

# TRUTH AND DARING

## A GROUP OF 6TH GRADERS IN THE 1980s...

It began like any other summer, until you sensed it. Something wasn't right. It was quiet... too quiet. You knew something was coming and as members of a super-secret club you knew you had to be ready. You each had sworn the oath to protect your town, your families, and most importantly, your clubhouse, from the things that adults just can't seem to handle. You couldn't have known what was coming, but you were all sure of one thing... This would be a summer you would never forget!

## PLAYERS CREATE CHARACTERS



### "TROPE-UP!"

Choose a style for your character:

Brainy, Clumsy, Techy, Mischievous, Expert, Daredevil, Curious, Sneaky, or Scaredy-Cat.

Choose a role for your character:

Leader, Athlete, Actor, Inventor, Game Master, Explorer, Collector, Scientist, or The New Kid.



### "RATE-UP!"

Choose your number, from 2 to 5.

A high number means you're better at TRUTH (Logic; science; rationality; calm, precise action)

A low number means you're better at DARING (Intuition; persuasion; wild, passionate action)



### "GEAR-UP!"

- ◆ A non-lethal weapon (give it a cool name)
- ◆ An invention you built or tool you "found"
- ◆ Something worn showing club membership

### PLAYER GOAL:

Get your character involved in the adventure, try to make the best of it and have fun!

### CHARACTER GOAL: (Choose one or create your own!)

Finish your collection, finish a D&D campaign, finish your invention, win a prize, discover something, get rich, etc.

## PLAYERS CREATE THE CLUBHOUSE

Name the CLUBHOUSE and pick 2 or 3 features:

Tool box, science kit, lots of rope, walkie talkies, tackle box, camping supplies, first aid kit, canoe, flashlights, LARP gear.

Pick one challenge the CLUB is also facing:

Local bullies, a nosy neighbor, a meddling younger sibling, the local game store going out of business, a mean big brother, a very old babysitter, no replacement batteries.

Club motto? Something epic, like "Goonies never say die!"

## ROLLING THE DICE

When you do something risky, roll 1D6 to find out how it goes. Add 1D6 if you're prepared and another 1D6 if you're an expert. (The GM has the final say.) Roll your dice and compare each die result to your number.

- ◆ Using TRUTH? You want to roll under your number.
- ◆ Using DARING? You want to roll over your number.

## HELPING

If you want to help someone with their roll, describe how and make a roll. If you succeed, they can add 1D6.

## OUTCOME

0  
1  
2  
3  
!

If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

If two dice succeed, you do it well. Good job! Describe what that looked like.

If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

If any dice land on your number exactly, you get a **Double Daring!** You get a special insight into what's really going on. Ask the GM a question and they'll answer you honestly. After hearing it, you can change your action if you like and reroll all the dice.

Some good questions might be:

- ◆ "Who's behind this?"
- ◆ "How could I get them to \_\_\_?"
- ◆ "What should I be looking for?"
- ◆ "What's the best way to \_\_\_?"
- ◆ "What's really going on here?"



Icons made by multiple designers from <http://game-icons.net>

## MADE WITH LOVE & LASER-FEELINGS

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A tribute hack of Lasers & Feelings (v1.2)  
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Special thanks to the One Shot Network for introducing us to this amazing game!

[www.oneshotpodcast.com](http://www.oneshotpodcast.com)

## THE GM CREATES THE ADVENTURE!

Roll or choose on the tables below:

### A THREAT...

- 1 Criminal(s) from out of town
- 2 Some kind of monster(s)
- 3 Government Goon(s)
- 4 An evil magician
- 5 The new principal
- 6 Supernatural being(s)

### WANTS TO...

- 1 Steal / Capture
- 2 Deliver / Smuggle
- 3 Destroy
- 4 Cover up / Clean up after
- 5 Find / Locate
- 6 Study / Research

### THE....

- 1 Treasure map
- 2 Strange alien artifact(s)
- 3 Mystical book
- 4 Ancient relic
- 5 Friendly monster in the woods
- 6 Odd little alien creature(s)

### WHICH WILL...

- 1 Harm many innocent people
- 2 Ruin your clubhouse
- 3 Shut down the local game store
- 4 Ruin a family business
- 5 Unleash a huge problem
- 6 Open a portal to another realm

## THE GM RUNS THE GAME

- ◆ ACT 1: They investigate the threat.
- ◆ ACT 2: They must overcome the threat.
- ◆ ACT 3: They return to the clubhouse to debrief.

## Play to see how they defeat the threat!

- ◆ Give one club member information about the threat.
- ◆ Introduce the threat by showing evidence of its recent badness.
- ◆ Show signs that it's about to happen before it affects characters
- ◆ Call for a roll when the situation is uncertain.
- ◆ Don't pre-plan outcomes—let the chips fall where they may.
- ◆ Use failures to push the action forward.
- ◆ The situation always changes after a roll, for good or ill.
- ◆ Ask questions and build on the answers.

"Do any of you know anything about werewolves?"

Where did you learn that from?"