A roleplaying rule system for adventuring on the Dysc, a tribute to the world of Terry Pratchett. For source material read the Discworld book series.

Traverse the Disc, find Love, meet Exciting Friends

A ONE IN A MILLION CHANCE AT ADVENTURE

A D10 SYSTEM
BY JOCHER IN 2019

Certificate of Adventure

Name:

Age: _____ Species: _____

Guild (if any): _____

Description: _____ The story so far: _____

Pocket change:

☐ AMD ☐ Shillings (1 dollar is 20 shilling) ☐ Pennies (1 shilling is 12 pennies) ☐ Halfpennies

It bears mentioning that the Ankh-Morpork dollar is much less inflated than modern currency. Five extra dollars per month is considered a respectable raise in Guards! Guards!. In Going Postal a senior government official makes 20 dollars per week, and a major construction project costs about 100,000 dollars. -https://wiki.lspace.org/mediawiki/Currency

Narrativium points: ⬡⬡⬡⬡⬡

During character creation each attribute point left unspent is converted into a Narrativium point. Narrativium points can be used for 'million to one rolls', casting spells and avoiding socially awkward encounters with Death; allowing you to live to see another day.

Attributes

Distribute 5 additional points during character creation.
Every failed roll: +1 point in a failure track of a used attribute.
When a failure track is full you gain an attribute or skill point. See "Growing older" page.

⊘○○○ **Trickery** ~ used for deceptive behaviour
Failure?: ☐☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊘○○○ **Wits** ~ used for awareness and observation
Failure?: ☐☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊘○○○ **Force** ~ used for strength and physical tests
Failure?: ☐☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊘○○○ **Speed** ~ nimbleness and reactions
Failure?: ☐☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊘○○○ **Determination** ~ willpower and focus
Failure?: ☐☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

Skills & Spells

(you may distribute up to 10 points, max 5 points/skill)

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Check the Octagon if it is a spell

Inventory & Luggage

If an item can be motivated to have relevance to a roll it adds +1 to the attribute/skill value of the roll.

Vices & Compulsions

Roleplay against your own interests in line with any vice or compulsion to gain a Narrativium point immediately. The consequences of your act must be of negative nature for this to apply.

Session Goal

Before starting each session, take some time to define any personal goal for the session. If you achieve your Goal you gain a Narrativium point at the end of the session.

APPROVED BY THE AM.RP.A.A.
AM ROLEPLAYERS AND ADVENTURERS INTERNATIONALE

THE AM.RP.A.A. DOES NOTT CLAIM ANY RESPONISIBILITY FOR WITS OR LIMBES LOST DURING ADVENTURE
AND ANY RISQUES TAKEN DURING THE COURSE OF AN ADVENTURE IS TO BE CONSIDERED A NATURAL CONSEQUENCE OF ADVENTURING
ALL MANNER OF FOREIGN CONFLICTS ARE NOT THE RESPONSIBILITIE OF A.M.RP.A.A. ANY HOSTAGE SITUATIONS OR SIMILAR OCCURANCES ARE ALL AT THE DISCRETION OF THE ADVENTURER
NOR DOES THE AM.RP.A.A. CLAIM ANY RESPONSIBILITIE FOR QUALITY OF FOUND FRIENDS OR LOVE DURING YOUR EXCURSIONS, FAILURE TO READ LEGAL NOTATIONS DOES NOT NEGATE THE COMPLEATE RESPONSIBILITIE OF THE ADVENTURER