

~DUNGEONS & DOUCHEBAGS~

THE RULES

TAKING AN ACTION

Roll 1d20 + Advantage Dice (1d6)

- 9-** *Failure:* You fail; take a Consequence
10-17 *Pass:* You succeed or make Progress (2), but take a Consequence
18+ *Success:* You succeed or make Progress (2)
Nat 1 *Critical Failure:* You fail, hard; take a Serious Consequence
Nat 20 *Critical Success:* You succeed or make Progress (3) and then some

ADVANTAGE & DIFFICULTY

3 sources of Advantage (each gives 1 Advantage Die)

GM gives 0-3 Disadvantage (each removes 1 Advantage)

If there is more Difficulty than you have Advantage: Roll 1d20 - 1d6

- | | | |
|---|--|---|
| <input type="checkbox"/> Are you trained in the Skill that applies to the roll? | <input type="checkbox"/> Do you have a Class Feature or Magic Item that helps? | <input type="checkbox"/> Are circumstances in your favor? |
|---|--|---|

After rolling: Spend a Plot Point to increase your result one level (Fail > Pass > Succeed > Critical)

HEALTH AND DAMAGE

Resting restores 1 Health;
Everything else: 1d6 Health

Regular Consequences:

- 1 Damage
- Lose a standard item
- +1 to a Countdown
- Threatened (+1 Difficulty, Regular Consequences become Serious)

Serious Consequences:

- 1d6 Damage
- Lose a magic item
- +2 to a Countdown
- Things get way worse

Escalate a Consequence to Serious or add a second Consequence to add a Plot Point to the bowl

MAGIC FEATURES AND ITEMS

When rolling or using class features, decide with the Director what the effect is based on the keywords rolled.

Magic Items are either good for one action, or last for one scene, agreed upon with the Director

1 cash item is worth:

- 6 Standard Items
- 1 Magic Item
- Any other substantial purchase or payment

PLOT POINTS AND EXPERIENCE

Whenever your Derp causes a Consequence or Escalation, add a Plot Point to the bowl

When the bowl has Plot Points equal to the number of players, empty it and each player:

- Gains a Plot Point
- Marks Experience

When returning to town, divide Treasure by number of players rounded up. Each player marks that much Experience and gets that much cash to spend

Take an Advance when Experience is full