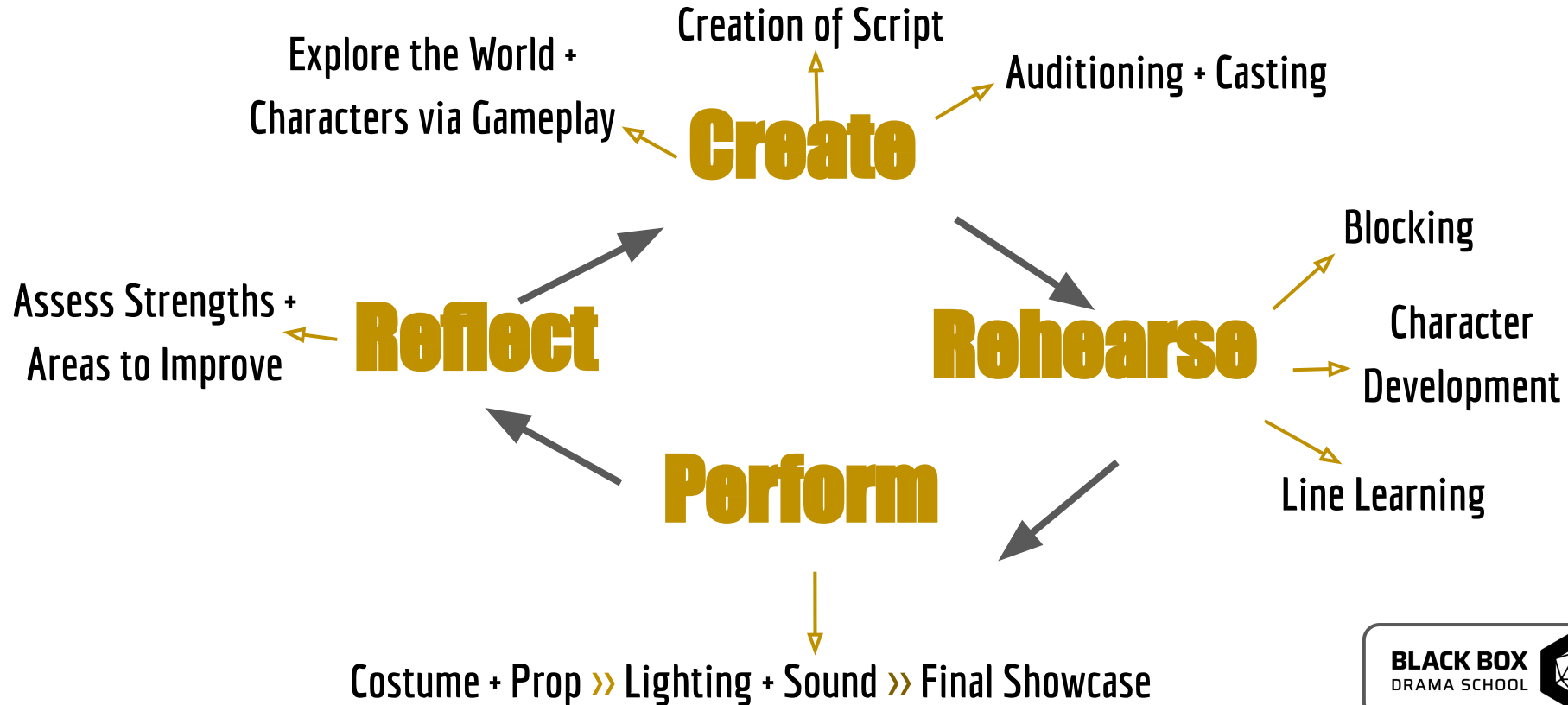




**LUCID**

# Black Box Drama: Our Process of Making a Play



# ROLE THAT DICE



**The 'Role That Dice' system combines    Improvisational acting  
techniques and    dice rolling , applied in    Immersive drama settings,    to  
form an innovative and exciting way to    create original plays.**

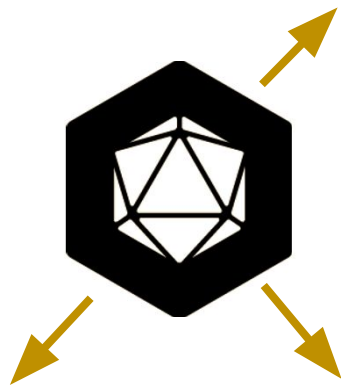
# THE ROLE THAT DICE METHOD

## NARRATION LED IMPROV

- The Gamesmaster **narrates** what is happening in the world and the actors **must respond instantly and appropriately** through their body language, movement, facial expressions and voice.

## INTERVENTION IMPROV

- The actors begin by performing a **devised** or **improvised** scene.
- An **NPC** (non-playing character) enters to help **drive the drama forward** and the actors must **improvise** accordingly.



## DICE LED IMPROV

- The Gamesmaster decides when a dice-check is necessary and a **player must roll their D20 dice**.
- Once **the roll is complete** and the **outcome has been determined**, all the actors must **improvise appropriately**.

# Role That Dice: **GAME PLAY**

**BLACK BOX**  
DRAMA SCHOOL



You, are a **PLAYER**, in control of **YOUR CHARACTER**. You decide how they think, talk and move.

You must **NAVIGATE** your character through an **IMMERSIVE WORLD**, making their decisions, gathering information, collecting useful items and interacting with the other characters in the world.

Mr Unugur will be your **GAMEMASTER**, describing **THE WORLD** and in control of **NON-PLAYER CHARACTERS**.

The **GAMEMASTER** will also rule when **DICE NEED TO BE ROLLED** and what **DICE CHECKS** are being made.

A player will be rewarded an **'INSPIRATION DICE'** for outstanding role-play or if they roll a 20 on their dice roll.

The **'INSPIRATION DICE'** dice can be saved and used to **RE-ROLL ANY DICE**, including the Gamesmaster's dice.

If your character is to be successful and survive to the end of the story, you must make smart choices as you navigate through the world and when talking to it's characters. You will also need to hope that the dice fall in your favour!

# Role That Dice: **CHARACTER SKILLS**

## CHARISMA

Deception  
Intimidation  
Performance  
Persuasion

*How well you talk  
to characters in  
the world.*

## CONSTITUTION

Courage  
Resistance  
Stamina  
Valour

*How well your  
body responds  
to the effects  
of the world .*

## DEXTERITY

Acrobatics  
Sleight of Hand  
Speed  
Stealth

*How well you  
move your body  
in the world.*

## STRENGTH

Combat  
Force  
Lift  
Push  
Pull

*How well you  
move things in  
the world.*

## WISDOM

Arcana  
History  
Insight  
Investigation  
Perception  
Survival

*How well you  
understand the  
world around you.*

### **1 = Critical Failure:**

*The failure is profound. There will be consequences for this failure, which may strongly influence the course of the current scene and/or overall story.*

### **2-5 = Failure:**

*The character fails. There might be some very minor short-term consequences.*

### **6-9 = Partial Failure:**

*The character fails, but not too badly.*

### **10-13 = Partial Success:**

*The character succeeds, but not impressively.*

### **14-17 = Success:**

*The character succeeds quite impressively.*

### **18+ = Critical Success:**

*The character succeeds expertly and with ease.*

*At the GM's discretion, the character might have some additional benefits beyond the success — and only if important for pushing the narrative forward.*

# Role That Dice **DICE CHECKS**



# LUCID: CHARACTER ARCHETYPES

BLACK BOX  
DRAMA SCHOOL



## THE PREFECT

(Charisma or Wisdom)

Traits: Responsible, organised, likes taking charge and making sure everyone follows the rules.

## THE PLANNER

(Wisdom or Constitution)

Traits: Cautious, prepared, thoughtful, likes having a plan and always thinks about what could go wrong.

## THE CLASS CLOWN

(Charisma or Dexterity)

Traits: Funny, playful, attention-seeking, make others laugh and rarely takes things seriously.

## THE REBEL

(Dexterity or Strength)

Traits: Independent, stubborn, daring, dislikes being told what to do and isn't afraid to break the rules.

## THE JOCK/ MEAN GIRL

(Strength or Constitution)

Traits: Confident, competitive, physical, loves a challenge and enjoys proving what they can do.

## THE OUTSIDER

(Wisdom or Dexterity)

Traits: Quiet, independent, thoughtful, doesn't fit in and often sees things differently from everyone else.

## THE NERD

(Wisdom or Charisma)

Traits: Intelligent, curious, enthusiastic, loves facts and is always keen to share what they know.

## THE SENSIBLE ONE

(Charisma or Constitution)

Traits: Calm, caring, reasonable, tries to keep everyone together and steps in when arguments begin.

| PLAYER    | CHARACTER         | ARCHETYPE   | AGE | EXPERTISE | HP  | ITEMS | INSP |
|-----------|-------------------|-------------|-----|-----------|-----|-------|------|
| Alexandre | Victor Grey       | Sensible    | 13  | CON       | 100 |       | 1    |
| Allegra   | Cindy Chenkovich  | Class Clown | 15  | CHA       | 100 |       | 1    |
| Aradhya   | TBC               | Sensible    | 14  | CHA       | 100 |       | 1    |
| Archibald | Ernest Willoughby | Prefect     | 14  | CHA       | 100 |       | 1    |
| Arlo      | Michael Hilliard  | Rebel       | 12  | STR       | 100 |       | 1    |
| Aydan     | TBC               | Rebel       | 13  | DEX       | 100 |       | 1    |
| Eric      | George Dilgert    | Nerd        | 12  | WIS       | 100 |       | 1    |
| Felix     | Luke Godwin       | Planner     | 13  | CON       | 100 |       | 1    |
| Georgia   | TBC Sevenita      | Class Clown | 15  | CHA       | 100 |       | 1    |
| Kate      | Rio Hessings      | Rebel       | 14  | STR       | 100 |       | 1    |
| Layan     | TBC               | Mean Girl   | TBC | TBC       | 100 |       | 1    |
| Lucia     | Liv Padowski      | Nerd        | 11  | CHA       | 100 |       | 1    |
| Mia       | Alex Story        | Mean Girl   | 15  | CON       | 100 |       | 1    |
| Mila      | Lily TBC          | Planner     | 11  | WIS       | 100 |       | 1    |
| Norah     | TBC               | Outsider    | 13  | CHA       | 100 |       | 1    |
| Owen      | Mr Mackenzie      | New Teacher | 32  | CON       | 100 |       | 1    |
| Rhys      | Mr Holt           | Teacher     | 40  | WIS       | 100 |       | 1    |
| Saul      | Paul TBC          | Sensible    | 14  | CON       | 100 |       | 1    |
| Yona      | Ruslan Gadview    | Rebel       | 12  | STR       | 100 |       | 1    |

# EFFECTIVE IMPROVISING



1. **Stay in role** as your character.
2. **Do not leave** the Drama.
3. **Conflict** is good, but **No Physical Contact**.
4. **Accept and Offer** using the “**Yes, and...**” method.

Remember a player will  
be rewarded an  
**‘INSPIRATION DICE’**  
for outstanding  
role-play

THE KEY OBJECTIVE IS TO CREATE **REALISTIC DIALOGUE** THAT COULD BE USED IN OUR FINAL SCRIPT.



**PRESS START**



L.O: Use **DEVISING** and **IMPROVISATION** techniques to **CREATE DIALOGUE and ACTION** to be used in our final script.





**Tilly**

L.O: Use **DEVISING** and **IMPROVISATION** techniques to **CREATE DIALOGUE and ACTION** to be used in our final script.





Sorry. I was just sketching with Mr Tutton.  
I didn't realise I'd wandered off so far...



L.O: Use **DEVISING** and **IMPROVISATION** techniques to **CREATE DIALOGUE and ACTION** to be used in our final script.

