A roleplaying rule system for adventuring on the Dysc, a tribute to the world of Terry Pratchett. For source material read the Discworld book series.

TRAVERSE THE DISC, FIND LOVE, MEET EXCITING FRIENDS

A D10 SYSTEM
BY JOCHER IN 2019

A ONE IN A MILLION CHANCE
AT ADVENTURE

Certificate of Adventure

Name:

Age: _____   Species: _____

Guild (if any): _____

Description:

_____

_____

_____

_____

The story so far:

_____

_____

_____

_____

Pocket change:

☐ AMD   ☐ Shillings (1 dollar is 20 shilling)   ☐ Pennies (1 shilling is 12 pennies)   ☐ Halfpennies

It bears mentioning that the Ankh-Morpork dollar is much less inflated than modern currency. Five extra dollars per month is considered a respectable raise in Guards! Guards!. In Going Postal a senior government official makes 20 dollars per week, and a major construction project costs about 100,000 dollars. -https://wiki.lspace.org/mediawiki/Currency

Narrativium points: ⬡⬡⬡⬡⬡

During character creation each attribute point left unspent is converted into a Narrativium point. Narrativium points can be used for 'million to one rolls', casting spells and avoiding socially awkward encounters with Death; allowing you to live to see another day.

Attributes

Distribute 5 additional points during character creation.
Every failed roll: +1 point in a failure track of a used attribute.
When a failure track is full you gain an attribute or skill point. See "Growing older" page.

⊗◯◯◯◯ **Trickery** ~ used for deceptive behaviour
Failure?: ☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊗◯◯◯◯ **Wits** ~ used for awareness and observation
Failure?: ☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊗◯◯◯◯ **Force** ~ used for strength and physical tests
Failure?: ☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊗◯◯◯◯ **Speed** ~ nimbleness and reactions
Failure?: ☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

⊗◯◯◯◯ **Determination** ~ willpower and focus
Failure?: ☐☐☐☐☐☐☐☐☐ Full track? +1 in this track by recycling from another attribute.

Skills & Spells

(you may distribute up to 10 points, max 5 points/skill)

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	☐ ☐ ☐ ☐ ☐	⬡
	☐ ☐ ☐ ☐ ☐	⬡
	☐ ☐ ☐ ☐ ☐	⬡
	☐ ☐ ☐ ☐ ☐	⬡

Check the Octagon if it is a spell

Inventory & Luggage

If an item can be motivated to have relevance to a roll it adds +1 to the attribute/skill value of the roll.

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Vices & Compulsions

Roleplay against your own interests in line with any vice or compulsion to gain a Narrativium point immediately. The consequences of your act must be of negative nature for this to apply.

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Session Goal

Before starting each session, take some time to define any personal goal for the session. If you achieve your Goal you gain a Narrativium point at the end of the session.

APPROVED BY THE AM.RP.A.A