

DUNGEON SQUAD – Yet Another Variant

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The rules are the same as in the original Dungeon Squad except as listed.

Character Generation

Assign d4, d8 and d12 to Warrior, Wizard and Explorer as normal. Each character also begins with 15 Hit Points.

If you are using minatures figures and battle maps from other RPGs, each figure moves 30 feet (six spaces) per turn. Spells, bows and other ranged attacks have a maximum distance of 100 feet (20 spaces). You can even account for cover and difficult terrain, if you want to make this simple game more complex.

“Stuff Dice”

In DSYAV, you assign your “Stuff Dice” (the d6 and d10) to special abilities from the list below. These include and replace the Swords, Bows, Armor and Magic Spells information listed in the normal rules.

If the GM allows it, you can use the “expensive gear” +1 rank rule to represent skills or magic items that aren’t special abilities found below. Remember, you can only carry four items of equipment with a dice value, including special abilities in the form of a piece of equipment.

Each character also begins with a small weapon (a staff or dagger or punch) doing d4 damage, which does not count against the equipment you can carry. Characters start with 10 gold pieces, most often spent on an Adventurer’s Kit, since weapons and armor are included in the special ability lists.

Special Abilities (aka Stuff)

You choose two special abilities, and assign one the d6 and the other the d10. It’s up to you which ability gets which die.

ARMOR reduces damage taken by a roll of its die. Thus, if you are hit for 7 points of damage and have armor, you can roll that die and reduce damage taken by that amount, possibly all the way to zero, if you roll 7 or more on a d10, for example.

BOW or other ranged weapon (crossbow, throwing knife, etc.) can damage a foe from a distance, doing its die in damage, but only half the time. If the Warrior roll to attack is odd, it does not count. If it is even, it actually hits.

CHARISMA is for heroes who actually talk to people in town and show proper respect to kings. Whenever you would roll your Explorer die to see if you succeed at such a roll, roll your charisma die too and add the results together.

DAZZLE (spell) causes one man-sized enemy to hesitate for one turn for every 2 points rolled, if the spell is successful. Bigger creatures require 4 points; smaller ones, only 1 point. Victims cannot take any action of any kind when they are dazzled. If this spell roll (using Wizard) failed, you can try again, but once the spell works, it is used up for the rest of the battle.

FENCING training shows you the weak spots in an enemy’s defenses, and how to exploit them with a flourish. Add the die value of this special ability to every attack roll using a sword, axe or non-ranged weapon. The special ability is not used for damage rolls. It also does not apply to natural weapons like punches or animal bites.

FIREBALL (spell): If the spell is successful, roll the fireball's die, then multiply the result by three. Anyone near the target (two spaces or less, if you're using miniatures) takes the straight, pre-multiplication fireball die in damage as well. If this spell roll (using Wizard) failed, you can try again, but once the spell works, it is used up for the day.

HEALING (spell) restores its die in hit points to the person the character chooses, if the spell is successful. This spell can be cast once per battle during the battle, and can only assist one person. It can be used once per person, succeed or fail, after each battle.

INSPIRATION gives you command over a battlefield. Every turn, roll the die for this special ability. If the result is 5 or more, you and all of your allies get a +1 bonus to attack rolls that use Warrior, until it is your turn in combat again. The bonus does not apply to damage rolls. You can make this roll before attacking, moving or taking any other action on your turn in a battle, but if you fail the roll (get a 4 or less), you cannot use this special ability again for the rest of the battle.

LIGHTNING (spell) does its die in damage divided as the character chooses among targets, if the spell is successful. Can be cast every turn.

LUCK allows you to add your die to one of another person's rolls, before they make the roll, or reduce an opponent's roll by the same amount, before they make the roll. Can be used every turn. Unlike the normal Dungeon Squad rules, this is not a spell, so it automatically always works on one target per turn. It can be used on attack rolls, rolls to cast spells, damage rolls or any other roll.

MAGIC SHIELD (spell) protects a single person the character chooses (including the character). Roll the die for this special ability when the spell is successfully cast, then double the result to determine the number of points of damage the shield absorbs before disappearing. If this spell roll (using Wizard) failed, you can try again, but once the spell works, it is used up for the rest of the battle.

MARTIAL ARTS: you don't carry a weapon that's a piece of equipment. You are a weapon. Add the die value of this special ability to every damage roll which uses the punch damage d4. The special ability is not used for attack rolls.

MERCHANT: you're better than most at making money. You know what to look for in a pile of treasure, and how to get the best deal from the cash when you're back in a village. Every time a treasure is found, you get your share of the gold pieces. Roll your die for this special ability. If you roll 4 or less, multiply that total by 1.5 (round up), and that's how much your share of the loot is actually worth. If you roll 5 or more, double the total amount of treasure you received to find out how much your loot is worth.

MONSTER LORE gives you an advantage over your enemies (if they're not of your own species). Pick one type of enemy, either vermin, weak, average, tough or run away! Add the die value to every attack roll and damage roll against that type of enemy. This special ability can also be used to negotiate with or research that type of enemy.

RAGE gives you the ability to lash out at all your enemies at once. Every enemy within reach of your weapon (in an adjacent space to you if you're using minatures) is attacked by you, though you only have to make one attack roll. Add the die value of this special ability to your attack roll and your damage roll. Can be used once per battle. Add the die value of this special ability to your attack roll and damage roll using a sword, axe or non-ranged weapon. It also does apply to natural weapons like punches or animal bites.

SHAPE-CHANGING (spell): you can magically transform into an animal (like a rat, normal spider or wolf) once per day. This spell is always automatically successful, but roll the die for this special ability and double the result. That's the maximum number of turns (in combat) and/or hours (outside of combat) you can stay in the animal form. You can communicate with other heroes but strangers won't understand you. You cannot carry weapons, armor or other equipment.

SWORD or another hand weapon (axe, hammer, etc.) does its die in damage.

THIEVERY makes you better at "sneaking around and being a thief." Whenever you would roll your Explorer die to see if you succeed at such a roll, roll your thievery die too and add the results together.

TRANSPORT: you have a sailing ship, magic flying carpet, pet dragon or other means of transportation faster than a horse or your own two feet. It can carry the entire party. In difficult conditions (rough seas, trying to out-fly an enemy), use the die value of this special ability to determine if you triumph over the difficulty.

Vermin

Do not use the rule in the normal Dungeon Squad rules that reads "Adventurers automatically hit one per attack, but they come in swarms." Instead, give the Rat or Spider (swarm) 4 HP, and the Giant Vampire Bat (swarm) 8 HP.

The Grand-Daddy of 'Em All

Here's how to recreate the classes from the world's most popular fantasy roleplaying game (both 3.5 and 4 editions). Each suggests which aspect should get the d12, and two special abilities.

Barbarian: Warrior, Rage, Sword

Bard: Explorer, Charisma, Inspiration

Cleric: Wizard, Healing, Luck

Druid: Wizard, Lightning, Shape-Changing

Fighter: Warrior, Armor, Sword

Monk: Warrior, Luck, Martial Arts

Paladin: Warrior, Healing, Sword

Ranger: Warrior, Bow, Monster Lore

Rogue: Explorer, Sword, Thievery

Sorcerer: Wizard, Dazzle, Luck

Wizard: Wizard, Magic Shield, Fireball

Warlock: Wizard, Fireball, Lightning

Warlord: Warrior, Inspiration, Sword