Fresco - release 2.2

*F*ragments of *R*idAr for an *E*ssential *S*ystem, *C*lear and *O*bvious

Fresco is a system for RPG intended to be universal, agile, without any complication and ideal for quick games on the beach or in other futile places. Needed stuff:
· the manual in your hands
· at least 2 six-faced dices
· a sheet for any character
· pencils and rubber
· a few paper sheets

The system is based upon 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, escaping 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 even to 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. It's also used to cast spells, (if applicable).
◆ **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 relationships, or when quickness is important.
◆ **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 players roll 3d6 (3 six-faced dices) to define the first six attributes. It the PC are humans, that's it. If they're not, apply any modifications that could make sense. For instance, for an elf, it could be right to make +2 RE, +1 AG, -1 CO and -2FO. About the FA, it's linked to CO and RE. so make (CO+RE)/3+ 1d6, round to the closer unit.
Then, let players chose a couple of special talents, something like "Ambidextrous" , "I can make cowboy hats", "I can drive starships , "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.

Simulation

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

result= attribute value - 2d6 (2 six-faced dices) - difficulty

if the result i positive, the action is OK, if not, it fails. 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".
Sometimes, when someone else is trying to contrast the PC (or vice versa) the difficult value can be the result of the opponent's TAF. Keep in mind that a double 1 on a TAF (FAR) means that the action is a success. A double 6 means a failure. If there are a quick succession of actions (a fight, for instance), firs 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. 10 seconds.
When fighting, the attacker can decide to aim: if so, rise by 2 difficulty. If not, the freshest should determine the location randomly (1d6, see below). In a fight, usually anyone should parry in melee and avoid missiles in distance. Who decides to do the reverse, will have a "5" malus on his attr. A shield gives "+1" to the defender's attruibute.

The roll for hitting someone is as follows:

FO (AG) attacker -TAF - FO (AG) defender - difficulty

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

If the result is less than "-7" (or double 6 on TAF), the attack fails. If the result is between "-7" and "0", the attacker does the normal damage. If the result is above "0" (or double 1), the attacker also inflicts a special damage (see below).

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

- bare hands: 1 point CO (someone call them HP)
- 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 on randomly chosen target roll): - 1 SE; -1 RE; 1 round stunned (he can only defend)
- body (2 on r.c.t.r.): blood flood: -1 HP per round, until bandaged
- arm (3-4): -1 FO (-2 if it's the main arm); he can only either attack or parry.
- leg (5-6): - 1 AG; he can't run nor avoid missiles. 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 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 cat something, the freshest states difficulty, and the player make a TAF (FAR). Anyway, the PC loses 1 IN point.

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

Growing up of the PC

Actually, Fresco is designed mainly for short campaigns, but if you really want....

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, to gain new special skills (10 XP each, I suggest no more than 5 special skills). Or they can spend them to increase stats. Rise an attribute by 1 point costs an amount of XPO equal to the value the attr will reach. Es. rise the FO from 12 to 13 costs 13 XP. Rise the RE from 5 to 6 costs 6 XP. A suggestion: for compatibility reasons, keep written somewhere original stat values.

And now? Enjoy it!

Special thanks to the first Fresco players: *Alanadin* (the druid), *Fantaghirò* (the elf fighter), *Fox* (the weapon master), *Rosto Kune*, aka the Darkwood (the dunadan), *Savonarola* (the preacher).

And hese are the sheets...

Fresco
Charachter sheet

Name				
Rece			Eyes	
Hihg		Wgt,	Hair	

Attributes norm. Present orig.

Force	FO			
Agility	AG			
Constitution	CO			
Intelligence	IN			
Sensibility	SE			
Reactivity	RE			XP
Fascination	FA			Money

Special Talents

ST1:
ST2
ST3:
ST4:
ST5:

Stuff

Notes