

Game in a Jar

This game is different because I (Samantha) made it up AND it fits in a jar.

Making a character:

I (Samantha) will give you a character sheet. I made this too. On the sheet you will put stuff about your character. Stuff like...

Name - Name it whatever you want. I might have some suggestions.

DM (Date Made) - This is today's date.

Favorite Color - You can pick your favorite.

Favorite Shape - Just pick your favorite shape.

Wepon - You will pick your wepon from this list. This is in addition to your wand: Dragon Hook, Knife, Hammer, Speer

Kind - You will pick a card from a jar that tells you what race you are. Human, Halfling, Half-Orc, Dwarf, Half-Elf, Elf, whatever. This is what is special about you because of your race:

Human: +1 to Skill (non-fighting) rolls

Halfling: Reroll any die in the game 1/scene

Half Orc: +1 to attack rolls with weapons

Dwarf: +1 to Block rolls

Half Elf: d8 for Detect Magic and always goes first

Elf: +1 to Magic rolls

Level - You will start out on Level 1. Each game you go up 1 level.

GM - Is me.

Spells – You will get three spells in this game. You start with **Detect Magic**:

Detect Magic – You can sense if somebody is doing magic, if an object is magical or if there is magic happening nearby.

You will also get two more spells. One now. One later. You will pick your spells out of a jar. Those spells are:

Floating (d6) – You, or someone you cast this on, can float on air up about as high as a tree. This spell can make light objects (feathers, pencils, pillows, squirrels) float and heavy objects (boulders, tables, horses, rams) lighter.

Control Fire (d6) – You can make a path through fire, make shapes with it or even attack somebody. This spell doesn't create fire.

Ice (d6) – You can make an ice sculpture or path or freeze somebody in place for one turn. If you have this spell then you never fall down on the ice unless you roll a 1.

Control Animal (d6) – You can talk to normal, non-magical animals and tell them to do something. This can even make animals attack that normally wouldn't.

Your Saplise – Your starting sapslises are:

Paper (100 pieces)

Spellbook (you can write in it!)

A candle (at night you can work by candle light)

A quill (you will write with your quill)

Ice skates (on a winter day you can have some fun!)

Pet (pick one) – Bird, Rat, Horse, Dog, Hamster, Ram

Life – You start out with 5 points of life.

Playing the Game

I will give you your dice. No need to bring any. You may bring them if you want. Ok.

I will pick your names out of a jar so we know who goes first. You will sit in this order around the table. This will stay the same for the whole game. You can't go out of order because that will mix me up.

If you want to attack you roll the dice for that spell or weapon. You need at least a 4 for success no matter what dice you roll. If you hit somebody, they get a chance to block it. If somebody hits you, you can try to block. To block, you must roll higher than the roll they got to hit you.

If somebody fails to block, they lose a life. The main characters (bad guys and you) get to roll 2 dice to block if they are on their last point of life. The highest dice roll counts. If you lose your last point of life then you are unconscious for the rest of that fight.

If you want to do something besides attack (like climbing a tree) then I will decide what dice you roll. You will still need a 4 to succeed.

Any questions, ask me at the game.

The End.