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Introduction

Dice Chucker is a roleplaying game. A roleplaying game is a game in which players, using their imaginations, take on the roles of fictional characters within a story. The story unfolds by way of a Game Master who acts as a storyteller. The players control how their characters react to the events of the story as described by the Game Master. Dice are used to add elements of chance so no one knows exactly what is going to happen.

If you are not familiar with the concept of roleplaying, then this game may not be for you. *Dice Chucker* is aimed at experienced players who are looking for something new, fun, and different. We find that many players have become disillusioned with the modern gaming industry, and are seeking alternative gaming systems. That said, no effort will given to explaining common game lingo or terminology. New players may find this approach difficult, but if you think you can keep up go right ahead!

Dice Chucker is a rules-lite system that puts a new twist on rolling dice! A lot of players like rolling dice and *Dice Chucker* is here for them. You will find that *Dice Chucker* is chock full of dicey goodness! The rules here are pretty simple and straight forward and the details are meant to be handled by players and GMs as suits their tastes and the storyline. *Dice Chucker's* rules can be adapted to virtually any genre you like: fantasy, sci-fi, horror, western, etc. Let your imagination be your guide!

Things You Will Need

Creative friends are a necessity along with a comfortable and private environment. Snacks, music, pencils, pens, paper, props, a LOT of six-sided dice, and other polyhedrals of different colors will all come in handy.

THE BASICS

First things first. Before you can create a character, everyone needs to sit down and figure out some basic stuff about the game. Story and story dependant rules are required. Take a moment to answer some of these questions and think up a few of your own:

Where is the setting located?
What is the time period?
Is magic available in this game?

THE CHARACTER POOL

All characters, creatures and things in *Dice Chucker* are represented by dice pools made up of d6s. This dice pool is referred to in the game as the Character Pool, the Dice Pool, the Pool, or sometimes the CP. The Dice Pool represents the character or creature's natural abilities including Power, Damage Capacity, and other characteristics rolled into one. The Dice Pool will be drawn on throughout the game to allow a character or creature to achieve success in the tasks they perform.

ATTRIBUTES

All characters in *Dice Chucker* have Attributes. Attributes are skills that the characters or creatures excel at individually. An Attribute may also be something that a creature has that others do not. Each Attribute represents a specific area of interest, knowledge, or ability.

On paper Attributes are written like this: *Attribute Name*(X). The X in parentheses is a replaced by a number one or higher. The number show how strong the character is with that Attribute. The higher the number the better the character is with that Attribute.

ATTRIBUTES

Awareness- A character's ability to notice things in their surroundings.
Connections -A character's informants and friends.
Driving (Automatic)- Used when a character is attempting a complex task in a car or truck with an automatic transmission.
Fire Breathing- A character's natural weapon. It needs range and other combat information.
Flying- A character has some sort of natural means of flight. It is used when attempting complex task other than staying up in the air.
Game Mastering- Used when a character is attempting to run an RPG..
Piloting (Helicopter)- A character's ability to operate a helicopter. It is used when attempting complex task other than staying up in the air.
Swordplay- Used when a player is employing a sword as a weapon.

PERKS AND QUIRKS

There are abilities or powers that's use does not need a roll. They do not have a variable effect, there is not need to decide fortune with dice so they are not Attributes. These abilities are always "on" and are triggered by certain situations that may come up in the game. This means the character does not have to do anything to activate them or be affected by them, the chucker just waits for the trigger. In Dice Chucker they are called Quirks and Perks.

A Perk is something that aids the character. It could be something like natural night vision or an immunity to fire. When creating your character you may think of a really spiffy ability you want for him or her. You begin racking your brain trying to think of how that ability would work in the game. You consult the DM and you decide it wouldn't make a decent Attribute, but it would make a great Perk! Perks can be purchased with Attribute points. After you hash out the rules for using the Perk the DM will have to decide how much of an impact it will have on the game. The bigger the impact the more it will cost. The greater the edge it gives the character the greater it will cost. A minor Perk will cost 1 Attribute point, while a major one might cost 4 Attribute points.

Do you think your character is still pretty weak? Give him or her a Quirk or two. A Quirk is something that hinders the character. It might be a hideous deformity, a fear of heights, or alcoholism. If a Quirk hinders a character, why would you want it? Well the first and most obvious reason is nobody is perfect. Everybody has flaws, it makes for a more rounded character. Still not enough of an incentive for you? By taking a Quirk you earn more Attribute points to spend on your character. Like a Perk decide what you want for your character. Think about the idea of your character and create one that is fitting. A good character background is full of great ideas for Quirks. How many Attribute points it is worth is up to the DM. Again the DM will decide how much of an impact the Quirk has on the game. Will the character have to deal with the Quirk alot or will it just be the occassional minor nuisance? If it is of an unimportant nature it will only be worth 1 Attribute point. A major Quirk could be worth 4 points. These points can now be used to purchase new Attributes or increase current ones. They can also be used to purchase Perks.

A DM may decide to limit the amount of Attribute points that can be spent on perks and the amount that can be earned by taking Quirks. A good base is no more than 10 points can be used to purchase Perks and no more than 10 can be earned from Quirks.

PERKS AND QUIRKS

Addiction- (X Attribute Points) This Quirk causes a dependence on some substance such as alcohol. They must have some amount of the sustance everyday or begin suffering withdrawal. The character will temporarily lose a dice from the CP, the amount depends on the severity of the addiction. The severity will also determine what the the character will do in order to aquire the substance. The cost value depends on the severity of the addiction.
Dark Sight- (2 Attribute Points) The character has the ability to see clearly up to 20 yards in complete darkness. All objects appear in shades of grey.
Immunity- (X Attribute Points) The character may ignore certain affects. This might be to certain climates like cold or magic like charm spells. The possiblities are nearly endless. The cost of this Perk depends on powerful the Immunity is.

MOVEMENT

A character would not be much good if it could not get around in the game. All character have a Movement rate that describes on average how far they can move on their turn. *Dice Chucker* measures Movement in yards. The DM will decided the average Movement rates of the various types of characters and creatures in his or her game. When deciding what a character's Movement should be consult the DM. If the character is well described it will not be hard to determine its Movement.

POSSESSIONS

After you create your character you are naturally going to want to give it stuff to help it in the game. What items, armor, and weapons that are available in your game is defined by the Dice Monger and the storyline. The Dice Monger will tell you what currency is being used in the game, and your new character's starting funds. Use these to purchase whatever items you want for your character.

CREATING CHARACTERS

THE STARTING CHARACTER POOL

Now it is time to set the starting Character Pool. The starting Character Pool determines how powerful characters are when they are first created.

Consider this - an Average Joe has a Dice Pool of 3. If you choose to play an Average Joe game then your characters will start with a Dice Pool of 3 as well. If the characters are to begin their campaign superior to the Average Joe then the starting character scale would be set higher (say at four or five). High-power campaigns may want to set their starting character scale at six or more!

STARTING POOLS

CP: 3 - Average Joe Game
CP: 4 - Adventurous Game
CP: 5 - Heroic Game
CP: 6 - Superheroic Game
CP: 7 - Legendary Game
CP: 8 - Godly Game!!

Once the scale has been set the players can start developing characters for the game.

THE THREE COMMANDMENTS OF CHARACTER CREATION

There are three commandments of creation that a player must be obey when developing a character:

THY CHARACTER'S STARTING ATTRIBUTE POINTS ARE EQUAL TO TWICE THY POOL

The First Commandment is the easiest. It means that the number of Attribute points that a player will be able to assign to their Attributes is equal to twice their Dice Pool, or twice the starting character scale.

Attribute Points = starting Character Pool X 2

For Example: *Bobby declares for this game that each chucker's character will start with a Pool of 5. So each player has 10 Attribute Points to use for their character.*

EACH OF THY CHARACTER'S ATTRIBUTES SHALL AFFECT ONLY ONE THING

The Second Commandment means that an Attribute is a specific skill or talent that a character has and is not a broad generalization. A character is never just good at fighting, shooting, or piloting - these are too broad to be Attributes. A character might, however, be a kung fu expert, good at fighting with swords, or an excellent archer. Perhaps he or she is a helicopter pilot or auto mechanic. These are all good examples of Attributes.

Please note that you do not need an Attribute for every individual skill your character possesses - that would be ridiculous! Characters are assumed to be able to function as ordinary members of their society. They can walk, run, speak their common language, and brush their own teeth. Attributes are the unique skills that set them apart from others.

Some characters are good at some things while others are not. Kung fu and sword fighting are as different as helicopters and starships, so distinctions must be made in the game to reflect that. The list of possible Attributes are endless and is really up to you and the game master. You may want to discuss possible ideas and come to a consensus on whether specific Attributes should be allowable in the game or if they need to be modified in someway.

THOU SHALT NEVER SUFFER AN ATTRIBUTE HIGHER THAN THY POOL

The Third Commandment means that no permanent Attribute can be higher than a character's permanent Dice Pool. If your total Dice Pool is 5, no Attribute can be greater than 5. This applies only to the character's permanent Dice Pool and their permanent Attributes. If conditions change during the game and the Pool is temporarily reduced, or their Attributes are temporarily increased, it will not apply.

Now that you know a little about Attributes, you can start applying them to your characters! Use the starting points for Attributes and assign them in any amount to the Attributes that you want for your character. The higher the number, the better your character is at that specific talent or skill.

For Example: *Scott wants to play a thief type of character in Bobby's game. He gives some thought to what Attributes will be appropriate. Scott chooses Search(2), Swordplay(2), Lockpicking(3), and Pickpocketing(3).*

ARKEN THE THIEF

CP: 5

Attributes: *Lockpicking* (3), *Pickpocketing* (3), *Search* (2), *Sneaking* (2), *Swordplay* (2)

Perks and Quirks: Cowardly (+2) - Arken is straight out afraid of everything that goes bump in the dark.

Description: Arken is young and ambitious. He has big dreams of being a great hero. He has practiced and practiced. He has got all the essential skills, if he could just get past his pesky fear of every dungeon dweller, he would be

HOW TO PLAY?

Now let's go over the rules and their basic elements. Don't worry as they are really very simple and you should be able to pick them up just from reading the next few paragraphs.

During the game, the Dice Monger may ask you to chuck the dice to determine the outcome of a situation involving your character. The way the dice are chucked can determine your character's success or failure in spotting an important clue, finding a secret doorway, etc. Whenever you're asked to make a roll for a character, roll the number of dice equal to the current Dice Pool for that character. You then keep a number of dice out of the Pool equal to the Attribute you are applying to this particular roll. This called the Attribute Draft or just the Draft. Naturally you will want to keep the highest dice from the roll for your Draft. Take the selected dice and total up their score. Your Draft Total has to be higher than a specific number determined by the DM in order to be successful. This is called the Toughness Number or TN for short. The average TN needed for success is typically 6, but can change at the Dice Monger's discretion. The DM may set the minimum higher or lower depending on the difficulty of the task. Your character's success is measured by the amount rolled minus the Toughness Number. The more your score exceeds the Toughness Number, the better your character's success at the attempted action.

For Example: *Scott's character has a Dice Pool of 4 and he is rolling using an Attribute of 3. Scott chucks four dice and they come up with a 1, 2, 4, and 6. Because he is using a level 3 Attribute he can draft any three of the dice rolled. Scott decides to keep the 2, 4, and the 6. Adding them together, he has a Draft total of 12. The GM never specified a TN so it is assumed to be a 6. Scott's exceeded the TN by 6 (12-6=6), so he achieved an OK result at his attempted action!*

INEPTITUDE

If you do not have an Attribute for an action your character is attempting, your character may still attempt the action. This is referred to as an Inept roll. It means your character is relying on shear luck when trying to achieve success. To reflect this, roll your character's current Dice Pool and draft a number of dice equal to half their Dice Pool (rounded up). You must select the lowest dice rolled from the Dice Pool.

For Example: *Brad is attempting to land an airplane. He does not have an Attribute for it so he must do it ineptly. He has a Character Pool of 6 so he can draft 3 dice for the action. He chucks the dice and gets a 2,3,5,5,6, and another 6. A great roll normally but for an inept action he must select the lowest dice in the roll. He begrudgingly picks up the 2,3, and 5 for a total of 10.*

ASSISTED AND OPPOSED ACTIONS

Characters may come across situations where they are not able to act alone, or they must act directly against another character. These are called assisted and opposed actions. In an assisted action, two or

more characters are working together towards the same goal. This might be towing a friend up dangling from a cliff, or casting a spell together. All characters involved must have same Attribute. Some actions may be assisted ineptly at the DM's discretion. One character is considered the primary actor, the others are considered secondary. Everyone involved makes a roll with the same TN. The primary character uses their roll as is. If the character rolls 13, then 13 is used for figuring success. For each of the secondary characters who get a success, add +3 to the primary character's Total.

For Example: *Both Sam's and Chris's characters are wizards. Sam's character has* Fire Magic*(4), while Chris's character has* Fire Magic(*2*). *They decide to attempt a spell togoether. Sam's character is obviously stronger so he will be the primary actor in this attempt. The DM sets the TN at 6. Sam chucksthe dice and his Draft Total is 15! Chris chucks the dice and does not do so well but he does have a Draft Total of 7 but that is still a success so he adds +3 to Sam's roll.*

An opposed action is when two characters are working against each other for the same goal. A good instance of this is two characters wrestling for a gun. Both characters roll with the same Attribute or ineptly. Each character must not only beat the TN, they must also beat the Total of their opponent. The Toughness Number for an opposed action is normally 6. The character who has the highest Total over the TN wins. If neither beat the TN or tie then the action continues another round.

For Example: *Scott's character is triyng to close a door so it can be locked, but a very angry orc on the other side is trying to shove it open. The TN is 6. Scott chucks the dice and barely drafts a 6. The DM rolls for the orc and drafts a 10! The door comes flying open and the orc comes in the room.*

COMBAT

In *Dice Chucker*, combat is any action or actions that are intended to physically harm, render unable, or otherwise defeat another character or creature. Combat functions with the rules of play outlined above, but with an added bit of detail.

INITIATIVE AND ROUNDS

Initiative and Rounds are ways to organize play to ensure fairness and to make sure that none of the more complex rules of gaming are overlooked in more difficult gaming situations like combat.

When combat begins, players must first determine Initiative. To decide who goes in what order, have everyone roll their current Pool and total it all up. The DM must roll for all NPCs and Monsters. Characters go in order from the highest roll to lowest.

Combat is handled in rounds. Rounds are small divisions of in-game time, each usually only a few seconds long. Each character in the combat is assigned one of these divisions of time, by Initiative. It is during this time period that the character performs their action(s).

For Example: *The characters of Chris, Sam, and Scott are facing off against two orcs and ghoblin. They roll for initiaitve. Chris rolls a 10, Sam a 9 , and Scott a 13. The DM rolls for the bad guys. The first orc gets an 8 the second gets 14 and the ghoblin gets a 4. So in the combat round the order of turns will be: Orc, Scott, Chris, Sam, Orc, and the Ghoblin.*

In a round everyone wishing to may move and perform one or more actions . How far a character may move, and how complex an action the character can attempt, are at the discretion of the DM.

Hitting and damaging your target

Hitting and damage are directly dependant on each other. If you can't strike your target, you are probably not going to do any damage! The combat system in *Dice Chucker* works the same way. In combat chuck the dice once to attempt to hit a target and damage it. For the roll you use the Attribute for the weapon you are attacking with. If you attack with a sword use a Swordplay Attribute, a bow uses the Archery attribute, and so on. If you are using some sort of physical offensive power or spell, then the same method applies.

The default TN to hit is typically 6. The TN may be increased or decreased depending on the situation and the factors involved. The DM will have the final decision on how difficult it is to hit a target. All you have to do is have a Draft greater than the Toughness Number and you will have hit your target. The better your Draft, the more damage you will do!

For Example: *Alex wants to his character to lop of a zombie's head using his battle axe. He rolls his Character Pool and use his* Axe Wielding *(3) Attibute to for the draft.*

WEAPONS, ARMOR, AND DAMAGE EFFECTS

Each weapon in *Dice Chucker* has a Damage Level ranging from 1 (the lowest) to 6 (the highest). A Damage Level, or DL, describes how nasty a particular weapon can be. Both a dagger and two-headed axe can do mortal damage in the right hands; it is just easier with the axe than the dagger. Therefore, an axe has a higher Damage Level than the dagger.

When you roll for attack, figure up how much your Draft is over the TN and look at the Damage Chart on the following page. In the left column, find the Damage Level of the weapon your character is using, then cross reference that with your Draft over the Toughness Number in the top row. That number will be the

DAMAGE CHART

DL	Total Over TN										
	+1-3	+4-6	+7-9	+10-12	+13-15	+16-18	+19-21	+22-24	+25-27	+28-30	+31
1	0	1	1	1	2	2	2	3	3	3	4
2	0	1	1	2	2	2	3	3	3	4	4
3	0	1	2	2	2	3	3	3	4	4	4
4	1	2	2	2	3	3	3	4	4	4	5
5	1	2	2	3	3	3	4	4	4	5	5
6	1	2	3	3	3	4	4	4	5	5	5
7	2	3	3	3	4	4	4	5	5	5	6
8	2	3	3	4	4	4	5	5	5	6	6
9	2	3	4	4	4	5	5	5	6	6	6
10	3	4	4	4	5	5	5	6	6	6	7
11	3	4	4	5	5	5	6	6	6	7	7
12	3	4	5	5	5	6	6	6	7	7	7

damage you caused to the target.

Any armor worn by the target can reduce the effectiveness of an attack. Armor has an Armor Level (AL) ranging from 1 (the lowest) to 6 (the highest). Like a weapon, armor with a higher Armor Level, can prevent more damage done to a character. Before the attacking character's Total is compared to the Damage Chart, check to see if the target has any sort of armor. If so, subtract the target's Armor Level from the Damage Level of the weapon the attacking character is using. This is the new Damage Level the attacking character uses to determine damage to the target. Armor Levels may reduce Damage levels no lower than 1. If a character is wearing multiple layers of armor only the highest AL is used unless otherwise noted. Shields and helmets add to the highest AL.

For Example: *Sam decides to attack Chris's character. Sam's character is using a longsword (DL:2.) He chucks the dice and gets a Draft Total of 15! The TN was 3 (since Chris's character had no clue it was coming) so that is +12 over the TN. Cross referencing he sees a +12 with DL of 2 would do 2 damage! But Chris's character is wearing armor (in fact he is like a turtle) and has an AL of 4! That means Sam has to subtract Chris's AL form his character's long sword's DL. DL:2 - AL:4 = DL: -2! Well his DL can be reduced no farther than 1, so he checks the Damage*

WEAPONS

Name:	DL:	Range:
Battleaxe	4	-
Crowbar	2	-
Dagger	2	-
Fist	1	-
Longsword	3	-
Staff	2	-
.45 Pistol	3	24/48/72
Assault Rifle	4	50/100/150
Bow	3	24/48/72
Crossbow	2	30/60/90
M-60	5	60/120/180
Photopistol	4	50/100/150
Photorifle	5	60/120/180
Rock	1	10/20/30
Shuriken	2	10/20/30
Sling	2	15/30/45

ARMOR

Name:	AL:
Chainmail	2
Great Helm	2
Kevlar Vest	2
Leather	1
Platemail	4
Scalemail	3
Steel Cap	1
Small Shield	1
Large Shield	1

Chart for a weapon with a DL:1. So instead of his +12, doing 2 damage, it now only does 1 damage (which is more than enough to make Chris very angry anyway).

RANGE, COVER, AND OTHER COMBAT MODIFIERS

There are a variety other factors that can change the outcome of a battle. *Dice Chucker* could not hope to cover every condition possible, but the following are some of the typical ones found in a roleplaying game. All of these conditional modifiers are added or subtracted from the TN rather than the draft of the chucker. The conditions are also stackable (they can be combined together) when they occur at the same time. This means that any and all conditions here that would apply are added or subtracted from the default TN. All the conditions are given in groups of 3 and each group uses the same modifiers.

COMBAT MODIFIERS

Condition	Modifiers to TN		
	0	+3	+6
Range	Short	Medium	Long
Cover	Light	Medium	Heavy
Movement	Still	Moving	Running
Aiming	Body	Limb	Head
# of Actions	1	2	3

The first factor to consider is range. Each weapon capable of making a ranged attack will have a Range value associated with it. This value is measured in yards and is listed as Short/Medium/Long. The number in each section is the maximum value for that range. Compare the distance to the target with these values to determine the range to a target. Once you know the range, use the modifier for that range increment.

For Example: *Alex's character has a crossbow with a range of 30/60/90. The DM tells him the distance to the target is 29 yards. That is just under short range so he wil use that modifier for this attack.*

Cover is any obstacle that impedes your character from hitting their target. Whenever an obstacle is between your character and the target, consult the DM as to how much cover it gives the target. The levels for cover are Light/Medium/Heavy and are added to the Toughness Number needed to hit the target.

If the target or the attacker is moving or attempting to dodge can affect the Toughness Number. If both are moving apply a modifier for each. Apply the appropriate modifier for standing, normal movement or dodging, and running

Another modifying factor might be where you hit the target. Most of the time characters do not care where they hit the target so long as they hit. At other times a character may want to hit a specific part of a target. Decide where you want to hit the target with the following method: Attacks aimed at any part of the character, a specific limb, or the head will each modify the Toughness Number.

The final condition that *Dice Chucker* will cover includes multiple attacks during a single round. A character might decide to make more than one attack because they are faced with more than one foe, or just want to really hurt an enemy. A character may make up to 2 extra attacks in a single action with a weapon if they are willing to suffer the penalties that will be associated with each attack. Making 1, 2, or 3 attacks will

modify the TN respectively for all of their attacks that round.

For Example: *Brad's character is facing off with two nasty cultists. He decided he wants to try and attack both of them with his bow, before they have a chance to attack him! One cultist is in plain view and the other is partially concealed behind a column. Both are within short range for Brad's character. Bobby, the Dice Monger, decrees that the column counts as light cover for the cultist. Brad has a +3 penalty to the Toughness Numbers of both attack, for making more than 1 attack on his turn. Brad also is penalized with another +3 to the second attack for the light cover. So the TN for the first cultist is 9 and 12 for the second.*

DICE LOSS AND RECOVERY

During combat and over time, all characters can succumb to wounds and fatigue. A temporary reduction in a character's available Dice Pool is used to represent a wounded or fatigued character who is just generally exhausted or otherwise thinking twice about continuing the fight. If the CP reaches 0 then the character is dead.

Dice Loss due to fatigue will be at the discretion of the DM. Damage in combat results in one die lost per one point of damage recieved. Once a character is wounded they must remove the required amount of dice and set them to the side. Until they rest, are healed, or both, they will make any rolls with the new remaining dice in the Pool. This is called the current Pool. If the character has an Attribute higher than the current pool, they do not gain the benefits associated with the higher Attribute. If they now have a Pool of 3 and an Attribute at 4 they can only keep the 3 dice.

For Example: *Scott's character has a CP of 7 in the recent fight with some orcs he had his butt hand to him. He took 3 points of damage, and as such lost 3 dice. So now he makes all rolls with 3 dice. He had been bragging about his* Backstabbing*(6) Attribute. Now he cannot reap the full benefits of it since he can only keepa maximum of 4 dice.*

Rest is to be interpreted by the DM. Normally a character will "heal" back 1 die per day of rest. If a wound is extremely severe (more than one third of your total CP) a character only gets back 1 die per week and no healing will occur without medical attention. In game terms this might mean a character with a healing Attribute assists on behalf the victim. Without a success from that character, no healing will occur that week. A success would mean that the character recovers 1 die. The total needed for success is relative to the severity of the wounds and availability medical supplies.

In addition, if the story allows for it, magic may be used to recover dice for a wounded character. Magical healing instantaneously "heals" back a number dice depending upon the roll of the caster/healer. One method to do this see the Magic and Powers section below.

MAGIC AND OTHER POWERS

Magic and other powers, like psychic abilities or superpowers, are used in games to circumvent normal physical limitations. To relate this, Magic is used very much like an Attribute. Before continuing it should be noted that the words "Magic", "Spell", and "Caster" are used in this section, but the rules are the same

whether it is indeed magic or some other power. Simply apply these rules to whatever game environment you are using.

Like other Attributes, spells are lumped together in specific groups or families of related effects. A character need not have a specific Attribute for each spell known. The spells of a group should be relatively close in scope and power. Each group is considered to be a single Attribute, showing the skill or talent the caster has with that particular group of magic. A Minor Illusion Attribute might be used for creating illusions of a certain size and type. Greater illusions would require a new Attribute. When creating a magical Attribute for a character, confer with the DM to see what is acceptable. Describe what types of spells could be done with the Attribute. Be sure to address the limitations of spells beforehand!

A character must still have specific spells to use with an Attribute. How many spells a character my start the game game with is up to the Dice Monger. The chucker should create a proposed list of spells he wants for the character. Then discuss it with the DM. The DM will decide if the spell is allowable in the story or if it is beyond the power of the character. If allowable, each spell needs to have rules for its effect, duration, and casting requirements. A spell can have a variable affect. A fireball spell might enable a caster to make a flame as small as a match very easily, but the character would need a higher Draft Total in order to create an enormous fireball with the same Attribute. The real beauty of this magic system is it allows the player to tailor and define the spells of their individual character.

When and how a character can aquire a new spell will be up to the Dice Monger and the storyline.

Please note that a character with no magic Attribute may never attempt Inept use of magic, except under special circumstances. In addition, note that a character with at least one magical Attribute may attempt to ineptly cast a spell from another group, but will be seriously disadvantaged in doing so.

ELINORE THE MODERN WITCH

CP: 5

Attributes: Major Enchantment(1), Alchemy(2), Search(2), Arcane Lore(3), Minor Protection(3), Minor Enchantment(3)

Quirks: FREAK! (+1)- Most people consider her strange and would rather not be near her.
Haunted (+1)- She has nightmares about the night her mother was mysteriously killed.
Frail (+2)- All attacks against her count as 1 DL higher.

Description: Elinore found magic not long after her mother was mysteriously killed, an event that dramatically changed Elinore's personality. She found in her mother's things, a book of spells and a strange journal chronicling her mother's life as a witch.

EXAMPLE SPELLS

Average Fireball (TN 9)- This spell creates a globe of fire about 5 inches across. The roll to cast the spell is also used to hit a target with the fireball. All combat modifers apply. The fireball has a DL: 4.

Invisability (TN 9)- This spell makes the caster or a designated target completely undetectable by normal vision. The spell lasts for 10 minutes plus 10 additional minutes for every +3 interval the Draft is over the TN. The reciepiant may voluntarily end the spell at any time.

POWER DICE

Power Dice, or PDs as we call them, add a unique twist to the game. Power Dice have several functions in *Dice Chucker*.

First, they show the effects of fate, fortune, and the universal whim on the characters in the game. They go above and beyond normal dice rolling, allowing characters to perform actions that might otherwise be impossible. They also add a bit of metagame fun for the players. Power Dice don't always affect the characters directly. Sometimes they can affect the dice the players may be using instead. A player may be forced to lose certain PDs or receive a penalty on a roll all because of the PDs another player has!

Power Dice can come and go during a game. Players can earn Power Dice through good roleplaying. A player who acts out their character's flaws or does something essential to the game may be rewarded with a Power Die. Power Dice in this way are always drawn randomly from a dice bag or cup. They can just as easily be lost. When a character takes damage and loses dice. They may have to give up one or more PDs.

USING POWER DICE IN A GAME

Before a session, you as the DM or as a group, must sit down and decide what Power Dice are suitable for your game. Power Dice are a wonderful thing and there are a lot to choose from! PDs can be used to help tailor or theme a game by bringing interesting abilities to the characters and players in that game. What barbarian or Viking wouldn't want to have Rage Dice? What wizard wouldn't want Arcane Dice? If the PDs are something a player wants for his character, they will be more inclined to do whatever it takes to earn them.

What follows are a few rules to help you integrate PDs into your game without seriously throwing off the balance. Power Dice are supposed to enhance the game, not overwhelm it.

Power Dice are selected with Power Points. You get a number of Power Points determined by the DM, multiplied by the number of players in the game. You then use the total amount of Power Points to purchase Power Dice. In the listing of PDs you will notice a number beside each PD name. This is how many Power Points it costs to add 1 die of that type to the dice bag. Every player, including the DM, takes it in turn to purchase 1 Power Die with point from the total available. Every PD purchased is then added to the Dice Bag. When and how a chucker draws a PD from the dice bag will be discussed later. When the Power Points run out, or you haven't enough to buy anymore PDs, that's it for the game.

Since some PDs are not so player friendly, the number beside these PDs has a + in front of it. By selecting one of these dice for the bag it adds that many Power Points to those remaining. Once the original amount of Power Points has been spent the DM may exercise the option to "cap" the bag, meaning no more dice can be added (sometimes you can have too many PDs in a game). By giving the DM this ability it will help

maintain the balance.

LIMITING THE SELECTION

As DM you will have to go over the list of all available Power Dice and decide which are appropriate for your game. If you are playing a fantasy high adventure game, it is likely that techno-cyber-sci-fi dice will not be for you. The same can be said of a gritty crime drama game, Arcane and other such dice would not do. Feel free to go through the dice and pick and choose as many as you like and tailor your own list of PDs for your game. Afterwards players can go though it with Power Points and select PDs for the dice bag.

HOW DO YOU TELL THEM APART!

In *Dice Chucker*, Power Dice are easily differentiated from normal dice by color. All normal dice in *Dice Chucker* are referred to as Common Dice. And that is exactly what they are - run of the mill white dice with black pips. You can ransack any board game in your house for these or buy them very cheap at nearly every department store in the world. Each Power Die is given a color or set of colors to easily identify it on the table. There are official *Dice Chucker* colors that are themed to the effect of the PD type. For instance, Arcane Dice are purple with white or silver numbers or pips. You do not have to use the official *Dice Chucker* colors. You can use any color you like to represent each PD type. Just be sure to have all of one PD type of the same color because it is too hard to try and remember the PDs when you have a multitude of colors and no real cohesion.

The Power Dice Sheet found at the end, is used to aid the players and DMs. It is a convenient way to keep track of the Power Dice being used in your game. On it is a place to write down the name, colors, and functions of the PDs in the dice bag.

POWER DICE POWERS

To make it easier on the Dice Monger, *Dice Chucker* has standardized a few terms in relation to Power Dice. These are some general power effects that are used by many of the Power Dice.

A wild die is a PD that if it is drafted it can be rolled over if the player is not satisfied with the results of the first roll. If the chucker opts to reroll the wild die he or she must use the results of this new roll and not the original results. Normally to use a wild die, it must be activated by a trigger. A trigger is usually some event that relates specifically to that PD type. It is found with the Power Die's description and is left up to the DM to determine when the trigger occurs in the game. Any time a roll is made not involving this trigger and the PD is drafted, the PD acts like a Common die.

An open-ended die is similar to the wild die. If drafted and it shows the highest value of the die (A 6 on a d6), then it may be rerolled and the new score added to the original. The new sum counts as the score for this die.

For Example: *A 6 is rolled on an open-ended die, is added to the Draft, and rerolled. The reroll shows a 3. The open-ended die has a value of 9 for this draft.*

Like the wild die, the open-ended die must be used in the Draft in order to use its effect and it must be triggered by an in-game event.

A morphing die is a die that changes rolling value. During the game, it can change from a d6 to a d8 or higher! They can even be reduced to d4s. What it becomes, its trigger, and how long it stays morphed are listed under each Power Die's description. Dice do not morph until after their initial roll is resolved.

There are some PDs with powers that are completely unique. Some even have certain conditions or requirements that must be met before the die can be used. A large selection of PDs are described below.

Common Dice
Cost: Not Included in the Dice Bag   **Colors:** White Body, Black Pips or Numbers
These have no powers and are general purpose dice.

Arcane Dice
Cost: 20
Colors: Purple Body, White/Silver Pips or Numbers
Arcane Dice are open ended. This type of PD is bested suited towards games with magic. Whenever a character has one or more Arcane Dice in their CP and the character is attempting to cast a spell or use a magic item, the Arcane Die is activated. Arcane Dice are not usable for magics of a divine nature

Blood Dice
Cost: 15
Colors: Black Body, Red Pips or Numbers
Blood Dice are special open ended dice. Blood Dice work well in horror or fantasy games. Blood Dice are only usable by characters who use blood for certain abilities. Blood Dice do not need to show a 6 in order to be rerolled. When a player uses a Blood Die in a Draft, they have the option to reroll it but must then sacrifice the Blood Die. The player then rerolls the die and adds it into the Draft. The die is then placed back into the dice bag and is replaced in the CP with a Common Die. Blood Dice can be regained by drawing from the dice bag. More commonly Blood Dice are gained or regained by acquiring blood (by drinking or otherwise) in game.

Bluff Dice
Cost: 30   **Colors:** Blue Body, Yellow Pips or Numbers
Bluff Dice are rolled separately and hidden from the view of the other chuckers and the DM. If you decide to use them in the Draft, tell everyone what each die scores, but do not show them! The DM must decided if you are telling the truth about what the dice have scored or if you are lying. If DM is rolling, one player must decide if you are telling the truth or bluffing. If there is no question that you are telling the truth, then you get to add the score into your total without ever revealing the true roll. If you are bluffing and are called out, you must reveal the roll and count the Draft without any of the Bluff Die. If you are telling the truth and are called out, you must reveal the roll and double its value for the Draft! If you decide to bluff you must do

so with ALL the Bluff Dice being used in the Draft.

Cyber Dice
Cost: 20   **Colors:** Grey Body, Green Pips or Numbers
Cyber Dice are open ended dice that activate when a character is using a computer or other technology related device.

Dice of the Damned
Cost: 25   **Colors:** Black Body, White Pips or Numbers
Dice of the Damned are open ended dice only usable by characters and creatures that are undead. These PDs work well in horror or fantasy genre games. Any time an Attribute is used that is granted to the undead, the Dice of the Damned are activated.

Dummy Dice
Cost: 15   **Colors:** Yellow Body, Black Pips or Numbers
Dummy Dice work exactly like Common Dice, but count as Power Dice. If another chucker's or the DM's Power Dice force you to lose a PD you can use a Dummy Die in place of a real PD.

Eater of Fortune
Cost: +75   **Colors:** Black Body, Grey Pips or Numbers
The Eater of Fortune is active whenever the possessing chucker or DM rolls, it does not ave to be draft to function. If the Eater of Fortune scores a 6, it "eats" or destroys one of the controlling player's other PDs of their choice. The PD is not placed back in the dice bag, instead it is removed from the game. If the player has no PDs left and the Eater of Fortune scores a 6, it moves to the next player making a roll. This will continue until no Power Dice are left.

Faith Dice
Cost: 20   **Colors:** White Body, Yellow/Gold Pips or Numbers
Faith Dice are the divine equivalent of Arcane Dice. They are bested suited towards games with magic. Faith Dice are open ended and are activated when the character is attempting to cast a spell or use a magic item of a divine nature

Healing Dice
Cost: 20   **Colors:** White Body, Red Pips or Numbers
Healing Dice are open ended. Whenever a character uses one or more Healing Dice in their draft and the character is attempting to heal another character, the Healing Die is activated.

Jinx Dice
Cost: +20   **Colors:** Black Body, Yellow Pips or Numbers
Jinx Dice must be used in a Draft in place of any Common Dice. Jinx Dice will not replace other Power Dice in a Draft. When a Jinx Die is used it subtracts the score shown on the Jinx Die from the other dice in the Draft.

Luck Dice
Cost: 10   **Colors:** Green Body, White Pips or Numbers
Luck Dice are wild dice. Anytime they are used in a Draft, the player can opt to reroll them but must use the results of the new roll in the Draft.

Magnetic Dice
Cost: 30   **Colors:** Red Body, Grey Pips or Numbers
When a Magnetic Die scores a 6 and is selected for the Draft, you can choose any PD from the player's (or DM's) Pool directly to your left or right. When the Draft is resolved the chosen die replaces the Magnetic Die in your pool. The chosen player must replace the lost PD with a Common die. The Magnetic Die is then returned to the dice bag at the end of your roll.

Plague Dice
Cost: +30   **Colors:** Yellow Body, Green Pips or Numbers
Plague Dice must be used in a Draft in place of any Common Dice. Plague Dice will not replace other Power Dice in a Draft. Plague Dice do not add their score to the Draft. If a Plague Die shows a score of 6, the player making the roll must replace another of his or her Common Dice in their CP with a new Plague Die. If the player has no Common Dice then he or she must choose another player with Common Dice. That player then replaces one of his or her Common Die with a Plague Die.

Psionic Dice
Cost: 20   **Colors:** Black Body, Blue Pips or Numbers
Psionic Dice are open ended. Psionic dice are best suited for sci-fi games. Whenever a character has one or more Psionic Dice in their CP and the character has some sort of psionic power and is attempting to use it, the Psionic Die is activated.

Rage Dice
Cost: 15   **Colors:** Red Body, Black Pips or Numbers
Rage Dice are a morphing die. When a character with one or more Rage Dice in their Pool is in a combat situation and a 6 is rolled, all of the Rage Die in the Pool will morph from a d6 to a d8. When Rage Dice are morphed they can only be used in a Draftl for actions that can be accomplished with brute force.

Super Dice
Cost: 25
Colors: Blue Body, Red Pips or Numbers
Super Dice are morphing, open ended dice. Super Dice are best used in games with superpowers. When a character uses their powers the Super Dice are activated. They become open-ended and morph from a d6 to a d8. If the character is exposed to their fatal weakness, these dice morph to a d4 for the duration of the contact.

Tough Dice
Cost: 20
Colors: Yellow Body, White Pips or Numbers
Tough Dice work exactly like Common Dice, except when figuring die lose from damage. Each Tough Die

counts as 2 dice for damage.

For every 2 points of damage you can opt to lose 1 Tough Die instead of normally losing 2 dice.

Vorpal Dice

Cost: 15   **Colors:** Grey Body, Red Pips or Numbers

Vorpal Dice are open ended with a catch. When rolled and a vorpal die shows a 6 it may be rerolled. To reroll select another player and make the reroll. The score is used in the rolling player's Draft, but must be subtracted from the chosen player's Draft on their next roll.

EARNING AND LOSING POWER DICE

It was said that Power Dice represent the whims of the Universe. At times she fawns over the chuckers and their characters. She graces them with high rolls and amazing fortune. But at other times she is a real bitch.... She can quickly turn upon them, cursing them and mocking them. Chance is a big part of Power Dice.

A chucker can earn PDs for their characters with good roleplaying during the session. A player who accurately represents their Quirks during the game, especially when it is at the expense of their character or that of another player, deserves to be rewarded. Ingenious and witty players deserve reward as well. The player who figures out an interesting way to capture the dragon, or makes a really good crack must not go unnoticed! When a reward is warranted, let the chucker draw a PD from the dice bag. Maybe the Universe will smile on him or her, but then again maybe not....

Chuckers can lose Power Dice in a variety of ways. The most common method for this is damage. When a character suffers dice loss due to damage, the player determines which dice are lost by putting all of their dice, including PDs, into a cup or bag and drawing the dice loss out. For this purpose, morphed dice are represented in the cup by their original d6 counterpart. Any PDs that are drawn as part of dice loss are replaced into the dice bag.

It is important to note that healing only helps a player to recover Common Dice, any lost PDs are converted back to Common Dice.

STARTING THE GAME WITH POWER DICE

If you have a really, really nice DM, he or she may allow you to start play with Power Dice. This could be a random draw from the bag, or through manipulation, begging, or blackmail the DM may allow you to chose which PD(s) you start play with. You can start play with more than one PD but this can make for some really strong characters. More than two PDs starting out is unadvisable.

CAMPAIGN SPECIFIC DICE

The Power Dice described earlier are not the only ones out there! The plan is to have many more available, and you can always tailor your own PDs for use in your game. Campaign Specific Dice are a great way to spice up a game! You can create PDs to use with specific events or vocations in your game.

ADVANCEMENT AND XP

One of the sacred precepts of gaming is that characters advance and increase in power. With *Dice Chucker* it is no different. As in most games, Experience Points are awarded to characters for in-game actions. It is recommend that XP be given for things like advancing the story (important finds, etc.), really clever actions or remarks (dropping the chandelier on the bad guys), and out of game aid (pizza runs, supplies, etc.). A character can earn no more than 6 XP per session.

Using XP in *Dice Chucker* is different than in most games. In other games Experience is typically either accumulated till you reach a certain mark and "level up" or used to purchase increments of something or another. Here it is applied to a roll. You can keep accumulating XP for as long as you want and when you are ready and between sessions, you can ask your DM for an Advancement Roll.

When you are ready to make an Advancement Roll you must decide how many of your character's XP you are going to use. For every XP you allot you will roll a like amount of d6s (XPd6). This is called the Advancement Pool.

Roll the Advancement Pool and total up all the dice. Then check the Advancement Chart below to see what you are able to advance. A word of warning - it is possible to fail an Advancement Roll! Any roll total below 6 is a failure. Once you have used Experience Points on an Advancement roll they are gone and are subtracted from your total available Experience Points.

Once a roll is made you may not use anymore XP to add dice to the roll. You may, however, immediately make another Advancement Roll, so long as you have XP to use for it.

For Example: *Brad has 12 XP from the last two sessions combined. He tells Bobby, the GM, he wants to attempt an Advancement Roll and decides to use 7XP. So he gets to roll 7d6. He rolls and gets a total of 16. Checking the chart he sees he gets two Attribute points.*

You do not have to take the results the chart gives you. If you wish you may select any result lower than your rolled result instead.

The chucker can uses earned Attribute points to create new Attributes or better existing ones on a point by point basis. They can also by new Perks on a point by point basis.

For Example: *He can either raise current Attributes, put them towards new Attributes, or new Perks. Brad decides to raise his character swordplay attribute from 2 to 4.*

PERMANENT POWER DICE

It is possible for Power Dice to become permanent in a Character Pool. Sometimes if luck stays with a Chucker long enough it rubs off on them! If a player rolls high enough on an Advancement Roll they can choose one of their remaining Power Dice in their CP. That PD will become a permanent part of that character's Pool. This works on a case by case basis. When the permanent PDs are lost they, along with any lost Common Dice, are placed to the side in a cup. When healing draw one out randomly for every die the character gets back.

For Example: *Alex has two Arcane Die in his CP. He rolled a whopping 32 on his advancement roll. He decided to forego the new Common Die and makes one of his Arcane Die permenant.*

OTHER USES FOR XP

Another use for XP occurs during a game session. XP can be used to twist luck into your favor. By declaring you are using one or more Experience Point you may increase any of your character's Drafts by +3 per XP used. This can be used on any roll with the exception of Advancement rolls.

You can also buy Power Dice with XP. You can spend an XP to draw from the dice bag anytime during a session.

TREASURE

For normal everyday treasure like gold, just slap it in anywhere, in whatever amount you think is appropriate. This section is more for the magical treasure variety. Things like all-powerful rings, lamps, and singing swords. In the simplest form they can provide a higher Armor or Damage Level than would normally be acceptable for the item's type. Some treasure items may require a certain Attribute to use - like a swordplay Attribute for a magical broadsword. Others may come with a Quirk that the owner must take on. Some items can have there

TREASURY

Wizard's Ring- While worn the character gains an Arcane Die to their CP
Potion of Healing- When a character consumes this potion he or she immediately heals back 2 dice.
Dragon's Doom- This is a normal two handed sword except when used against a dragon. When used against a dragon the sword gives a +1 bonus to the wielder's attacking Attribute and to the DL of the sword.
The Black Heart- If the character is not a wizard this item is useless. To a wizard this obsidian pendant grants great power to the wearer. Its powers are given by a demon bound inside. It must first be controlled before use. The Demon has CP: 8 and Domination(5). The character may use any appropriate Attribute in an Opposed roll (TN12)against the demon. This is very painful for the character every round the struggle continues the character loses 1 die. If failed the demon possesses the character. Once controlled the character gains 2 temporary die to their CP and +3 to any magical Attributes the character has. These only last as long as the Black Heart is worn.

own CPs and Attributes. Others might cause some sort of conflict between the owner and the item. Perhaps the character must be able to control it to make it work. Perhaps a wand of fire can only be used by a character with a fire magic Attribute. The possibilities are endless. The story should be the driving motivation in the game, and the DM may adapt treasure items to the needs of their campaign.

NPCS AND MONSTERS

NPCs and creatures work just like characters so there is no need to repeat the creation process. The only thing to be mentioned again here is power and scope. The average Joe on the street has a typical Pool of 3. Heroes, like your character, start at a scale of 4-5. Superheroes are around 8-9. When creating enemies for your heroes, it is important to keep this scale in mind. Is the enemy a one shot mook meant to just slow the characters down? Or are they a big nasty that could very well put an end to your characters? Give the enemy as many Attributes as you like with consideration only to story. Give more Attributes to important

BESTIARY

Name:	CP:	Attributes:	Perks & Quirks	Other:
Dragon	10	Biting & Clawing(6), Fiery Breath(6),Flying(8)		Move: 15yds., 30yds. (flying) Damage:Bite/Claw DL: 3, Breath DL: 5, Range: 2/4/6
Gray Alien	6	Piloting (Spaceship)(4), Mind Control(4), Telekinesis(3)	Frail- All damage suffered is treat as +1 DL.	Move: 10yds.
Orc	4	Brawling(3)		Move: 10yds.
Pirate	4	Sailing(3), Swordplay(3)		Move: 10yds.
Thug	3	Brawling(3)		Move: 10yds.
Vampire	8	Brawling(4), Mesmerize(5), Bat-Form(3)	Weaknesses: Stakes (DL: 3), Sunlight (For damage roll 4d6, DL:4)	Move: 10yds., 10yds. (flying) Damage: Brawling DL: 2,
Werewolf	6	Wolf-Form(3), Biting & Clawing(4)	Weakness: Silvered weapons have +2 DL, Lycanthropy- anyone bitten must pass an inept roll (TN16) or become a werewolf	Move: 10yds., Damage: Bite/ Claw DL: 3
Wizard	6	Warding(3), Enchantment(3), Conjuring(3)	Frail- All damage suffered is treat as +1 DL.	Move: 10yrds.
Zombie	5	Mauling(3)	Mindless- are not affected by fear or any mental attack or influence	Move: 10yds. Damage: Mauling DL: 2

NPCs and villains and only the ones necessary to lesser mooks.

PDS FOR NPCS

The players are not the only ones who can benefit from Power Dice, NPCs can use them too! Only give PDs to NPCs that are above the average Mook. When creating an NPC how important or powerful it is will determine how many PDs it gets. A moderately powerful NPC may have 1, while a mastermind might have 2 or 3. An NPC does not draw from the dice bag . Instead just give the NPC whatever PDs you think are appropriate. These dice are not taken from the dice bag and do not count when adding dice to the bag before play. When an NPC loses dice they follow the same method as the players. However when an NPC loses a Power Die they have of way of replacing it.

VEHICLES, STRUCTURES, AND BIG GUNS

In some games characters may have access to, or come across castles, cannons, missiles, tanks, and the like.

With vehicles, the character operating the vehicle will usually need some kind of Attribute to do accomplish the feat with any degree of success. A character can attempt to oporate it ineptly but success is not easy. The DM may call for rolls at any time concerning certain attempted actions or maneuvers in a vehicle. A roll may not be required to just keep a airplane up and level (so long as the character has an Attribute for it!), but attempting a barrel roll would need one.

Some vehicles may have a crew requirment, meaning it takes a certain number of people to operate that vehicle. In which case multiple characters will need to have attributes to operate the vehicle.

For Example: *A steam lauch has a crew requirment of two. One to steer the craft the other to fuel and contol the engine.*

Vehicles also can have a limitiation on the number of passengers than can be squeezed on or into it.

Like a character a vehicle has a Movement limit that it can travel in one round. Characters have almost total

VEHICLES

Name:	DP:	Crew (Passengers):	Move:	Other:
Motorcycle	4	1(1)	120yds.	AL: 3
Mechanized Walker	12	1(1)	30yds.	Moves like a character, AL: 5, Weapons: 2X Big Machine Guns DL: 3, Range: 100/200/300
Catapult	6	4(0)	15yds.	Must be moved by beasts of burden, Can only fire once every other turn, AL: 3, Weapon: Rocks: DL: 4, Range: 30/60/90

freedom in when or how they move, vehicles are more regulated. First a vehicle moves according to the Initiative of the character operating it. A vehicle might have restrictions on how much it can turn in a single round. For air, space, and submersible vehicles their can be even more rules, governing take offs/landings and diving/surfacing. These rules are left to the players to decide

A vehicle may be equipped with weapons and armor. Any weapons on board have their own ranges and DLs. Characters may wish to attack a vehicle or the characters within (or vice versa). Similar to regular combat everyone wishing to attack a vehicle or to make an attack from one must roll according to the rules for combat. If a character is using a vehicular weapon, then they use their Initiative and Attributes of the the weapon they are manning. The vehicle may have different ALs on different parts of the vehicle.   This armor may be applied to characters within the vehicle, as can other modifers like for cover and movement. The DM will make the decision as to what modifiers will be applied.

Vehicles do not have a CP like other things, so when they take a hit they cannot lose dice. Instead vehicles use Damage Points (DP). Situations that would cause dice loss to a character instead cause vehicles to lose Damage Points. When a vehicle loses all its Damage Points it is destroyed.

Structures are pretty much the same as vehicles except they are not mobile. The rules for weapons, armor, and the rest are as above.

FINAL COMMENTS

Dice Chucker cannot hope to cover all the situations that come up in a roleplaying session. A roleplaying game is a tool, like an artist's brushes and canvas. It gives you a framework in which to be inspired and create. Feel free to take what you know of the rules and elaborate on them.

Dice Chucker is a work in progress. We will continue to tinker and work on the system. Making corrections and alterations based on our experience with it as well as input from other chuckers. We would love to hear your thoughts, comments, or suggestions.

Thanks!
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dicechucker.0catch.com

DICE CHUCKER

power dice sheet

Name:_____

colors:_____

Power:_____
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Name:_____

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Power:_____
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DICE CHUCKER

PLAYER

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CAMPAIGN

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NAME: _____

GENDER: _____ **AGE:** ___

HEIGHT: ____ **WEIGHT:** ____

CHARACTER POOL: _____

PERMENANT POWER DICE:

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BACKGROUND:

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ATTRIBUTES:

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PERKS & QUIRKS:

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DESCRIPTION:

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POSSESSIONS:

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CURRENT POOL

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X

XP

12 11 10 9 8 7 6 5 4 3 2 1 0

Use a paperclip
to track current
Pool and XP