

# Dorks in Dungeons

## Dorks Mini RPG

Created for Free RPG Day 2015

### Rule Zero

This is a game about telling stories and having fun. Don't be a dick.

### Materials Needed for Play

These instructions, scrap paper/index cards/sticky-notes, pencils, at least one set of polyhedral dice.

### Playing the Game

When your character attempts something **risky**,

1. Describe the **method** your character uses to accomplish their goal
2. Determine if your character's race or class is relevant to the **risk** or **method**
  - a. In general, the default risk rating is **15**
  - b. If your character's race *or* class is relevant, the risk rating is **11**
  - c. If your character's race *and* class are relevant, the risk rating is **7**
3. Roll a d20 against your risk rating. If you roll *greater than or equal* to the risk rating, you've at least marginally succeeded.
4. Work with the GM to describe the result
5. Roll an Effect Die, if necessary

### Rolling the Effect Die

Sometimes you need to know how much impact your action had on the scene. How many minutes does my spell last? How many goblins run away? How much damage do you deal? How many ladies swoon?

Roll a d6 to determine the answers to these questions. Roll a d4 if you are using poor equipment. If you are using quality tools, roll a d8, and if you are using magical tools, roll a d10.

### Hit Points

All characters have 10 hit points. Damage will reduce your hit points. When you have zero hit points, you are incapacitated. Wearing average armor raises your hit points to 14, quality armor raises your hit points to 18, and magical armor varies with the particular item's enchantments.

### Earning XP

New characters start with 3 XP, and you can bank up to 20 XP.

You earn XP when:

- You fail a roll
- You make everyone laugh with your character's antics
- You discover something new about the world, or overcome adversity
- You make significant progress towards your character's personal goals

### Spending XP

You can spend an XP to increase the result of a die roll. Each XP spent increases the roll by 1.

### Race and Class Keywords

The Races and their traits

- Human - Devoted, Influential
- Elf - Graceful, Wise
- Dwarf - Hardy, Crafty
- Halfling - Short, Inconspicuous

The Classes and their specialties

- Fighter - Violence, Fitness
- Cleric - Willpower, Diplomacy
- Rogue - Subterfuge, Networking
- Mage - Spellcraft, Ancient Lore

## Creating a Character

Get an index card and write down the following: Your character's name, their race and class, the crime that landed them in the Special Parcel Service, any personal goals or agendas they may have (no more than 3 is usually best).

In addition to the keywords associated with your race and class, write an additional one that makes your character distinctive or unique. You can use this keyword as if it were a race or class keyword when determining a risk rating. Some examples are:

- Subclasses: Ranger, Bard, Necromancer, Druid
- Physical or Personality descriptors: Strong as an Ox, Nimble Fingers, Arrogant, Soothing Voice

## Selecting Equipment

Your character owns the following:

- A quality item relevant to their race or class.
- 3 notable or signature items of average quality.
- A backpack or pouch of adventuring and survival supplies (with 5 uses) called a 'kit'
  - Each use represents a disposable piece of gear of average quality.
  - Examples include: torches, rope, food, bandages, etc.



## Running the Game

### Making Deliveries

This is a game for telling stories about the intrepid members of the Special Parcel Service. However, feel free to use it for telling any kind of story you want!

### Setting Stakes and Failing Forward

When running the game, always work with the players to establish what is at stake when they roll for a risk. If nothing is at stake, then the action isn't actually risky and doesn't require a roll.

Eventually, a player will fail a roll. Don't let this stop the fun! When a roll is failed, offer another option, or reveal a new piece of information the characters can act on. We call this Failing Forward.

### Challenges

Often times a situation will involve an individual or a group working against the characters. These kinds of scenes are called challenges, and the characters need to roll 3 successes before they roll 3 failures to overcome the challenge.

### Combat

Sometimes a challenge will involve violence. In combat, instead of tracking successes and failures, characters are removed from the scene by running out of hit points. As mentioned in the Effect Die section, damage is determined by rolling the Effect Die of the weapon used.

### Monsters and Bad Guys

When someone acts against the characters, it will require the characters to make a risk roll. Keywords for monsters serve as a guide to describe the kinds of things the monster might do.

Damage and Effect Die is rated with the same quality scale used by players.

Monsters have a base of 4 hit points.

Add 2 hit points for each of the following that apply:  
Armored, Magical, Annoying

Add 4 hit points for each of the following that apply:  
Huge, Elite, Immortal