

# PLANET DUNE

The very official PRG for people who have definitely read and understood the book(s?)



Sand... or Drug?

## SKILLS

You have 4 skills: **Sand**, **Drug**, **Worm** and **Oscar Isaac**. You have 20 points to distribute among these skills as you see fit.

## ROLLING

On the planet Dune, you will need to do things pretty often. Any time you want to do something, roll a d10.

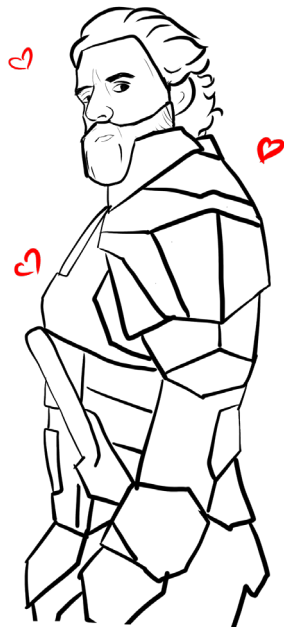
- To succeed at being *dry*, *finding your way* or *being patient*, roll **equal to or under** your **Sand** score (witticisms are included in being dry).
- To succeed at *being wet*, *interacting with machines* or *finding indoors*, roll **above** your **Sand** score.
- To succeed at *being rich*, *being louche* or *pretending you are not in the desert*, roll **equal to or under** your **Drug** score.
- To succeed at *being poor*, *being scrappy* or *understanding desert life*, roll **above** your **Drug** score.
- To succeed at *being large*, *breaking things* or *coming out of nowhere*, roll **equal to or under** your **Worm** score.
- To succeed at *being small*, *using fine motor control* or *having limbs*, roll **above** your **Worm** score.
- To succeed at *seducing*, *intimidating* or *smouldering*, roll **equal to under** your **Oscar Isaac** score.
- To succeed at *being inconspicuous*, *being underestimated* or *hiding in tight spots*, roll **above** your **Oscar Isaac** score.



Scientific Diagram

## EXPRESSIONS

Everyone who lives on Dune has a favourite facial expression. When a character attempts to do something and their favourite facial expression is the most appropriate one, they roll twice and choose the result. The most appropriate facial expression is decided by the player and DM (Dune Master).



The acceptable facial expressions in Dune Society are:

- Wistful
- Mysterious
- Stony
- Scared
- Thirsty
- Ouch
- Yellow Gel Filter



The Famous Dunes of  
Planet Dune

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