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1. Introduction & Core Concepts

The What's, Why's & Who's

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 wanting to twist and bend the rules to squeeze every ounce of min/max power out of a system, then you'll be disappointed with Dicekai.

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 hard rules. Be ready to roll with the story!

Who 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 6-16 to get the gist.

Read up to page 21 to get an idea of how things can work.

Read up to page 25 for a understanding of the game's workings your roll in it.

Read beyond page 25 if you plan to GM and want more tools for your game.

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, Jobs & Specializations & Set Up

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 & 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.

A Specialty is a specific field of Job that a character excels at. Attack Specialties are specific while non-attack Specialties can be a bit more broad. Examples are on the following page. 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 to see if they succeeded.

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 wooden cubes you can turn into dice of various colors. You can find games that have small pieces to use for walls. 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 Characters, Example Jobs/Specialties,
Advanced Jobs/Specialties & Levels

Creating Your Character

- ☐ At character creation, gain a name, your level, and your appearance.
- ☐ Your Vitality is equal to 3 times your level.
- ☐ 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 and Stride to 2.
- ☐ You may gain 1 additional Specialty*, increase damage you deal with a Specialty by 1, or increase Defense or Stride by 1.

*You are automatically considered trained and do not need to spend time training in them

Example Jobs & Specialties

- Wizard (Fire) Fire Lance, Wall of Flames, Fan of Flames, Thermal Regulation
Berserker Sword Strikes, Axe Throwing, Wrestling, Insanity/ Rage
Knight Riding, Defending with Shields, Commands, Willpower
Rogue Sneaking, Stealing, Dagger Strikes, Throwing Daggers, Poisons
Politician Persuasion, False Answers, Berate (Attack), Conviction, Blackmail
Dancer Entertain, Distraction, Balance, Kicks, Pressure Point Strikes
Alchemist Acids, Explosives, Transmutation, Throwing Flasks, Network of Scientists
Engineer Mecha Minions, Arrow Flinger, Trap Making, Trigger Mechanisms
Farmer Cooking, Training Animals, Pitchfork Strikes, Sling Throwing, Plants
Merchant "I know a guy", Detecting lies, Profiting, Slick Hands, Coin Flick (Attack)
Bard Twisting of Stories, Performance, Piercing Notes (Attack)
Scribe Fine Details, Authentication, Quill Throwing, Ink
Hunter Scents, Bows, Traps, Swinging, Climbing, Tracking Steps, Anatomy
Spell Book Summon Yeti, Necrotic Bolts, Decipher Spell, Teleportation, Levitation
Elemancer X Specific shape/way to use an Element
Mother Intimidation, Influence, Debate, Guilt Trip, Spatula Slap, First Aid
Beautician Disguises, Gossip, Popularity, Hair Spray (Attack), Pungent Product (Attack)
Mystic Pre-cognition, Healing, Earthen Grip (Attack), Vine Whip, Poison Spray
Instinctual Detect Lies, Dodge (Reaction), Retaliation (Reaction), Block (Reaction)
Necromancer Steal Vitality, Raise Undead, Fear, Rotting Grasp (CC), Decayed Action (CC)
Blacksmith Hammer Swings, Repairs, Armored (Block), Ashen Breath (Attack)
Chemist Healing Potions, Enhancers, Vial Splash (Attack), Chemical Reactions
Paladin Mental Fortitude, Block Physical, Exorcism, Shield Slam, Intimidation
Monk Retaliation (Reaction), Calm Mind, Fists/ Palms, Kicks, Spirit Blast



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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 character's 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

Leveling

To advance 1 level, generally you will need to complete at least 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 player's level in experience, challenging events grant roughly their full level in experience, and extreme events can count for around double their level. 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 player's levels.

- ☐ At every 3rd level, 1st being at level 3, you may gain 1 additional Job, increase either Defense or Stride by 1, increase the damage of an Attack Specialty by 1 to a max of +1, or add 1 Advantage to a non-Attack Specialty to a max of 1 Advantage.
- ☐ At every 2nd, or even, level you may gain 1 Specialty.

A new Job or Specialty should be a natural course of development, have recently been trained, or it cannot be used until you are trained in it. If you are wanting to train in a Job that you have no way of being trained in, then a similar amount of training time must be spent to reach through the veil and gain the information. This can be done through angelic/demonic forces, the abyss, or simply finding a specific ancient text that imprints the knowledge.

The intent behind this is two-fold. For one, your character doesn't just pull the skills to do something entirely new out of thin air and solve the situation at hand. For two, it requires the players to interact with the world and create threads the GM can follow up on later.

You may also leave the selection of Jobs and Specialties up to the GM if you want to bring in some loss of control.

Leveling Against the World

Characters should spend most of their time in areas around their level. Characters with a higher mana concentration (level) can overwhelm surroundings with a lower concentration. The prolonged presence and/or use of this increased mana can also seep into the surroundings causing the area to increase in level. An area that has increased beyond the level of the locals will cause issues to include but not limited to: an increased difficulty to gather nearby resources, physical discomfort, attracting stronger creatures, mana blooms (outbursts) and mana corruptions.

When a character acts in an area three levels lower than them, against a target of a lower level than the originating character, for each 6 relevant in an Action, the character can choose to have their Action effect the environment in some additional manner.

If a character acts in an area three levels lower than them, against a target of equal or higher level than the originating character, for each 6 relevant in an Action, the GM can choose to have the Action effect the environment in some additional manner.

These changes may infuse a spell into the area, create craters, destroy buildings etc. The size of area affected is represented by the Area Scale portion of the chart below. Additional 6's bump the Area Scale up by one category.

Comparison of Level Differences

The following chart gives a basic idea of how power scales based on level. Here you'll get an idea of how effective a difference of levels is. This chart does not imply a feeling of how different characters actually feel about one another, but the difference in capabilities against each other.

Additionally, there is a Level Scale and Area Scale. The Level Scale represents an estimated power difference between levels by percentages & numbers. The Area Scale is how many of a lower level can be effected by a higher level without changing the required roll needed.

Level Difference	From the Higher Level's Perspective	From the Lower Level's Perspective	Level Scale	Area Scale
1-2	Equal	Equal	0%	Individual
3-5	A decent trainee	Better Trained	30%	Small Group
6-8	Easily outclassed	More Experienced	90% ($\approx 2x$)	Large Group
9-11	"That's cute"	Untouchable	300% (3x)	Town
12-14	A baby	Amongst the Greatest	900% (9x)	City
15-17	An ant	An Angel/ Demon	3000% (30x)	Kingdom
18-20	A fly	Lord of a Realm	>9,000% (90x)	Country
21-23	A light breeze	A God	Unimaginable	Global
24+	A blade of grass	Past Understanding	Dumbfounding	Reality



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.

Object Hardness

Because everything in Dicekai is infused with mana, to include natural resources, their durability or hardness can vary. Most natural fibrous material will be easy to cut. A rocky material will be difficult to cut. A metallic material will be very difficult to cut. However, should a material or natural resource be infused or altered with magic or mana, that material can become softer or harder than its natural state.

4. Combat Mechanics

Rounds, Actions, Movement, Attacks, Rounding, Special Rolls, Weapons & Level Difference, Reactions

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

Actions are spells, attacks, or something that would take roughly 1-2 seconds. You can do more than one thing with an Action. You could drop something you're holding as you grab onto something else. As a juggler, you may draw a weapon and throw it. As a brute, you may be able to draw your smashing rock and attack with it, but perhaps at Disadvantage since quick draws are not something you're likely versed in. You may also hold an Action for when something happens. Held Actions and Reactions are the only ways to interrupt a NPC's current Action.

The priority of Actions that can be taken is as follows: Surprise/ Ambush, held Actions, Player Actions and finishing with any other NPC Actions. Actions can be used back-to-back, but not after the GM declares a NPC is taking an Action until it has completed. As always, this is up to the GM to bend or break. 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!"

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 next Stride's Units. 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 only 1 Action is used to Stride, you may spend all of your Strides to move 8 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.

Other types of movement (swimming, climbing, crawling etc.) generally have their Stride reduced by half. However, Jobs containing such skills will negate this reduction. Specialties will double your Stride when using that movement.

Defense

Your defense value is what measure's the toughness of your skin or armor. It repels most physical attacks and some magical. A sword will go against Defense, but a fire-blast may go against a golem's Defense and a wolf may try to contest it with instincts.

Attacks

Physical attacks are generally rolled against a target's Defense (typically ranges from 2-5). Should the attacker's roll meet or exceed the target's Defense, the attack hits. Magic attacks are generally defended against with appropriate Jobs or Specialties, resulting in a Contested roll. Contests are used whenever a Defensive, or an environmental, flat number do not apply.

Rounding

If a d6 rolls a 5, but the result must be halved, then the die counts as having rolled 2½. This means the halved 5 would win against a 2, but lose to a 3. Whenever a hard number is needed, such as taking ½ damage, always round down.

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 & drop the highest roll. If it was a 6, it cannot be Crit Fished nor does it count towards a Crit.

Rolling 6's

You may Crit Fish when a 6 is rolled. This means you may re-roll the die in hopes it lands on another 6, no other number has any effect. When at least 2 non-Disadvantaged dice roll a 6, it is a Critical (Crit). This means a better than otherwise outcome occurs, generally a success. Each 6 after the initial 2 stack the crit, making it stronger. In combat, a Crit always count as a hit, and you may choose to add 3 damage to your Attack, apply an applicable condition, or some other applicable effect for each Crit and stack of Crit.

Both dice from an Unskilled Check may be Crit Fished and count towards Criticals. This means sometimes it may be advantageous to roll a skill as untrained instead of as a Job if you can only succeed on a Critical. For every 3 levels of difference between two characters, the roll requires 1 less 6 to be Critical.

Snake Eyes

When you roll Snake Eyes (1's on the highest 2 usable dice), 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. Any weapon can be thrown up to 3 Units. A weapon or spell that can reach up to 9 Units is considered Short range, reducing its damage by 1. A weapon or spell that can reach up to the length of the battle-map or similar distance is considered long range and reduces its damage by 2.

Burdensome- A weapon with one or more drawbacks: can't dodge, can't block, lose 1 Stride, take X 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 (a sword at your hip, dagger, necrotic touch)

3 Damage

Versatile - Designed to be used for a single other purpose in addition to damage (thrown weapons, sword and shield, poisoned or stealthy dagger, long spear, arcane lance)

2 Damage

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

1 Damage

The intent with this is to limit how the weapon can/ will be used based on the damage it will deal. Misusing a weapon is likely to cause it to gain a negative condition.



Difference in Levels

If characters go against another character or creature of a different level, then they have a level difference that, by default, changes a characters Attack roll. The acting character does have the option to add this difference to their Damage, but this should be declared before each roll. GM will modify the roll by 1 for each level of difference. This is not directly stated by the GM, but should be hinted at in narrative (i.e. "Compared to what you are used to, this creature seems to be stronger"). As a reminder, for every 3 levels of difference, 1 less 6 is needed for a roll to be a crit.

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.

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

Vitality, Death, Ties, Conditions, Natural Recovery,
Healing & Spending Vitality,

Vitality

Vitality 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. The intent of Vitality is to be the only major resource to track to give it versatility and keep down the character maintenance.

Death

When you reach 0 Vitality, you are unconscious. You cannot spend vitality beyond 0. Continuing to take damage and reaching your level in negative Vitality, you are dead. No amount of healing can help you.

Keeping in mind that each Realm may vary, in general, if a traveler of Dicekai dies, they cannot return to their original body. However, their Essence, or spirit, of them lingers for some time, unless expelled from the Realm. This Essence, if it desires can be bound to a different Character or Creature that has fallen Unconscious, but is not dead, by one who can interact with Essences or spirits. The Essence generally retains the Jobs and Specialties that were core to it in the previous life. The newly imbued Character or Creature retains it's previous Vitality until healed.

Should an Essence, or a group of Essences, not be bound within a reasonable amount of time, those Essences are rejected from the Realm and cannot return to it for a generation.

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. If two characters are playing tug-of-war, and both sides roll a 4, then the rope does not move. If a character attempts to yank a rope out of the hands of someone holding it, even if they are prepared for it, and both roll a 4, the rope is pulled.

Conditions

Anything from broken bones to illness to poison to new fears are counted as Conditions. This generally would not include anything accepted as permanent for the character. 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? A toxin may reduce max Vitality, a broken leg could reduce the characters Stride by 1, a broken arm likely reduces weapon/ spell effectiveness, a character who nearly drowned might fear water.

Natural Recovery

After a restful sleep, generally 6+ hours, recover your level in Vitality. A restful sleep can be anywhere the character finds comfortable. An angel may not feel comfortable sleeping in front of a portal to hell. A stone dwarf may not feel comfortable sleeping on a raft. Each character determines where they find comfort. Characters that do not require sleep generally heal in another manner: repair time, consumption of substances etc. This type of recovery should have some type of drawback or possible inconvenience, even if easily solvable in most cases. Conditions, such as a broken limb or poison, likely need an extended time recovering, an item, or magic.

A character with a self healing Specialty might spend an entire round in a state: holy, meditative, enchanted etc. At the end of said round, you recover your level in Vitality.

Healing

Any character with a healing job or function works as follows: you may transfer up to your level of your Vitality to a target. Consume 1 additional Vitality for every 3 Units between you and your target for each use. (Healing a target 2 Units away does not cost any additional Vitality)

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

- Range casts cost 1 less Vitality

- Heal for 1 additional Vitality when you spend your Action to heal someone

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

Spending Vitality

A character may spend their Vitality to alter rolls, gain Advantage or alter their situation. To spend Vitality, you only need to declare that you are at the appropriate time, generally before you take an Action or after another character takes an Action. Have open conversations about what can be done with Vitality; the cost can always be more than 1. After a situation has fully resolved, Vitality cannot be spent to change the outcome.

Some example uses of spending Vitality:

Most modifications to rolls must be done before rolling.

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

§ Denotes usable after rolling

MELEE/ RANGED EXAMPLES

The following cost 1 Vitality:

Re-roll a die in an Attack §

Increase Damage by 1 for this round ∞

Increase your roll bonus by 1 ∞

When hit, gain an Advantage die to use this round ∞

Attack an additional creature within range with each Attack Roll for this round ∞

Add 1d6 to a CC Pool roll

CASTER EXAMPLES

The following cost 1 Vitality:

Re-roll your attack §

Double Range

Increase Damage by 1 for this round ∞

Increase your roll bonus by 1 ∞

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

Affect an additional target in an adjacent Unit ∞

Add 1d6 to a CC Pool roll

DEFENSIVE EXAMPLES

The following cost 1 Vitality:

Divert 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 1 Vitality:

Double your next Stride.

Move 1 Unit without using a Stride.

SOCIAL

Gain 1 Advantage on a roll, but you lose 1/3 of your total Vitality. If you fail, then you lose an additional 1/3 of your total Vitality. (Your Vitality can not go below zero in this manner.)

Upon reaching 0 Vitality, within a few minutes, you fall unconscious for a reason determined by the GM.)



6. Advanced Combat

Crowd Control, CC Pools, Walls, Repeat Actions, REF,
Spell Duels, Minions, Called Shots
& Group Actions

Crowd Control

When Attacking or spending an Action to limit, reduce or force a character's actions, you are attempting a Crowd Control effect, referred to as CC. A player must 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's character 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 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 is to reduce the effectiveness of Actions the target can take.

i.e. distractions, grappling

Imposes Disadvantage on next skill if applicable (i.e. chilling a creature's arms does not reasonably hinder them from jumping)

CC Pools

If a CC'd creature spends any actions, to include skipping Actions, the CC Pool is reduced by 1. When a Hard CC is done, 1 additional point is deducted for each Action prevented for a total of 2. When a Soft CC is done, each affected Action is rolled at Disadvantage. 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

-The assassin does answer honestly, but they have no reason to hide the information

"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.

0 points remain in the CC Pool. 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.

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. Weak minded, or those who don’t resist, may be affected for as many hours/days as there are points in the CC Pool

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.

An alternative for AoE CC is to have all targets roll and factor in the bonus. Any character’s roll that passes is removed and the character is not affected. An estimated average or median die is selected and used as the contested die for all character’s that failed. These choices are made by whoever will track the CC pool.

Creating Walls

The character trying to create a wall must first roll against the Defense of the wall they are attempting to make. This is determined by the initial acting character. A stone wall could be harder than a metal wall, especially when magic is involved. A wall does not need to be made of solid material (air, holiness, darkness etc.), but some elements will work better than others in different environments. A character working to create or increase the strength of the wall rolls and Attack against the decided Defense value. The amount the character exceeded the roll by +1 is how much Vitality the wall gains. If 1 point of Vitality is added to the wall, it is created. Characters can add additional points of Vitality to the wall by repeating this building Action, but the Vitality of the wall cannot exceed the initial character’s level, assuming they do not have a specific Specialty to do so. The wall retains the initial set value as its base Defense. Failing to match or beat the Defense of the wall does not change the Vitality of the wall.

Aggressive Walls

When initially creating the wall, 1 or more Defense points may be set as Damage. The roll needed to increase the Vitality of the wall is unaffected, but the wall can now deal the Damage in Retaliation as a Job, to include against movement. (i.e. a wall of magma, stone spikes etc)

Knock-backs & Forced Movements

When attacking with a Utility weapon, or a Versatile weapon designed to force a movement, whenever you hit, you force the target to move up to their Stride in an appropriate direction. Combining this with Group Actions, two characters could hold chains to prevent a flying creature from getting away, or pull it down. Discretion needs to be used between what falls under CC Pools and what counts as a forced movement. As a simple view, effort to move a target falls under this rule.

Repeating Actions

As a general rule, players should avoid repeating the exact same Action if it didn't not work in the current situation. Players should look for different ways to accomplish the same task. If a lock-picking fails, then kick it! Or melt the hinges!

No Rule For It or Can't Remember

If you ever have a question if something is possible, consult the REF. This should take less than 10 seconds. 3 seconds each.

Is it Reasonable: Is this something your character is capable of/ would do?

Is it Equitable: Does it take fun out of the game for you or others?

Is it Feasible: How hard should the roll be? Does failure lead to a worsened outcome?

Called Shots

Characters may Call Shots, meaning an Attack attempts to cause a Condition, break armor, or an item, etc. Called Shots are made with at least 1 additional level of Disadvantage. More difficult Called Shots gain higher levels of Disadvantage. Called Shots against powerful creatures or characters may not prove as effective until the target reaches a weakened or moderately damaged state.

Group Actions

Whenever two character spend an Action at the same time, with the intent to work together, both characters roll against the same target number. If one character succeeds, then both characters succeed. Both characters must be in the same situation, or reasonably effective. By just standing there, a pyromancer cannot help a heathen break from a mind-break spell. However, could the pyromancer yell a compelling speech? Slap the heathen? Sure! Though that likely falls under giving Advantage, not a Group Action. However, the priest might be able to join the Group Action by cleansing the mind/spirit (they would not be given Advantage in this situation). This could also include flanking, sword & board, disarming traps, and climbing to name few.

Friendly Fire

You absolutely can hurt your allies. Most Actions allow for strong sculpting where you choose what is affected. However, if you throw a flaming cask of oil at a tree and your tree-loving-ranger is hugging it, then, assuming the ranger survives, they will need a few bandages and a tailor.

Sizes

In general, it is expected that a character can carry at least $\frac{1}{2}$ their rough weight. This is not a hard number, just a rough comparison. Heavy characters will be large or dense. Large characters generally will have a hard time fitting places and dense characters likely have a hard time swimming. Small and light characters can fit in smaller places and can be tossed easily, but can't innately lift as much as someone with a normal weight. Everything has a trade-off.

Last Arrow

Using this allows an Action to Crit on any combination of 3's, 4's and 5's in addition to 6's. This is a cinematic declaration that can only be used if a Character primarily uses a specific ammunition, weapon, or ability. Declaring Last Arrow means this is their last use of this type of Action and even if the Action fails, the ammunition, weapon, or ability is no longer usable until it is "fixed." A suitable location for "fixing" consists of: providing a comfortable rest, restock, repairs and allows for all Characters to "fix" their Last Arrow. This can be done easily within an hour. The intent of this is to create a choice, generally in combat: do I temporarily give up something core to my Character to have a much stronger chance to critically succeed on this one Action?

Spell Duels (Or Other Duels)

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

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.

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?

Minions & Constructs

When a character creates/gains a creature (or minion, construct, suit etc.) to control, they set an amount of Vitality to give it or spend on it. The creature can gain its appropriate innate Jobs/Specialties if enough Vitality is spent. The player can then give up to two Commands per round that each cost 1 Action. Using a Command, the character 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 or do not have the ability to comply. The base Defense of a creature is 2. To increase its Defense by 1 (to a maximum of 5), or to give the creature a Job, costs 3 Vitality. To give a creature a Specialty, which requires an appropriate Job or species, costs 6 points of Vitality. This means that a ghoul, with a ghoul Job, a cursed bite Specialty, a Defense of 3 and a Vitality of 9 costs 21 total Vitality.

For as long as the creature exists, the character cannot regain or use the transferred Vitality. Should the creature be destroyed, the Vitality does not transfer back to the character. The Vitality is treated as if it were damage to the character and can now be recovered normally.

Outside of combat, the creature follows the character unless given a Command. The ability to follow a Command directly relates to the intelligence of the creature with a little bit of grace given. Unless it's a zombie; they are graceless.

Suits & Enchanted Armors

Each suit, or enchanted armor set, of a character should be it's own Specialty. When a suit is equipped, the character gains access to 1 Specialty for the suit and when the suit is initially created, it can be allocated 1/3 of the Character's level in boosts (to include increasing Defense, Stride or adding Jobs and Specialties). A Level 7's suit would have 2 Jobs 2 Specialties and increase a Specialty's damage by 1, or increase Defense or Stride by 1.

Poisons & Curses

Other than poisons needing to be introduced to the target, work the same as curses, similar to CC Pools. Once the poisoned is introduced, or the curse is cast, roll a contested check against the target. For poisons, the dice rolled are dependent on the skills of the crafter. Damaging poisons or curses act as a soft CC and deal 1 damage for each Action taken. Should the same character reapply the same poison or curse, the remaining damage of the initial poison or curse is instantly applied, and the new poison or curse takes effect.

For long term or delayed effects dealt within combat, they do not take effect until the character or creature attempts to rest, to include taking a break. At that point, an appropriate contested dice roll is made. The difference in results determines the severity of the effect.

Mounts & Weight Capacity

When a creature is mounted by someone and/or something of more than $\frac{1}{2}$ their comparable weight, the creature is encumbered and their Stride is reduced to half unless they have an applicable Job or Specialty. If the creature has a suitable Job, then their Stride is reduced only when holding their comparable weight. If the creature has a suitable Specialty, then they can hold up to three times the weight before being encumbered. Any creature can gain the mount Job or Specialty. However, some will be easier to train than others. If the creature carries double their encumber weight, or more, then they cannot move.

The above is assuming everything involved is of the same, or similar, level. A difference in levels will change this based on the Level Scale with every three levels weighing three times the normal amount due to their mana content.

Other Movements

Movement other than your normal ground movement is made at $\frac{1}{2}$ your current Stride. This does mean if you have a Stride of 1, you could not meaningfully move anyway other than normal with a single Stride, more would have to be used. This includes flying, swimming, climbing, sneaking, moving carefully or moving through rough terrain. If you have a Job that covers a specific movement, then this penalty is removed. If you have a Specialty that covers a specific movement, then your Stride is doubled for the movement.

The mana flow is a creature upon itself. Something may happen once, or a few times, but is not repeatable beyond that as the flow of mana blocks it. The intent behind this is to allow a cannon reason for the GM to block certain things from becoming too powerful

Chance Die

A chance die is a d6 that represents additional random chance. If the “chance” of someone guessing right in a situation is 50/50, then a 4+ must be rolled to pass the chance, but an Attack or Contested roll may still be needed. If the chance is 1/3, then a 5+ must be rolled. A 66% chance must be a 3+. A 6 on a chance die automatically passes the chance.

Cover

When something/someone is reasonably covering and/or obscuring a defender from an attacker, it provides partial cover for the defender. Partial cover imposes Disadvantage on the attacker. If something/someone is fully covering and/or obscuring a defender from an attacker, it provides full cover and the attack cannot occur. However, if the attacker has an ability that could reasonably hit around corners, then additionally a Chance Die can be rolled to represent a guess of the defenders location. The attacker could also use a form of an attack that does not need line of sight.

Light & Illumination

In general, most characters see in normal light. Jobs and species can adjust this along the following scale: Blinding light (highest) - Bright Light - Normal - Darkness - Pitch Black (lowest). Without issue, characters can see one level above their “norm.” Any lighting adjacent to these causes Disadvantage on all applicable Actions. If the lighting is beyond adjacent, then all Actions require a Chance Die.

Rapid-fire Situations

Prone- When laying on the ground, you are generally prone. Doing so means melee attacks and attacks made within 3 Unit of you are done so with Advantage. Else they are made with Disadvantage.

Non-lethal- Attacks can be made non-lethally, but deal ½ damage.

Ranged in Melee- Unless restrained, or otherwise restricted, ranged attacks are made normally.

Surprise- Attacks from a previously unknown location are considered surprise attacks and are made with Advantage. This can be countered or increased by Specialties.

Reckless/ Berserker- Attacks can be made with no regard for defending. While in this state, all damage is doubled, but you take double damage. Once this is done, it cannot be stopped until you calm down/ refocus (takes an entire round's Actions) or rest.

Natural Damage- You can be damaged by nature. This can range from ¼ your level to 3 times your level.

Rough Terrain- While in applicable rough terrain, your Stride is halved unless your Job would counter it. A Specialty may allow you to aid one ally through the terrain, giving them the same benefit as having the Job.

Inescapable Attack- Some attacks have no reasonable way to avoid. Even if you won the roll (Crits being an exception). If you have no reasonable way to avoid such an attack, then you may still receive damage. Plan ahead.

i.e. a wide frontal fire breath attack from a dragon and you are standing in the middle of an open field with only your wooden staff and your magic is oil based.

Rules Reminder

These rules are general guidelines. Every situation is going to have nuance. Try to factor in the major changes, but don't forget the roll itself factors in random chance as well. This means you don't need to drown yourself in minutia of details. Go with what feels right in the moment, but try to be consistent, which is where the “rules” in this book come into play. Also try to remember Dicekai is more about how things are resolved and less about having everything balanced for the sake of balance.

7. Realm Mechanics

Magic, Resources, Economy, Crafting, Durability

Magic

Magic is in the air, entering through every breath taken. This is one of the reasons characters level. When under stress, the magic absorbs into and strengthens 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 things that seems to capture the presence of this phenomenon are cubes with the numbers 1 through 6 represented on each side.

Magic Interactions

Interactions with magic can be interesting. One elemental magic does not auto-counter any other element of magic, but it may grant Advantage or Disadvantage. Elemental magic is a manifestations of the energy; energy forced into a form. What matters the most is who or what has the stronger magic when Contesting. Magic materializes as an idea, limited to the imagination, but it works in some “logical” way, forcing something to happen on a physical level. Once magic is no longer the fuel for the element, this ceases to be the case.

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

Adding wind magic to a fire spell will make it burn hotter.

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

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).

Wielding Magic Items

Characters can wield a number of magic items equal to their level divided by 3. A level 4 character can wield 1 magic weapon, but a level 2 cannot wield any.

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.

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).

Calligraphy, 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 these aren't without risk. Also always remember, while you're hammering your sword and mixing bottles, the Goblin King is forging a stronger army.

Exploration

When exploring or general travels, each player declares an active Job or Specialty. This represents the focus of that player. Although a player can perform Actions or tasks using any of their other Jobs or Specialties, if something unexpected happens, is discoverable, or is reactable to, the Active Job or Specialty is what is considered. Essentially, the intent is to give a player a "passive action" for relevant situations.

13. Inventory, Items & Intended Uses

A Note For Players & Metaknowledge

Reorganize this

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.

Inventory

Most items in Dicekai are not a counted resource. As previously mentioned, generally food and water are not tracked and assumed to be carried unless the GM specifies before the trek occurs, or before characters make a decision that would lead to this resource needing to be tracked. It is also assumed characters have resources reasonable to them, like a pot, small carving knife, tools of trade, rope etc. If one of these items break, then generally assume it was the only one you had, unless a character is an over-prepper which may require a roll.

Traveling characters are assumed to have some type of backpack that reasonably does not impede them and can quickly be dropped if needed. Unless a bag is specified to be dropped, it travels with the character.

If a character is thrown against a wall, the character does not find anything in their backpack broken. The exception to this is if the character was given a task to protect and deliver a glass vial to save the king, or some other story element. The intent of this is not to cause characters frivolous inconveniences, but allow the story to be changed.

General Items

Weapons, armor, and generally medicine and the like are the exceptions to the above rule. These need to be tracked. Below you will find what is expected of each item and some possible modifications.

Armor- Generally what increases your Defense and is implied to receive a new set when you defense value changes. It can be generally assumed 2 Defense is wearing simple cloth. 3-4 is a type of armor that provides decent protection. 5-6 is generally heavy armor. Although armor does not impede you, it does give off a certain impression when wearing it and may cause issues in unique situations such as swimming, though it can be removed and “stowed” to make situations easier. Natural armor could also increase as Defense value increases if desired. Armor can have augments made to it, but it could also open up ways for the GM to interact with it as well.

Weapons- These directly determine the damage you deal. Most characters carry two main weapons with a smaller third. Ammo is not tracked. The intent behind this is to reduce resource management, but this does not mean a character has infinite weapons or ammunition.

Patch-Up Kit- A containing of various items to handle general First Aid, like bandages, stichings, splints and various small tools. These items are not consumed on use, but everyone does not necessarily have a kit.

Potions- Are consumed on use and each has its own unique purpose. Potions can perform various tasks that range from healing to boosting abilities.

Poisons- Are not consumed on use, it's assumed they are concentrations, unless they are stated to be designed for a single use. Poisons can cause damage over time, impose conditions and cause various other effects. Be sure to read the label that promises to be accurate.

Some key considerations for items are that size matters. A character can hide behind a tower shield, but it won't fit if you have to crawl through small tunnels. If possible, try to have reference images for your items as this will help everyone understand what is [in the game that the other players can interact with]

Crafted Items

Crafting items can get a little interesting. Generally, as long as you stick to the damage rules, nothing should get too crazy. A type of elemental damage can always be traded for a physical point of damage. A crafted item can also take the place of a character's Job or Specialty. It is not recommended to do this in addition to what characters receive through leveling, but in place of. The creation of such items takes as long as it does to train a new Job or Specialty. The limits are only imagination and an explanation of how it works. To craft such an item, at least 1 adequate crystal or material, generally from a dangerous area or strong creature, is needed for each craft.

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.

Examples are located on page XXX (move these)

Here are some random unique items that can be created:

- Ghoul's Shield- A shield imbued with the ashes of a high-ghouls. The wielder may spend an Action after blocking an attack to command the shield to attempt a grapple, Specialty. Damage: 0 (Still allows other weapon) Cost: Specialty
- CrocMaw- As a club, whenever an attack hits, the wielder may release the weapon and have it clamp onto the target. Damage: 2 Cost: None
- Spectral Boots- Made from the hide of ghosts, the wielder may move spectrally (through walls, some effects etc). Recharges once per 24 hours. To interact with anything, unless spectral, the wielder must end the effect.
- Ashgut- Made from the stomach of a decrepit drake, when squeezed, ash and soot sprays out creating a thick screen within a 5 Unit radius. No vision works within this cloud unless it's magical. May cause extreme fits of coughing. Lasts 1 hour. Everything within the space during this time is covered in soot. Uses: 1
- Woundless Wrap- A magical cloth used on a target to prevent one physical wound, of any type, from getting worse and allows the target to act as if the wound does not exist until they rest. Cost: Single use- None, Multiple uses- Specialty
- Cinderneedle- A quill from a flaming porcupine that allows the wielder to unleash a fireball. Extremely damaging when unleashed while embedded. Damage: 1(4) Uses: 1
- SeaNai- Kunai that are designed specifically for being thrown in water. Damage: 2 Cost: None
- Moonlight Greaves- Leave an enchanted trail behind you that starts every morning/sunrise, if any part of the path is struck with moonlight, the path emits a strong glow, similar to a full moon. Cost: None
- Mask of Glimmers- A magical mask that changes the appearance of the wielder for 3 days. If removed, the appearance ends automatically. When an appearance is dropped, the mask must recharge for 3 full days. When not in use, it is very recognizable. Cost: Job
- Mask of Minds- While wearing this mask, a normally invisible magic thread connects you to all previous wielders and you know their current surface thoughts. Cost: None
- Soulspike- A spike designed to pin a spirit in place, preventing them from moving. Works better on targets with less will-power. Contested roll. Lasts 1-4 full rounds. 1 Use.
- Flask of Lies- The drinker of this unique substance gains Advantage on their next Contest to deceive or lie. 9 Uses.

The creation of a magical item generally requires the presence of the one who wishes to wield it. This is because of how magic manifests based on imagination and desire. Magical item possibilities are limitless, but their success rate is less than stellar due to how many points of failure there are: the materials, the smith, the focus and desire of the one seeking its creation. A stronger character has a higher chance to succeed in making a stronger magical item.

The intent of crafted items is to allow players to have tools to solve problems. They should not be a catch-all to solve all situations. Be mindful of not allowing created items to become the main character. The center of attention should be the characters, not an auto-complete gimmick. If an item seems too powerful, then place limits on how it can be used, set an amount of uses it has, and/or add some kind of drawback. Please discuss your concerns with your players before forcing a change because everyone's fun matters, to include yours.

8. Player Responsibilities

A Note For Players & Metaknowledge

What Should I Do As a Character?

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 gameplay, please offer to 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 and lead to a stronger game.

When discussing what game you're going to play, make sure you listen to the type of game the GM wants to run before hopping in. This will avoid a lot of issues where you plan to raise sheep, but the game takes place on a pirate 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 to 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 or your character to go.

Please do your best to show up on time or at least give a heads up. Scheduling is a beast many cannot conquer because of availability. Respect the table's time.

If you're bored, then say something. Some people zone out when they are focusing, or there is something personal going on in their head. This again comes down to respecting the time of the table, unless they are aware of it and have expressed being OK with it. 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. An option is to burn all your actions at the start of the round if you're just going to not focus on the combat. You are not a bad player for not enjoying one aspect of the game!

Key Points

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. You could make a very long and 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.

Metaknowledge

This one is likely a bit different from what you are used to if you've played a TTRPG before. Because you are your character, you know what you know now and likely more. So if you find yourself on a snowy mountain, even though the character's eyes have never witnessed an avalanche, you have, so be sure to silence that dwarf's belch!

Beware that stinger though... in these worlds, what you once knew to be true may have more to it than you're used to. That zombie? They may need more than a good crack to the head to keep them down for the count.

This does not mean a player's feelings & emotions are the same as the character's. You are in a new body that may have it's own pre-dispositions. These new bodies could have a different muscle memory and stronger instincts than that of your previous lives.

9. GM Responsibilities

A Note, Building Quickly, Working The World
& Some Nuance

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 to stay on. You can also just use a pre-made story as a general baseline to start off with.

GM's, if a player is bored, do not take it personally, try to see where they are coming from. If after a discussion and trying to accommodate (without over taxing yourself) you don't think you can work it out, then it's time to move them away from the table for now.

The Path Ahead

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!

The Entertainment Loop

This may not be needed, but I want to express this anyways. Games like Dicekai thrive on entertainment. The GM first entertains the players by presenting them with a situation to play in. The players then entertain each other AND the GM with their choices and interactions. Everyone is playing to watch the "performance" and add themselves to it. Go for the joy and the fun for everyone involved. Play a kick-ass game.

10. GM Tools

Things for you to use as a GM

Building 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.

Setting Vitality

The Vitality of general humanoid NPC's is set just as the players set theirs, on level (3+level). In the index of the book are charts for group combats of varying types, but here are the bare basics for easy math: 12 Vitality for each player. Reduce or increase by 1/6 for each point of def up or down. If you have the same number of creature's as players, then their damage is standard weapon damage. If you have double the amount of creatures as players, then they deal 1/2 damage. If you have 1/2 the amount of creatures as players, then they deal double damage.

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. Balance is done assuming not all party members are physical

*Exceeding 6 Rounds is not suggested for a vast majority of combats.

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).

Setting Damage

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 will vary based on the players' Defense:

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. A general attacker deals their level in damage, a stronger attacker deals 1.5x level in damage. Forecasted attacks deal 2x level in damage. All of these scale with the d6 directional.

reference of Damage dealt is (1.5* level/ number of creatures), rounded down. How to incorporate amount of players? No need, as that's handled by Vit.

Use the vit pool to determine how much vit you have to spend on creatures

To add some variation to the damage dealt, use the direction of the used die to determine the severity of the attack, if sideways, deals nomral damage, if point...

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

Ways to forcast daamge- laughing, bringing up club with a smirk, pooling mana within hands (that only the casters can see?), a warbling sound, cracks forming etc.

Enviromental damage & damage from other things, like oil slick being set on fire

NPC Creation

How to use: choose or roll for a chart, then roll a result. Get a simple idea in your head, find a why, then build the NPC around it. You're looking for a "Ohh! They could..." moment. Do not roll on all tables! Only 1 or 2 should be enough for this.

Odd Object They Hold

d6 Object

- 1 A spoon carved from/ for _____
- 2 A jar of _____
- 3 A doll wearing/ holding _____
- 4 Flowers for _____
- 5 A map leading to _____
- 6 A magic mirror that _____

Friendly Personality

d6 Trait

- 1 Laughs at _____
- 2 Offers _____ to everyone they meet
- 3 Collects _____ but ignores _____
- 4 Calls everyone _____
- 5 Offers unsolicited advice frequently
- 6 Believes VERY strongly in _____

Hostile Personality

d6 Trait

- 1 Every statement ends in an insult
- 2 Smiles when it makes no sense, not always
- 3 Falsely corrects grammar aggressively
- 4 Eye contact angers them
- 5 Challenges _____ to a duel
- 6 Only their ideas are right

A Desire (inverse for Fear)

d6 Desire

- 1 Recognition
- 2 Revenge for _____
- 3 To leave/ escape _____
- 4 To be helpful
- 5 Safety for _____
- 6 Overcome their weakness

Something That Stands Out

d6 Detail

- 1 Their _____ always twitches
- 2 A _____ hat that is oddly _____
- 3 Tattooed _____, oddly shaped
- 4 Cloak stitched from torn _____
- 5 A smell of _____
- 6 A small _____ hangs around them

Something They'd "Die" For

d6 Cause

- 1 Their promise of _____
- 2 Their last _____
- 3 A secret about _____
- 4 A ruined _____
- 5 To break their curse
- 6 An innocent _____

Type of Place They Live

d6 Location

- 1 Ruins of _____
- 2 Their _____ shop
- 3 Their _____ home
- 4 Crowded apartment
- 5 Wandering
- 6 Shrine, church, or palace

Bad Habit or Vice

d6 Vice

- 1 Sells anything of value for _____
- 2 Frequently thinks out loud
- 3 Lies compulsively when _____
- 4 Addicted to _____
- 5 Ceaselessly seeks info about _____
- 6 Overly sentimental with _____

Profession Type (Broad)

d6 Profession

- 1 Maker of _____
- 2 Merchant or trader of _____
- 3 Religious or spiritual figure
- 4 Government, law, or information
- 5 Laborer, mostly working in _____
- 6 An outlaw, mercenary, or smuggler

Strongest Local Ally

d6 Ally

- 1 A local guard captain because _____
- 2 A wealthy merchant because _____
- 3 An ancient being or spirit
- 4 A network of beggars
- 5 A government or council member
- 6 A dangerous _____

Hidden Talent

d6 Talent

- 1 Can mimic _____ perfectly
- 2 Plays a _____ very well
- 3 Knows a language thought lost
- 4 Has never lost at _____
- 5 A _____ known only to criminals
- 6 Their sense of _____ is flawless

Favorite Color

d6 Color Group

- 1 Red, Crimson, Rose
- 2 Orange, Amber, Rust
- 3 Yellow, Gold, Cream
- 4 Green, Moss
- 5 Blue, Indigo
- 6 Purple, Black

Quickly Building Towns & Cities

How to use: choose or roll for a chart, then roll a result. Get a simple idea in your head, find a why, then build the city around it. You're looking for a "Ohh! This could..." moment. Do not roll on all tables! Only 1 or 2 should be enough for something like this.

1. Trade (Exports or Imports)

d6	Focus	Description
1	Natural Resources	Agriculture, fishing, mining, lumber, or raw goods
2	Trade & Shipping	Port town, river hub, caravan crossing
3	Service Contracts	Mercenaries, bounty hunters, ritual workers, guilds
4	Crafting & Production	Blacksmiths, weavers, magical forges, potion-makers
5	Unique Resource	One-of-a-kind: rare ore, arcane wellspring, godfruit
6	Tourism / Attraction	Spiritual pilgrimage, dueling arena, magical college

2. Leadership

d6	Power Source	Description
1	Singular Force	One powerful leader (dictator, demigod, warlord)
2	Lone Figure & Circle	One leader holds power but depends on their inner circle
3	Leader vs Group	One prominent figure kept in check by council or church
4	Faction Power	Power is held by competing guilds, families, or faiths
5	Small Council	3–5 leaders rule in uneasy balance
6	Collective Leadership	Dozens of voices or groups make decisions (slow but stable)

3. Crime

d6	Crime Pattern	Description
1	Organized & Strong	Crime syndicates rule the streets, often openly
2	Organized & Weak	Petty crime is punished, but big corruption is underground
3	Hidden in the Slums	Low-level theft, gang turf wars; upper levels are clean
4	Among the Elite	Crime comes from the top: nobles, rulers, temples
5	Disorganized & Weak	No one big player, scattered, petty theft
6	Disorganized & Strong	Chaos. Gangs rise and fall weekly. Even guards take bribes.

4. Economy

d6	Economic Status	Description
1	Impoverished	Dust, broken cobblestones, nothing is free
2	Near Poor	Struggling but not collapsing, breadlines and debt
3	Neutral / Stable	Everyday life is sustainable, neither rich nor poor
4	On the Rise	Trade is picking up, streets are cleaner, hope returns
5	Highly Profitable	Markets overflow, exotic goods arrive daily
6	Recent Boom	A new mine/ temple/ blessing changed everything overnight

5. General Attitude

d6	Attitude	Description
1	Suspicious	Strangers are watched carefully. Locals trust only their own.
2	Curious	Outsiders are welcomed with questions, not walls.
3	Tense	Something's brewing. Whispers hang heavier than banners.
4	Arrogant	Locals believe they're superior. You're the fool.
5	Hopeful	They want help, and they believe "you" might bring it.
6	Distracted	The city is too busy to notice you. Working, worry, or chaotic

6. Odd Mannerisms

d6	Mannerism	Description
1	Hourly Bells	Time is announced loudly. No one's allowed to forget it.
2	Public Debate	Arguments happen openly, even while baking or crafting
3	Animal Flow	Animals roam freely. No one owns them, but no one stops them.
4	No Eye Contact	Locals avoid looking directly at strangers. Custom? Fear? Curse?
5	Work Songs	Singing is constant: a labor chant, or something older.
6	Warding Gestures	Locals casually make subtle warding symbols with strangers.

1. Secrets

d6	Secret	Description
1	Ancient Debt	Everyone here owes something and a collector is coming.
2	Illusion of Power	The ruler is a puppet. The true leader hides in shadow.
3	Dragon's Blood	Something powerful lies below the market, guarded or forgotten.
4	Criminal Protectors	The city's gangs are secretly holding it together.
5	Veil Tears	This city exists in more than one realm. Glitches are showing.
6	False Wealth	It all looks rich, but it's built on paper and lies.

2. Culture of the City

d6	Cultural Desire	Description
1	Honor	The city clings to ancestral legacy, duels, ancient customs.
2	Unity	Their past has made them desperate to remain whole, at any cost.
3	Rebirth	Something shattered long ago, the people want to raise it back.
4	Balance	The city reveres cycles and fears imbalance.
5	Transcendence	The city exists to grow, transform, or ascend
6	Recognition	They want the world to know who they are

3. Desire of the Majority

d6	People's Desire	Description
1	Safety	Life has grown unstable & they crave protection, not change.
2	Work	There's not enough purpose, structure, or trade.
3	Justice	Someone, or something, has wronged them. They want it righted.
4	Escape	People want out. Anywhere but here.
5	Autonomy	They feel controlled, spied on, judged. They want space to live.
6	Joy	Life is bleak. They want laughter, festivals, art, and distractions.

4. Desire of the Ruler(s)

d6	Ruling Ambition	Description
1	Control	They want total stability, through force, law, or fear.
2	Expansion	Military, territory, trade, they want more.
3	Obedience	The ruler(s) don't care about being liked, only followed.
4	Reputation	They want to be seen as progressive, mighty, or holy. It's all a lie.
5	Legacy	A monument, a bloodline, to be remembered.
6	Survival	They know the truth, and they're desperate to keep the city alive.

5. What Major Issue Does This City Face?

d6	Problem	Description
1	Rotting Infrastructure	Bridges collapse, wells run dry, buildings lean. No one can fix it.
2	Magical Contagion	The land, water, or air is reacting to a magical surge or curse.
3	Civil Unrest	A group is on the brink of revolt. Whispers of uprising fill the air.
4	Border Pressure	Another faction is about to force a choice on the city, or burn it.
5	Internal Collapse	Something important has failed: food chain, leadership, law.
6	Spiritual Disruption	The city's faith, guardian spirit, or planar alignment is fractured.

6. Ridiculous Random Things

d6	Ridiculous Event	Description
1	Parade of Goats	An unusually silent procession of 200 animal(s) "marches" nearby.
2	Sudden Sky Swap	The sky becomes a different time of day/ weather for five minutes.
3	Reversed	For one hour, some form of physics is revered.
4	Grounded Hiccup	Everyone lifts three inches off the ground and come down.
5	Crying Statue	A random statue begins weeping a liquid. Children collect it.
6	Mayor Is Now a Bird	No one explains it. No one acknowledges it.

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, or calcify it harder. In combat, try to change up the battle each round. Maybe characters retreat or more show up. Maybe the terrain/ weather changed, a gas covers the field. Is there a phase change where characters get stronger/ easier? Perhaps you throw in another possible objective, like some rare object is exposed (maybe about to be destroyed somehow?). Maybe a random, barely involved, third party arrives. A betrayal occurs. These are great ways to shift the difficulty of a fight to make it easier or harder. Who will the gas reach first? Who cares more about this new objective?

Over/Under Powered Players

This system doesn't really allow over or under powered as everyone is pretty much rolling the same dice. Although, it is possible for a character to be 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.

Player Spotighting & Player Agency

Try to give all characters a time to shine. Not every player enjoys this all the time, but everyone (mostly) likes to feel useful sometimes. Let the story evolve naturally, but sometimes throw in a little trick a character may be good at. However, do not force a character to do something. Be sure you keep as hands off as possible when it comes to what the character does. Maybe the torch on the wall glistens randomly to reveal it's a lever, but it is highly ill-advised to tell the characters what they do.

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 creature, like 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 can make the fight very hard at the start, and much easier towards the end.

Collapsing damage- damage that doubles when an item breaks (i.e. dealing 20 damage to an item, finally breaking it, then causes 40 damage to the boss).

Called Shots/ Unplanned Events

Called Shots may not take into effect until the target is at $\frac{1}{2}$ or $\frac{1}{4}$ health. Once these numbers are reached, perhaps instantly the warlocks staff, necklace and belt all break at once. If the players' characters are adamant about breaking a staff, have it be breakable. Try to remain flexible and think like the NPC. Not all of your power is in your staff. Use those cursed claws! Or the mannequins stare! What does it do? Literally right now as you read this, say it out loud. Practice shifts like this and you'll roll with the punches. I am not saying to counter all the Actions of the players, but don't have the staff break and the big bad all of a sudden starts twiddling their thumbs as they are being attacked. OH! What if the staff breaking rips open a portal because a contract has been violated and now here comes... What/who is it?

Unique Creature Skills

Glass Armor- A creature has a defense of a set number, but when successfully hit, that defense reduces to a secondary number. This can stack, or regenerate.

What Do I Do In This Situation?!

Grab some dice and roll. That is always the answer. Grabbing a book is not. Please do not look up the rules mid-game. Need a number? Go with 3. Won't work? Go with character's level. Still won't work? See the first line of this paragraph. Worst case: something breaks the game and now you have to patch it together. As long as you get her across the finish line tonight, you can figure the rest out later. It'll be a problem for future you that has more time and resources available.

Try to always keep in mind that every situation is different. All "rules" are meant to give general guidance and ideas. These are not hard rules. Also, while you the GM have the final say while in game, be sure to talk to your players asking how they felt the game went. If they have an issue with something, listen and try to reach an answer together.

Economy

Bear in mind, at a market, the player can only gain as much gold as the location(s) has. A poor town cannot pay too well. Should a town lose most or all of its wealth, it may become desolate. Should taxes not be paid, someone may come knocking. Should a wealthy merchant feel their pockets pinched, physically or in business... well they may do more than come knocking.

Rewarding gold- figure out how much a crafted item roughly costs then divide that number by the amount tasks needed to level. Perhaps $3 * \text{level} * 1/2 \text{ players} = \text{gold given or needed}$.

A character's gold generally comes from rewards, but some may venture elsewhere. These are two 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. ~4+ gain market value in gold.

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.

Giving Advantage/ Disadvantage

Unless it's hidden, generally give Advantage, not Disadvantage. This includes your NPC's. Disadvantage should generally be used if the roll is against a hard number like Defense.

Tweaking Fate

As a GM, if a player fails an Action, you can give your players an option to succeed at a cost. The choice should linger emotionally. Let's say a person was thrown off a cliff where they'd meet certain death, but another character attempts to grab them. The character attempting to grab fails the check. As a GM, you can change the scene slightly. The reaching character could reach the person, but they'd have to lean over the edge and drop their enchanted heirloom axe that they've cherished. Being this close to the edge, the axe would surely fall over the edge.

Another example would be the druid's snow leopard is about to be engulfed by the swarm of land sharks. Both the druid and the snow leopard are at low Vitality. The snow leopard fails its save and the party has no way to save the leopard. Offer the druid a choice: "Do you want to give up your life for the snow leopard? Do you want to draw in the land sharks and allow the snow leopard to escape? If you do, this will be the death of you, but the snow leopard will escape with the party. What do you do?"

You can offer the choice when the stakes are high enough, else let the dice lie.

Ruling Unique Specialties

Specialties can range vastly and don't always give a 2d6 roll. i.e. the natural recovery, or a necromancer's siphon Specialty. A siphon Specialty may allow them to siphon the Vitality out of their minions, perhaps transferring it to another minion. Or siphon Vitality from Job based attacks. Stacking Specialties can get messy, be wary. Try to have the player make a choice between Specialties. Try to keep any numbers based on 3's or if it needs to scale, scale it with level. Perhaps add a Vitality cost when using it.

A Specialty in AoE can go a few ways, two are suggested. The first is to Specialize in splitting your attacks: characters with this Specialty may affect two additional and different targets that do not need to be adjacent to each other. Any targets beyond these initial three increase the required roll by 1 and need to be adjacent to at least one of the initial three targets. A target can also be a Called Shot. The second option is to Specialize in area strikes: divide the number of desired adjacent units or targets by three, then add the result to the contested roll of the defenders. Although a character can have both, they should not use both in one Action.

The intent with unique Specialties is to allow characters to be better at something specific, but to add some guardrails, drawbacks or Vitality cost if it's too strong. Anything is possible, but no Specialty should make another character, creature, or pillar of the game pointless. Specialties can always be adjusted later if you find there to be an issue, but unless it's a huge issue, try to do it between sessions.

Combined or Environmental Damage

If a fire lance is shot at a target surrounded by bottles of alcohol that then burst, how much damage does it deal? Anywhere from 1-8. 1 being minor damage, 4 being a decent chunk of damage and 8 being an extremely large amount of damage. This can be persistent, but generally persistence would be less than initial damage, likely half or a third. The intent behind this is to allow players to do creative things

Fall Damage

Characters can fall their level in Units safely without needing a roll. If any additional units are fallen, the character takes damage equal to the amount of Units. A character may attempt to reduce the damage by up to 6 with a roll, to 0 on a critical.

Traps

It's recommended to have traps work in 4 parts. The first is Realization, where does the party realize there is a trap? Roll for any relevant player's choice of active Job or Specialty. If they match or exceed the roll, then they notice something trap-like, or perhaps have a "feeling." The trap is now looking for an activation or to be disarmed. The initial roll, if any, also reveals a general analysis of the trap, how the trap works and reveals the "difficulty" of disarming the trap. To be disarmed, a player makes a relevant Attack roll to attempt disarming the trap's trigger or other vital mechanism. Failing to disarm the trap may cause the trap to activate without being properly triggered. At this point, the trap should be disarmed, avoided or triggered. Traps can do a myriad of things to include dealing damage, imposing conditions or closing off possible paths or exits, or releasing more enemies to attack or alerting the enemies.

Traps are categorized as follows: 3- Not well hidden (A pile of leaves in a leaf-less area), 4- Simple (a thin rope across a pathway), 5- Well hidden (a slightly discolored tile or faded arcane writing), 6- Extremely hard to discern, 7- practically invisible. This rating also applies to the difficulty of disarming the trap.

Chases

A Chase is when one group of characters pursues after a fleeing group of characters. Generally a chase will start at the end of a round. Those participating in a chase roll against the opposing group. The required roll is determined by the terrain the chase is occurring on. In a straightaway, roll speed and in places where there are a lot of obstacles, roll agility.

The GM rolls 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 attempt to hinder either side at the very start, assuming it's within reason. At the end of 3 rounds, the chase ends.

The difference in rolls between player characters and the opposing group 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

Mass Combat & Waves

One way to do mass combat against very easy foes is to have the characters roll attack. That many, or a multiple of that many, creatures fall. Any remaining "immediate threats" cause a threatened character to lose 1, or more, Vitality before being defeated by the character. For imagery, imagine a character being surrounded by goblins. Only so many can attack and "threaten" a character at a time. Let's say 5 threaten at a time. The character rolls a 4. 4 goblins are slain, and the last one gets in an Attack before being slain. The next group now threatens the character.

To resolve mass battles against evenly matched foes, have a multiple of how many players you have of rounds. Roughly 6 rounds is suggested for quick results, if the war itself isn't the focus. So if you have four players, you might have 4 rounds or 8. This can equate to roughly 4-8 hours, days, weeks, months, etc. Then assign the defending side a Vitality of roughly half the amount of rounds (make it less for harder battles, more for easier battles). If there are no defenders, then keep track of victories. The players control their side, or parts of it, the GM controls the opposing side and any remaining parts. Based on resources available, the attackers determine how they want to attack and the defenders determine how they plan to defend. The GM then assigns Advantage where applicable. The two sides then make contested rolls. If the attackers win, 1 Vitality is lost. If all rounds are spent and Vitality remains, the Defenders win. Else, the attackers have won.

For a mass battle against a, or a few, stronger opponent, perhaps each player leads a similar squad to their play-style (i.e. rogue leads sneakers etc) and the groups act and roll as if they are an individual character. You could also make the stronger opponents similar to evenly matches battles and assign them a Vitality.

Many things can change these battles: reconnaissance, assassinations, siege/ defensive weapons, specialized teams etc. Not everything can be accounted for. You can always change the dice rolled when such things come about. Do the best you can to adjudicate the situation and let the dice decide the rest.

Conditions as a GM

Keeping track of CC as a GM can be extremely difficult, which is why it's suggested to change how it works for you. Instead of tracking points, you track Actions or Rounds after characters fail a Contest. Whenever a character fails a CC Contest, they are struck with the CC for X Actions, where X is a number you determine. For instance if only 2 Actions would be affected, you could say "For your next two Actions, you are Restrained." This statement can include any number of characters. You could also say they are Restrained and must escape to remove the Condition. The affected characters, or those who wish to aid them within reason, can spend an Action to try to break free of the CC by rolling. To successfully do so, a number you choose must be rolled, generally 4 or more.

Below is a list of Conditions that could be used. This list is not all encompassing, but a general reference. One Condition given to your character may include multiple pieces of this list, like a burning curse. Condition removal can depend on what specifically is causing the Condition. Not all listed methods of removal work all the time.

Slowed X- You lose X Strides each round. Lasts until cause is removed.

Encumbered- Each Unit you Stride counts as 2. Lasts until cause is removed.

Bleeding X- Lose X Vitality each round unless holding the wound, which halves the Vitality you'd lose, but you are effectively Restrained. Requires bandages, medicine, magic or time to heal.

Poisoned- Can cause various effects similar to: bleeding, slowed, encumbered, stupefied etc. Requires medicine, magic or time to heal.

Unconscious- Character cannot take any Actions and is unaware of what is going on around them. Lasts until cause is removed.

Charmed- One or more emotions of the Character are altered. Lasts until cause is removed.

Spelled/ Enchanted- One or more senses of the Character have been altered. Lasts until cause is removed.

Fearful*- If the character wants to take an Action near the target of their Fear, or attempting an Action against it, they must roll 1d6. If the roll is below 4, then the Action is spent cowering or moving away (up to the character). Lasts until cause is removed.

Debilitating Fear*- Character wants to avoid the source of said fear at all costs. Lasts until cause is removed.

Controlled*- The Actions of a character are not theirs to control. Lasts until cause is removed, cleansed with medicine, time, distance or magic.

Grappled- A character's affected Actions are rolled with Disadvantage. Lasts until cause is removed.

Restrained- At least part of you is held to a location, limiting your Stride and Actions you can take. Lasts until cause is removed.

Stupefied- Your awareness of situations around you are lacking compared to what they'd normally be. Lasts until cause is removed, healed with medicine, time or magic.

Burning X- Lose X Vitality each round. Lasts until extinguished.

Weakened- Character's Damage is reduced to 1. Lasts until healed with medicine, time or magic.

Blinded- Character loses the ability to absorb light into their eyes. Lasts until cause is removed, healed with medicine, time or magic.

Deafened- Character loses the function of their eardrums. Lasts until cause is removed, healed with medicine, time or magic.

Cursed- Can cause various effects similar to: bleeding, slowed, encumbered, stupefied etc. Lasts until healed with magic.

Frozen*- Character loses all Actions, is unable to Stride, cannot perceive surroundings and cannot communicate. Lasts until cause is removed.

Bound*- Fully Restrained, but can perceive surroundings. Possibly can communicate. Lasts until cause is removed.

*These conditions are generally not fun to play under and don't foster much creativity. Use them sparingly. The goal of the game is for everyone to have fun and be a part of a story.

Quests Rewards and Treasures

Per person, per day, quests reward roughly the following:

Without tracking daily spending

1- 24c, 2- 29c, 3- 35c, 4- 42c, 5- 50c, 6- 60c, 7- 72c, 8- 87c, 9- 10s, 10- 12s, 11- 15s, 12- 18s, 13- 22s, 14- 26s, 15- 31s, 16- 37s, 17- 45s, 18- 54s, 19- 65s, 20- 78s, 21- 94s, 22- 11g, 23- 13g, 24- 16g

Tracking daily spending

1- 14s, 2- 17s, 3- 21s, 4- 25s, 5- 30s, 6- 36s, 7- 43s, 8- 52s, 9- 62s, 10- 75s, 11- 90s, 12- 11g, 13- 13g, 14- 16g, 15- 19g, 16- 22g, 17- 27g, 18- 32g, 19- 39g, 20- 47g, 21- 56g, 22- 67g, 23- 81g, 24- 97g

No Daily Expenses Calculator: $\text{Payout} = (3^{(\text{lvl}/2)} + 3) * [\text{Days on Quest}]$

With Daily Expenses Calculator: $\text{Payout} = (3^{(\text{lvl}/2)} + 3) * [\text{Days on Quest}] * 6$

Baseline at level 1- 4 copper per living in inn, 1 copper per meal, 20 copper for initial gear, upkeep is 10% of that per day out questing (2 copper), questing food is 1 copper per meal.

If you want to add taxes, it depends on the vibe you're going for. For a fair tax, add it to the amount they are receiving. For a controlling tax, don't add anything. Obviously, there is a scale in between.

11. GM Drills & Practice

A Note For Players & Metaknowledge

This section needs to start with a bit of preamble. Here will have multiple ways to grow as a GM. That does not mean you must do them all, and especially not all at once. Try each one once outside of game and see which, or if, you want to work on. Don't stress. Have fun. Roll with the dice.

Getting in Character

If you want to be more cinematic with your characters, focus less on accents unless you're good at them. If an accent is bad and that's the only way you portray the character, then it can be quite jarring if it's off. The easiest place to start is to do what the character is doing: are they standing? Stand. Are they sitting? Sit. Do they have a sword out? You are now holding an invisible sword.

Doing that alone will greatly increase your performance. Then you can try to copy their emotions. Are they sad? Remember a similar character/person when they were sad. What did they do? Try to copy that (within reason). Do the same for anger, happiness, greed, fear etc.

If you have a repeating character, then you can practice being that character. Look at yourself in the mirror and have a one sided conversation with yourself. If you feel like a fool, then you're doing it right. If you don't feel like a fool... Lucky. If it isn't fun for you, then do not do it. There is no obligation for you to emulate the guy you watched online. Have fun. Cut out that which is not. Do more of that which is... while respecting the desires of everyone else at the table.

Confidence Drill

If you're lacking confidence, then remember everyone is there to have fun and unwind. If you still need a boost, then practice talking aloud to strangers. As you check out at a grocery store, tell the clerk "This gallon of milk nearly froze my fingers to the bones. I can feel the chill preventing my hand from fully closing." As long as it's short and you're respectful, it's generally a safe place to practice ways of giving exposition of situations.

Walk through the store and utilizing a gimmick. Ask employees questions in character (without being pesky). How would your character choose an apple? Would they grimace as they grab one? How would they walk? Do they limp? Are they always grabbing their ear? Then do these things.

Thread Maker Drill

The purpose of this drill is to help get stories flowing on the fly, to make one out of “nothing.” Use a random word generator, a bag of runes, a deck of tarot cards, or a standard deck of playing cards. Pulling three, make a story out of them. How do you make a story? Well, it’s easier for some than others, but here is an example of the gist you’re looking for:

Hearts are quests or people of interest.

Clubs are combatants or some sort of aggression.

Spades are unseen challenges or changes.

Diamonds of course are found objects/ desired objects.

Pulled cards: 3 of hearts, 6 of spades, 7 of spades. This could be 3 people matter in a situation, and there is a challenge that looks a bit rough, but is worse than estimated. 3 of hearts has 2 upright and 1 down. 2 people are just fine, 1 is not? Maybe two people are protecting one that has fallen? No clubs, so no combat, but an obstacle. 6 of spades is 4 down and 2 up. 4, so maybe wheels? 4 wheels down. 2 up, 2 drivers up? The two hearts are driving the one heart within a carriage. 7 of spades has 5 up and 2 down, a near inversion of the 6 of spades: the carriage has flipped. This is the initial scene that has been set, but it gets worse, what could get worse in a scene where a carriage has flipped, someone is “down” within the carriage. Too many ideas, or not enough ideas... let’s draw another card. 2 of diamonds. Ok, something is desired, maybe 2 somethings. Maybe now there is a choice? Perhaps the drivers must choose their own health or the one passengers health? What are the moods of everyone... king of hearts (passenger’s), 9 of diamonds (driver A), 10 of hearts (driver B). King of hearts is hurting itself, so the passenger wants the drivers to save themselves and will give themselves for that. Driver A will do almost anything for money, driver B is full of love for... passenger. Now, what situation are they stuck in after the crash? For a basic idea, the carriage is teetering over a cliff and falling slowly. Driver A is trying to stop the carriage from falling because it holds the gold. Driver B is trying to get the passenger out. ... Lets say Driver A and B are partners in transporting people. Driver A is the business minded one, where Driver B is all about the connections and hospitality. The passenger... why would the passenger sacrifice themselves? Why can’t they be saved? Perhaps they have an illness that is contagious but did not tell the drivers? This is the scene the party comes up on. Now it’s up to them and the dice. Too easy for the party? Hmm... the carriage is enchanted and highly volatile due to a magic circle breaking. The enchantments were... reduced weight and steadiness. Now the surroundings randomly increase or decrease in weight and also randomly prevent someone/thing from moving, perhaps only small movements? Maybe it could speed up some movements? Now it’s on the dice.

Thread Weaver Drill

The goal of this drill is to allow two or more story lines to be brought together naturally. To practice, create two threads, even if you never plan to run them. What does one have to do with the other? Another thread of a crafter that is trying to get a shop going and needed the party to gather specific materials? Ehh, let’s assume the crafter asked the party already to get the items, that’s why they were here. Oh, maybe the carriage will need to travel much further? Could the crafter repair the carriage? Or, let’s take a darker turn, the crafter was the one who made the carriage and it was designed to break. The enchants were meant to snap much worse and cause the passenger to be ejected out? Were they paid? Why send the party then? (taking 10 seconds to think) The crafter had remorse, but didn’t want to have everything come out, so they sent out the party out towards the area the carriage would be, on an unnecessary quest.

Everything above, flowed out with the combinations of the threads. Will everything make sense? Maybe not, but that’s a problem for the future to solve! Maybe the party sees the carriage, goes to save the passenger... until they discover they have a contagious illness, then the barbarian “sneezes,” the carriage tilts ever so slightly to quickly fall down the cliff. Don’t over plan. Bring the threads close, but let the players decide the weave.

Keep trying to do these, making small connections that can lead to more. Not everything should be connected and the players should not find all connections... until they revisit the crafter again two sessions later and happen upon seeing the crafter’s handwriting... and the strong similarity it shares with the enchants that were on the carriage...

Pre-Game Creativity

Thinking of common media, movies, books etc., what do you love? What do you think about at night that you wish existed? Or did not. What about it captures you? Can you recreate it in your world?

Make it into a castle by thinking about how it would feel. What size resembles that feeling? Would it have defensive walls? What are the rooms like? Is there staff? Does their personality match?

Now, make it into a hospital. What changes? Make it into a courtroom. What if it was a town? A city? A country?

The main questions are these: How does the area feel? What are the people generally like? Primary opposing faction wants what to change? From these questions, you should be able to run with anything and flesh it out as you go.

Once you're used to this, start throwing in conflicting feelings. Maybe the entire area is rundown, but there is one well that looks pristine in the center of town. Well, now think of why.

In Game Creativity

You've just informed the players of this pristine well. Why is the well pristine? Take 5-10 seconds to think. You can always write something down to buy time, or pretend to. General ideas to explain things: physics, magic, people, creatures, nature, design, or random chance to name a few. Here are explanations, but try to think of at least one explanation for yourself before continuing.

Physics- When the people get water from the well, it slashes over the walls cleaning them. This well may be the only source of water around.

Magic- The water from the well is purifying what's near it. It's the only reason the people here are still alive.

People- The people clean the well hourly. This keeps sickness out of the water, else everyone would end up sick.

Creatures- There are frog-like creatures within the well that feed on the grime that generally grows on wells. This had led to a town pest problem.

Nature- The walls of the well are actually a plant that thrives off the water from the well. The nature is sentient and knows if it isn't well kept, it'll be cut away.

Design- The well is coated by an artisan's signature substance that repels everything. Perhaps it even repels the water within the well.

Random- Recently a slime was dropped from the sky into the well and on its way down the slime cleaned the surrounding area. ... There are many places you can go from here.

Most things that stand out could become a thread the players weave a story around, but not everything. Sometimes a rusty key only opens that old jail cell... which seems sturdy enough to contain that creature they wanted to capture... Scratch what I said, EVERYTHING can become a thread. Be ready, but don't plan for it or you'll drive yourself crazy and never be "ready."

Being Ready

Most GM's never feel ready to start playing or ready for tonight's game. If you do feel ready, then, personally, it's never the best night when compared to others. As long as you have an idea in your head and you see possibilities, you're ready. Maybe make three rough ideas of what will happen and repercussions for each, but don't over-plan. It will go right out the window (unless it was already discussed with the players that they are following a story, not creating one). Let the story unfold organically with the choices the players make.

Painting with Senses

The goal of this drill is to be able to give a scene to your players without using images or in addition to images. If it sounds too difficult for fantasy, try to describe a car using your senses.

As soon as you open the door, a scent of sun-baked cotton floods your nostrils.

The sharp creak of the door is drastically disproportional to the ease of opening it. The entire neighborhood heard it.

As you get inside, the seats brush against your skin, cold but too smooth. When you sit, it's as if you are being held by gold incarnate.

The engine turns over, and a cool air releases from the vents. The cool clean air can be tasted.

It doesn't need to make a lot of sense when you first start doing it. You're just practicing throwing words out that have the some "energy" or "vibe." Instead of describing what it truly feels like, you're presenting a feeling of the space through different mediums. It doesn't even need to be words. A room can feel like there is a growl coming from the walls themselves. It's not always about what you say, but also how you say it. Put some feeling into how you talk about it.

Do this for each room of where you live. Try to focus on what feels differently between each. The overall house/space should have three senses used to describe it. Most rooms may only change that overall feeling by one or two senses.

Now repeat this for movies, anime, or shows (can also use this with online images or your imagination). Fast forward/ skip between parts of the medium and find different setting locations. Explain them.

Take your time figuring this out and working on it. Once you are able to start describing a room within 5 seconds, you're ready to do it a few times within the game.

When you do this in game, don't forget it's OK to take some time to settle the image of the room in your mind. Taking that extra 10 seconds makes a huge difference and even though it feels like an eternity to you, the players likely won't even realize you were making this up on the spot! If you ever say something that doesn't make sense, then it does make sense. The players just haven't realized why yet. You said the room smells like smoke, but the house wouldn't be baking or have a fireplace for whatever reason? The players just haven't noticed the hidden nook that holds the eternal flaming gem that constantly gives off the smell of something burning even though there is no smoke. And, now you have something to tie into the ongoing story or to string a new one.

Smoke & Mirrors

Less of a drill, and more of a suggestion. Don't break immersion generally. Some tables (groups of players and GM's) are different, but don't tell your table you made up the entire story of the snot goblin up on the spot. Let the players think they discovered pieces of your world! If the players didn't do something you planned for, don't tell them. If they made a choice, don't tell them what would have happened if they had made the other choice. This will make it feel less like a game, because they'll never know if it was the "wrong" choice.

12. Weaving a World of Thread

The creation of threads
and the world they will create.

Overview

The intent of Dicekai isn't to have an entire world populated as the players enter. The countries, worlds and realms should evolve as the game progresses. If you want to create everything from the get-go so you are prepared, then go for it, but guidance on that will not be found here. Here you will find general framework to help make sure you have a somewhat concrete baseline to build from.

A city is a group of people who do their best to thrive in the ways they know how. A country is a collection of cities with similar vibes and some general goals. A world is generally a combination of countries with different vibes that may or may not clash. A realm is just a collection of worlds/ dimensions. Ultimately, a realm in Dicekai is intended to be just a bunch of feelings tied together with shoestrings and gum. A realm you make should feel natural and you should "understand" it. It can even be a bunch of stuff you love, or enjoy, smashed together. Let it grow in your mind. As you get cool ideas, throw them into an appropriate area to be discovered later, or to occur while the players are "developing" the story.

Most GM's burn out, or give up, because they try to do too much. You don't need to solve every situation going on, and those you do "solve" leave nothing for the player's to explore. You can let unfinished stories fade into the background. You don't need every possible ending to every storyline. However, your realm is your pin board. Add notes and let those pins unfold. For every major decision the players make, make one for the large stories within the realms and don't go further. When the ideas are easily flowing for developing threads or your realm, STOP. This is where you want to leave it. Don't write that last sentence of ideas until you're ready for it to end.

Space Maker, Maker of Spaces

If you'd like to build entire countries, then do so. That is not how Dicekai generally works though. Start with the person of a city, or town, that the players met. Are they the common person? If no, then where does this character deviate? Once you have an idea of the "common" person, multiply them by 100+, add in some unique characters and this is your city. If you've ever traveled, although people vary greatly in places, they generally have baseline beliefs and desires. Use these baselines to determine what the city is built like. What's the focus? What's the "vibe?" What are the current polarizing issues? Don't worry about how trade works, this is not an economy simulator game. Don't stress about having the right amenities, they are being refurbished. Focus on the people, their passions, issues and personal flaws. This is what will make everything feel alive.

Thread Scaling Guidance

In general, players should face threats from one or two level scales above them. That does not mean they are always fighting 1-2 levels above them, just the scale of the threats or issues they will be facing as per the level scaling on page XXX.

Thread Guidance

A Thread in Dicekai is a storyline that is unfinished or progressing in the background. These can extend through sessions, campaigns and are the main strength in the story aspect of Dicekai. Because the characters did not grow up in this world, even if they occupy a body who did, the players do not know the workings of the world. It can be a task or chore to show all the details of the world to your players, but use the threads for this. Let the world form from around the players.

As previously stated, it is not suggested to start a game by placing a map into the hands of the players, but to have them happen upon various threads. Reveal stories, and let the players decide how they wish to affect them, or avoid them. The system is designed to be extremely flexible so very little work is ever “wasted” when a story is not followed through on. Unravel these abandoned stories into the background as the game progresses. Maybe the heist of a merchant’s goods, that the players avoided interacting with, ended in the merchant moving to a new country, changing their profession, perhaps to a bandit themselves?... or perhaps they now have a vendetta against these bandits or the ruler who allows them to thrive in the land!

Did the party unlock the cave, but never discovered the demon bound within? Well, some random explorer did. Did the random explorer help the demon or report the situation to the highest bidder?

Did the rogue of the party steal from the Night’s Watch? Did the guard’s spouse accuse them of spending the coin where they shouldn’t have? Perhaps the guard’s life falls apart, and the next time they get a glance at the rogue they put it all together. Or perhaps the ex-guard joins a cult and helps them subvert the watch in order to...

Threads are not meant to punish players for something they do, but that doesn’t mean their actions don’t affect the world around them. If something is going to “hurt” the players, then hint at it a few times either directly after the action, or before they face the results of that action. Perhaps some cloaked figures are following the rogue around in certain towns for a few sessions. Maybe the rogue gets more roughly searched the next time they cross the gate.

The players should not be able to follow up on every thread. Choices and priorities will need to be made. Players postponing a thread should not cause it to automatically cause it to unravel. Don’t “punish” players for not following a thread right away unless it was clearly time-sensitive or a player took a blatant action against the thread. To clarify this a bit more, using the guard as an example, perhaps the warlock knows what happened and notices the guard being yelled at by the spouse. If the warlock walks away, then unravel that thread and make it into something new.

As a GM, when you’re making these threads, it’s very easy to determine the “right” answer for threads when you’re making them, but there is more than one way to weave a story. Conversely, everything the players do should not end in the optimal outcome.

Are the players trying to be the good guys? Maybe one in five threads don’t go their way.

Are the players being rascals in their new world? That’s probably a 50/50.

Are the players simply causing havoc? Only one in five threads go well.

This does not mean you should roll for outcomes or force ratios. Players attitudes and actions just make threads more likely to go one way over another.

At any point in time, try to have at least three threads going on in the background and three threads awaiting the players. It can create a stronger story to entwine threads together and have them influence each other. Have too many background threads? Weave a few together.

Always plan the session and threads you’re excited for. Don’t have 4 sessions of setup to the one that is awesome. If you’re not excited to run it, but it’s “needed,” scrap it. Garbage pile. Let the background of stories develop what’s going to happen in the future, not the foreground. Don’t make your players have to go through “it gets better by episode three!”

It is not always your job to keep the story moving. Let the players think and stew... but not burn. Remind them of events that are going on and don’t get flustered if they don’t remember. It isn’t that they don’t like the world you’ve created, it’s generally because they don’t have much space in their own.

Level Strength Based on Scale and what player should be facing

Players should go against a “boss” 2-3 sections ahead of the players. The boss may work their way up in scale, or remain the same level if they are a minion themselves of another “boss” or they are not meant to grow with the players. be facing a “boss” two phases up and minions on the same level

As a loose gauge of a player’s abilities in relation to a level 1 world, use this reference:

The character’s abilities are among the best in the _____, and they generally affect things on a _____ scale.

The intent of this is to give GM’s a general idea of what to pit the players up against.

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

19. Example Vibes

Some meat to slap onto a skeleton

Overview

The following are skins to alter a base theme of an area, city, country, world or realm. In general, monsters are found throughout the land. Perhaps from portals opening, or from dens made in the forest. What are listed here are the “looming” threat the players will face far in the future and how life is generally lived.

Tartarus

In this realm, the Gods and similar walk amongst the worlds as they express their petty grievances. Their battles blink out entire worlds. Their laughter shatters the strongest walls. Their tears sink counties. A simple itch leaves unhealing scars. You have to be quick on your feet as anything can change at a moments notice. The Gods may not take notice of the players until they are of sufficient strength.

Though the global changes are infrequent, maybe once every few decades, the minor changes are enough to change the landscape and leave everything unrecognizable from one month to the next. Life is lived for the moment. Most people find happiness in every moment of life or are crippled by fear of the end. Some believe they influence the actions of the Gods while few others deny their existence. Magic is ever changing and can come and go as quickly as a breeze changes.

In this setting, the players will be met with an ever changing world. Be adaptive and be ready for anything, because that's what's likely to happen. The lands vary greatly between each other. The sands of a desert can burn your feet and yet within a single bound, you can catch hypothermia.

Vibes? How does it look?

Gintatia

In this realm, sentient plant life rules nearly all and actively hunts any non-plants. The plant life is not ever-present though. There are mysterious borders that it cannot cross, but something is shifting and there is something creeping up from within the plants. The lands of the plants are lush and full, while elsewhere is decayed or of stone. Raids into the areas of the plants are needed to collect sustenance from the lands of the plants, but it can come at a very heavy cost.

Everything here seems predictable. The main struggles within Gintatia are well known about and generally solved. Everyone has their own part to play here. Not everyone is on board with these choices, but those are the minority. Amongst that minority is a group trying to communicate with the plant life, to come to an understanding, but their active numbers are steadily falling. Is this due to foolishness or some nefarious desire?

In this setting, the players will likely face a lot of moral dilemmas. The needs of the many or lives of the few? A solution will likely be worked towards at the start of the game. Is there a solution to be found? What happened to make the plant life so hostile? What is reducing the numbers of those who wish to gain the favor of the plants? Are they finding utopia within or silenced without.

Magificent

Welcome to the land of show! Magic is everywhere, practically pouring down from the sky above. This allows technology to thrive using magic, magi-tech. Watches are common as they tick with a barely noticeable burst of blue. Though as technology advances, so does the "Untamed." A name given to the lands yet to be magi-dipped, the common term for bringing up underdeveloped lands.

There are many sides to this world. Some want large scale magi-dipping to save the untamed. Some want to mitigate the spread of magi-tech, but perhaps add in a few nice things to the Untamed. Some like the division between the sides and want nothing to change. Some Untamed just want to be left alone

Will the players find themselves enjoying the luxuries of this new world as they fight to become the adventures of the year? Perhaps they will become Untamed in resistance of "corruption? Or, could the players discover who is twisting each side against each other? Once a decision is made, that is not the end. Every choice can push a line further and eventually, that line will be crossed in retaliation, greed, or a personal grudge.

Crystalis

Realm of crystals and gemstones where they grow similar to plants and are worn as clothing. Gemstones have their own personalities and do have life to them but work in a grid network. The smaller they are, the less sentient they are. A group of small crystals is like a crowded meeting hall with communications, where an uncut stone is more of a hive-mind. Some stones are spliced together to force a connection which has given rise to unique things and creatures.

Grimagi

Write a few other realms here, and define the difference between realms and countries. Also move thread make here? Should NPC maker be moved? How do I want to organize all this stuff? Is it better to be supplemental?

Munk

Magi-punk?

14. Reference

Definitions, Quick Rules, Character Sheets,
& Closing Statement

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

AoE- See Area of Effect

Attack-

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

CC- See Crowd Control

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 person in charge of cultivating the game experience

Group Action-

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 primarily uses hand weapons up close

Modifications (Mods)- A player adjusts their roll to attempt a change in result

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 primarily 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

Creature- Refers to anything capable of taking Actions within the game

Character- Generally refers to the players & the creature(s) they control in one term, or NPC's

Radius X- An effect area that emanates X Units away from the origin. Generally used for explosions or large impacts. This creates a circle of effect. If applicable, a sphere is created, reaching up X Units. Any creatures that would be touched by the effect are effected. If there is any reasonable debate, then the creature is within the effect range.

Cone X- An effect area that radiates X Units forward from the origin point, spreading $\frac{1}{2}$ X Units to each side at its widest point. This creates an isosceles triangle of effect. Generally used for directed blasts or spray Attacks. If applicable, the cone reaches up to $\frac{1}{2}$ X tall. Any creatures that would be touched by the effect are effected. If there is any reasonable debate, then the creature is within the effect range.

Line XxY- An effect area that covers a space X Units wide and Y Units long from origin. Generally used for beams or large swinging objects. If applicable, the Line is X units tall. Any creatures that would be touched by the effect are effected. If there is any reasonable debate, then the creature is within the effect range.

Origin- Where an effect starts from.

Thread-

Quick Rules Reference

GM Cheat Sheet here???

Is the action part of your specialty?

~Roll 2d6 and take the highest

Is the action part of your job?

~Roll 1d6, use this as your result

Is the action part of neither?

~Roll 2d6 and drop the highest

Even levels get a specialty, 3rd levels get 1 Job, Def, Stride or +1 Spec Dmg

3 Actions & 3 strides to use around Actions per Round

Level difference adjusts the rolls per point

Adv +1d6, DisAdv +1d6 & remove the highest

Dodge- roll higher- take no damage

Block- reduce damage by 1 (minimum of 1)+ 1 more if matched

Retaliate- Drop Defense, gain DisAdv Attack when hit

Weapons- 4 is a burden, 3 is all damage, 2 is somewhat useful, 1 is very versatile

CC Pool is 1 + Difference in roll

All Actions reduce pool by 1

Hard CC costs +1 point per Action prevented

Soft CC causes DisAdv

Mounts ½ weight, Job- full weight, Spec- 3x

Non-normal movement is ½ Stride, Job- normal, Spec- 2x

Can see 1 level up, else adjacent is at DisAdv, else Chance Die

Blinding Light- Bright Light- Normal- Darkness- Pitch Black

Weak + Miss = Frail, Frail + Hit = Broken

An Attack against skin? Defense, else Contest

Ties- one taking the Action wins, else nothing changes.

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 gameplay*
- 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
- Reacting to the Player's Actions

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*

Finding your skills as a GM- There are many different styles of Gming. You need to find yours and what matters to you. This can be story, rules, physics, economy, player expression, role-playing, and blah blah blah. Cater your sessions to what you good at and work on what you want to. If it isn't your thing, then don't put a focus on it or expect it from yourself.

15. Examples

Example Gameplay, Creatures & Combats

Need to organize this

Example Creature Templates

[Name] [Level], [Vitality], [Defense], [Stride]
[Specific or additional base skills]

Location: Village
Blacksmith Lvl 0, V4, D2, S1
Crafting, Appropriate Tools
Peasant Lvl -1, V1, D0, S2
Mother Lvl 0, V1, D0, S2
+“The Look”
Child Lvl -2, V1, D0, S1
Pranks, -Gullibility
Hermit Lvl 0, V1, D0, S1
History, Rumors
Healer Lvl 0, V1, D0, S2
Common Healing Plants
Farmer Lvl 0, V2, D0, S2
Plants/ Animals, Appropriate Tools
Wolves Lvl 4, V3, D3, S3
Tracking, Stealth, +Pack tactics, Bite
Goblins Lvl 2, V2, D2, S2

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, S3
Politics, Swordsmanship, Trade,
Intuition, Trusted Advisers
Bad King Lvl 4(12*), 4, D3, S2
Guile, Deceit, Dumb Luck, Blackmail,
Money, Poison
Knight Lvl 6, V5, D4, S2
Knowing a Guy, Axes, -Alcohol
High Knight Lvl 8, V7, D4, S3
All melee weapons, Shields, Combat
Tactics, Leadership
Priest Lvl 6, V2, D1, S2
Calmness, Compassion, Divine
Connection
Bad Priest Lvl 6, V2, D1, S2
Corruption, Mass Followers, Unholy
Connection

Merchant Lvl 1 (8*), V4, D2, S2

EXAMPLE CREATURE TEMPLATES

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

Location: Forest of Monsters

Ogre Lvl 9, V12, D3, S3

Strength, Thick hide, -Intelligence

Hag Lvl 10, V8, D3, S1

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

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

Pinching, Survival, - Fire

Scorpion Lvl 8, V8, D4, S3

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, S3

Fire, Flight, Strength, Knowledge,
Instinct, Intimidation

Dracula Lvl 12, V8, D4, S4

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

Demi-God Lvl 17, V10, D4, S4

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

Tower of The Damned Lvl 17, V20, D10, S0

Magic Defense, Fear, Minions,
Sentience, -Foundation

Lost Highlander Lvl 16, V14, D5, S3

Traveling, All Melee Weapons, Speed,
Tactics, Presence

Shammed Samurai Lvl 13, V12, D7, S4

Samurai, Resilience, -Guilt

Silent Smith Lvl 10(16*), V30, D0, S2

Blacksmithing, Fire Resist, Strength

*Some Characters may have special levels when
it comes to their skills due to special
training or circumstances. All possessed
skills are used at the special level. Else
they are treated at their normal level.

Gameplay 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 3 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.

| | | | | |
|-------------------------|---------|-----------------------------------|--|-------------------|
| VITALITY | | DICEKAI CHARACTER SHEET | | Player Name _____ |
| MAX [Level* ____] _____ | | Character Name _____ Level: _____ | | |
| CURRENT: | | Job: | | Inventory: |
| CONDITIONS: | | Specialties: | | |
| | | Job: | | |
| | | Specialties: | | |
| DEFENSE: | STRIDE: | Job: | | Notes: |
| APPEARANCE | | Specialties: | | |
| Species: | | Job: | | |
| Specialty: | | Specialties: | | |
| Height: | | Job: | | |
| Gender: | | Specialties: | | |
| Body Type: | | Job: | | |
| Hair Color: | | Specialties: | | |
| Eye Color: | | Job: | | |
| Skin Color: | | Specialties: | | |
| Extra Details | | Job: | | |
| | | Specialties: | | |

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|----------------------|--|-------------------------|--|--------------------|--|
| Player Name _____ | | DICEKAI CHARACTER SHEET | | VITALITY | |
| Character Name _____ | | Level: _____ | | MAX [Level*] _____ | |
| Inventory: | | Job:
Specialties: | | CURRENT: | |
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Specialties: | | CONDITIONS: | |
| | | Job:
Specialties: | | STRIDE: | |
| Notes: | | Job:
Specialties: | | DEFENSE: | |
| | | Job:
Specialties: | | APPEARANCE | |
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|-----------------------------------|--|-------------------------|--|
| Player Name _____ | | DICEKAI CHARACTER SHEET | |
| Character Name _____ Level: _____ | | | |
| VITALITY | | APPEARANCE | |
| MAX [Level* ____] _____ | | Species: | |
| CURRENT: | | Specialty: | |
| | | Height: | |
| CONDITIONS: | | Gender: | |
| | | Body Type: | |
| | | Hair Color: | |
| | | Eye Color: | |
| | | Skin Color: | |
| STRIDE: | | Extra Details | |
| DEFENSE: | | | |
| Inventory: | | Job: | |
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| | | Specialties: | |
| Notes: | | Job: | |
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| | | Specialties: | |

| | | | |
|--|--|--|---------|
| DICEKAI CHARACTER SHEET | | Player Name _____ | |
| Character Name _____ Level: _____ | | | |
| APPEARANCE

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

MAX [Level* ____] _____
CURRENT:

CONDITIONS: | |
| | | DEFENSE: | STRIDE: |
| | | | |
| Job:
Specialties:

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Job:
Specialties: | | Inventory:

Notes: | |

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, complications, or consequences though.

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

Playing & Telling

You've likely been there. You either told the story:

We saved the goblin princess from the ooze that was the old goblin king's manifestation of their rage and desire to take what they felt was rightfully theirs. Then the goblin princess actually became the ruler of the nation because they happened to be the most sensible leader in all of Galitro. It was quite obvious the party had to take over all the other kingdoms to install the princess as the true leader.

Or the one listening, politely nodding our heads and trying to smile appropriately. The story is cool, but you weren't there. It's not your story. It's not the story you laughed through, broke a pencil over, formed friendships over. It's not the story you lived. So go live somewhere, even if it's not a realm of Dicekai. I truly hope something here helps in some small part to give you that desire to shout to the world about your time slaying oozes, removing terrible leaders and establish the goblin princess.

