

Dungeon Rush

A Two Page Tabletop For Two Or Four People

Story and Setting: Planet Parath, home of the Raleys, a species of sentient goo that takes on humanoid shapes, houses an expansive underground research facility, long abandoned and infested by all sorts of nasty creatures. Due to their incredible resistance to harm, many a Raley has tried to venture the eponymous Dungeon as a test of their endurance and combat capabilities before they're turned into piles of goo and retreat for the purpose of regeneration.

Setup

Requirements: Paper and pencils, two d6, two d20, jetons of multiple colours or any other means to distinguish enemy types.

Both the GM and the player side get one die of each kind. If the player is alone, he takes control of all three characters, otherwise every player will be assigned a character. Every player then distributes their variation points before the first round begins.

Characters

Guz: Because of his metabolism, he was never able to add a lot of weight to his body, making multiple body variations rather difficult and taking a toll on his endurance. However, he makes up for it by being very evasive and dealing a lot of damage incredibly quickly, getting more dangerous with successive hits. Has one point to distribute.

Bugee: Balanced in terms of performance, Bugee can defend herself against high damage and dish it out just as well, if not on the same level as Guz. She can also hit every enemy at once for reduced damage and go for counterstrikes if her opponent shows an opening during an attack. Has two points to distribute.

Brak: Built like a brickhouse, his defense is unmatched, making him an incredible tank. His damage is nothing to laugh at, either, even if, due to his mass, he can neither get out of attacks nor counter in time. If his friends get attacked, he can jump in and take the blow for them, temporarily immobilizing him. Has three points to distribute.

Character customization

All three characters can choose between the following augmentations, provided they have enough points. Unless specified, spending multiple points on one upgrade is possible.

- Extra Pair Of Arms: At the cost of 10% damage, you get to roll one more time and deal damage for every roll.
- Extra Pair Of Legs: Standing more securely, your balance is improved, allowing you to perform actions more reliably. Add +2 to your dice rolls.
- Tail: With this, you can propel yourself at the enemy, dealing +50% damage and stunning the target unless it's the Core. After using it, the ability's on a cooldown that lasts for 3 turns. You can only put one point into his.
- Elasticity: If you're not in for anything fancy, take this! Improves your health by 100 points.

The Game

Once the customization is complete, the GM puts together a group of enemies, depending only on the number of points he is allowed to spend, and puts corresponding icons representing each enemy on the table. After this is done, both sides roll their d6 to determine who takes the first turn. If both parties roll the same number, repeat.

The side that gets the turn then chooses a character on their side to either attack or, if available, perform a special action. In case of an attack, roll the d20 and add the available modifiers to it. If the number is equal or greater than 6, the attack is successful and their ATK stat is subtracted from the opponent's life points. You can choose another character that has not yet used an action this turn from your side to perform another action. The turn ends once either every character has taken his/her turn or an action fails.

Exception: If Guz has been chosen first during the turn and succeeds on his first attack, the player can continue to attack the same enemy, provided he rolls successes, until the enemy loses all health points. He also deals an additional 10 damage points extra for every previous successful attack (i.e. +0 on his first attack, +10 on his second, +20 on his third and so on). This damage is independent of whether or not he chose "Extra Pair of Arms".

Both sides exchange turns until no character on either side has any HP left. If it's the GM's side, the HP of everyone in the player party is restored, the GM puts together a new party and the next round begins. If it's the player's side or the player's side has survived all five waves, the game is over.

Number Of Points The GM Gets To Select Enemy Encounters

Round	1	2	3	4	5
No. of Points	4	5	7	10	0 (gets Core by default)

Players, Enemies and Abilities

Name	Health	Attack	Cost	Special Properties
Guz	400	50	-	Dodge: When attacked, roll d20 and apply modifiers. If roll equals or is bigger than 11, the attack fails and the turn ends. Combo: As explained above. If he has "Extra Pair Of Arms", both rolls need to succeed to continue the combo, but starting from the second attack, one will suffice to count it as a success.
Bugee	600	80	-	Splash Attack: Roll your attack as usual. If successful, every enemy gets dealt 50 damage. Cannot be used in the following turn. Counter: When attacked, roll d20 and apply modifiers. If roll equals or is bigger than 13, nullify the damage dealt to you and deal your attack damage to the enemy. The enemy's attack then counts as failed.
Brak	700	100	-	Stand In: If an ally gets attacked, you can choose to have Brak take the attack instead. Damage is reduced by 80%. The attack will count as failed and Brak can neither take actions the following turn nor use Stand In during the GM's next turn. If the attacks is directed at the entire party at once and Brak chooses to Stand In, Brak will still take the full damage in addition to the damage he shields.
Cultist	250	50	1	Overpower: Choose up to five Cultists on your side to attack one character at the same time. You only have to roll once per Overpower. Damage is calculated with the attack stat multiplied with the number of chosen Cultists minus 5% for every selected Cultist. Cannot be countered. All chosen Cultists cannot attack or be chosen for Overpower during the next turn.
Hunter	300	150	2	Search The Weakspot: Can only attack once every 2 turns.
Executioner	400	70	3	Stun Swipe: Roll your attack as usual. If successful, the attack deals only 30 damage, but stuns the enemy for the next turn. Then roll again for Finisher. Finisher: If the attack succeeds, add 40 extra damage. This ends the turn.
Bastion	500	50	3	Stand In: See Brak.
Tactician	350	-	4	Support: Cannot attack on its own, but instead assumes one of three stances to passively improve the performance of everyone on your side: - Increase Attack by 20 - Add 2 to dice roll. - Reduce damage dealt to your units by 20. Switching the stance requires no roll, but can only occur once during your turn.
Core	2000	80	-	Splash Damage: See Bugee. Stun Blow: Stun an enemy unit for one turn. Deals no damage, but requires no roll. Can only be used once every 3 turns. Alarm: Summon one of any enemy type (except Cultist) onto the field. You cannot use this action while a unit you summoned is still on the field or until 2 turns after the last summoned unit has been defeated.