

Diceless d20

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These rules are a simple diceless adaption of d20, in particular D&D version 3.X. One of the interesting effects of these rules is that combats and challenges tend to move faster and be more dramatic. These rules have been tested, but certainly have not been vetted against the entire arsenal of D&D's monsters and magical items, proceed with caution.

Rule 1: Replace non-d20 dice rolled during play and character creation with the average value of the die, rounded up.

Die Type	d2	d3	d4	d6	d8	d10	d12
Result	2	2	3	4	5	6	7

Rule 2: Replace all d20 dice rolls with expenditures of luck tokens, usually represented by poker chips. Each time a d20 would be rolled, luck tokens must be spent or the result is a 5. DCs are never revealed until after tokens are spent on a roll.

Tokens Spent	0	1	2	3	4	5
d20 result	5	12	16	18	19	20

Rule 3: If the DM is to roll on a table, he or she simply picks a result.

Rule 4: Each adventure each PC receives five plus level luck tokens, and each NPC receives three plus its challenge rating in luck tokens.

Rule 5: Each time a challenge or creature is defeated, all PCs involved split among themselves luck tokens equal to that challenge or creature's CR, rounded up.

Optional Rule 1: If a PC has no remaining luck tokens, he or she may choose to automatically fail a roll and introduce some complication, such as becoming prone or losing a weapon to gain two luck tokens. An additional option is to allow this once per encounter per PC.

Optional Rule 2: Between each challenge or encounter each PC may give any other PC one luck token.