



GOON GOON EXTRA-DIMENSIONAL FRIENDS

A game love, drama, relationships, transforming mecha, and making friends with the monsters who are just friends you haven't met.

Y'all will need:

Friends (2-5 or more)

Something to record/write on and with Standard six-sided dice

Some imagination

One of y'all will have to be the person who does all the other characters and things that rest of y'all aren't playing. Commonly called a Game Master, Master of Ceremonies, Facilitator, or Referee.

Each character has 3 ways to interact with the fictional universe: Soaring

Shooting

Singing

Each player have a total of +3 across these three stats for their character. This means they can have them at each +1, one at +2 and another at +1, or one at +3. Example, we have pop idol Megan Star the Dimensional Sprite with Soaring 0, Shooting 0, Singing +3.

However, they can also reduce any combination of stats below zero to increase the number of pluses available so long as the total pluses does not exceed +3 and no one stat has more than +3. Example, John Johnson, ace pilot with Soaring +3, Shooting +3, Singing -3.

This is so players can decide to play a pilot with no musical talent or a musician with no or next to know other talents.

Whenever there is some possibility of injury an Action Roll is called for. Roll 2d6 plus a stat plus any bonuses/penalties from Focus occupying objects. The difficulties are 8 for easy, 10 for moderately difficulty, and 12 for very difficult. This is not hard and fast and will be expanded further later in the rules. The difference between the Difficulty and the result of the Action Roll is how much (Plot) Armor is lost. A pilot can choose to apply any amount of the damage to their Plot Armor or their mecha's Armor. The amount over the Difficulty is how much damage the source takes. This also reduces the Difficulty, in other words the Armor of an antagonistic force is its Difficulty.

Each character starts a Plot Armor of 10. Plot Armor is in most respects health or hit points in other rpgs. Mecha have Armor.

Each character also starts out with a Focus of 8, which is similar to Inventory or physical Encumbrance in other games. It represents the how much not only physical things impact a character but also the weight of emotional bonds, duties, and traumas have on them. For each thing over 8, two of the three stats have a penalty to Action Rolls.

The only physical objects that occupy Focus are Mecha and their Load-Outs. Mecha are assigned materiel. This isn't a build-a-mech battling game. The amount of Focus they occupy is equal to its Armor and its Equipment Load-Out. Each piece of Equipment provides a bonus to a relevant Action Roll equal to its required Focus. Example, the TM mk.1a is the standard baseline transforming mecha. It has Armor 3, a Rotary Gunpod +2, and standard flight capabilities +1 for a total required Focus of 6. You can see how easily a character, especially a pilot, can be encumbered with the distractions of the heart.

Mecha related over-encumbrance penalize Singing by 2 for each unit over max Focus.

Start out with 3 non-mecha Focus encumbering objects, there are many ways to do and make them up.

Brief examples would be:

Traumas, penalizing all stats per point over encumbered.

Relationships, requited or unrequited loves, rivalries, hatreds, duties, figure out how they would encumber when over-encumbered.

Special Rules:

Singing can be used to assist other characters by making an Action Roll vs the same Difficulty and adding amount over the Difficulty to the Roll of the character being aided. If the Singer fails they reduce their PA by the difference. However, the Singer's Roll doesn't affect the Armor/Difficulty of the Source/hazard.

Additionally, the power of love and Song are the drivers of this game and ultimately what brings a series to its conclusion. At the beginning of the series a Difficulty of it is set, and it is suggested that this Difficulty be at least 12. This is the series Difficulty and is directly relevant to Singing Rolls. Whenever a Singing Roll is made, it also compared to the Series Difficulty, which is treated just like other Difficulties, reducing Plot Armor on failed Singing Rolls, and being reduced on successful ones.

Pineapple Dessert:

Any player may invoke the Pineapple Dessert rule. The character WILL die at the end of the session. Another character will level up twice at the end of the session.

Leveling Up: At the end of each session a character improves either Plot Armor or Focus by one, and one of the stats by one.

Healing and Death: Dying is a Pineapple Dessert thing. It is assumed that all characters and mecha will be restored to full (Plot) Armor between sessions. If a character is reduced to zero or less Plot Armor they acquire some sort of trauma, and this opens up the possibility of some wacky recap session filled with fever-dream logic.

If this makes very little sense, I apologize, and also recommend watching any one of the shows in the best space opera mecha series with transforming robots and super powered pop-idols.

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