

Dinosaur Wizards in Space

DINO... WHAT?

- **You are a dinosaur.** You are one of the last survivors that escaped The Doom.
- **You are a wizard.** Because it is awesome and magic is how you lived.
- **You are in space.** That huge asteroid left little choice but to go to the stars.

NOW WHAT?

- **Have crazy cool adventures.** Dive into prismatic stars and nebula waterfalls. Check out new and wild planets. Face down hostile aliens.
- **Boost your ship.** Scavenge, experiment, and redesign your cruiser. The wear and tear of hyperlight travel and various encounters requires constant repair.
- **Find your people.** You and the other wizards sent your people to three settlement planets. That you misplaced. All the oracles say they survived and thrive. But finding them has proved difficult and you cannot reach their psychics or wizards, no matter the spell.

MAKE A DINOSAUR SPACE WIZARD

- **Describe dino type** and appearance.
- **Pick 2 Dino Traits:** Armed, Armored, Fast, Scary, Sneaky
- **Pick 1 Dino Flaw:** Blind Rage, Clumsy, Dumb, Slow, Weak
- **Pick 1 Special Dino Trait:** Camouflage, Flight, Hyper-Senses, Mimicry, Poison
- **Pick 1 Ship Talent:** Battle, Comms, Engineering, Navigation, Piloting

- **Pick 3 Skills:** Any 3 skills or careers
- **Pick Wizard Type:** Alchemist, Crafter, Necromancer, Seer, Sorcerer

THEY DO WHAT?

- **Dino Traits.** Once a scene, take a strong auto-success on a relevant action.
- **Dino Flaw.** Take -2 on the first die whenever relevant.
- **Special Dino Trait.** Once a scene, use for free. Each additional use, take a minor Condition as the cost.
- **Ship Talent.** Middling auto-succeed on simple and common actions, if wished. +1 on first die on applicable efforts.
- **Skills.** Rearrange dice in any order on relevant actions.
- **Wizard Type:** Wizard actions need components, incantations, and a working, rite, or preparation. Get 3 Spell Points per scene. **1** = minor spell/effect. **2** = average or common "full power" spell. **3** = overcharged spell or powerful effect.
 - **Alchemist.** Potions, gasses, special alloys, herbals, medicine
 - **Crafter.** Talismans, magitech, enchantments, enhancements, charms, automations
 - **Necromancer.** Death sight, summon, decay, restore, preserve, reanimate, resurrect
 - **Seer.** Read mind, remote viewing, prophecy, predict move, find weakness, uncover problem
 - **Sorcerer.** Track, blast, confuse, illusion, create door, block path

THAT WORKS HOW?

DWIS uses a condensed light version of the Motif engines. One 3d6 roll can be used as no-prep or GM-emulator tool, action engine, and in-character oracle response system. Questions are asked that would be asked to a GM or story narrator. They should be phrased in a way that can be answered yes/no or another either-or binary.

Interpret depending on what you are asking. Questions about scene details or NPC actions? View it like a narrator or GM answering. Asking about the outcome of an effort? View it like an RPG system answering the result.

- **1st Die (Answer):** 1-3 Yes. 4-6 No.
- **2nd Die (Mod):** 1-2 But. 3-4 plain. 5-6 And.
- **3rd Die (Flavor):** Pick one each roll. **1** None, opposite. **2** Little, contrary. **3-4** Average/middling, mixed. **5** Notably, emphasized. **6** As much as possible.
 - **Advantage, Cool, Notice, Risks, Usefulness, Weird**

WHAT ABOUT A SHIP?

- **Pick 3 Ship Traits.** Cloaking, Extra Supplies, Library, Living, Luxurious, Probes, Sentient, Shields, Transporter
- **Pick 2 Ship Flaws.** Cramped Quarters, Energy Hungry, Fast Degradation, Limited Storage, Rare Parts, Slow Recharge & Repair, Unreliable
- **Pick 1 Special Feature.** Invent a weird and unusual but interesting or useful special feature unique to your vessel.

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WAIT, WHAT ABOUT THESE "CONDITIONS"?

Conditions are just the consequences for failure. Only players roll. If they fail and it is appropriate to the circumstance, like climbing a cliff or fighting an alien, impose a Condition. Conditions are simple descriptions, like "broken leg", "intimidated", or "pinned under rocks".

Split into minor and major, depending on severity. Characters can withstand up to 3 Conditions at once. If they reach the cap and would take another, replace with the new one or increase the severity of existing one.

If they are full up on major Conditions, another blow will take them out of action for the rest of the scene. If an NPC would attack or engage in conflict when the character is out of action, the player still rolls a passive defense at -1 on the first die.

If they take another while out of action, they gain a Scar, which is like a permanent Condition. Like Conditions, they can be mental or physical, depending on the cause. If they would gain more than 3 Scars, the character dies or retires from action.

HOW DOES ACTION WORK THEN?

Like the rest of the game. Ask questions about the world. Try to do things. Roll as needed and go along with the results.

If you want or need more zoomed in action, use a series of phases and round. Each round, every character can take three actions: Talking, Doing, and Fighting.

The actions are resolved in that order. Talking actions are first. Fighting actions last. Doing actions may be used for talking efforts. Fighting actions may be used for talking or doing efforts.

Start with a player character in the Talking phase. Then NPCs or scene features. Then back to another player and repeat until everyone gets a Talking action. Then do the same for the Doing phase and then the Fighting phase last. Most encounters and efforts will not last more than 1-3 rounds.

PLANETS

For each: pick, roll a d6, or invent your own.

- **Size:** 1 Tiny. 2 Small. 3-4 Medium. 5 Large. 6 Gargantuan.
- **Type:** 1 Wasteland. 2 Frozen. 3-4 Average habitable. 5 Verdant and rich. 6 Suspiciously ideal for current needs.
- **Resources:** 1 None. 2 Few or difficult to extract. 3-4 Average resources. 5 Abundant. 6 Unusual amounts of rare.
- **Threats:** 1 Non-existent. 2 Minimal. 3-4 Average risk. 5 More than unusual. 6 A veritable death trap.
- **Special:** 1 Living planet. 2 Unique resources. 3 Small wormholes. 4 Ancient advanced ruins. 5 valuable info about enemy aliens. 6 clues about the whereabouts of dinosaur settlements.

SPACE RARITIES

For each: pick, roll a d6, or invent your own.

- **Descriptor:** 1 Prismatic. 2 Fractal. 3 Multi-Dimensional. 4 Shapeshifting. 5 Impossibly Beautiful. 6 Horrifying.
- **Type:** 1 Wormhole. 2 Space Creature. 3 Warp Star. 4 Ascended Being. 5 Derelict Ship. 6 Rogue Moon.
- **Quirk:** 1 Magic Amplifier. 2 Magic Suppressor. 3 Costly Wish Granter. 4 Irresistibly Entrancing. 5 Monster Birthing. 6 Valued by Enemy.
- **Risk:** 1 Teleportation. 2 Extreme Ship Harm. 3 Mutation & Scars. 4 Provisions Destroyed. 5 Mental & Spiritual Warping. 6 Worsened or New Enemy.
- **Reward:** 1 Miraculous Discovery. 2 Invaluable Gift or Wish. 3 Extremely Rare or Valuable Resources. 4 New Allies or Contacts. 5 Advanced Tech or Magitech. 6 Leads on Dinosaur Planets.

ALIENS

For each: pick, roll a d6, or invent your own.

- **Form:** 1 Mammalian. 2 Reptilian. 3 Insectoid. 4 Octopoid. 5 Amoeboid. 6 Chaotic clash of body plans.
- **Tech:** 1 Decayed. 2 Crude. 3 Functional. 4 Quality. 5 Advanced. 6 Hypertech.
- **Attitude:** 1 Aloof. 2 Callous. 3 Hostile. 4 Monstrous. 5 Curious. 6 Helpful.
- **Culture:** 1 Religious. 2 Militaristic. 3 Artistic. 4 Altruistic. 5 Xenophobic. 6 Colonialist.
- **Behavior:** 1 Violent. 2 Social. 3 Isolationist. 4 Exploring. 5 Conquering. 6 Construction.