

DUNGEON SQUAD EXTENDED

As many others, I'm charmed by the simplicity and intuitiveness of [Dungeon Squad](#), yet I feel it is a little too lacking in certain aspects; it's focus is a little too narrow, and it has a concrete wealth system within an otherwise elegantly abstracted system. This is my version of the rules, with quite a few changes made. It still retains the foundation of the system though, and I hope to keep it decently simple.

A QUICKIE ON WORDS

If you're new to RPG's, a few terms here might seem confusing. This is just a short list of things you might need to refer to. This text however assumes you have a basic knowledge of what roleplaying games are.

Character: Your alter egos in the game.

d4/d6/d8/d10/d12: These are all dice and the number denotes the number of sides on it. If the system tells you to roll d6, you roll a standard six-sided yatzee dice. A d10 likewise has 10 sides.

Game Master: One player who instead of controlling one of the lead characters, controls the world around them.

CHARACTER ASPECTS

Each character has three aspects; upon character creation, the player gets to apply a d4, d8, and a d12 to each of these aspects; *For example, a crafty ranger might have d12 Cunning, d8 Body and d4 Wisdom.*

Body represents the strength and speed of a great Warrior. Roll Body to hit an orc in battle, to climb a treacherous cliff or to swim in a storm.

Cunning represents the intuition and guile of a great Explorer. Roll Cunning to sneak past a guard, track a bear or charm the baron.

Wisdom represents the willpower and knowledge of a great Mage. Roll Wisdom to cast a spell, to decipher an ancient scribble or recognize an artifact.

In addition to their aspects, every character has 15 hit points.

SUCCEEDING AND FAILING

All characters can try to do whatever they want, but they're not guaranteed to succeed. To see if you make it or not, you roll the dice of the aspect most relevant to the check. If it meets or exceeds the difficulty you have succeeded. Difficulty is reflected by a target number, typically between 2 and 6. Higher numbers are certainly possible for daring feats. Some things are impossible, like jumping to the moon. Many tasks can be retried if they fail, such as striking an enemy. Others cannot, like telling a specific lie.

What follows is a couple of examples of tasks (and associated difficulties). Note that these are examples/standards; while picking a pocket is usually difficulty 4, pick-pocketing the king surrounded by guards might be an 11.

Body: Climb a tree (2), jump a 10ft chasm (3), hit an average enemy in combat (4), jump a chasm (5), break a spear with your hands (6), bust manacles (9).

Cunning: Tell a convincing but trivial lie (2), find edible plants in a forest (3), find a hidden trap while searching (4), detect an ambush (5), sneak past an alert guard (6), bluff an ogre into thinking you're a polymorphed dragon and very very dangerous (9).

Wisdom: Casting a spell in a calm environment (2), knowing the name of the king's uncle (3), appraising the value of an emerald (4), recognizing a sword as being magic (5), casting a spell in combat (6), deciphering a note written in dragon's tongue (9)

Advantage and Disadvantage: Sometimes you just have some special circumstances. When current circumstances are great (having a great book on flora when trying to find edible plants), you're advantaged - you get to roll two of your regular dice and pick the highest. When current circumstances are very bad (trying to jump a chasm with a sprained leg), you're disadvantaged - you get to roll two dice and pick the lowest. If you would be both advantaged and disadvantaged at the same time, neither applies.

CHARACTER STUFF

Stuff are significant things that characters have access to - a weapon, armor or magic spell for example. Upon character creation, the player gets to apply a d6 and a d10 each to two different stuff. *For example, the crafty ranger might have a d10 Bow and a d6 Armor.*

While the characters start with d10 and d6 stuff, more stuff can be looted from enemies or found in treasures or be bought - stuff as low as d4 and as high as d12.

Stuff can generally be divided in **equipment** and **spells**. Note that the names of stuff are just examples of what they can be, and can be reflavored; a "sword" can actually be a handaxe or a mace while a "dazzle" spell could also be blindness or magical webs. Equipment and spell list is further down.

Bling: In addition to stuff, there is also gear. Gear is the equipment that doesn't use dice - stuff like rope, lamps, clothing et cetera. However, there is also Bling - special gear that has other effects. Most bling improve someone's usage of an aspect in a specific way - a pair

of elven boots might improve Cunning while sneaking around, granting *advantage* when trying that task. Some bling can do other stuff instead, but that is up to the game master to decide.

Preparing stuff: During any adventure, a character can have up to 4 pieces of stuff prepared. The character can carry more, in order to loot the stuff, but cannot make use of it. A character that begins an adventure with less than four stuff can prepare looted stuff immediately up to the maximum of four. In addition, every character can prepare two bling.

COMBAT

In combat, each side takes turns. The player characters always act first, unless the monsters have successfully made an ambush in which case they act first. Each character can do one thing during their turn, like move, attack or cast a spell. It's possible to both move and attack (but not cast a spell), but the attack is disadvantaged.

Attacking: To attack, roll your Body. The difficulty to hit a standard enemy is 4 - it's lower for easy enemies and higher for harder enemies. The difficulty for a monster to hit a player is always 4. Damage is either based on your weapon equipment, or if you don't have one the damage is 1. Damage is also reduced by the target's armor.

Damage and getting knocked out: When you take damage, subtract that from your hit points. If a character or monster's hit points reach 0, they're knocked out of the combat and can easily be captured or slain.

Casting spells: To cast a spell, roll your Wisdom. The difficulty is normally 6, but jumps to 10 if an enemy is within arm's reach of you. Unless noted otherwise, a spell can target anyone you can see that is within 100 meters.

Ambush: An enemy that lies prepared to strike you is a lot more dangerous. If an enemy has an ambush, you must roll a Cunning check when you approach, difficulty is equal to the defense of the monster with the lowest defense. Failure means the monsters act first.

EQUIPMENT

Swords: A sword does its dice in damage.

Spears: A spear does its dice in damage and ignores 2 points of armor. You cannot prepare both a spear and a shield at the same time.

Bows: A bow does its dice in damage and can be used to attack anyone within 100 meters but not anyone that is right next to you. You cannot prepare both a bow and a shield at the same time.

Javelin: A javelin does its dice in damage and can be used to attack anyone within 50 meters. A javelin can only be used once per combat. You can prepare more than one javelin.

Armor: An armor reduces the damage you take by its dice. Thus, if you are hit for 5 points of damage and roll 3 on your d6 Armor, you only take 2 damage. While wearing armor, you're disadvantaged at casting spells.

Shield: Once per round when someone attacks you you can roll your shield's dice. If you match the attacker's attack roll, you've blocked the attack.

SPELLS (and how often they can be cast)

Dazzle: For every two points on the dazzle roll, you can affect one target. Monsters larger than man-sized count as two targets. The affected targets cannot act the next turn. (Once per battle)

Fireball: Deals damage equal to twice the fireball dice to the target, and damage equal to the dice to anyone near. Also, anyone that takes damage must make a Body roll (DC5) or be disadvantaged on the next turn due to the pain and flash. (Once per adventure)

Healing: Restores hit points equal to the healing roll. Targets must be touched to be affected. A single target cannot benefit from the spell more than once per adventure (At any time).

Lightning: Does damage equal to the lightning roll, divided equally among any number of targets; round down. (At any time)

Luck: For every three points on the luck roll, you may give advantage or disadvantage to one character or monster. The effect lasts until their next check. (At any time).

Magic Shield: A single target (can be yourself) is treated as having armor of the same grade as the magic shield dice. If the target has armor, only use the higher dice. This spell ends at end of combat. (At any time).

CHARACTER ADVANCEMENT

As the characters adventure, they become more experienced. After each significant and challenging encounter or combat, each character should select an aspect they have used during the adventure, to see if they have improved it. Make a roll with that aspect. If it lands on the maximum result, the experience has paid off and the aspect has been increased one step! This roll cannot in any way shape or form benefit from advantage or any form of extra dice.

Beyond d12: Characters can continue to improve beyond the d12 dice, but when that happens they do not get larger dice. Instead, they get a Badass Rank for each increase beyond d12. During each adventure, a character making an aspect check can gain advantage or ignore disadvantage on one roll for each badass rank they have.

Increasing Hit Points: Instead of trying to improve an aspect, the character can try to improve hit points. In that case, roll Body three times and add together the results - if it's higher than your hit points, your hit points have increased by 1.

TREASURE & WEALTH

When adventuring, no doubt will the players amass wealth and influence! For many characters, that's the very point of risking one's life to begin with... Characters start with d4 wealth, representing a modest wealth. Note

that the wealth is not just monetary treasure - it also represents influence with the powers that be.

Purchasing: To buy something, you roll your wealth against the listed difficulty - if it succeeds, you have bought the item, if it fails you have not. If it succeeds and your dice size is at least 3 higher than the difficulty (for example buying torches with d4 wealth) the cost was insignificant - otherwise, reduce your wealth by one. Purchasing generally takes a full day of non-adventure, though you can generally buy a lot of stuff during that time.

Hoards & Rewards: A hoard or reward may vary in size, and generally offers the increase as a number of wealth rolls. Like with character advancement, you make a wealth roll and if you roll the highest number on the dice, it increases by one. A reward for hunting goblins may be just one wealth roll, while a dragon's hoard may be ten rolls! Of course, a hoard or reward may also contain specific equipment or spell scrolls.

Beyond Worldly Riches: If your wealth is d12 and you manage to get an increase, you instead find a rare trinket you can barter away for something nice; it can be spent once to gain an advantage on a purchase roll.

On the Street: If your wealth is d4 and you manage to lose that, you're broke. You cannot buy anything until your wealth has increased, but you automatically succeed on the first roll when you get a hoard or reward.

Wealth Difficulties and items:

Negligible - Torch, string, wooden pole, trail rations stay at a simple inn.

2 - Rope, lamps, oil.

3 - Boots, barrel of ale, a night at a great inn.

4 - d4 *Equipment*, guard dog (stats: trivial monster), tent.

5 - d4 *Spell*, riding horse.

6 - d6 *Equipment*, very circumstantial *bling* (Human to Koboldish Lexicon)

7 - d6 *Spell*, war horse (stats: average monster).

8 - d8 *Equipment*, quite specific *bling* (Slim Scissor of Pick-pocketing)

9 - d8 *Spell*, a longship.

10 - d10 *Equipment*, generally useful *bling* (Goggles of Ambush Detection)

11 - d10 *Spell*, Mansion with servants.

12 - d12 *Equipment*, a small army.

MONSTERS

These are some examples of monster, sorted by difficulty. Some have special abilities noted below.

Action is the dice used when attacking, casting spells etc.

Reaction is the difficulty to hit the target, or detect it's ambush etc.

Ambusher: Usually lies in ambush, and reaction is 2 higher than usual for the purpose of detecting the ambush.

Poison (difficulty): Attacks are poisonous. Unless a body roll is made vs the difficulty, effect is applied. Poison lasts until the players can take a 10 minute rest.

VERMIN Action d4 Reaction 0

Rat: Bite 1 damage, 1 HP.

Spider: Bite 1 damage, 1 HP. Poison (2): Wisdom disadvantage.

Vampire bat: Bite 1 damage, 2 HP, can fly.

TRIVIAL Action d6 Reaction 2

Dog: Bite d4, 5 HP

Giant rat: Bite 2, 6 HP. Poison (2): Nauseated, losing one turn.

Drunken bar brawler: Unarmed 1, 10 HP

WEAK Action d6 Reaction 3

Goblin: Axe (Sword) d4, 8 HP

Wolf: Bite d6, 6 HP

Kobold: Spear d4, 6 HP. Ambusher.

Zombie: Unarmed d4, 8 HP.

AVERAGE Action d8 Reaction 4

Soldier: Sword d4, Shield d8, 10 HP

Orc: Spear d6, Javelin d4, 10 HP

Giant Spider: Bite d4, Armor d4, 6 HP. *Poison (6): Body disadvantage.*

War Horse: Hooves & Bite d4, 12 HP.

TOUGH Action d8 Reaction 5

Hobgoblin: Sword d8, Shield 1d8, Armor d4, 8 HP.

Dark Elf: Javelin d4, Magic Shield d6, Sword d6, 8 HP. Ambusher. *Poison (3): Knocked out. Only Javelin is poisoned.*

Ogre: Club d10, 12 HP.

Ghoul: Claws d8, 8HP. Ambusher. *Poison (4): Paralyzed for a round.*

DANGEROUS Action d10 Reaction 6

Giant: Tree d12, 20 HP

Troll: Claws d6, Thick Skin (armor) d10, 12 HP. Damage from fire sources ignore the armor.

Wyvern: Claws D6, Bite D8, Tail d4, natural armor 1, 20 HP. *Poison (6): Body disadvantage. Only Tail is poisoned.*

Shadow: Claws 1, Incorporeal (armor) d12, 12 HP. *Poison (5): Decrease Wisdom one step. If affected when Wisdom is 1d4, knocked out.* Magic weapons ignore the armor.

HERE BE DRAGONS Action d12 Reaction 8

Dragon: Bite d12, Flaming Breath d10, Dragon Fear (Dazzle) d8, Scales (armor) d8, 40 HP. Flaming Breath affects everyone in 5 meter area. Immune to fire.

Demon: Claws d10, Flaming Whip (Bow) d8, Magic Shield d12, Lightning d12, Thick Skin (armor) d8, 30 HP. Immune to fire and lightning. Ambusher.

CHARACTER NAME:	
ASPECTS & WEALTH	STUFF
BODY d	_____ d
CUNNING d	_____ d
WISDOM d	_____ d
WEALTH d	_____ d
BLING	OTHER GEAR
_____	_____
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MAX HP:	CURRENT HP:
NOTES	

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BODY d	_____ d
CUNNING d	_____ d
WISDOM d	_____ d
WEALTH d	_____ d
BLING	OTHER GEAR
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