

DOKTOR JAMES' KASTLE OF KATASROPHE!



A SUPER HEROIC ROLEPLAYING GAME FOR KIDS

INTRODUCTION

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All parents think their children are special. Well, almost all parents. But some children actually are special. They have naturally developed superpowers, had terrible accidents or... like... practiced really hard with weapons.

Most use this for the good of the planet such as the world's greatest hero James-Man. Others turn to a life of villainy and crime, such as his identical twin brother and evil mastermind, Doktor James.

In this game children with special powers are accidentally delivered to the mail room of this evil madman. But do they have what it takes to escape his clutches? Will they go one step further and stop his plans to destroy the world? Or will they be the very best heroes and try and redeem this unredeemable villain.

Will they conquer Doktor James'...

KASTLE OF KATASTROPHE!

WHAT IS KASTLE OF KATASTROPHE?

Doktor James' Kastle of Katastrophe is a game about storytelling with your friends. It's all about imagination and creating amazing superhero stories.

Unlike games of make-believe however, KoK creates a sense of structure by giving a sense of chance to your hero's actions. Players roll dice to determine whether or not their attacks hit or miss, whether they are able to hack into the computer

terminal or if they are able to do a backflip over the attacking robot.

The only limit is your imagination but dice rolls mean that some of your actions are more likely than others.

Each player is in control of one hero, each with different skills and powers and together you must work together to escape Doktor James' Kastle of Katastrophe, save the world and maybe even teach him how to spell properly.

To do this you may need to solve puzzles, defeat monsters and robots, talk to people to try and gain allies and information and work out how to navigate the labyrinthine corridors of the kastle.

One player however takes the role of Games Master (or GM). This player is the lead storyteller and referee. They paint a picture with their words to describe the room and situation the players find themselves in. The players then respond with what they want to do and the GM describes the consequences of those actions. The GM might describe a room full of delicious looking cakes and the large warning symbol on one wall. The players could say they want to try some of the cakes, or search for an exit or even throw the cakes against the walls.

The GM has to be very good at improvising and as such, each adventure has limitless potential for excitement and unexpected solutions.



You Will NEED

To play the game you will need the following:

- ◊ A 6 sided dice
- ◊ Pencils
- ◊ A Games Master (GM). Possibly a grown up
- ◊ Friends to play with
- ◊ Rubbers
- ◊ A printer
- ◊ Scissors

If you have these its even better:

- ◊ More maps
- ◊ More dice
- ◊ Sweets!

HOW TO USE THIS BOOK

This book is split into two parts (with a third part on the way).

Part One: Rules - This section will give you the rules to play any game of Doktor James' Kastle of Katastrophe. It will tell you the kinds of dice rolls you will make for attacks, defence and skill checks amongst others.

Part Two: Characters - This section contains seven possible characters that you could play. In future updates it will also contain information on how to create your own also.

Part Three: Adventure! - This section (once completed) will contain everything you need to conduct the official Kastle of Katastrophe adventure including all of the enemies, maps and traps that you need to create an amazing adventure!

HOW TO PLAY

1. The GM describes the environment. The GM tells the players where they are and walks around them presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's trying to attack them, and so on).

2. The players describe what they want to do. Sometimes one player speaks for the whole group, saying, "We'll take the east door," for example. Other times, different heroes do different things: one hero might search for traps while a second tries to hack into a computer console and a third tries to blast a hole in the wall. The GM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the GM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The GM narrates the results of the hero's actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the heroes are exploring a room full of traps, begging for help from a lost minion or in deadly battle with a horrible mish mash of monsters. In certain situations, particularly combat, the action is more structured and the play-

ers (and GM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

RULES

PLAYING THE GAME

Doktor James' Kastle of Katastrophe is designed as an adventure with combat, exploration and roleplaying to stop a powerful supervillain but it can be played as a single encounter skirmish, a multi encounter delve, or even as a full campaign with persistent heroes, a plot and a wider world to explore.

Once you have a group of people prepared to play with you, one of you should be designated the Game Master (or GM). Its their job to paint a picture of what is going on around you. Whilst you will play specific characters, the GM will be playing everything else you encounter. It is therefore encouraged that you be extra nice to them

The GM will present the situation in front of you and then it is your job as players to tell them and the group what you want your character to do. To keep it fair, whenever there is a chance you could fail at something you will need to roll some dice to see if you succeed. For example if you try to blast a robot with a fireball, its possible you could miss so you would need to roll some dice to see if you do or not. This is true, not just for the players but also your enemies, if they are trying to hurt you. This is covered in more detail below.

The rules below are very simple but if you are running the game and your players think of something fun or interesting or

out of the box then you should be able to bend the rules to make it possible, unless of course it makes absolutely no sense. The rules are designed to add structure for the fun, not to stop the fun altogether.

The prewritten adventure is currently not included on this site but you can use these rules to play your own adventures that you have written to battle Doktor James.

ROLLING FOR STUFF

The most important part of any roleplaying game is of course rolling for stuff. For this game you will only need a six sided dice. If you have even more then thats great!

The amount of dice you roll will depend on your attributes which are at the left of your character sheets. The thing you will need to roll most of all will be whether or not you hit something when you attack them or to see if you get hit yourself. As such there are four dice "pools" which dictate how good you are at something.

These four dice pools are called Strength, Dexterity, Intelligence and Resistance. Heroes (and enemies) can only roll one of these if you have at least one dice in the pool as shown in the examples here.

It should be noted that certain special abilities can add dice to your pool under certain conditions. For example the "Just Good At

				Awesome!
				Good
				None
				Mediocre

Fighting" character has a special attack called "Strikeback Action" which adds an additional dice to the strength pool if you attack someone who has hit you since your last turn.

ATTACKING AND DEFENDING

Assuming you can't talk your way out of a fight then you will most likely be getting into lots of scrapes and as such should know how to do that.

When a hero or enemy is attacking they will need to roll a number of six sided dice equal to the amount in the appropriate dice

pool. For example if you are trying to punch someone and you have two dice in your strength dice pool then you will need to roll two six sided dice.

The defender of the attack will then need to roll the number of dice in their resistance dice pool and compare dice.

The attacker and defender need to see what the highest number they have rolled is. If the attacker has matched or exceeded the highest number rolled by the defender then their attack is successful. If the attacker's highest dice is lower than the defender's highest dice then the attack misses

Attacker	Defender	
	vs	 Attack Hits!
	vs	 Attack Hits!
	vs	 Attack Misses!
	vs	 Attack Hits!
	vs	 Attack Misses!

COMBAT SYMBOLS



Strength

Determines how strong you are and how good at hitting things close up you are.



Dexterity

Determines how quick and nimble you are and how good at hitting things from far away you are.



Intelligence

Determines how clever you are and how good you are at using technology or magic.



Resilience

Determines how hard you are to hit.



Health

Determines how many times you can be hit before you are knocked out.

ATTACKS

Normal Attack

This is your bog standard attack. It will use the dice pool from either Strength, Dexterity or Intelligence and there wont be anything fancy on top of it. Every character has their own version of this and the main difference will be the range of each attack.

Special Attack

This is a special kind of attack (you may have guessed by the name) which will allow you to enhance your abilities under certain conditions. These normally will override the usual rules to let you do something a bit better such as an area of effect attack, a long range attack or the like.

Bonus Ability

Bonus abilities are usually passive abilities (which means they dont affect attacking) which allow you do something cool such as being able to ricochet arrows around corners or being able to jump over obstacles with ease or the like. Be aware of these as they will almost certainly add extra super heroey elements to battles.

ROLLING FOR SKILLS

Outside of hitting things your characters might also have other skills which will come in useful. Acrobatic skills or technological skills or perhaps just knowing things about stuff. To work out if you are successful at these things you will need to do a skill check.

Firstly the GM will need to decide on a difficulty for the thing you want to do. For example, 3 if its really simple to achieve or 6 if its something super hard.

Then you roll your dice. You get one dice to start off with. If you have the appropriate skill symbol (see below) on the bottom right of your character sheet then you can add an extra dice. On top of that, if you have any natural ability then you can add on the appropriate dice pool. For example if you are trying to do a backflip you would get one dice to begin with, plus one dice if you have the acrobatics skill, plus the amount of dice you have in your dexterity pool.

If the highest number on your dice is equal to or greater than the difficulty that the GM has set then you succeed at what you were trying to do!

	+		+	
Base (1)		Skill (1)		Ability (2)

Skills



Technology

Attribute: Intelligence

Your ability with technology, computers, robots and anything else modern. You would roll this to see how well you can manipulate such things and bend them to

your will or if you wanted to hack into computers to find information.



Acrobatics

Attribute: Dexterity

Backflips! Somersaults! Roly polys! Anything difficult and bendy-like and generally cool looking. You would need to roll this if you want to jump over a big gap, flip onto an enemy's back or do some other super human stunt.



Medicine

Attribute: Intelligence

Making people feel better and stuff. Roll this skill if you want to try and heal someone by one point, though it will take at least half an hour to do, so not useful in the middle of combat. Also you can roll this if you find someone who is ill and you want to work out what is wrong with them.



Stealth

Attribute: Dexterity

Sneaky, sneaky, very sneaky. If you want to sneak up on someone or remain unseen at any point then this is what you roll. Shhhhhh!



Investigation

Attribute = Intelligence

Looking for stuff and finding lost things. If you don't know where you left your keys or are looking for a secret passage or hidden drawers or checking there aren't any traps then this is what you roll.



Speech

Attribute = Intelligence

'Oh ambassador, I am exquisitely

amused by your beautiful anecdote regarding that baboon.' That there is an example of speaking nice and stuff. If you want to convince someone to do something or if you want to make friends then roll this!



Flying

Attribute = Dexterity

Congratulations! You have accomplished every superhero's dream and you can fly. But if you want to do it all fancy like and do stunts then roll this. Or if you're trying to fly quickly, perhaps you're chasing someone, then roll this too.



Knowledge

Attribute = Intelligence

Superhero children. What do they know? Do they know things? Lets find out. This skill is rolled to work out if you know things about stuff. Only about stuff that you would know obviously. If you were a tech genius then theres no point rolling to find out if you know stuff about magical pentagrams and the like.

HEALTH, DAMAGE AND HEALING

Health

The most important of all the stats, Health will tell you how many hits you can take before you get knocked out. There are no deaths in this game, just temporary unconsciousness. Its a superhero game. If you were killed you'd be brought back later on anyway.

All of the heroes have three spaces for their health. When you take a hit you put a cross in one of the squares. If all of the squares have a cross in them then you have been knocked out I am afraid!

Depending on how tough an enemy is they will have a different amount of health as shown in this example.

Hero Health



Boss Monster



Tough Monster



Normal Monster



Weak Monster



Damage

If an attack lands its very simple. Generally you just do one square of damage. Some attacks can do more than one square of damage but that will very much depend on those special attacks.

To make things more fun, if a player manages to do damage to an enemy, why not reward them with a sweet or other treat.

Healing

Being able to take only three hits will mean that finding ways to heal yourself is super important. Luckily there are lots of ways to heal yourself and even luckier, they are all displayed here for you with nice symbols and things.

Medicine



You might find medicine on your journey. You can use it as your action and it will heal all of the damage on whoever takes it. Once you've used it however, its gone for good.

Magic

If you happen to have access to magic you



can spend an action in combat to heal one health box for one of your companions (or enemies if you are so inclined). Outside of combat you can heal everyone quick sharp!



Skills

If you got them healing skills you can spend some time trying to heal up a bit. Only if you have the time to spare of course!



Sleep

If you have plenty of time on your hands and a nice bed then getting eight hours of sleep will heal all your wounds. Delicious delicious sleep.

BATTLES!

Battles and how they are structured are probably the most complicated part of the game and the part you will most likely spend most time doing so we've broken it down into eight simple steps.

1. Preparation

The GM tells you that you are about to do a fight. They set up a map for you and place your tokens to show you where you are in relation to all the enemies.

2. Initiative

One member of your team rolls a six sided die. The GM also rolls one for the enemies. Whoever's is highest gets to go first.

3. Rounds

A round is the length of time for all of the team to have their turn to do something

and for all of the enemies to have their turn to fight back.

4. Turns

Each player and each enemy has one turn during the round. You as players can decide which order you go in. Each turn you have an action you can do and movement.

5. Actions

Actions can be any of the following, attacking an enemy, healing an ally with magic, taking your movement again (if you don't make it to where you want to be with your normal movement), using a skill or using an item you have found (such as medicine).

6. Movement

You can move up to six squares in any direction including diagonally. If you can fly you can also move upwards! You can use your action to do this again if you like.

7. Resolution

The combat ends when either all your enemies are defeated, you and your allies have been knocked unconscious (uh oh!) or if you have managed to run away or end the combat peacefully.

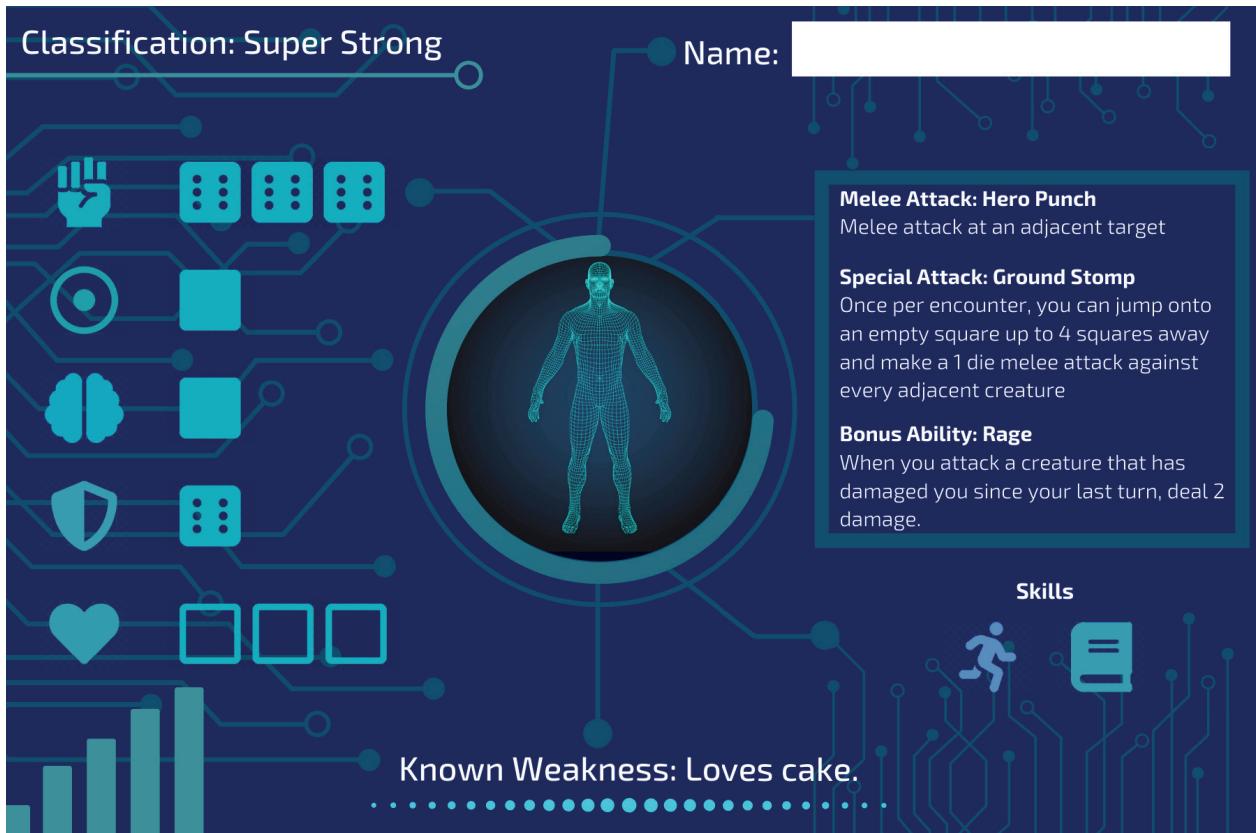
8. Rewards

You get to search the bodies, do some looting and possibly are given bonus treats depending on your performance and how much of a pushover the GM is.

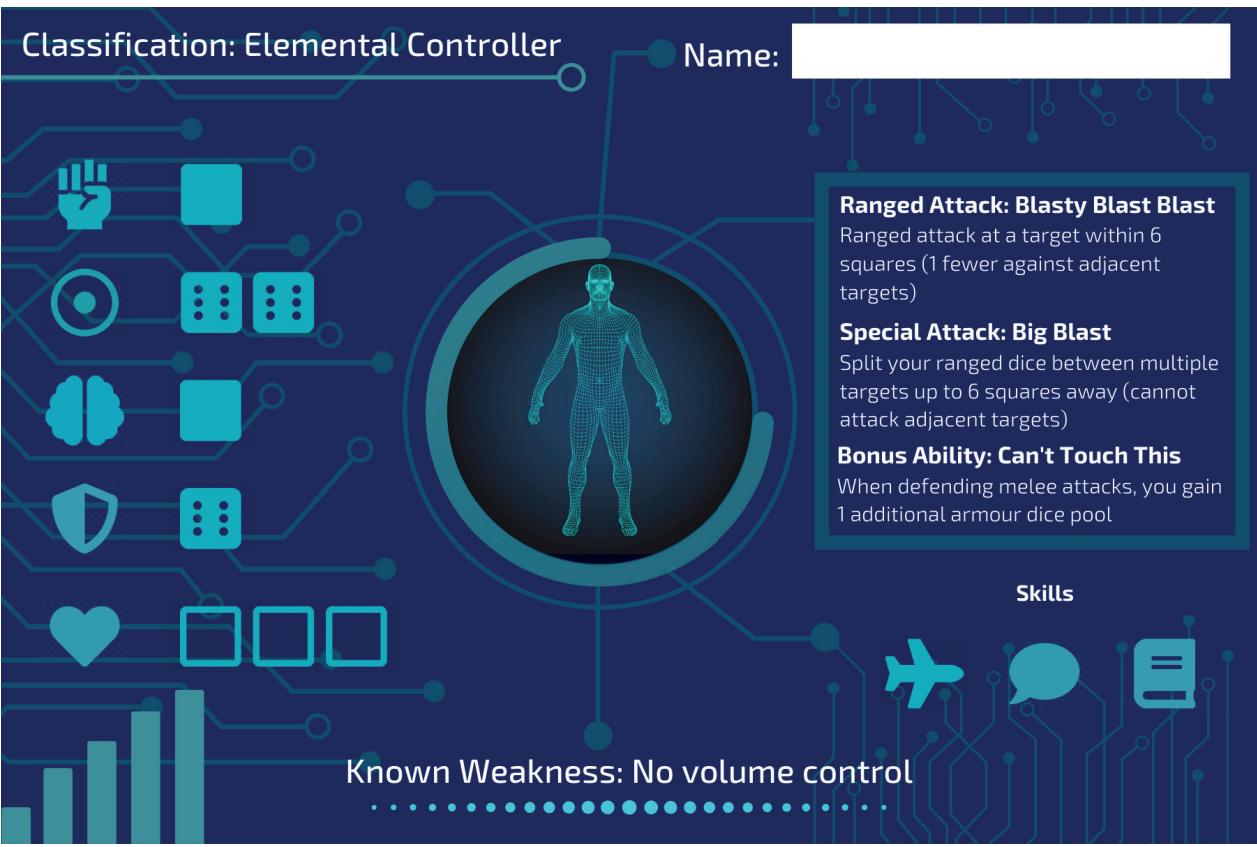
KARAKTERS!

Kastle of Katastrophe isn't your usual adventure. The only heroes able to stop Doktor James' plans are a group of children superheroes, and they are going to have to work their way through all manner of traps, puzzles and monsters to succeed. However, this is a Doktor James adventure. There is always a way of thinking outside the box and coming up with another solution.

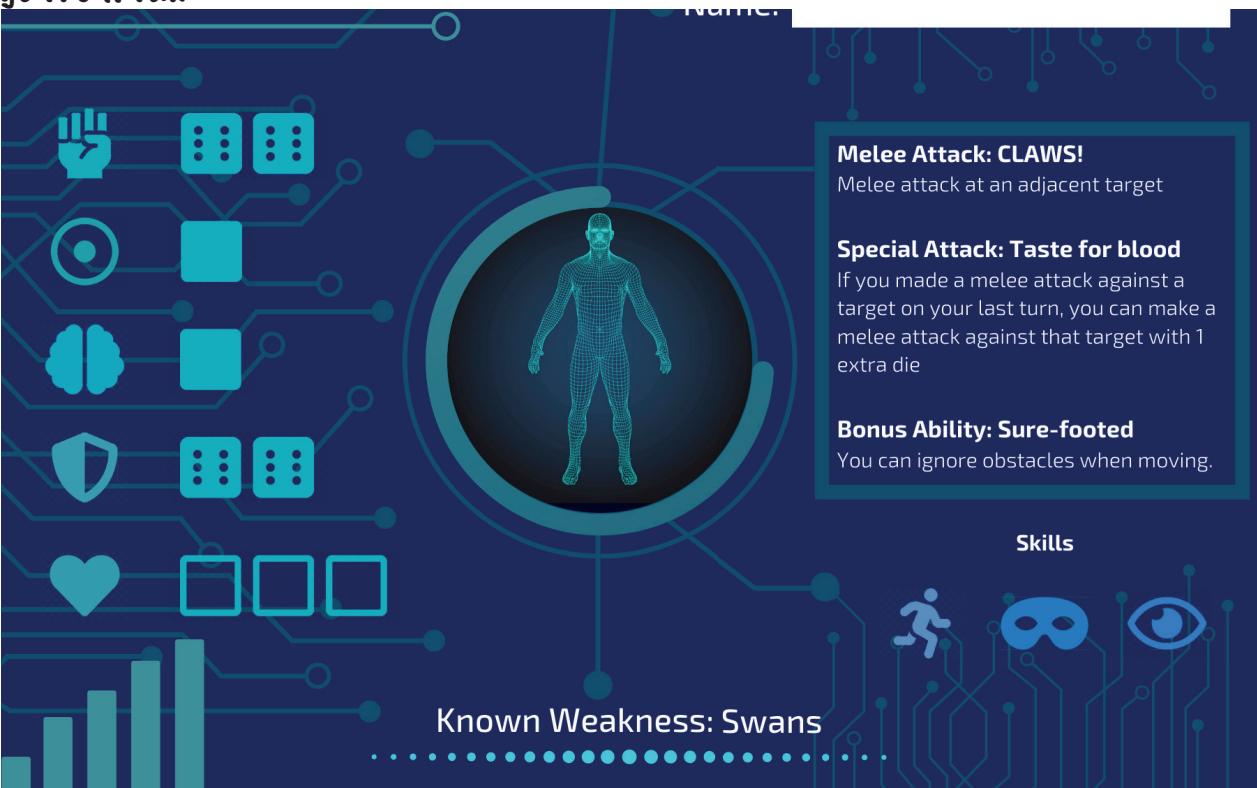
Here are just a few examples of possible heroes you could play. In future updates we will have further information on how to create your own superheroes!



This hero has lots of strength and lots of anger management problems. Can do lots of damage but is easier to hit. Has a fondness for cake which can get them in trouble



Has control over a single element (fire, earth, air, water, electricity, metal etc, YOU DECIDE) however has absolutely no volume control so tends to speak very loudly all the time. Not very good for stealth missions and also quite annoying. Good at shooting things from far.



Part human and part animal (like a wolf or something). But where does one start and the other stop? Human enough to mostly control themselves but is scared of swans, naturally.



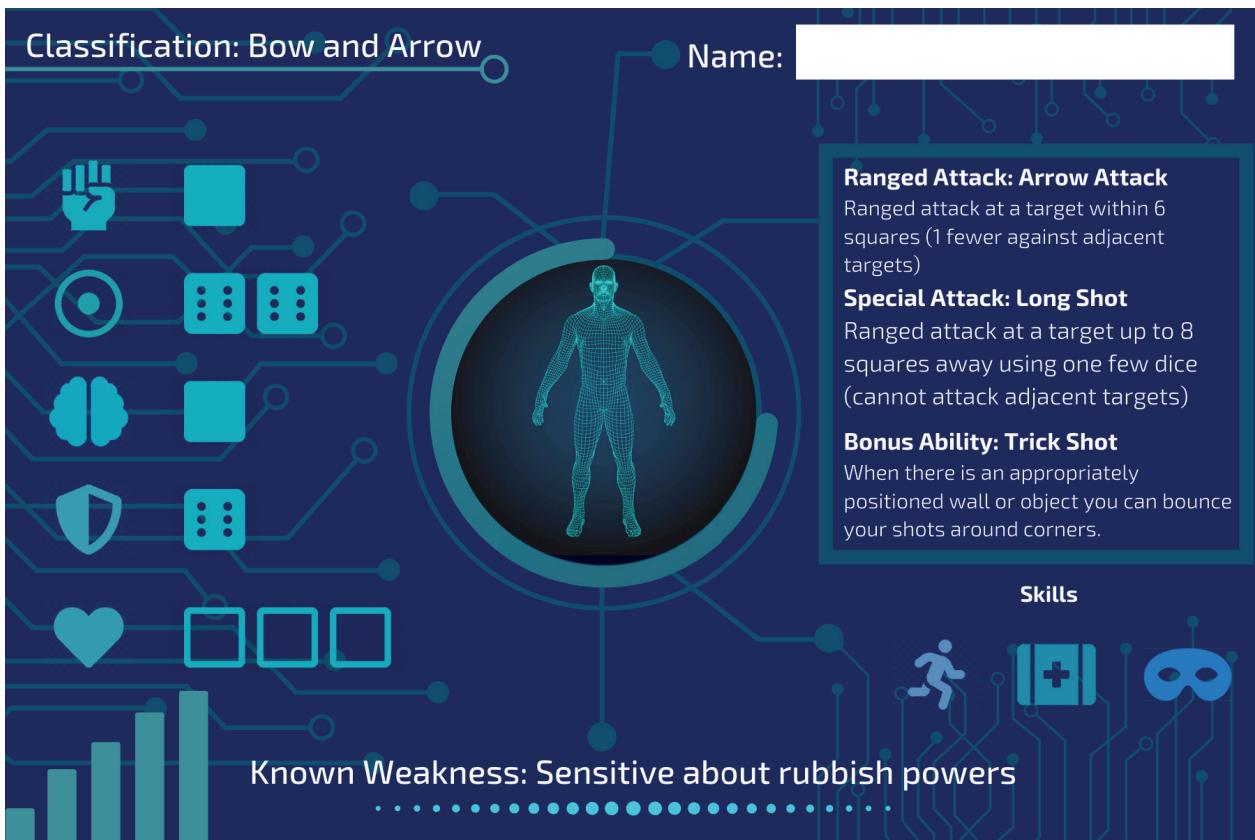
Missing lots of body parts and has been replaced with a computer. However it runs on macOS software and so is incompatible with any other operating system. This can cause a problem when trying hack things.



Has a magical hat which lets them cast spells and heal their friends. Very easy to de-power though. You just need to take thier hat.



Has lots of weapons and a shield but no powers. Doesn't really need them though because they are super cool and super awesome. Is colourblind but isn't aware of it and is adamant that everything is fine.



Has a bow and arrow and can shoot it well. Very sensitive about how mostly useless they are in any other situation which doesn't require shooting things with arrows.