

DRAMA & DICE LITE

Player's Handbook

Describe your character with 6-10 traits (e.g. Dexterous, Despairing, Dendrochronologist).

The topmost trait is your Gift. It never falls below 4.

Distribute 100 points among your traits. You also get 20 HP and 0 XP.

Whenever you try something risky, choose a trait and say why. Roll dice as directed.

- ✎ Roll equal or lower than your trait: **spend** that many points to **succeed!** Or **keep** your points but **fail** the task.
- ✎ Roll higher: **lose half** the roll and **fail**.

Every rest, restore 15 points to each trait, and 10 HP.

Every 100 XP:

- ✎ maximum HP rises by 2;
- ✎ two trait maximums rise by 10;
- ✎ you may tweak one trait description.

Name		HP	XP
Who are you?			

	Traits	Current	Max
Notes			

Gamemaster's Handbook

	Task is:					
Trait is:	Effortless	Easy	Medium	Tricky	Tough	Epic
Perfect match	1	1d6	2d6	3d6	1d20	5d6
Pretty spot-on	1d6	2d6	3d6	1d20	5d6	2d20
A definite link	2d6	3d6	1d20	5d6	2d20	3d20
Kinda inappropriate tbh?	3d6	1d20	5d6	2d20	3d20	4d20
Trait, why are you making this about you?	1d20	5d6	2d20	3d20	4d20	5d20
That's totally inappropriate	5d6	2d20	3d20	4d20	5d20	6d20