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Ye good olde system or "Why bother"

Why should we add all those numbers from a dice pool? What the heck is a dice pool? It seems pointy. And what's all that about counting "succeses"? There's only a success or a failure!

Ye good olde system uses the oldschool formula: Stat + Dice VS Difficulty. And it always worked!

So ye good olde system (YGOS) is meant to be used when you have a single die available, or when you fancy a more streamlined statistic (leaving out all that Death Spiral stuff).

But how does it work?

Really? I think it's clear! When attempting anything interesting, roll 1D6 and add the value of any cliché you're using for that. Compare the result with the TN. Obviously the TN needs to change a little bit. Check out this Shiny Brand New Target Number Chart!

Shiny Brand New Target Number Chart

1	Automatic. Don't bother rolling.
2	So you stepped on that ant. Congratulations.
3	Only a first-day rookie may fail.
4	Challenge for a schmuck, routine for a pro.
5	That seems a bit hard.
6	A challenge of a professional.
7	Wow, that jump was... Impressive.
8	An heroic challenge. Really inventive or tricky stunts.
9	I can't believe you just did it. Amazing.
10	A challenge for a Master. Nearly superhuman difficulty.
11+	You've GOT to be kidding. Actual superhuman difficulty.

What about the crunchiness?

Combat and opossed works as usual. Each conflict round the loser loses a cliché point until it heals. Innapropriate clichés inflict double damage. Pumping and double-pumpable clichés can be used the same way. There's, however, a pair of little changes:

-**Teaming up:** Every member of the team beating TN 5 grants a +[half cliché value] to the team leader.

-**Funky dices:** Only d6, d8, d10 and d12 can be used. The TN chart should be extended into the superhuman difficulty up to 20.

-**Sixes ace:** When you ace, you can 1/2D to the result (1d3 for D6, 1d5 for D10...)

Comentarios



F. Andrés Domene Cáliz

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Ye good olde system
Borrador guardado a las 17:30

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