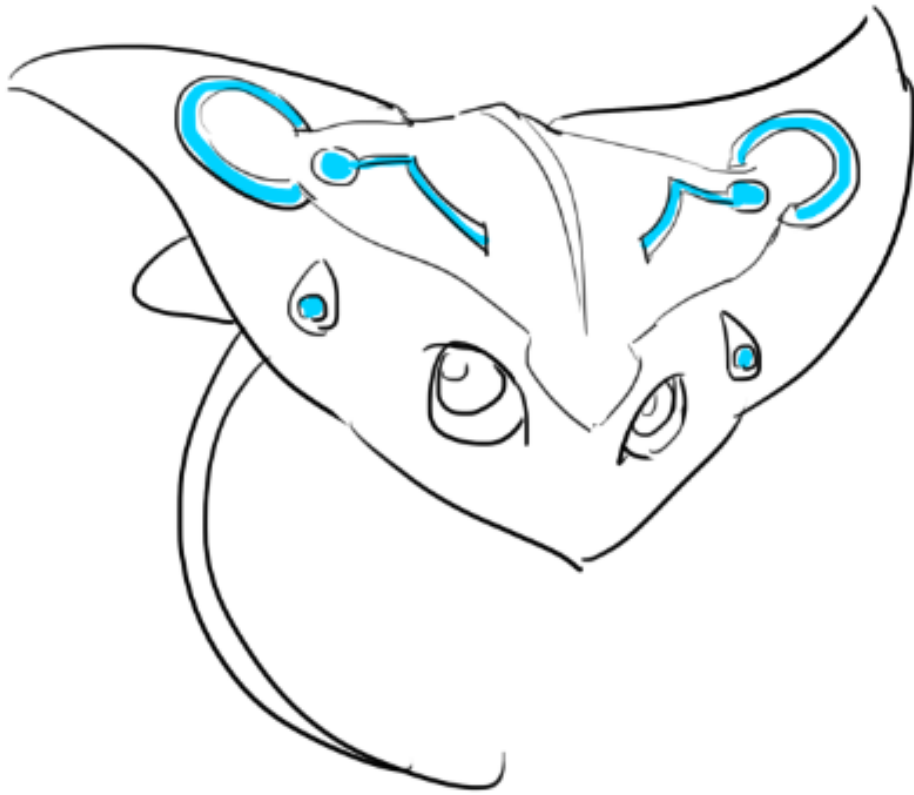


# RYDU

## A PBTA-COMPATIBLE MINIGAME



*images by Lydia@qx-cg.net*

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Inspired by Risus • B/X Redbox • Dungeon World

Designed to be compatible with \*W games, to be playable solo, and to fit in a pocket. Print it out, fold it up, slip a few blank pages for maps into the pocket, grab a pencil stub and four d6s, and you're set. You don't even need friends.

*You should have many d6s but you can make do with just four if you use your pencil to make tally marks instead of using dice as markers. Did I really need to spell that out? Probably not.*

*pocketmod instructions*

**MAKING A CHARACTER** Pick a Trait to represent **thing you do the most**, and put 2 dice next to it.

Pick two more Traits, each with 1d. These can be narrower in scope. No Trait can ever have more than 3 dice.

Pick a Quirk and put 1 die next to it. Take 3 Luck dice, and give your hero a name. You're all set.

**QUIRKS** When it hinders, take -1 to the roll, but if it'd help you in a specific situation, add its die to the roll.

**LUCK** Take one Luck die for each 6 left unused on the table after a roll. Add Luck dice to any roll, at any time. Trade in 7 Luck dice to improve a Trait by +1d (up to 3d), buy a new 1d Trait, or buy a new Secret.



**NAME** \_\_\_\_\_

**TRAITS**








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**QUIRK**

\_\_\_\_\_ -1 OR

**SECRETS**

\_\_\_\_\_  
\_\_\_\_\_

6	  
4+	 
3-	 

## TRAITS

	<b>BROAD</b>	<b>NARROW</b>
<b>FANTASY</b>	cunning brawny warrior weedy wizard with a staff sneaky klepto trap expert pious anti-undead cleric wilderness survival expert	eye for antiquities annoying but loyal friend not bad with the ladies puzzles are my thing smooth talker
<b>MODERN</b>	weary hard-boiled detective sassy two-fisted brawler nosy connected reporter mild but sharp-eyed doctor	can always find a bar can always find trouble knows people well-bred old money
<b>URBAN FANTASY</b>	angry punk werewolf loose cannon new vampire ancient powerful vampire vengeful volatile ghost confused desirable mortal erratic in demand oracle	old-fashioned techno-savvy well-connected noble in another life former athlete artistic talent
<b>SCIENCE FICTION</b>	wise-cracking space pilot plucky cute mechanic blaster-totin' preacher paternal hard-nosed captain sheltered prodigy doctor	good with racers looks good in a dress thrives on scarcity dodging a bounty owed a favor

## NOTES

## SECRETS

**TOUGH** Pick a Trait and a type of injury, like social or physical. You can replace dice lost to that type of injury with Luck dice.

**REFLEXES** If being fast would help, you can spend a Luck die to replace a lost die or to negate a complication, or a problem.

**JADED** When an action is interesting, you can roll a Luck die instead of making a basic roll; on anything but a 1 it's not quite interesting enough to trigger a basic roll.

**DANGEROUS** Your damage is 2d instead of 1d.

**FIRST AID** Add +1 when you take a few moments to recover from an injury.

*You can choose Moves from \*W playbooks instead of Secrets on a one-for-one basis, or make up new Secrets that interest you.*

## QUIRKS

**CLUMSY** You tend to drop things frequently

**OBSESSIVE** You have a hard time letting things go.

**FRIENDLY** You find it upsetting when people don't like you.

**VOLATILE** You switch moods frequently and explosively.

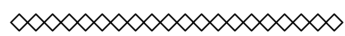
**CARELESS** You forget details, you break hearts, you lose things.

*If none of these appeal, make up your own or just ignore them entirely.*

## NAMES

		1	2	3	4	5	6
FANTASY	Female	Metasa	Kitsa	Naea	Pira	Ryazuo	Shan
	Female	Cyme	Denaia	Mialie	Chanorie	Kirathe	Sareko
	Male	Avdas	Ta'ev	Kairo	Moram	Ryodu	Sekida
	Male	Tekan	Badris	Natsen	Xito	Tachein	Kios
	Last	Klarot	Hilpair	Palin	Have	Laram	Hune
MODERN	Female	Amanda	Noriko	Tressa	Malorie	Anya	Holly
	Female	Silvia	Kara	Yuri	Lily	Sage	Modesty
	Male	Ollie	Alan	Ty	Conrad	Chance	Sebastian
	Male	Dominic	Nicholas	Roland	Miles	Kim	Alejandro
	Last	Mosconi	Smith	Ward	O'Neill	Flint	Clark

**THE FICTION** Everything established about the world, hero, and situation in play. Moves are triggered by actions in the fiction; to make a Move you have to narrate how your hero does it.



**BASIC ROLL** When you *attempt something with potentially interesting consequences*, roll 1d6 plus a Trait's dice, if one fits. Pick one die. A 4+ is a hit; you get what you want, but there's a complication unless it's a 6, then you might get a bonus instead. On a miss, you don't get what you want, and there's a problem.

When *there's the potential for serious harm while making a Basic Roll*, on a hit, the foe loses a die. Choose two options. On a 6, all three; you can opt to suffer their damage and take a second die away from them. On a miss, you get hurt and there's a problem.

- you don't lose their damage from the trait you used
- you don't lose position, face, or ground
- you don't lose something like a resource, ally, or gear

Note what injury each lost die represents. If someone runs out of dice – you in any one Trait, the foe in HD – or surrenders, the winner says what happens next.

*When you take a few moments to recover from injury*, make a basic roll. On a hit, you're stable and get back half your lost dice, but you'll need rest, an antidote, a good PR guy, or similar help to recover fully. On a 6, you get all your dice back; it wasn't as bad as it looked. On a miss, wake up in dire straits.

**MODIFIERS** If you're at a serious disadvantage, or injuries or your Traits hinder you, take -1 to the highest die. If you're in a very good position, take +1 instead.

**GM AGENDA** thrills • adventure • drama

**GM PRINCIPLES** be a fan of the heroes • make almost everything interesting • challenge yourself

**WORLD MOVES** The GM makes a Move to establish **what happens next** and when **someone rolls a miss**. Pick or roll:

- 1 | tempt or provoke a reaction; put someone in a spot
- 2 | establish a threat or bring one to bear
- 3 | reveal an unwelcome or unexpected truth
- 4 | introduce someone interesting with an agenda
- 5 | show a new side to gear, the situation, or a Trait
- 6 | offer an opportunity or a bargain

*To use a Move from an AW game, make a basic roll and choose a die to read as usual. Treat a 4+ that's not a 6 as a 7-9, a 6 as a 10+, and anything else as a miss.*

**GMLESS** If you're not sure how to complicate a roll, roll inspiration to inform your Moves.

	Bonus	Complication	Problem	Dire
1	-	distract	capture	imprison
2	-	impair	destroy	maim
3	-	escalate	seperate	torture
4	+1 Luck	delay	prevent	discard
5	+1d Forward	provoke	tempt	execute
6	+1d Ongoing	bargain	control	compel

When **you're at a foe's mercy**, roll a single d6. On a 1, the result is disproportionately bad, on a 6, it's unexpectedly merciful. Otherwise, it's as expected. If the foe'd probably kill you, you can sacrifice all of your luck dice (including your next potential Luck die) to avoid being killed; describe how, and start the next scene in dire straits.

**BESTIARY** A foe has **hit dice** between 1 (normal humans) and 6 (world-eating monsters). It does **damage** equal to half its hd, usually. Use instinct as a guide to what it does; add its moves to the World's moves when it's on stage.

**Mountain** 1DMG 3HD

*solo, cold, windy, barren*

A giant pile of rocks. *Instinct: To break travelers.*

Be wreathed in a storm

Take away a resource

Punish the unprepared

◇◇◇◇◇◇◇◇

**Human** 1DMG 1HD

*vibrant, filthy, cunning*

Comes in all shapes and sizes. *Instinct: To ensure survival.*

Strike at a weak spot

Calculate risks poorly

Seize by force or cunning

◇◇◇◇◇◇◇◇

**Dragon** 4DMG 4HD

*massive, reptile, greedy*

It's a dragon. *Instinct: To hoard.*

Burn everything

Swallow whole

Calculate risks on a long scale

Seize by force or cunning

**Eldritch Swarm** 1DMG 1HD

*vermin, vengeful, alien*

Even the Outer Realms have vermin. *Instinct: To engulf.*

Fill a mind with purpose

Ignore iron

Occupy the space between

◇◇◇◇◇◇◇◇

**Demon Imp** 2DMG 1HD

*elemental, depraved, generous*

Can only affect the wisher. *Instinct: To twist intent.*

Paralyze with a touch

Bargain for trivialities

Grant a wish but twist it

◇◇◇◇◇◇◇◇

**Redbriar** 1DMG 2HD

*diffuse, plant, tough*

Think "kudzu vampire". *Instinct: To engorge & fruit.*

Entangle with vines

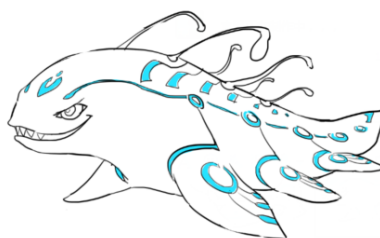
Surround with briars at night

Blend into natural plants

Turn to mist, in part or whole

*To convert DW monsters, divide their HP by 6 to get their HD. They do 1D damage for every d6 of damage.*

**Rydu** is designed to be compatible with **Dungeon World** and all **\*W** games. That's pretty ambitious; you'll have to make judgement calls to make it work. **Experiment!**



**DUNGEON** Draw a box on a piece of paper. Roll a d6; on a 1-4, put a door on that face of the box. On a 5, there's stairs up, 6, stairs down.

Roll an *Area Theme* and a d6 for how many rooms you'll explore before you roll a new theme.

### AREA THEME

- stone
- mayhem
- death
- water
- gold
- rest

When you enter a room:

- roll *first impression*
- roll exits
- roll *monster (2-), hazard (3), special (4), or empty (5-6)*.

Once you've dealt with any threats, roll another d6; there's treasure on a 1-3, if there was a monster, on a 1-2 if there was a hazard, and on a 1 for an empty room.

### FIRST IMPRESSION

- looks empty
- there's a body
- signs of a ritual
- blood everywhere
- a notable container
- an NPC

### HAZARD

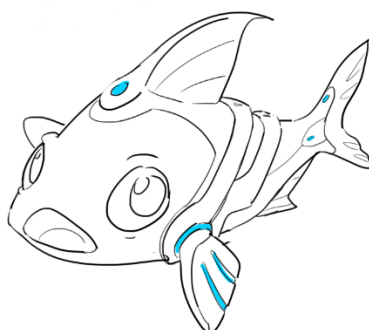
- looks empty (add "roll a hazard" to World Moves; another 1 is a monster)
- fire
- water
- hole
- corrosive
- magic

### SPECIAL

- looks empty (add "roll a hazard" to World Moves)
- secret door (roll where)
- water
- banquet
- restful
- NPC

### TREASURE

- a paltry amount
- a reasonable amount of coins
- an unusual gem
- a magic mirror with a sad woman's face
- a ball of endless string
- an ornate copper mechanism





# MAP