

dMetric Primer

Welcome to dMetric!

dMetric is a pen and paper role-playing game in the same vein as Dungeons and Dragons. Each session of dMetric is lead by a *game leader*. The game leader guides a group of characters created and controlled by the other participating players through an epic adventure of swords and sorcery. Below you will find all the basic rules necessary to begin playing dMetric.

Character Generation

The strengths and weaknesses of a character are determined by five core *attributes*: strength, a measure of physical fitness; agility, a measure of quickness and coordination; endurance, a measure of general health; intellect, a measure of knowledge and cleverness; and morale, a measure of confidence and magical power. A player is given 25 points at character creation to spread among these five attributes. No attribute may be raised to greater than ten or lowered to less than one under any circumstance.

Next the character's gender, race, personality, history, and general appearance are established. Of all these decisions, only race has a direct impact on play, granting the character specific strengths, weaknesses, and limitations.

Advancement

The fundamental building block of character advancement is the *adventure*. An adventure is a quest laid out by the game leader that generally lasts a single play session. Completing an adventure rewards each participating player with three *ability points*. Players can exchange these ability points for character *abilities*. Abilities range from general skills that are advanced incrementally in ranks, to spells, to permanent passive bonuses.

Every three adventures, a character may gain a level in a *class* of their choice. A class is a specific career or archetype that exists in the context of the game. A character's current level in a class is the primary determinant for what abilities they have access to. Classes also provide a character with a passive bonus that increases with each successive level earned.

A character begins with a single level in a class of their choice. They are also given nine ability points to spend prior to their first adventure.

The Core Mechanic

The success of any *action* a character takes in dMetric is determined by the roll of a ten-sided die. The outcome of this roll is added to the number of ranks a

character possesses in the ability appropriate to the task at hand. The sum of these two numbers is then weighted against the difficulty class of the action. If the outcome of the roll is equal to or higher than the *difficulty class*, the action is a success.

$$1d10 + \textit{Skill Rank} \\ \textit{vs} \\ \textit{Difficulty Class}$$

Every action has a static difficulty class determined by the game leader. If a player does not possess a single rank in the required ability for that action, they may not attempt the action.

Combat

Combat employs the same core mechanic as general actions. When attacking a foe, a player rolls a ten-sided die then adds their rank in a weapon skill to this outcome. The sum of these two numbers is weighted against the *avoidance rating* of the foe, which serves as the difficulty class. The player then rolls the damage of the weapon and subtracts the foe's *damage resistance* from the outcome. The difference between these two numbers is added to the foe's *damage point* total. A foe or player begins a battle with zero damage points. If this total reaches one hundred, they are defeated.