

OLD-SKOOL

**A GAME OF FUNNY-SHAPED DICE,
IN WHICH YOU WILL KILL MONSTERS, AND TAKE THEIR STUFF.**



INTRODUCTION

This is a Roleplaying Game. No, wait. This is a joke roleplaying game, that's really only funny at all if you're already a roleplayer or know a lot about fantasy fiction and enough about roleplaying to get by. If you don't know anything about roleplaying at all, then you won't get the joke. This means that there's no point trying to explain roleplaying games to you ahead of time, because this game won't be any good. If you know some roleplayers, give it to them instead; they may be able to make it funny for you.

Now, if you are a roleplayer, this is a fantasy parody game. It's probably playable, but I'm not really sure. I might try running it next week or something, after I've had a few beers.

WHAT YOU NEED

You'll need between 4 and 6 people to play Old-Skool. One of them will be the Guy In Charge, or GIC; and this doesn't actually need to be a guy, of course. The GIC should be somebody that knows lots of stuff about roleplaying games; it's more fun that way. You'll also need these rules, some paper (graph paper is best), some writing sticks of whatever sort, and a full set, or a bunch of sets, or a bucket, of funny-shaped dice (d4, d6, d8, d10, and d12's).

DEAR GUY IN CHARGE;

You've looked through the book, and you get the idea about the game, right? You know how to describe things and make it work? *Great.* Now that we've got that settled, we're supposed to give you some advice; the kind of words of sage wisdom that will keep you at your gaming peak. Okay, let me tell you something. You know the real big and top-selling game that we're making fun of even more than all the others, right? Yeah. Well, they made a movie for it. Now, the most important piece of gaming advice we can impart to you is this, and we're sorry if we're delivering it a little too late for you. *It's a terrible movie. Don't watch it.*

LEGALISMS

This game is a work of satire. It does not have a copyright or a patent, and you can do anything you like with it. If you pretend that you made it up, and we hear about it, we'll laugh. If you make a million bucks off of it, we'll come camp on your lawn until you give us some. It was created by some guys on the internet; if you want, you can find us at www.RPG.net, in the forum "the Art of Game Design".





WHO YOU ARE

You play a “Character”, sometimes called a PeeCee, or, alternatively “My Guy”. This is a fictional person that you make up by following some steps, which are just down this column. We sometimes call your character “you”. This really doesn’t matter, in this game.

So, some basics about you (the character). You are at The Pub. The Pub is the place to be, it's sometimes called a tavern, or an inn, but everyone knows it as The Pub. You drink, smoke, wench (or, you know, whatever), and need to pay for these things. It’s a barter economy, so you pay with Stuff. You currently have no Stuff. So you went ahead and got yourself a Character Class so you could adventure and get Stuff. It's all for the benders, really.

Got all that? Great. Now, then, there are five steps for you to follow.

1. Pick a class. The classes are: Cleric, Dwarf, Elf, Thief, Warrior, and Wizard. They do different things, but it’s really not a big deal, so just pick whichever one you want, and try to convince someone else to be a Cleric.
2. Write down all the class stuff that class has. All of that is in the list over to the right in the next column. Your character is now called by that class name, and 'adventurer', so, if you’re a Cleric, people might say “hey Cleric, heal me!” and that’s totally cool.
3. You start with 0 Stuff. Write that down if you want to, or not. You need to go kill things and take their Stuff. If you don't, this game has no point. You wouldn't want to do something that's pointless, would you?
4. You start at Level Zero; write that down somewhere under your class stuff. Also write down hair color, eye color, and lip color. See there? Roleplaying, baby!
5. Read the game rules. Or not. You can just slack off and always ask the GIC what dice to roll, it's not like you give a damn.

WHAT YOU GET

CLERICS get **8 Hit Points**, and these dice:

Fighting: 1d8
 Noticing: 1d6
 Knowing: 1d8
 Pubbing: 1d4
 Priesticles: 1d12

DWARVES get **12 Hit Points**, and these dice:

Fighting: 1d10
 Noticing: 1d4
 Knowing: 1d4
 Pubbing: 1d10
 Diggin’: 1d6

ELVES get **6 Hit Points**, and these dice:

Fighting: 1d6
 Noticing: 1d10
 Knowing: 1d10
 Pubbing: 1d6
 Foppery: 1d8

THIEVES get **6 Hit Points**, and these dice:

Fighting: 1d6
 Noticing: 1d12
 Knowing: 1d6
 Pubbing: 1d8
 Thievery: 1d8

WARRIORS get **10 Hit Points**, and these dice:

Fighting: 1d12
 Noticing: 1d6
 Knowing: 1d4
 Pubbing: 1d8
 Heroism: 1d6

WIZARDS get **4 Hit Points**, and these dice:

Fighting: 1d4
 Noticing: 1d6
 Knowing: 1d12
 Pubbing: 1d8
 Magitude: 1d12

WHAT THEY GET

MONSTERS get **8 Hit Points**, and **1d6** for **Fighting**.

Each monster also has one point of something else:

Noticing, Preisticles, Digging, Foppery,
 Theivity, Heroism, or Magitude.

They gain Levels just like you do. They have Stuff.

STUFF ANYONE CAN DO

- **MOVE AROUND:** The whole group can, at any time, decide to move to another place - or, if they are in The Dungeon, they can decide to move from one room to another. They *must* stay together, and if they move in the middle of a fight, all the monsters get a free hit on them (the monsters don't follow them, though).
- **FIGHTING THINGS:** When there are monsters, then there's a fight. In a fight, there are turns. Every turn, everybody (monsters included) gets to name one thing that they are hitting. Then everybody rolls a fighting dice, and whatever they are fighting loses that many hit points. If you lose all of your hit points, your character is knocked out - see the other rules. When a monster has zero hit points, it dies, and you can take it's loot; this is described at the very end of the rules.
- **NOTICING STUFF:** Each session, roll this die, and mark down the number - these are points you can spend in The Dungeon this time out to notice stuff. When you set off a trap, you can spend one to not have set it off. Also, you may spend one at any time to find any the secret doors in a dungeon room; roll 1d4 (don't add anything); on a one put a door north; on a two, put it east, on a three, put it south, and on a four, put it west. If there was already a door there, you found nothing.
- **KNOWING STUFF:** Each Session, roll this die, and mark down the number - these are points you can spend in The Dungeon this time out to know stuff. Whenever you are confused about something, want a hint, or have found a puzzle, you can spent one to get an answer, a hint, or a solution to the puzzle.
- **PUBBING:** Between adventures, you will go to The Pub. While there, you have a chance to make yourself look even cooler by getting drunk, gambling, and so on. Roll this die once at the bar between each trip into The Dungeon. You gain that many extra Loot as a measure of how cool you are. If you haven't killed anything since the last time you rolled, you can't roll until you do.

AM I DEAD?

If you are dropped to zero HP (there's no "negative numbers", so zero is as low as you go) then you're knocked down and out. At the end of the battle, after your surviving buddies have divvied up the loot, they'll give you some water and a bite of crumb cake, and you'll have 1 HP again. Some places where this changes:

- **EVERYBODY IS DOWN:** If everybody gets knocked out then the monsters get bored and leave. Everybody has to make a d12 roll, the lowest roller is actually dead, and needs to be brought back to life at The Church. The other characters revive with 1 HP as usual.
- **EVERYBODY IS DEAD:** If everybody actually *dies*, then the game is over, and everyone must make brand-new level one characters and start all over again.

STUFF SOME OF YOU CAN DO

- **HEROISM:** Warriors roll this at the beginning of the session. In a fight, when they hit a monster, they can spend a point of this to do an extra die of damage to the monster. Reroll this at the beginning of every session.
- **PRIESTICLES:** Every Priest has a holy symbol and faith, stuff the normal adventurer doesn't have. Priests roll this at the beginning of the session to find how many times in the session they can Heal 1d6 Hit Points to an adventurer, or deal 2d6 damage to an Undead Monster.
- **THIEVITRY:** Every Thief rolls this at the beginning of every session. This finds out the amount of times the Thief can effectively go invisible, and not be attacked until he attacks; while invisible, monsters can't attack the thief; the thief can attack, but doesn't have to. The first time he attacks, the Thief sets their Fighting die to it's maximum number instead of rolling it, and then stops being invisible.
- **MAGITUDE:** Every Wizard rolls this at the beginning of every session. Instead of picking a monster to fight on any specific turn, they can spend one of the points they rolled, and roll 2d6. They then choose one of the dice as "how many monsters it hits", and the other for "how much damage it does to each of them". If they would hit more monsters than are actually around, then they have to choose adventurers to hit in order to make up the difference. If they get a bonus to the roll when they use these points, they add it to the damage done, not the number of things hit.
- **FOPPERY:** Elves have a tendency to be good at everything. Elves roll this at the beginning of a session to see how many times they can re-roll a failed roll to see if they can get a better result. Other races hate them because they can do this, and are really jerks about it. You have to be a jerk about it, too.
- **DIGGIN':** Dwarves roll this at the beginning of the session, and that many times per session, while in The Dungeon, they can pick any wall and make a door in it.



PLACES TO GO

The whole group of adventurers made by the players must always travel together; they can move freely from any location to another, except when they are in The Dungeon, where there are a few extra rules.

- **THE PUB:** The game begins in The Pub, and returns here often. Here, the Guy In Charge (GIC) will give you excuses to go into The Dungeon by pretending to be stuff. Also, once you have finished your first adventure, you will be able to pub around whenever you return to The Pub between adventures.
- **THE SHOP:** The Shop is where you use the Stuff that you get for killing monsters in The Dungeon. See “Things that you can buy”.
- **THE CHURCH:** The Church is where you go when people are dead in a party and you want to revive them. It costs 50 Stuff to revive someone; when they come back to life, they lose one level—if they are level zero, they come back to life with no side effects.
- **THE DUNGEON:** See the next column.

THINGS TO BUY

The chart at the bottom of this column show you what you can buy with the Stuff you get from killing monsters.

- **LEVELS:** You must buy your levels one at a time. You start at level Zero, and then buy level two, then three, and so on, until you get to five, which is the highest level there is. You can't skip levels, so don't try it. You get a bonus to all rolls that you have dice for, except skills, the same size as your Level - this bonus doesn't apply to things you don't have dice for, like gear does. Finally, whenever you gain a Level, add as many Hit Points to your maximum as you had at Level Zero.
- **GEAR:** You can buy equipment at The Shop. When you buy equipment, choose a kind of roll the equipment will give a bonus to, and decide how big the bonus will be. If you already have equipment for that roll, you must sell it first. You *can* get equipment that gives a bonus to a roll you can't make (like a Warrior buying gear for +1 Priesticles); if you do, the bonus is treated as your roll.
- **SKILLS:** You can buy the special rolls that other adventurers get (Heroism, Magitude, and so on); these are bought at 1d4, and your level doesn't add to them. They get more expensive the more of them you have.
- **SELLING GEAR:** You can sell gear. You get half as much Stuff as you paid for it when you sell it.

THIS PRICE	BUYS THIS...	OR THIS...	OR THIS...
100 Stuff	Level 1	+1 Gear	1st Skill
300 Stuff	Level 2	+2 Gear	2nd Skill
900 Stuff	Level 3	+3 Gear	3rd Skill
2,700 Stuff	Level 4	+4 Gear	4th Skill
24,300 Stuff	Level 5	+5 Gear	5th Skill

IN THE DUNGEON

The Dungeon is basically a big grid made out of rooms. Each room is square, and you can go North, South, East, or West into the next room through doors. Not all walls have doors, so it's kind of a maze. The GIC will make up maps as they like, and put stuff on them.

- **THE ENTRY ROOM:** When the adventurers go to The Dungeon from town, they come in here. This room always has doors on all four sides, and stairs leading up to The Pub, so adventurers can go back to The Pub here.
- **ENDLESS ROOMS:** Basically, there's no end to the size of the grid-maze that The Dungeon is.
- **FLOORS:** The Entry Room is on the “Zero Floor” of The Dungeon, and is full of Level Zero monsters, traps, and puzzles. Sometimes, the GIC will put in stairs that lead down to lower levels. The next level down is “Floor One”, and is full of Level One monsters and stuff. You get the idea. The stairs down are always guarded by at least three monsters that are Level (Two, plus the floor number they're on).
- **WHAT'S IN THE ROOM?:** Every room will contain one of the following: Monsters (as many as the number of adventurers, plus or minus one), a trap, or a puzzle. You already know about monsters, so...
- **TRAPS:** If the group enters a room with a trap, it will hurt everyone unless it is Noticed. Traps do 1d6 damage to everyone, plus the number of the Floor you're on. It costs one point of Noticing Stuff to avoid this damage for yourself, or three points to save the whole group.
- **PUZZLES:** If the group enters a room with a puzzle, you have a chance to get extra loot by solving it. To solve a puzzle, someone who has point of Knowing stuff must spend the same die they use for Knowing stuff. If their roll beats (3, plus the Floor you're on), everyone gets 1 Loot.
- **GOING BACK:** If you go back through a room you've been in and cleared out, the GIC rolls a die. If they roll a 6, whatever was there before is replaced with monsters. If you come back to a room that you left in the middle of a fight, the monsters are *always* still there, and have fully healed.



TAKING THEIR STUFF!!

We saved the very best thing for last. Every time a monster is killed, all adventurers gain 1 Stuff. The group then evenly splits up an amount of stuff equal to (the highest roll it could make when fighting, including it's bonus for level). If there is an odd number, everyone rolls Pubbing, and the best roll gets the remainder.