









# RULES SUMMARY

## WHAT EXACTLY ARE WE DEALING WITH HERE?

This is a story-telling role-playing game about small towns where supernatural things begin to happen. You play a kid who gets swept-up in all the strange, paranormal activity near your quiet little suburbia in the middle of nowhere. The other players are your friends, or siblings, or your sibling's friends, or the cute kid at school you have a crush on, or whatever makes sense. You all know each other, hang out, argue, get into trouble, ride your bikes, etc.

The GM will present the world, portray the non-player characters, and adjudicate the use of the rules. Sometimes, the GM will ask you questions about your character's family, homelife, school activities, and so on. When possible, try to involve the other characters in your activities and plans. This is a group-oriented game, and you'll need the help of your friends if you want make it in this world.

## ROLLING THE DICE

When your character does something risky, the GM may require you to roll the dice. You and the GM discuss which **Trait Die** to use for the roll. The GM will assign a **Situation Die**; most actions are *Risky* by default (d6), but some are *Desperate* (d4) while others are *Controlled* (d8). When your friends *Get Involved* in your action, they can help or hinder you to increase or decrease your situation die.

**With your trait die and the situation die in hand, make your roll:**

- If both show 4+, it's a **Full Success**. You do it *without consequence*.
- If only one shows 4+, it's a **Partial Success**. You do it, but there is *trouble, cost, or a hard choice* to make.
- If no dice show 4+, it's a **Failure**. You *don't* do it, and there is *trouble, cost, or a hard choice*. Mark a failure box on your character sheet.

When there is trouble, the GM will introduce new threats and obstacles in your way. When there's cost, you'll lose a resource or opportunity. When there is a hard choice, you'll have to pick between two equally bad options. The GM will say what happens.

## QUALITIES

Qualities are interesting features of your character that can both aid them and hold them back. You can use your qualities to give an advantage on a roll, or you can enact the downside to give the GM a chance to introduce some trouble, cost, or hard choice.

When you use a quality beneficially, add a bonus die to your roll and mark off a box.

When you use a quality against yourself, erase a marked box and tell the GM. Be ready to accept whatever consequence comes your way as a result.

## EDGES

Each character type has a unique set of edges that exemplify what they're good at. Each edge has a description that tells you how it is used. Some are always active, some can be used once per scene, and some must be used at the appropriate times, as noted in the description.

## SIGNATURE ITEMS

Each kid has a special thing that they always carry around with them. It's the thing you'd see them holding in the movie poster for the film version of your game. When they're used, you gain a special advantage during the game on dice rolls.

Once per episode, you can use your signature item to gain a bonus die to a roll. If that bonus die results in a 4+, mark the box to show it's used up for this episode; otherwise you can try to use it again in a later scene (but not this one a second time). At the beginning of each episode, be sure to clear the box so it's ready to be used again.

**A Role-Playing Game About Kids on Bikes**

# RESONANCE CASCADE

**& Strange Happenings in Small Towns**

## LUCK

Each kid has a special reserve of luck to help see them through. You can use luck to gain bonus dice to rolls; up to three at a time. Mark a box for each die you use; it's used up even if it doesn't result in a 4+.

**At the beginning of each episode, roll 2d6:**

- If both show 4+, regain 2 Luck.
- If one shows 4+, regain 1 Luck.
- If neither shows 4+, you don't regain any luck.

## CONDITIONS

As your characters encounter trouble, they'll eventually suffer harm and duress. Each kid's mental, physical, and emotional health is reflected by the conditions they currently have.

When you gain a condition, usually as the result of a failed roll, you mark off the appropriate box on your character sheet. Each condition has a specific mechanical effect, so consult the description to see how it affects you. You should always take conditions into account when you're describing your character's actions.

To get rid of a condition, you must participate in a refresh scene. Describe what your character does during the refresh scene to relieve the condition, then roll the dice to see how it turns out.

**When you try to rid yourself of a Condition, describe what you do and roll 2d6:**

- If both show 4+, you remove the condition as hoped, without further cost or consequence.
- If only one shows 4+, you remove the condition, but it takes longer than expected, eats up valuable resources, or has lingering effects.
- If no dice show 4+, the condition is tenacious and does not go away as hoped.

You can spend a luck points to gain bonus dice on rolls to relieve conditions. If you fail to remove a condition, it sticks around and you must try to relieve it again during a different refresh scene.

If your character participates in a Refresh Scene with their Crutch, roll an extra d6 as a bonus die for the purposes of removing conditions.

# BASIC MOVES

## Keep your Cool

When you do something risky while under threat of danger, roll Cool.

- On a full success, you do it without a problem.
- On a partial success, you sorta do it, but there's a cost, compromise, or hard choice.

## Persuade

When you try to persuade someone to do what you want, roll Heart.

- On a full success, they'll go ahead and do it without further dispute.
- On a partial success, they'll do it, but you'll need to do something for them first, or there is a related cost, compromise, or hard choice.

## Investigate

When you study a person, place, thing, or situation, roll Sharp.

- On a full success, ask the GM what you want to learn about your subject; the GM will give you straight-forward information about it.
- On a partial success, you gain some information, but it's vague, incomplete, or potentially misleading. Or, the GM may give it to you straight, but there is a related cost, compromise, or hard choice.

## Fight

When you enter into a fight with someone violent, roll Tough.

- On a full success, you can either inflict harm or stop someone else from inflicting harm without repercussions.
- On a partial success, you can inflict harm or stop someone else from inflicting harm, but you take harm in the process or there is some other related cost, compromise, or hard choice.

## Get Wierd

When you deal with grotesque, horrific, or supernatural dangers, roll Wierd.

- On a full success, you keep your lunch down and do what you set out to do without consequence.
- On a partial success, you do what you set out to do, but the wierd touches you; the GM will tell what happens, now or later.

## Get Involved

When you get involved in another character's action to help or hinder them, describe how you do it and roll the most appropriate Trait die.

- On a full success, you can increase or decrease their Situation Die by one step; your choice.
- On a partial success, you can increase or decrease the situation die, but you expose yourself to cost, compromise, or a hard choice.

# SPECIAL MOVES

## Take the Shot

When you take aim and fire at a target with a ranged weapon, roll Sharp.

- On a full success, you hit the target and avoid getting into a bad spot while doing so.
- On a partial success, you hit the target but get into a bad spot, or there is a related cost, compromise, or hard choice.

## The Waterworks

When you're *in-trouble*, and you break down into tears (or something similar), roll Heart.

- On a full success, the heat is off, at least for the moment.
- On a partial success, they'll ease up on you, but only if you give them something they want or do something they demand.
- On a failure, the scrutiny intensifies and things get worse.

In any case, you won't be able to do this again any time soon. Some time must pass before you can try this again.

## Snoop Around

When you try to go around and do things without being seen or heard, roll Cool.

- On a full success, you aren't noticed and complete your operation successfully.
- On a partial success, you don't get spotted but you don't reach your goal either; you're stuck in the middle. Or there is some other cost, compromise, or hard choice.



# Character Creation

## 1. Role

First thing's first: choose one of the five main role sheets. The roles are: Cool Kid, Hearty Kid, Sharp Kid, Tough Kid, and Weird Kid.

## 2. Name

Roll, pick, or make up a name for your character:

### EXAMPLE NAMES

d20	First Name	Last Name
1	Darryl	Williams
2	Wendy	McDugal
3	Troy	Harris
4	Kimberly	Duke
5	Mike	Parker
6	Katherine	Thomson
7	Rebecca	Philmore
8	Jessica	Cooper
9	Ryan	Davis
10	Emily	Watson
11	Steve	Barnes
12	Megan	Kirkpatrick
13	Tim	Morris
14	Alison	St. James
15	Danny	Marzano
16	Jenny	Weaver
17	Billy	Arlington
18	Patricia	Carson
19	Tony	Denato
20	Melissa	Lang

## 3. Age

Your kid should be in middle school or high school, roughly 6th grade through 12th grade. This implies an age range of somewhere around 12 to 17.

## 4. Bike Color

Smalltown kids in the 80's often had a lot of household freedom to come and go. Unless you're super lucky and somehow can borrow your parent's car, you're riding a bike around town. What color is it?

## 5. Issue

What thing in your life just plain sucks? You deal with it all the time, but you may or may not show it. Are you parents getting divorced? Sibling is a major jerk? Got a bully? Figure out what your issue is.

## 6. Crutch

How do you blow off steam? Who can you go to that you can always trust to listen to your problems? Your crutch is someone or something you can rely on to help you through the tough times.

## 7. Looks

Roll, pick, or make up some keywords that describe your character in a nutshell:

### EXAMPLE TRAITS

d12	Hair	Face
1	Short hair	Oblong face
2	Wavy hair	Round face
3	Spikey hair	Angular face
4	Puffy hair	Scarred face
5	Slick hair	Exuberant face
6	Long hair	Attractive face
7	Crimped hair	Gaunt face
8	Mohawk	Average face
9	Feathered hair	Dimpled face
10	Wears a hat	Square face
11	Poney-tail	Unusual face
12	Curly hair	Narrow face

  

d12	Build	Eyes
1	Stubby	Shallow eyes
2	Wiry	Bright eyes
3	Pudgy	Squinting eyes
4	Tall	Wears glasses
5	Short	Narrow eyes
6	Fit	Wide eyes
7	Average	Friendly eyes
8	Hunched	Brooding eyes
9	Lanky	Sad eyes
10	Bulky	Judging eyes
11	Skinny	Distant eyes
12	Stout	Hawk eyes

## 8. Trait Dice

Now we assign different types of dice to your Traits. Your character's role determines your first die: put a d10 in the Trait related to your role. Next, assign a d8, d6, d6, and d4 to the remaining four Traits as you see fit.

## 9. Qualities

Select two qualities as a starting character:

### Adventurous

You're curious by nature and always ready to get up and go. This means you can keep your cool while on adventures, but are also known to jump into things without fully thinking them through.

### Aggressive

You're a bit of a hot head and rely on quick, forceful action, which makes you great in a fight or whenever you can channel your aggression into what you're doing. However, you often fly off the handle at inopportune times.

### Arrogant

You think you're awesome. Everyone else? Varying degrees of not-so-much. This makes you confident and persuasive in arguments and competitions, but others usually see you as a jerk.

### Big

You're The Big kid. You're tall, thick skinned, and pack a punch. You can occasionally be clumsy and too big for small spaces.

### Bitter

You're already sour on life and think the world is against you. Because of this, you've built a shell around your heart and aren't easily swayed by the emotions of others, but you can also be detached and pessimistic when it comes to approaching the path ahead.

### Centered

You are calm and collected; rarely do you lose your temper or panic. However, you can often drift off into thought and stop paying attention to your surroundings.

### Cheerful

You are bright-eyed and bushy-tailed, always in a good mood and ready for fun. This makes you easy to get along with, but sometimes your exuberance is not appreciated and your personality can be a bit much for more somber crowds.

**Cooperative**

You work well alongside your peers and have a natural aptitude for pitching-in with a group activity. This means your particularly good at contributing to teamwork, but you can be over-dependent on others and get can upset when they don't cooperate with you.

**Complex**

You're a deep and complicated person. Others have a hard time understanding you on a personal level, but you have a lot of poignant things to say and can be wise beyond your years.

**Creative**

You have a bright imagination and enjoy expressing yourself through creative means. You can be a bit of dreamer and an idealist, but you think outside the box to come up with creative solutions to problems.

**Curious**

You're fascinated by the discovery of new people, places, and things. This makes you quick to learn and determined in your pursuit of knowledge, but you often wander thoughtlessly or bite off more than you can chew.

**Cute**

You're attractive to your peers; they think you're hot stuff. This helps you make friends easily and gets you dates without a problem, but sometimes you get a little too much attention and feel pressure to.

**Daring**

You like taking risks and jumping into exciting situations. You're not easily shaken and stay calm under stress, but spaz out whenever anyone calls you chicken.

**Determined**

You are resolute and purposeful, pursuing your intent with fervent discipline. You rarely give up and are hard to stop once you put your mind to something, but you can often be stubborn and don't know when it's really time to abandon ship.

**Deceitful**

You are prone to lying and manipulating others. This makes you good at it, but others often see you dishonest and untrustworthy.

**Deliberate**

You prefer to think things through and don't mind deliberating to make good decisions. This means you can process big problems if given the time, but you have a hard time making quick decisions under pressure.

**Early Riser**

You get up early naturally, usually before or at sunrise. This means you're bright and alert while most people are still waking up, but you also get tired early and lose steam when night falls.

**Extravagant**

You're accustomed to a certain lifestyle. That of wealth and luxury. You have access to more money and resources than everyone else, but sometimes find it hard to relate to others and difficult to restrain yourself from impulsiveness with wealth.

**Extrovert**

You're the life of the party and make lots of friends easily. But you have a hard time dealing with inner strife and popularity means everyone is in your business all the time.

**Fearless**

You don't scare off easily and everybody knows it. But you frequently step up to challenges that you're not fully prepared for.

**Generous**

You're willing to give someone the shirt off your back. Some will truly appreciate this, while others will take advantage.

**Graceful**

Your movements are balanced, smooth, and precise, but your body is more delicate and fragile than others.

**Honest**

You hate lying and aren't even that good at it to begin with. People will recognize this integrity and trust you, but it also means you have a hard time keeping secrets.

**Lazy**

You're the epitome of lazy - which is not always a bad thing. Your actions, though often seen by others as easy, sedentary, or fruitless, are always calculated to make the easiest route possible for yourself and everyone around you.

**Loner**

You like to be alone, for one reason or another. This means you're independent and work just fine on your own, but you don't really play all that well with others. Truth is, though, that sometimes you could use a helping hand.

**Lost**

You're in your own little world and don't pay much attention to where you are or where you're heading. But, this makes you hard to find and you occasionally wander into something interesting.

**Night Owl**

The night time is where you shine; getting up early is for chumps. You can see well in the darkness and don't get tired easily, but you're hard to wake up in the morning and tend to sleep in.

**Passionate**

You have a fire inside and can express yourself passionately to others on the things you care about. But you're also defensive about those things and more than willing to fight for how you feel.

**Protective**

You often rush to the defense of others and put yourself in harm's way, so you've learned how to keep those you care about safe. But you can be overprotective and put safety above other pressing concerns.

**Quick Thinker**

You think on your feet and can make snap decisions without missing a beat, but you're also brash, impulsive, and sometimes leap before you look.

**Quiet**

You're naturally quiet. Your voice is soft and moves without making much of a sound. You hate loud noises though and don't work well in crowds.

**Skeptical**

You don't believe it till you see it, and even then you don't take it at face value. It's hard to get one past you, but this sometimes means you act stubborn and dismiss what is actually the truth.

**Slim**

You're skinny and don't have much fat or even muscle on your bones. This makes you flexible and able to squeeze through small places, but also somewhat frail.

## 10. Signature Item

Moving on to your character's signature item.

Remember, this is your character's personal, go-to *thing* that reliably helps them out. It's the thing they would be holding on the theatrical poster of your game's blockbuster movie. Either select one from the list provided on your character sheet, or make up your own unique item that you think embodies your character.

## 11. Inventory

Aside from your signature item, you might carry around some other important things. Remember, your a school-age kid who rides a bike; you don't have much in the way of carrying capacity and don't typically have access to rare, expensive, or dangerous objects. Consult with the GM about what types of things you might reasonably carry around.

## 12. Conditions

Typically, you begin the game *Good to Go*, and start with no other conditions. Just go ahead and mark off that condition unless the GM says otherwise. Don't worry, you'll get plenty of conditions during play.

## 13. Edges

Finally, choose three edges that sound cool to you. Each role has a unique set of edges. If no one is playing one of the role types, you may select edges from that role sheet if it makes sense and the GM approves.