

Tossers:



Where the players really throw down

A proof of concept RPG by Joseph W. Hellar

No apologies made for non functional game mechanics, errors in spelling punctuation, grammar, or anything wrong that I missed or didn't feel like fixing.

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Warning:

Game contains puns, caffeine powered bitter raging parodies of RPG company shenanigans.

Tossers: A RPG where the players really throw down.

Tosser's is a fantasy RPG. What makes it different? You not only roll your dice, but you roll them on a mat that gives bonuses for where they drop, and can knock a opponents dice away from where they land when you drop, toss, or roll them down. Maybe even knock them out of play entirely.

Setting:

Tosser's is set on a world created by a group of gods from a myriad of pantheons who all share a love of playing with mortal lives, as such the player character know they are "the chosen ones" with a higher power influencing their decisions and arranging challenges for them.

This is are both terrifying and annoying as you would suspect.

The game world, which held in a orb of polished platinum that rests in a carved marble chalice passed along as a trophy from god to god, is a "dieson" sphere with a hundred sided ball anchored by two polar mountains set in the middle of the sphere.

The panels of the ball ignite in a row from end to end to give light and heat to the inside of the sphere except at the two polar panels which merge with the polar mountain tops.

The lands below are shaped into a corresponding arrangement to match the solar panels shaped by geometric coastlines, mountain ridges, plateau edges, and the borders of forests, deserts, plains and swamplands

Geography:

The surface of the inner sphere has a continuous body of water which winds it way north to the Specific ocean with it winds that only blow in the cardinal directions then south along the long boring passage to the run north again into the thousand island sea. Then along to the south it flows beneath the Stacker's mountains into the undersea and emerges in the southern channel between the dark jungle and the cold fens.

Above and below the dozen of lost cities, elaborate tombs, lonely mountains, semi mobile jungles which ensure they remain technically unexplored and hundred of other adventure locals. See the upcoming campaign book, Playtime in the Shaked Sphere due to come out right before the second edition which it will not be compatible with.

Some other area of interest.

The Vanilla planes:

A chaotic place since both coyote and Anansi never consult with each other as to what they are up to, change their minds about what they were doing of just abandoned their games when they get distracted. The local inhabitants try to look busy.

Polyhedria:

A mighty empire of secret societies, traitorous noblemen, canny merchants, and constant plotting by all. The Imperial family even uses a hydra as their heraldic beast due the difficulty of laying any plot to rest and the need to keep a look out in every direction. No single god dominates this land.

The undersea:

A semi flooded region of small underground seas and lake and tunnels tall enough to sail a ship on the weak but constant winds the wind their way back and forth. Dominated by a as yet unnamed dark complexioned elven trickster god as I don't want to get sued. Below and unlit pirates yo.

Stairway to heaven

The northern spire which supports one end of the solar ball has a 6 hundred and 66 mile long stairway winding it way up and around it to a cave near the peak in which petitioners may beg a boon from their patron higher power. Skipping the stair by mean of magic allow you to meet Clarence, a big red skinned guy who once graced the cover of the advanced dungeon and dragons dungeon master guide who would just love to meet you.

Petrified land-

It is said this land, including a large city, several villages and entire forest was once under the control of the Greek god Hermes but he turned it all to stone, plants, people and building while he had to run a errant to keep any one from messing with his chosen. So far it appears he hasn't made it back.

Empire of Jade

Small and less chaotic then polyhedria, but a lot more tea drinking and ritual bowel spilling suicide.

Yellowsnow-

The land of Loki is supposed to translate as burning ice, but coyote, who claimed to be drunk misheard it and the name stuck. Ice giants, serpent men, werewolf berserkers, mead.

Some higher players:

Loki: He's Norse, a dick, and a coward.

Coyote: A wandering fool with grand project that go wrong or he bored with.

Anansi: A trickster with a sometimes darker aspect. Often takes the shape of spider or sometimes a rabbit.

Chango: a more martial being. Found of load noises such as thunder and gunpowder.

Lillith: A plotter behind the scenes. Feminist

Puck: Merry but likely to turn on you.

The kisune: A entire league of tricky vixen.

Hanumen: A good humor and enlightened being who uses tricks and games as teaching moments.

Ull: a Norse god of winter time activates like skiing and board games. Hates to lose

Macuilxochitl: is the Aztec god of gambling, dancing, singing, and hemorrhoids. Isn't mythology fun.

Fortuna: a roman goddess of luck and gambling

Mechanics:

The chosen ones

The chosen one are young men, women, and various things that are considered promising youth that as odd events and unexpected opportunities begin to occur around and too them figure out that they have been tapped by a higher power as a game piece for their amusement. For a easy way to roleplay this, Google the five stages of grief.

To make you character you split up 20 points between 3 pairs of stats. Keep the number even because you will use them to buy dice to toss, and all the dice are even numbers.

Might and Magic-

The more you focus on physically doing things the less able you can visualized dealing with magic and vise versa.

Tough and Nimble-

The more you can shrug off damage due to physical toughness, the less practice you have at not getting hit in the first place. Those lightly build can move around a lot better but can't take a hit.

Appeal and luck

If you can get by on looks and charm, you don't need luck, and if you get lucky all the time, who needs looks and charm? *See target mat for special rules on luck.*

Rolling, rolling, rolling. Keep the action going.

Dice are rolled in three kinds of contests-

Physical- when things get violent or otherwise physical

Sense- sneaking and noticing

Social- when outside forces such as magic and appeal try to influence your actions.

The Action mat:

You first roll a 20 sider on the action mat to see who has a advantage or problem, who ever initiated something goes first then designates who goes next, another player or the PRIC (Person relatively in charge. Pronounced priss or prick depending on your mood.).

Whoever goes next either declines to get involved, if the PRIC allows that as a option, then pick the next person to go until all players and as many other characters chosen by the PRIC have had a chance to toss their representative d20 on the mat or pass.

The action mat should be placed in a flat box lid on a level surface to keep any dice from getting knocked off the table, any d20 that ends up off the mat but still in the box give no advantage or problem. The size of the box lid should be based on reasons entirely arbitrarily chosen by the PRIC and often conflicting with reasons given in the past for using the same or different sized lids.

Once all the dice are in the box the highest number d20 called out what they are doing. Ties are based on the bonus of where they land, then distance from the center, then “Just somebody fucking go already! “TM

Then the next highest number goes, even if this number is a new one because their d20 got hit by a previous roll that changed what number is showing, the number showing on dice already rolled are ignored until the next turn.

You can take the following actions-

-Maneuver for advantage: roll your d20 to land in a better spot.

This is a mechanic for looking around, getting in someone weak spot, calling on the power of the ancients, or whatever.

-Fuck up someone day: roll your d20 to hit a opponents die

Just like above but you are aiming for someone’s die hoping to knock them loose from a good spot.

-Help a brother out- roll your d20 to hit a allies’ die

As above but you are trying to hit someone’s d20 to get them out of a bad spot.

-Run away: roll the your d20 to land it off the action mat.

If it ends up off the action mat, note the number showing and take it out of the box the action mat is in.

You are no longer involved in whatever is going on back there.

-No escape for you: roll your d20 to land it off the action mat.

Just like above but you are chasing someone. If your d20 roll is better then theirs then the two of you, starting with the first to run, roll your d20 on a all new action mat since they failed to get away. Of course they can just run away again, but only if they roll higher. If you do have two or more action mats going resolved who goes first by the numbers on each action mat in order and point your fingers at someone arbitrarily and scream “Just fucking go already! “TM if settling a tie becomes a problem.

-Do unto others: leave that d20 right where it’s at.

Buy your dice and roll them on the target mat of you allies or opponent to help or harm them.

-Pass: do nothing useful and wait around to interfere with the success of other.
Get involved with the result of action that has otherwise been resolved on a target mat.

The target mat:

The target mat is your personal mat for people targeting you, they roll their dice onto your mat to see how well they effect you, then you buy your dice to try to knock them away from good spots, outright off your mat, and get your own dice into good spots. If your dice add up with bonuses higher then the opponents, then nothing happens to you and you can do the neiner neiner dance. In some circumstances you might not want defend such as when someone is trying to help you.

If your opponents' dice and mat bonus beat your defense, then what ever they tried to do to you succeeds, in which case they are allowed a simple fist pump or a cruel smirk, but never both.

Other player or the minions of evil under the PRIC's control can get involved to change the result of the roll if their current d20 is higher then whoever started the whole thing, and they have not taken a action yet this turn. In which case they can toss in some dice and try to beat the winner to prevent the defender from stopping the action, or beat the opponent's roll to stop their success.

Yet another can then get involved buy only if their d20 beat the first impertinent interfeerer's d20 and they have not taken a action yet this turn, and so on.

The added up result of the rolled dice and their position are added up after each roll to determine the final result. Dice rolled off the mat are not counted unless they get knocked back on the mat during a roll.

The target mat should also be set in a box top, unless you enjoy chase down flying dice, looking under furniture, large sweaty gamers, and bloodthirsty casts. It takes all kinds.

What you are trying to do:

If you are trying to hurt, knock someone down or push them down a flight of steps-

Action: Might vs. Defense: Nimble if you see it coming
Tough if you don't or you just want to take the hit.

Use a spell on someone-

Action: Magic vs. Defense: Magic by default
Tough if it is going to harm you
Nimble if you can see it coming and avoid it
Appeal if it effects you mind

Sneak up on someone-

Action: Nimble vs. Defense: Magic as part of a situational awareness

Trick, publicly humiliate, deceive someone-

Action: Appeal vs. Defense: Appeal

Special rules on Luck:

You can use Luck at anytime to target someone with a action or defend against it, but regardless of the result it take a hit, dropping by two. However, good news, if you were defending with luck and lost, you still only lose two.

Results:

In addition to what ever they was trying to do. What ever you used to defend with, take a hit and gets knocked down two points for the rest of the Action. This means less or smaller dice when ever you try to do anything.

Zeroing out: when you got nothing left in a stat

Might: Why where defending with might, maybe arm wrestling contest? Anyway you are tired and if it zeros out just put your d20 off the action mat and ignore the number even if it gets knocked around. If it gets knocked onto the action mat you get the bonus or problem to defend against any action against you with other stats, but you can't start anything.

Magic: Can not cast a spell, or use Magic to defend against it. Put your d20 out as normal

Tough: Nap time. You can not longer defend against anything. Any action used to hurt you is added up and when the total is higher then your Tough stat, you are dead. Your d20 sits sadly off the action mat and is taken off the action mat again every time it gets knocked back on.

Nimble: Same as might.

Appeal: You are humiliated or fooled and taken off the action mat as you can no longer bring your self to be involved unless it changes from a social encounter to a violent one in which case any action against you that is added up to be higher then your Appeal stat forces you to flee in fear or utter depression on your next action. You can still defend, just not act unless it is to leave.

Luck: You just can't use luck for the rest of this encounter.

Recovery:

Want the players to recover, let them recover however much stat scores as seems reasonable to the PRIC then "move on with the game already" TM

Specials:

Patches:

The PRIC may set small cutout circles onto the Action mat that represent advantages or problems, good light, table, pit full of vipers. These patches (Patches? We don't need no stinking patches) over rule what ever advantage or problem they over lap.

The target mats may also have patches representing wounds, shield, protective spells and such with permission of the PRIC.

Rolling them bones:

Dice cost:

D4s cost 4, d6s cost 6, d8s cost 8, d10s cost 10, d12 cost 12. D20 are free but only rolled on the action mat and you only get one.

You can buy a combination of dice but they all have to be rolled at once.

Tossing:

Dice have to be tossed all at once, you can aim and pitched the, roll them out of your hand, or toss them up and let 'em drop. Devices such as slingshots, game cup, and shot gun may not be used.

The hand holding the dice must not be above the mat or the box it is in and the roll fails entirely if the hand crosses over at anytime in the PRIC's judgment, which means throwing the dice while the PRIC is looking the other way is always best. Shacking the table badly enough cause pop bottle to wobble also disqualifies the roll as does hitting the box enough to move it.

Other people's dice knock about by a errant throw are still added up and left where they lie.

No one should toss out dice that are duplicates of dice in play.

Dice that are oversized, made of material heavier than plastic, or otherwise non standard should only be used by the PRIC to represent unique encounters or by players with some advantage approved of by the PRIC which can be banned after the current encounter if it turns out they misjudged how much epic ownership your special dice are capable of.

Equipment:

Things like weapon, armor and tools are added into a roll as appropriate and are rated from a d4 to a d8 as determined by the PRIC whim or the soon to come equipment book, Snake eye's Emporium which should be out right before the second edition book which it will not be compatible with. Equipment that grants a bonus of a d10 or d12 should be limited to magical items which you don't start with.

As a rule of thumb let the players start off with 3 pieces of equipment at a rating of a d4, d6, and d8 as defined by them. As well as anything else they want that doesn't give a bonus up to the point of being a ridiculous amount of gear as judged by the PRIC but not told to the player until they are in the middle of some action and are told their Nimble is down 2 because they got too much shit or their Appeal is down 2 when they are hitting on some hottie because they look like a twit.

Experience and advancement:

If the players win an action that you feel matters enough to roll dice, they get a pip (it's a term for the round spots on regular board game d6s, it's a dice themed game. Roll with it. (HA! Dice pun.))

They can spend a single pip per roll to reroll one of their dice, a d20 on the action mat, or any one, just one of their dice on the target mat. The pip must be spent after they roll it but before anyone else does, slap them on the hand if they try to jump the gun and go before you decide if you want to spend a pip, but maybe hold up one finger while you think about it.

A pip spent is gone forever and you are stuck with the reroll.

If you got a bunch of pips saved up that are equal to a stat score, hurray you can spend them to bump your score up by one, which is useless, but does get you one step close to buying it up by two which does something for you. An extra die, a higher die...bragging rights since you are better than all your friends. Go ahead and rub it in, meanwhile rub off those pips you spend. They are gone forever.

You can get extra pips for completing a mission. 1 to 5 let's say, maybe 1 more if the mission was based around your little special guy and you succeeded in a lifelong quest or it was a campaign long goal.

You can also toss one out just as the PRIC just because the player made every laugh out or otherwise impressed the entire group with some particular bit of role playing. Sure, why not.

Magic:

Spells: You get spell points equal to your starting magic. Want more spells spend pips to buy them starting with for a number of pips equal to the spell point cost, or raise your magic and write down how many extra spell points you got for that until you spend them.

Spells cost 2 points, plus a point if you can use it at range farther than an action mat, less one if they can use nimble to dodge it and would want to, no discount for being able to dodge a heal spell.

A spell that adds to one chosen ability score adds half your magic score to it for one of your next actions and reduces your magic score by one.

Having it effect another costs an extra spell point or drains your magic by another one.

Paying twice the cost of the spell in spell points reducing the base cost by 1

Double the duration by add 1 pip, then double again for another, or pay extra magic drain.

A spell that can raise another's score can also be used to heal damage to it up to their normal maximum. If it can only be used to heal it costs 1 less pip.

So Billy Bob wants his lizard guy to have a tough healing spell.

For 1 spell point he can heal himself for 3 points of damage to his own tough

If he wants it to be useable on other it will cost him +1

If he wants it to boost a unwounded person tough for the next time they get hit, it cost him +1

If he wants it to heal them the next time they get hurt it cost him +1

If he want to double how many times it works it cost him +1

If you want a spell to let you do something special like teleport or fly, it cost 1 to do a simple basic version, teleport past a door, fly slowly up to a second floor. For doing more add to the cost.

For more spells see the upcoming spell book, Conjuring and Crap shoos, due out right before second edition which it will not be compatible with.

Rouge's gallery:

Spear fodder: (Town guards, goblins, bar room brawlers.

Might 8 / 2 Magic

Tough 6 / 6 Agile

Appeal 4 / 0 Luck

Feeble weapon d4 (spear, sharp stick, beer mug.)

Rough and Tough (Body guard, orc, animated wooded statue of a humanoid pig eat sausages)

Might 10 / 2 Magic

Tough 8 / 6 Agile

Appeal 6 / 0 Luck

Better weapon d6 (club with a nail in it, rusty battle axe, large wood salami)

Big mother (gang leader, ogre, earth monolith)

Might 12 / 2 Magic

Tough 10 / 6 Agile

Appeal 4 / 0 Luck

Head crushing weapon d8 (magic straight razor, tree, metal spiked knuckles growing out of hand)

Sneaky sneakies (Ninja, shadow monsters, creepy butler)

Might 6 / 4 Magic

Tough 8 / 12 Agile

Appeal 6 / 10 Luck

Aid agile +2 to rolls for 4 round / 4 spell points

Spell monkey (Sourcerrer, small child possessed by demonic agent, Guy who pick up a wand at on sale.)

Might 4 / 12 Magic

Tough 6 / 8 Agile

Appeal 6 / 8 Luck

Hurt you. Roll magic plus 12 at range, can be seen coming. 6 spell points

Fly pretty fast. X4. 4 spell points

Hard to see on and until next action. 2 spell points.

More nasties and target can be found in the upcoming book, High rollers, due out... well you know.

Tossers: The character sheet

Pips: _____

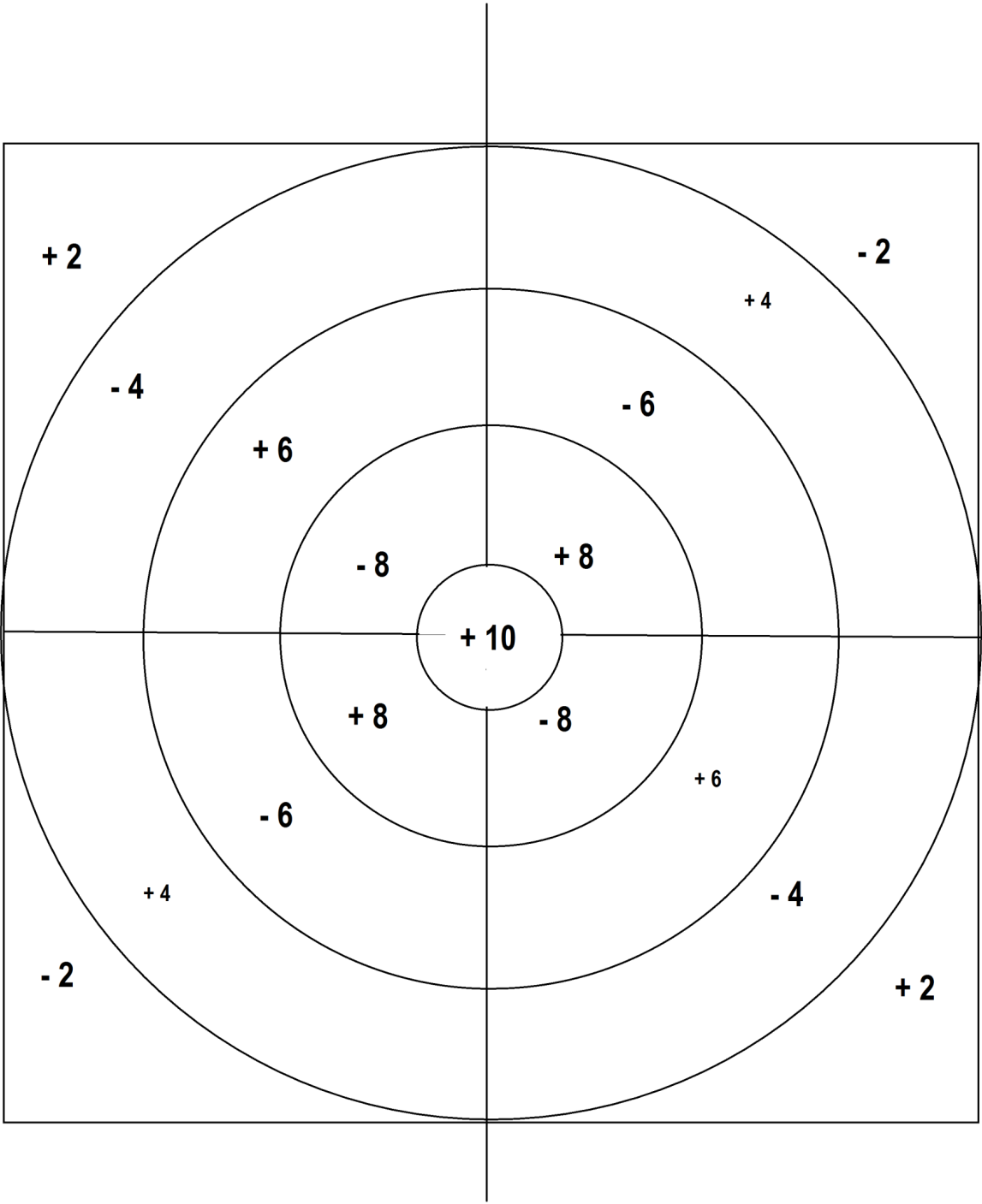
<u>Might :</u>	<u>/</u>	<u>Magic:</u>	<u>Patron higher power:</u>
<u>Tough :</u>	<u>/</u>	<u>Agile :</u>	<u>Name:</u>
<u>Appeal :</u>	<u>/</u>	<u>Luck:</u>	<u>Current game:</u>

Spells & specials

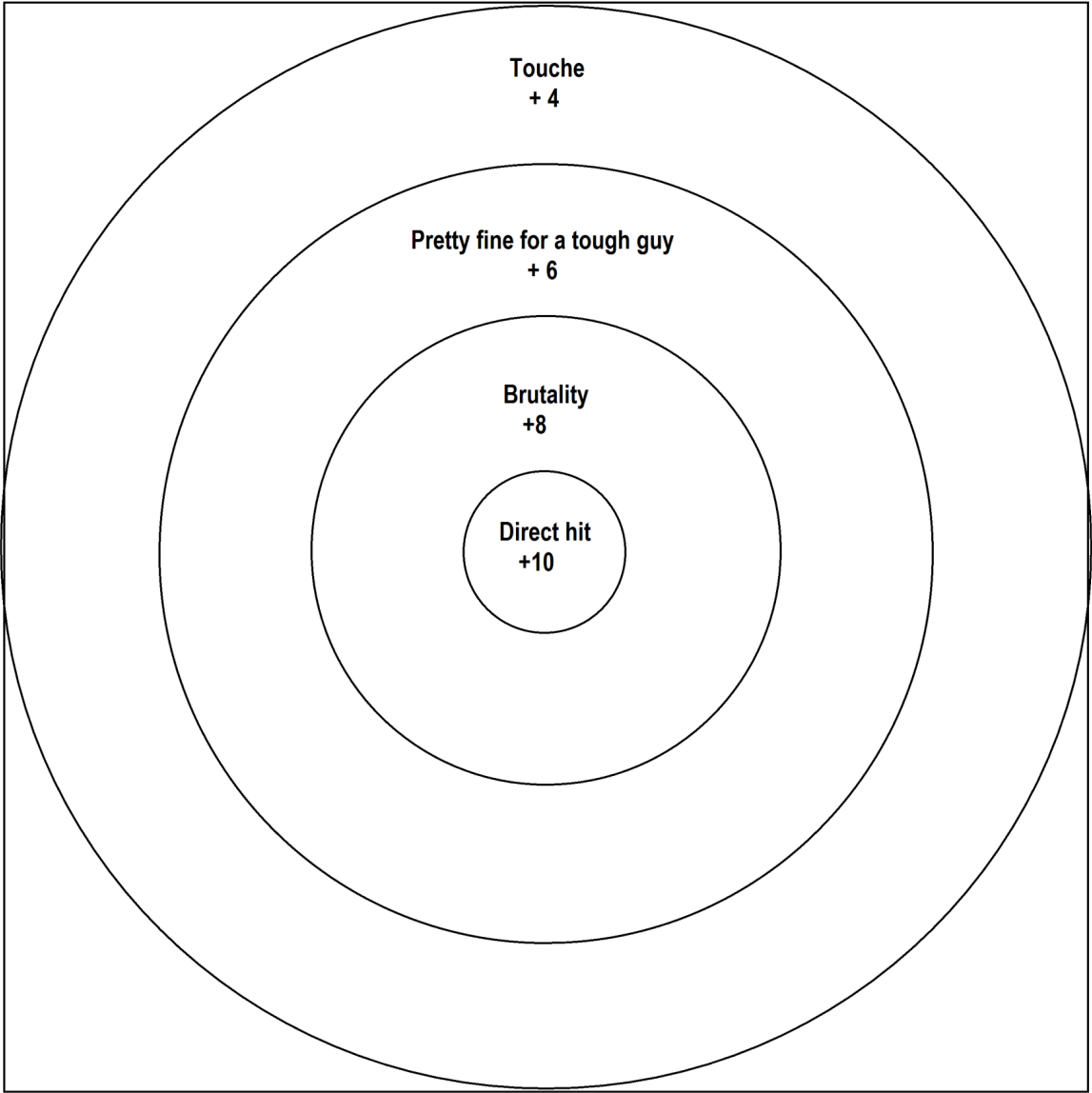
Stuff:

Notes:

The action mat:



The Target Mat:



Page XX: Errata-

If a die lands on it's edge due to resting against something, it doesn't count when adding up numbers, or the player gets no action if it's a d20 unless it gets knocked around by another die roll and lands flat.

If a die lands on top of another die the covered dice no longer count as above until they gets knocked loose.

Coyote has decided he is also a god of hemorrhoids under the impression they are a kind of pastry.

The Adventure begins: A introductory bit of mayhem

Intro-

Each of the players is a real world gamer who fell asleep after, or during a marathon session in the newly introduced MMORPG Dicesion. They suddenly find them selves floating in a featureless void in front of a character creation frame floating in the air before them in which they out of desperation if nothing else choose their name, race, gender, class, hair, skin, and eye color. Tattoos, features and dozens of other feature in how they look, their own bodies changing to match their choices.

The only choices that matter are 3 sliding bars which set their stat and a spell building frame that walks them through choosing their spells.

After finishing and choosing "start game", all the players find them selves waking up on a grassy hill top with a equal number of slobbering blood thirsty orcs trudging their way up the hill to feast on their organs.

The character will find themselves equipped with clothing, armor and weapon suited for their chosen classes.

Aftermath and discoveries-

The survivors will soon discover, they can call up certain game functions like a chat box that lets them page and communicate with other players, a notebook, a quest log, a level up board that keeps track of their accumulated pips, a spell building lab, and other floating frames that appear in the air that only they can see and have no ability to support or shield them from harm.

A inventory frame has 20 boxes which can each hold 1 type of item, but up to 99 of those items in each box. (99 dead wombat in one box, but even a dead gopher needs their own box.) Their inventory starts with a healing potion that can fully fix a tough, nimble or might stat, and a mana potion which fixes a magic stat.

The equipment frame lets a player alternate between two sets of equipped gear with only the alternate items loaded on the alternate paper doll figure swapping out. (If you have armor on the first figure and none of the second, when you swap the armor stays on)

Each of the dead orcs, and anything else they kill has treasure appear on their corpses as well as all their gear being removed from their bodies and appearing in a neat pile.

The orcs has 4 copper pyramids, 6 silvers cubes, and 2 gold diamonds each.

Help brave adventures-

At this point lazo, a small roundest person with duck feet proclaims the characters the "chosen ones" come to save his village from the dreadful Sir Fell, a black knight who command a band of orcs terrorizing the countryside.

Sir Fell has taken over the ruined Finders keep which had belonged to his mother's family and is holed up in the still intact crypts below playing cruel game with his prisoners.

So the player cowboy off to take down the basement dwelling Sir Fell who lives at his mom's place and take him down...