

# GM SESSION CHECKLIST

## PRE-SESSION CHAT

- Explain concept of *D/E* the RPG.
- Ask what sort of characters they like to play in other games.
- Discuss tone of game. Adventure? Horror? What rating?
- Discuss possible themes and players' reservations.
- Introduce X-card.

## PERSONA GENERATION

- Explain setup (i.e. group of old RPG friends getting together down the line)
- Ask questions to players to generate personas' identities. Make notes.
- Continuing asking questions until the group seems defined.
- Look for the Core Drive of each persona.
- Be sure to ask for name of the Fantasy World they used to play in.
- When satisfied, tell everyone to leave the table. When they come back, they will be playing their personas.

## BEFORE CHARACTER GENERATION

- Given all you know, decide which archetype you want to give to each player.
- You have the Master.
- If you have reservations, check in with players about your idea.

## CHARACTER GENERATION

- Have a general chat then start the game.
- Distribute the dice and character sheets.
- As you give to each player bar the Fool say: *"This is your die. There is no other die like this in this whole game. This is special. This is yours."*
- To the Fool say: *"This is your die. This is exactly the same as every other die in the game. There's nothing special about this die at all."*
- The Master keeps the D20. *"And this one is mine."*
- Get each player to read the introduction text to their character sheet aloud.
- Go through the steps on the sheet, getting them to fill in the details.
- Ask all the players to pick up their dice, close their eyes, then lower their dice to the table.
- Tell them to open their eyes and say they're somewhere else...

## INTO THE DUNGEON

- Describe situation - players are in a dark fantasy version of the room they're in. They are still their real human selves. The dice are in front of them.
- The Master's persona grabs the D20, and transforms into their character.
- Use a Cheat Token to teleport away.
- At any point, if a persona grabs their dice, they transform into their character.
- Shortly afterwards, Fallen arrive. (1 Lesser Fallen per player, plus a greater Fallen.)
- After the Fallen encounter, the players leave the area... and outside is their teenage Fantasy world. Say its name. End session.

## LATER SESSIONS

- Previously On: ask the players to recap their personas. If they don't say information required for the adventure, remind them.
- Ask questions about their teenage fantasy world and then use (and subvert) their answers in the game.
- Continue to ask questions about the personas' real lives, as and when relevant. Use them in the game.
- Halfway through session decide if the game needs to be extended to further sessions or not.
- An hour before the end of the final session, remind the players the game is going to end.
- Always leave time before people have to leave to decompress together after the game.

## THE FINAL ENCOUNTER

- Voting process: ask each player if they want to end the game. The second one doesn't, stop.
- If everyone agrees to go home, they go home.
- If everyone agrees to stay, they stay.
- Dead people don't get a vote.
- If they don't come to an agreement, the fantasy world is destroyed.
- If group is at an impasse, start the world ending.
- When the world is about to end, tell the players and let them have one more action.
- Before you destroy the world, give the players one last chance to end the game.

## LEAVING THE DUNGEON

- All living players are back in the room they came from. Describe the scene.
- Ask each living player who went home how their experience with *Die* changed their life. Add a note to add weirdness to their choice afterwards.
- Ask each dead player how them being not at home changed their life. Also subvert.
- Ask each player who stayed what their life is like there. Add note about what happened at home when they're away.
- Applaud everyone and have handshakes and high fives. Decompress and practise Aftercare.

# GM CHEAT SHEET FOR CLASSES

## FOOL (D6)

### Swashbuckling hero

- Adds class D6 to rolls when acting cavalierly.
- Draws symbol on D6 (e.g. X, O, V). The symbol counts as a 6, and can be used to activate a Fool's special ability.
- To get out of any trouble, gives D6 to GM.
- GM can later return D6 to put the group in trouble.
- By deliberately messing up a plan, the Fool forces the return of the D6.

## EMOTION KNIGHT (D8)

### Emotion-powered fighter

- Sentient weapon.
- Chooses an emotion and then tracks how strongly they feel it on their scale.
- If greater than zero, has advantage on attacks with weapon and their lesser ability is activated.
- If uses greater ability, move the D8 one place down the scale.
- If 2+ emotion can use Creative Violence. Expend all emotions. It can "defeat" any of the words on the chart or below. Note: interpret creatively, but accurately. A mob is not an individual.
- Emotion Drain: siphon emotion from target if they are feeling it. If they choose to resist, it's Knight's Charisma versus Target's Wisdom.
- A critical fail means that the target no longer can feel the emotion (at least, re: the same source) that was being drained. Knight takes all emotion though.

## NEO (D10)

### Cybernetic rogues

- Has sentient AI and Fair Field Hacking (allowing you to influence Fallen). Roll Intelligence vs Wisdom to succeed. A Special to take control of the target for an action.
- Has 3 Gifts of the Fair. Each must be activated with Fair Gold. You need coin tokens to give the Neo.
- Each Gift must be activated each day.
- Adds D10 to pool when making rolls using the Neo's active abilities. If roll a 0, the Gift deactivates.
- Overcharge: GM sets gold cost to achieve set task. If paid, flip coin. If heads, it works. If tails, the GM gets to narrate what goes wrong. Note: does not mean fail.

## GODBINDER (D12)

### Cleric, but bossier

- Holds D12 aloft to speak to any of the gods.
- Godbinder chooses 3 points of relationships with gods. Each point gives a Minor Miracle.
- Barter with each god to do Major Miracles. Major Miracles can do anything that god could do, but each will set a price.
- To cast Minor Miracle roll against difficulty. If has target, simultaneously roll against their defences.
- D12 added to any dice pool where a Miracle is affecting it.
- Other Minor Miracles may be available if GM agrees god could do it. Difficulty is one higher than on the sheet.
- If you fail a Minor Miracle roll, you can instead take on god debt to the god.
- A god can request a player action. If player refuses, they take one Wound for every point of God Debt to the god.

## THE DICTATOR (D4)

### The Bard as horror character

- Dictator chooses 4 emotions to form a palette.
- Each Dictator has something which gives them away when using their Voice.
- Dice pool for using Voice has own mechanic. You roll D4 which sets number of successes, while the Charisma determines how many points you get to make higher or lower.
- Number of successes is the level of Emotion they suffer (see Emotion Scale).
- A Critical Fail will mean the effect is permanent.
- You pass D4 to GM (or other player) when using it. You can't use the Voice while someone else has your D4. You can recall D4 at any time.
- The D4 can be added to any normal dice pool where emotional control could feasibly give the character an edge. If so, the D4's results can be added to any dice.

## EMOTION SCALE (Dictator/Emotion Knight)

- 1-3: normal human emotions
- 4-5: beyond normal human emotion
- 6: intensity beyond all human experience
- For each level of emotion a character has, they suffer one disadvantage when doing something contrary to that emotion.
- At level 3 or above, they have powerful impulses. To resist, they must roll Wisdom against the level of emotion divided by 2.
- If Emotional Intensity is greater than a target's Willpower (Wisdom + Intelligence) then they are overwhelmed and could even pass out (level 4) or die (level 5) or worse (6 and above).

## THE MASTER (D20)

### The GM's reality-controlling mage

- D20 can be added to any dice pool.
- Has number of Cheat Tokens equal to number of other players. The number resets at the start of every session.
- You spend one token to cheat. Options: entirely negate an attack, escape enemies, summon allies, change laws of physics in a given area, offer temptation, change a major rule in the game for the duration of an encounter.
- If used offensively, this is an action. If used defensively, it can be used at will.
- Master has to be present or watching to cheat.
- Uses Intelligence to cast their spells. Level of the spell is its difficulty.

## THE FALLEN

- A persona's character becomes Fallen when they die.
- Keep all stats and abilities on first sheet, lose all on the second sheet.
- If a Fallen kills another persona's character the Fallen comes back to life.
- 1st death while Fallen = -1 stat. 2nd death = -2 stat. And so on.
- Any stat reaching 1 or 0 remains true if they return to real world.