THE DADLANDS

An RPG by

THE
McElroy
FAMILY

Rules consultation
by Keith Baker

HOW TO BEGIN

First, assign a GM. The GM will determine which clan's domain has **The Remote.** They might do so by rolling a six-sided die. This clan will be off-limits to players. Next, players should create their characters.

1	The Grill Dads
2	The Sports Dads
3	The Car Dads
4	The Vacation Dads
5	The Drama Dads
6	The Crafts Dads

CHARACTER CREATION

The heroes of the game are the dads that the players create. Consider what kind of dad your character will be. Your dad may have whatever appearance, gender, and personality traits you choose.

Stats

Give your dad some stats. The two important stats in The Dadlands RPG are law and chaos. A dad with a high law stat will be more successful at planning, organizing, and discipline. A dad with a high chaos stat will be more successful at improvising, roistering, and empathy. The sum of your dad's law and chaos stats should be 7. You might find this stat by rolling a six-sided die, and then deciding whether that value represents law or chaos. Your dad needs at least one point in each stat. Every dad has moves they can utilize. These are either law moves or chaos moves. Some examples are shown below:

LAW MOVES	CHAOS MOVES
You're grounded!	Illegal fireworks
Healthy snacks, like veggies	Fun snacks, like Gushers
Cleanup, cleanup!	Dangerous toys

Clans

Then, choose your dad's clan. Remember that one clan, determined by the GM, is off-limits. With the aid of the GM, you could also invent your own dad clan. Some suggestions include: The Geek Dads, The PTA Dads, The Scientist Dads.

The Grill Dads	The Vacation Dads
The Sports Dads	The Drama Dads
The Car Dads	The Crafts Dads

PLAYING THE GAME

Each player should have a fanny pack with black and purple tokens inside. The number of **black tokens should equal the character's law stat and the number of purple tokens should equal the character's chaos stat.**

The GM will guide the dads through the adventure. When GM presents a challenge, the Dad declares their move (Law or Chaos). The GM then states the difficulty of the move, and whether it's difficult. The Dad draws a number of tokens equal to the difficulty.

- If all tokens drawn match the chosen approach, the Dad succeeds and adds one token of that type.
- In no tokens drawn match the chosen approach, the Dad fails and must discard one of the tokens drawn.
- If there's a mixed result, the Dad succeeds, but must explain how a little bit of balance helped them succeed. They must discard one of the tokens drawn; they choose which type of token to discard.
- If the challenge is difficult, the Dad fails on a mixed result; they still choose one of the tokens to discard.
- This could also allow two Dads to team up to handle a situation, with a back-up dad adding one of the tokens to the difficulty pool.

   – The DM can also establish the task as being a defining moment, in which case ALL the tokens in the draw will be lost if the action fails.
   – The total of a Dad's Law and Chaos stats cannot exceed 10. If a Dad's Law or Chaos stat reaches zero, they become a Deadbeat or Hardass and fail.

Villains

While relationships between clans may vary, Deadbeats and Hardasses are the only true villains of the Dadlands. They are universally reviled. They do not respect the most important aspect of dadhood: balance.

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