

WEAPONS		
STICK (D6, +1 ATTACK, BREAKS ON 6)	0 GEMS	1 WEIGHT
KNIFE (D4, DOUBLE DAMAGE ON 4)	1 GEM	0 WEIGHT
SWORD (D6, REROLL '1'S)	2 GEMS	1 WEIGHT
GREATSWORD (D10, DOUBLE INJURIES)	5 GEMS	3 WEIGHT
THROWING KNIFE (D4, +1 ATTACK PER TURN)	1 GEM	0 WEIGHT
PISTOL (D4, +1 ATTACK PER TURN)	3 GEMS	1 WEIGHT
MACHINEGUN (D10, WIDE AREA, 1 TURN TO PREPARE)	7 GEMS	5 WEIGHT
RIFLE (D10, MAX DAMAGE ON CALLED SHOTS, 1 TURN TO RELOAD)	7 GEMS	2 WEIGHT
LASER PISTOL (D6, REROLL '1'S)	3 GEMS	1 WEIGHT
SHIELDS		
SMALL SHIELD (D4)	1 GEM	1 WEIGHT
HEAVY SHIELD (D4, SURVIVES DESTRUCTION ONCE)	3 GEMS	4 WEIGHT
TOWER SHIELD (D4, FULL COVER FROM RANGED ATTACKS)	4 GEMS	6 WEIGHT
ARMOR		
LIGHT ARMOR (4 AP)	1 GEM	2 WEIGHT
MEDIUM ARMOR (8 AP)	5 GEMS	5 WEIGHT
HEAVY ARMOR (12 AP)	8 GEMS	8 WEIGHT
FORCEFIELD BELT (6 AP)	3 GEMS	1 WEIGHT
DEFLECTOR BELT (DEFLECTS LASERS)	5 GEMS	1 WEIGHT
HELMET (BREAKS TO PREVENT BRAIN INJURY)	1 GEM	1 WEIGHT

DIRK RULES!

FOR TABLETOP FANTASY
ROLE-PLAYING

2+ PLAYERS AND REFEREE

PAPER, PENCILS AND DICE: D4,
D6, D8, D10, D12, D20

BY DIRK WITH A
VENGEANCE

HOW TO PLAY

THE BASICS, IN BRIEF

- THE REFEREE DESCRIBES AN IMAGINARY WORLD, OF THEIR OWN PREPARATION OR AS PROVIDED
- THE PLAYERS EXPLORE THE WORLD THROUGH THEIR CHARACTERS, ASKING QUESTIONS AND SAYING WHAT THEY DO
- THE REFEREE ANIMATES THE WORLD AS THE PLAYERS INTERACT WITH IT, SAYING WHAT HAPPENS (BY THE ESTABLISHED RULES, OR, MORE OFTEN, BY THEIR OWN JUDGEMENT)

THE REFEREE

YOU HAVE A BIG JOB; YOUR RESULTS WILL DEPEND MORE ON YOUR OWN JUDGEMENT AND IMAGINATION THAN ON ANYTHING THIS TEXT CAN PROVIDE. WHEN THE TEXT OFFERS NO CLEAR ANSWERS, IT IS YOUR JOB TO MAKE THEM UP, AND TO WIN THE TRUST OF YOUR PLAYERS SUCH THAT WHAT YOU MAKE UP CAN BE BELIEVED. I FEAR THERE IS NO WAY TO RELIEVE YOU OF THIS BURDEN; YOUR ROLE AS A THOUGHTFUL ARBITER IS WHAT MAKES THIS TYPE OF PLAY WORTHWHILE, BUT IT REQUIRES SKILL AND PRACTICE.

WHEN TIME PASSES, ROLL FOR **EVENTS**:

WEEKS: D4 | DAYS: D10 | HOURS: D20 | MINUTES: D6+3

1. NEW OR ESCALATING THREAT
2. USEFUL DISCOVERY, ABANDONED
3. EXTREME WEATHER
4. USEFUL DISCOVERY, UNDER GUARD
5. WANDERING ENCOUNTER
- 6+ FORESHADOWING OF ONE OF THE ABOVE

STATS AND ROLLS

CHARACTERS HAVE THREE ABILITY SCORES:

STR *USED FOR POWER, ATHLETICISM, TOUGHNESS*

DEX *USED FOR QUICKNESS, STEALTH, PRECISION*

WIL *USED FOR CHARISMA, INTELLECT, MAGIC*

WHEN AN ABILITY IS TESTED, THE REFEREE CAN CALL FOR A **SAVING THROW** (AKA "SAVE"): THE PLAYER MUST ROLL A D20 EQUAL TO OR UNDER THEIR CHARACTER'S ABILITY SCORE TO PASS.

ADVANCED THROWS (OPTIONAL)

- » IF THE SITUATION GIVES YOU *ADVANTAGE*, ROLL TWICE AND TAKE THE BEST RESULT
- » IF YOU ARE AT SOME *DISADVANTAGE*, INSTEAD ROLL TWICE AND TAKE THE WORST RESULT
- » FOR *COMPLICATED SHIT*, ROLL TWICE; IF BOTH SUCCEED, YOU GET ALL OR MOST OF WHAT YOU WANT. IF ONLY ONE SUCCEEDS, YOU GET PART OF WHAT YOU WANT, OR THE REFEREE MAY SPECIFY SOME COST OR CONSEQUENCE. IF NEITHER ROLL SUCCEEDS, EXPECT THE WORST
- » TO *ADJUST FOR DIFFICULTY*, THE REFEREE MAY IMPOSE A PENALTY TO THE ABILITY SCORE FOR THE PURPOSES OF THE THROW:
 - TRIVIAL:+2
 - DIFFICULT:-2
 - LEGENDARY:-5
 - UNPRECEDENTED:-10
- » FOR *CONTESTS BETWEEN CHARACTERS*, EACH ROLLS A D10 AND ADDS THEIR ABILITY SCORE; THE CHARACTER WITH THE HIGHER TOTAL WINS THE CONTEST

NON-COMBAT ACTIONS

EXPLORE (MINUTES)

- » THE BASIC MODE OF PLAY; INVESTIGATE YOUR SURROUNDINGS IN DETAIL, ASK QUESTIONS, SAY WHAT YOU DO

SHORT REST (1 HOUR)

- » RESTORE ALL HP

TEND ARMOR (1 HOUR)

- » RESTORE ALL AP

FULL REST (1 DAY)

- » RESTORE ALL HP, AP AND ABILITY SCORES

LONG REST (1 WEEK)

- » RESTORE ALL HP, AP, ABILITY SCORES AND INJURIES

SKILL TRAINING (WEEKS)

- » LEARN A SKILL OR POWER FROM ANOTHER CREATURE, IF YOU CAN CONVINCE THEM TO TEACH YOU; THE REFEREE MUST SET APPROPRIATE TRAINING TIME AND REQUIREMENTS.

PROJECT (WEEKS)

- » UNDERTAKE SOME MORE COMPLICATED OR PARTICULAR PLAN. SAY WHAT YOU HOPE TO ACCOMPLISH; THE REFEREE MAY SET ANY NUMBER OF REQUIREMENTS AS APPROPRIATE (RESOURCES, TIME, LABOR, EXPERTISE, OR OTHERWISE)

BATTLE

WHEN PRIORITY OF ACTION IS CONTESTED, CHARACTERS ACT IN TURN ORDER, STARTING WITH THE HIGHEST DEX.

ADVANCED INITIATIVE

- » SPEND HP TO RAISE YOUR DEX FOR THE PURPOSE OF TURN ORDER (1-FOR-1)

QUICKFIRE ROUND

BEFORE THE START OF THE FIRST TURN, EACH CHARACTER WITH A WEAPON IN HAND CAN MAKE A FREE ATTACK AGAINST ANYONE IN RANGE.

DURING YOUR TURN,

MOVE UP TO 30 FEET*, AND TAKE ONE *ACTION*:

- » *ATTACK* INFLECTS DAMAGE PER YOUR WEAPON
- » *MISC ACTION* ANYTHING ELSE YOU MIGHT WANT TO DO WITH ABOUT 10 SECONDS*

ADVANCED ACTIONS

- » *CALLED SHOT!* DEX SAVE TO HIT SPECIFIC ANATOMY; IF YOUR DAMAGE EXCEEDS HALF THE TARGET'S STR, THEY MUST PASS A SAVE TO AVOID INJURY
- » *FEINT...* INFLECTS 1 DAMAGE; IF YOU PASS A WIL SAVE, THE NEXT ATTACK ON THE TARGET INFLECTS MAXIMUM DAMAGE
- » *GRAPPLE!* STR SAVE TO INITIATE OR SEIZE CONTROL OF A GRAPPLE
 - SACRIFICE YOUR MOVE OR ACTION EACH TURN TO MAINTAIN
 - GRAPPLED CREATURES CAN'T MOVE OR USE LARGE WEAPONS, AND DAMAGE ROLLS AGAINST THEM HAVE ADVANTAGE
- » *TAUNT!* D4 WIL DAMAGE TO AN ANGRY OR UNDISCIPLINED CREATURE; TARGET MUST PASS A WIL SAVE OR ATTACK YOU ON THEIR NEXT TURN
- » *ROUTE!* D4 WIL DAMAGE TO A FEARFUL OR INJURED CREATURE; TARGET MUST PASS A WIL SAVE OR RETREAT OR SURRENDER ON THEIR NEXT TURN
- » *RALLY!* ALLIES WHO CAN HEAR YOU MAY MAKE A FREE WIL SAVE TO SHAKE OFF FEAR OR ENCHANTMENT; THEY CAN USE YOUR WIL IN PLACE OF THEIR OWN THIS TURN
- » *FULL DEFENSE.* +1 REACTION AND +D6 HP THIS TURN

BETWEEN TURNS,

YOU CAN TAKE ONE *REACTION*:

- » *EVADE!* -HALF DAMAGE FROM AN ATTACK; PASS A DEX SAVE TO CHOOSE ONE:
 - YOU MAINTAIN YOUR POSITION (OTHERWISE, YOU'RE KNOCKED DOWN OR DRIVEN BACK)
 - +1 REACTION THIS TURN
- » *BLOCK!* (REQUIRES A SHIELD) AVOID ALL DAMAGE FROM AN ATTACK; PASS A STR SAVE TO CHOOSE ONE:
 - YOUR SHIELD IS NOT DESTROYED
 - +1 REACTION THIS TURN
- » *ESCAPE!* DEX, STR OR WIL SAVE; FREE YOURSELF FROM A GRAPPLE, ENTANGLEMENT, ENCHANTMENT OR OTHER ONGOING EFFECT
- » *COUNTER!* MUST BE DECLARED BEFORE DAMAGE IS ROLLED; YOU TAKE +D6 DAMAGE FROM AN ATTACK. ON YOUR NEXT TURN, ADD +D8 TO YOUR DAMAGE ROLLS AGAINST THE ATTACKER
- » *INTERCEPT!* MUST BE DECLARED BEFORE DAMAGE IS ROLLED; BLOCK SOMEONE'S MOVEMENT OR REDIRECT AN

INJURY AND DEATH

HIT POINTS (HP)

SPEND HP TO PREVENT ANY TYPE OF DAMAGE, 1-FOR-1

ARMOR POINTS (AP) ACT LIKE EXTRA HP; *SPEND AP* TO PREVENT DAMAGE WHEN YOUR ARMOR IS RELEVANT AFTER SPENDING HP, REMAINING DAMAGE IS APPLIED TO YOUR *STR* SCORE. WHEN YOU TAKE *STR* DAMAGE, PASS A SAVE OR A RANDOM BODY PART BECOMES INJURED. IF IT'S ALREADY INJURED, IT BECOMES LOST. IF IT'S ALREADY LOST, YOU DIE.

BODY PARTS

- | | |
|---------|----------|
| 1. ARM | 4. FACE |
| 2. LEG | 5. EYES |
| 3. GUTS | 6. BRAIN |

WHEN AN INJURY GETS IN THE WAY, ROLL WITH *DISADVANTAGE*.

UNNAMED CHARACTERS WHO SUFFER STR DAMAGE MUST INSTEAD SAVE OR DIE.

DEX AND WIL DAMAGE

CERTAIN ATTACKS MIGHT DAMAGE *DEX* OR *WIL*, RATHER THAN *STR*; YOU CAN SPEND HP TO PREVENT THIS DAMAGE AS NORMAL

WHEN DEX IS DAMAGED, PASS A SAVE OR LOSE YOUR NEXT REACTION

WHEN WIL IS DAMAGED, PASS A SAVE OR LOSE YOUR NEXT ACTION

EXTRA RULES

SPEED

HUMAN-SIZED CREATURES ARE SPEED 1;
HORSES AND OTHER LARGE QUADRUPEDS ARE SPEED 2.
MAXIMUM MOVE DISTANCE IN BATTLE IS [SPEED X DEX]
YARDS PER TURN.
MAXIMUM MANEUVERING SPEED IS [SPEED X DEX] MILES
PER HOUR.
MAXIMUM TRAVEL SPEED IS [SPEED X 100] MILES PER
DAY.

DEPRIVATION

- » D6 DAMAGE EACH WEEK WITHOUT FOOD
- » D6 DAMAGE EACH DAY WITHOUT SLEEP
- » D6 DAMAGE EACH MINUTE WITHOUT AIR
 - HOLD YOUR BREATH FOR [STR/2] MINUTES
 - MINUTES REDUCED TO TURNS UNDER EXERTION

YOU CAN'T REST WHILE DEPRIVED. WHEN YOU TAKE
DEPRIVATION DAMAGE TO YOUR STR, SAVE OR PASS OUT.
IF YOU'RE ALREADY PASSED OUT, YOU DIE.

DEFAULTS AND ASSUMPTIONS

WHERE THE TEXT AND THE REFEREE'S JUDGEMENT DON'T
SPECIFY,
THE DEFAULT ABILITY SCORE IS 10
THE DEFAULT HP IS D10
THE DEFAULT DAMAGE FOR AN ATTACK OR HAZARD IS D6
THE DEFAULT WEIGHT OR VALUE OF AN ITEM IS 1

QUICK CHARACTERS

ROLL 3D6 FIVE TIMES AND ASSIGN TO STR, DEX, WIL, HP
AND STARTING GEMS. BACKGROUNDS COST 5 GEMS AND GIVE
ADVANTAGE ON RELATED ROLLS:

- » WEAPON TRAINING (CHOOSE A WEAPON TYPE)
- » SKILLED TRADE: COOKING, CARPENTRY, MASONRY,
PORTRAITURE, ALCHEMY, FUSION ENGINEERING,
SAILING, RUNECARVING, PLUMBING, GRIFTING,
THIEVERY, CODING, MACHINING, OR OTHERWISE
- » ADVANCED DEGREE (CHOOSE A SUBJECT AREA)
- » RAISED BY WOLVES

EQUIPMENT

GEMS ARE THE COMMON CURRENCY OF THE INNER WORLDS;

COMMON COSTS

BASIC TOOLS: 1 GEM
SPECIALIST TOOLS: 3 GEMS
TRAVEL RATIONS: 1 GEM PER WEEK
FINE FOOD: 1 GEM PER DAY
MEAGER LODGING: 1 GEM PER WEEK
FINE LODGING: 1 GEM PER DAY
UNSKILLED WORK: 1 GEM PER WEEK
SKILLED WORK: 1 GEM PER DAY

ENCUMBRANCE

YOU CAN WEAR OR CARRY WEIGHT UP TO YOUR STR.

DURABILITY AND AMMO

WHEN YOU ROLL MAXIMUM DAMAGE WITH A WEAPON, SPEND
ONE DURABILITY OR THE WEAPON BREAKS.
CHARGES AND AMMO WORK THE SAME WAY, EXCEPT THAT:

- CHARGE WEAPONS EXPLODE INSTEAD OF BREAKING
(D10, 10FT. RADIUS)
- AMMO WEAPONS WITH 0 AMMO CAN'T BE FIRED

MOST WEAPONS HAVE 3 DURABILITY/CHARGES/AMMO

ADVANCEMENT

THERE ARE NO EXPERIENCE POINTS OR LEVELS.
CHARACTERS BECOME MORE POWERFUL BY ACQUIRING LOOT
AND LEARNING NEW SKILLS AND POWERS FROM NPCS.

PERMANENT STAT INCREASES COME FROM CONSUMABLE
POWER-UPS:

COMMON: D4 | ARCANES: D3+3 | WILD: D6

1	CHOCOLATES: +5 MAX HP
2	MIGHT UP: +1 STR
3	SPEED UP: +1 DEX
4	MAGIC UP: +1 WIL
5	VAMPIRE BLOOD: GAIN ONE PSYCHIC POWER; ONCE YOU'VE TAKEN THIS DARK SACREMENT, ONLY VAMPIRE BLOOD AND CHOCOLATES ARE EFFECTIVE AS POWER-UPS FOR YOU
6	INFESTED EGG: GAIN ONE MUTATION

