

Dungeons & Glory v0.3

by OnePageAnon (<http://onepagerules.wordpress.com/>)

Preparation

Material: You are going to need a character sheet for each player (see character sheet page), five or more six-sided dice (two red and three white would be ideal), and a world map (see map page).

Players: The game is played with three to seven players (five would be ideal), where one player takes the role of the Game Master and all other players are Player Characters. The Game Master's role is to create a narrative for the game, provide challenges for the players, and guide the experience (see game master page). The Player Characters' role is to explore the world created by the Game Master and overcome obstacles they face on their quest.

Victory: The goal of the game is for the Player Characters to complete their main quest, which is a clearly defined objective set by the Game Master.

Character Creation

Before the game can begin each player must create a unique Player Character that they will play as, which they describe on their character sheet. Each character must have the following information:

Name: A unique name.

Description: A short description of the character's background and personality.

Traits: A list of either two traits at Novice level, or one trait at Master level (we recommend describing what each trait is useful for to the Game Master).

Equipment: A list of two basic items or one weapon/magical item that the character is carrying/wearing (we recommend describing what each item is useful for to the Game Master).

Here is an example of a character:

Name: Otilia the Brave

Description: A young girl that learned to slay bears and befriend wolves whilst growing up in the snowy north.

Traits: Charm Wolf, Spear Thrust

Equipment: Barbed Spear

Traits

Traits are qualities and abilities that a character has which help him overcome obstacles. Each trait is only useful in one specific situation, and it is used during conflict resolution.

Here are some example traits you can use:

Name **Use**

Sword Slash Attacking Enemies with Swords

Marksman Shooting Bows

High Jump Jumping over Obstacles

Smell Tracking Animals and Enemies

Bargaining Hagglng with Merchants

Sprint Running Quickly

Drunkard Out drinking Others

Stalk Sneaking Quietly

Electric Bolt Casting a Bolt of Electricity

Arm Wrestling Winning at Arm Wrestling

Each trait comes in three different mastery levels, which provide additional dice when resolving conflicts. Consult this table to see who many extra dice you get for each level of mastery:

Level **Extra Dice**

Novice +1

Expert +2

Master +3

Whenever a trait is used successfully, you may fill three experience boxes for that trait on the character sheet, and once you fill out a box with (!) in it, you gain one level of mastery. Whenever a trait is used unsuccessfully, you may fill one experience box for that trait on the character sheet, and if that trait was not already on your character sheet you may add it (but don't have to).

Equipment

Equipment is any item that characters can hold, wear or otherwise carry with them. Each item has its use in different situations, and it can help players during combat resolution. Note that in order to use certain traits you need to have an appropriate item. Here are some example items you can use:

Name **Use**

Sword Close Combat Fighting

Spell Book Casting Spells

Bow Shooting Arrows

Royal Ring Diplomatic Immunity

Torch Vision in the Dark

Rock Setting off Traps

Lute Charming Maidens

Backpack Carrying Equipment

Conflict Resolution

Conflict resolution is used whenever a Player Character is attempting to do anything that either poses a challenge, or that might have a variety of results (you can read more about conflict resolution principles on the game master page). In order to resolve a conflict the player has to roll two red dice, plus an additional white die for each level of mastery he possesses in the trait associated with the action he is trying to use. Each die that rolls a 4, 5 or 6 counts as a success, and players must roll at least two successes to complete the conflict successfully. Depending on the result the situation may turn out in different ways, so consult the following table to see what happens:

Successes **Situation**

1 You fail, and the Game Master describes how things get worse.

2 You manage, and the Game Master adds a small twist to the situation.

3 or more You excel, and the Game Master describes how things get better.

If you roll a double 1 or a double 6 on the red dice something substantial has happened. The situation changes regardless of the number of successes. Consult the following table to see what happens:

Roll **Situation**

Double 1 Something goes horribly wrong, and the Game Master describes some terrible consequence.

Double 6 Something goes incredibly well, and the player describes some great consequence.

If you fail a conflict resolution, you may sacrifice an appropriate item to negate the bad roll. In order to do so declare what item you wish to sacrifice, and narrate what happens. If you manage to convince the Game Master that the item can help you in the situation, then the roll is negated and the item is immediately removed from your character sheet. Note that a roll of double 1 on the red dice may not be negated in this way.

Example 1: A Player Character with the Novice Bargaining trait is trying to haggle for a precious jewel with a Merchant. He takes two red dice and adds one white die thanks to his trait, rolls them and gets 3, 4 and 5. The two successes are enough to convince the Merchant, but the Game Master adds a complication by noting that the jewel is chipped.

Example 2: A Player Character is trying to slay a Mighty Dragon. He rolls and gets a double 1 on the red dice, prompting the Game Master to describe the Player Characters' excruciating death.

Example 3: A Player Character tries sprinting through a trap-room with closing walls, but fails his roll. He explains how placing his hammer between the walls slows them, giving him enough time to run through. The Game Master accepts it, saving the player and removing the hammer from the game.

Game Sequence

The game is played following a sequence of phases in which the players get to take actions. Once the players have reached the final phase the sequence starts over again, and this continues until the main quest has been completed.

1. Story Time
2. Exploration
3. Events
4. Aftermath

1 - Story Time

During Story Time the Game Master describes the situation the characters and the world is in, going into as much or as little detail as necessary. There is no interaction whatsoever during this phase.

2 - Exploration

During Exploration the Player Characters collectively decide where they want to go, or what they want to do next. They may also take basic actions such as repairing equipment or treating wounds. Note that the Game Master may freely interrupt Exploration by presenting the Player Characters with an event.

3 - Events

Once the Player Characters have decided where they want to go or what they want to do next the Game Master describes an event to them (like reaching a town, finding a cave or being ambushed), and presents the Player Characters with challenges that they have to overcome. When an event starts the Game Master assigns a unique number from 1 to 6 to each Player Character, and rolls one die. The player that had the number assigned that was rolled becomes the active player first. If a number is rolled that was not assigned to any player keep rolling until you get it. The active players must take one action, and once he is done the turn passes to the player to his left. Note that this turn order continues for the entirety of the event, regardless of any breaks in-between. A Player Character that is not active may opt to skip his turn in order to help another Player Character during conflict resolution. The helping player adds as many extra dice from one of his traits to the active players' roll, or sacrifices an item in order to negate a bad roll. Note that Player Characters may only help out with traits or items that are appropriate for the situation.

Example 1: Three Player Characters take part in an event, and the number 1 is assigned to Player A, the number 2 to Player B, and the number 3 to Player C. The Game Master rolls and gets a 6, which was not assigned to anyone so he re-rolls. He gets a 3, so Player C becomes the active player first.

Example 2: Player B decides to Drop a Boulder and block a river, but has no traits to help him. Player C decides to help out, and adds the two extra dice from his Expert Lifter trait for a total of five dice. Player C skips his turn because he helped.

4 - Aftermath

Once an Event is over and all conflicts have been resolved, the Game Master describes the consequences of what happened. During this phase the Player Characters can take basic actions such as scavenging the area or talking to Non-Player Characters that witnessed the event.

Back to the Start

After all phases have been done the sequence goes back to the start, with the Game Master describing the situation during the Story Time phase.