

# dnduet

dnduet is a tabletop roleplaying game. Players control characters (PCs) living in a world controlled by the dungeon master (DM). Everyone works together to create an exciting and interesting narrative.

## Characters

Characters have several stats which make them unique. These stats give them advantages and disadvantages. To make a character, start by rolling  $1d4-2$  for the following:

Traits	Effects
Strength ( <b>STR</b> ) Dexterity ( <b>DEX</b> ) Constitution ( <b>CON</b> ) Intelligence ( <b>INT</b> ) Wisdom ( <b>WIS</b> ) Charisma ( <b>CHA</b> )	<b>Unaided</b> <b>Tools</b> <b>Magic</b> <b>Critical</b>

Now you know your character's strengths and weaknesses. Next, calculate these two numbers:

Hit Points (HP)	Armor Class (AC)
Max HP = $10 + \text{CON}$	AC = $10 + \text{DEX}$

These will become important later on. Give your character a name and a backstory. Finally, give your character 2 **perks** and 2 **quirks**.

Major perks give your character advantage on a specific rolls. Minor perks apply a +2 bonus to an effect roll under certain conditions. Major quirks give your character disadvantage on specific rolls. Minor quirks apply a -2 penalty to an effect roll under certain conditions.

Perks include advantage on picking locks or +2 damage when landing a strike with a favored weapon. Quirks include disadvantage against rolls involving fire or a -2 AC against a specific enemy.

**Advantage** is rolling twice and keeping the higher result. **Disadvantage** is rolling twice and keeping the lower result.

Tie the perks/quirks to your character's backstory, ancestry, or body features. The son of a locksmith might be good at picking locks. A duelist would fight better with their trained weapon. Your character might have a fear of fire thanks to a traumatic childhood event. A falconer might have a soft spot for birds and bird-like creatures.

## Actions

When an action has a chance of failure, you make an action roll by rolling  $1d20$  and adding a trait score. The specific trait will depend on the nature of the action:

- Add **STR** for power, athletics, and muscle
- Add **DEX** for agility, stealth, and accuracy
- Add **CON** for endurance, health, and stamina
- Add **INT** for logic, memory, and knowledge
- Add **WIS** for will, perception, and intuition
- Add **CHA** for appeal, allure, and manipulation

After rolling and adding the trait score, check the result against the *Air of Fate*. The *Air of Fate* is a number between 3 and 18 set by the DM that represents the game's current level of difficulty. If the result is higher than the *Air of Fate*, the action is successful.

If the obstacle has HP, the PC rolls their effect dice and subtracts the result from its HP:

- **Unaided** - roll  $1d4 + \text{unaided}$  if the action is not aided by tools or magic.
- **Tools** - roll  $1d4 + 1d6 + \text{tools}$  if aided by a physical object, weapon, poison, etc.
- **Magic** - roll  $1d4 + 1d8 + \text{magic}$  if aided by magic. Subtract the  $1d4$  roll from your HP; magic takes energy to cast.
- **Critical** - roll  $1d4 + 1d12 + \text{critical}$  if you rolled a natural 20 (a 20 before bonuses or penalties).

When the HP of the obstacle reaches zero, it is overcome/completed.

## Failing Forward

If the result of an action or attempt is equal to or lower than the *Air of Fate*, the action fails. PCs always fail in a way that moves the story forward.

The PC might fail the action because of a narrative development, forcing the PC to find a new path to progress. They might succeed in the action but take on a new temporary quirk as the cost of success. The DM should decide the result of a failed roll based on the situation. In the event of a natural 1 (a 1 before bonuses or penalties) the quirk you take becomes permanent.

## Helpful Objects

PCs have an inventory where they keep useful items collected throughout their journey. This includes armor, weaponry, food, potions, books, hooks, rope, nets, and more. Some items boost a character stat; armor might add a point or two to the armor stat, for instance.

Work with your DM to figure out the uses, bonuses, and penalties for the items your character acquires. Remember that no trait/effect can be higher than a +8 and armor cannot be higher than 18. Keep item bonuses/penalties to 1 or 2 points.

## Distance and Time

Distance as it relates to the PC are **close** (5ft radius), **near** (10ft radius), and **far** (further than 10ft). Time comes in **moments** (seconds to minutes), **hours**, and **days**.

## Combat

Sometimes PCs are facing hostile forces and need to protect themselves. A PC can make a sneak attack and deal some damage before everyone rolls for initiative if they are unseen.

**Initiative** is the order that everyone takes their turns during combat. To find your place in the initiative order, make a **DEX** action roll. If you tie with someone, play rock-paper-scissors for the higher spot. DMs, roll once for each type of creature entering combat.

On your turn you can take two actions, a movement and an action, or a far movement. Enemies must roll higher than your armor to hit you and roll effect dice to deal damage to your HP.

If your HP reaches zero, your character falls unconscious. Allies can protect, heal, or transport an unconscious PC away from danger. On an unconscious PCs turn, they see a glimpse of the world beyond.

## Death

PCs can only die if the player allows it. There are two ways a PC can die: sacrifice or honorable death. Sacrifice always results in positive effects for the story and party members. They might take out a major villain or protect someone from destruction.

If the party is in dire straits, the DM must continue the narrative in a thoughtful way. Capture, rescue, or resurrection are popular avenues. Consider TV shows: main characters only die when it moves the story forward.

## Leveling Up

When your character reaches a milestone, add  $2d4$  to your max HP (you can re-roll as many times as your CON score). Then, add +1 to any trait or effect score, with a max of +5 to any one trait or effect.

When your character reaches level 20 they have reached their potential. If you wish to continue playing as this character, you have two choices: aging or rebirth. For aging, continue on but with every other level past 20 you lose  $2d4$  max HP and 1 trait/effect point. You decide how your character dies when their max HP passes zero. Rebirth means your character starts fresh at level 1. Rebirth could be the result of many narrative events. Events like becoming soul-bound to an object for a century or ascending to a new plane of existence.

## House Rules

If you come across something in game that doesn't work for you, change it! Make it your own and remember that what's important is having fun.