



P2D

pen, paper, dice

Solo pen, paper and dice dungeon-crawling map making game

HOW TO PLAY:

1. Have the RULESET
2. Have pen/pencil, paper and **2 six-sided dice (2d6)** 
3. Draw the starting room at the bottom of the sheet
4. Roll one six-sided die and check the  **[ROOMS]** Table to see the room you generated, draw on the exit of the last room
5. Roll for events:
 - a. One dice for the type of encounter 
 - b. Other dice for the encounter on the table 
6. Resolve them
7. Repeat step 4
8. Do it until you meet the ending requisite
9. Good Luck and Have Fun!

RULES OF LIVING:

You start with **10 Resources**, write this in your paper, this is the **stamina and life** of your party of delvers, if it reaches 0, **you die and lose the game.**

RULES OF COMBAT:

Enemies have **Combat Scores (CS)**, you must roll two six-sided dice and results must be **equal or greater** than the enemy's CS, if you fail, you **lose Resources equal to the Enemy's Damage**. If you succeed, you **kill the Enemy and Resolve the encounter.** 

RULES OF PARTY:

You can only choose **two delvers per play**, every adventurer has a **technique**, some of it are passives, others cost **Resources**. You must use the techniques before you roll the dice.

WHAT A DELVER IS:

Delvers in their essence are the players buffs and special abilities, their abilities need to help and make one aspect of the game easier, if you wish to do a very strong delver, make sure its ability costs a lot of Resources. Passive abilities help but don't clearly win the game. P2D is a big RNG game, its basically completely up to the dice, that's why the Delvers must help the player in their plays of dice or survive longer in the dungeons. And if you want, you can still use the Delvers that were already done! Have fun!

S.R.D. SYSTEM REFERENCE DOCUMENT

This is the System Reference Document for the **PEN, PAPER, DICE** System, since all the rules are on the other page, here are some **TIPS** and **TRICKS** to build your own Dungeons and Locales!

TIPS TO BUILD DUNGEONS

THE LORE: Its very interesting to make simple lore behind the dungeon, with 3 to 4 lines to create a vision for the player to build upon. I would recommend to talk about the theme and describe the space, and to also talk about the **DUNGEON BOSS**, to give a hint of foreshadowing for the Players!

ENEMIES: I would recommend you to do 6 enemies, one for each dice result, and make them progressively difficult as higher the dice result is, but making 3 enemies that are very tough might be a good vision too! Or 2 enemies that can change the game? This System has a lot of opportunities to build upon it, so I hope you have some crazy ideas to do some enemies that can make it an awesome dungeon!

TREASURES AND TRAPS:

Depending on the Dungeon you're making, make one of these more prevalent, treasures are what gives a relief to the player, so make sure to make them meaningful, traps might end the players game, so it is up to you to make it more deadly or just a nuisance.

THE DUNGEON BOSS:

The Boss is the climax of the dungeon, high rolls and high damage, they are the source of the dungeon to be like this and sometimes to even exist, so I do think their roll must be on 10+ to be exciting. But maybe i'm wrong, who knows? Will try different things in the future!

Logos to use on your dungeons or creations to the P2D System!

