

Homesmack

A rules-low modification of the Break system for use in your SBURB game session. (The Basics)

The Roll

A six-sided die is rolled to determine success or failure in any non-trivial task. A roll of five or six equals a success. An optional rule would be to include a failure at a roll of one, which would subtract from the successes rolled. This would slow down combat significantly, so the rule is not used here.

Traits and Abilities

MABS - *Mangrit, Acumen, Braintitude*, and *Scamperway*. *Pulchertude* is equal to the charismatic power of the player, and has no mechanical representation here. A beginning, rank 1 kid gains 11 points to sort into these four stats.

Traits - There are three kinds of traits, *General, Specific*, and *Unique*. A General trait can contribute to many different dice pools (Weapon Mastery, Defend), a Specific trait can contribute to some pools (Weapon Mastery: fistKind, Dodge), and a Unique trait contributes to one dice pool (Weapon Specialization: Power Glove, Resistance: Bludgeons). A General Trait costs 2 trait points for one rank, a Specific trades on a one-per-one basis, and a Unique trait gives two ranks per trait point allocated.

Critical Statistics Explained

Rank - Your position on the *Echeladder*

Gel Viscosity - The resistance of your *Healthbar*.

Transmutancy - Your ability to create arms, armor, and other equipment

Optional Rule: Breaks and Breaking Points - These are lifted directly from Break. Some caution advised.

The Character Sheet and Derived Attributes

Rank: <Description> (1-100) [e.g. Rank: Boy Skylark (3)]

Healthbar - (=====) [10/10]

Gel Viscosity: 1/1 (+0 armor +0 levels)

Mythological role: <Class> of <Aspect>

Transmutancy: 1

Mangrit: 1 Scamperway: 1 Braintitude: 1 Acumen: 1

Equipment:

Weapon [TYPE, Name] (e.g. fistKind, Power Glove)
-(Effects) (Price) (e.g. (DAM +4) (Transmutancy 4))

Armor [TYPE, Name] (e.g. Fairy Dress, the Sylph Sparkler)
-(Effects) (Price) (e.g. (GV +4) (Transmutancy 4))

Accessories: COMMUNICATIONS DEVICE

Capatchalogue: [<Nothing>] (5 Cards Remaining)

Traits:

--<Name> (rank), <Description> (e.g. Weapon Mastery: fistKind (4), Adds to rolls with fistKind weapons)

Gel Viscosity and *Transmutancy* are derived from the kid's *Rank*, and nothing else. *Gel Viscosity* is equal to 1 + the kid's rank/2, e.g. a rank 14 kid has 8 *Gel Viscosity*. *Transmutancy* is equal to the kid's rank x 1.5, e.g. rank 14 has 21 *transmutancy*.

A kid gains 11 stat points at creation, and 10 trait points. They gain 2 stat points at each level up, and 4 trait points.

The Dice Pools

To resolve a task, a kid must roll a number of dice equal to the ranks in it's most applicable stats and traits. To try to avoid an incoming Ohgodwhat's necromantic breath gaze rake, a kid might try to roll it's Scamperway and Dodge. In order to smash an Ogre, a kid might roll it's Mangrit and Weapon Mastery: HammerKind. Some tasks can only be done through the combination of two attributes. The same rules apply for them as well.

Common Combat Traits, or Dodge and Smack

The most common combat-related traits are the Weapon Mastery: strifeKind line, Dodge, Defend, and Resistance as described earlier.

The Weapon Mastery line add directly to Mangrit when determining an attack while using an applicable weapon. Defend can be used against any incoming attack, each success in Defend can negate one point of damage dealt through an opposing attack.

Dodge has the ability to completely negate an attack's damage all together. If a dicepool with Dodge is rolled against an incoming attack, compare the number of successes. If the Dodge pool has more successes, then the attack is negated. If the attack pool has more, then the attack goes through as normal.

Resistance takes damage directly away from the specific kind of damage it resists. Resistance: Fire will directly lower the amount of damage Fire deals to you, and so on.

Gel Viscosity, and Healthbars: What's it all about?

Your healthbar is a visual representation of how dead you aren't. *Gel Viscosity* determines how much damage you can take before that health bar moves. When you're hit for damage, you lose some *Gel Viscosity*. When your *Gel Viscosity* reaches zero, your health bar goes down one point, and your *Gel Viscosity* goes back to full. Once that Health Bar reaches zero, you're DEAD.

Transmutancy and mad loot

Transmutancy is essentially trait points for your equipment. Each point of equipment you can have can have effects with costs that total up to your *transmutancy*. There are four types of effects for each Weapons and Armor.

These are: flat bonuses (Damage and *Gel Viscosity*), Minor Effects (Glowing, +1 to a trait, small cosmetic effects), Common Effects (+5 damage/resistance of a different type, +2 to a trait, +1 to an attribute), or Major Effects (+1 to all aspect-related traits, +1 to all combat traits, +1 extra attack per round, large difference). All effects should be in line with these bonuses. *Transmutancy* costs are below.

Weapons	Armor
Damage - 1	Gel Viscosity - 1
Minor Effect - 3	Minor Effect - 3
Common Effect - 8	Common Effect - 8
Major Effect - 15	Major Effect - 15