

# **The RPG Mechanics Grab-bag (short version)**

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## **Basic resolution mechanics**

### **Dice-based**

**Dice pool (ORE style)**  
**Dice pool (Sorcerer style)**  
**Dice pool (Star Wars style)**  
**Dice pool (WoD style)**  
**Number \* die vs. target number**  
**Number + die vs. target number**  
**Roll under number**

### **Dice types**

**EON style**  
**Single die**  
**Skill-based (Earthdawn)**  
**Median dice**  
**FUDGE dice**

### **Minor variants**

**Accumulating bonuses**  
**- Extra bonuses**  
**- Extra dice**  
**Bonus / penalty dice**  
**Bonus numbers**  
**Critical success / failure**  
**- Botch dice**  
**- Confirm the critical**  
**Exploding dice**  
**- Roll again**  
**- Roll again and multiply**  
**Extra effects**  
**Flip-flopping**  
**Roll and Keep**  
**Wild die**

### **Diceless**

**Audience judgment**  
**Drama deck**  
**FLOW**  
**Fortune deck**  
**- Fortune cookies**  
**Mikado**

**Physical challenges**  
**Poker hands**  
**Resource-based (bidding)**  
**- Points**  
**- Dice (DitV)**  
**Resource-based (fixed cost)**  
**Riddles**  
**Role-playing**  
**Roulette wheel**  
**Situation-dependant**  
**Skill/target comparison**

### Resolution style

**Action (static difficulty)**  
**Conflict (stakes)**  
**Conflict, with option to deepen (TSoY)**

### Minor variants

**Balanced system**  
**Extended conflict**  
**Narrative facts (Donjon)**  
**Narration rights**  
**Remote conflict (TSoY poisoning)**  
**- Physical**  
**- Temporal**

### Statistic style

**Abilities (OtE style)**  
**Abilities (UA style)**  
**Advantages**  
**- Feats**  
**Age**  
**Alignment**  
**Attributes**  
**Attributes (reversed)**  
**Background**  
**Beliefs**  
**Circles**  
**Class**  
**Clones**  
**Demons**  
**Destinies**  
**Disadvantages**  
**Equipment**  
**Family**  
**Followers**  
**Hit points**  
**Honor**  
**Goals**

**Innocence**  
**Instincts**  
**Karma**  
**Kickers**  
**Memory**  
**Military rank**  
**Oaths**  
**Personality traits**  
**Popularity**  
**Race**  
**Relationships (Dogs in the Vineyard)**  
**Religion**  
**Resources**  
**- Fate points**  
**- Roll boosters**  
**- Roll determiners**  
**Sanity**  
**Saving throws**  
**Sex**  
**Skills**  
**Story arc**  
**Story importance**  
**Trust**  
**Virtue & Vice**  
**Visibility**  
**Wealth**

Minor variants

**Favored statistics**  
**Open statistics**  
**Secret statistics**  
**Specializations**  
**Unique statistics**

Personality traits

**Ars Magica style**  
**Keys**  
**Pendragon style**  
**Under the Bed style**  
**Unknown Armies style**

Sanity

**Call of Cthulhu style**  
**GURPS style**  
**Unknown Armies style**

Wealth

**Bookkeeping**

**Wealth levels (Burning Wheel style)**  
**Wealth levels (Donjon style)**  
**Wealth levels (GURPS style)**

**Experience point sources**

**Advantages / disadvantages**  
**Attendance**  
**Keys**  
**Metagame**  
**Roleplaying (general)**  
**Studying**  
**Thematic**  
**Things learnt**  
**Vote**

**Character creation**

**Bidding**  
**Character cards (Under the Bed)**  
**Character cards (Zombie Cinema)**  
**Conflict (Dogs in the Vineyard)**  
**Heroic event**  
**Lifepath**  
**Point-buy**  
**Prequel**  
**Random**  
**One-roll**

**Damage style**

**Critical table (Rolemaster)**  
**Post-conflict fallout (DitV)**  
**Roll determines damage**  
**Separate damage roll**

**Tracking damage**

**Health levels**  
**Setting / story consequences**  
**Statistic damage**  
**Wounds**

**Player characters**

**Bloodlines**  
**Individual characters**  
**Nations**  
**Troupes**

**Misc. rules**

**Making prophecies**

**Possession / mind control**

- Complete

- Partial

- Roll to overcome

**Wittiness**

**Off-time rules**

**Aging**

**Asset-building**

**Family rules**

**Item creation**

**Laboratories**

**Libraries**

**Research**

**Travel**