



**GREGORY
PELLECHI**

**MAYBE
YES
NO
TWIST**

**Third
Culture
Kids**

A Storytelling Focused Roleplaying System

<https://www.thirdculturekids.net>

Disclaimer

This game system is offered free of charge under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International license. So the system is not something you can make money on. However if you create an adventure or game world that's all yours and you can sell that if you so choose.

If this exactly resembles other game systems that was not intended, and no money is being made from this work. It was created as a thought experiment based upon experience with other game systems and storytelling techniques.

For more information about the creator, Gregory Pellechi, please visit www.gregorypellechi.com. Or check out the publisher Third Culture Kids at www.thirdculturekids.net.

MYNT v.1 - 2018

Edition 2

ISBN 978-952-69075-0-5 (PDF)

ISBN 978-952-69075-1-2 (EPUB)

Introduction to MYNT.....	5
Getting Started.....	5
Who Is This Game For.....	5
Requirements.....	5
For the GM.....	6
Everything Has a Cost	6
Threaten the Character’s World, Not The World.....	6
Success is Boring	6
For the Player(s)	7
The Least Qualified is the Most Interesting.....	7
Play the Character, Not the Game	7
Be a Team Player.....	7
Rules	8
Success Dice.....	8
Success Ratio	8
Twist Dice	8
Maybe Rolls	9
Cooperative Rolls.....	9
Combat & Skill Rolls	10
Reaction Rolls.....	10
Competitive Rolls	11
Have Fun.....	11
Character Creation.....	12
Aspects	12
Motivations	13
Character Progression	14
Aspects	14
Health.....	14
Combat & Healing.....	15
Damage.....	15
Death & Unconsciousness.....	15
Healing.....	16

Items, Equipment & Vehicles	17
Specials Weapons and Armor	17
Vehicles, Mechs & Other Modes of Transport.....	17
Gameplay Examples	19
The One-in-a-Million Shot	19
The River Run	21
The Umbrella Defense	23
Character Sheet	25
Thanks	26

Introduction to MYNT

Maybe, Yes, No, Twist

The MYNT system is designed to focus on storytelling through roleplaying while remaining rules-lite. It can work with any setting. Combat is possible but it is not the focus of this system. It was designed to get players doing more than swinging swords or shooting blasters with the aim of beating a particular number in order to succeed. Action and adventure occur through twists and not continued success on the part of the hero.

Think Han Solo, Indiana Jones or Jack Sparrow having to talk, trick or fight their way out of a situation and being smart about it, but things never quite going as they planned. This system is designed for just such events. (How sad is it that I can only think of male characters that act in this manner.)

Getting Started

Gather some friends, get some food and drinks and get ready to play a game or tell a story together.

Who Is This Game For

This game is for those who want to roleplay or tell a rip-roaring action adventure story with friends. Realism is not the focus, but rather fun, storytelling and risk taking. It's Luke Skywalker making a One-in-a-Million shot to destroy the Death Star, it's Conan the Barbarian punching a camel, the trap-defying treasure hunting of the Goonies, or pretty much any other action movie trope that's totally implausible.

If you wanted reality you wouldn't be playing this game. If you want a simulation there are other, better systems for that. But if you like what MYNT is trying to do, there's no reason you can't modify it. House rules are the best rules. This system is just a bunch of guidelines for telling interesting stories, there's no reason to have to follow any or all of them.

Requirements

Two Six-Sided Dice (2d6). One dice for the Game Master (GM) known as the Twist Dice and one for the player(s) known as the Success Dice. Any other dice may be used for the Success Dice in order to change the probabilities of the success ratio.

Pen and Paper - to track characters, non-player characters and events. Use how you will.

For the GM

This system was designed to aid you in telling a good story, one that's rip-roaring and full of adventure and hijinks. It's not meant to be one where you as the GM are being combative and trying to kill the players. Nor is it for players to try and min/max every situation, down that path lies boredom and bad stories.

So to help you here are some storytelling techniques you may want to use when running a game.

Everything Has a Cost

Heroic acts don't come without a cost. Some die, a limb is lost, friends turn against one another - all are possibilities. But to justify the hard decisions the cost has to be equal to or greater than the reward. Of course not everything can or should be about putting lives on the line.

Threaten the Character's World, Not The World

If some big bad is going to threaten to end the world every day or every adventure, things are going to start to get boring. Players are better off calling the villain's bluff because if the world ends then so do the villains. Instead, the way of life of a character needs to be jeopardized. Die Hard is a great example, Hans Gruber doesn't want the world he just wants some money and will kill John McClane's wife if he doesn't get it. Where as Live Free or Die Hard has the villain threatening the world.

Success is Boring

The players need to fail, they also need to succeed. If they do one or the other all the time, every time then their adventure is going to get boring fast. Failure heightens the tension of a story and increases the odds at play.

For the Player(s)

This system was designed to aid you in roleplaying an interesting character, one that's complicated, multi-faceted and fun that gets up to various adventures and encounters no end of hijinks. It's not meant to be one where you're fighting the GM and trying to destroy the story they're telling. Nor is it for you to try and min/max every situation, down that path lies boredom and bad stories.

So to help you here are some roleplaying techniques you may want to use when playing a game.

The Least Qualified is the Most Interesting

The character that is the least qualified, within reason, to have a particular adventure makes for the one that has the most interesting adventure. They have to work harder to succeed and that's what makes their journey from underdog to hero so much more satisfying than just another superpowered person saving the day. There's no risk involved for Superman to stop a bank robbery, where as an elderly grandmother who used to be a judo champion may have some skills she could put to good use after all the years out of the dojo.

Play the Character, Not the Game

This system is about roleplaying and storytelling as such trying to min/max isn't going to win you anything. You the player may have knowledge of how the world your GM created works, given you're sitting at the table (in real life or online) while others play out their stories. Your character doesn't know everything, and can't do all things. But that doesn't mean they shouldn't try. Don't get so caught up in the idea of a class or specialization. After all everyone can pick up a gun, but not everyone is capable of being effective with it.

Be a Team Player

No one is an island. The number of stories of a character alone are few and far between. When they do occur the storytellers end up personifying something else in the world, making a character of it. Take *The Old Man and The Sea* or *Castaway*, in the first a fish became a character, in the second a volleyball. RPGs especially systems like this one are best with other people, so play to the strengths of a team. Don't create a misanthropic character that doesn't get along with others. Sure they may not connect emotionally with the others, but they should still cooperate. Cooperation will result in better adventures.

Rules

Success Dice

The success dice determines if what the player wants to do occurs by answering either: yes, no or maybe. The likelihood of success is based on the success ratio (see Example 1).

Success Ratio

The GM decides on the possibility ratio of the players dice based on the player's character, the current situation and what the player wants to do. It is always at the GM's discretion. All Success Ratios in this guide are written as three numbers with a colon between each. The first number is for Yes, second for No, and third for Maybe - Yes:No:Maybe.

Example 1

If a player wants to slide between the legs of an Orc and attack it with their axe the GM may say it's a tough action the odds are 2:3:1 . Meaning two sides if the dice result in yes, three sides in no and one side in maybe. The player needs to roll a 1 or a 2 for a yes; a 3, 4 or 5 for a no; and a 6 for a maybe.

Any Success Ratio is acceptable as long as it's possible on the dice. The GM doesn't have to allow for Maybe, Yes or No. So ratios like 3:3:0, 0:4:2, and 1:0:5 are entirely possible.

The GM can switch the Success Dice for a single roll or all roles, at their discretion. A larger dice such as an 8-sided, 10-sided or 20-sided dice will change the Success Ratio significantly. But consider this, if the GM switches to a 20-sided dice and says the player needs to roll a 1 or a 2, why not just switch to a 10-sided dice and need to only roll a 1 - the odds are still 1 in 10. But of course it depends on what you have available.

For more ways to change the Success Ratio see the Gameplay Examples chapter.

Twist Dice

GM dice decides what the twist of the player's dice is based on the phrases: but also, and yet, and also, therefore, not only, even though. The GM does not always have to use the Twist Dice as not every situation may require it, a simple skill check like a swinging on a rope from one ledge to another may not need it.

Alternatively if too much action has been happening and the GM wants to slow things down or give the players a breather it can be good to not use the Twist Dice. Double and triple crosses, more and more enemies, slips and spills, and utter shenanigans can make a game both fun and crazy. But for the crazy to remain fun it needs to be doled out at a reasonable pace, if it's non-stop action then you get something like the movie Crank. If that's what you're going for then this may be the game system for you.

The effects of the Twist dice are determined as follows:

1. And Also - great twist
2. Not Only - good twist
3. But Also - ok twist (slightly good)
4. Therefore - ok twist (slightly bad)
5. Even Though - bad twist
6. And Yet - horrible twist

Both the player and GM roll their dice. And the result is played out.

Example 2

*If the player in **Example 1** rolls a 1 and so successfully slides under the Orc and attacks it with the axe but the GM rolls a 5 (Even Though). The GM then adds a twist to the situation by saying something like, “You slip between the Orc’s legs hamstringing it with your axe as you pass, (even) **THOUGH** in your success you fail to stop yourself and your moment carries you into a stack of crates. They collapse on you pinning you to the ground, and the Orc dies with a chuckle at your predicament.”*

Maybe Rolls

If the player's dice shows *Maybe* then a second player has the opportunity to support the first player by rolling the dice as normal and attempting to help the first player complete their action. No more than two Maybes can be rolled for one action (see Reaction Rolls, specifically **Example 8**).

Example 3

*Player 1 wants to slide between the legs of an Orc and attack it with their axe, as in **Example 1**. But this time Player 1 rolls a *Maybe*. So Player 2 has an opportunity to assist. They tell the GM what they want to do, in this case Player 2 wants to bang on their shield and taunt the Orc. The GM says this is an easy action so the ratio is 4:1:1. Player 2 rolls a 3 and successfully bangs on their shield distracting the Orc. The GM then rolls their dice.*

Cooperative Rolls

Sometimes players will want or need to complete an action together. Like Maybe Rolls all players will need to roll a Success Dice. But this time the GM decides how many *Yeses* and/or *Maybes* are required for success, and the success ratio for each player participating.

Example 4

Two players are attempting to reach a higher ledge. Player 1 plans to lift Player 2 up so Player 2 can then pull themselves up, followed by Player 1. The GM decides this is an easy action so two Maybes is the minimum roll required to complete the action. Player 1 is given a ratio of 3:1:2 and Player 2 is given a ratio of 2:2:2 as they are not a strong character. Player 1 rolls a 5 (Maybe) and Player 2 rolls a 1 (Yes). It's a success and the players successfully reach a higher ledge. The GM then rolls the Twist dice.

Combat & Skill Rolls

All combat rolls are done at the GM's discretion. So the GM decides how many hits a particular non-player character (NPC) needs to be killed, disabled or knocked out. So an average NPC may take 3 hits and something like a rat, even a giant rat, may only take 1 hit. For more information on hits, disabling and knock outs see the chapter on Damage.

Example 5

If a player wants to attempt a particular hard feat, such as cutting the head off an NPC in a single blow, the GM may decide that it's possible but the success ratio is 1:4:1. And if the player succeeds then the NPC is killed in a single hit. The GM then rolls the Twist dice.

Skill rolls are also at the GM's discretion. The player simply has to justify to the GM why they are attempting an action and the GM will decide the success ratio.

Example 6

The player wants to pick a lock and informs the GM their character has experience with such locks and carries their own lock picks. The GM decides the success ratio is 3:2:1, as the player is doing this with guards nearby so it's an easy lock but the pressure of the situation adds some stress.

Reaction Rolls

If a player or NPC rolls a Maybe and a second player or NPC is unsuccessful or unable to assist, or the GM determines that an assist is unnecessary (again at the GM's discretion) but allows a player or NPC to react, then a react dice (aka success dice) maybe rolled. The player or NPC (as played by the GM) must example what they want to do and the GM decides upon the success ratio. A reactive roll may also be triggered by the Twist dice.

Example 7

Player 1 rolls a Maybe to attack an Orc, but Player 2 rolls a No to assist. So the GM has the Orc roll a reaction with a success ration of 1:3:2. The Orc rolls a 1 (Yes) so the Orc manages to bring its shield up to block the blow, but because of the original Maybe Player 1 knocks away the Orc's shield. Then the GM rolls the Twist dice.

Example 8

Player 1 rolls a Maybe to attack an Orc, but Player 2 rolls a No to assist. So the GM has the Orc roll a reaction with a success ration of 1:3:2. The Orc rolls a 5 (Maybe) so the Orc manages to bring its shield up to block the blow, but because of the second Maybe Player 1 loses their weapon and the Orc loses their shield in the melee. No further assists are rolled as two Maybes have been rolled for a single action (attacking the Orc). Then the GM rolls the Twist dice.

Example 9

Players 1 and 2 are sneaking through a Dungeon and a swinging log trap is triggered. The GM has each player roll a react dice (success dice). Player 1 has a ratio of 1:4:1 because they are in front and Player 2 has a ratio of 3:2:1 because they are close behind. Player 1 is in front but fails to notice the trap, but Player 2 does notice the trap and gets to decide their action. Player 2 decides to push Player 1 out of the way of the trap. The GM has Player 2 roll a success dice with a ration of 3:1:2. Player 2 rolls a 6 (Maybe) and manages to push Player 1 but both Players trip and fall under the swinging log trap. Because Player 2 is acting on Player 1, Player 1 is not in a position to assist and so does not get to roll to assist. The GM then rolls the Twist dice.

Competitive Rolls

There may be times when two or more players need to compete with one another, through either a skill check, race, combat, or settle who gets what loot. There are a couple of options open to a GM for how to settle such competitions, and as always it's up to the GM's discretion.

- 1) First to Three - for any sort of competition between two or more players a straight roll of the dice may be best for deciding who wins. To add an extra level of competition or drama each player should roll the dice at the same time, as many times as necessary, to see who wins three times before the other.
- 2) Highest Total - Alternatively, each player could roll their dice three times and the largest sum wins. Players can achieve the same score, so just keep adding dice rolls till it's settled.
- 3) Twist Dice - Let the twist dice and GM settle it. How often have you read or seen a story where two or more rivals suddenly have to work together to survive. If there's an item (McGuffin) that both want they may pass it between each other as they try to escape or outwit a newer, bigger threat.

Have Fun

Just have fun. If you're not having fun then what's the point in playing. If there's any of this system you find is hampering your fun, then change it or get rid of it. MYNT is meant to be a set of guidelines aiding in the creation of fun and exciting stories with your friends and family.

Character Creation

Players should avoid specialization as that is boring, the best action and adventure heroes have varied and interesting backgrounds. Indiana Jones isn't one note - he's a professor, explorer, brawler, lady-killer, has daddy issues, etc.

Aspects

Characters abilities and skills are determined by their Aspects. Each character starts with the six following aspects:

- Personality - what the character is like,
- Profession - what they do as a job,
- Education - what they were trained to do,
- Background - how they were raised,
- Interests - what they care about, and
- Experience - what has happened to them.

Each aspect provides additional skills and affects a character's success ratio when attempting different things. All is at the GM's discretion, so more or fewer aspects are possible.

If a character is just a plumber by profession, education and background, and their interests and experience are also only in plumbing - why would they be on an adventure? Remember, even special forces soldiers have more than a single skill. They're capable of multiple jobs, and often have varied backgrounds and educations.

Example 10

Player 1's character has the following aspects:

Personality - Braggadocio;

Profession - Guard;

Education - Black Smith;

Background - Farmer;

Interests - Gambling & Returning to Farming;

Experience - Escaped a Cult.

Being braggadocio, Player 1's character thinks they can do anything, so that confidence may give them a boost to all actions except when negotiating with NPCs. Being a guard the character knows how to fight. The black smith education means they have an eye for good metal work. Being raised a farmer they can do lots of different tasks as needed and handle most duties but without any great skill. Their interest in Gambling means they are poor in

holding on to money even as they wish to raise enough to buy a farm one day. Having escaped from a cult the character is wary of all religion now.

For any rolls if a player can justify why they would be good at something based on their character's aspects then the GM may adjust the success ratio of an roll at their discretion.

Motivations

Good stories have good characters. Not in the moral or ethical sense, rather the characters are interesting and have a reason for participating. Basically, they have motivation for being in the story.

Intrinsic or Extrinsic

Intrinsic motivation, as the name implies, comes from within the character due to one of their aspects. There are often two types of intrinsic motivation - wants and needs. Wants are what character's think their life is lacking in. Needs are those things a character is lacking in but are generally unaware of.

A **Want** is something like, impressing the prettiest girl in town.

A **Need** is something like, fatherly recognition.

In both of these case they are internal to the character and have no effect on other players' characters, unless they are playing the prettiest girl or the father.

Extrinsic motivation comes from a force outside the character. Often this is the big bad evil coming to town. It's a more reactive form of motivation because until that point the character had no reason to act, no reason to change the world.

Interesting stories have a mix of both intrinsic and extrinsic motivations, while characters have a mix of wants and needs. Not all of them need to be known or apparent to everyone playing at character creation. But for roleplaying and storytelling purposes it's good for a player to have some ideas of each. It's up to the GM to provide the extrinsic motivation.

Wants and needs will change through play, that's part of character progression and growth - aka character development. Not all wants and needs should be known at any one time, especially at the beginning of a game as this kills the storytelling possibilities as the players discover this together with the GM.

Character Progression

Characters gain one new Aspects and an additional Health with each completed adventure or as the GM determines. See Health, below, for a variant on this progression.

Aspects

The Aspect needs to allow for both positive and negative roleplaying possibilities. Each new aspect must be created in cooperation with the GM.

Example 11

Player 1 has successfully escaped the clutches of a band of Orcs and returned to their hometown. Player 1 wants the new aspect of “Orc Killer”, but the GM objects as this provides only positive benefits to the player. The GM suggests the new aspect of “Hates Orcs” as it could provide bonuses during combat because the character rages when they see an Orc, but also provides penalties when encountering peaceful Orcs as the character doesn’t want anything to do with them and their disdain is readily apparent, making negotiations more difficult.

The GM may also remove an Aspect of a player’s character if they deem it overpowered or impossible. As always at the GM’s discretion. Alternatively a player can roleplay their character through an adventure or series of situations so that an Aspect is removed.

Try to avoid the tired old trope of amnesia. It takes quite a bit of brain damage for someone to forget how to ride a bike. Look it up, if you don’t believe me.

Health

Health and Aspects are tied to one another, so the more aspects a character has the more hits they can take. Alternatively the GM can choose to award extra health to a player in place of a new aspect. Health can be counted as points, bars, boxes - whatever works for the player. But each Health is equal to the number of hits a character can take before being killed.

Each character starts with six Health, as they have six Aspects to begin with. This as with everything else is up to the GM’s discretion. If a player character has six health then the average NPC should have three to four health, with more powerful NPCs having more. See Combat for more information.

Combat & Healing

All characters, both player and NPCs, can take damage. Unless the GM determines that a particular character is somehow invulnerable. Taking damage affects both Aspects and Health of characters. Healing can allow characters to regain lost Health and Aspects.

Damage

Any successful attack roll (Success Dice) deals damage to both Health and Aspects. So a Yes is required to do damage to both Health and Aspects. A Maybe roll, only does damage to Health or Aspects. Each attack only does one damage, unless the GM says otherwise.

A Maybe roll results in partial damage, so either the Health or Aspect is hit. A defending player determines how their character is affected. The GM determines how NPCs are affected.

Example 12

Player 1 attacks a Trash Compactor and rolls a 1 (Yes). The Trash Compactor takes 1 Damage to BOTH Health and Aspects. This limits the Trash Compactor's ability to retaliate, but it is a big strong robot. The Trash Compactor swings at Player 1 and rolls a 6 (Maybe), so the Player takes 1 damage but ONLY to Health or Aspects. Player 1 choses to take the damage as Health. The GM then rolls the Twist Dice.

Taking damage to Aspects makes characters less capable, it's the equivalent of being stunned, shocked, restrained or numbed. So their Success Ratio for different activities will be affected by their inability to do certain things. But once they are healed they can do such skills and feats again with ease.

Example 13

Player 2 is hit by the Trash Compactor and must lose an Aspect. Player 2 choses to lose Acrobat, meaning on all future rolls are more difficult for skills an Acrobat has such as tumbling, dodging, swinging and jumping. Player 2's Success Ratio for such activities is now what a normal character would have in a similar situation. So as an Acrobat to jump out of the way of an attack their Success Ratio may have been 3:1:2, now it is 2:2:2.

Death & Unconsciousness

A character is knocked unconscious when EITHER their Health or Aspects reach zero. Death occurs when BOTH their Health and Aspects reach zero.

For the sake of speed, low-level NPCs and minions only need either Health or Aspects to reach zero for them to be defeated (killed) by the Players. Unless the Player decides they don't want to kill a particular NPC. Bosses or high-level NPCs can be killed by taking both

Health and Aspects to zero, or captured/knocked-out by bringing only one down to zero. It's up to the GM's discretion.

Healing

Characters can regain both Health and Aspects during combat and out of combat. Healing a character during combat only restores one Health OR Aspect at a time. The Player receiving the healing determines what is healed, unless the GM says otherwise. Healing out of combat restores both Health and Aspects, with a short rest replenishing only one and a longer rest returning a character to full Health and Aspects.

Healing during combat requires a character to do a skill roll based on one of their Aspects. Or alternatively everyone's innate ability to bind a wound with a piece of cloth. Healing out of combat, just requires the appropriate storytelling and whatever the GM says.

Items, Equipment & Vehicles

Characters can only accomplish particular skill rolls, attack rolls and other actions if they have the appropriate item or equipment. A locked door cannot be opened without a key, lock pick, or battering ram. So a player may kick at it all they want or throw themselves at it, but the door will remain locked. In effect, without an item the rolls would be: 0:6:0. No Twist Dice is needed.

Items and equipment are at the GM's discretion and design.

Specials Weapons and Armor

Since RPGs are often full of loot and players like to be rewarded it's hard to say no to such things. So at the GM's discretion players can receive Special items that are the one and only way a particular action can be accomplished.

Example 14

Player 3 has no magic ability, either from a "Magical Aspect" and/or "Training in Magic" Aspect, then the only way they could cast anything would be with a wand. They have a wand that cast lightning bolts. To use the wand they are still required to make an attack roll to hit. Regardless of the attack roll the wand still casts a lightning bolt. But if the attack roll isn't a yes then it could go flying off missing the player's target entirely. The Twist Roll could as it's want to do, throw a wrench in the works by making the wand explode.

Vehicles, Mechs & Other Modes of Transport

Flying spaceships, riding motorcycles, escaping on horseback, operating a mech suit are all great adventures. To do any of them requires some level of skill, or in this game's parlance - an Aspect. An example would be, the aspect Pilot, would let a character fly a ship, but not sail a boat with any skill.

For rolls with a vehicle, the ability to perform a manoeuvre is based upon a vehicle's aspects craft like spaceships, boats, mech suits, etc. have their own Aspects and Health. Generally three of each. So a spaceship may have the Aspects "Nimble, Resilient and Missile-equipped". All of that is up to the GM's discretion, so they give a vehicle more or fewer Aspects and/or Health. The Success Ratio is determined by a combination of the vehicle's Aspects and those of the character.

Example 15

Player 4 hops in a mech in the hopes of escaping, but has never driven such a thing and so has no Aspect related to it. But they do have some basic driving ability as we all do. Plus in the interest of storytelling the GM is letting Player 4 have a go. The mech may have the Aspects "Sturdy, Reliable and Industrial" making it the ideal vehicle to break down a

cement wall and escape to freedom, yet they player's inexperience means their chances of even getting the mech walking are slim. So the Success Ratio is 0:4:2. Player 4 rolls a 5 and the mech doesn't go crashing through the wall but into the guardhouse. The GM then rolls the Twist Dice.

Gameplay Examples

What follows are gameplay examples from a variety of settings to give GM's and players a better idea of how they may want to resolve different situations. These are by no means the definitive methods as the MYNT system is meant more to guide both GM's and players in telling exciting stories.

The One-in-a-Million Shot

In this scenario the player wants to make what most would consider an impossible shot.

The Player is squaring off against another sniper at a distance of 1000m and only has a designated marksman's rifle with a single shot remaining. The wind whips in from the west and drives the rain with it. At dusk like this there are few light sources and the other sniper certainly isn't giving away her position that readily.

The Player sits in a shallow drainage ditch, their teammates all down for the count, victims of the sniper. It's up to the Player to take her out otherwise it's bedtime for Bonzo. To make matters worse, the Player isn't a trained sniper but a medic drafted in for this rescue mission. That mission is FUBAR'd, the extraction point blown. Now it's a slog to the border, and the sniper is the only thing in their way.

The Player has a general idea of where the sniper is. But if they peak above the ditch for too long they risk getting shot themselves. As luck would have it the sniper makes a mistake and the Player catches the glint of the sniper's scope. The sniper is sweeping another part of the ditch and it won't be long till she finds the Player. This is the Player's chance.

The Player pops over the ditch, sights in on the sniper, compensates for the distance and wind, breathes out and squeezes the trigger.

This is where the GM determines the Success Ratio for this shot. The GM has three options:

- 1) Multi-tiered Roll: Break each element of this situation into an individual action that requires a roll and set a Success Ratio for each. So staying hidden while popping over the ditch may be a 2:4:0. Sighting the sniper may be a 3:3:0. Compensating for the distance and wind is 1:5:0. If the Player succeeds on all of that then the shot is taken and the sniper successfully killed. The GM can then roll the Twist Dice.*
- 2) Multi-Roll: A simplified version of the Multi-tiered Roll, the Player rolls two dice. Each dice has a Success Ratio of 1:5:0. Alternatively the Player could roll a 10/12/20-sided dice with a 1:9/1:11/1:19 ratio. If the Player is successful then the shot is taken and the sniper is killed. The GM can then roll the Twist Dice.*

3) *Single Roll: As with any other situation the GM can have the Player roll a single dice, with a Success Ratio of 1:5:0. If they are successful the sniper is killed and the GM can roll the Twist Dice.*

The River Run

In this scenario the player needs to cross a river swarming with life while escaping the clutches of a group of cannibals.

The Player comes to a skidding halt on the muddy river bank. Before her are the croc infested waters. Behind her, the cries of cannibals on the hunt. Cannibals who like their meat toughened by the rigors of the chase and the requisite adrenaline. But Cannibals who also want their idol back and will stop at nothing to return their earthly representation of their god to its shrine.

Looking upstream the Player only sees a cliff face with a waterfall ending in a torrent. Downstream lies more jungle and who knows what other perils. Crocodiles can be seen scattered about the riverbanks and floating amongst the reeds, well away from the surging water of the falls.

Swimming is not a possibility. Either the crocs will get the Player or the arrows of the Cannibals will. Her only choice - run across the conveniently placed rocks. The Player backs up and then sprints for the nearest rock, jumping just as her boots touch the water. She makes contact and springs to the next rock, a little unsteady because it's wet, round and gives a little under her weight.

This is where the GM determines the Success Ratio for this run, and in this example rolls the Twist Dice.

1) *Multi-tiered Roll: The GM needs to determine how many rocks need to be jumped on to cross the river, in this case 10 rocks or 5 section (two rocks per section). Break each jump or two jumps (one per leg/step) into its own roll so each individual roll requires a new Success Ratio. Each successive Success Ratio should be affected by the previous, so that if the player succeeded then the chances of further success are better than if they rolled a Maybe. A Maybe roll implying they are beginning to lose their balance, speed, or are slipping as they run.*

At the half-way point the GM should roll the Twist Dice. So after second or third jump, assuming the Player hasn't failed completely and ended up in the water.

The GM sets the third Success ratio at 2:2:2, as the first two sections of the river were crossed without issue. But now the Cannibals have reached the river's edge and are firing arrows and slinging spears at the Player. She rolls a 6 (Maybe) and she falters, falling to her hands and knees. A croc rears from the water and snaps at her mere centimeters away, hissing and thrashing in its lust for her flesh. A similar sound roars over the water from the Cannibals who are now afraid their meal will be that of another.

The GM rolls the Twist Dice which comes up 5 (Even Though) and says, "EVEN

THOUGH you've narrowly avoided the jaws of the croc. The idol you've been clutching to your chest this end time drops from your hands onto the rock below. But it doesn't make a clank. Instead it just sort of lands on one corner then falls to the side, but in doing so it has awoken the hippo on which you stand. The beast roars as its head surfaces, spraying you with water. The idol is thrown from its perch into the waiting jaws of another hippo that has just risen next to you. What do you do?"

- 2) *Multi-Roll: A simplified version of the Multi-tiered Roll, the Player rolls two dice. Each dice has a Success Ratio of 2:3:1. Alternatively the Player could roll a 10/12/20-sided dice with a 1:4/1:6/1:10 ratio. If the Player is successful then they begin to navigate the rocks without issue and should make it to the other side if the Twist Dice doesn't throw them in the water. The GM can then roll the Twist Dice at any point in the run.*

The GM rolls the Twist Dice after the first success roll from the Player, who is now half way across the river. The GM rolls a 3 (But Also) and says, "You make it, a little unsteady, to the middle of the river as a rain of arrows and spears fall around you. They do no damage to you, BUT ALSO awaken the hippo you're standing on. It roars with pain and starts charging towards the far shore away from the waiting Cannibals. Roll to see if you hang on to the hippo and the idol."

- 3) *Single Roll: As with any other situation the GM can have the Player roll a single dice, with a Success Ratio of 3:2:1. The GM can then roll the Twist Dice.*

The Player rolls a 4 (No) and fails to traverse the rocks. She falls towards the water at which point the GM rolls the Twist Dice which comes up 1 (And Also). So the GM says, "Your first step is a slippery one, the second your doom. You fall into the water losing the idol as you thrash to remain above the surface, AND ALSO grab onto what you think is a tree branch. Only to be yanked so forcefully forward that you start to rise from the water. The tree branch you thought you were holding is the tail of a very frightened hippo bolting for the far shore. It's short stumpy legs pull you along with it till you are waterskiing past the Cannibals. You wave as they stare in amazement before they realize that their meal is still getting away, only this time without their idol.

The Umbrella Defense

In this scenario two players are escaping on a motorcycle like vehicle. Neither has a weapon, but their pursuers do. All the players have is their wits, their vehicle and an umbrella.

Players 1, 2 and 3 are escaping from some space fascists on a motorcycle, speeding their way through the streets and past checkpoints. Player 1 is driving, Player 2 is injured and unconscious, while Player 3 holds onto Player 2 to keep them from falling off. The space fascists are in close pursuit and are utilising their own motorcycles. They're not shooting at the players because they're under orders to retrieve Player 2 unharmed.

One of the space fascists pulls up alongside the Players and attempts to grab Player 2. Player 1 cannot respond because they're driving. Player 2 cannot respond because they're unconscious. Leaving only Player 3 who is trying to keep their grip on Player 2.

Player 3 has no weapon at hand and cannot move given they're on a motorcycle holding onto Player 2. What they do have is an umbrella, which they are going to use to fend off the space fascist and then jam into the wheel of the space fascist's motorcycle sending it careening off into a wall.

1) Multi-tiered Roll:

Player 3 is going to have to make rolls for the following actions: Pulling out the Umbrella, Fending Off the Space Fascists, Holding on to Player 2, Jamming the Umbrella Home. The GM is going to determine what the Success Ratio for each action is.

In this case, the GM decides the first roll is 4:1:1, the second is 3:2:1, the third roll is 3:1:2, and the final roll is 2:2:2. At the half-way point the GM should roll the Twist Dice. So after the second roll, assuming the Player hasn't failed completely and ended up sprawled on the road.

Player 3 is successful at pulling out the umbrella, but rolled a maybe on fending off the space fascist who now has a hold of the umbrella as well. Player 3 is unable to use the umbrella anymore as a weapon and instead while holding on to Player 2 uses them to headbutt the space fascist in the face. This requires a roll, which replaces the original roll for "holding on to Player 2", with a Success Ratio of 2:2:2.

The player rolls a Yes and the skull of Player 2 goes crashing into the space fascist sending them spinning off into a waiting dumpster with the umbrella which pops open covering them and their now crumbled body.

2) Multi-Roll:

Player 3 will have to make two rolls, the first for unsheathing the umbrella, and the second for using it as a weapon against the space fascist and their motorcycle. The

first roll has a Success Ratio of 3:1:2, and the second a Success Ratio of 2:2:2, with the GM rolling the Twist Dice after the second roll.

Player 3 rolls a maybe when trying to unsheathe their umbrella and it goes tumbling to the road as the motorcycles speed and swerve through traffic. But the player manages to grab hold of the space fascist, keeping them from grabbing Player 2. Player 3's second roll is successful and Player 2's head goes crashing into the space fascist's nose. Blood and sinus fluid goes everywhere as the space fascist loses control of the motorcycle and spins off into a dumpster. The GM then rolls the Twist Dice.

3) Single Roll:

As with any other situation the GM can have Player 3 roll a single dice, with a Success Ratio of 3:2:1. The GM can then roll the Twist Dice.

Player 3 rolls a 4 (No) and the umbrella opens suddenly, gets caught by the wind rushing past the motorcycle and goes flying off into traffic to cause an accident between a truck loaded with chickens and a van full of astro-hippies collecting used cooking oil, that explodes releasing the scent of fried chicken across the highway. The GM then rolls the Twist Dice which comes up 2 (Not Only) so as Player 3 grapples with the umbrella as it slips from their fingers they shift Player 2 so they smash into the space fascist's face. The space fascist spills his bike and goes tumbling under the wheels of an on-coming semi-truck.

Character Sheet

Name

Portrait

Aspects

- Personality:
- Profession:
- Education:
- Background:
- Interests:
- Experience:
-
-
-

Health

Vehicle

Vehicle Aspects:

-
-
-

Vehicle Health

Items & Equipment

-
-
-
-
-
-

Wants

Implicit:

Explicit:

Needs

Implicit:

Explicit:

Story

Thanks

Thank you to Darryn Lee and everyone else who gave me feedback.

Inspiration for this system came from a variety of places including the Never Tell Me the Odds podcast, Friends at the Table Podcast, The Adventure Zone podcast, and of course the various systems they used during their games including:

- Star Wars: Edge of the Empire from Fantasy Flight Games,
- The Sprawl by Hamish Cameron,
- Technoir by Jeremy Keller,
- Stars Without Number by Kevin Crawford,
- Microscope by Ben Robbins, and
- Dungeons & Dragons by Wizards of the Coast.

Their focus on storytelling over mechanics and systems led me to create this system.