

Roll for Shoes

RULES OF THE GAME

When you want to do something:

- 1 Say what you want to do
- 2 Find the relevant skill you have to do it on your sheet
- 3 Roll the corresponding number of D6s 🎲 for that skill

If the sum of your roll is higher than an opposing roll, **the thing you wanted to happen, happens.**

OPPOSING ROLLS WILL COME FROM THE GM MOST OF THE TIME, SOMETIMES FROM ANOTHER PLAYER.

For every roll you fail, you get **one XP**.

FAILURE = LOWER ROLL. TIED ROLLS GO TO THE PLAYER (WITH A TWIST!).

At the start, you have only one skill: **Do Anything 1**.

THE NUMBER AFTER EACH SKILL DETERMINES THE SKILL'S LEVEL AND HOW MANY D6 YOU ROLL TO USE IT.

If you roll all 6s, you **gain a new skill** specific to the action you attempted at **one level higher & more specific** than the skill you used to attempt it.

EXAMPLE: IF YOU'RE TRYING TO CLIMB A FENCE, AND YOU ROLL A 6 USING YOUR "DO ANYTHING 1" SKILL, YOU MAY GAIN THE NEW SKILL "CLIMBING 2".

XP can be used to change **one die into a 6** solely for the purpose of gaining a new skill.

CHANGING A DIE OR DICE DOES NOT CHANGE THE OUTCOME OF A ROLL.

YOUR CHARACTER

NAME:

PRONOUNS:

BRIEF DESCRIPTION:

YOUR SKILLS

Do Anything 1

GAMEPLAY NOTES