

THE DADLANDS

An RPG by

THE
McElroy
FAMILY

Rules Consultation by

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Welcome to a world populated solely by Dads. Dads from across the gender spectrum, Dads from all walks of life, Dads with unique and varied skill sets. All hunting for the most storied and iconic tool of Dadhood, the long-lost artifact: The Remote. A rich tapestry of myths surround The Remote, telling tales of its power and those chosen few who are strong enough to wield it. It is said that The Remote could be anywhere, in any Dad Clan's domain, just waiting to be found deep in the seat cushions of the world. Are you ready to join the search? Do you think you are capable of being the Dad to control The Remote? Then welcome, friend, to The Dadlands.



With the Dadlands RPG system, the party plays as a group of dads from separate clans in a post-apocalyptic setting, searching for the mythical, long-lost ancient artifact--The Remote--in an unfamiliar land. The GM (Game Mom) decides the best and most fun way to guide the dads through the adventure.

HOW TO BEGIN

The GM will determine which clan's domain has The Remote, either simply by choice or by rolling a six-sided die using the table to the right.

The clan whose domain is determined to be in control of The Remote will be off-limits to players. Next, players should create their characters.

1	The Grill Dads
2	The Sports Dads
3	The Car Dads
4	The Vacation Dads
5	The Drama Dads
6	The Crafts Dads

CHARACTER CREATION

The heroes of the game are the dads that the players create. Consider what kind of dad your character will be. Your dad may have whatever age, appearance, gender, and personality traits you choose.

Stats

The two important stats in The Dadlands RPG are **law** and **chaos**. A dad with a high law stat will be more successful at planning, organizing, and discipline. A dad with a high chaos stat will be more successful at improvising, partying, and empathy. **The sum of your dad's law and chaos stats should be 7, and your dad must have at least one point in each stat.** If you'd rather leave things up to chance, you could determine a stat by rolling a six-sided die, and then deciding whether that value represents law or chaos.

Think about what kind of Dad you are going to play. Think about the way they would handle the situations likely to face them on their journey, and what sort of tools or skills they would have to solve problems. Use that to inform the sorts of **moves** they might have ready for both **law** and **chaos**. Some* examples of moves are shown below:

LAW MOVES	CHAOS MOVES
You're grounded!	Illegal fireworks
Healthy snacks, like veggies	Fun snacks, like Gushers
Cleanup, cleanup!	Dangerous toys

*You can and should also make up your own moves as the game progresses with the GM based on the situations at hand.

Clans

Choose your dad's clan. Remember that one clan, determined by the GM, is off-limits.

The Vacation Dads	The Grill Dads
The Drama Dads	The Sports Dads
The Crafts Dads	The Car Dads

With the aid of the GM, you could also invent your own dad clan. Some suggestions include: The Geek Dads, The PTA Dads, The Scientist Dads, and The Camping Dads.

PLAYING THE GAME

Each player should have a fanny pack with red and green tokens inside. **The number of green tokens should equal the character's law stat and the number of red tokens should equal the character's chaos stat.**

The GM will guide the dads through the adventure and determine the specifics of the encounter, such as how the remote got where it is, how the Dads need to get there, and what it takes to retrieve the remote. When GM presents a challenge, the Dad declares their action, and the type of move it is (Law or Chaos). The GM then states the difficulty rating of the move, and whether it's difficult. The Dad draws a number of tokens equal to the difficulty.

- If all tokens drawn match the chosen approach, the Dad succeeds and adds one token of that type.
- In no tokens drawn match the chosen approach, the Dad fails and must discard one of the tokens drawn.
- If there's a mixed result, the Dad succeeds, but must explain how a little bit of balance helped them succeed. They must discard one of the tokens drawn; they choose which type of token to discard.
- If the challenge is **difficult**, the Dad fails on a mixed result; they still choose one of the tokens to discard.
- This could also allow two Dads to team up to handle a situation, with a back-up dad adding one of the tokens to the difficulty pool.
 - The DM can also establish the task as being a **defining moment**, in which case ALL the tokens in the draw will be lost if the action fails.
 - The total of a Dad's Law and Chaos stats cannot exceed 10.
 - If a Dad's Law or Chaos stat reaches zero, they become a **Deadbeat** or **Hardass** and have **failed the game**. The GM should determine how to proceed with their character.

While relationships between clans may vary, **Deadbeats** and **Hardasses** are the only true villains of the Dadlands. They are universally reviled. They do not respect the most important aspect of dadhood: balance.

NOTES
