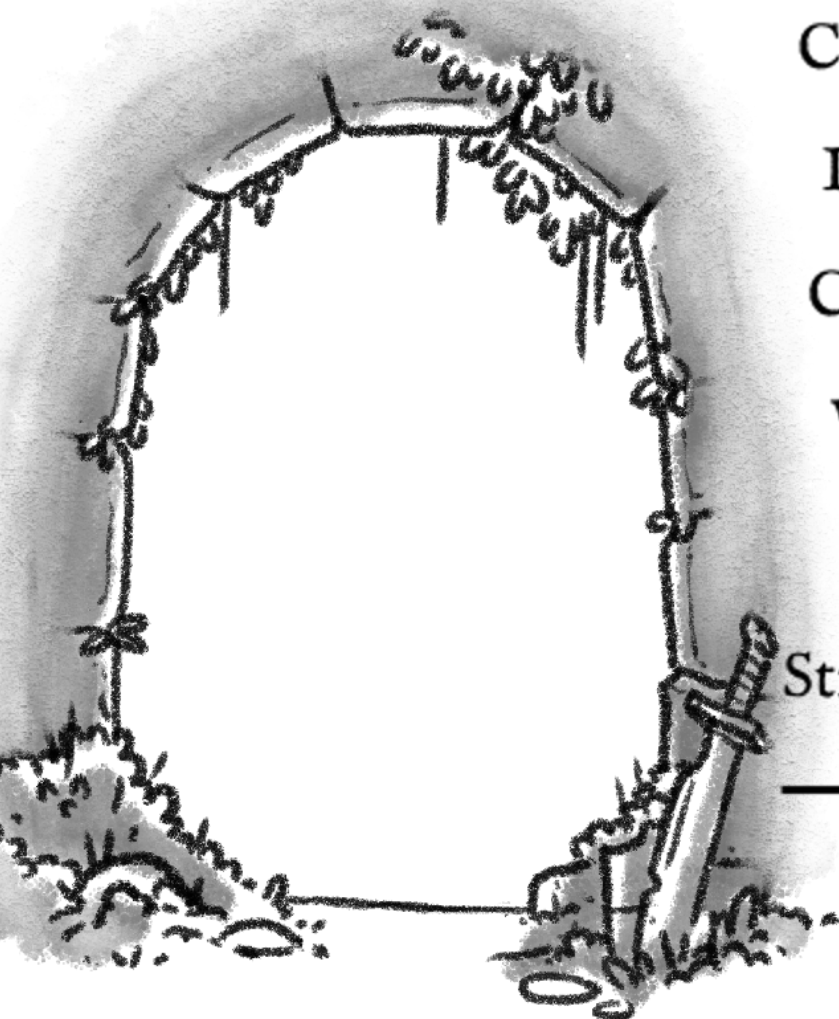




STR

DEX

CON

INT

CHA

WIS

HP:

XP:

Stress:

Gear

dungeonpunk

dungeonpunk

This is a fiction-telling game about exploring a fantasy world and going on adventures.

To play, tell a story between yourselves, with one player (the game master, or GM) describing the world and what happens within it while the other players each describe a character in that world and their actions within it. As you play, go back and forth in this pattern—the GM describing situations, the players describing their characters' actions, and the GM describing reactions—and see how the story unfolds.

As you play, pay attention to any **moves** that are in play (e.g., all **basic moves**, and any **special moves** that players choose for their characters). Follow their instructions when relevant.

When a player wants their character to avoid an event or outcome the GM has described, go back to just before it happened and use the **Struggle** move.

If any content occurs in the story that players can't or don't want to engage with, rewind, erase it, and change direction, or fade to black and fast-forward past it. Respect the needs of everyone at the table and work together to tell a story you can all enjoy.

To get started, work out a basic setting and a first adventure to set out on, make some characters, and start telling a story!

CREATING A CHARACTER

Each character has six **stats**:

Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Charisma (CHA), and Wisdom (WIS).

To begin with, distribute **5 points** between them, with none higher than 3.

Some moves also use FATE (which is always 1) and NONE (which is always 0).

Each character also starts with:

- $2d6 + \text{CON}$ **Hit Points** (HP),
- o **Experience Points** (XP), and o **Stress**
- three **special moves**.
- whatever gear they'd like from **Starting Gear**
- any clothes, prosthetics, or disability aids that they would always have on them
- two **bonds**, which can be to people, communities, objects, forces, gods, places, and so on.

ROLLING DICE

When a move says to roll a stat, roll a number of six-sided dice equal to that stat's value and take the highest result. If you would roll less than one die, instead roll two dice and take the lowest result.

- A result of 6 is a **success**.
- A result of 4 or 5 is a **twist**.
- A result of 3 or less is a **failure**.

If an ally **helps**, they gain 1 Stress and add 1 die to the roll.

If you **push yourself**, gain 2 Stress and add 1 die to the roll.

If you have any kind of fictional **advantage** which would aid you, add 1 die or remove 1 die if you have a **disadvantage**. When a player rolls a **failure**, they gain 1 XP and the GM makes a GM move.

BASIC MOVE: STRUGGLE

When you **act in the face of potential misfortune**, decide with the GM which stat you're using and roll that stat.

On a **success**: Choose one:

- Full success with a cost
- Partial success with no cost

On a **twist**: Choose one:

- Partial success with a cost
- Failure with no extra cost

On a **failure**:

- Failure with a cost

(Sometimes both options would mean the same thing. When that's the case, do that thing.)

BASIC MOVE: CARRY

When you **carry gear and Stress that exceeds 12 Weight**, you become encumbered. While encumbered, you receive a -1 dice penalty to all rolls and cannot push yourself, assist others, or use any move that could make you gain Stress.

An item is 1 **Weight** if you can hold it with one hand. If it requires a full arm to carry, it's 2 **Weight** (and if it requires both full arms, it's 4 **Weight**). If it can be held inside a closed fist, then it's 0 **Weight**.

Stress is an abstract measure of your physical and mental exhaustion. It is something you carry, with a weight all of its own. Each Stress is 1 **Weight**.

BASIC MOVE: REST

When you take time to **rest and recover**, you lose 1 Stress and regain 1 HP for every 2 hours you spend doing so.

BASIC MOVE: DAMAGE

When you **successfully hurt something or are hurt by something**, subtract the listed HP from yourself or the target, as relevant:

- Minor damage: 1 (bumps, cuts, bruises)
- Standard damage: 1d6 (an attack with a weapon)
- Serious damage: 2d6 (incapacitation or maiming)
- Deadly damage: 3d6 (death)
- Catastrophic damage: 4d6 (capable of destroying a house)

BASIC MOVE: IMPAIRMENT

When you **receive a lasting impairment**, **mark** the relevant stat. Until the impairment is resolved, you suffer a -1 dice penalty to all rolls using that stat.

BASIC MOVE: COLLAPSE

When you **reach 0 HP**, you fall unconscious.

BASIC MOVE: DIE

When your **HP goes below 0**, Roll FATE.

On a **success**: You fall unconscious.

On a **twist**: The GM presents an opportunity to survive, but at a cost.

On a **failure**: You die.

BASIC MOVE: GROW

When you **rest and reflect** you may spend XP equal to your current number of special moves to get a new special move or spend XP to double the sum of your stats to increase a stat by 1.

STARTING GEAR

- **Melee weapon**
- **Ranged weapon**
- **3 Handfuls of ammo**
- **Piece of armor**
- **Shield**
- **Suit of armor**
- **Set of tools or utensils**
- **Poison kit** (3 uses)
- **Book** (3 uses)

When you **first use a book**, declare what kind of book it is (spell book, map book, encyclopaedia, etc).

When you **consult a book for information it might reasonably contain**, add +1D to a relevant roll.

- **Adventuring pack** (3 uses)
When you **reach into an adventuring pack for equipment**, consume one of its uses and produce a piece of adventuring gear like a grappling hook, lantern, or a ten foot pole as needed.
- **A musical instrument**
- **A bundle of healing herbs** (3 uses)
- **A pack of trail rations** (3 uses)

Worn **armor** reduces physical damage taken by HP equal to its weight. If armor absorbs **all** incoming damage it should become dented, cracked, damaged, or destroyed.

PEASANT SPECIAL MOVES

☐ **STONE SOUP**

When you **have the resources and take the time to cook a meal**, everyone who eats it can heal 1d6 damage.

☐ **HALE AND HEARTY**

Gain 1d6 **max HP**.

☐ **COMPANION**

You have a **companion**—human, animal, or otherwise. Choose a skill they have:

- Hunting
- Hauling
- Healing

When they use their skill they either perform the task without complication, give you an extra 1 die on a roll, or **Struggle** themselves with 1 die.

☐ **STALWART ALLY**

Once per session, gain 1 XP when you **put yourself at risk or disadvantage to help an ally**.

FIGHTER SPECIAL MOVES

☐ WARRIOR'S STRIKE

When you **strike a foe with intent to harm**, roll STR.

On a **success**: You deal damage. You can also choose to deal another 1d6 damage by letting them deal damage to you.

On a **twist**: You deal damage and choose one:

- You or an ally end up in a tight spot
- They deal damage to you

☐ RANGED ATTACK

When you **attack a target at range with a missile weapon**, roll DEX.

On a **success**: You deal damage.

On a **twist**: Choose one:

- You consume a handful of ammo
- You must move to a more dangerous position
- Your damage is reduced by 1 level

☐ ASSESS

When you **size up a person or situation**, roll WIS.

On a **success**: Ask two:

- Are they telling the truth?
- What are they really feeling?
- What do they intend to do?
- Who or what is really in control here?
- What is about to happen?

On a **twist**: Ask one.

☐ MARTIAL TRAINING

Choose a weapon type. When you **wield a weapon of that type**, its damage counts as one tier higher.

☐ FIELD MEDIC

When you **use medical supplies and spend time tending to wounds**, roll WIS.

On a **success**: You restore 1d6 HP.

On a **twist**: You restore 1d6 HP and use up the medical supplies.

☐ HEAVY WORDS

When you **threaten or intimidate someone, name your demands and state what will happen if they're not met**, then roll CHA.

On a **success**: They will try to meet your demands as best they can.

On a **twist**: They will try to follow your demands as long as the threat is real and present.

☐ BRUTE FORCE

When you **destroy an inanimate obstacle** with sheer strength, roll STR.

On a **success**: Choose two:

- You don't break anything else
- You don't make too much noise
- You don't take a long time

On a **twist**: Choose one.

☐ LOADED FOR BEAR

Weapons you are wielding and armour you are wearing only contribute only half their weight towards encumbrance.

☐ VALOUR

Once per session, gain 1 XP when you **slay a worthy foe**.

ROGUE SPECIAL MOVES

☐ CAREFUL

When you **attack someone who doesn't know you're there**, roll DEX.

On a **success**: You deal damage and remain hidden.

On a **twist**: You deal damage and choose one:

- You or an ally are put in a difficult position
- You deal less damage

☐ INVESTIGATION

When you **investigate or assess your surroundings**, roll INT.

On a **success**: Ask a question; the GM will answer. They might first ask "How do you know this?" and modify their answer based on your response.

On a **twist**: Ask a question as above, but the GM's can only answer "Yes", "No", or "Unknown".

☐ POISONER

When you **successfully damage an enemy with a weapon** you may expend a vial of poison and choose one:

- Deal an extra 1d6 damage
- Your victim falls asleep
- Your victim becomes dizzy and starts vomiting.

☐ GHOST

When you **hide from mundane scrutiny**, roll DEX.

On a **success**: You can move around unseen.

On a **twist**: You remain unseen as long as you stay still.

☐ INFILTRATOR

When you **climb or squeeze into a hard-to-reach place**, roll DEX.

On a **success**: You reach your goal.

On a **twist**: You reach your goal and choose one:

- You are injured
- You attract attention
- You can't get back the way you came

☐ TRAP EXPERT

When you **set up or disarm a trap**, roll DEX.

On a **success**: Choose two:

- You can easily disarm what you set up
- You can reuse what you've disarmed
- You aren't injured in the process
- Nothing is consumed or destroyed

On a **twist**: Choose one.

☐ ANTIDOTE

When you **use medical supplies to treat a poisoned, sickened, or diseased creature**, roll INT.

On a **success**: You cure the poison.

On a **twist**: You cure the poison and use up the medical supplies.

☐ HONEYED WORDS

When you **convince someone to act by telling them what they want to hear**, roll CHA.

On a **success**: They will do it or offer you a lesser version of what you asked.

On a **twist**: They will first demand a concession.

☐ SHINY

Once per session, gain 1 XP when you **loot a valuable treasure**.

WIZARD SPECIAL MOVES

☐ FURY OF THE ELEMENTS

When you **manipulate nearby elements or energies into an attack against your foes**, choose the level of damage you wish to inflict and roll WIS.

On a **success**: You inflict that level of elemental damage on your enemies.

On a **twist**: You and/or your allies (as relevant) also suffer the same amount of damage.

☐ ARCANE INSIGHT

When you **open your mind in search of insight or answers**, tell the GM what you're looking for and roll INT.

On a **success**: You find something useful.

On a **twist**: You find something upsetting, confusing, or dangerous.

☐ MAGICAL LITERACY

When you **read arcane texts, scrolls, or spellbooks**, roll INT.

On a **success**: You summon the magic on the page into being.

On a **twist**: You summon the magic on the page into being, erasing its contents in the process.

☐ BOUND ELEMENT

Choose a bound element. You can **summon and sustain** a fistful of that element at will as long as you concentrate. Fire, Water, Air, Earth, Darkness, Light, Acid, Electricity, Ice, Void, Verdancy, Rot

☐ BEAST FORM

You can **transform into an animal** that you have studied extensively, and back again. While in this form, your inventory is a list of that animal's natural features.

☐ HEALING TOUCH

When you **lay hands on a creature to magically heal them**, roll WIS.

On a **success**: You heal 1d6 damage or some other injury.

On a **twist**: You transfer 1d6 damage or some other injury to yourself.

☐ GRAND WORDS

When you **appeal to someone's sense of reason, morality, or duty**, say what they should do and roll CHA.

On a **success**: You inspire them to believe in your message and will follow your command.

On a **twist**: They will follow along for now out of guilt, shame, or confusion.

☐ STRANGE TONGUE

You **speak an extra language** fluently.

☐ CURIOSITY

Once per session, gain 1 XP when you **learn new secrets about the world**.

THE GAME MASTER

Your role is to describe the world, its contents, and the outcomes of actions.

Remember to:

- Play to find out what happens
- Honour the dice
- Barf forth a messy world
- Draw maps, but leave blanks

GM MOVES

When a player rolls a failure, or you need to know what happens next, use one of these **GM moves**:

WARN THEM

- Show signs of trouble elsewhere
- Start a clock or tick a clock

ROB THEM

- Steal, damage, or break something or someone

INJURE THEM

- Hurt them or a friend
- Damage or destroy their armor
- Impair a stat
- Kill them

TWIST THE OUTCOME

- Offer success at a cost
- Offer a partial success
- Give what they think they want

ESCALATE

- Introduce new problems
- Make the situation worse
- Bleed them

CLOCKS

Divide a circle into sections as needed. Start it full, empty or halfway. Tick it up or down as events occur, and trigger new events when it fills or empties. Track things like resources, situations, travel, threats, hunger, XP, etc.



THREATS

Different kinds of threats have extra, more specific GM moves to inspire you.

CURSED PLACES

- Shift, move, rearrange
- Disgorge something
- Lure someone in
- Leave a mark on someone

OVERLORDS

- Attack suddenly, directly, forcefully
- Seize something or someone for leverage or information
- Negotiate, promise, demand
- Claim territory

SWARMS

- Grow in size
- Raise up a champion
- Overwhelm

AFFLICTIONS

- Make the smallest thing a struggle
- Spread to someone new
- Present a false perception

TERRORS

- Appear from nowhere
- Inflict horror upon a victim

FOES

Enemies & monsters should follow what makes sense in the fiction. Most foes have between 4 & 16 HP; some kind of armor; and any appropriate special properties, abilities, or moves.

Treat packs or swarms of enemies, as one enemy with more HP.

KOBOLD

4hp, 1 natural armor, immune to fire, swarms enemies.

When you enter a space that has been occupied by kobolds for more than an hour, you trigger a trap that deals 2d6 damage.