Dead or Alive - App Guide

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# What's a Tabletop Game?

Dead or Alive is a role-playing tabletop game. Role-playing tabletop games require a group of friends to come together and to create a story. Generally four to six players is a good number. Out of the group, one needs to be chosen as the Game Master (In this game it's called The Narrator). The Narrator is in charge of the flow of the game, creating the world and the interactions between the players and the environment around them, whether that be people, objects, or places. The players in return roleplay and act as the characters they have previously created; socializing, fighting, and exploring the world created for them. The general flow of the game is as follows;

* The Narrator describes the environment
* The players describe what they want to do
* The Narrator narrates the outcome of the player's action

For the Narrator, some player's actions may be easy to narrate. Either they be so simple and rudimentary that there is no question for success, (Ex. A player states they would like to eat their sandwich) or the desired action is simply not feasible or impossible to accomplish (Ex. A player states that they would like to attempt to breathe normally underwater). But what about actions that are in question if they can be accomplished? (Ex. After The Narrator describes the scene one of the players wishes to attempt to sneak behind the two bandits keeping watch. Will the bandits notice? Does the character being roleplayed have sufficient enough skills to accomplish such a feat?) If there is doubt whether such an action can be completed successfully a check needs to be made, and that is where the dice and character sheets come in.

Each player will have a character sheet stating their character's strengths and weaknesses, in the form of bonuses and abilities. Whenever a 'check' needs to be made, The Narrator will come up with the required result or success needed to complete such a task based on common reasoning and the difficulty of the said task (Ex. The needed result or success to traverse a commonly crossed rocklands would be lower than that of a dangerous dusty desert). The players will then roll dice, using any corresponding abilities and adding any modifiers to the roll as directed by the player's character sheet. The Narrator then compares the player's results with the needed result and comes to a conclusion if the player successfully, unsuccessfully, or somewhat completes the task (according to the results and the situation).

This pattern of play continues on and on, resulting in several sessions of fun story building as the players socialize, battle, and explore the great world that The Narrator has prepared for them.

\*\*\*Note, this is not the full rulebook. This is a pamphlet with sections from the rulebook, reformatted, and adjusted for use of the DoA character sheet application. This pamphlet is structured to tell you what you can or can't insert into the application.\*\*\*

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## Character Sheet Basics

Howdy partner, I'm known as The Narrator. I'll help you fill out your first character sheet with the DoA app! No paper, pencil, or rulebook needed, just follow along here. In this section, we won't fill out anything yet, that'll happen in the next little section.

Stamina Boxes: On the top of the first page you'll see three big empty boxes with 'Attack', 'Utility', and 'Defense' slots under them. These are your stamina boxes and where you place your stamina dice (We'll talk about that in the actual rulebook). These are meant to be blank.

Combat Scores: The 'Attack', 'Utility', and 'Defense' slots under the Stamina Boxes are your combat scores. They represent the overall skill and experience one has in each of the factors of combat. Each combat score is associated with the stamina box above it.

Name/Class/Profession: This little section on the left hand side is where you'll put your character’s name, your chosen class, and chosen profession. Spend some time thinking about the name. The list of available classes and professions are located in the next section.

Evade/SS/Vigilance: These are located just right of Name/Class/Profession. Your evade stat is a number that represents how hard it is to hit you. Your SS stands for Starting Stamina and represents how much starting stamina you roll when you roll a vigilance check. Your Vigilance stat is a number that represents how likely it is that you or one of your friends will start first in combat.

Gear: This is where you'll store all that good old stuff you find. There is a big box for that so just pile it on in there. You might store bandages, valuables, rope, a whatyoucallit, etc. Careful… you never know when a pickpocket may be around.

Skills/Skill Points: Yes sir, what's a cowboy who can't ride a horse? The skills section is located in the bottom middle and is where you'll spend skill points gained from ranking up to purchase various skills. There are 12 skills to choose from, each of these have tabs under them to keep track of how many ranks in a certain skill you have. You use these skill ranks when making a check to give yourself bonuses to the roll. The more ranks the more likely you are to successfully complete a check that involves that skill. The Skill Points slot is where you'll keep track of any skill points you didn't spend and are saving them for later.

Nicks/Wounds/Skull Points: On the right hand side you'll find a section for Nicks, Wounds, and Skull Points. All these sections represent your character’s health. When you take damage you'll be filling in some of these sections, and when you recover or heal you'll empty some of these sections. The exact rules on how you take damage are covered in the book, but when you build a character you start at full health so don't worry about filling it out.

## Starting Up

Now it's time to get into character creation. The first thing you're going to want is your class, profession, and name. You can skip down and check out all the classes and professions in the next two chapters, choose one you like, then come back up here with a name. Once you get that fill in the Name, Class, and Profession slot on your character sheet.

Now to the fun part, go to your combat scores and lightly put in a 2 in each slot. Then choose 1 combat score to increase by 2 or 2 combat scores to increase by 1. Choose based on how you'd like your character to play in combat. Depending on your class is what benefits you gain for increasing the different combat scores so keep that in mind.

Next, lightly put in the skill points slot that you have 30 skill points. Now you get to spend them all. For each of the twelve skills listed, you can fill in one rank by spending points equal to the rank you will fill in. (Ex. If I want to put one rank into Athletics and there are no ranks already filled in, I'll spend one skill point to fill it in. If I want to fill in another rank, I'd have to spend 2 points, then 3, then so on until 6). During character creation, you must also have 3 skills of the same rank in order to have one of them rank up (Ex. If I want to get a rank 3 in Deception, I need Deception and two other skills to already be at rank 2 before I can spend 3 points to increase Deception to rank 3). You must spend all your skill points if possible during Character Creation, if you don't, any extra points are lost.

Your Evade is equal to 6 + your Defense Combat Score. Your SS is equal to 6 at this rank. Your Vigilance is equal to your Utility Combat Score.

## Ranking Up

As you travel, fight, and socialize your skills and experience will increase. Every so often after a good, exciting chapter in your adventure you'll get to rank up. You may want to start your character with a couple of rank ups, here is how you do that.

First, one of your combat scores increases by one to a maximum of 6. You get a new class ability depending on the combat score that increased. You also get 3 Skill Points, unlike during character creation, you can choose to keep some or all of the points to save them up for later. These don't go away until you spend them, and you don't need to worry about your other skills like you did in character creation. Finally, increase your SS by 1.

If you have one of your combat scores at a 6, instead of ranking up you may Prestige. When you Prestige, increase one of your combat scores from 6 to an 8, an impressive feat.

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# What does each skill do?

Here, I'll tell you in detail each of the twelve different skill checks that you may make and why you'd invest in one of them. Here they are in alphabetical order:

Athletics: You'll make an Athletics check whenever you want to accomplish some physically strenuous activity. Perhaps you want to lift a heavy object, jump over a crate, or run from an angry mob. In any case, having high ranks in Athletics will help you complete those strenuous activities.

Deception: You'll make a Deception check whenever you throw down a lie or a half truth while engaged in conversation. Perhaps you're trying to convince the sheriff you're a different bandit or maybe you're trying to spread false rumors in your local bar. In any case, having high ranks in Deception will give you more likelihood to sell your faulty information.

Education: You'll make an Education check whenever you want to recall or process some given information. Perhaps you find some ancient papyrus and need to translate it using a tablet or maybe you need to recall information about some tribal red-skin legend. In any case, having high ranks in Education shows how learned and smart a fellow is.

Horse Riding: Yeehaw! You'll make Horse Riding checks whenever you need to interact with a Horse or some other large beast. When training a horse for the first time, or pushing it to the limits to speed or stunts, you can make that check. Even though this skill is called Horse Riding it doesn't necessarily have to be a horse, for example a donkey. The higher your rank the more adept you are with steeds.

Insight: You'll make an Insight check whenever you want to find the truth or nature in someone. Perhaps you want to pick out the lie in a person's story or maybe you want to see why that pack of coyotes are attacking… for food or for fear? In any case, having high ranks in Insight will allow you to pick up the truth in more situations.

Intimidation: You'll make an Intimidation check whenever you want to stimulate immediate fear in someone else. Perhaps you want to startle the poisonous snakes away from you or maybe to threaten the local mayor into action. In any case, having high ranks in Intimidation will make your threats much more fearsome.

Mechanics: You'll make a Mechanics check whenever you want to interact, fix, or work a machine or some other fancy do-hickey. Perhaps you're trying to fix a boiler, operate the train controls, or find out what piece is missing to get the broken clock working again. In any case, having high ranks in Mechanics will allow you to work with these quite advanced prices of machinery.

Perception: You'll make a Perception check whenever you want to pick up details or receive information about your immediate surroundings. Perhaps you want to check the landscape for signs of a bandit camp, look for clues at a mysterious crime scene, or tune in your hearing or perhaps even smelling. Whatever the case, having high ranks in Perception will allow you to pick up and find details around you.

Persuasion: You'll make a Persuasion check whenever you want to encourage or convince someone to do or start something. Perhaps you want to convince the market owner to lower his outrageous prices, or to encourage the townsfolk to take courage before the incoming bandit attack. Whatever the case, having high ranks in Persuasion will allow you to swade others more often.

Stealth: You'll make a Stealth check whenever you want to move or act quietly and unnoticed. Perhaps you want to sneak past some bandits keeping watch, quietly maintain your hidden position from the sheriff, or wanting to not startle the sleeping cattle. Whatever the case, having high ranks in Stealth will allow you to accomplish more things unnoticed.

Sleight of Hand: You'll make a Sleight of Hand check whenever you want to accomplish a task that requires a steady hand and great coordination. Perhaps you want to juggle knives, make a coin disappear from view, or pickpocket the keys from the warden. Whatever the case, having high ranks in Sleight of Hand will allow you to accomplish more tasks that require steady handling.

Survival: You'll want to make a Survival check whenever you want to travel, interact, or recall information about the wild west country side. Perhaps you're trying to cross a vast wasteland, want to identify the poisonous berries from the editable ones, or want to identify what type of animal tracks you've found. Whatever the case, having high ranks in Survival will allow you to excel in living and traveling the countryside.