

JARED SINCLAIR

6E



Arthur Rackham

NAME: _____

DUNGEON MASTER

HERE'S WHAT YOU NEED TO KNOW

This is a fantasy roleplaying game. Your job is to make sure it's awesome—I'm going to help as much as I can, but ultimately it's up to you and your friends. Read over this sheet, and skim the classes. I'm sure you'll do great!

THE BASIC MOVE

This is basically the only thing you need to run this game. The classes all have their own special moves, but they're just more specific versions of this basic move:

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

Just tell them something dangerous is happening and ask: "What do you do?"

SOME EXAMPLES

Moves only make sense when things are risky, so put your players in risky situations! Picking a lock isn't very risky, unless they can hear voices behind them down the hall, or someone is sleeping on the other side of the door.

Tell them what the risks are before they roll. They might change their minds about their action—that's good! That means they're thinking.

When you fight an enemy in melee, roll+STR. **A 7-9** might mean that you successfully do your damage to the enemy, but they do their damage to you, or disarm you. **A 6-** might mean that you don't do your damage to the enemy, and they do their damage to you, or knock you prone.

When shooting an enemy at range, roll+DEX. **A 7-9** might mean that you successfully do your damage to the enemy, but they manage to move into melee range of you and swing—What do you do? **A 6-** might mean that you miss, and that was your last arrow!

When you look for rumors in town, buy a round for the local publicans and roll+CHA. **A 10+** might mean you get two rumors. **A 7-9** might mean you only get 1 rumor. **A 6-** might mean you put your trust in bad information.

CHARACTER CREATION

The first thing you're going to need to do is help everyone make their characters. It's simple!

1. **Have everyone choose a class**, give them the appropriate sheet, and ask them to choose a class advancement.
2. **Tell them how to roll their attributes**. For each one, in order, they roll 2d6:
 - **On an 11+**, it's +2.
 - **On a 9-10**, it's +1.
 - **On a 6-8**, it's +0.
 - **On a 4-5**, it's -1.
 - **On a 3-**, it's -2.
3. **Now they get to roll their HP!** They roll a number of d6s equal to their level plus their CON (minimum 1), then they keep a number equal to their level. Write down the result in the HP bubble!
4. **It's time to explain inventory slots!** Everyone has a number of slots equal to 12 plus their STR. Tell players to strike through the numbers for slots they don't have. Some large items might take up two slots (two-handed weapons, armor). If they're ever carrying more stuff than their slots allow, they have -2 to all rolls.
5. **Get some equipment!** Everyone starts with one or two Remarkable Items. There's some examples to the right. Don't worry about boring stuff like weapons and armor and torches. Players can use their Gear bubbles for that!

REMARKABLE ITEMS (JUST A FEW—MAKE UP YOUR OWN!)

A remarkable item is just a normal item that gives you a little bonus in a very specific circumstance. Have players make up their own! If they get stuck, you can suggest one of these and pretend you made it up on the spot (you'll look so clever!):

- **Dueling Sword.** +1 when you're defending your honor with threats of (or actual) violence.
- **Quick Pick.** +1 when you need to open a lock quick or quiet, so no one notices.
- **Lucky Helmet.** +1 when you need to avoid a freak accident.
- **Trusty Waterskin.** You (only) may drink from it when you rest to roll one additional die for your HP—keep the normal amount, though.
- **Component Pouch.** If you would forget a spell, you may spend the contents to prevent forgetting it. One use, refills when you refresh your Gear bubbles.
- **Fancy Hat.** +1 when you're making a deal with a merchant or statesman.
- **Mercurial Wand.** Once/day you can use this to cast a random spell from the Wizard Spell List—better roll for it!
- **Loaded Dice.** +1 when you gamble with them.

ADVENTURING GEAR

Light Weapon. Daggers, short swords, hand axes. Can be wielded as an off-hand weapon, allowing you to reroll damage once per attack.

Martial Weapon. Longswords, axes, hammers, spears. Wielded in your main hand. +1 damage.

Great Weapon. Two-handed swords, battleaxes, polearms. Uses two hands. Takes two inventory slots. +2 damage.

Shortbow. Uses two hands.

Longbow. Uses two hands. Takes two inventory slots. +1 damage.

Crossbow/Musket. Uses two hands. Takes two inventory slots. +2 damage if fired standing still.

Light Armor. Takes two inventory slots. Reduce incoming damage by one (1 Armor).

Full Armor. Takes three inventory slots. Makes it very difficult to run, move quietly, swim, jump, &c. Reduce incoming damage by two (2 Armor).

Shield. Wielded in your off-hand. You can choose to have it break to negate damage from an attack.

Rations. Eat while resting to reroll your HP.

Oil. Fills a lantern. Can set an area on fire—d6+1 damage to all in the area until it goes out.

OTHER MISCELLANEOUS THINGS

- Rope
- Iron Spikes
- Chalk
- Parchment
- Flint and Steel
- Torch
- Lantern
- Tent
- Dice
- Caltrops
- Bandages
- Waterskin
- Crowbar
- Hatchet
- Animal Trap
- Lockpicks
- Pen and Ink
- Fishing Pole
- Shovel
- Grappling Hook
- Pickaxe
- 10' Pole
- Vial of Holy Water
- Hand Mirror
- Spyglass
- Sand Timer
- Clothes
- Cart

GEAR BUBBLES

(PLAYERS CAN DO THIS TO GET STUFF.)

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

FAQ

("FREQUENTLY ASKED QUESTIONS.")

How long do ongoing spells last?

I dunno, until the Fighter rolls a 6- and accidentally breaks the caster's concentration, maybe. Or until the caster decides to do something more important.

My players did a weird thing and there's not a move for this!

That's great! Make up a cool one together! Use the Basic Move as a guide. Make sure to write your awesome new move down!

My players want more classes!

We'll make some, then! Use the existing classes as a guide.

It's hard to come up with cool complications on the fly!

I'm really lazy, so I normally just ask my players, "How did your risky move backfire?" Then we can build on that together.

My players want different spells!

Yeah, I figured they might. Go steal from your favorite fantasy game or supplement. Just read the spell names and descriptions, don't worry about the stats.

CLERIC

NAME: _____

WHAT DO YOU LOOK LIKE?

ARMOR

HP

STR

DEX

CON

INT

WIS

CHA

INVENTORY

- _____
- _____
- _____
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GEAR: ○ ○ ○



BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

CLERIC MOVES

When you spend an hour or so in silent communion with your deity, you forget any spells you already had memorized, and you may memorize a number of spells equal to your level plus your WIS. You can choose any spell on the Cleric Spell List (I really do recommend getting a better list, though).

- When you cast a spell you've memorized, roll+WIS. On a 7-9, choose 1. On a 6-, neither.
- The spell affects its intended target.
 - You don't forget the spell.

CLERIC SPELLS

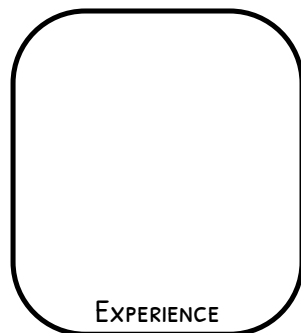
(ASK YOUR GM TO MAKE A BETTER LIST.)

1. **Command.** A creature obeys a single, three-word command that does not harm it.
2. **Control Weather.** You may alter the type of weather at will, but you do not otherwise control it. Lasts twelve hours.
3. **Cure Disease.** Cure a person you touch of all disease.
4. **Hold Person.** A nearby person or humanoid creature is unable to move for a short time.
5. **Inspire.** In battle, nearby allies may treat their next roll as if it were one tier better (6- becomes 7-9, 7-9 becomes 10-11, 10-11 becomes 12+). May instead consecrate a building or location.
6. **Remove Curse.** Remove all curses from a person you touch.
7. **Scry.** See through the eyes of a creature you touched earlier today.
8. **Silence.** Negate all sound in a 15-foot radius area.
9. **True Sight.** See through nearby illusions.
10. **Ward.** A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: living creatures, dead creatures, projectiles or metal.

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Cleric Advancement list.



CLERIC ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Indomitable.* Gain +1 Strength.
- ☐ *Genial.* Gain +1 Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Pious.* You can memorize one additional spell per day from your deity's spell list.
- ☐ *Studios.* Add a random Wizard spell to your deity's spell list.
- ☐ *Studios.* Add a random Wizard spell to your deity's spell list.
- ☐ *Turn Undead.* **When you boldly abjure the unholy products of necromancy**, roll+WIS. **On a 10+**, all mindless undead flee from your presence, and intelligent undead are momentarily stunned. **On a 7-9**, half of them are.
- ☐ *Cure Light Wounds.* **When you touch a wounded person**, you may heal them for 1d6 damage plus your level. You may do this a number of times per day equal to your level.
- ☐ *Divine Armor.* **When you bear no armor or shield**, you have 2 armor.
- ☐ *Death Rites.* **When you take time after a conflict to dedicate your victory to your deity and deal with the dead**, you and anyone who helps you may add one to your next roll.

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

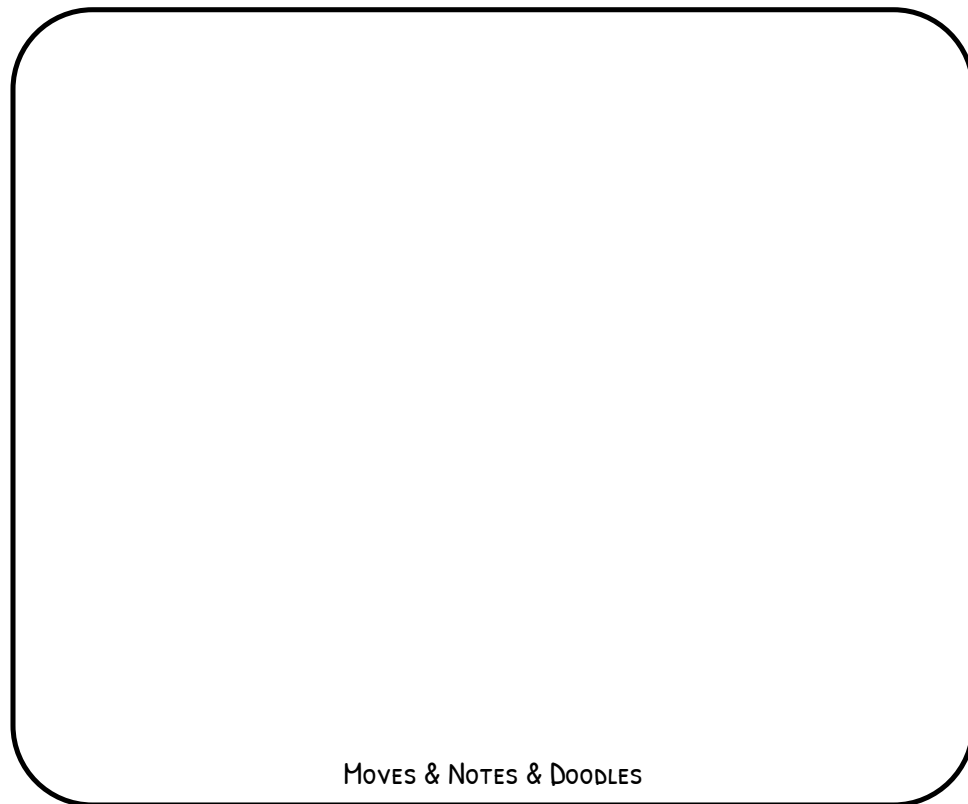
When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!



MOVES & NOTES & DOODLES

FIGHTER

NAME: _____



WHAT DO YOU LOOK LIKE?



STR 

STR

DEX 

DEX

CON 

CON

INT 

INT

WIS 

WIS

CHA 

CHA

INVENTORY

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

GEAR: ○ ○ ○ ○

D8
DAMAGE

BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

FIGHTER MOVES

When you get a 12+ on an attack roll with a Remarkable Weapon, in addition to the normal effects, you impress, dismay, or frighten your enemy.

When you deliver the killing blow to a worthy opponent, you learn from its fighting style. Decide with the table what remarkable technique you take away from the exchange, and write it down in the box to the right. When you use that move, add one to your roll. You may have a number of these moves at a time equal to your level.

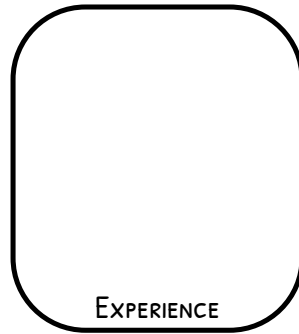
YOUR TECHNIQUES (FROM DEFEATING ENEMIES.)

[illegible]

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Fighter Advancement list.



FIGHTER ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- ☐ *Robust.* Gain +1 Constitution.
- ☐ *Indomitable.* Gain +1 Strength.
- ☐ *Genial.* Gain +1 Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Dangerous.* You deal +1 damage.
- ☐ *Dangerous.* You deal +1 damage.
- ☐ *Sturdy.* When you roll your HP, keep a number of dice equal to your level plus one.
- ☐ *Comrade.* When you roll to help someone, add one to your result.
- ☐ *Precise.* When you roll a 12+ to fight or shoot someone, you ignore their armor.
- ☐ *Soldier.* Armor takes up one fewer inventory slot for you.
- ☐ *Soldier.* Armor takes up one fewer inventory slot for you.
- ☐ *Inspiring.* At any time, you may remove points from your HP and give them to an ally.

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

NAME: _____

WHAT DO YOU LOOK LIKE?



STR 

STR

DEX 

DEX

CON 

CON

INT 

INT

WIS 

WIS

CHA 

CHA

101215

GEAR: ○ ○ ○ ○ ○

D6
DAMAGE

BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

THIEF MOVES

When you attack an opponent unawares, treat any 6- results as a 7-9 instead, and add an extra d6 to your damage.

When you try to pass unnoticed,
you may treat a 6- result as a 7-9
result instead.

You are well connected. **When you need to know a guy**, roll+CHA. **On a 7-9**, the person you know seems to think you owe them a debt. **On a 6-**, they want a lot more than that. Write down your connections and any notes you'd like to the right.

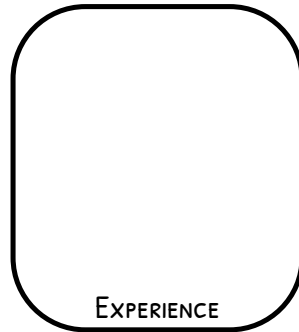
YOUR CONNECTIONS (AND HOW THEY FEEL ABOUT YOU.)

[illegible]

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Fighter Advancement list.



THIEF ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- ☐ *Artful.* Gain +1 Dexterity.
- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Popular.* Gain +1 Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Light-Footed.* Light armor takes up no inventory slots for you.
- ☐ *Marksman.* You deal +2 damage with ranged weapons.
- ☐ *Eagle Eye.* **You're never caught by surprise.** If an enemy would get the drop on you, you act first instead.
- ☐ *Underdog.* **When you're outnumbered,** you have +1 armor.
- ☐ *Slippery.* Light armor you wear prevents two damage per attack, instead of one.
- ☐ *Assassin.* **When you roll a 12+ to attack someone unawares,** add another 1d6 to your damage.
- ☐ *Wary.* **When you attempt to avoid or disable a trap,** add both your DEX and INT to your roll.

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

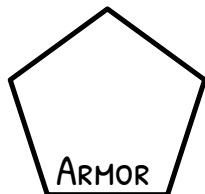
(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

WIZARD

NAME: _____

WHAT DO YOU LOOK LIKE?



STR

DEX

CON

INT

WIS

CHA

INVENTORY

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GEAR: ○ ○ ○ ○ ○ ○



BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

WIZARD MOVES

When you spend an hour or so studying your personal spellbook, you forget any spells you already had memorized, and you may memorize a number of spells equal to your level plus your INT. You can choose any spell currently in your spellbook.

- When you cast a spell you've memorized, roll+INT. On a 7-9, choose 1. On a 6-, neither.
- The spell affects its intended target.
 - You don't forget the spell.

When you attempt to add a spell from a scroll or another wizard's spellbook to your spellbook, roll+INT. On a 7-9, you may add it only if you remove another spell. On a 6-, you fail and may never memorize or cast that spell.

WIZARD SPELLS

(ASK YOUR GM TO MAKE A BETTER LIST.)

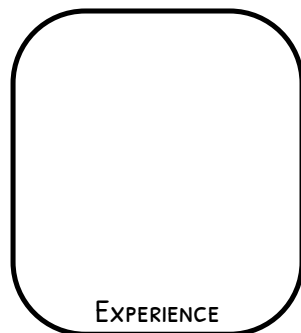
Wizards have -2 to cast spells if they're wearing armor or shield.

1. **Detect Magic.** You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.
2. **Floating Disc.** An invisible object hovers, frictionless, two feet above the ground. It can hold up to a number of humanoids equal to your level, or the equivalent.
3. **Magic Missile.** Hurls a glowing dart of magical energy at a target. Does 1d6 damage plus one for each level you have.
4. **Comprehend.** You are fluent in all languages.
5. **Pit.** A pit 10 feet wide and 30 feet deep opens in the ground.
6. **Icy Touch.** A thick ice layer spreads across a touched surface, up to a 30 foot radius.
7. **Raise Dead.** 1d6 skeletons rise from the ground to serve you. They aren't very bright and can only obey simple orders.
8. **Spider Climb.** You can climb surfaces like a spider.
9. **Sleep.** 1d6 nearby creatures fall into a light sleep.
10. **Adhere.** A nearby object becomes covered in extremely sticky slime.

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Cleric Advancement list.



WIZARD ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- ☐ *Resolute*. Gain +1 Wisdom.
- ☐ *Smart*. Gain +1 Intelligence.
- ☐ *Shifty*. Gain +1 Dexterity.
- ☐ *Worldly*. Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Adept*. You can memorize one additional spell per day from your spellbook.
- ☐ *Studious*. Add a random Wizard spell to your spellbook.
- ☐ *Cross-Disciplinary*. Add a random Cleric spell to your spellbook.
- ☐ *Infamous*. Your reputation precedes you. **When you need to make a new connection**, roll+CHA. **On a 7-9**, the person you find is less than ideal, or needs a favor. **On a 6-**, they they've got a job for you, and they won't take no for an answer.
- ☐ *Magic Detector*. You may cast Detect Magic as a cantrip. You don't have to memorize it, and casting it doesn't require a roll (it always counts as a 10+).
- ☐ *Arcane Armor*. **When you bear no armor or shield**, you have 1 armor.
- ☐ *Wild Magic*. **When you roll a 12+ to cast a spell**, double its effectiveness.

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

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CHARACTER CREATION

(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment. (And roll three random spells to put in your spellbook!)
6. Go find a dungeon!

MOVES & NOTES & DOODLES