

D&Dzy

PLAYER'S GUIDE

v2.5

This game was created on the unceded lands of the Wurundjeri people of the Kulin Nation.

Always was. Always will be.

0.1

Read this First

If you read this guide front-to-back it should be pretty self-explanatory. However, that can be kinda boring and doesn't work for everyone. Especially if you already know how to play D&D! So we've done a few things to make jumping around a little easier:

- If you just want the basics, read the following sections: 0.1, 1.1, 1.2

Words in bold are called Key Terms. These words have specific meanings which can be found in the Glossary (5.2). Make sure you check what these words mean before you continue because their specific meaning might be a bit different than the one most people would assume.

0.2

What IS D&Dzy?

D&Dzy is a simple Tabletop Roleplaying Game. It is designed to be quick to learn and easy to play. If you have never played a Roleplaying Game before, then D&Dzy is a great place to start. If you have played games like Dungeons & Dragons then a lot of what you know will be familiar. We're also written an extra guide to help Game Masters run D&Dzy. You don't have to read it if you're just a player, but there are some extra bits in there you might want to ask your GM to include in your games, so you're welcome to read it too!

This version was developed for Chronicles of Banyule, but you can use it with your friends if you'd like!

Section 1 - The Core Rules

1.0 This section covers the basic mechanics you'll use pretty much every game you play.

Section	Heading
1.1	Rolling Dice & Doing Things
1.2	Sparks & Stamina
1.3	Focussing & Helping
1.4	Negotiating
1.5	Breaks, Downtime & Healing
1.6	Fighting

1.1 DICE ROLLS & Doing Things

1.1.1 **Rolling Dice:** The *biggest* difference between D&D and D&Dzy is that *the GM doesn't roll*. Whenever your character does something in the game that carries a chance of failure, the GM may ask you to roll a 20 sided dice (1d20) to determine the **Outcome**. We'll call this a **Skill Check**
Note: *If the GM didn't tell you to roll, your roll won't count.*

i **Modifiers:** When you roll a dice to determine an **Outcome**, you may apply a **Modifier** that best suits the situation. Often this will take the form of adding one of your **Stats** (2.1) to the roll, but can also include environmental effects, or no **Modifier** at all. Your GM may be open to you suggesting which **Modifiers** make the most sense, but ultimately the GM's word is final.

ii **Advantage:** Sometimes you will have **Advantage**; this means you may roll 2 20-sided dice (2d20), using the highest die value to calculate the **Result**. Other times you may have **Disadvantage**: rolling 2d20, but using the lowest value to calculate your **Result**.

1.1.4 **Outcomes:** The GM will decide how high the **Result** needs to be in order to succeed, though they don't have to tell you this number. This is often called the DC or **Difficulty**. In general, a result that is equal or higher than the **Difficulty** will result in a **Positive Outcome** (often involving a success) for your character, and a result that is lower than the **Difficulty** will result in a **Negative Outcome** (often involving a failure).

i **Critical Failure:** If all dice you are rolling to determine an **Outcome** show an **Unmodified 1** this means you fail whatever task you were trying to accomplish, regardless of any **Modifiers** you might otherwise benefit from. If you have Disadvantage on your roll then only one of your dice needs to show an **Unmodified 1** for it to count as a **Critical Failure**.

There will be times in this game when you will be rolling multiple dice and adding results together. If one of those dice is a 1 but the total is a success, then you do succeed but the GM will decide on an unintended consequence. If you fail then it is a critical failure.

Natural 20: If you roll an **Unmodified 20** when determining an **Outcome** it is considered a **Critical success** and you also get to recover up to 1 **Spark**. What's a spark you say?

Well...

1.2	Sparks & Stamina Sparks and Stamina are new rules for D&Dzy, and they do a few jobs at once...
1.2.1	Sparks: Your Sparks represent the stuff that makes your character special. This can be anything from magical powers to uncanny luck to special moves only your character could pull off. You can spend Sparks to perform Special Actions (1.3).
i	Spending Sparks: At higher levels, you may spend more than one spark on an action. Every spark you spend will ADD a D20 to the roll allowing you to attempt some truly epic action.
ii	Recovering Sparks: There are three ways to recover Sparks: 1. Recover all your Sparks when your character sleeps for 8 hours or more. 2. Recover up to 1 Spark when you roll a Natural 20. 3. From time to time, the GM may award you a Spark as a kudos for being a team player, doing something cool, or advancing the story.
1.2.2	Stamina: Your Stamina represents a combination of your character's Health or Hit Points, and their ability to push themselves beyond what most normal people can do.
i	Spending Stamina: There are several ways you might lose Stamina as you play D&Dzy, but the three main ways of spending Stamina are as follows: 1. To Help an ally (1.3). 2. To pay the cost of a Negative Outcome (e.g. getting hurt in a Fight (1.5)). 3. To Focus (1.3).
ii	Running out of Stamina: If you are ever out of Stamina you will be unable to complete actions. And while it is rare, if you run out of Stamina and there is no one nearby to Help you (1.4), your character is out of the game.
iii	Recovering Stamina: Thankfully, Stamina recovers gradually over time. Your character will fully recover all Stamina when they have a good night's sleep or when they engage in a Downtime activity (1.4). During a Fight you may Guard (1.5) to recover up to 1 point of Stamina on your turn. And at any time other players can take the Heal (1.4) action to help you recover Stamina. This is especially useful if you are out of Stamina, as the only other way you have of recovering Stamina is by sleeping.
1.3	Focussing & Helping
1.3.1	Focussing: Before you roll, you may take extra time and care with the task, spending Stamina to Focus. If the GM agrees, you may spend 1 Stamina to roll with Advantage.
1.3.2	Helping: Multiple characters can work together to achieve Outcomes that individual characters may struggle to do on their own. Before a player rolls to determine an Outcome, their allies may indicate that they want to spend 1 Stamina to Help. Before Helping, your character must be able to meaningfully contribute to the success of the task (e.g. not be incapacitated or too far away), and explain to the GM how your character would do so. If the GM agrees they will then indicate which Stat your character is contributing to determining the Outcome. The player attempting the task in question will then roll with Advantage and add not only their own Modifier to the result, but the Modifiers of all characters who are Helping as well. All players who Helped then reduce their Stamina by 1, and the total result of the dice roll and the Modifiers are used to determine the Outcome. Note: Yes, more than one character can Help at a time.

1.4	Negotiating												
1.4.1	NPCs you meet will have different motivations and patience for the party's goals and antics. To reflect this, and to avoid high charisma characters simply succeeding because of a single high roll, Sparks encourages everyone to think about what actually would motivate a NPC and making necessary to address those motivations in order to successfully convince and/or negotiate with them. When GMs create an important NPC that players are likely to attempt to communicate with, it is important that they have at least 2 Values and 2 Hates. These can change over time but not during the conversation. Values are qualities or ideas that are important to the NPC, this could be things like honor, loyalty, Greed or Survival. They should express these values in the way they talk and act, and players can discover these values through interactions or insight rolls. When attempting to persuade the NPC, appealing to these values will make things easier, mechanically, GMs must reduce the difficulty of the roll appropriately. Appealing to an NPC's values could sometimes be the only way to persuade them at all. A Warlord with a strong sense of honor may hold back her army if the player convinces her to engage in a duel instead. Hates are qualities or ideas that the NPC despises, these could very well be another's NPC's values but for the NPC the players are talking to, they make the persuasion attempt harder or outright impossible. For example, attempting to bribe a Knight who hates greed with money will automatically fail regardless of how high the player rolls.												
1.4.2	We recommend that GMs set a limit to how patient an NPC is when players talk to them. This can vary from allowing just one persuasion attempt if they're eager to just fight, or they can talk all day if they are a shopkeeper desperate to make a sale. For GMs we encourage you to think of 6 possible responses to a persuasion attempt <table border="1"> <tr> <td>Yes <i>and....</i></td><td>The NPC is so convinced that they volunteer something extra to the players</td></tr> <tr> <td>Yes</td><td>They agree to exactly what the players want</td></tr> <tr> <td>Yes <i>but...</i></td><td>The NPC is reluctant, they agree but there limits or conditions that the players must accept</td></tr> <tr> <td>No <i>but...</i></td><td>They don't do as the player wants, but offers some sort of compromise</td></tr> <tr> <td>No</td><td>Straight and simple rejection</td></tr> <tr> <td>No <i>and..</i></td><td>The NPC is so offended/ angered by the attempt that the players are worse off that when they started talking.</td></tr> </table> Players and GMs may absolutely decide to ignore these rules for negotiations but they make for more interesting social interactions and memorable storytelling. For GMs these rules are a great way to make your NPCs more interesting and feel more alive.	Yes <i>and....</i>	The NPC is so convinced that they volunteer something extra to the players	Yes	They agree to exactly what the players want	Yes <i>but...</i>	The NPC is reluctant, they agree but there limits or conditions that the players must accept	No <i>but...</i>	They don't do as the player wants, but offers some sort of compromise	No	Straight and simple rejection	No <i>and..</i>	The NPC is so offended/ angered by the attempt that the players are worse off that when they started talking.
Yes <i>and....</i>	The NPC is so convinced that they volunteer something extra to the players												
Yes	They agree to exactly what the players want												
Yes <i>but...</i>	The NPC is reluctant, they agree but there limits or conditions that the players must accept												
No <i>but...</i>	They don't do as the player wants, but offers some sort of compromise												
No	Straight and simple rejection												
No <i>and..</i>	The NPC is so offended/ angered by the attempt that the players are worse off that when they started talking.												

1.5	Breaks & Healing
1.5.1	Healing: If your character is able to, they can help another character recover stamina. In order to do this your character must be able to give care to the character they are attempting to Heal . This does not necessarily need to be in the form of medical attention, but the GM does need to agree that it does need to be something that would help the character feel better. The GM will determine the Difficulty of the roll, as well as which Stat you use as your Modifier (1.1.1). If you succeed, the character you are Healing may recover one or more Stamina depending on how high you roll.
1.6	Fighting
1.6.1	Who goes first: When there's fighting or danger the players will decide in what order the party will act and the enemy will go last. Sometimes the bad guys will surprise the players and act first, but most of the time the players will have the initiative. Players then decide amongst themselves who does what first. Rolls off can be used to resolve disagreements.
1.6.2	Actions: Each player spends their turn taking two Actions . This involves declaring what they want to do with their turn. Here are a few examples:
i	Moving: We don't use precise distance in this game. Just say whether you are moving within melee to a target, or move to be near or move to be far to something. The GM will decide what is a reasonable distance your character can move in one action.
ii	Attacking: When you target an enemy with an Attack you declare how you are attacking them, and then roll the corresponding Stat. The three main ways of attacking are Hitting, Shooting, and Casting a Spell. The Difficulty of hitting your enemy is set by the GM. If you succeed in hitting your opponent, you inflict stamina loss on the target, usually one but it can be higher depending on your abilities. However, enemies also have a Retaliation score. If you roll lower than the Retaliation score you will have to pay some kind of cost. Most often this is losing a point of Stamina, though it can vary from enemy to enemy. A quick note here that some spells are so powerful they can take two actions to cast. We'll talk more about magic in the next section.
iii	Guarding: This is a moment where your character catches their breath and gets ready for the next bout. You can't attack or cast spells on the same turn that you guard, but when you do you gain Advantage on your Saves until your next action, and you regain 1 point of Stamina .
1.6.3	Enemy Turns: Enemies that haven't reacted to players will get to act at the end of the round. Often this involves them moving and attacking a player. More challenging enemies will have abilities that will trigger outside of their normal actions.
	Saves: When an enemy Attacks you, you must roll a Save . This represents you attempting to avoid the Attack . The GM will tell you which Stat you are using to avoid the Attack , and you will then roll to do so. If you succeed you effectively avoid harm. However, if you fail you will pay some kind of cost — most often losing a point of Stamina .

Section 2 - MAGIC

(and technology indistinguishable from magic)

- 2.0 This section covers the rules around magic. Being a rules light system we don't have rules for every possible spell your mighty imagination can come up with but do try to follow our principles and don't argue with the GM who has to make sure you don't break the game.

Section	Heading
2.1	Schools of Magic
2.2	Spell Rating
2.3	Spell casting examples

2.1 SCHOOLS OF MAGIC

- 2.1.1 If you create a character that can cast spells then they start with one of the following schools and can only naturally cast spells from that school. At higher levels you can choose additional schools of magics. If you are playing in a Sci-fi setting feel free to reinterpret these into something else or feel free to come up with your own school - just discuss it with your GM before you start to play.

Divination	Divination is a school of magic which focuses on knowledge. A Diviner may cast spells which allow the caster to listen in on distant conversations, understand speech and writing in languages they do not speak, or learn the presence and purpose of magic.
Elemental	Elemental magic focuses on the manipulation of energy and the material world. An Elementalist may cast spells which allow them to manipulate heat and cold, apply force from a distance, or shape the earth beneath their feet.
Illusion	Illusion is a school of magic which focuses on altering perception. Illusionists may cast spells to manipulate light, sharpen their senses, or make someone more open to suggestion.
Nature	Nature magic focuses on altering and interacting with the natural world. Practitioners of Nature magic have a number of names for themselves, more based on where they use their magic than the fact that they use Nature magic specifically. Nature magic may be used to communicate with animals, transform into animals, make plants grow in strange ways, or alter the weather.
Soul	Soul magic focuses on manipulating life and the body. Most specialists in this school use their magic to protect, heal wounds, cure diseases, or breathe life into golems and constructs. The other side of this coin are Necromancers, who use Soul magic to raise the dead, spread disease, or drain their foes of strength.

2.2	SPELL RATING																															
2.2.1	The more powerful a spell is, the harder it is to cast. To determine how powerful a spell is, answer the first question and then apply 1- 2 others in the list. The GM and the players will then agree on the answers and add the number at the top of the column together, this is the SPELL RATING and will be added to the skill check required to cast. <table><tr><td></td><td>+ 1</td><td>+ 3</td><td>+ 7</td></tr><tr><td>If an enemy does it to a player would it be fair?</td><td>Yeah, that's reasonable</td><td>It's fair but not all the time</td><td>Only very rarely from a very powerful spellcaster.</td></tr><tr><td>Would it deal more than 1 stamina point worth of damage?</td><td>Yes, it can deal up to 2 damage if the player rolls high enough (not counting critical success).</td><td>It can deal 3 - 6 points worth of damage</td><td>It'll pretty much instantly take most lower level enemy</td></tr><tr><td>Does it affect more than 1 target?</td><td>Yes, but only on a very high roll</td><td>It can effect 2-5 individual targets</td><td>It can affect everything in the area</td></tr><tr><td>Does it affect the target for more than an instant?</td><td>Yes, it can last for more than 1 round of combat</td><td>It'll last for up to an hour or the whole duration of the combat</td><td>It'll affect them for days or indefinitely.</td></tr><tr><td>Is it manipulating something that is already in the area or creating something new?</td><td>It manipulates something that's already there but in a powerful way.</td><td>It creates something new, but only for a few minutes or up to an hour</td><td>It creates something new that will last for more than one day or can withstand a significant amount of damage</td></tr><tr><td>How much does it defy the natural order of things?</td><td>It simply speeds up or magnifies a natural process (fire is hot and burns, bodies heal for example)</td><td>It drastically alters how things should normally work or the scale of manipulation is vast (for example reversing gravity or summoning a storm)</td><td>It defies any natural laws or logic. Doing something impossible in nature. (For exempling summoning a storm of kittens)</td></tr></table> Spells with a rating higher than 6 should be challenging to cast and would normally require spending a spark to attempt. There should be some consequence to failing as well. Spells with a rating of 10 or higher will require at least 2 actions to cast. Players can attempt to cast any spell that fits their domain and has a spell rating that is equal or lower than their character level + spell casting stat, excluding any modifiers. This is their caster rating Players can choose Charisma to be their casting stat, but Charisma based spells cannot cause direct harm on a target. This table is a guide so players and GMs are welcome to adjust spell ratings so that they feel fair to everyone or relevant to the specific games. For example the setting may be a very high magic one where spells are very easy, or the opposite can be true and even the simplest of spells aren't guaranteed successes. The important thing is to be consistent across the game and the campaign. Feel free to apply this table to fighting moves or machine powered actions too.					+ 1	+ 3	+ 7	If an enemy does it to a player would it be fair?	Yeah, that's reasonable	It's fair but not all the time	Only very rarely from a very powerful spellcaster.	Would it deal more than 1 stamina point worth of damage?	Yes, it can deal up to 2 damage if the player rolls high enough (not counting critical success).	It can deal 3 - 6 points worth of damage	It'll pretty much instantly take most lower level enemy	Does it affect more than 1 target?	Yes, but only on a very high roll	It can effect 2-5 individual targets	It can affect everything in the area	Does it affect the target for more than an instant?	Yes, it can last for more than 1 round of combat	It'll last for up to an hour or the whole duration of the combat	It'll affect them for days or indefinitely.	Is it manipulating something that is already in the area or creating something new?	It manipulates something that's already there but in a powerful way.	It creates something new, but only for a few minutes or up to an hour	It creates something new that will last for more than one day or can withstand a significant amount of damage	How much does it defy the natural order of things?	It simply speeds up or magnifies a natural process (fire is hot and burns, bodies heal for example)	It drastically alters how things should normally work or the scale of manipulation is vast (for example reversing gravity or summoning a storm)	It defies any natural laws or logic. Doing something impossible in nature. (For exempling summoning a storm of kittens)
	+ 1	+ 3	+ 7																													
If an enemy does it to a player would it be fair?	Yeah, that's reasonable	It's fair but not all the time	Only very rarely from a very powerful spellcaster.																													
Would it deal more than 1 stamina point worth of damage?	Yes, it can deal up to 2 damage if the player rolls high enough (not counting critical success).	It can deal 3 - 6 points worth of damage	It'll pretty much instantly take most lower level enemy																													
Does it affect more than 1 target?	Yes, but only on a very high roll	It can effect 2-5 individual targets	It can affect everything in the area																													
Does it affect the target for more than an instant?	Yes, it can last for more than 1 round of combat	It'll last for up to an hour or the whole duration of the combat	It'll affect them for days or indefinitely.																													
Is it manipulating something that is already in the area or creating something new?	It manipulates something that's already there but in a powerful way.	It creates something new, but only for a few minutes or up to an hour	It creates something new that will last for more than one day or can withstand a significant amount of damage																													
How much does it defy the natural order of things?	It simply speeds up or magnifies a natural process (fire is hot and burns, bodies heal for example)	It drastically alters how things should normally work or the scale of manipulation is vast (for example reversing gravity or summoning a storm)	It defies any natural laws or logic. Doing something impossible in nature. (For exempling summoning a storm of kittens)																													

Let's put this system into action!

Example 1

A lvl 2 player with **Elemental magic** and +5 intelligence wants to shoot a fireball at a group of three Goblins, one being the leader. They have a **caster rating** of 7.

Using the guideline the fireball has a **spell rating** of 10 because:

- + **3** because a fireball can hit multiple targets
- + **1** because fire burning is a natural process just intensified
- + **3** because it's fair but not every combat round
- + **3** because a fireball should be able to deal at least 3 points of stamina damage

So the **Spell Rating** is **10**, that's too high for what the player wants, so they agree to bring down the damage to only 1 stamina per target. Which means the **Spell rating** is now 7.

It's still a big spell to try, and Goblins are pretty nimble so to just hit them the GM decides that the base Skill check is going to be **10** and with the Spell rating **7**, the **Skill check** to throw a Fireball is **17**.

The player has an Intelligence modifier of 4 so they will need 13 on the dice to succeed. They decide to use a **spark** so they can roll 2 D20's and add the result together along with a second modifier.

They roll a 7 and a 9 and with their +4 intelligence and + 2 dexterity giving them a total of **22** which equals 2 toasted goblins and a badly damaged leader goblin.

Example 2

A lvl 3 player with **Soul Magic** wants to create a magical armor around their party of 4. Their spell casting modifier is +5 charisma.

The magical armor

- + **3** because they want to protect their whole party
- + **3** because creating something new but it can only absorb 1 point of stamina damage
- + **1** because it's natural for armor to protect

The spell rating is 7, their caster rating is 8 and the spell is not doing damage so they fulfill all the criterias for casting it. Casting spells on willing allies means there's no additional skill check so all they need to do is roll 7 or more to cast. The player chooses to cast it without sparks - but they roll a natural 20! GM rewards that by saying that the magical armor can absorb 2 points of damage.

Section 3 - MAKING CHARACTERS

3.0

What's in this Section?

Now that you know the rules you can make a character!

Section	Heading
3.1	Character creation
3.2	Perks
3.3	Quirks
3.4	Leveling up

3.1

CHARACTER CREATION

In this game there are no classes, your unique characters are made by allocating stats and choosing a character perk.

You have 10 points to allocate into your 6 stats, then take a Perk and a Quirk.

The stats are:

Strength (STR)	How hard can you swing a sword, lift or push things. This stat is about your physicality
Constitution (CON)	This represents your endurance and fortitude. How tough you are against physical dangers or non magical threats to your body like extreme temperatures or poisons.
Dexterity (DEX)	How nimble, agile or good with your hands you are. This state is about reflexes, speed and precision.
Intelligence (INT)	This is the booksmart stat. How well you can retain information from study or learning. How well can you solve logic problems or connect different ideas.
Wisdom (WIS)	Similar to intelligence, but it is more about instincts, cultural/ generational knowledge and common sense. You know a tomato is a fruit, but you're not going to put it into a fruit salad.
Charisma (CHA)	This represents how influential your personality is on other people or sentient beings. How persuasive or forceful you can be. This stat can also represent your strength of will and presence. Some people can command attention without needing to say or do very much.

3. 2	PERKS & QUIRKS
	Perks are special bonuses that help make your character unique. Some are unlocked by putting 5 or more points in at least one of the required Stats. You may only have 1 Perk at lvl 1. If a Perk has no Stat listed then anyone can take it. MIGHTY (Requires 5 STR or 5 CON or 5 DEX) When attacking you may choose to do two normal attacks OR do one attack but determine the result using 2 dice added together. UNYIELDING (Requires 5 STR or 5 CON or 5 WIS) Your stamina pool permanently increases by 1. When you take the guard action you may roll a D20 and add your character lvl. If that number is higher than the challenge rating of the enemy attacking you then you are immune from any damage from them till your next turn. MAGIC RESISTANT (Requires 5 CON or 5 WIS or 5 INT) You have advantage on rolling against harmful spells. A THOUSAND CUTS (Requires 5 DEX or 5 INT or 5 CHA) You may attack multiple times up to your character level but all your hits have a negative modifier equal to the number of attacks you make. Natural 20s are unaffected by this penalty. OVERLOAD (Requires 5 INT or 5 WIS or 5 CHA) After rolling to cast a spell you may spend a stamina point to re-roll a dice. You can do this as many times as you like but you must accept the new result. HEALER (Requires 5 WIS or 5 CHA or 5 INT) You always succeed at restoring one point of Stamina but if you succeed a healing check you can restore an additional point . Stamina restored by spending Spark is automatically doubled. This can be divided amongst any number of characters in the same location as you SPEEDY (Requires 5 DEX or 5 INT or 5 WIS) Whether by flying, sheer agility or magical means, you can move faster than most people. Choose your method of speed and anytime you need to use your speed you can make a roll using the relevant modifier (Dec, int, or wis) to see if you can successfully move to where you want to be. CAREFUL If a spark action fails you get one spark back. In combat you can make any skillcheck with advantage if you spend both your actions to do it. Outside of combat you can declare to do something carefully which will give you advantage but it will take more time. LOYAL PET You have a pet that grants you as many free rerolls as your starting spark points in a game. When your pet helps you in this way they also add another +1 to roll but you must accept the result of the re-roll even if it is worse than your original roll. You cannot reroll a reroll. Your pet cannot be destroyed permanently but they may be trapped or incapacitated. You can see and hear through your pet.

3.3	QUIRKS Your Quirk represents a character trait or shortcoming your character must work to overcome. Taking on a quirk means you are able to redistribute 2 points from one stat and redistribute them to other stats. You can come up with your own quirks but here are some suggestions <table> <tr> <td>Laid-Back</td><td>-2 to your Strength</td></tr> <tr> <td>Clumsy</td><td>-2 to your Dexterity</td></tr> <tr> <td>Delicate</td><td>-2 to your Constitution</td></tr> <tr> <td>Forgetful</td><td>-2 to your Intelligence</td></tr> <tr> <td>Easily Distracted</td><td>-2 to your Wisdom</td></tr> <tr> <td>Awkward</td><td>-2 to your Charisma</td></tr> </table>	Laid-Back	-2 to your Strength	Clumsy	-2 to your Dexterity	Delicate	-2 to your Constitution	Forgetful	-2 to your Intelligence	Easily Distracted	-2 to your Wisdom	Awkward	-2 to your Charisma
Laid-Back	-2 to your Strength												
Clumsy	-2 to your Dexterity												
Delicate	-2 to your Constitution												
Forgetful	-2 to your Intelligence												
Easily Distracted	-2 to your Wisdom												
Awkward	-2 to your Charisma												
3.4	LEVELLING UP The GM will decide when the players will level up. When that happens they can either choose to add +1 to any attribute or +1 to the number of Stamina they can have. Alternatively a player may choose to convert two Staminas into a Spark. A player can never have less than 3 Stamina points. From 2nd level you may spend 2 sparks at a time to perform an action. From 4th Level you may spend up to 3. From 8th Level you may spend up to 4. At 4th Level you may choose another character perk. Or propose a Signature move to your GM. A signature move is an action that would normally require sparks but because your character has done it so often you no longer need to spend spark to perform it but rather use a stamina point instead. You can still spend sparks to perform enhanced versions of it. At 9th Level you may choose another perk or another signature move. At 10th Level you start the game by rolling as many dice as you have sparks. Write down the three highest results and you may use each of them once during the game instead of rolling a dice.												

Section 4 - EQUIPMENT

4.0

What's in this Section?

Section	Heading
4.1	KEYWORDS
4.2	EXAMPLE EQUIPMENTS & ITEMS

4.1

Here are the main keywords and what they mean. When you see (X) it means a number or a word that the GM will tell you when you receive the item. For example something with 'Limited Charge (3)' means you can use it 3 times a day.

This is not an exhaustive list and your GM may decide to come up with their own creative keywords.

Well-crafted	This object adds a +1 modifier when used for its intended purpose.
Master-crafted	This object adds a +2 modifier when used for its intended purpose.
Enchanted	This object adds a +3 modifier when used for its intended purpose, although the magic can be dispelled.
Limited Charge (X)	This object has (X) number of uses per day.
Elemental Attack	This object has an Elemental type attack. It will add up to +3 modifier to a target if it doesn't have resistance to it.
Cursed	The equipment allows the player to spend an extra stamina to have more of an effect.
Precise (X)	This weapon adds + X to attacks that use a dexterity or Intelligence modifier.
Heavy (X)	This weapon adds + X to attacks that uses a strength modifier
Discrete	This item is easy to conceal and/ or can be used without drawing attention
Fragile	A bad fail can destroy this item
Volatile	The item is dangerous to both user and target. A fail roll can hurt the user
So Shiny	This item has great monetary value
Counter (Type)	This item adds a bonus modifier when used on a specific type of target. E.g. Humanoid, Beast, Undead, Construct
Modifier Boost (X)	This item increases a player's specified modifier

		when equipped by X amount.
	Autonomous	This item can make a separate action to the player. May still require a roll from the player to work.
	Protective	Passively enhances the player's defensive roles by +1 to +5 (GM choses a number before player rolls).
	Inflicts Condition (X)	This item causes an effect on a target
	Protects from (X)	Adds a modifier to defensive role from X type of effect or damage. This will be a fixed amount between +1 and +5 declared when the item comes into the player's possession.

4.2

EXAMPLE EQUIPMENTS & ITEMS

Sword (Well-crafted) : This weapon gives a +1 Str or Dex Modifier when attacking

Arcane Focus (Well-crafted) : This items grants a +1 Int when use for spellcasting

Master-Crafted Necro Wand (Volatile) : This wand grants +2 Int for casting spells and can inflict an additional stamina damage but a fail will cause the user to lose one stamina.

Mithril Chainmail (Enchanted, Discrete): This armor provides +3 modifier to saving throws from attacks and it can be worn under normal clothes to make the wearer appear unarmored.

Holy Shield (Well-crafted) : This shield grants +1 to defence roll and +1 to your spellcasting modifiers for defensive spells.

Section 5 - FOR GAME MASTERS

5.0

What's in this Section?

Section	Heading
5.1	The Golden Rule
5.2	Skill check Guide
5.3	Enemy Keywords

5.1

THE GOLDEN RULE

The Game Master's main job is to have fun playing WITH their players.

Easy to say, but what does that actually mean?

It means not playing AGAINST the players. Yes you may be 'the bad guys' but above table you are all friends

It means not playing FOR them either. You are all in this together, they must respect you and your decisions too.

There is an unspoken agreement between players and game masters: the GM will craft engaging sessions filled with meaningful choices and challenges, and players will be receptive to the story path and not go out of their way to pursue their own agendas or be murder hobos for the sake of it.

For the GM to run a good session they must be prepared and organised. It's hard work to set up different narrative paths and plan different encounters. Gets harder when players act in unexpected ways and you have to make things up, but that is the job!

A good way to plan your session is to ensure there's a good variety of

1. **Exploration & Investigations** - Puzzles, mysterious and discoveries
2. **Social Encounters** - Have characters for players to interact with, persuade, negotiate!
3. **Combat** - Have enemies with different keywords that act in different ways

Have more of these than you'd actually use because players will do the unexpected!

When players are genuinely interested and emotionally invested your job becomes easier and more fun. They are more likely to roleplay and entertain themselves, giving you a little break between scenes. Let them have a little room for that and then bring them back on track.

It's also a good idea to keep an eye out for players who haven't spoken in a while. It is natural for some people to be more quiet than others, but it is your job to make sure they have a chance to contribute too.

Always remember, you're all in this together!

5.2	SKILL CHECK GUIDE												
	Refer to this guide when thinking about what skill check number should apply. <table><tr><th>Difficulty</th><th>Range</th></tr><tr><td>Easy</td><td>8 - 12</td></tr><tr><td>Moderate</td><td>13- 18</td></tr><tr><td>Hard</td><td>19 - 25</td></tr><tr><td>Very Hard</td><td>26 - 31</td></tr><tr><td>Almost Impossible</td><td>32 - 40</td></tr></table> Keep in mind at higher levels more sparks will come into play. Really keep an eye out for those natural ones as they can help you balance out player successes. Remember they can succeed in the action but cause unintended consequences.	Difficulty	Range	Easy	8 - 12	Moderate	13- 18	Hard	19 - 25	Very Hard	26 - 31	Almost Impossible	32 - 40
Difficulty	Range												
Easy	8 - 12												
Moderate	13- 18												
Hard	19 - 25												
Very Hard	26 - 31												
Almost Impossible	32 - 40												
5.3	ENEMY KEY WORDS												
	Different enemies will come with different key words to help maintain consistency across games. This list is currently being worked and will be added to the guide when it is ready.												
We hope you enjoy playing D&Dzy.													
D&Dzy was designed by Adelaide Headey, Burke Stanton, and Lucas Li. Additional design contributors include Callum Stuart and Tessa Johns. This game was based on the original “D&DZY” roleplaying game by Burke Stanton. D&Dzy was inspired by many years of using roleplaying games to tell shared stories with friends and family, and shaped by our experiences working with young people. We made it to be played and shared and tweaked and turned inside-out by anyone who wants to. CC BY-NC-SA 4.0													