

Dungeons Roleplaying Game

Inspired by Dungeon World (dungeon-world.com)

Setup

Get some dice. One person is the game master (GM). Others use the characters on the back of their cards.

Rolling the Dice

When you want to do something, tell the GM. The GM will have you make an ability check. If you attack a goblin with your sword, you make a Strength check. Roll $2d6 + \text{your ability}$. A 6 or less is a failure. A 7 – 9 is a partial success. A 10 or better is a full success.

Failure

On a failure, the GM may have you miss the goblin, get bitten by it, and accidentally throw away your sword.



Partial Success

On a partial success, you succeed but have a bad choice. The GM may have you hit the goblin and do damage, but you also must choose to take damage or have another goblin appear.

Success

On a success, you succeed. For example, you roll your damage die.

The Game Master

Be creative. When a player does something, choose an ability and have them roll $2d6 + \text{their ability}$. Decide what happens. Tell stories. Draw maps. Make up monsters / traps, for example:

Goblin: 3 HP, 1 Armor, d6 damage
Zombie: 11 HP, 1 Armor, d6 damage
Vampire: 10 HP, 2 Armor, d8+5 damage
Dragon: 16 HP, 5 Armor, $2d12+5$ dmg
Pit with spikes, d6+1 damage

Name:

Wizard

Strength
-1

Dexterity
+1

Constitution
+0

Intelligence
+2

Wisdom
+1

Charisma
+0

Magic

To cast a spell, roll $2d6+2$. The GM will tell you the result. You may cast spells as often as you wish, but when you cast an advanced spell, you must spend 1 hit point.

Basic Spells

Light: an object that you touch gives off as much light as a torch.

Minor Illusion: you create a sound or an image but not both.

Unseen Servant: you create a creature who can carry things.

Advanced Spells

Charm Person: the target of this spell becomes your friend.

Invisibility: the target is invisible until attacking or using a spell.

Magic Missile: a bolt flies from your hand and does $3d4$ damage.

Sleep: you put $1d4$ enemies to sleep.

Custom spell: tell the GM what the spell should do. The

GM will tell you if it's possible and what happens.

Combat

Hit Points 10

Armor 0

Damage $1d4$

Gear

Bag of books

Dagger, Staff

1 Healing potion

($2d4$ healing)



By Dustin Flesher. The rules and all the characters: <https://goo.gl/RFXOcP>

Name:

Strength
+2

Dexterity
+1

Constitution
+1

Intelligence
+0

Wisdom
-1

Charisma
+0

Fighter

Favorite Weapon

Circle one: sword / axe / hammer / spear / fists

This is your favorite weapon. When you attack with this weapon, roll $2d6+2$. If you hit with this weapon, add +2 to the damage.

Feat of Strength

You can perform awesome feats of strength, like bending steel bars or lifting a heavy weight. Normally when you want to do a feat of strength, you roll $2d6+2$. If you spend 1 hit point, you can roll $2d6+4$ instead.



Combat

Hit Points 15

Armor 2

Damage 1d10

*Subtract armor
from damage
done to you.*

Gear

Favorite weapon

Chainmail

1 Healing
potion ($2d4$
healing)

Name:

Strength
+1

Dexterity
+2

Constitution
+0

Intelligence
-1

Wisdom
+0

Charisma
+1

Rogue

Dagger Master

When attacking an enemy, roll $2d6+2$. You can either swing or throw the dagger.

Sneaky

You are good at sneaking. For example, you can climb, hide, pick a lock, pick a pocket, find a trap, or disable a trap. Normally when you want to do something sneaky, roll $2d6+2$. If you spend 1 hit point, you can roll $2d6+4$ instead.

Backstab

If your enemy is unaware of your presence, you can deal an extra $1d6$ damage if you hit with an attack.



Combat

Hit Points 12

Armor 1

Damage $1d8$

*Subtract armor
from damage
done to you.*

Gear

Leather armor

4 daggers

1 Healing
potion ($2d4$
healing)

Name:

Druid

Strength
+1

Dexterity
+0

Constitution
+1

Intelligence
+0

Wisdom
+2

Charisma
-1

Healing

If you spend 1 hit point, you can heal another person for 1d6 damage.

One with Nature

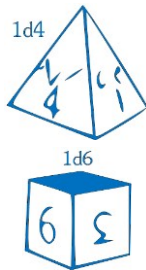
You can survive easily in the wilderness, finding food and water. You can also track other creatures through the wilderness. Roll 2d6+2 to successfully find tracks.

Speak with Nature

You can speak with animals, insects, and plants.

Shapeshifter

If you spend 1 hit point, you can take the shape of an animal, insect, or plant for one hour. You gain the abilities of that creature, but your combat abilities stay the same.



Combat

Hit Points 15

Armor 0

Damage 1d6

*Subtract armor
from damage
done to you.*

Gear

Spear

1 Healing
potion (2d4
healing)

Name:

Strength
+2

Dexterity
+0

Constitution
+1

Intelligence
+0

Wisdom
+1

Paladin

Charisma
+0

Divine Smite

If you spend 1 hit point, you can add +1d4 damage to one hit against an enemy.

Guidance

If you spend 1 hit point, you can give another person +2 to their next roll.

Healing

If you spend 1 hit point, you can heal another person for 2d4 damage.

Speak with the Dead

If you spend 1 hit point, roll 2d6+1. If you are successful, you can ask three questions to a dead creature.



Combat

Hit Points 13

Armor 3

Damage 1d8

*Subtract armor
from damage
done to you.*

Gear

Chainmail

Sword

Shield

Holy Symbol

1 Healing
potion (2d4
healing)

Name:

Strength
+1

Dexterity
+2

Constitution
+1

Intelligence
+0

Wisdom
+0

Charisma
-1

Ranger

Camouflage

When you keep still in natural surroundings, enemies never spot you. If you move, roll $2d6+2$ to remain hidden.

Master Archer

You are excellent with a bow. Roll $2d6+2$ to attack. If you hit, roll $1d8+1$ for damage. If you spend 1 hit point, you can roll $2d4+3$ for damage instead.

One with Nature

You survive easily in the wilderness, finding food and water. You can also track other creatures through the wilderness. Roll $2d6+2$ to successfully find tracks. If you spend 1 hit point, roll $2d6+4$ instead.

1d8



1d4



Combat

Hit Points 13

Armor 1

Damage 1d8

*Subtract armor
from damage
done to you.*

Gear

Leather armor

Sword

Long bow

20 arrows

1 Healing
potion (2d4
healing)