



DICEKAI

A TTRPG OF SELF AND STORY



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Part 1: Welcome to Dicekai	1	Part 4: The World of Dicekai	12
Introduction to TTRPGs.....	2	Magic, Crafting, and Items	30
What is a TTRPG?.....	88	Magic Use	
Why Play Dicekai?.....	99	Crafting Items	
Philosophy of Dicekai.....	00	Spell Duels and Magic Interactions	
Creative freedom, imagination >	55	Elemental Interactions	
rigid rules.....	77	Weapon/Item Quality Rules	
Trust between players and GM.....	88	Economy and Currency	
Flow of game-play focus.....	99	Handling Gold and Resources	
Part 2: Core Rules and Character Basics	00	Buying, Selling, and Market Tips	
How to Play Dicekai	55	How Money Affects the World	
Proposing Actions	77	Building Towns and Cities	
When to Roll		Quick Area Generation Rules	
How to Roll (Job, Specialty, Unskilled rolls)		Leaders, Crime, Wealth, Exports/ Imports	
Character Creation		Part 5: Advanced Rules and Advice	
Name, Appearance		Running a Game (GM Section)	
Choosing Jobs and Specialties		Building Adventures	
Setting Defense, Stride, and Vitality		Adjusting Difficulty	
Example Jobs and Specialties		Player Agency	
Vitality and Damage		Sandbox vs. Pre-Written Modules	
Vitality explained		Building NPCs and Monsters	
Death, Recovery, Conditions		Quick NPC Rules	
Leveling Up		Monster Templates	
How Experience Works		Scaling Combat Difficulty	
What you gain at each level (jobs, specialties, stats)		Special Situations	
Part 3: Combat and Conflict		Spell Duels	
Combat Basics		Chases	
Actions and Strides		Called Shots	
Attack and Defense		Metaknowledge Handling	
Dodge, Block, Retaliate		Evolution of the World	
Spending Vitality		Part 6: Resources and Reference	
Offensive Spending		Game-play Examples	
Defensive Spending		Combat Example	
Movement Spending		Group Example	
Social Spending		Chase Example	
Critical Rolls		Quick Rules Reference (One Page)	
Critical Success and Failure		Actions per Round	
Crit Fishing		Rolling Quick Rules	
Stomp Crits		Vitality Basics	
Crowd Control Mechanics (CC)		Spending Vitality Summary	
Hard vs. Soft CC		Credits and Thanks	
CC Pools			
Group CC			
Boss Fights			
Rage Dice			
Multi-Part Bosses			
Wall Mechanics			

1. Introduction & Core Concepts

Did you fall through a rift?
Perhaps it was a tear in reality that brought you here?
Were you trying to save a cat at your own risk?
Maybe you found yourself here after falling asleep at work?
Regardless, you are here now in the worlds of Dicekai.

You likely feel a little strange.
You may even look vastly different,
that's because in the Realms of Dicekai.
Even though you still know who you were,
you have also become someone new.

This place may not be your home, but you can make it one.
You could strive to leave and return.
It could even be your playground to be who you always wanted to be.

The world will change with your choices:
Who you save;
Those you ignore;
The side you aid;
Paths you don't follow;
Wealth you share;
Treasures you plunder;
All of these will shape the world.
You may not see yourself as a Hero,
But to everyone here, you affect the Realm as one.

Immerse yourself into Dicekai.
Stay a while and you may find yourself.

What is a TTRPG?

A TTRPG stands for Table Top Role-Playing Game. This game style is about a group coming together, generally at least 3, gathering around a table, or virtually, and play through a game as if they were the characters. Generally, one person is the GM (game master) who determines what the world is and how it reacts to the actions of the players. They set the stories, but not the outcomes. The players interact with the world and what they decide to do, or not do, changes the world for the better or worse. TTRPG's help build creativity, teamwork and critical thinking.

Why Dicekai?

Dicekai is role-playing an isekai with dice. When you play, you are your character. It is a TTRPG to foster imagination and immersion. Crazy things will happen and mistakes will be made. Hopefully they don't lead to less than favorable outcomes.

If you're looking for a crunchy game where everything is defined, this isn't the game for you. Although there are many examples of different ways to do things in Dicekai, they are meant as ideas on how to use the dice, not rules.

What is this book for?

This game is meant to be ran with just your character sheet and nothing else. However, some people need, or want, some reference as to how this game CAN be played. Ideally, this book is never read and you guys go have fun without needing a bunch of guide-rails, which is really what everything contained in here is.

Read pages 4-13XXX to get the gist.

Read up to page13 to get an idea of things you can do as a GM.

Read up to page XXX to ????????????????????

Beyond XXX only if you're bored. It's mostly rambling.

Ultimately, this is a game where if it makes sense and is within the bounds of the player's level, it works... as long as the dice roll is high enough. This game relies on good faith between everyone at the table. Just roll with the flow and let the story evolve. The way the players interact is what matters the most in Dicekai. The roll just determines what 'worked.'

Get together, jumps into your world, and watch them make it their own!





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2. Basic Play

How do you play?

The GM presents a situation to the players and the players tell the GM what they want to do. The GM then determines if a roll is needed, and if one is, they ask for the player to roll. The player then decides on how many, generally one to three, 6-sided dice (d6's), to roll. As a player, you decide if a task would reasonably fall within how you were trained in your Jobs/Specialties, which are explained later. This is how Dicekai gets you out from behind your sheet. It's a game with a focus on what actions you take, or don't, and how they affect the world and less about having the right skills.

What are Jobs and Specialties?

A Job is a general set of skills that can be covered by a word (pg.3). Let's say the group is trying to sell some treasure. A player has the Job of merchant: "I think I'd be experienced in dealing with various types of vendors and would know someone who at least would know a guy." The player then rolls 1 six-sided die (1d6). If the roll is high enough, then the player knows a guy. If the roll is low, then they don't know anyone who can help.

If a player wanted to unleash a flame tornado they specialize in, then they would roll 2 six-sided dice (2d6) and tell the GM the highest number rolled. The GM then lets the player know if they succeeded or failed.

If a player attempts to do something that is not under a Job or Specialty, then they would perform a Jobless roll, meaning they roll 2d6 and tell the GM only the lower number. This is the simple premise of the game, but the limits are your imagination and creativity. After all, there is more than one way to get through a locked door!

How do I set up the board?

Most of Dicekai is "theater of the mind." Meaning there is no physical representation of what's going on. However, if you're in combat, exploring a dungeon, or anything where distance is a factor, then it is suggested to use physical representations. Generally, this involves maps, physical or digital, with 1 inch (1") grids, or 1" hexes. These help scale the map to give an idea of who is how far away something is from you or from those flammable barrels. These squares or hexes are referred to as Units. 1 inch, 3cm, a square, or a hex represents 3', 1 yard or 1 meter of distance in game.

You do not need to spend money on this, though it can be fun to build a repertoire of painted pirates for your ship battles! You can just as easily go to your local cheap goods store and find their craft or toys section. Here you may find small wooden pieces to glue printed pictures to or a pack of 64 cubes you can turn into dice of various colors. You can find games that have small pieces to use for walls (though for some, you may want to make a thin base: hitting one may cause a domino effect *hint*). Some paper and a marker can be used to draw a cave system as you trek through it! You can get a TV from a thrift store, make a support for the back of it and cast a map onto it from an old computer.

There are many things you can do while spending very little money! Please never feel you are doing it wrong if you haven't spent thousands on aesthetics.

You can also use virtual-tabletops for in person or online play. This is not personally my favorite, but go forth and mess around! Find whatever works for you

When doing full theater of the mind, just try to stick to what makes sense. If there is a misunderstanding of how far or close something is, try to work it out, but keep the game moving if there are other players waiting.

3. Character Creation & Growth

MAKING YOUR CHARACTER AND BEYOND

- ▣ At character creation, gain a name, your level, and your appearance.
- ▣ Your Vitality is equal to your level multiplied by 3.
- ▣ Choose 2 Jobs* & 1 Specialty* in either your species or one of your jobs.
Reminder: Jobs give multiple skills you're trained in (1d6) while specialties are something specific you excel at (highest of 2d6).
- ▣ Set your Defense to 2 and your Stride to 1.
- ▣ You may gain 1 additional Specialty*, increase either Defense or Stride by 1, or increase damage you deal with a Specialty by 1.

*You are automatically considered trained and do not require training in these

At every 3rd level, you may gain 2 additional jobs, 1 specialty, increase either Defense, Vitality Scale, or Stride by 1, or increase damage you deal with a Specialty by 1. A new Job or Specialty must be a natural course of development, have recently been trained, or it cannot be used until you are trained in it.

EXAMPLE JOBS & SPECIALTIES

Wizard (Fire)	Fire Lance, Wall of Flames
Berserker	Swords, Axes, Wrestling
Knight	Mounted Combat, Shielding Attacks
Rogue	Sneaking, Stealing, Daggers
Politician	Liar, Persuasion, Avoid Answers
Dancer	Entertain, Distraction, Balance
Alchemist	Acids, Explosives, Transmutation
Engineer	Mecha Minions, Tinker
Farmer	Herbalism, Training Animals
Merchant	"I know a guy", Detecting lies, Profit
Bard	Twisting of Stories, Performance
Scribe	Fine Details, Authentication
Hunter	Tracking, Bows, Traps
Spell Book	Summon Yeti, Necrotic Bolts
Elemancer X	Specific shape/use of Element
Mother	Intimidation, Influence, Debate
Beautician	Disguises, Gossip, Popularity
Mystic	Pre-cognition, Healing
Instinctual	Detect Lies, Defensive Reactions
Necromancer	Steal Vitality, Raise Undead, Fear
Blacksmith	Hammer Swings, Forging Blades, Armor
Alchemist	Acid, Healing Potions, Physical Enhancements
Paladin	Mental Fortitude, Block Physical, Exorcism
Monk	Retaliation, Calm Mind, Fists/ Palms

Advanced Jobs & Specialties:

Chronomancy, control of time, is an example of one of the hardest things to balance in this system. You do not have to use such Jobs in your game. Keeping such Jobs remotely balanced but fun is rough. Perhaps they can't alter the future, but rewind it and undo a characters movement or strike. You could also set a limit of 1d6 uses per encounter or day. You could also limit the uses based on level.

You can also write a character's name in place of Jobs with GM approval (i.e. Frankenstein in place of Fighter to also include Durability, Undead, Repairability). This can keep things much easier to keep track of in your head. You could also use the Jobs section of the sheet as the parts of the character you are missing. i.e. Wolf-Man- Missing: Scent, Agility

LEVELS

To advance 1 level, generally you will need to complete 3 events appropriate for your current level. For each event completed, you may gain roughly your Level in experience. Each time your experience exceeds your base Vitality, you deduct that amount from your experience and increase 1 level. As a general rule: events with some difficulty are 1/2 of a players level, challenging events grant roughly their full level in experience, and extreme events can count for double their level or more. Completing an arc or long term goal (both compiling of a series of cohesive events, roughly 10-20) could give a bonus of 1 or more levels, 3x the players' levels.

Learning Jobs/Specialties that do not exist in this world.- Need to find an old book or a dimensional rift, perhaps summon a demon to teach you.

Level Strength Based on Scale

As a loose gauge of a player's abilities in relation to the world, use this reference:

Your abilities are among the best of the _____,
and you can affect things on a _____ scale.

Level Strength Based on Scale

As a loose gauge of a player's abilities in relation to the world, use this reference:

Your abilities are among the best of the _____,
and you can affect things on a _____ scale.

Level	Grind	Rising Hero	Born Heroic
1-2	Family, Individual	Village, Individual	Small City, Small Group
3-5	Village, Individual	Small City, Small Group	Traveled World, Town
6-8	Village, Small Group	Large City, Large Group	Known Realms, Kingdom
9-11	Small City, Small Group	Traveled World, Town	Gods, Global
12-14	Small City, Large Group	Known Worlds, City	Creators, Reality
15-17	Large City, Large Group	Known Realms, Kingdom	
18-20	Large City, Town	Hidden Realms, Country	
21-23	Traveled World, Town	Gods, Global	
24+	Known World, City	Creator, Reality	

Level Strength based on Comparison

Another option is to establish who the best person is in an area would be. You can use things like popular anime etc. what you're primarily looking for is the scale that things can be changed. How much of a city do they destroy with an attack or affect with an ability? That's the general baseline you're looking for here. (Make a copy and fill in, or recreate)

Level	Physical Power	Magic Power	Brain Power
1-2			
3-5			
6-8			
9-11			
12-14			
15-17			
18-20			
21-23			
24+			

Don't be afraid of getting it "wrong" because worst case, your players get too powerful for this world, well then move on or introduce something else. Or... let the players be the most powerful things in the world and it turns into cause & effect with their actions. That would drastically change the premise/ style of the game, but maybe it would be something your players would enjoy before opening that rift that drags them into yet another world.



4. Combat Mechanics

Rounds

In combat, each round lasts roughly 6 seconds. Within this period, players have 3 Actions and 3 Strides to spend (NPC's can have less or more). Once all characters have either spent all their Actions, or do not wish to spend any more, a new round starts. Any unused Actions are lost. Actions are spells, attacks, or something that would take roughly 1-2 seconds.

Actions can be used back-to-back, but not after the GM declares a NPC is taking an action until it has completed. The intent of this is to prevent:

GM: "the archer moves for a better shot and shoots their b-"

Player: "oh! I shoot an arrow at them and move behind the wall!"

Though, as always, this is up to the GM to bend or break.

Movement

Whenever a character spends an action, they may spend up to their remaining Strides to move, before OR after the action is taken. Your Stride is on your character sheet. For each point in Stride, you may move that many Units (1", Squares, Hexes, etc) for each Stride you take. You may move through Units occupied by friendlies, but it takes a Contested Action to move through any other Units. You may always move to a Unit sharing a side, but Units sharing a corner can only be directly moved to if the other two Units are empty of non-friendly characters. i.e. When rounding a corner on a square grid, it costs 2 Units to reach the diagonal square, assuming an Action isn't spent to scale/hug the corner wall.

You may also spend an Action to Stride. When this is done, you double your Stride's Units for that Action. This bonus does not carry over to the next Action taken. i.e. You have a Stride of 2. Normally you could move 6 Units per Round. When you spend 1 Action to Stride, you may spend all of your Strides to move 12 Units.

If a Unit become difficult to pass through, the character must spend an Action to contest the effect for each Stride they attempt through the difficult Units. Such effects can be slick ice (you fall and/or forced movement), cutting themselves on thorns (take damage), or falling down a slope (damage and/or forced movement) to name a few.

Attacks

Physical attacks are generally rolled against the target's Defense (typically ranges from 2-5). Should the attacker's roll meet or exceed the target's Defense, the attack hits.

Contests

For any actions taken against something that is not against the physical durability of the target, the characters roll for their applicable skills.

Advantage & Disadvantage

Sometimes events align that would make things easier or harder. In these cases, the GM may add Advantage or Disadvantage to your roll. These can stack, but cancel each other out one for one. 2 Advantages and 1 Disadvantage would create an Advantage of 1.

-Advantage: Roll an additional d6.

-Disadvantage: Roll an additional d6, dropping the highest roll.

Critical Rolls

Critical: When 2 6's are rolled, it is a critical. This means a better than otherwise outcome occurs, generally a success. Each additional 6 stacks the crit, making it stronger.

Crit Fish: When a 6 is rolled, you may roll the die again. This re-roll only counts towards your chance to crit. A die dropped due to disadvantage is not re-rolled, however 6's rolled when a skill is untrained can still be Fished. This means sometimes it may be advantageous to roll a skill as untrained instead of trained if the likelihood of succeeding is extremely slim.

Stomp Crit: For every 6 levels of difference from an "attacker" to "defender," the roll requires 1 less 6 when calculating Criticals.

Crit Fail/ Poor Showing: When you roll Snake Eyes (1's on the highest 2 usable dice), or when your roll is more than 6 below the target number, the action fails and the situation gets worse than it otherwise would have on a normal fail.

Weapons

The following example weapons are just that, examples. They can generally be shifted up or down at least 1 type. Weapon groupings are simply meant to limit how the weapon can be used based on the damage it will deal.

Burdensome- A weapon with one or more drawbacks while carrying it: can't dodge, can't block, lose 1 Stride, take 1 Damage per Attack taken with it, the weapon is weak and cannot be repaired to be more than weak (an over-sized sword, greater maul, blood magic)
4 Damage

Deadly - Designed only to deal damage in combat (great club, dagger, necrotic touch)
3 Damage

Versatile/Ranged - Designed to be used for a single other purpose in addition to damage (bows, sword and shield, poisoned dagger, long spear, arcane lance)
2 Damage

Utility - Can be used for a myriad of things in combat (i.e. whip, net, caltrops, aoe flamethrower, earthen snare),
1 Damage

Difference in Levels (Done only by GM):

The difference in levels of characters and their targets or environments is added to the difficulty, or contested roll.

If a level 5 politician wants to talk their way out of a situation in a level 3 area, the number needed would be reduced by 2.

If a level 5 ninja wants to sneak into a level 8 area, the number needed would be increased by 3.

If a level 12 treant attacks a level 11 player, the treant's roll is increased by 1.

If a level 6 healer wants to contest a level 4 wasp's venom, only the wasp's roll is reduced by 2. Changes in level are never counted twice for a single check or contest.

(i.e. a level 1 that rolls a 6 to attack a level 5 actually rolled a 2)

add rounding rules- always round the number down



Order of Operations in Rounds:

Surprises/ Ambush

Player Actions

NPC Actions

Repeat until all Actions are used

(Surprises are frowned upon if used after all player actions are taken for the round, unless the players burned through ALL of them at the start)

Reactions

There are three types of reactions that can be taken when an attack is declared against a character, each of which cost 1 action. Upon using a reaction, it is assumed the player continues that reaction until another Action, that is not a Reaction, is taken. This means a character can take a full guard utilizing all three defenses, though a character must choose only one defense to use against each declared attack. i.e. a character can full guard to Dodge fire, Block three arrows, Retaliate against a sword swing, and Dodge the crevasse that opens beneath them.

Dodge- You try to avoid all damage and effects from attacks.

Roll Higher Than Attacker- Evade the attack, avoid all damage and all effects.

Roll Lower or Match the Attack- Nothing changes.

*A Bard might Dodge a mind reading spell by attempting to think of random thoughts

Block- You reduce the incoming damage or effect.

Reduce all damage by 1 to a minimum of 1.

Additionally, if your roll is higher or matches the attacker, reduce the damage by 1 point (no minimum). If the Damage is reduced to 0, no negative effect occurs against you.

*A paladin might block a mind reading spell by using their mental fortitude to not allow the caster in.

Retaliate- You forgo all natural defenses allowing all attacks not Blocked or Dodged to hit, but you gain a free Disadvantaged Attack against the attacker for each hit taken.

Determining the dice- If Dodging or Blocking the type of incoming Attack is your Specialty, then you will use 2d6. If it would fall under your Job, then 1d6. Else, you will roll 2d6 and drop the highest.

When retaliating, you use your standard dice with Disadvantage for whatever attack you are attempting.

Example: Carl the Knight runs up to and swings against the Behemoth using 1 action and 3 Strides, rolling a 5, it hits. Carl Swings again rolling a 2, it misses. Carl retains 1 action and uses it to React when the Behemoth swings back with their giant's club.

Behemoth's S3d6 vs 3 Defense	Behemoth's S3d6 vs 3 Defense & Dodge	Behemoth's S3d6 vs 3 Defense & Block
4,4,5 - Hit -4 Damage	4,4,5 vs 5,6 - Dodged -0 Damage	4,4,5 vs 5,6 - Blocked -2 Damage
2,3,6 - Hit -4 Damage	2,3,6 vs 1,4 - Hit -4 Damage	2,3,6 vs 1,4 - Hit -3 Damage
4,5,6 - Hit -4 Damage	4,5,6 vs 4,6 - Hit -4 Damage	4,5,6 vs 4,6 - Blocked -2 Damage
Total -12 Damage	Total -8 Damage	Total -7 Damage



5. Vitality & Conditions

GENERAL GAME-PLAY RULES

Vitality: This accounts for your luck, dodging, stamina, blood in your body, and how far you can push yourself with your abilities. This depletes when you are struck from an Attack, use up some luck, or push your body beyond its limits.

Natural Recovery: After a restful sleep, generally 6+ hours, recover your level in Vitality. Conditions, such as a broken limb or poison, need an extended time recovering, an item, or magic.

Death: When you reach 0 Vitality, you are unconscious. You cannot spend vitality beyond 0. Should you continue to take damage and reach a negative Vitality equal to your level, you are dead.

Ties: Should any rolls end up tying, the character taking the action wins. If no action was taken, then the character(s) that is resisting a change loses. In all other cases, nothing changes.

Conditions: Can be anything from broken bones to illness to poison to new fears. It is possible similar conditions may not be cured in the same way or by the same thing. They should be used to make the party make a choice: push on or fix the issue?

Examples- toxin reduces max vitality, broken leg reduces speed by 1, broken arm reduces weapon/ spell effectiveness, player nearly drowned and now fears it.

SPENDING VITALITY

Unless specified, all modifications to rolls must be done before rolling.

∞ Denotes stackable spends, else they can only be used once per Action

MELEE/ RANGED EXAMPLES

The following cost 3 Vitality:

Re-roll your attack (after rolling)

Increase Damage by 1 ∞

Increase your roll bonus by 1 ∞

After being hit, gain an advantage die on your next Attack

Attack an additional creature within range with a single Attack Roll ∞

In a single Attack, two of your Specialty dice count as separate Attacks

Add 1d6 to a CC Pool roll

CASTER EXAMPLES

The following cost 3 Vitality:

Re-roll your attack (after rolling)

Double Range

Increase Damage by 1 ∞

Increase your roll bonus by 1 ∞

Affect an additional adjacent Unit (i.e. Multiple Squares, AoE) ∞

Affect an additional target in an adjacent Unit ∞

In a single Attack, two of your Specialty dice count as separate Attacks

Add 1d6 to a CC Pool roll

SPENDING VITALITY (continued)

Unless specified, all modifications to rolls must be done before rolling.
∞ Denotes stackable spends, else they can only be used once per Action

DEFENSIVE EXAMPLES

The following cost 3 Vitality:

Attempt to Block an attack not targeting you (must be reachable/ make sense)

The attacker re-rolls their dice after you fail a Block or Dodge

Add 1d6 to a Block roll ∞

MOVEMENT EXAMPLES

The following cost 3 Vitality:

Double your next Stride.

Move 1 Unit without using a Stride.

SOCIAL

Gain 1 Advantage on a roll, but if you fail, you lose Vitality equal to your Level. (If you reach or are reduced below 0 Vitality in this manner, the GM determines why you went unconscious.)

Healing Jobs: You may transfer up to your level of your Vitality to a target. Consume 1 additional vitality for each Unit between you and your target for each use.

Healing Specialty: Choose 1 of the following each time you choose the healing specialty:

Range casts cost 3 less Vitality

Heal for 3 additional Vitality when you spend your Action to heal someone

You may spend an additional amount of Vitality to heal equal to your level

Self Healing Specialty: Spend 3 Actions to enter a holy, meditative, enchanted etc. state.

Recover your Level in Vitality.



6. Advanced Combat

GAME-PLAY - CROWD CONTROL

Crowd Control Actions- When attempting to limit, reduce or force a character's actions with one of your own, you are attempting a Crowd Control effect, referred to as CC.

Doing CC- A player must first declare what they are trying to do, the GM then informs the player if it counts as Hard CC or Soft CC. The characters then make a contested check using applicable skills. Should the player win, they add 1 to the difference and set it on a die. This is how big your CC pool is.

Hard CC: The intent of an Action is to prevent the target from taking any or specific Actions. i.e. mind control, freezing their feet, knocking someone out, slows
Some Creatures may gain +1 Advantage against repeated or similar Hard CC's.
A Hard CC can act as Soft CC, but a Soft CC cannot act as a Hard CC.

Soft CC: The intent of an Action is to reduce the effectiveness of Actions the target can take. i.e. distractions, grappling
Imposes Disadvantage on next skill if applicable (i.e. freezing a character's feet does not hinder a psychic attack)
Player rolls, and all affected also roll. Those who do not beat the roll are affected.
Rolling dice determines its effectiveness

CC Pool: When a Hard CC is done, 2 points are deducted when an action is prevented.
When a Soft CC is done, each affected Action is rolled at Disadvantage.
If any actions are spent (to include skipping), the CC pool is reduced by 1.
Once the pool reaches 0 or below, the effect ends.

Example: A player is trying to pull some information from an assassin. The player specializes in "mind tapping," a specialization of Mind Control, they'd roll 2d6. The targeted character would roll 1d6 as it's fair to say they would be trained to resist compulsion. Other factors could make the situation harder or easier: rage, alcohol, greed etc. Advantage or Disadvantage could be assigned to each side. The player rolls 5 & 6 while the assassin rolls a 4. With a difference of 2, add 1 for a total of 3. In this case, Hard CC would be a question the Assassin does not want to answer by any means. A Soft CC would be simple questions they'd resist less vehemently.

"Who Hired you?" "We are not given that information" Cost = 0

"What information do you have on the person who hired you?" "They paid in a specific currency and used a well known broker" Cost = 1

-This assassin isn't too concerned about protecting the buyer's anonymity

"Where does the rest of your group reside?" "Behind a hidden door within the Tripped Pony" Cost = 2

-The assassin does not want to betray their clan. The assassin may now hold a grudge against your group.

If another mind tap is used, the assassin's mind may break. This may be better for the party in the short run, but who knows where such actions could lead.

GAME-PLAY - CROWD CONTROL (Continued)

CC Out of Combat- When CC is done outside of combat, it is settled similarly to how it would be in combat. However, generally the effects can last longer depending on what fits the intention of the CC. This may also be done with a “blind” roll where the players know what they rolled, but not what the target rolled. Only the GM will know the difference of the roll. This means the players do not know truly how long the target will be affected leading to escape attempts or possible surprise attacks. When transitioning from an ending fight, it could be reasonable that a character remains CC'd until it is dropped by those who imposed the CC.

Group CC: When an action is attempted that is being reasonably contested, the character trying to perform the action must also beat contested rolls of those participating in the CC.

Example: If a player is being grappled by two guards at the behest of a dirty noble, then to cast a spell on the dirty noble, the player's roll would have to also have to beat the roll of the guards. The player may roll 1d6, while the guards and noble also roll 1d6 each. The player rolls a 5 while the guards and noble roll 2,1 and 4 respectively. In this situation, the player was able to free their hands from the guards enough to cast the spell and the noble was forced to tell the truth.

~AoE CC such as mass sleep- for each additional desired target, the roll of each target character is boosted by 1. i.e. the Sandman attempts to sleep 4 targets and rolls a 5 while the targets roll 2,2,1,5. Each target gains +3 meaning the new rolls are 5,5,4,8. Only 3 of the 4 targets fall asleep and only for 1 Action as Hard CC's cost 2.

Creating Walls- The character trying to create a wall must first roll against what they are trying to make. A wall of stone may have a value of 3 while a wall of steel has a value of 6 and is generally determined by the player. These numbers are very loose as stone can sometimes be harder than metal. The amount the character exceeded the roll by +1 is the rate in which the wall will generate Vitality. For each Action spent, the wall generates Vitality equal to that rate up to the character's level.

The wall retains the initial set value as its base Defense.

1 or more points may be removed from the Defense of the wall to allow it to deal damage equal to the number removed, which retaliates at 1d6.

i.e. a wall of magma, stone spikes etc.

Repeating actions - players should avoid attempting the same action repeatedly. In some situations it may be applicable, but as a player, try things different ways.

Retries: As a general rule, specific actions shouldn't be tried again after failing, even by other characters. Players should look for a different way. If a lock-picking fails, then kick it in or melt the hinges!

Repeating actions - players should avoid attempting the same action repeatedly. In some situations it may be applicable, but as a player, try things different ways.

If you ever have a question if something is possible, consult the REF.

Is it Reasonable: Would this be something your character is capable of?

Is it Equitable: Does it unfairly take advantage of the system?

Is it Feasible: Could this reasonably succeed given the circumstances?

Called Shots- Characters may call shots, but it generally increases the roll needed by 1-3+ and may not do anything unless the target is at, or below, 1/2 or 1/4 Vitality.

Minions/Constructs/Suits: When a player creates/gains a creature(s) to control, the Player sets an appropriate amount of Vitality to transfer give it (The stronger it is, the more Vitality required). The creature gains its appropriate innate Jobs/Specialties. The player then gains the ability to give up to two Commands per round that each cost 1 action. Using a Command, the player appropriately relays their desired action and gives 1 Action to the creature. Some creatures may be able to handle complex instructions while some will not go against their basic instincts.

For as long as the creature exists, you cannot regain or use the transferred Vitality. Should they be destroyed, the Vitality does not transfer back to the player. The lost Vitality is treated as damage to the player and must be recovered accordingly.

Chases- Generally starts at the end of a round. Those participating in a chase roll for speed in a straightaway and agility in places where there are a lot of obstacles.

*GM's generally roll once for all the opposing NPC's. Add or subtract the average level difference and average Stride difference between the players and the GM's group.

Any characters not participating in the chase, can spend an Action to hinder either side at the very start, assuming it's within reason.

The difference in rolls between each player and the GM determines the amount of Units gained or lost in the chase for that player. Any NPC's not in the GM's group neither gains nor lose Units in the chase.

A character in a chase can take one Action during the chase to try to hinder the opposing side, imposing a Contest. If a chaser is hindered, then they lose the amount lower than the Attacker in Units. If an escapee is hindered and they roll lower than the Attacker, then the chasers gain the difference in Units. If a chaser takes an action, then they drop out of the chase.

After three Contests:

A character is within a Stride of the Escapees- a random escapee will fail to escape

All of those chasing are no closer to those escaping- the escape is successful

A character is closer to those escaping- two random escapees fail to escape

A character catches up to the escapees- all fail to escape

Spell Duels (can also be used for physical fights or both):

Simple- The characters roll against each other. Higher number gets the cast off. If two spells would not interact (i.e. telekinetic rock vs sleep) both act normally. If the spells tie, they both fizzle.

Complex- Each casting/ attacking character rolls three dice. One at a time, the characters reveal a die. The highest die wins. Repeat with the remaining dice until all are used. The character (or team) with the most wins takes the whole fight. On a tie, all characters may be exhausted, repeat the duel, or use sudden death rolls.

*Perhaps in a tournament, a boon/bane is given to a character making them re-roll their lowest/highest die.

~Rules can be bent and broken.

Generally to cast spells, they are not discreet. However, a ninja warlock would be trained in such methods and could bypass this as part of their action. In a tricky situation, have them roll an additional time to try to hide their spell, else let it happen. A player could also be a scholar mage and do the same IF the player was perhaps a miscreant, deviant or cheater while becoming a scholar. Add this to the story! Maybe the kid they cheated off of is a Baron now and resents the player, or maybe idolizes them for their popularity?

7. World Mechanics

Casting Spells

Casting magic requires blatant hand movements and speaking louder than a conversational volume to work. To hide such an action would be a Contest against all those that would be able to see or hear the action, each being a separate check. Using a spell to do something is likely less precise than doing it by hand.

If a spell can do something, a non-caster can generally figure out a way out to do something similar. It may take more time to gather, buy, or create materials, but it likely is doable with some creativity and the right Job(s).

Crafting

If a player is trained in an applicable skill, they may attempt to craft something.

Forging- from ore, a sword would take ~2 weeks, a cheap/weak sword in a day, a masterpiece in ~4 weeks (this assumes 12+ hours a day).

Caliglyphy, Alchemy- from base materials, roughly 8 hours for something simple, to 3 weeks for something extremely complicated.

Magic could make this faster, as could rushing, but that isn't without risk. Always remember, while you're hammering your sword and mixing bottles, the Goblin King is forging a stronger army.

Item & Weapon Durability

Items & weapons have three general status properties they can gain: weak, frail and broken. An item or weapon can become weak, frail, or broken from inappropriate use of them, over use, or damage dealt directly to them. A wielder can attempt to protect the item at Disadvantage.

When an item is Weak, Attacks against it, or continued use, may cause it to become Frail. After a Frail item is used, or is hit, it Breaks.

When a Weak weapon misses, it becomes Frail. A Frail weapon breaks upon a hit (but still deals the damage) and is no longer as suitable.

Repairing an item or weapon is generally much easier than forging one, but there is a possibility it is not repaired properly if a reputable and proper smith does not perform the repair.

Elemental Interactions- When dealing with Elemental interactions, one element of magic does not innately have advantage over another element of magic. Elemental magic spells are simply a manifestations of the energy; energy given form. What matters is who or what has the stronger magic. Once magic is no longer the fuel, this ceases to be the case.

Magical fire will not burn a wet rag as quickly as one soaked in oil.

But then what about adding wind magic to fire to burn hotter?

You have the materialization of magic as an idea, limited to the imagination, but it still works in some physical way, "forcing" something to happen

Casting a cascade of water may be easier near a lake as opposed to a volcano, granting either Advantage or Disadvantage.

In these cases, advantage or disadvantage is given to the players when applicable, not NPC's.

Carrying Capacity

Players can carry whatever they need to survive. They have enough water and food unless otherwise stated, as well as necessary items to protect from reasonable weather. Can players carry 1,000,000 keys because one is bound to fit the lock in front of them? No. If a player would generally carry a set on them, or they knew before heading off they'd need to break into somewhere, then it's likely they'd have some lock picks. Is a barbarian able to carry around 30 swords? Yes, but it's doubtful they'd be able to move quietly or quickly, be able to easily attack, fit through normal doors, and they'd likely be constantly given weird look or putting off in a conversation.

Ammunition

In general, ammunition is not counted and assumed to be recovered if possible/ reasonable. However, as with Carrying Capacity, this rule should not be abused. Because players have "unlimited" throwing daggers does not mean they can smelt the metal down and sell it infinitely. Nor can they use them to create a 500' climbing wall. If a defined number is desired for a situation, then say 20 ammunition is carried, with extremists going up to 40. If plausible and desired, then all are recovered when finished.

Economy

The economy is meant to be as close to the real world as possible for simplicity sake. 1 copper is roughly equivalent to the cost of a cheap candy bar. Try to take into account that magic exists. This mostly will take the place of factories in major areas, so prices would likely remain the same for most products. Though perhaps some time could be spent to find something cheaper in a lesser known town, but they won't have as many resources as a large city would.

Currency is not used for things like staying at an inn, buying standard arrows or simple repairs. However, it is used to purchase magic items not commonly found or specific fulfillment tasks. Situations that affect others, such as buying the tavern a drink, bribing an official, or purchasing a new roof for the orphanage do cost currency.

Magic

Magic is in the air, entering through every breath taken. This is one of the reasons characters level. When under stress, the magic helps strengthen the character. This magic infuses into muscles, the mind and can be stored within the body for spells. That is why a character that is thin and lanky can be as strong as a giant. There is always a slight chance that someone who trains to fight every day is beaten by someone who only studies. Sometimes the magic just flows in just the right way. The only thing that seems to capture the presence of this phenomenon are cubes with the numbers 1 through 6 represented on each side.

levels include role, specialty, magic items that are usable?

Level/ 3 = how many magic items you can wield?

i.e. at level 3, you can use 1 magic item, at level 4/5, you can use 2, at level 6, you can use 2, at level 10 you can use 3

8. Player Responsibilities

What do I need to do as a player?

As a player, you are responsible for what your character does and determining if a task falls under your Jobs or Specialties. If the GM says something does not work in this world, but you feel it should, roll with it in the moment. If it still bothers you, talk to them after the game.

In addition to this, when you're comfortable with the game, please help the GM where needed. Being a GM is not easy for most. Some of the things you can help with could be scheduling, controlling the music, recapping the previous session, check in with players that are running late, or even simply providing feedback about the session! Every little bit can help spread the load.

At the start, make sure you listen to the type of game the GM wants to run before hopping in. These will avoid a lot of issues where you plan to raise sheep, but the game takes place on a ship at open sea... Though I can see a few ways how that would actually work out... Anyways, just talk openly with the GM. Make sure you listen what the GM and other players have to say and express what you do and don't enjoy, perhaps even where you want the game to go.

Social contract, show up on time, respect everyone's time,

if you're bored, then say something

If you do play on your phone/ doodle, then make sure you at least keep up with what's going on and not say "ok, what's going on?" when you are the only one left to take actions, or burn all your actions at the start of the round.

Metaknowledge (What the Player Knows, Not Your Character):

~What the Players' know to be true, so do the player characters. So if your Character finds themselves on a snowy mountain, even though the Character has never heard of an avalanche, you have, so be sure to silence that dwarf's belch!

Beware that stinger though... in this world, it may have more to it than you're used to; and that Zombie? May need more than a good crack to the head.

This does not mean a player's feelings/ emotions remain the same. The characters are entering different bodies that could have a different muscle memory and instincts than that of their previous lives.

9. As a GM

What do I need to do as a GM?

The role of the GM is, as with most TTRPG's, generally the most involved. You initially shape the world the players find themselves in, decide what obstacles to put in their way, and what happens when the players take an action. You control the monsters, talk for the non-player characters, and describe to the players where they are.

GM's range from planning out hundreds of details to only a few points. Beware though, these things will, and should, change based on player actions. Be ready to tweak things when your players inevitably take unexpected directions. Try to keep the game fluid. You aren't there to 'win' against the players, but rather to challenge them in ways that make them think creatively, work as a team, and have fun. Creating a balance between making things too easy and too difficult is the key to an enjoyable experience for all, including yourself as the GM. Keep in mind that not every table is the same. If you are having an issue somewhere, just as you can help your players, they can help you

If the narrative slows down, or the players seem stuck, guide them in a direction, or to another path entirely. If the players don't seem interested, then change it up. Try to have three or more ways for the players to "succeed" at a given challenge. To reveal the hidden passage, they can pull the hidden lever, smash the room up, or discover a type of trail. For hints, maybe the smell of alchemical potions is stronger on one side of the room than the others. Usually a subtle hint or a change in the environment is all that's needed. Encourage player agency. That means showing them that their actions change the story, that their decisions matter and they impact the world around them.

Pay attention to what your players enjoy and what they don't. Add more of what they enjoy and reduce what they do not. Don't forget though, as GM, you are also a player. It's important for you to also have fun and embrace the unexpected. Allow your own creativity to flow. The role of GM can be demanding, but it is also rewarding. You get to present a world and story that everyone will remember long after the game ends.

There are also pre-made modules you can follow to reduce the workload. If you're using one, let your players know that you're playing a pre-made story and there is a general track they should stay on. You can also just use a pre-made story as a general baseline to start off with.

quickly building areas/ town/ cities

major export? Major import?

1&2. common goods the land/sea, 3. services/ contractors, 4. manufacturing/ crafting, 5. unique resource, 6. trade hub/ tourism/attraction

Who matters here? (group or individual)

1. Powerful individual, 2. Individual with reliance on others 3. one individual balanced by a group 4. Factions 5. small group of leaders 6. Large Group of leaders

What is crime like? organized or disorganized? strong or weak?

1. Organized and strong 2. Organized and weak 3. Only underground/slums 4. only among leaders 5. Disorganized and weak 6. Disorganized and strong

Poor middle or rich?

1. poor 2. near poor 3. neutral 4. on the rise 5. highly profitable 6. recent boom

Building Non-Player/Non-Playable Characters (NPC's):

NPC's are created just like characters, but you don't need to be as strict with Jobs and Specialties. They should come off the top of your head and easily recalled. Go with the flow of how you feel who the character is. The Jobs and Specialties of NPC's are not meant to be written down. Try to keep them on the simple side for ease, but NPC's do not need to follow the rules of player characters.

The players, exploring an area of their level, encounter a goat. What is the goat good at? Take 2 seconds to think of the answer. "Well, goats like to headbutt and eat anything, but I wouldn't say they are the greatest at either, but they are outstanding climbers." Ok, now you know: Jobs- headbutting, eating & Specialty- climbing. Try with the following: ghost, bulky automaton, sleek automaton, dragon, random palace guard, a hunter. Two of the same characters don't need to share the same skills. One scorpion may Specialize in claws while another in their tail strike.

The Vitality of a NPC ranges from 3-30. Vitality automatically scales with player's level (assuming levels are the same). Assume player attacks deal 3 damage. How likely are they to be hit? How many rounds do you want them to be alive? Below is a simplified chart, if the Level of the players matches the Level of the NPC's. Decide the desired Defense of the character, then decide how long you want it to survive. That is your base Vitality of the character. Now multiply that number by the amount of players you have and divide by the number of creatures you want on the field. *Easy math: $\frac{1}{2}$ amount of players = x2, 2x amount of players = $\frac{1}{2}$

$$\frac{\text{Base Vitality} * \text{Number of Players}}{\text{Number of Creatures}} = \text{Creatures' Vitality}$$

	2 Defense	3 Defense	4 Defense	5 Defense	6 Defense	7 Defense
1 Round	3	2	2	2	1	1
3 Rounds	7	6	5	4	3	1
6 Rounds	13	12	10	8	5	1
9 Rounds	19	18	15	12	7	2
12 Rounds	26	24	20	16	10	2

Defense of NPC's should generally be between 2-6. For a Defense of 2, there really isn't any point in asking for a roll, but players can look for a Critical. A Defense of 7 can only be hit by a Critical (assuming no Level difference).

Attack Actions from NPC's should generally use 1d6, but if they are an assassin or highly specialized, they can use up to a base of 3d6.

Damage dealt by NPC's is easiest when scaled by Level. How easy will the NPC be to defeat? How long are they estimated to last? How many attacks should bring the PC's to 0 Vitality? For a formula, that varies on the players' Defense:

$$\frac{\text{Average Level of Players} * 2 * \text{Number of players}}{\# \text{ of Actions per Round} * \text{Rounds Alive} * \# \text{ of Creatures}} = \text{Creatures' Damage}$$

These formulas assume you are primarily Attacking. Perhaps an assassin deals Level*2 Damage because they only Attack once before running and hiding. Use such things sparingly as it can feel very unfair.

Evolving World: Rulings on what a target number is can change if there is reason to! The story is developing. Things are always changing. Skin may weaken after a fire blast and make it easier for physical attacks. A character may be distracted and a spell may catch them by surprise. A dagger may find holes in enchanted armor, where a great maul just smacks up against it.

*It is suggested to not change base values for players

Over/Under Powered Players:

~This system doesn't really allow over or under power as everyone is pretty much rolling the same dice without mods. Although, it is possible a player has a character that is too (or under) versatile and can do seemingly everything (or nothing). If that's the case, then talk to the player about narrowing (or broadening) their Jobs/Specialties further. It may also be the case that opportunities to use their skills have arisen too much/ not enough.

Add in a section on player spotlighting/ focus/ player agency

What's a quick way to mess with difficulty?

Boss Fights

Specials for Bosses can include but are not limited to:

Rage Dice- When something angers or is "unfair" to the Boss, they can gain a Rage Die. These Rage Dice can be rolled whenever they make a future roll to give themselves +1 Advantage at the cost of 1-5 Vitality (perhaps based on how well the boss handles their anger).

Additional Actions & Multi-Part Actions- Bosses can have actions tied to specific parts of them allowing one creature, which normally has 3 Actions, to act as two, which would have 6 Actions. It is also possible for each part of a Dragon to have an Action: tail, head, wings, front legs, rear legs (movement). This can create a dynamic fight where the party needs to decide on what part to focus first. This makes the fight very hard at the start, and much easier towards the end.

Every situation is different. All “rules” are meant to give general guidance and ideas to GM’s on how to resolve situations presented to them and are not required to follow.

The GM has the final say while in game. Though after the session ends, everyone is on even ground to discuss the rulings made.

Economy

Bear in mind, at a market, the player can only gain as much gold as the location(s) has.

A player’s gold generally comes from rewards, but some may venture elsewhere. There are two suggested ways to handle this:

1) The player(s) does work themselves (suggested for downtime) - The player rolls to gain gold in a certain manner. Market value should be considered, but primarily leave it up to the rolls.

2) The player(s) hire help - The GM can provide a list or the player(s) can seek others out. Dialogue ensues and rolls are made for loyalty, understanding, and skill. Low rolls in any section may lead to issues, but this allows the players to continue on. Over-time, the hirelings generally will get better, but crazy things can happen in the open market.

Should a town lose its wealth, it may become desolate. Should taxes not be paid, someone may come a knocking. Should a wealthy merchant feel their pockets pinched... well they may do more than come knocking.

10. Reference

DEFINITIONS

1d6, 2d6- Rolling of 1 or 2 six sided dice respectively.

Abilities- Generally a reference to Actions usable due to a character's species

Advantage- roll 1 additional d6 and drop the lowest of your roll

Called Shot- An action taken with an intent to hit a specific point of their target

Caster- Generally refers to a character using a spell

Character- Any sentient thing in the game

Check- Make a roll trying to perform a specific task as either Unskilled, Job, or Specialty

Condition- Hurts your character and does not automatically heal on recovery

Contest- A character, or group, roll against a different character or group in one or different tests of Skills.

Crit Fish- Re-rolling a 6 on a die to try to get another 6 for a crit or stacking one

Crit Stack- Having more than 2 6's on a rolled action

Critical Hit (Crit)- An attack that has succeeded beyond "normal"

Critical Miss (Crit Miss)- An attack that has failed beyond "normal"

Crowd Control (CC)-

Damage- The number subtracted from a characters Vitality when hit, can be modified

Defense- The roll required to hit a character

Disadvantage (DisAdv)- roll 1 additional d6 and drop the highest of your roll

Duel- Two characters or teams challenge each other in a standoff, generally of magic

Encounter- A fight between 2+ individuals or groups, ends when a side has "won"

GM (Game Master)- The primary person in charge of cultivating the game experience

Hard CC (Crowd Control)-

Hit- A successful Action that likely rolled at or above a required number

Job- Training in skill sets that allow you to use a d6 for those trained actions

Melee- A character that uses hand weapons up close

Modifications (Mods)- A player changes their required roll to change the outcome

NPC- A character that is generally not controlled by the GM

Player- A person controlling a Character who is not a GM

Ranged- A character that launches or shoots objects from a distance

Recovery- How a character generally recovers Vitality during a decent 6+ hour rest

Skill- Generally a subset of a Job, something you'd know how to do because of it

Soft CC (Crowd Control)-

Specialty- Training in a specific skill that allows you to use 2d6 for that trained Action

Species- A character's base look that determines additional possible Specialties

Spell- Anything using magic, or possibly one's spirit or prayers etc

Target- The intended recipient(s) of the Action you are attempting

Target Number- A number needed to be rolled to be "successful" in their attempted action

Training- Education in a job or specialty, may require 1-4 weeks

Unit- How the world is measured on the table compared to in game

Vitality- Measures the life, endurance, luck and other parts of a character

EXAMPLE CREATURE TEMPLATES

NAME LEVEL #, VITALITY#, DEFENSE#
SKILLS

Location: Village	Bad King Lvl 4(12*), 4, D3
Blacksmith Lvl 0, V4, D2	Guile, Deceit, Dumb Luck, Blackmail, Money, Poison
Crafting, Appropriate Tools	
Peasant Lvl -1, V1, D0	Knight Lvl 6, 5,
Mother Lvl 0, V1, D0	Knowing a Guy, Axes, -Alcohol
"The Look"	
Child Lvl -2, V1, D0	High Knight Lvl 8, 7,
Pranks, -Gullibility	All melee weapons, Shields, Combat Tactics, Leadership
Hermit Lvl 0, V1, D0	Priest Lvl 6, -2,
History, Rumors	Calmness, Compassion, Divine Connection
Healer Lvl 0, V1, D0	Bad Priest Lvl 6, -2,
Common Healing Plants	Corruption, Mass Followers, Unholy Connection
Farmer Lvl 0, V2, D0	Merchant Lvl 1 (8*), V4, 5,
Plants/ Animals, Appropriate Tools	Trade, Navigation, Connections
Wolves Lvl 4, V3, D3	Healer Lvl 2 (9*), -3,
Tracking, Stealth, Pack tactics, Bite	Healing, Herbs, Cures, -Being Needed

Location: Town

Merchant Lvl 1, V4, D3
Politics, Commerce

Guard Lvl 3, V6, D5
Swordsmanship, Intimidation

Location: Kingdom

Good King Lvl 6(12*), V15, D5
Politics, Swordsmanship, Trade,
Intuition, Trusted Advisers

NEEDS TO BE REVIEWED - NEEDS TO BE REVIEWED - NEEDS TO BE REVIEWED

EXAMPLE CREATURE TEMPLATES

NAME LEVEL #, VITALITY#, DEFENSE#, STRIDE#
SKILLS

Location: Forest of Monsters

Ogre Lvl 9, V12, D6, S2

Strength, Thick hide, -Intelligence

Hag Lvl 10, V8, D3

Hexes, Minions, Deals, Potions, Deceit,
Shape-shift

Swarm of Crabs Lvl 2(7*), V15, D3

Pinching, Survival, - Fire

Scorpion Lvl 8, 8,

Claws, +Poison, -Rotating

+Some Characters may have specialty skills.
These use 2d6 instead of 1d6.

-Some Characters have “weaknesses”. These
skills are generally auto-fails, but are
possibly not fully exploitable as some
Creatures could learn and grow.

Location: Mount Really-High

Dragon Lvl 14, V12, D7

Fire, Flight, Strength, Knowledge,
Instinct, Intimidation

Dracula Lvl 12, V8, D4

Fear, Mind Control, Blood Drain,
Stealth, Blood Magic, -Sunlight

Demi-God Lvl 17, V10, D4

Water, Sailing, Instinct, Strength,
Understanding, -Hubris

Hell's Tower of Damnation Lvl 17, V20, D10

Magic Defense, Fear, Minions,
Sentience, -Foundation

Lost Highlander Lvl 16, V14, D5

Traveling, All Melee Weapons, Speed,
Tactics, Presence

Shammed Samurai Lvl 13, V12, D7

Samurai, Resilience, -Guilt

Silent Smith Lvl 10(16*), V30, D0

Blacksmithing, Fire Resist, Strength

*Some Characters may have special levels when

it comes
training
skills are
they are

Quick #'s	Frail	“Human”	“Unnatural”	Superior	Legend
Vitality	1	4	10	16	20
Defense	0	3	6	8	9

*Characters should be made of different categories. Would they be able to lose a lot
of blood? Vitality. Would they deflect/block most attacks? Defense. Are they tactical
or adverse to fighting? Skills.

NEEDS TO BE REVIEWED - NEEDS TO BE REVIEWED - NEEDS TO BE REVIEWED

GM/Player Enjoyment List

Make a copy of these lists and use them to determine what you do or don't like in your games. This can be beneficial for groups that have not played together or just to decide what you may want to explore within the game.

What do you, or think you would, dislike?

1. Economy

- Simulating a realistic & complex marketplace*
- Inventing unique items
- Haggling to get the best deal*
- Dealing with world politics
- Inventing custom spells or magic items
- Shopping trips

2. Combat Encounters

- Tactical fights, interesting terrain and tactics
- Telling a story with a battle
- Long Combats
- Short combats
- Hard combats
- Easy combats
- Rule intensive game-play*
- Players going through the motions (not caring)
- Min-Maxing, Gaming the game

3. Role-playing & Storytelling

- Improvising scenes/ scenarios
- Voice acting, accents, performing
- Emotional narratives
- Collaborative storytelling
- Emotional scenes
- Twists
- Challenging the party with puzzles, riddles, problematic situations
- Big arcs (compilation of cohesive stories)
- Short Stories
- Focusing only on one story
- Random quest tangents
- Character development

4. World Building & Map Making

- Designing intricate maps
- Creating unique cultures, creatures, and lore
- Creating hidden secrets for players to uncover
- Detailing things the players may never see
- Letting the players roam anywhere (sandbox)

5. House Rules & Home-brewing

- Creating house rules
- Perfect balance in the game*

GAME-PLAY EXAMPLE

A level 6 warrior, defense 4, V(vitality) 18, is fighting a level 7 hound sized spider, Defense 2, V(Vitality)7. The difference in levels is 1. The spider's rolls are increased by 1 and the difficulty of rolls against the spider are increased by 1 (handled by GM). The spider has a defense of 2, so now the warrior hits on 3+. The warrior starts off right away and attacks. The warrior is using a long sword which is a specialty so they roll 2d6. They rolled two 4's, beating the needed 3 for the spider's defense. The spider takes 3 damage from the attack and looks badly hurt.

The spider takes an action and shoots webbing at the warrior's weapon and rolls 1d6 as its webs are not a specialty, but its fangs are. If the warrior blocks, they will still get webs on them, so they take an Action to roll to Dodge the webs. As a warrior they feel they would have been trained to stand their ground, not to Dodge (as a ranger likely would have been). So, the warrior will make an Unskilled roll of 2d6 and drop the highest. The spider gets a 4 (3+1 level) while the warrior rolls and gets 3 and 6 (the roll of the warrior does not lose 1 level. A difference in levels is never counted twice in a single Contest). The warrior did not roll with disadvantage, so they can Crit Fish the 6. The warrior rolls a 5. Nothing changes. The warrior rolled lower and has failed to dodge. The sword is now webbed.

Because it would take at least 1 Action, the warrior chooses to not try and free his weapon and instead punches the spider. The warrior does not have a specialty in punches, but it is reasonable to say they learned to punch while training as a warrior, they roll 1d6. The warrior rolls a 3 matching the defense of the spider (2+1 level). The attack hits and deals 1 damage to the spider. Fear is seen in the eye's of the spider and it instantly tries to run away, using its remaining two Actions to only move, doubling its Stride of 2 to 4, letting the hound sized spider get a total of 8 Units away from the warrior.

All characters have taken 3 turns. The round starts anew.

The warrior's Stride is 1, so they cannot hope to catch the spider in an open race. Instead, the warrior attempts to pin the spider down with a spear, another of the warrior's specialty. After taking their Stride, the warrior launches their spear. The warrior makes a Specialty roll of a 2 and 5, taking the higher 5. The spider isn't focused on, or trained to avoid, the flying spears and makes an unskilled roll of 2 and 4, for a total of 3 (2+1 level). The CC hits with a Pool of 2 (warrior's 5 - the spider's 3) and pins the foot of the spider. The warrior spends 3 Vitality to increase the pool by 1d6, increasing it by 1 to 3 total. The spider is unskilled at removing spears from its legs and rolls 2 and 2 to remove it. Failing, this costs the spider 1 Action. The spider rolls again getting 3 and 4, taking the 3, the CC pool reaches 0 or below and breaks. This does not cost the spider an Action. Perhaps it damaged one of its legs, but the hound sized spider scurries away from the warrior. With a Stride of 1 for the warrior against a Stride of 2 for the spider, the warrior has no hope to catch up to the spider and it escapes.

SHORTHAND EXAMPLE - GROUPS

Level 8 party of warrior, healer and ranger hunting the hound sized spider- level 7

Ranger- track spider- S2d6- 2, 6(1) Success
Party finds tracks of a hound sized spider

Ranger- track spider- S2d6- 2, 5 Success
Party does not lose the tracks and treks deeper into the forest

Ranger- track spider- S2d6- 3, 6(2) Success
Party finds a hound sized spider

Ranger (hidden GM roll)- S2d6- 1, 2 Fail
Ranger does not realize there are other hound sized spider tracks

Warrior- Stride x2 & sword strike- S2d6- 4, 4 Success (1 of 3 Actions used)
3 Damage to spider 1 (4 remaining)

Warrior- sword strike- S2d6-1, 2 Success (2 of 3 Actions used)
3 Damage to spider 1 (1 remaining)

Warrior- sword strike- S2d6-1, 2 Success (3 of 3 Actions used)
3 Damage to spider 1 (0 remaining, dead)

Spiders 2-5- drop down and use their fangs- S2d6- 1,6/4,C/CF/5,5
2,4,0,2 damage is dealt to warrior (16 Vitality remaining)
Contested roll- poison- warrior 1,3 vs 3/2/5 (warrior is poisoned for 1/round)

Ranger- arrows- S2d6- 2,6 Success
2 damage to Spider 2 (5 remaining)

Ranger- net- J1d6- 5 vs 4 Success
Spider 3 is under a net until rolling a 5- 4,3,4,6 loses 3 Actions

Healer- Stride & heal warrior- Costs 8+ 2 Units (10)
warrior (24 Vitality), healer (14 Vitality)

Healer- Blinding Flash- S2d6- 5,5 vs 5/5/1/C
spider 4 is blinded until they roll a 5+ (1,3,1,5- Blind for 3 Actions (DisAdv))

Spiders 2,4,5- double fang strike- S2d6- 3,5/2,4,5/C
2,2,4 damage against warrior (16 remaining)

Healer- Smite- J1d6- 2 Success
2 damage to spider 2 (3 remaining)

Ranger- arrow- S2d6- 1,5 Success
2 damage to spider 2 (1 remaining)

~~~~~End of Round~~~~~ Warrior takes 1 poison damage (15 remaining)

Warrior- 2x Sword- S2d6- 4,4 & 2,4 Success & Success  
3 damage to spider 2 (dead), 3 damage to spider 5 (4 remaining)

Ranger- 2x Arrows- S2d6- 1,4 & 3,5 Success & Success  
4 damage to spider 5 (dead)

Healer- Stride x2 & smite- J1d6- C Success  
4 damage to spider 4 (3 remaining)

Healer- heal warrior & Stride Away- Costs 4 (Touch)  
warrior (19 Vitality), healer (10 Vitality)



## EXAMPLE AGAIN

Level 8 party of warrior, healer and ranger hunting the hound sized spider- level 7

Healer- Stride & smite- J1d6- 4 Success  
2 damage to spider 4 (1 remaining)

Ranger- Arrow- S2d6- 2,3 Success  
2 damage to spider 4 (dead)

Spider 3- Fangs x2- 5,6 & 4,4 Success & Success  
Warrior spends action to block- 1,3 & 5,5 Fail (2 damage) & Success (0 damage)  
Warrior (17 Vitality)

~~~~~End of Round~~~~~ Warrior takes 1 poison damage (16 remaining)

All members- Attack x2- 2,4 & 1,5/ 2,4 ———
Damage exceeds spider 3 remaining Vitality and dies. Only 2x warrior and 1x ranger actions used

Branches eerily creak above Warrior, Ranger, Healer (Hidden GM Roll)
4/3,6/2 Success/Good Success/ Fail

The warrior and ranger see something very large moving in the trees, it seems to be running away in the tree tops.

The ranger notices it's a spider only using 7 of its legs...

Does the ranger tell the warrior? Do you attack? Do you follow?

Becky Is a knight who expends two strides trying to reach the behemoth Becky then spends Two actions to attack the behemoth. Becky roles a 5 and a 2. The five hits of the behemoth the 2 does not.

the behemoth then strikes Becky, Becky uses block because Karl is a Knight he rolls two D6 to block if he had dodged he would only roll 1D6. behemoth Swings for 4 which would normally hit Becky Becky uses his block and rolls a 3. Becky's roll did not beat the attackers role so the damage is halved. Bring the behemoths damage from 4 to 2. The behemoth then subsequently attacks two more times. Rolling 4 and 5. Call rolls against the behemoth With a 3 and a 6. Call rolled under the four with a 3 causing the behemoths attack to be reduced by half from four to two Becky beat the second attack with a 6 meaning the attack is full blocked but one damage still gets through As per the block rules.

Becky is a rogue who expends one stride to reach the behemoth Becky then spends two actions to attack the behemoth Becky rolls a 6 and a two.. the six hits the two does not.

The behemoth then strikes Becky, Becky uses Dodge. Because Becky is a rogue she rolls 2D6 for Dodge actions, she would roll a 1d6 for blocking, behemoth swings for 4 and 4 and a 5. Becky rolls a 5 a 4 and a 3. Becky met or exceeded the first two attacks and thus took no damage From them. Becky did not beat the third attack and thus takes 4 damage.

Lotus is a berserk geomancer. Lotus decides to wait For the behemoth to attack the behemoth spends three strides to reach Lotus. The behemoth attacks with a 4 a 4 and a 5. Lotus Decides to retaliate Lotus roles 6 a 6 And a 5. Lotus won the first two rolls and tied the third. Lotus takes 4 damage from Each of the first two attacks. Lotus dealt 3 damage for each of the first attacks. Lotus gets to choose for the third attack if damage is dealt or voided. Lotus then uses the remaining two actions at the end of the round to attack the behemoth Lotus rolled a 5 and a 5 Doing three damage for each hit.

Is the action part of your specialty?

~Roll 2d6 and add the dice together

Is the action part of your job?

~Roll 1d6, use this as your result

Is the action part of neither?

~Roll 2d6 and use only the lowest

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| VITALITY | | DICEKAI CHARACTER SHEET | | Player Name _____ | |
| MAX [Level* ____] _____ | | Character Name _____ Level: _____ | | | |
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| Player Name _____ | | DICEKAI CHARACTER SHEET | |
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| DICEKAI CHARACTER SHEET | | Player Name _____ | |
| Character Name _____ Level: _____ | | | |
| APPEARANCE

Species:
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Height:
Gender:
Body Type:
Hair Color:
Eye Color:
Skin Color:
Extra Details | | VITALITY

MAX [Level* ____] _____
CURRENT:

CONDITIONS: | |
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THE DIRECTION AND INTENT OF DICEKAI FOR PLAYERS AND GM'S

Dicekai is a passion project I created because I was tired of players looking through their sheet to see the character. I want players to FEEL like their characters and not be restricted by hundreds of words on a paper. To be in their own shoes while in another world and try to make the world a better place... or worse.

The game is designed to be quick and fast. Players should be presented with situations, problems and unknowns that they need to solve with imagination and teamwork. Everything (within reason) should be an answer. There are no right or wrong answers. That doesn't mean each answer doesn't have their own rewards though, and their own complications.

The system is meant to just allow the world to flow. It does put a little more pressure on the GM at first, but once you catch the hang of it, it frees up the GM to worry less about mechanics and let the creativity flow all around the table.

By moving everything on to the person who controls the character, it keeps everything flowing smoothly and fun. The GM doesn't feel like they need to make sure everyone is playing properly to keep it fair.

Print out the character sheet and throw something on a table. Player characters can be made in easily under a minute that is as in depth as your imagination. Shoot, all you really need is an idea of who your character is, some dice and a way to track your Vitality!

Do you see something cool from another game? Bring it over! Break the "rules" and have fun.
*Though I suggest keeping each player in their own niche as it helps brew that creativity. Restriction, not freedom, is what breeds creativity.

Go throw some dice and try to solve the world that is Dicekai.

Go be yourself and make your story.

For all questions, feedback or information, please send emails to:
general@dicekai.com

KEY POINTS FROM CREATOR

This is a game built on trust at the table. Players must trust the GM and the GM must trust their players. It is up to the player if their Job/Specialty did or did not train in something. You can ask for guidance from others, but your character is yours. Only you know what you have gone through with them and learned. Stay within reason though. You could make a very long and very thin stretch to say that as an artist you could have learned the structural integrity of block walls because you examined them closely as you painted them over ten years ago. However, restrictions on your character's abilities are where the creativity will flow and fun will come in at.

GM's, your value to the game cannot be overstated! But please try not to get attached to how you want the story to end and cultivate an awesome game for your players! Make sure you focus on your fun too! The game can't go on without you!

Synapse of book
This is a fun blurb about Dicekai

