

FresKily

release 1.0



Extension of Fresco, the minimal universal RPG

FresKily is an attempt to create an universal role-playing system, which combines the extreme easiness of Fresco, but gives the master (the freshest) some more instruments to enhance feelings and consistency. Actually FresKily is ready-to-use, without the base manual, and it's compliant with all Fresco settings.

Needed stuff:

- the manual in your hands
- at least 1 six-faced dice (well, this one maybe spared)
- at least 2 eight-sided dices
- a form for any character
- pencils and rubber
- paper sheets
- imagination

First you have to roll for 7 attributes:

- ◆ Force (FO): the pure strength, but also the skill to govern it. It's used, for instance, in melee attack and parry.
- ◆ Agility (AG): the ability of body control, dexterity. It's used for movement, distance combat, avoid attacks.
- ◆ Constitution (CO): the toughness, the ability to resist damage and fatigue. During the game, it can be lowered by hits and work. When it reach a value under 0, the PC falls unconscious, when it reaches a negative value like the original value, the PC dies.
- ◆ Intelligence (IN): it's the memory, the skill to make complex thinking, to learn and teach notions. If it falls under 0, the PC become unconscious.
- ◆ Sensibility (SE): the wisdom, the common sense, the ability to feel the hidden meaning. It's used, for instance, for perceptions, and to resist to magic.
- ◆ Reactivity (RE): the skill to think quickly, the charisma, the communication. It's used mainly in interpersonal relations.
- ◆ Fascination (FA): it's how other people see the PG. *De gustibus non est disputandum.*

Any reduced stat is recovered by 1 point per hour of rest.

The method I suggest is as follows:

the players roll 3d6 (3 six-faced dices) to define stats. If the PC are humans, that's it. If they're not, apply any modifications could make sense. For instance, for an elf, it could be right to make +2 RE, +1 AG, -1 CO and -2FO. About the appearance, it's linked to CO and RE. so make $(CO+RE)/3 + 1d6$, round to the closer unit.

Maybe you don't like such randomness: then simply assign an amount of total points, and let players distribute them among attributes: 74 is a fair amount.

Then, you have to assign some points on skills. There is a list of skill on next table, but you can choose to add some new ones depending on your setting, or to ignore some of them. How many points? Well, it depends on which flavour you want to give to your campaign.

If PC are normal people, 8 points is fair. In a classic elite campaign (PC are above normal, but not

exceptional), give them from 15 to 25 points. If PC are living legends, give 'em 50+ skill points. Then, let players chose a couple of special talents, something like “ambidextrous” , “I can make cowboy hats”, “I resist poisons” , “I am a bridge player” “ I can stand alcohol”. Let them decide details (eyes, hair, ...) an possibly some background for the PC. Give them a fair amount of “money”, a kit for the environment you intend to play, and the PC is ready.

Table of Skills

Skill	/ Related Attribute
Acrobatics	AG
Agronomy	SE
Alchemy (inorganic)	IN
Alchemy (organic)	SE
Anthem	RE
Bare hands	FO
Bless	SE
Building	IN
Chant	CO
Climbing	AG
Contorsionism	AG
Cooking	SE
Dance	AG
Dexterity	AG
Diplomacy	RE
Divination	SE
Dodge	AG
Double attack	FO
Enology	SE
Exorcism	RE
Fishing	SE
Gambling	IN
Glass-working	RE
Health	CO
Herb-lore/finding	IN
Interpretation	RE
Invoking	SE
Ivory-craft	AG
Jewellery	AG
Leadership	RE
Leather-working	FO
Legends	IN
Lifting	FO
Local uses	IN
Lock-picking	IN
Manipulate magic objects	SE
Masquerade	RE
Mechanics	IN
Medicine	SE

Skill	/ Related Attribute
Meditation	SE
Metal-working	FO
Mimetism / self-hiding	RE
Mind Energy	IN
Moving	AG
Music	RE
Navigation	IN
Oratory	RE
Painting	RE
Parry	FO
Pathfinding	SE
Perception	SE
Physical Spells	IN
Resistance to illness	CO
Resistance to magic	SE
Resistance to poison	CO
Riding	CO
Rope-using	AG
Runes	IN
Sailing	CO
Shepherding	RE
Silent moving	RE
Speleology	IN
Stone-working	FO
Swimming	AG
Taylor	AG
Tracing	IN
Trample	CO
Trap-deactivating	RE
Trap-making	IN
Weaponry (2 hands)	FO
Weaponry (blades)	FO
Weaponry (firing)	AG
Weaponry (maces)	FO
Weaponry (spears)	FO
Weaponry (thrown)	AG
Will	RE
Woodcraft	FO
Woodcutting	AG

The “skill value” is the related attribute value + the assigned skill points.

Two skills are peculiar: **health** and **mind energy**. If the PC developed these skills, any damage taken (health) or mana used (mind energy) doesn't affect CO and IN (but only that skill) until the skill value reaches the related attribute value.

Simulation

Any time a PC intend to to a particular action, he (or she) has to make a TAF (Throw for Action in FresKily... OK you can call it FAR: Fresh Action Roll, if you rather like it)

$result = skill\ value - 2d8\ (2\ eight\ faced\ dices) - difficulty$
or (if the PC hasn't that skill)

$result = attribute\ value - 2d8\ (2\ eight\ faced\ dices) - difficulty$

if the result is positive, the action is OK, if not, it fails. If it makes sense, a "0" is a partial success, if not, a "0" is a failure. The difficult is stated by the master (also called "the Freshest") . For instance, a very common action is "-5" (why rolling?), a normal thing is "0", something quite difficult is "+5", something absurd is "+15".

Something, when someone else is trying to contrast the PC (or vice versa) the difficult value can be the result of the opponent's TAF.

Special results

There are 4 special results, in FresKily.

A "double 1" is (if possible) , a "perfect success": whatever the PC was trying to do, he takes it as well as possible. If there is no way to state a "perfect success", just consider it a simple success.

A "double 2" is a success: if the action is just affordable, the PC did it (maybe barely, but done).

A "double 7" is a failure: the PG didn't do that.

A "double 8" is a "disastrous failure": not only the PC fails, but (if possible) he also takes damage in doing that.

Let's explain using an example: Freddy is trying to jump on a running chariot from his horse, in order to kill the driver. Let's see the results:

- double 8: not only Freddy misses the chariot, but while falling, he gets several bruises: -3 HP!
- double 7, or result <0: Freddy misses the chariot
- result=0: Freddy doesn't jump on the chariot, but has his hands on it, and can try to climb on
- double 2, or result >0: Freddy just jumps on the chariot
- double 1: Freddy jumps on the chariot, and he can simultaneously attack the surprised driver.

If there are is quick succession of actions (a fight, for instance), first all characters must do a RE TAF (FAR), to state the order of actions. Then start, keeping that anyone can do only 1 action in a round, i.e. 6 seconds.

In a fight, usually anyone should parry in melee and dodge in distance. Who decides to do the reverse, will have 10 malus on his stat.

The attacker may decide to aim. If so, raise by 2 difficulty but if a special damage is done, it's the attacker chosen one. The roll for hitting someone is as follows:

$offensive\ skill\ attacker - FAR - defensive\ skill\ defender - difficulty$

The difficulty can also be negative (es. -10 for surprise, -5 for lateral attack, -10 for rear attack, ...)

If the result is less than "-7", the attack fails. If the result is between "0" and "-7", the attacker gives the normal damage. If the result is above "0", the attacker also inflicts a special damage (see below).

A "double 1" in combat is a special damage, a "double 2" is normal damage", a "double 7" is a fumbled attack, and a "double 8 is a fumble (i.e. The weapon falls on the ground, or the attacker self-inflicts 2 HP...)

When someone is taken, the weapons do the following damages:

- bare hands: 1 point CO (someone call them HP, health point)
- light weapon (dagger, spray, shocker): 2 HP
- medium weapon (sword, handgun, civil laser): 3 HP
- heavy weapon (2-handed sword, rifle, crossbow, military laser): 4 HP

Special damage: it's decided by the freshest, and it depends on the target of the attack:

- head: - 1 IN; -1 RE; 1 round stunned (he can only defend)

- body: blood flood: -1 HP per round
- arm: -1 FO (-2 if it's the main arm); he can only either attack or parry.
- leg: - 1 AG; he can't run nor dodge. If both legs are damaged, he falls on the ground.

Armours and protections can reduce damage:

- light armour (leather): 1 HP less per hit
- medium armour (metal, police special jacket): 2HP less
- special armour (kevlar, sf alloys): 3 HP less

Keep in mind that an armour is fastidious to wear (if you wish, lower up to 1 point of CO/ health every hour for wearing an armour). Also, after receiving many hits, the armour efficiency is damaged (reduce 1 HP of protection every 5 hits received).

If you use magic, or psionic abilities, I suggest you use "instant magic". The PC tries to cast something, the freshest states difficulty, and the player make a TAF (FAR). Anyway, the PC loses 1 IN (or mind energy) point.

About all the remaining... it's on the freshest's hands.

Growing up of the PC

At the end of every session of game, the freshest give an amount of XP to the PC, I suggest 2-5 according by what they did, how they played, ...

And once they have XP? They can spend them, in three ways:

- to gain new special talents: 10 XP each;
- to increase attributes: raise an attribute by 1 point costs an amount of XP equal to the value the stat will reach. Es. rise the FO from 12 to 13 costs 13 XP. Raise the RE from 5 to 6 costs 6 XP. A suggestion: for compatibility reasons, keep written somewhere original stat values;
- to increase skills: the first 10 skill points (for each skill) cost 1 XP each. The second ten cost 2 XP each, the third ten 4 XP each and so on (doubling every ten).

And now? Have fun!

for info and comments
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You can freely distribute FresKily *as is*, free of charge (except reproduction costs). You can produce extensions, adventures, settings and any support material for FresKily, or even *your own* version of FresKily but you have to send a copy to the author of the game, and that material must have a freely distributable version (contact me if in doubt).

Appendix - Fresco conversion rules

To convert a Fresco character in a FresKily one: just give him 8 skill points, and let him distribute 'em among skills

To convert a FresKily character in a Fresco one: all skills with about 8 skill points, become special talents (es. "skilled in driving"), and convert all the rest in XP (their cost), and lower XP by 8.

What if i cant' find d8? You can emulate the results as follows: use 3d6 (lower all difficulties by 1-2). Special results are: 1-1-2 (no matter which dice is the 2)= perfect success // 1-2-2 = success // 5-5-6 = failure // 5-6-6 = disastrous failure.

