

Drawfee & D: A Homebrew Adventure

Introduction

Long ago in the fantasy land of YouTube, in the Drawing Suggestions Grab Bag episode of Drawfee on July 12, 2022, Karina asked if anyone has ever homebrewed a game of D&D to roleplay creating a Drawfee Episode. Jacob predicted that somebody would make it, and so the prophecy has come to pass. Can you remain funny and engaging despite the many obstacles that shall block your path?

Characters

A typical party consists of four players, each of which have two stat boosts and a special ability according to their class (because they are all talented and hopefully not mad or jealous about who got which boosts). There is also an additional skill added to this game called Mental Acrobatics, which is either determined by intelligence or charisma according to which class you pick.

Each character starts out with the standard array of 15,14,13, 12,10, and 8 that they can assign to Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma (I'm not deciding which is which because I am a small ball of anxiety and don't want to make anyone sad). After these scores are distributed, add the stat boosts then determine your skill bonuses and saving throws from those, using a proficiency bonus of +2.

The party also has a shared hit point total of eight. If the party hp drops to zero, the episode becomes irredeemable and they have to miss an episode.

Nathan

Stat Boosts: Strength and Dexterity

Proficiencies: Medicine, Nature, Persuasion

Mental Acrobatics: Intelligence

Special Ability: Encouragement

The Nathan can use an action to encourage another player. This player rolls a Medicine check with advantage. If the check is 12 or higher, the player and party lose all status conditions.

Jacob

Stat Boosts: Wisdom and Dexterity

Proficiencies: Animal Handling, Insight, Survival

Mental Acrobatics: Wisdom

Special Ability: Wayfinder

The Jacob can use an action to change the subject back to a previous topic. Roll a luck check (1d20) to set the DC, and then the player must roll a Mental Acrobatics check with

advantage. On a successful check, the party is no longer [Off the Rails](#) and the party gains 1 hit point.

Karina

Stat Boosts: Constitution and Dexterity

Proficiencies: History, Intimidation, Religion

Mental Acrobatics: Charisma

Special Ability: The Razz

The Karina can use an action to playfully tease another player. The player must roll an opposed Intimidation check against the targeted player's Wisdom. If the Karina's intimidation roll is higher, the target's [feelings are hurt](#). If the target's roll is equal or higher, the player gains an extra turn immediately after Karina and a 1d6 bonus to any d20 rolls in that extra turn.

Julia

Stat Boosts: Intelligence and Dexterity

Proficiencies: Arcana, Investigation, Stealth

Mental Acrobatics: Charisma

Special Ability: Deep Cut

The Julia may expend an action to bring up a concept distantly related to the current topic. The player must roll an Arcana check with advantage to set the DC for others to recognize the reference. Everyone may immediately roll an Insight check against this DC. On a successful check, the player gains a bardic inspiration of 1d6 to add to any d20 roll moving forward. On a failed check, the player is [Confused](#).

Optional - Guest

Stat Boosts: Charisma and another ability score of your choice

Proficiencies: Mental Acrobatics and two other skills of your choice

Mental Acrobatics: Choose either Intelligence or Charisma

Special Ability: Bubble Breaker

As an outside influence, the Guest can break up established patterns. Three times per long rest, the Guest can expend a bonus action to change their position in the initiative order at will.

Gameplay

To begin the game, choose someone to roll 1d4. The result of this roll determines who will host the episode.

Roll (1d4)	Host
1	Nathan

2	Jacob
3	Karina
4	Julia

The host will then roll 1d6 twice to fill in the blanks of the challenge:

Artists Draw ___ as ___

Roll (1d6)	Challenge Blank 1
1	Disney Characters
2	Pokemon
3	Their Old Art
4	Themselves
5	Superheroes
6	Celebrities
7	Video Game Protagonists
8	Anime Villains

Roll (1d6)	Challenge Blank 2
1	Their final digivolution
2	A propaganda poster
3	A cryptid
4	A post-apocalyptic cartoon
5	If described by a five-year-old
6	Tattoo designs
7	JoJo characters
8	Drawfee portraits

Introduction

After the host and challenge have been decided, roll initiative (using your dexterity modifier as your initiative bonus). From there you will start the introduction to the show from memory in initiative order by using the [Recite](#) action each time the speaker changes.

Segue

Once the intro is done and everyone has said their names, the players come out of initiative. Have everyone but the host roll 1d20. If the player rolls an 11 or higher, they help the host work towards the premise. If the player rolls a 10 or below, they must try to change the subject. If everyone rolls a 10 or below, the party is [off the rails](#). At this point, the players can speak freely with the motivation defined in this paragraph until the host is able to reveal and explain the premise.

Drawing

Following the explanation of the premise, Nathan performs the [Draw](#) action. Everyone will then roll initiative to determine the turn order for Nathan's drawing time. When someone is done drawing, they and the next person will [Switch Seats](#), everyone will roll a new initiative, and the next person will begin drawing. The order of drawing is Nathan, Jacob, Karina, and Julia. Every time the initiative reaches the top of the order, roll for [Adverse Conditions](#).

Closing

After everyone has finished up their drawing, the players need to thank the viewers, plug the patreon, shout out the merch store, link the twitch, and say Sorry. For Julia's Sorry, roll 1d6 and wait that many seconds after Karina to say it.

Special Actions

You can do whatever you want in this game using the appropriate skill to roll for the level of success. However, here are some suggestions and important actions in this homebrew.

Draw

Spend one action to roll Dexterity to determine the quality of your drawing. Or you may spend a bonus action (allowing you to do something else on your turn, too) to roll Dexterity with disadvantage to determine the quality of your drawing.

Roll (Dexterity)	Quality of Drawing
20+	Your best, and you earn a patreon patron (two patrons for a Natural 20)
15-19	Your best
10-14	75% effort

2-9	You must accentuate the first mistake you make
Natural 1	You can not undo any lines

Recite

Spend one action to say a rehearsed part of the show. Roll for Performance.

On a 15 or higher, you sell it and gain 1 patreon patron. On a 10-14, you succeed in saying it without any problems. On a 9 or lower, you communicate the information poorly and are [tongue-tied](#).

Redial

Spend one action to try to restore your internet connection. Roll Arcana. On a 10 or higher, the internet reconnects. On a 9 or lower, the [internet stays disconnected](#).

Smooth Recovery

If the Crickets Adverse Condition occurs, a player can spend an action to try to play off the bad joke in a funny way and recover the situation. Roll Mental Acrobatics. On a 15 or higher, you earn one patreon patron from the incredible pivot and the person no longer has hurt feelings. On a 10-14, you save the conversation narrowly and the person no longer has hurt feelings. On a 9 or lower, you tell an even worse joke and the party is [Off the Rails](#).

Switch Seats

Roll Acrobatics. On a 15 or higher, you do a graceful seat switch that impresses everyone in some way and earns 1 patreon patron. On a 10-14, you successfully switch seats as normal. On a 9 or lower, you [Shit Your Pants](#).

Take the Wheel

Spend one action to try to get the party back on track. Roll Mental Acrobatics. On a 15 or higher, you bring the chaos under control before it's too late and gain a patreon patron while no longer being [Off the Rails](#). On a 10-14, you are no longer Off the Rails. On a 9 or lower, the party takes an additional hit point of damage.

Adverse Conditions

Roll a flat Luck Check (1d20). If the result is under 10, roll 1d6 on the table below to determine the adverse condition that befalls you.

Roll (1d6)	Adverse Condition
1	Bad news - Cookies have vanished and nobody can make more: Everyone rolls Constitution Saving Throw (DC 15) to avoid having Hurt Feelings

	towards the World.
2	Stinky kitty: Jacob and Julia roll Constitution Saving Throw (DC 15) to avoid becoming Disgusted from the litter box smell.
3	Hot stuff: Everyone rolls Constitution Saving Throw (DC 15) to avoid becoming Confused from the heat.
4	Internet Cuts Out: Everyone rolls Arcana (DC 10) to avoid the internet dropping . If everyone fails, take 2 party hit points of damage.
5	Tangent Time: The next person must spend their action to derail the current topic suddenly and completely and the party is Off the Rails .
6	Crickets: The next person tells a bad joke and develops Hurt Feelings towards themselves.

Status Conditions

Certain things can happen to a player character or the party as a whole. Here are the descriptions for each.

Confused

The player's mental faculties are lowered, giving disadvantage on all rolls based on intelligence and wisdom.

Disgusted

The player is grossed out, giving disadvantage on constitution checks.

Dropped Internet

The player's internet has cut out, leaving them unable to take any action except [Redial](#). While the player has dropped internet, they can not participate in the episode.

Hurt Feelings

The player feels bummed out about something, giving them disadvantage on wisdom and charisma checks.

Tongue-tied

The player is unable to speak clearly, giving them disadvantage on charisma checks for the next turn.

Off the Rails

The party is veering out of control. Have the host roll a Mental Acrobatics check. If the roll is 15 or higher, the party earns a patreon patron from the wild shenanigans. If the roll is 14 or lower, the party loses 1 hit point. Repeat this roll at the top of every initiative cycle until the party is no longer Off the Rails.

Poop Your Pants

The player...you know, giving them disadvantage on charisma, constitution, and dexterity checks.