



Notebook RPG

A Solo dungeon crawler RPG that can be played with only a pocket notebook, pencil and one d6

Made by Aldin The Mage

Version 1.2

Instructions:

Print double sided (long edge) on letter paper

Cut off margins, and cut across the line horizontally.

Set aside the bottom of the title page (the part with these instructions on them)

You should have 3 other strips of paper.

Fold each one in half to make a booklet, and nest the booklets inside each other, starting with the title page, then the strip from the top of the next paper, and finally the strip from the bottom of the next paper.

Use the page guides (the numbers in the margins of the other pages) as a reference.

Once the booklets are arranged together, staple them together along the crease.

I recommend putting some tape along the spine to help make it sturdy.

This will tuck inside a pocket notebook or can be carried separately.

Hero:		Level:	
<hr/>		<hr/>	
Race:	Class:	Floor:	
<hr/>	<hr/>	<hr/>	
HP:	MP:	Move:	
<hr/>			
Attributes			
<hr/>			
Muscle:	Med:	Yoga:	
<hr/>			
Skills			
<hr/>			
<hr/>		<hr/>	
Items		Spells	
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Leveling Up

Start at level 1 on dungeon level 1, and increase your level by descending deeper into the dungeon.

Levels are gained on dungeon floors 2, 3, 5, 8, 13, etc., following the Fibonacci sequence (the next number is the sum of the previous 2 numbers).

Increase your current and max **HP** and **MP** by **1d6+modifier** (roll separately for each)

Increase one attribute or skill by 1 (max +3)

Scoring the game

When you die, add up all of your attribute, skill, and item modifiers (even ones that aren't equipped), along with the current dungeon level, the number of spells that you have, and 5 times the current dungeon tier. This is your score.

Record this score on your character sheet, and write a brief note describing your untimely demise. The next adventurer to delve into the dungeon will need to know the tale of the brave hero who came before!

Magic

Using Magic

Cast spells using **MP**. You can know up to **3*Meditation** spells. You can forget known spells to learn more.

Spell Type

1d6	Type
2,4,6	Nature
1,3,5	Arcane

Nature Spells

1d6	Spell	Cost
1	Heal	X
	Heal X+Nature HP	
2	Detect Path	1d6-Nature
	Reveal a room through any visible door	
3	Detect Object	1d6-Nature
	Identify loot you can see but not reach	
4	Pass Without Trace	X
	Move X+Nature tiles while hidden	
5	Lure Monster	Target Power - Nature
	Lure target to a tile you can see	
6	Tame Monster	Target Power - Nature
	Target becomes friendly. Will attack monsters. Higher power wins.	

Character Creation

Attribute	Description
Muscle	Boosts Swords, and how much you can carry. You can carry 5+Muscle items
Yoga	Boosts Bow and Stealth.
Meditation	Boosts Staff, and how many spells you can learn. Can learn 3*Meditation spells

Choose a Race

Race	Bonus
Human	+1 to attribute of your choice, and +1 to class skill of your choice
Dwarf	+1 Muscle and +1HP modifier
Elf	+1 Movement and +1MP modifier

Choose a Class

Class	HP Mod	MP Mod	Skills	Starting Item
Warrior	4	0	Sword, Bow, Armor	Sword +1
Ranger	2	2	Stealth, Bow, Nature	Bow +1
Mage	0	4	Staff, Arcane, Nature	Staff +1

Moving in the Dungeon

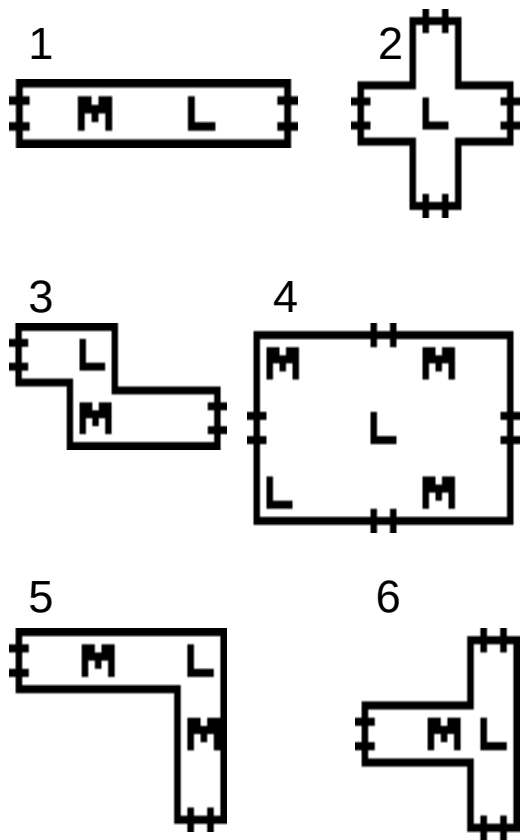
Each turn, you can **move** a number of tiles equal to your **movement**, and perform **one action**.

After your turn, each **monster** gets a turn.

Actions

Action	Description
Move	Move open tiles up to movement . Can't move away from adjacent monster except with the Hide action. When entering a room, all monsters will see you.
Loot	When standing on loot, roll on the loot table to determine what you get. Take or drop items as needed.
Hide	Loot or Move (up to half movement rating rounding up) stealthily. Roll 1d6 + Yoga + Stealth . You will be hidden from any monster that has a power equal to or under this roll.
Attack	Roll 1d6+weapon+skill+attribute vs. target's power . If higher, the monster is defeated. If equal, then you are able to stop the monster from attacking on its next turn, but deal no damage. If under, the monster is able to attack on its turn if it is in range.

Roll to find a room



Monsters and Bosses

Monsters

Monsters have a power level of 1d6+dungeon level and a movement of 3
Monsters act in order of their power level. Any monsters that can see you will move towards you. If a monster starts a turn in a tile adjacent to you, and is not blocked from attacking, it will attack. You suffer damage equal to its power-armor skill-armor item rating .

Bosses

Dungeon Tier starts at 1 and increases for every 5 floors. Tier 2 starts at 6, etc.
Bosses appear on the last floor of the current tier (5,10,15,etc), when you find the stairs down. You must defeat the boss to unlock the stairs down.
Boss Power Level is 1d6+Floor+5 .
Boss loot is always enchanted. Determine the weapon and enchant types normally, but for use Boss Loot Quality .

Boss Loot

1d6	Bonus
1-2	Ring
3-4	Armor
5-6	Weapon

Boss Loot Quality

Type	Bonus
Base Stat	3+Tier
Secondary Enchantment	1d6

Magic

Arcane Spells

1d6	Spell	Cost
1	Shield When attacked, reduce damage by X+Arcane	X
2	Fireball Explode target in a ball of flames	Target Power - Arcane
3	Shape Stone Create doors or walls (up to Arcane skill) in adjacent tiles	1d6-Arcane
4	Move Object Move object by X/2(round down)+Arcane tiles	X
5	Create Fog Create a concealing fog that covers MP+Arcane tiles	X
6	Chain Lightning Destroy a number of monsters up to Arcane in the same room	Highest Target Power - Arcane

Loot

1d6	Type	Effect
1	Potion	Heal 1d6 HP and MP
2	Ring	Enchant equal to quality mod
3	Armor	Reduce damage by quality
4	Weapon	Increase attack roll by quality
5	Spell	Roll for spell or restore 1d6+Mod MP
6	Stairs	Heal 1d6+Mod HP&MP and Descend

Quality Modifier

1d6	Bonus
1-2	+1
3-4	+2
5	+3
6	+3 & +1 enchant

Enchants

1d6	Type
1	HP Mod
2	MP Mod
3	Movement
4	Muscle
5	Yoga
6	Meditation

Weapon Type

1d6	Type	Range
1-2	Sword	Range 1. Adds Quality-1 Armor
3-4	Bow	Range 4. Melee penalty is 3-Bow
5-6	Staff	Range 4. Melee penalty is 3-Staff