

Die Trying isn't a typical high fantasy RPG of battling dragons and slaying gods. It isn't about defeating the forces of evil or smashing secret societies that threaten the world. It's about crawling into some god-forsaken hole in the ground, blowing yourself up with a miscast spell and (if your GM is nice) eventually leaving, 5 backup characters and a TPK or two later, with a bucket of weird coins and a hat that keeps your ears cool. It's a low fantasy game (usually with hints of dark fantasy) about dungeon delving and dying. Lots of dying.

General Rules

The Trapsetter

Die Trying wouldn't work without someone to set the traps!

One person is the Trapsetter (TS). They create the dungeons, control the Creatures and settle debates about rules (or change the rules entirely). Basically they're the Game Master/Dungeon Master/ Keeper/any other of the many names for them.

Use Common Sense

If an action, ability or rule doesn't seem to make sense from a lore or realism standpoint (ie: a halfling stepping over a 4 foot gap without any trouble), it usually doesn't or shouldn't work that way.

Specific Overrides General

A specific rule always overrides a general rule (ie: you usually can't make multiple attacks in one turn, but a fighting style that says 'you may make two attacks when you take the Strike action' would allow you to make two attacks).

The Dice

While playing Gold 'n Guts, you will usually use four different kinds of dice, 2 sided, 3 sided, 6 sided, 10 sided and 100 sided. Dice are written as (the number of dice)d(the number of sides on the die), so 2d6 is two six sided dice. D2's and d3's are used in character creation, so you should probably get to know how to use them. You will be using them a lot. You can 'roll' a d2 by rolling any die, if you get an odd number it's 1, an even number it's 2. You can 'roll' a d3 by rolling a d6 and halving it, rounded up. D6's are mostly used for damage. D10's are for checks. D100's are mostly for determining things randomly from a table, and can be rolled by rolling two d10's, one for the tens and one for the ones. Two 0's is 100.

Checks

Whenever you attempt something possible in the current situation with a chance of failure (such as when attacking a goblin or picking a lock), you must make a check. There are three kinds of

checks; skill checks, attack rolls and saves. When you make a check, roll a d10, add any relevant bonuses or penalties and compare it to the DC. If you get a number equal or under the DC you fail, which means you usually don't have any effect. If you get a number higher than the DC you succeed, which means you usually do what you wanted to. If you are 6 under or over the DC you critically fail or succeed, respectively, which causes an additional effect depending on what you were attempting to do.

Degrees of Success

Critical Failure, Failure, Success and Critical success are the Degrees of Success. When you roll a 1 on the d10 for a check, the outcome is one Degree of Success worse (from Critical Success to Success to Failure to Critical Failure), while if you roll a 10 it is one better.

Round Down

If you get a fraction and it isn't specified to round up, always round down.

Proficiency

When you make a check, you add a bonus depending on your proficiency level. Proficiency comes in five levels, untrained (no idea how to do this, -1 detriment), trained (you've learned a bit about how to do this, no bonus), expert (you're seasoned and know how to do this well, +1 bonus, highest level available at character creation), master (you are a world master and at the pinnacle of your ability, +3 bonus) and legendary (you have gone above and beyond what most people have the ability to even reach with the most training, and honestly I'm surprised you've made it this far, +5 bonus).

Capitalization

Oftentimes a phrase used in the rules will be used in a purely flavor way. To tell the difference between them, a word will be capitalized if it is referring to some part of the rules (ie: a magical sword may say 'This sword was crafted to strike down the enemies of its wielder.' Because the 'strike' isn't capitalized you know it isn't referring to the Strike action).

Bulk

Everything has Bulk, which is a simplification of both its weight and size. For instance, a ten foot pole is rather light but also kind of awkward to carry and so is Light bulk. The Bulk of an item is Negligible (represented by a --), Light (represented by an L) or a specific number (such as 2). Ten items of Light Bulk is 1 bulk. Items of Negligible Bulk don't count towards your Bulk limit unless you are carrying an especially large amount of them, as determined by the TS.

Concealment

If something is making seeing something difficult, it is Concealed from you. If you attack a creature Concealed from you, roll a d10, on a roll of 2 or lower you automatically miss.

Damage Types, Resistances, Immunities and Weaknesses

When damage is dealt, it is of one of the following types: Bludgeoning, Piercing, Slashing, Cold, Fire, Lightning, Force, Radiant, Dark, Negative or Positive. Negative heals undead and Positive heals living creatures. If a creature has Immunity to a damage type it takes no damage from it, if it has Resistance it decreases the damage dealt to it by a specific amount and if it has Weakness it increases it by a specific amount.

Character Creation

Die Trying characters are meant to be flexible, without any set classes.

There are 4 stages of character creation, choosing a name and species, determining ability scores, choosing Proficiencies and Talents, choosing equipment and finally determining Hitpoints (HP), Armor Class (AC) and Speed

Leveling Up

Die Trying characters don't level like characters in many other RPG's. Instead they gain Points upon doing something that could grant a not-insignificant amount of XP or a level up/other increase in power in a different system, such as defeating a bunch of powerful Creatures (sewer rats, goblins with sticks with broken tips, etc.) or doing something incredible (surviving for more than a few sessions, single handedly collapsing the cavern that an ogre is sleeping in, etc.). When you gain a Point, put a mark next to a single Ability Score, Proficiency or Talent. Once there are three marks next to one Ability Score, Proficiency or Talent, remove all marks on it and increase it by one (if an Ability Score), one proficiency level (if a Proficiency) or one level (if a Talent).

Characters having different numbers of Points is perfectly normal, and they should be granted often. When you make a new character you do not gain any Points your previous character may have had.

Name and Species

Everyone needs a name! It doesn't matter whether it's as simple as Bob or as complex and hard to pronounce as Kikituaria, as long as they have one they'll (probably) be remembered. A name can be anything.

Species are Die Trying's equivalent to other systems races/ancestries/whatever. They grant no mechanical alterations and can be described as anything (ask your TS if you want something

more exotic than the typical ones like elf, dwarf and human). Choose your Size at this step, typically Small or Medium, but sometimes larger or smaller if your TS allows it.

Ability Scores

In Die Trying, all characters and Creatures have the same 6 Ability Scores, Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Strength is raw physical power, the ability to move stuff from one place to another, climb walls and shove people around. Dexterity is agility, how stealthy and acrobatic you are. Constitution is your hardiness, how much you can take before you die and how well you can fight off a disease. Intelligence is how smart you are, how well you can think of random trivia or remember things. Wisdom is your common sense, awareness and intuition. Charisma is how well you can manipulate people, whether through lying, intimidation or persuasion. You determine these by rolling a d3 six times. If you roll a 1 or a 2, roll a d2. On a 1, subtract 2 (1 becomes -1 and 2 becomes 0). If you roll a three it is always +3. Record each roll, and then assign them each to an ability of your choice.

Proficiency and Talents

After determining Ability Scores, you choose Proficiencies and Talents. You have 6 levels to split between as many Talents and Proficiencies as you want, but you cannot increase a Proficiency beyond Expert or a Talent beyond level 2 during character creation. There are 18 proficiencies to choose from, made up of 16 different skills, weapon proficiency and armor proficiency. The skills are Acrobatics (how acrobatic and flexible you are, used for squeezing and escaping things), Arcana (your knowledge of the arcane, the most common form of magic, used to recall things about arcane magic or magic in general, with a -1 penalty if you do not have at least trained proficiency in said magics school), Athletics (your athleticism, used for climbing, swimming and shoving people), Crafting (your skill in crafting things, used to craft things), Deception (your skill in lying, used to lie), Insight (your ability to read people, used to see through lies), Intimidation (your ability to scare people, used to coerce people into doing your bidding), Medicine (your skill in healing nonmagically, used to stabilize dying people), Nature (your knowledge of the natural world and primal magic, used to recall things about primal magic, plants and animals), Occultism (your knowledge of unnatural things that shouldn't be, used to recall things about occult magic and aberrations), Perception (how keen your senses are, used to search for hidden things and to get a general overview of a room), Persuasion (our ability to convince people to help you, used to persuade people), Religion (your knowledge of gods, celestials, fiends, monitors and divine magic, used to recall things about holy scriptures, divine beings and divine magic), Stealth (how sneaky you are, used to hide), Survival (how good you

are at surviving off the land, used to forage and track) and Thievery (your skill with typical thievish stuff, used to pick pockets and locks, and disarm traps).

Talents are in another [doc](#), there's a lot of them.

Equipment

It's hard(er) to survive in a dungeon without equipment! You have 45 Silver Pieces (SP) to spend on any equipment you choose at character creation, and will usually find more during your adventures.

Weapons:

Almost all weapons cost 15 SP, deal 1d6 damage (your choice between Bludgeoning, Piercing and Slashing) and have one of the following traits of your choice: Deadly (on a Critical Success it deals triple damage rather than double), Destructive (deals double damage to objects), Executing (deals an additional 2 damage to Prone creature), Finesse (you can add your Dexterity rather than Strength to your Attack Rolls), Impaling (if you Critically Succeed on an attack roll, the target is Immobilized until the end of their next turn or you move, let go of the weapon or attack another creature, whichever comes first), Sweeping (you can choose to deal half damage. If you bring your target to or below 0 HP you may also deal the damage to another creature within 5 feet of you and the original target), Twin (this 'weapon' is actually two weapons designed to be used as one. You take a -2 detriment to your attack roll if you only use one, but if you use both they deal an additional 1 damage. Some Fighting Styles require using two Twin weapons) Weighty (you add half your Strength modifier, rounded up, to the damage you deal). Advanced Weapons are extremely rare and rather strange weapons that are usually unique and must be specially commissioned from skilled weaponsmiths or found in ancient vaults. They usually have extra damage dice, more than one trait or unique traits, or some combination of multiple of those. Your weapon proficiency does not apply to Advanced Weapons normally, you must choose to gain proficiency with a specific Advanced Weapon instead, and must have that specific Advanced Weapon with you to do so.

Armor:

Armor allows you to add your Armor Proficiency Bonus to your AC. Light Armor is 1 Bulk, takes 5 minutes to put on, costs 15 SP and has no other effect. Heavy Armor is 2 Bulk, takes 15 minutes to put on, costs 30 SP and grants an additional +2 bonus to AC, but makes a lot of noise and imposes a -1 penalty to Stealth checks. All armor is an additional 1 Bulk if it isn't being worn. You cannot Rest in armor.

Light:

It's hard to dungeon delve when you can't see your hands! A light source burns for the listed amount of time or until extinguished (remove at least 1 minute of time from the total burn time), during which time it sheds a certain amount of light for a certain distance. Blinding Light is very rare and will typically blind those without proper protection. Bright Light is created by sunlight and especially large and bright light sources, and may dazzle those who spend a large amount of time in lower amounts of light. Normal Light is the default light, and can be seen in normally in almost all cases. Dim Light is created by especially large full moons and is common in shallow caves or places with little sunlight and is difficult to see in, imposing a -1 to all checks relying entirely on your sense of sight, such as many perception checks. Darkness usually borders areas of light in Complete Darkness and is almost impossible to see in, providing Concealment to everything within. Complete Darkness cannot be seen in at all, everything within is Invisible to everything else.

Name:	Burns for:	Sheds:	Notes:	Price (in SP):	Bulk:
Torch	1 hour	Normal Light for 20 feet and Dim Light 20 feet beyond		2	L
Lantern	4 hours	Normal Light for 20 feet and Dim Light 20 feet beyond	Does not burn itself, instead burning Lantern Oil, one flask of which costs 2 SP and burns for the listed time	6	L
Lantern, Hooded	4 hours	Normal Light for 20 feet and dim light 20 feet beyond, or Dim Light for 5 feet	See Lantern, plus you can use your Bonus Action to raise or lower the hood, changing the light shed to Dim Light for 5 feet or back	7	L
Lantern, Bullseye	4 hours	Normal Light in a 35 foot cone and Dim Light for an additional 35 feet	Does not burn itself, instead burning Lantern Oil, one flask of which costs 2 SP and burns for the listed time	6	L

Miscellaneous Items:

Name:	Use:	Price (in SP):	Bulk:
Thieves Tools	You must have Thieves Tools to pick locks or disarm traps	15	--
Rope	A Rope can be used to aid in climbing or to climb in places not usually climbable	5	1
Rations	You must eat a ration to regain health during a Rest	5	L
Tinderbox	You can use your Action to use a tinderbox to light one easily burnable object on fire. Less flammable objects take longer	10	--

Medicine Kit	Has 10 uses, a single use can be bought for 1 SP. One use must be used to heal or stabilize a creature	13	L
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Determine HP, AC and Speed

You have Hitpoints (HP) equal to twice your Constitution, which goes down when you take damage and up when you are healed. If it reaches 0 or below, you immediately fall Prone, drop everything you are holding and are unable to act. You must then begin making Death Saving Throws at the end of each turn, which are special Saving Throws that do not add any Ability to them. The DC is 4 -your current hitpoints. On a success, you regain one hitpoint, or if you have 0 Hitpoints you stop making Death Saving Throws and are Unconscious for 2d3 hours, at the end of which you regain 1 hitpoint. On a failure you lose one Hitpoint. If this brings you to -5 Hitpoints, you die. On a Critical Failure or Critical success you lose or regain one additional Hitpoint. A creature holding a Medicine Kit may use an action to attempt to stabilize a creature as an action, attempting a Medicine Check with the same DC and affects as a Death Saving Throw

Your AC is equal to 4 + your Dexterity + bonuses from your armor.

Most creatures have a speed of 30, but some things might change that. It starts at 30 and may be increased by other things.

Magic

Die Trying has dangerous magic, and most have access to it but few choose to use it. You can cast any Spells you know using a number of Magic Dice (MD). Roll any number of MD, up to the amount you have gained and no less then the level of the spell, and any Instability Dice (ID) you have (both of which are d6's), then add up the total of the MD, which is the Spell Power (SP), and gain a number of ID equal to the MD you spent. The more SP a spell has, the stronger the effect. If you roll the same number on multiple MD or ID, the spell has miscast or otherwise gone wrong. Roll a d10, add the number of same numbers you have rolled and subtract 1, then consult the following chart to see what happens.

d10:	Effect:
1	The spell fizzles and has no effect
2	The spells effects are reversed in an odd way, such as a fireball freezing the area or a healing spell withering the target
3	The spell is greatly increased in power and size, but harmlessly. It may cause a fireball to instead be an

	extremely loud burst of light or cause a healing spell to grow nearby plants rapidly
4	The spell targets or is centered on a random different creature within its range, not including the original target
5	The spell is dangerously increased in power, and may affect more creatures
6	The spell creates backlash, splitting it's affects evenly between two unwanted targets
7	The spell creates a momentary rip in the fabric of reality, letting in a creature of the TS's choice
8	The spell gets channeled into all creatures nearby, granting each one (including you) a number of MD and ID as you spent MD on the spell until the next day
9	The spell begins rapidly siphoning off magical energy from everything magical in the area. The spell has no effect, but gets recast immediately using all MD and ID from everything with them in the area. Only you gain the ID from the spell, but everything else that has their MD syphoned away cannot use any MD for the rest of the day
10	You are affected by a curse or magical disease of the TS's choice
11	You die
12 or higher	The spell creates a permanent rip in reality that leads to another place, or creates a shorter-lived rip to a place beyond reality

You lose all ID you have the next day. You rarely lose MD, so you can technically cast spells all day long, you just get more likely to blow yourself up with every casting. Spells and MD can be gained in a number of ways, most often Talents but sometimes also from Artifacts. Sometimes you will have a spell and no MD or MD but no spell. If a spell's level is 0, you can cast it without MD, which causes it to have a very minimal effect. You can use MD without having a spell by stating what you'd like to do, casting a spell as usual and attempting an Arcana, Nature, Occultism or Religion check with a DC equal to the total SP, which determines how effective your improvised casting is, then gaining additional ID equal to the MD you spent, so you will gain a total amount of ID equal to twice the MD you spent.

Combat

Traps are deadly, of course, but some of the most deadly of all things in a dungeon are the residents.

When combat begins, all creatures roll Initiative. They make a check using a skill based on what they were doing before combat, or Perception if nothing else makes sense, such as Stealth if they are attempting to ambush or Deception if they are attempting to seem friendly.

Arrange all creatures in order depending on their Initiative, with creatures going after those that rolled better and before those that rolled worse. Starting with the creature that rolled highest for initiative, all creatures take a turn. A turn consists of gaining and then using an Action, Bonus Action, Reaction and Move. By default, creatures have no Reactions. Move allows you to move a number of feet up to your Speed.

By default creatures have 4 options for their action: Strike, Dash, Hide, Cast or Dodge. If you Strike, you make an Attack Roll using a weapon you are wielding, dealing 1d6 + any modifiers on a Success, double that on a Critical Success, nothing on a Failure and minimum damage to a random creature within reach (including you) on a Critical Failure. Dash doubles your Speed until the start of your next turn. You can only Hide if you are Concealed to at least one creature, to do so make a Stealth check with a DC of 4 + the Perception bonus of each creature you are hiding from (make only one check but compare it to multiple DC's), becoming Hidden to each one you succeed against, increasing the minimum number required to not automatically miss you to 5. You remain Hidden until you use an action other than Hide, Sneak or Dodge or move more than 5 feet on a turn without having Sneaked first. Cast allows you to cast a spell (see the Magic section above). Dodge increases your AC by 1.

Typically creatures only have one Bonus Action option, Sneak. You can only Sneak if you are Hidden from at least one creature, and to do so you must attempt a Stealth check with a DC of 4 + the Perception bonus of each creature you are hiding from (make only one check but compare it to multiple DC's), on a success causing you to become Undetected from all creatures you were Hidden from, which means creatures cannot target you with anything, as long as you move to a different square during the same turn and still remain Hidden.

You can