Super Dungeon Explore RPG
Core Rules v0.1

Note: This is a fan-made rules variation for Super Dungeon Explore. This variation was not created or endorsed by anyone from Soda Pop Miniatures.

Getting Started

The **Super Dungeon Explore Role-Playing Game (SDE RPG)** is a tabletop game of storytelling and tactical combat in which you, the players, take the leading roles as a band of brave Heroes. A **Game Master (GM)** is also there to operate the rules of the game, as well as play the role of the various enemies and obstacles you and your fellow Heroes will face as you navigate **Crystalia**, the world of Super Dungeon Explore.

As a player, you will not only need to put together your character's combat statistics and abilities, but also their personality and background story. The more effort you put into creating a realistic character with emotions, desires, and fears, the more fun it will be to jump into their shoes. Super Dungeon Explore can be very light-hearted at times, but that doesn't mean you can't tell a great story while playing it.

What You Need
You will need a copy of the Super Dungeon Explore board game from Soda Pop Miniatures in order to play this RPG. This game provides the miniatures, dice, item cards, and most of the core rules for this variant. However, your GM will need a battle mat, white board, or some other kind of square grid that can be drawn on or customized to provide unique combat settings. Each player also needs a customized character card representing their Hero. These core rules most likely came bundled with a card template—if not, visit _____ to download one.

How to Play
Almost every action your character takes in the Super Dungeon Explore RPG involves rolling a specific set of dice based on your Hero's abilities. Attacking a monster means making an Attack roll. Blocking an attack usually requires an Armor roll. Trying to jump over a chasm requires a Dexterity roll. Learning details about the world around you means making a Will roll. Your character can attempt to do anything and everything you can imagine (within the limits of the rules, of course), and it is the GM's job to tell you which set of dice you need to roll and whether or not the result was high enough for your character to succeed.

As SDE RPG also involves heavy storytelling elements, you will also be required to make important story decisions on behalf of your character and even speak for them during in-game social interactions. Don't be shy! Your character doesn't need a thick accent or an outdated vocabulary. Just do your best to convey their words and actions to the rest of the group.

For now, take your time to learn the basic rules of Super Dungeon Explore as written in the game's rulebook. Those rules are the foundation upon which the SDE RPG is built, so an understanding of the basics is critical to understanding this variant. However, you and your group are in no way bound to every rule as it stands—as

long as there is general agreement within your group and your GM approves, these rules can be changed to suit your own tastes as needed. The only rule that should not be broken is that you have a good time, whatever that means to you.

Creating a Hero

Building your very own SDE RPG character is a fun, creative process that takes place over many gaming sessions as your character grows and changes. It all begins with an idea. Do you want to become a heroic knight with the strength to protect those around him? A princess whose kindness and training in the magical arts make her a welcome member of any team? A sneaky rogue who can dart in and out of the shadows without being noticed? The SDE RPG gives you great freedom to create any kind of character you can imagine, so dream big!

Choosing a Class

Next, you'll need to translate your idea into your Hero's statistics and abilities. The first step is to choose your character's **class**. This represents her starting statistics, as well as the abilities she will most likely learn down the road, but a Hero's class is really only a template from which you can build any kind of character you want.

You can choose from one of 4 base classes: Fighter, Mage, Rogue, or Cleric. The chart below is a quick reference guide; each class will be explained in detail on its own page later.

Fighter	Mage
This fearsome warrior uses his high Attack and Armor to get in close and tear things up.	This brilliant Hero has a high Will and Dexterity, along with a wide variety of magic spells.
Attack: ◆1 ◆1	Attack: ◆2
Armor: ◆1 ◆1	Armor: ◆2
Will: ◆2	Will: ◆1 ◆1
Dex: ◆2	Dex: ◆1 ◆1
Rogue	**Cleric**
This Hero keeps to the shadows, using her Dexterity to sneak and her Attack to strike.	This faithful Hero is a devoted servant of the Goddess, blessed with high Armor and Will.
Attack: ◆1 ◆1	Attack: ◆2
Armor: ◆2	Armor: ◆1 ◆1
Will: ◆2	Will: ◆1 ◆1
Dex: ◆1 ◆1	Dex: ◆2

All Heroes begin at Level 1 with 🪙6, ⚪3, ❤5, and 🧪1. Each Hero also receives 10 Ability Points (AP) to spend right away, as well as 1 Extra Life. These will also be explained in greater detail later.

Experience Points and Leveling Up

As your character experiences challenges and wins battles, she'll gain **experience points (XP)**. If your character gains enough XP to equal her current level x 100, she will level up the next time she takes a long rest and has a chance to reflect on what she's learned. When this happens, your character permanently becomes stronger and her current XP count drops back down to 0. This means that your character will need to overcome even greater challenges to reach the next level, but now she also has the strength to face them. It the GM's duty to create encounters that are challenging, but fair, for the Heroes to complete as they level up.

XP to Next Level

Level 1	100 XP to Level 2	Level 6	600 XP to Level 7
Level 2	200 XP to Level 3	Level 7	700 XP to Level 8
Level 3	300 XP to Level 4	Level 8	800 XP to Level 9
Level 4	400 XP to Level 5	Level 9	900 XP to Level 10

Level 5	500 XP to Level 6		Level 10	Max level—No further growth.

The amount of XP your character will earn for each encounter is determined by many factors. The most important is probably your group's desired speed of growth. Some might prefer to play through multiple sessions at one level before moving on to the next, while others may want to simply level up once for each session they play. Official campaign settings will offer suggested XP rewards for each challenge that can be raised or lowered as desired.

Stat Increases
When your Hero levels up, you can add 1 ◆ to a stat of your choice. You can also "trade in" certain combinations of dice to get different ones; for example, if your Attack stat is ◆3, you could trade ◆2 in to change your Attack stat to ◆1 ◆1. The list of possible trades is below. These trades do not necessarily need to involve the stat that was increased, but you can only make one trade during each level up, so choose wisely.

Level Up Dice Trades

◆2 <-> ◇1	◆2 <-> ◆1	◆4 <-> ◆1	◇1 <-> ◆1	◇2 <-> ◆1	◆2 <-> ◆1

Ability Points (AP)
Heroes begin at Level 1 with 10 **Ability Points (AP)**. Heroes also get 2 AP for each new level they reach. These can be saved up and traded in for permanent bonuses to ♥, 💣, 🪨, or 🔘, or for learning new abilities.

Unlike dice, AP cannot be traded down later—once they're spent, they can't be refunded. Many of the best abilities, as well as increases to your 💣 and 🔘, are very expensive, so it's smart to plan your character's growth ahead of time to avoid impulse spending on lesser abilities you don't really want.

AP Trades

3 AP = ♥1	4 AP = 🪨1	6 AP = 💣1	7 AP = 🔘1	? AP = New ability (cost varies)

Abilities
You can spend your character's accumulated AP to learn **abilities**. Abilities from your Hero's own class can be learned for the listed cost. Your Hero can learn abilities from other classes, but doing so costs 1 extra AP. This means you can create a diversified character with abilities from many classes, but your character's overall abilities will be slightly weaker than a character who specializes in their own class.

There are three different types of learned abilities. The largest category are **active abilities**, which include special actions, special attacks, and potion abilities. These go in the main section of your character card. Your character can only have 4 of these abilities (combined total) at any given time. If you want your character to learn a new ability after that, she will need to forget one of her current abilities to make room.

The second type is **passive abilities**, which give your character certain traits. These traits are displayed next to her ♥ and 💣 stats. Your character can have 2 of these passive abilities at a time.

The third type is **non-combat abilities**, which are written on the back of your card. These usually involve adding bonus stars to your skill checks. There is no limit to the number of non-combat abilities your character can learn, and learning the same ability more than once will stack the effects.

Extra Lives
Whenever your Hero has more wound markers than its ♥ stat, she is considered **destroyed**. Just like in regular SDE, destroyed Heroes can only be brought back with a **Resurrect** effect. This usually requires a trip to the nearest Healer's House and a small fortune in Crystals.

However, Resurrecting a Hero requires that Hero to spend an **Extra Life**. If your Hero is destroyed and does

not have an Extra Life, it's Game Over for you! But there's still hope. Extra Lives can be transferred between characters, so if you can convince another player to sacrifice one of their own Extra Lives, your Hero can be Resurrected again.

Luckily, each Hero begins with 1 Extra Life, meaning you can be destroyed once and still continue your adventure. If you come across any Extra Lives during your journey, be sure to pick them up!

Classes
Below is a list of each of the four classes, their starting stats, and their list of available abilities.

Fighter

This fearsome warrior uses his high Attack and Armor to get in close and tear things up.

Starting Stats

Attack: ⬦1 ⬥1
Armor: ⬦1 ⬥1
Will: ⬦2
Dex: ⬦2

Fighter Abilities

BP		Ability
1 BP	🔵1	**Briar Armor:** Backlash
1 BP	🔴1	**Cleave:** Sweep 1, Dangerous
2 BP	🔴2	**Spin Attack:** Wave 1, Dangerous
1 BP	🔴2	**Astral Hammer:** Cross 2, Knockdown
2 BP	🔴2	**POW!:** ⬥+1 ATT, Massive Damage
1 BP	🔴2	**Bear Charge:** ⬥+1 ATT, Knockdown
1 BP	🔴2	**Bear Hug:** Immobile, Weak
2 BP	🔴3	**Rage:** After every square you move this turn, immediately make one melee attack. You may not make a Berserk attack on a turn you Rage. Your ARM is reduced by ⬦1 until your next activation.
1 BP	🧪	**Hero's Balm:** The current attack is applied to the Hero affected by Hero's Balm as though they were the target of the attack instead.
1 BP	🧪	**Fire Water:** 🔵+1 ATT, Fire
1 BP	🧪	**Fury's Blood:** 🔵+1 ARM, Backlash
2 BP		**Scrappy:** Gain "Scrappy"
2 BP		**Berserk:** Gain "Berserk"
2 BP		**Dual Wield:** Gain "Dual Wield"
2 BP		**Tough:** Gain "Tough"
2 BP		**Sturdy:** Gain "Sturdy"
2 BP		**Backlash:** Gain "Backlash"
1 BP		**Immune: Poison:** Gain "Immune: Poison"
1 BP		**Immune: Knockdown:** Gain "Immune: Knockdown"
1 BP		**Immune: Weak:** Gain "Immune: Weak"
1 BP		**Immune: Fragile:** Gain "Immune: Fragile"
1 BP		**Climb Training:** +2 stars to Climb checks.
1 BP		**Intimidate Training:** +2 stars to Intimidate checks.
1 BP		**Throw Training:** +2 stars to Throw checks.

Mage

This brilliant Hero has a high Will and Dexterity, along with a wide variety of magic spells.

Starting Stats
Attack: ◆2
Armor: ◆2
Will: ◆1 ◆1
Dex: ◆1 ◆1

Mage Abilities

BP	Cost	Ability
1 BP	🔵1	**Snapfire:** Fire
1 BP	🔵1	**Ghost Hand:** Freely grab, move, or throw an object within 2 squares of you.
1 BP	🔵1	**Shadow Stitch:** Immobile
1 BP	🔴1	**Frozen Feet:** ◆+1 WILL, Cold
1 BP	🔴1	**Hobbled Hands:** ◆+1 WILL, Weak
1 BP	🔴1	**Broken Bones:** ◆+1 WILL, Fragile
1 BP	🔴1	**Muddled Mind:** ◆+1 WILL, Stun
1 BP	🔴2	**Stranglethorn:** Burst 1, Slow
1 BP	🔴2	**Fire Wave:** Wave 1, Fire
2 BP	🔴2	**Magma Strike:** ◆+3 WILL, Fire
1 BP	🔴2	**Icicle:** ◆+1 WILL, Cold, Fragile
2 BP	🔴2	**Blizzard:** ◆+1 WILL, Burst 2, Cold
1 BP	💣	**Wizard Wings:** ◆+1 WILL, Fly
1 BP		**Magic Training:** Gain "Magic 6"
2 BP		**Magic Mastery:** Gain "Magic 8"
1 BP		**Immune: Stun:** Gain "Immune: Stun"
1 BP		**Immune: Bind:** Gain "Immune: Bind"
1 BP		**Immune: Pacify:** Gain "Immune: Pacify"
1 BP		**Knowledge Training:** +2 stars to Knowledge checks.

Rogue

This Hero keeps to the shadows, using her Dexterity to sneak and her Attack to strike.

Starting Stats

Attack: 🔷1 🔴1
Armor: 🔷2
Will: 🔷2
Dex: 🔷1 🔴1

Rogue Abilities

BP		Ability
1 BP	🔵1	**Bamf!:** Augment, Wave 2, Smoke
1 BP	🔵1	**_____ Trap:** When learning this ability, choose a status effect. When this ability is used, place that status effect counter on any adjacent square. At any time, you can activate this trap, which does the following: Wave 1, (Status Effect), Dangerous.
2 BP	🔵2	**Potion Finder:** Gain 1 🧪 as if you had successfully rolled it.
1 BP	🔴1	**Throw Stone:** Range 6
2 BP	🔴3	**Backstab:** 🟢+1 ATT, Massive Damage. Can only be used against models who do not detect you.
2 BP	🧪	**Swiftfoot Syrup:** ⚪+2
2 BP	🧪	**Sprite Syrup:** ⚪+1
1 BP	🧪	**Pixie Dust:** 🔷+1 DEX, Stealth
2 BP	🧪	**Dimensional Draught:** Hero affected by Dimensional Draught may immediately Teleport.
1 BP		**Missile Training:** Gain "Missile 6"
2 BP		**Missile Mastery:** Gain "Missile 8"
2 BP		**Dodge:** Gain "Dodge"
2 BP		**Luck:** Gain "Luck"
2 BP		**Stealth:** Gain "Stealth"
2 BP		**Surefoot:** Gain "Surefoot"
1 BP		**Immune: Cold:** Gain "Immune: Cold"
1 BP		**Immune: Slow:** Gain "Immune: Slow"
1 BP		**Immune: Immobile:** Gain "Immune: Immobile"
1 BP		**Jump Training:** +2 stars to Jump checks.
1 BP		**Thievery Training:** +2 stars to Thievery checks.
1 BP		**Sneak Training:** +2 stars to Sneak checks.

Cleric

This faithful Hero is a devoted servant of the Goddess, blessed with high Armor and Will.

Starting Stats

Attack: ⬣2
Armor: ⬣1 ◆1
Will: ⬣1 ◆1
Dex: ⬣2

Cleric Abilities

BP	Cost	Ability
1 BP	⬤1	**Light:** An item you touch shines with light for a few hours.
1 BP	⬤1	**Soothe:** Augment, Range 6, Heal 1
1 BP	⬤1	**Herbalist:** Augment, Range 6, Remedy
3 BP	⬤3	**Shout of Life:** Augment, Range 6, Resurrect
1 BP	⬤1	**Star Shine:** Augment, Immune: Status Effects
1 BP	⬤1	**Iron Halo:** Augment, Aura 3, ⬣+1 ARM
1 BP	⬤2	**Monster Repellant:** Aura 2, Repel
2 BP	⬤1	**Future Sight:** ⬣+1 ARM
2 BP	⬤2	**Smite:** ◆+1 ATT, Knockdown, Fire
1 BP	🍷	**White Mage Potion:** Augment, Wave 5, Heal 1
2 BP	🍷	**Elixir:** Heal 3, Remedy
3 BP	🍷	**Phoenix Tears:** Resurrect
1 BP		**Magic Training:** Gain "Magic 6"
2 BP		**Magic Mastery:** Gain "Magic 8"
2 BP		**Healer:** Gain "Healer"
2 BP		**Holy:** Gain "Holy"
1 BP		**Immune: Choke:** Gain "Immune: Choke"
1 BP		**Immune: Fire:** Gain "Immune: Fire"

Combo Abilities

When two Heroes are close to each other during battle and know certain prerequisite abilities, they can use devastating and miraculous **combo abilities**. These abilities, listed below, do not need to be learned. Instead, the two Heroes must be within 3 squares of each other and have learned the correct prerequisites. A single Hero who knows both prerequisite abilities can not activate combo abilities alone. The action cost for these abilities is only taken from the activated Hero, not the second supporting Hero.

🔵3	Any Heal ability + any Remedy ability	**Miracle:** Augment, Wave 8, Heal 3, Remedy, Resurrect
🔴3	Spin Attack + any Fire ability	**Fire Whirl:** 🟢+1 ATT, Wave 2, Fire, Massive Damage

Other Rules

Non-Combat Actions

When you want to perform a particular action that requires some luck or skill, tell the GM. He'll respond by telling you to roll one of your character's four stats. This is called a **skill check**. All ⬜ are converted into 🔴 during skill checks. The number of stars you roll represents how well your character performed the action. Report the number of stars to the GM, and he'll tell you if the skill check was a success or failure by comparing your result to a set number known as a **difficulty class (DC)**. This represents how difficult the task is to successfully complete.

While these rolls are required during combat or other pressing situations, there are many times when your characters are not in any particular hurry to accomplish a task. In this case, you can use a set result for your action instead of rolling for it.

There are two ways to do this. The first is called **taking half**. Count up the maximum number of stars you can possibly roll and divide it in half, rounding down. This is your result. Taking half implies that your character only tries the action once, using her average skills. Taking half is something of a safety measure; while it means that you will sometimes fail more difficult checks that you may have succeeded with a roll, it also guarantees that you won't get lower than half your possible total result.

The other way to take a set result is by **taking max**. Count up the maximum number of stars you can possibly roll and use this for your result. Taking Max implies that your character is able to attempt the action many times. If there is a penalty for failing the check, you must suffer it before you are able to succeed. Like taking half, taking max can only be done when there are no pressing needs or distractions.

The following is a list of common non-combat actions and their associated DCs. One square on the grid is equivalent to 5 feet, so if you throw an object 20 ft, that means it travels 4 squares.

- **Climb:** Requires a ATT roll of 2 stars per 10 ft. climbed. A failed climb results in a fall.
- **Diplomacy:** Uses the model's WILL. DCs range from 2 to 8 stars.
- **Intimidate:** Uses the model's ATT. DCs range from 2 to 8 stars.
- **Jump:** Successfully jumping horizontally or downward requires a DEX roll of 1 star per 5 ft. Vertical jumps require 2 stars per 5 ft., as do any jumps that involve going from a lower elevation to a higher elevation, even if the trajectory is mostly horizontal. A failed jump results in a fall.
- **Knowledge:** Uses the model's WILL. DCs range from 2 to 8 stars. Characters with established background knowledge in the topic at hand receive a +2 star bonus to these rolls.
- **Perception:** Uses the model's WILL. Regular DCs range from 2 to 8 stars. Against Sneaking models, divide the result by half, rounded down.
- **Sneak:** Requires a DEX roll against the Perception rolls of any models within 10 squares. Make a new roll each turn you sneak. A Sneaking model is visually and audibly undetected by any model who fails their Perception roll. Once detected, a model must leave the line of sight of the detecting model in order to make a new sneak roll.
- **Thievery:** Uses the model's DEX against DCs from 2 to 8 for picking locks or an enemy's Perception roll

for pickpocketing and stealing. A Sneaking model does not need to roll against other models' Perception.
- **Throw:** Requires an ATT roll. Small or easily-thrown objects travel 10 ft. per star, while larger objects only travel 5 ft. per star.

You may also need to take the following into consideration when making skill checks:

- **Dim Light:** Making Perception checks in dim light requires 1 additional star unless the model has Dark Vision. All models in dim light are considered to have Stealth, but this effect is negated for other models with Dark Vision.
- **Falling:** When a model begins to fall, a nearby model (the "helper") can try to grab the falling model by rolling their ATT and adding it to the falling model's roll... but if that's still not enough to succeed, the helper falls as well. If a model falls, roll its DEX. For each star rolled, it can safely fall 10 ft. For every 50 ft. after that, it takes 1 wound.
- **Flying:** Models with Fly do not need to make jump rolls and are immune to fall damage, unless they become afflicted with Knockdown or Immobile or their method of flight is otherwise disabled. In this case, the model immediately falls.
- **Slippery Surfaces:** Any wet, slimy, or otherwise slippery surface requires 2 additional stars to successfully traverse unless the model has Surefoot.
- **Smoke/Stealth:** Stealth is an ability that sometimes causes ranged attacks to miss; it does not mean the enemies cannot detect the model whatsoever. It does, however, grant a +1 star bonus to sneak rolls. Smoke also blocks line of sight, meaning a model inside can make a new sneak roll.

Game Mastering
This section is for you, Game Master! Your role is that of the monsters, NPCs, and keeper of the rules. SDE RPG does not use the Power Gauge or Loot-o-Meter, and you aren't playing against the Hero players; instead, you and the other players are working together to create a fun shared experience and epic stories.

Combat
The basic rules of combat are just like standard Super Dungeon Explore.

Runes, Treasure, and Crystals
Crystals are the currency of Crystalia. Heroes can earn Crystals by completing encounters and challenges (everyone knows that monsters turn into money when they die, right?), selling unwanted loot, or finishing quests for generous NPCs.

Hearts and potions still pop out of enemies, but loot and treasure is handled the same way as it would be in any other RPG, in that the GM manages it and hands it out when appropriate (searching the room, opening a treasure chest, going shopping, etc.).

The loot and treasure deck can still be used for generating random loot, but instead of loot and treasure, it's separated into **runes** and **treasure** (not to be confused with the standard SDE version of "treasure"). Within these two categories, there are multiple **tiers**. A treasure chest containing a random reward will belong to one of these tiers, according to the Heroes' progression in the story and the level of reward the GM wishes to hand out.

> **Rune tier 1:**
> - Rune of Strength/Defense/the Stray/Focus (🔷+1 to each stat)
>
> **Rune tier 2:**
> - Rune of Rage/Super Armor/the Lynx/the Sage (⬜+1 to each stat)
> - Rune of the Ogre/Better Defense/the Panther/Meditation (🔶+1 to each stat)
> - Rune of Health (❤+1)

Rune tier 3:
- Rune of the Titans/Mithril/Quicksilver/the Archmage (⬢+1 to each stat)
- Rune of Haste (⬤+1)

Treasure tier 1:
- All ◆+1 loot (blue backs) that inflict or prevent status effects
- Resurrection Charm

Treasure tier 2:
- All non-Rune treasures (red backs)

Any items created by the GM would also fit into one of these tiers.

Glossary/Keywords

Many abilities use keywords to simplify their descriptions. The following is the full description of each keyword. Hero and monster cards should have the applicable descriptions written on the back side.

Alert: Models with Alert do not need to divide their Perception rolls by half against Sneaking enemies.
Repel: All enemy models within squares affected by Repel must succeed a WILL vs. WILL roll or be affected with Push 1. This effect repeats until the model succeeds the Will check or leaves the area of effect.
Scrappy: This model ignores the effects of Dangerous attacks made by itself or its allies.
Dual Wield: A Hero model with Dual Wield can carry and use 2 Weapon cards simultaneously.
Extra Life: Whenever a Hero is destroyed, it loses a life. Heroes begin with 1 Extra Life, meaning a Hero can be destroyed once and still continue. However, if a Hero loses all of its lives, that Hero is gone for good.

(More to follow...)

* * *

For reference:
◆ has 4 stars total. Max roll is 2. 0.7 stars per side.
⬤ counts as 1 star. Equivalent to 1 star per side.
⬡ has 7 stars total. Max roll is 3. 1.2 stars per side.
⬢ has 12 stars total. Max roll is 4. 2 stars per side.

* * *