GM AGENDA thrills • adventure • drama

GM PRINCIPLES be a fan of the heroes • make almost every thing 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
- 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
	+1d Forward	provoke	tempt	execute
6	+1d Ongoing	bargain	control	compel

When you're at α 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.

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.

dire straits.

When you take a few moments to recover from injury, make a basic roll. On a hit, you're stable and get back half you'll ost dice, but you'll need rest, an antidote, a good PB 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

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

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

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.

BASIC ROLL When you attempt something with potentially interesting consequences, roll 146 plus a Trait's dice, if one but there's a complication unless it's a 6, then you might get 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,

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

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 Areα Theme and a d6 for how many rooms you'll explore before you roll a new theme.

AREA THEME

- stone
- mavhem
- death
- water
- gold
- rest

When you enter a room:

• roll first impression

• roll exits

 roll monster (2-), hαzard (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
- a notable
 an NPC

- 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
- banque
 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



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3	Male	Dominic	Nicholas	Roland	Niles	Kim	Alejandro
Ĕ	Male	əillO	nslA	κT	Conrad	Сһапсе	Sebastian
DERN	Female	Silvia	Kara	inuY	Lily	Sage	Modesty
	Female	Amanda	Noriko	Tressa	Malorie	synA	Holly
	Last	Klarot	Hilpair	Palin	Have	Гагат	əunH
F	Male	Tekan	Badris	Natsen	otiX	Tachein	koiX
Z	Male	ssbvA	Ta'ev	Kairo	Moram	Ryodu	Sekida
FANTASY	Female	Суте	Denaia	Mialie	Chanorie	Kirathe	Sareko
1	Female	Metasa	Kitsa	Иаеа	Pira	Вузато	Shan
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Saman

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

VOLATILE You switch moods frequently and explosively.

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

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

OBSESSIVE You have a hard time letting things go.

CLUMS 1 TOU TEND TO DOD THINGS TREQUENTY

ÓNIBKS

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

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FIRST AID $\mathsf{Add}\ +1$ when you take a few moments to recover from an

 $\ensuremath{\mathsf{DANGEROUS}}$ Your damage is 2d instead of 1d.

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.

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.

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.

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 IDMG 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 IDMG IHD wibrant, 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

4DMG

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

Dragon

Eldritch Swarm 1DMG 1HD

vermin, vengeful, αlien

Even the Outer Realms have vermin. Instinct: Το enqulf.

Fill a mind with purpose Ignore iron Occupy the space between

Demon Imp 2DMG I HD elemental, depraved, generous Can only affect the wisher. Instinct: To twist intent. Paralyze with a touch Bargain for triviallities Grant a wish but twist it

Redbriar 1DMG 2H dffuse, plant, tough Think "kudzu vampire". Instinct To engorge & fruit. Entangle with vines Surround with briars at night

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!





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

STIART

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

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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

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

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

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

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

STARA

МАР	MAP	МАР	МАР
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