

1) Character Creation

- Distribute 10 six-sided dice (**10d6**), assigning them to clichés you choose.
 - Each cliché should infer some ability(ies) or talent(s) that could be useful during play.
 - One cliché should be considered the "primary cliché" which most clearly expresses the character's identity.
 - The number of dice assigned represents the cliché's level, e.g. a cliché with 3 dice assigned is LVL 3.
 - Clichés cannot be higher than LVL 4 at creation, meaning you may assign between 1 and 4 dice at most.
 - Clichés are written with their level between parentheses, e.g. Cliché (4).
- For each cliché, you can choose to define equipment, i.e. "Tools of the Trade", associated with it.
 - The state of that equipment may dictate if the cliché can be used or is hindered during play.
 - For example, a Barbarian cliché could come with a sword which, if broken, will reduce combat prowess.

Advanced Option: Lucky Shots

- Instead of allocating all dice to clichés, dice can be spent to buy 3 Lucky Shots charges per die.
- On a cliché roll, any number of Lucky Shot charges can be spent to add 1 extra die each to the roll.
- All Lucky Shot charges are restored/reset between game sessions.

Advanced Option: Hooks & Tales

- Can earn 1 extra cliché die to allocate if character has a major flaw, a.k.a. Hook.
- Can earn 1 extra cliché die to allocate if character has a defined background/story, a.k.a. Tale.

Advanced Option: Pumps

- The pump mechanic allows players to roll more dice than the cliché's level, but incur damage after.
- Can allocate dice to Double Pump clichés which cost twice as much, e.g. 8 dice for LVL 4 cliché.
- Such Double Pump clichés are written with their level between square brackets, e.g. Cliché [4].
- If a player pumps a Double Pump cliché: receives 2x bonus dice, but damage penalty remains 1x.

2) Character Advancement (Advanced Option)

- Characters may level up upon the following triggers:
 - At the end of an adventure, i.e. whole party advances.
 - At GM's discretion for a specific player, a.k.a. a midgame leap, if he/she did something really impressive.
- For each cliché that was **challenged** via any type of conflict during the course of play:
 - Player rolls a number of six-sided dice based on the cliché's level, e.g. LVL 3 → **3d6**.
 - This roll ignores any damage applied to the cliché. All of the cliché's dice are rolled.
 - If all numbers rolled are **even**, the player has earned +1 die to allocate as per 1 option below:
 - The earned die is permanently allocated to the cliché, up to a maximum of 6 dice assigned total.
 - The earned die is permanently allocated to a new cliché that has been approved by the GM.
 - If this option is used, all dice earned in advancement must be allocated to that new cliché.

Long haul variant: Each player only rolls 1 cliché he/she chooses instead, whether challenged or not.

3) Conflict Resolution

3.1) Target Number A player attempts to achieve a non-trivial goal without being actively opposed.

- Player chooses appropriate cliché to apply to conflict and narrates its use.
- Player rolls a number of six-sided dice based on the cliché's level, e.g. LVL 3 → **3d6**.
 - This roll takes prior combat damage into account. If cliché's "Tools of the Trade" are damaged/unavailable:
 - The cliché might not be usable at all, or hindered instead. If hindered: roll half the dice, rounded up.

Advanced Option: Lucky Shots

- On a cliché roll, any number of Lucky Shot charges can be spent to add 1 extra die each to the roll.

3) Player is successful if the total rolled is greater or equal to the target number set by GM.

3.1.1) Targets & Player Success Probability Table

Note: percentages are rounded.

Suggested Targets ↓	1d6	2d6	3d6	4d6	5d6	6d6	← Player
Easy	5	33%	83%	98%	99.9%	AUTO-WIN	AUTO-WIN
Medium	10	AUTO-LOSE	17%	63%	90%	98%	99.8%
Hard	15	AUTO-LOSE	AUTO-LOSE	9%	44%	78%	94%
Formidable	20	AUTO-LOSE	AUTO-LOSE	AUTO-LOSE	5%	31%	64%
Godly	30	AUTO-LOSE	AUTO-LOSE	AUTO-LOSE	AUTO-LOSE	0.01%	2%

3.2) Single Action Conflict

A player is being actively opposed on a conflict to be resolved in a single roll.

- Participants choose 1 cliché each to apply to conflict, and narrate how they are applied.
 - If a participant has no applicable clichés, he/she can use a temporary "brevet" LVL 2 cliché for the conflict.
 - If this is applied, the opponent also gets an extra +2 dice for his/her cliché (unless it's also temporary).
- Participants roll a number of six-sided dice based on their cliché's level, e.g. LVL 3 → **3d6**.
 - This roll takes prior combat damage into account. If cliché's "Tools of the Trade" are damaged/unavailable:
 - The cliché might not be usable at all, or hindered instead. If hindered: roll half the dice, rounded up.

Advanced Option: Lucky Shots

- On a cliché roll, any number of Lucky Shot charges can be spent to add 1 extra die each to the roll.

3) Highest roll wins. A tie implies that no participant has succeeded.

3.2.1) Player Success Probability Table

Note: percentages are rounded.

Player ↓	1d6	2d6	3d6	4d6	5d6	6d6	← Opponent
1d6	42%	9%	1%	0.1%	0.002%	AUTO-LOSE	
2d6	84%	44%	15%	4%	1%	0.1%	
3d6	97%	78%	45%	19%	6%	1%	
4d6	99.7%	94%	74%	46%	22%	8%	
5d6	99.99%	99%	91%	72%	46%	24%	
6d6	99.9996%	99.8%	98%	88%	70%	47%	

3) Conflict Resolution (Continued)**3.3) Combat System**

When 2 parties actively oppose each other in a conflict to be resolved through multiple rolls, including physical combat, arguments, seduction, contests, etc.

3.3.1) Start Of Combat

- Based on who started the conflict, and therefore the type of conflict to resolve, the GM will:
 - Determine which clichés are considered **appropriate** for this type of conflict.
 - Determine which clichés are considered **inappropriate**, i.e. don't intuitively make sense to use.
- If 1 or more participants have no applicable clichés, they can use a temporary "brevet" LVL 2 cliché for the conflict.
 - If this is applied, those with applicable clichés get an extra +2 dice on each applicable cliché for the conflict.

3.3.2) During Combat

- Parties alternate turns until the end. Go around the table in rounds, and on each turn:
 - Participant describes offensive action made with 1 of the character's cliché, targeting 1 specific foe.
 - The defender (target of the attack) chooses a cliché to defend with.
 - Attacker and defender both roll their cliché dice, taking previous damage incurred into account.

Advanced Option: Lucky Shots

- On a cliché roll, any number of Lucky Shot charges can be spent to add 1 extra die each to the roll.

Advanced Option: Pumps*Note: Cannot be used with temporary "brevet" clichés.*

- Can choose to roll [1..N] bonus dice, but lose the same number of dice as damage after the roll.
- If using a Double Pump cliché: player gets 2x bonus dice to roll, but damage penalty remains 1x.
- If both rolls are tied, nothing happens. No damage is applied on either side.
- Otherwise, the character with the highest roll damages the other participant.
 - The damaged character's cliché loses a number of dice based on the opponent's cliché.
 - If opponent's cliché was **appropriate**: the damaged character's cliché loses 1 die.
 - If opponent's cliché was **inappropriate**: the damaged character's cliché loses 3 dice.
 - If the damaged cliché was reduced to 0 dice, the character is **defeated**.
 - This applies even if the character has other clichés with remaining dice.

3.3.3) End Of Combat

- Once all characters of a party are **defeated**, the other party wins. The following applies:
 - The winners decide the fate of the losers.
 - The GM determines the rate at which dice lost through combat damage are regained.
 - The GM could also impose 1 or more conditions that must be met before such dice are regained.

3.3.4) Teaming Up**3.3.4.1) Grunt Squads**

- When a group of NPC units of the same type are better represented as a single unit, e.g. a horde of 700 rats.
- A grunt squad is represented by the same cliché as the unit it represents, with a higher LVL at GM's discretion.
- When a grunt squad is entirely defeated, at least 1 unit will remain to suffer the fate dictated by the winners.

3.3.4.2) Character Teams**3.3.4.2.1) Formation**

Players and NPCs can team up as a single unit before combat or in-between turns.

- Each team member selects 1 cliché that they will contribute to the team.
- The character with the highest LVL cliché contributed to the team becomes the leader.
 - The leader will be in charge of deciding what to do on the team's turns.
 - If there is a tie, the team must specifically designate who will be the leader.

3.3.4.2.2) Team Rolls

When the team rolls on its turn, rules are applied with the following differences.

- The leader rolls his/her cliché. Teammates roll their own clichés, contributing 6s rolled to the leader's total.
- Advanced options (Lucky Shots, Pumps) can be applied by any/all members during this roll.

3.3.4.2.2.1) Successful Rolls

When the team succeeds its roll, rules are applied with the following differences.

- On a successful roll: the team can only impose 3-dice damage if **all** of its contributed clichés are **inappropriate**.

3.3.4.2.2.2) Failed Rolls

When the team loses its roll, rules are applied with the following differences.

- On a failed roll: any team member, including the leader, can volunteer to receive the combat damage.
- If someone from the team volunteers:
 - His/her contributed cliché takes 2x damage, i.e. loses 2 dice instead of 1, or 6 dice instead of 3.
 - On the team's next attack, the leader may use a **vengeance roll** and use 2x the amount of cliché dice.
- If no one volunteers: the leader designates someone to incur regular damage to the contributed cliché.
- A character may be **defeated** this way, but the team lives on until **all** of its members are **defeated**.
- If the leader is **defeated** this way upon volunteering for damage, **and** the rest of the team reforms instantly:
 - On the team's next attack, the new leader may use a **vengeance roll** and use 2x the amount of cliché dice.

3.3.4.2.5) Drop-Outs

Individuals can choose to drop out of a team at any time in-between turns.

- The character's contributed cliché is reduced to 0 dice immediately, and therefore becomes **defeated**.

3.3.4.2.6) Leader Removed

When the leader is removed from the team through defeat or by dropping out.

- The team is instantly disbanded. Apply effects from **Disbanding** below.
- The rest of the team can choose to reform as a new team instantly, if desired.

3.3.4.2.7) Disbanding

Teams can voluntarily disband in-between turns, or due to combat rules.

- Each member's contributed cliché loses 1 die. It is possible that characters become **defeated** this way.