player to raise a success to a supercharge if they would like. Tokens can not be spent to raise another player's failure or mixed success to a full success.