

“Dungeon Storming”

1. Somebody built this place for a reason.
2. A terrible thing happened here.
3. Something of the past remained.
4. Something new arrived.
5. New met old.
6. And there were consequences...

h/t Jesse Burneko "Dungeons & Dilemmas"

Story Notes

Maps

What impressions for the senses does this place hold?

Traps

What perils and pitfalls may the unwary fall into?

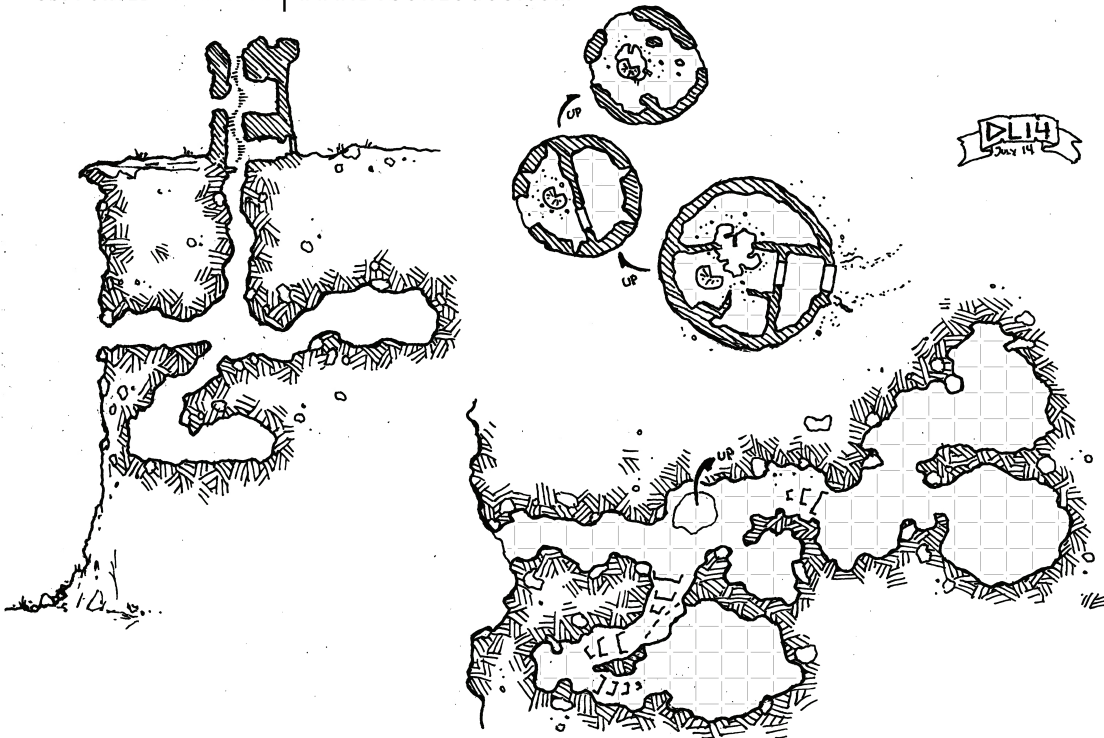
Monsters

What do they want, and how will they get it?

Treasure

What has been lost, forsaken, abandoned or gathered up?

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Character Name _____

_____ **Fantasy** _____

adjective

example: brave, clever,
wise, strong, or good

noun

For example: warrior, thief,
wizard, dwarf, or witch

When the GM tells you to roll, you get 1 die if you're doing something that a normal person can try to do, +1 die if your noun or adjective implies you have experience or aptitude with it, and +2 dice if both noun and adjective imply experience or aptitude.

Damage Suffered _____

Level _____ **Reserves Spent** _____

You start at level 3. You can take hits equal to your level, and then you die. Each hit gives a 1-die penalty whenever you roll. You can "expend your hidden reserves" to add bonus dice to your rolls a number of times equal to your level.

XP _____

Gain experience points (XP) by claiming XP for your PC Play Style or GM Techniques. When you've acquired XP equal to the square of your current level, you level up and reset XP to zero (so you need 9 XP to go from third to fourth level).

Play Styles

Choose two, or the same one twice.

- Attention Seeker.** Claim 1 XP when someone gives you a Good Move token.
- Combat Monster.** Claim XP for each foe you personally defeat (1/4 for very weak, 1/2 for weak, 1 for capable, 2 for strong, and 4 for very strong).
- Dramatic Protagonist.** Claim 1 XP whenever the GM confirms that elements of your character's backstory are relevant to ongoing events in play.
- Mad Slasher.** Claim 1 XP each and every time you attack.
- Pro from Dover.** Claim 1 XP whenever you get to roll dice for both your noun and your adjective.
- Problem Solver.** Claim 1 XP whenever you spell out a problem, puzzle, or mystery. Claim 2 XP if you solve it.
- Thespian.** Claim 1 XP each time you speak in character and get an in-character response from another player, including the GM.

The Roll Some Dice (RSD) System

Roll	Result/Effort	Succeeds	Evades	Weakens	Defeats	Heals
1-2	Embarrassing	Never	No one	No one	No one	Nothing
3-6	Sloppy	If easy	Very weak	No one	Very Weak	Nothing
7-10	Prosaic	Up to routine	Weak	Weak	Very Weak	Nothing
11-15	Competent	Up to hard	Capable	Capable	Weak	1 hit
16-18	Masterful	Up to formidable	Strong	Strong	Capable	2 hits
19-20	Brilliant	Up to nigh impossible	Very Strong	Very Strong	Strong	3 hits

GM Techniques: Describe Listen Judge

- D** ...added sound, smell, feel, or taste to a visual description.
- D** ...lowered a veil over problematic descriptions.
- D** ...revealed an in-game secret or hidden fact while speaking as an NPC.
- D** ...asked a leading question & used the answer in the game.
- D** ...provided confirmation for a PC's speculations through your description.
- L** ...drew upon what your prep said was true.
- L** ...hit "rewind" to adapt to player preferences or lines.
- L** ...hit "fast-forward" to move the game to the good stuff/avoid the bad stuff.
- L** ...handed out any Good Move tokens to the PCs.
- L** ...asked a PC to show you their character's reaction to something.
- L** ...hit "pause" to check in with players.
- J** ...filled a gap in the rules with your own solution or interpretation.
- J** ...resolved an action by offering the PCs a hard choice.
- J** ...resolved an action by accounting for the PCs plans and preparations.
- J** ...resolved an action by making a table and rolling to choose.
- J** ...took the result of a PC's die roll and "let it ride."

Good Moves!

We'll put a pile of Good Move tokens on the table.

During play, listen to the other players and give them a Good Move token when they do something that you want to see more of, or is awesome, or just in general needs recognition.

Hold on to tokens you get. Spend them to give yourself or someone else another die.

