

Kids with epithets,  
 Everybody rules **GREEN**  
 Inscrybed rules: **ORANGE**  
 Strange rules **Blue**  
 Mundie rules **normal**

## Base Rules

This is a version of the kids on bikes system with an epithet erased spin. How kids on bikes work is that you have six stats and six different dice, you assign each dice to each stat, and when that stat is called on you roll the dice you assigned to it let's look at an Example

Proficiency	D20
Charm	D12
Creativity	D10
Stamina	D8
Boom	D6
Move	D4

For this instance, if Josh's example was forced to roll, and he needed to get a 5 or more. based on creativity, they would roll a d10, and we go from there to see if he passed, but sadly this is a Movement check, So our poor friend Josh must roll a d4. But thankfully Josh still has hope.

Whenever a dice rolls its maximum, (4 on d4, 6 on d6, etc) it EXPLODES, which allows you to roll again and add that new roll to your previous roll, this makes every check, of every difficulty possible, assuming you get lucky.

But let's just say Josh failed his roll, Josh would then, gain a MOXIE, Moxie are tokens obtained when failing rolls, you may spend moxie to add to your roll, so if Josh didn't explode, but had enough Moxie, he still could have passed that dc 5 check. You may also spend moxie, in the same way, to increase the rolls of your friends you're around in the game. So even if Josh failed, and did not have enough Moxie James could lend Josh some so he could still succeed

And one last thing, for every 5 you get above the set difficulty on a roll, the result gets exponentially better. Do with that what you will.

### Cheat sheet

<b>STATS AND ROLLS</b>	You get 6 stats which you assign 6 different dice, to roll when that stat is needed
<b>EXPLODING</b>	Rolling the highest number on a dice allows you to roll again, and combine the totals

<b>MOXIE</b>	Every time you fail, you get 1 moxie, which you can spend
<b>CRITICAL</b>	For every five above the difficulty one rolls, the result is increasingly better and better, also works against players

## CHARACTER CREATION

What kind of character are you

Are you **INSCRIBED**? Having a word attached to your soul called an epithet, gives you strange abilities?

Are you a **MUNDIE**? Having to work twice as hard in a world where people can do nearly anything if they're lucky enough to be born with it?

Are you something **STRANGE**? Maybe a wizard from beneath the seas, something inhuman from the wilds, perhaps an escaped experiment, who knows?

If you are **INSCRYBED**

Go to A random word generator(i like **THIS** one) roll 5 and pick one, note this down, as it will be important later

If you are a **MUNDIE**

Choose one of these three talents, these represent the extra effort youve put into your life since your an everyday person instead of an everyday person with a magical abilitie

**POWERHOUSE**- instead of the normal dice spread, you instead have, (remember dice explode individually)

1d4	1d6	2d4
1d10	2d6	2d10

**EXPERT**- you start with 8 xp already gained

LOWCLASS- you gain the ability to trade in 2 moxie in for one Xp(note I am liable to change this at any point in time since this ability might be broken as hell)

## If you are SOMETHING STRANGE

Talk with the dm about what is it that you happen to be, and when you assign stats, instead of assigning them at character creation, you only assign your d4 and d20, you may assign one of your dice to the ability with none assigned when asked to roll it, you can also just roll a d4 if you want to wait.

## Assigning stats

Next you gotta assign your dice to their respective stats

There are 6 stats

Proficiency	One's ability to execute, discover, and think
Creativity	One's ability to improvise, create, fathom, and magic
Charm	One's ability to convince and deceive
Stamina	One's ability to withstand and persist
Boom	One's ability to be loud, strong, and blunt
Move	One's ability to be fast, nimble, and sneaky

### Examples

PROFICIENCY, Math homework, investigating a crime scene, solving an ancient puzzle

CREATIVITY, Working on an art project, Baking a cake, reading somebody, trying to figure out how to do something your not supposed to do with ones epithet

CHARM, performing a speech, talking somebody into being your friend, trying to pay off somebody attacking you, intimidating somebody

STAMINA, Running a marathon, withstanding an attack, pulling an all-nighter, using ones epithet for an absurdly long period of time

BOOM, Physically attacking something, breaking things, lifting weights, being loud, breaking out of chains

MOVEMENT, Running trying to escape being grabbed, picking a lock, running from somebody, hiding

IF your a MUNDIE,

Your Done with the mechanics. think of who your character is, what their deal is, you know, the interesting bits, give them a hobby or two, maybe some unresolved trauma or a paralyzing fear. But characterization aside, you are ready to play the game

If you are INSCRYBED,

Pull up your epithet, but before we do anything first, think of your character, who are they, how old are they, what they want, do they like their epithet? Have they known about their epithet for a while or have they recently discovered it? How do they use it most often? What are their defining faults, traumas, and/or fears? Keep this in mind when you go through and decide how your character epithet manifests

Epithets work by definitions and overlocks

Definitions are things your epithet can do if you manage to incorporate one of these into your actions, you roll an extra d4(your *epithet die*) during that roll, and add it to your total(the d4, also explodes)

-----  
GEOVANNI POTAGE

Epithet, Soup

- Make the soup: can bring soup into existence
- Make steam: can conjure the steam, mists, and other gas versions of soup

-----  
So, if you were Geovanni potage, you can utilize soup and steam to your advantage, you could build up pressure using the steam to launch yourself, when you need to run, rolling your epithet die with the movement die you would normally roll. You can add your epithet die to a boom roll, by attacking with way too hot soup, rather than one's fists,

Overlocks are extra abilities that have limitations to their use, whether costing moxie to activate or only being able to be used once during combat, these abilities allow you bend the rules of the game. Each Overlock must be tied to one of your definitions,

If we were to take Giovanni's sheet for instance, what could some overclock abilities be

Maybe an overclock that allows Giovanni to make a health potion from his conjured soup once every combat, or to create a tomato basil fog around him, that obscures sight and has mild benefits to one's health (like ocean air) for only 3 Moxie. Maybe he could be able to fill any medium container with any kind of soup instantly for only 1 moxie. Talk to your DM, have fun,

You start with two definitions and one overclock,

## If you are SOMETHING STRANGE

Think of whatever you happen to be first, here's some inspiration. A wizard from under the seas, who has managed to break out of the undersea dome, and got washed up on the shore, are you a Darkling, an inhuman creature with strange abilities? Or you are just a Mundie who went through a classic superhero origin. After that, list your origin and abilities

and think about your relation to the known world, maybe you are a local celebrity, or maybe you are a decently well-known cryptid, if you want to be unknown, what features make you instantly recognizable as different, like how people from ocean country have the neon version of choral colored hair, or maybe if you are a darkling you look like a humanoid bird

How these work, that you may use these abilities whenever to do things that you would normally have to roll for, however, depending on how often you are using your powers, and how difficult the thing is your trying to do, your gonna have to roll to not take damage, this roll is 2d4, and I decide the difficulty

## LEVELING UP

As you go through your campaign, you will get into many sticky situations, and for each you overcome, you get *experience* (a.k.a xp) at any point you may trade in your *experience* for new abilities. Whether you are Inscribed, a Mundie, or one of the weird other things, winning strengthens you.

## STAT BOOSTS

upgrade	Cost
0→1	1xp
+1→+2	2xp
+2→+3	3xp

+3→+4	4xp
+4→+5	5xp
etc	Etc

You understand how this works, as long as you have the XP you can go up infinitely

## Features,

you can spend 5 experiences to get yourself a new Feature, and you may spend 2 experiences to swap out one of your Features for another, you may have up to 3 Features

COOL UNDER PRESSURE	You may spend a Moxie to take half of your die's value instead of rolling on a Snap Decision.
EASY GOING	get 2 Moxie when you fail something instead of 1
INTUITIVE	You can spend a Moxie to ask the GM about your surroundings, an NPC, or the like. The GM must answer honestly
GROSS	You have some kind of gross bodily trick (loud, quiet, smelly... up to you) that you can do on command
LUCKY	You may spend 2 Adversity Tokens to re-roll a stat check.
PREPARED	Spend 2 Adversity Tokens to just happen to have one commonplace item with you (GM's discretion).
PROTECTIVE	You get a +3 bonus when defending one of your friends
TOUGH	If you lose a combat roll, add +3 to the negative number. You will still lose the roll no matter what but could reduce your loss to -1.
TREASURE HUNTER	Spend 1 Adversity Token to find a useful item in your surroundings.
UNASSUMING	May spend 2 Moxie to not be seen, within reason (GM's discretion)
WEALTHY	Spend 1 moxie to ease bad situations with cash
QUICK HEALING	You recover from injuries more quickly and don't suffer lasting effects from most injuries.
REBELLIOUS	Add 3 to rolls against being restrained, or against anybody trying to convince, intimidate, or control you

SKILLED AT _____	Choose a skill (GM's discretion). You are assumed to succeed when making even moderately difficult checks (9 or less) involving this skill. If the GM determines that you do need to roll for a more difficult check, add up to +3 to your roll.
OVERACHIEVER	+3 Charm when interacting with authority figures
BELOVED	+3 Charm with people who love your work
CONNECTED	+3 proficiency when locating experts or advisors
SUSPICIOUS	+3 Creativity when determining if someone is lying.
RESILIENT	Moxie spent on rolls resisting attack are worth 2
SAGE MOTIVATOR	Can spend Moxie to help a friend even when not present.
TROUBLEMAKER	Spend 1 Moxie to receive help from a criminal network.
LOYAL	Each Moxie you spend helping a friend is worth +2.
MENACING	Use Boom instead of Charm when intimidating an NPC.
ESCAPE ARTIST	+3 to checks when finding escape routes or hiding spots
HOTSHOT DRIVER	+3 to driving checks.

## Epithet leveling

You may spend Xp to get a new definition or overclass

Both of these cost 2xp, plus +2 xp for each definition you already have

HERE'S the rules for overclock pricing

Minor abilities that are more based on utility or would just simply give you a minor advantage on a roll, should cost one moxie,

major abilities make the impossible possible, the difficult easy, or other things that while not busted if repeated, are still strong, should cost 3 moxie

Outclasses are abilities that don't cost moxie, but are limited in use, these should include things like most healing, any "ultimate attacks" and any transformations

## EXAMPLES

### Minor abilities

- Summoning a singular sheep, that you can command
- the ability to instantly fill a small contained with soup
- canceling noise and stimulation around oneself for 30 minutes

### Major abilities

- Summoning a large number of barriers
- The ability to shatter anything that you touch
- manifesting somebody elses nightmares to attack them

### Outclasses

- summoning a soup based potioin of your choice
- Making yourself fall asleep and turn into a monster until you wake up
- the ability to make somebody instantly an idiot

## EPITHET BOONS,

These are expensive abilities that one gains when mastering their epithet, these cost a lot of XP because they represent a true mastery of your abilities.

### Moxie Generation

At the beginning of each turn in combat, you get one moxie, which you may only spend on OverClasse

You can buy this ability any number of times, the first time costs 20, and each subsequent time costs 10 more

### Epithet die upgrades

D4→D6	20xp
D6→D8	40xp
D8→D10	60xp
D10→D12	80xp
D12→D20	150xp
d20→d100	1000xp



# Playing the game

There are two modes of the games, Role Playing, and combat

Role playing exists in a state of pure story, in this, mechanics and roles, bend to the narrative, there are no turns, you get the idea

Next is combat, which is a term for any situation where there is hits and stakes

Stakes are the possible consequences, hits is how damage works

In traditional combat there is something called HITS, these come from attacks, which if not successfully withstood using a roll, deals damage, and therefore hits. at the beginning of combat, the players and the DM decide on the number of hits a player can take, as well as things like if rolling five above the roll to resist deals extra damage, if so, does that scale, fully player-dependent` with dm getting veto power if something absurd is said

Stakes is what's on the line, does dropping to 0 hp knock you out or kill you, what do the winners get(asides experience), what's the punishment for losing.

In nontraditional combat scenarios, this varies, for instance, if it's a race to destroy a machine before it unleashes an ultimate attack, it may instead be, how many turns the players get, and how many hits can the machine take. The narrative takes precedence over mechanics here too.

I would talk about rolling dice now, but I already did, there can also be opposed rolls, DC, you understand the basic premise