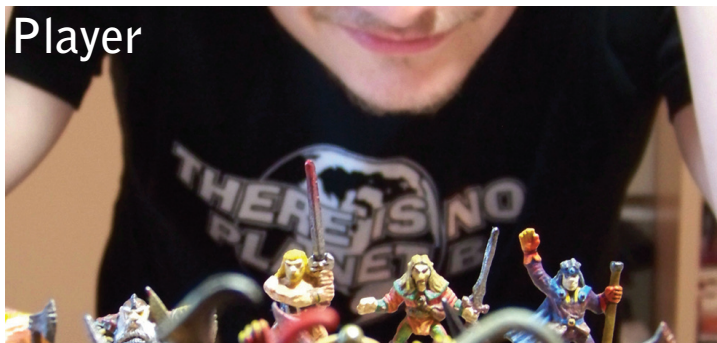


DnDish

Dungeons & Dragons proved too nuanced for my young boys to find interesting. This version of the game attempts to strip away the detail — leaving that part to the Master's interpretation — and focus on the core game mechanics.

Kevin Makice (@kmakice)

Player



<http://www.flickr.com/photos/ademc/5730592561/>

The players control the direction of the narrative. They make decisions about what to do and where to go. Each human participant can role play one or more fantasy characters.

Actions:

- Tour — explore for the sake of gaining information
- Task — attempt to do something specific (e.g., swing an axe)
- Tally — take an inventory of resources

Experience is gained by surviving successful encounters, at the discretion of the Master. (+1 Experience / encounter)

The Master can assign bonuses and penalties to player abilities based on the current situation.

Your ability to do things

The magnitude of what you do

The items and resources you collect

Your current state of well-being

Abilities

Skill: Quickness
Power: Control
Stuff: Carrying
Health: Movement

Helps Initiative

Intelligence
Wisdom
Strategy
Placement
Efficiency

Helps Learning

Strength
Stability
Force
Capacity
Stamina

Helps Recovery

Assign 1d6 points to each ability types (min. 10 points)
+1 point / level

Players begin with nothing but their health (10 points).
+1 point / level

Ability Bonuses are gained through experience:
+1 every 6 points (ea. type)
-1 for each type < 2

Health Points are restored through rest and care. Injury and illness removes health.

0 Health = Incapacitated
< 0 Health = Dying
-10 Health = Dead

Initiative: Does something happen?
Who goes first?



3d6 + Dexterity Bonus
(high scores = quicker, less surprised)

Try: Can it be done?

Resist: What can be prevented?

3d6 + Bonus
(highest score = success)



Tasks are anything requiring some significant skill or luck. All tasks will be met with some resistance, with the highest roll (adjusted after bonuses) proving successful.

⚡ ⚡ ⚡ = Critical Success ⚡ ⚡ ⚡ = Critical Failure

Outcome: How big is the result?



1d6 + Bonus
(high scores = big effect)

Combat

Battles make up the most common tasks players will attempt.

If able, a character can react to outcomes that affected them.

Reactions

Initiative

Actions

Attack
Move
Prepare
Assist

Encounters are active time, where players take turns to collaborate on a small goal (e.g., defeating Orcs).

<http://www.flickr.com/photos/ncaranti/2999683407/>

TIME SCALE

ADVENTURE: The arc of the story guides the party toward shared goals. Allows time to pass rapidly until the next chance for an encounter.

DAY: Each day brings rest and a chance to regroup, but there is always a chance for an encounter.

Master



http://www.flickr.com/photos/jakub_hlavaty/3534827848/

The dungeon master describes the narrative as it unfolds, like a Storyteller, managing the fate and fortune of the party in the adventure. One person role plays all the other fantasy characters (e.g., Monsters).

Actions:

- React — respond to player interactions with the story
- Resist — create appropriate obstacles to goals of the characters
- Reward — provide material and magical incentives to succeed

Master

The dungeon master describes the narrative as it unfolds, like a Storyteller, managing the fate and fortune of the party in the adventure. One person role plays all the other fantasy characters (e.g., Monsters).

- React** — respond to player interactions with the story
- Resist** — create appropriate obstacles to goals of the characters
- Reward** — provide material and magical incentives to succeed

	Dexterity	Intelligence	Strength
Skill:	Quickness	Wisdom	Stability
Power:	Control	Strategy	Force
Stuff:	Carrying	Placement	Capacity
Health:	Movement	Efficiency	Stamina

Dying characters (< 0 Health) lose 1d6 - Strength Bonus each round, minimum 1

Dead characters (-10 Health) can only be revived through magic if the body is cared for in the interim.

 = Critical Success
 = Critical Failure

Experience

Based on the Fibonacci number sequence.

Level:	0	1	2	3	4	5	6	7	8	9	10	N
+ Points:	0	1	1	2	3	5	8	13	21	34	55	$N_{-2}+N_{-1}$
Total:	0	1	2	4	7	12	20	33	54	88	143	

Key Characters

Character Name	Race	Vocation	Gender
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Stuff

Key Item(s)

Roll Bonus

Initiative	Try	Resist	Outcome
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Vitals

Age	Height	Health
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Adventurers

NOTES:

Monsters & Guides

NOTES:

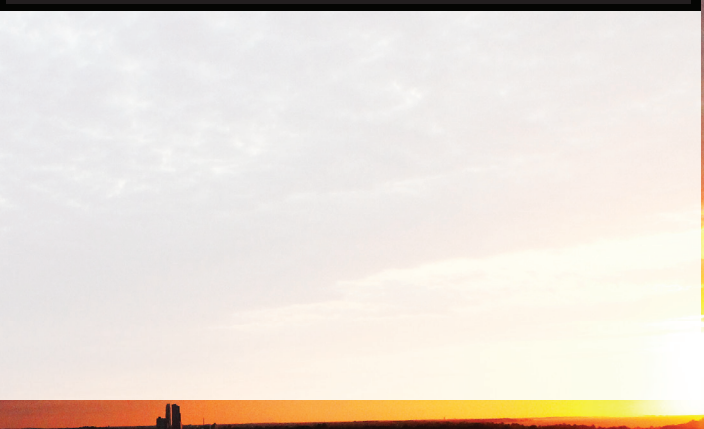
THE ARC guides the party toward shared goals.

Record the key locations, events, and items on the horizon.



ENCOUNTERS present challenges to the party and provide experience.

Record the outcomes of the battles and challenges for the adventure.



DnDish Character

The Player Worksheet helps each player keep track of the current vitals of her fantasy character. Race, gender, vocation and size are descriptive only. Player imagination and interpretation of the Master will determine what it means.

Player



The players control the direction of the narrative. They make decisions about what to do and where to go. Each human participant can role play one or more fantasy characters.

Tour — explore for the sake of gaining information

Task — attempt to do something specific (e.g., swing an axe)

Tally — take an inventory of resources

Abilities

	Dexterity	Intelligence	Strength	
	Initiative	Learning	Recovery	Ability Bonus
Base:	1d6	1d6	1d6	BONUS +1/level
Level:				
Equipment:				
Magic:				
Skill:	Quickness	Wisdom	Stability	
Power:	Control	Strategy	Force	
Stuff:	Carrying	Placement	Capacity	
Health:	Movement	Efficiency	Stamina	
	+1/level	+1/encounter		
	Health	Experience	Level	

Experience

Based on the Fibonacci number sequence.

Level:	0	1	2	3	4	5	6	7	8	9	10	N
+ Points:	0	1	1	2	3	5	8	13	21	34	55	$N_{-2} + N_{-1}$
Total:	0	1	2	4	7	12	20	33	54	88	143	

Inventory

List all of the things you have to carry, including stuff you eat & wear and the treasures you earn.

Players begin with nothing but their health (10 points).
+1 point / level

Health Points are restored through rest and care. Injury and illness removes health.

0 Health = Incapacitated
< 0 Health = Dying
-10 Health = Dead

☰ ☰ ☰ = Critical Success

☐ ☐ ☐ = Critical Failure

Ability Bonuses are gained through experience:

+1 every 6 points (each type)
-1 for each ability < 2

Magic Bonuses are gained by possessing and/or using enchanted items.

Temporary (e.g., potions)
Permanent (e.g., +2 sword)
Spatial (e.g., -2 dexterity Lotus Field)

Players are strongly encouraged to journal to record their epic adventures through notes and sketches.

Rolls

Initiative: Does something happen? Who goes first?
(high scores = quicker, less surprised)

3d6 +
Dexterity Bonus

NOTES:

Try: Can it be done?

3d6 + +
Ability Bonus Magic Bonus

NOTES:

Resist: Can it be prevented?

3d6 + +
Ability Bonus Magic Bonus

NOTES:

Outcome: How big is the result?
(high scores = big effect)

1d6 + +
Ability Bonus Magic Bonus

NOTES:

Combat

Battles make up the most common tasks players will attempt.

If able, a character can react to outcomes that affected them.



Encounter