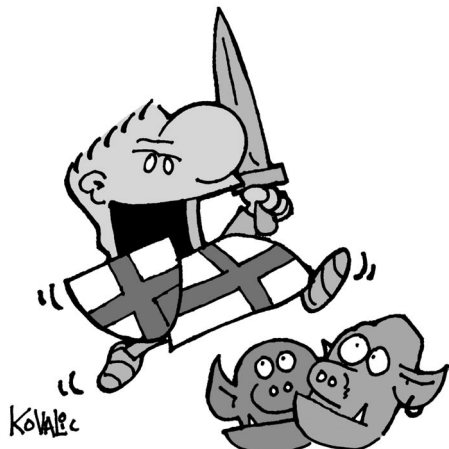


# DORK20™

## A d20 System Roleplaying Accessory

Huzzah! Atlas Games and John Kovalic come to d20's rescue with the Dork20 Deck.™ These 56 cards, featuring art and captions based on the Dork Tower™ comic book series, modify the standard d20 System® rules to allow characters to perform nigh-impossible deeds. The Dork20 Deck gives players the edge that turns their adventures into legend, and their game sessions into hilarious fun. Eat hot automatic bolt action, perfidious beasts!



## Starting the Game

All players start the game session with four cards dealt from the Dork20 Deck. These cards are used by players to modify rolls, boost abilities, or otherwise change the circumstances that characters find themselves in during the course of the game. Players can use their cards to affect their own character, any other PC, NPC, monster, or other game element — all of which are encompassed by the term “character” as used here — unless otherwise specified by the card itself or the GM. Cards can be used whether the character of the card's player is present in an encounter with the affected character or not. Cards with effects that last for one “encounter” generally persist through the course of one combat episode, during one out-of-combat interaction scene, or for another limited duration as determined by the GM. A player can use as many cards as he likes at one time, either before or after the roll that they modify, putting them in a communal discard pile as they're played. Players can keep their hands hidden from the other players or display them face up on the table at their discretion. Unused cards left at the end of the game session are discarded; they can't be “held” for future use.



## Earning Cards

If a player finds himself with fewer than four cards during a session, he can purchase additional cards up to his four-card limit for a number of XP equal to 100 x his character's Hit Dice. Players can buy as many cards as they like whenever they like during the session, as long as they have fewer than four cards in their hands at the time.

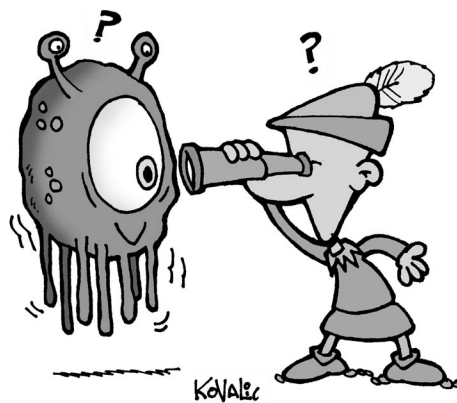
The GM can also award cards at his discretion. For example, a card might be awarded to a player for the following:

- Killing, rendering unconscious, or otherwise defeating a foe in an unconventional or especially heroic way; this may include *charming*, *Turning*, *tricking*, and similar actions. The foe's Challenge Rating must be equal to or greater than the party's average level to deserve a card; slaying housecats to earn more cards doesn't count!
- Doing something unusually entertaining, that selflessly forwards the plot, or that shows particularly good roleplaying. These are the moments most people remember the session for and they should be rewarded. If the GM tells you to, pat yourself on the back and draw a card.
- Just because the GM is feeling merciful.

Players can end up with more than four cards in their hands if the GM awards them.

## Challenge Ratings (Optional)

Dork20 Deck cards can make the PCs significantly stronger than normal; encounters can be less challenging as a result. Because of this, GMs might want to treat the party as one level higher for the purpose of determining appropriate Encounter Levels and awarding XP for encounters that were heavily influenced by card use.



## GM Cards (Optional)

If the entire gaming group agrees, the GM takes one card at random from the Dork20 Deck every time a player uses a card from his hand. These cards are used at the GM's discretion, for good or, more likely, for evil. Directly opposed GM cards can cancel out player cards; for instance, *Opening* and *Serendipity*, or *Vital Blow* and *Missed My Vital Spot* would neutralize each other. The GM's hand contains a maximum number of cards equal to the number of players at the table, not including himself. If the GM earns a card while he has a full hand, he still takes a card from the Dork20 Deck, but discards one from his hand in exchange. If the GM Cards optional rule is in force, the Challenge Ratings optional rule is generally not needed.

## Open Game Content

Each Dork20 Deck card has a card title at top, an illustration and caption at center, and rules text at the bottom of the card. The card title and rules text are hereby designated Open Game Content, as are the Dork20 Deck rules. All other elements, including captions and illustrations, are designated as product identity.



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