

# Lightweight Adventure Roleplay Kit

## 1 The Fundamental Rule of LARK

Dungeon masters, or DMs, build the worlds of tabletop RPGs and roleplay them during the game. The fundamental rule of LARK is this: ***If the DM says it is so, then it is.***

DMs, this means that the only real limitation to what you can do with the world is your imagination; swords-and-horses fantasy is as much an option as space opera, or hard sci-fi, or whatever else. However, your unfettered powers mean you need to be careful – more careful than usual – to avoid appearing arbitrary or capricious. It doesn’t take long for a DM with unhappy players to become a DM without players.

## 2 Player Actions

Players may attempt any action in-game, but success is not guaranteed. To determine the consequences of an action the DM first judges its difficulty, taking into account the player character’s background and circumstances (e.g. it may be easy for a seasoned archer to hit a target at 30 paces, but for a child even drawing the bow may be impossible). The DM may decide to share the difficulty of the action, or at least the player character’s perception of the action’s difficulty, with the player. Next, the player rolls a six sided die until rolling a 1 or meeting a threshold specified by the DM (e.g. “Give me a run of length 2”). Lastly, the number of rolls **before** the 1 is compared to the table below:

Difficulty	Run Length
Trivial	0
Easy	1
Moderate	2
Hard	4
Heroic	8
Inconceivable	16
Impossible	$\infty$

If the run length meets the difficulty criterion it succeeded. If it hit the next difficulty up, it succeeded wonderfully, and if it only reached the difficulty below it failed spectacularly.