



STORY

DUNGEON DENS

DEN NAME:

FLOOR REACHED:

CRITICAL GAUGE



FRIEND:

STAGE:

CLASS:

ENERGY



ELEMENT:

DUNGEON DICE POOL

DUNGEON DICE ABILITIES

- **Determination:** After making a Test, Attack roll, or Dodge roll, spend any number of DD and roll them as if they were part of your dice pool, scoring additional successes as usual.
- **Ferocity:** After dealing damage, spend a number of DD between 1 and your Power Stat. Roll them, and deal extra damage equal to the combined results.
- **Healing:** Spend any number of DD and roll them, regaining HP equal to the combined results.
- **Tenacity:** Spend 1 DD. Regain all Signature Attack Uses.
- **Friendship:** Spend 1 DD. Restore Energy to max. for 1 Friend.
- **Evolution:** Spend a number of Den Dice as listed below to Evolve. You remain at this Stage until you leave this Floor, then you Devolve one Stage. If you are reduced to 0HP, you Devolve as usual (RB61).
 - › 2DD from FLEDGLING to BASIC
 - › 3DD from BASIC to SUPER
 - › 4DD from SUPER to ULTRA
 - › 5DD from ULTRA to GIGA

FRIEND:

STAGE:

CLASS:

ENERGY



ELEMENT:

FRIEND:

STAGE:

CLASS:

ENERGY



ELEMENT:

DEN UPGRADE:

DEN UPGRADE:

DEN UPGRADE:

DEN UPGRADE:

DEN UPGRADE:

EFFECT:

EFFECT:

EFFECT:

EFFECT:

EFFECT: