How to Play

- Every character begins with only one skill: **Do Anything 1**
  Example: Create a character. They start with one skill: **Do Anything 1.** It really is that simple.

- Whenever you must roll for success choose a skill and roll a number of D6 equal to that skills level.
  Example: At the start of the game, you only have one skill to choose. Choose **Do Anything 1** and roll a single D6. You will gain new skills as the game progresses, but if none of them fit the bill use **Do Anything 1.**

- If the sum of your roll is higher than the opposing roll (from player or GM) you succeed.
  Example: You roll a 6 and the GM rolls a 3. You win. You would have also won on a 4 or a 5, but not a 3, cuz ties are not HIGHER. I am a little disappointed you needed an example for this.

- If you roll all 6s you earn a new skill 1 level higher than the skill you rolled with (even if you manage to fail). This skill must be a relevant subset of the skill you used.
  Example: Andrew rolls **Do Anything 1** to fight a Wolfman. He rolls a 6 and succeeds. Since he was fighting a werewolf, the new skill must be related and he decides to take **Werewolf Martial Arts 2**. He could have chosen anything fighting related. **Kick Em in the Nards 2** is an acceptable choice as is **Brawling 2.** He could not have chosen **Computer Hacking 2** because that's just crazy man.

- Whenever you fail in a roll you gain 1XP.
  Example: Andrew, flush with confidence from his new skill, charges another Wolfman and rolls **Werewolf Martial Arts 2**. He rolls 2d6 and lands on snake eyes. He gets a quick thrashing and earns 1 XP. Thankfully, Bridgette is nearby and uses her **Save a Players Bacon 3** skill and pulls his fat out of the fryer.

- XP may be spent to change a die into a 6 for advancement, but not success.
  Example: Andrew, feeling cocky with Bridgette's help, turns to the rest of the pack and charges rolling **Werewolf Martial Arts 2** again. He rolls a 2 and a 6, which fails to beat the opposing roll. He fails but chooses to spend his 1XP to change the 2 into a 6. He has still failed this roll but the humiliation teaches him **Silver Bullet Kick 3**. If he survives, he promises the NEXT werewolf is realllly in for a beating.

FAQ

How do we know how many die we are rolling against?!

Well the GM has it easy...they can just cheat and make up skills as needed. Of course, we wanna have fun so they should keep this fair. The GM can always use **Do Anything 1**. It's also fair for characters to have higher skills. If you're trying to dogfight a WW2 flying ace as a caveman who has never seen a plane before it's fair for the GM to roll **WW2 Flying Ace 2** or maybe even higher against your pathetic attempts.

So how many skills should the GM give each character he makes?

This isn't that kind of game...If the players open the door and there is a mummy there, slap **Curse 2** on him on the spot and move on.

What if we oppose rolls or we don't have a skill that QUITE fits the situation?

The game is meant to be fun, let things happen for the enjoyment. If a player has the skill **Heart Stopping Dance Moves 3** it's ok to let it work on something with no heart, it's ok to roll bonus against it, its ok to say "Won't work here roll **Do Anything 1** instead." If the player has an argument hear it out!

Wait where are my HP, my armor, MY WEAPONS?!

They are totally there, and I'm sure they look awesome. Roll actions concerning them if you want functionality.

So how do I die?

Fail something important. Fail something insignificant. You take your own fate in your hands when you roll those die and no one knows the outcome!

So you didn't make rules for it is what you're saying?

Yes

So I can just make up random stuff...if you kill me I can roll my "Do Anything 1" and hope to resurrect?

Yes, roll a 6 and you can pick up **Rise from the Grave 2** and be even harder to kill next time!

That leads to a lot of crazy stuff...

Yes

Ok so what is to stop me from rolling to see if I had breakfast this morning?

Nothing. Roll well and you may even get a boost, roll really well and find some crazy skill

that is connected. Maybe **Egg Lover 2** so now you can be some kinda weird egg-themed Popeye.

What if we can't find a subset?
Try harder! Seriously, everything can have a subset. Roll **Do Anything 1** to see if you have your wallet? Success means yes you do, nailing a 6 means you get a new ability. Maybe you choose **Lucky Coin 2** or **Always Loaded 2** or **Make it Rain 2** or **Never Forget Personal Effects 2** or **Wait a Minute is this Someone Else's Wallet? 2** the list is endless. You never know when one of those might come in handy.

This is pretty cool you did a good job making this.

Thank you! No, thank you, I worked hard on it. VERY HARD. I am 100% sure I didn't rob it blindly from some post on the internet that could be found here: http://story-games.com/forums/discussion/11348/microdungeons-i-roll-to-see-if-i-have-shoes-on