Flip Syde

by Mark Damon Hughes

Like Kidd Video, D&D Cartoon, etc.

Toons

Toons start as real people on Earth, brought over to the Flip Syde.

Type

There are five types, four get special abilities when they get here!

Rocker

Can rock out! Plays a portable musical instrument to affect others.

Starts with a portable musical instrument, choose or roll a die:

1. Guitar
2. Bass
3. Bongo Drums (or Drum Machine)
4. Tambourine (or Triangle)
5. Flute (or Recorder, Ocarina)
6. Synthesizer (or Keytar)

Gamer

Plays videogames like a champ! Fantastic reflexes, can spawn videogame sprites.

Starts with 3 sprites.

Writer

Smarty-pants who knows how things work. Can rewrite the world sometimes!

Starts with 3 magic spells.

Pet

Pet dog, cat, or whatever, given a little intelligence & ability to speak on the Flip Syde.

Starts with 1 power, choose or roll a die:

1. **Bite**: Bite melee attack, does 2d6 damage.
2. **Claw**: Two claw melee attacks per round, do d6+1 damage each!
3. **Jump**: Can leap Dexterity meters across, once per 6 rounds.
4. **Sneak**: Can become invisible & silent in shadows or cover, moving slowly.
5. **Smart**: Raise Charisma to 2 dice, Magic to 2 dice.
6. **Magic**: Can cast one magic spell, roll 3 dice for Magic stat for this spell only.

Normie

Ordinary person in a world they never made. No special powers, but mentally & physically tough. Often the comic relief.

Stats

Roll the number of dice given for each Stat for your Type. You play what you roll!

Type	Strength	Dexterity	Charisma	Tech	Magic
Normie	3	3	3	2	1
Rocker	2	3	4	2	2
Gamer	2	4	2	4	2
Writer	2	2	3	2	4
Pet	4	4	1	1	1

- **Strength**: Physical power & toughness, melee attacks, resistance to damage.
- **Dexterity**: Speed, coordination, & precision, missile attacks, evasion of traps.
- **Charisma**: Personality, leadership, getting people to do what you want, resisting coercion or fear.
- **Tech**: Technological mastery, ability to use any machine or computer, summoning/controlling sprites.
- **Magic**: The world as written, mastery of storytelling, changing things by speaking magic words.

The End