

SUPER ELITE DINO FORCE

The world is under threat. It needs heroes like you.

Since the fossil age, dinosaurs have hidden, lived and thrived in a vast underground city. Quietly watching; guiding this primitive life form that calls itself 'humanity' from the shadows. Only intervening when absolutely necessary.

But these are desperate times. An evil - never seen before - threatens this humanity you're so fond of. The world needs you to step out from the shadows, and fight.

Jane Hermiston

 @jane_hermiston

A Jane and the Dragon production



You are a

1. T-rex
2. Brachiosaurus
3. Pterodactyl
4. Triceratops
5. Stegosaurus
6. Micropachycephalosaurus

Who has a

1. Jet pack
2. Machine gun
3. Neural link to all IT networks
4. Killer smile..... literally
5. Advanced physics degree
6. Pack of well trained _____
(_____ = you choose)

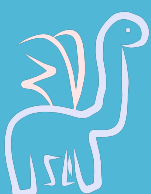
And, secretly

1. You're related to the character on your left by _____
2. You're terrified of the character on your right's pet _____
3. You have a mission to _____ the character opposite you
4. The character on your left is actually a robot you created
5. You're best frenemies with the character on your right
6. You are blackmailing the character opposite you

Your DM (Dino Major-General) will fill you in on the situation. It is up to you to work as a team and neutralise the threat to earth.

First, describe how you are achieving an action (in particular how you're using your unique characteristics). Then roll a 12 sided die. What happens next depends on the outcome of your roll. Your DM will tell you how successful.....or not.... you've been.

Once per game - on a particularly important action - you can invoke "YEE-HAW": Instead of rolling just one die in this action, you roll as many d12 as you can successfully stack on top of each other and add the totals.



DINO MAJOR-GENERAL BRIEFING

A great evil has arisen.

It has these characteristics (anti-clockwise around the group - players might be called on twice depending on your party size).

Take a few minutes, figure out just what this monstrosity is.

- PLAYER 1'S SHIRT COLOUR
- PLAYER 2'S CHOICE OF ANIMAL/VEGETABLE/MINERAL
- PLAYER 3'S CHOICE OF NAME
- PLAYER 4'S FAVOURITE MUSIC
- PLAYER 5'S FAVOURITE DRINK
- PLAYER 6'S LEFTMOST ITEM

Success Checks:

The default difficulty for a player to match or beat on their d12 roll is 5. At your discretion adjust this downward for weapon bonus, dino bonus, relationship bonus and/or 'really cool idea' bonus. Adjust difficulty upwards for particularly challenging action checks.

On a failed check, the character receives some sort of wound (physical or psychological) that will be with them for the rest of the game. Largely, this will act as a difficulty for future checks.

On a great success roll (4+ above the difficulty) grant the character an immediate bonus item that they can use for the session.

