

DONJONS & DRAGONS

PLAYTEST DOC V1

CHARACTER CREATION

1. ROLL ATTRIBUTES

There are 6 Attributes.

THEWS (THW)

Physical strength.

VIGOR (VGR)

Physical energy or power; vitality.

DEXTERITY (DEX)

Skill or adroitness in using the hands or body; agility.

SAVVY (SVY)

Practical understanding, shrewdness or intelligence. Common sense.

CHARISMA

Spiritual power or personal quality that gives an individual influence or authority over large numbers of people.

METTLE

Courage; spirit.

LUCK

Good fortune; advantage or success, considered as the result of chance.

Each attribute is rated from 0 – 6, where 0 is no ability in that attribute, and 6 is maximum human potential.

Roll 3D6 for each attribute in order and consult the Attribute Rating chart for its rating:

3D6	RATING	%
3-4	1	1.85
5-9	2	25.92
10-13	3	46.29
14-16	4	14.35
17-18	5	1.85

2. DETERMINE CULTURE

Roll 3D6 to determine culture:

CULTURE TABLE 1: UK

3D6	RACE	%
3	Émigré	.46
4-5	Welsh	4.17
6-9	Irish	32.87
10-14	English	53.24
15-18	Scottish	9.26

Émigré: Hanoverian Germans, American Loyalists and exiles from other countries serving in the British army. Gain Advantage when fighting against their kinsmen who side against the British, and when scouting, spying, or navigating within their homeland. Allied forces will also gain Advantage in marching and counter-marching within the Émigré's home territory, so long as they are with them.

Welsh: The Welsh have gain Advantage on any rolls involving singing, statesmanship and seduction.

Irish: The 'Luck of the Irish' gives the starting Irish character +1 Luck. They suffer Disadvantage, however, whenever dealing socially with the English and Welsh, or when rolling to maintain order and discipline on the battlefield.

Scottish: Scotsman gain Advantage on any roll to maintain battlefield discipline and order. Conversely, the fearsome reputation of the Highland warriors imposes a Disadvantage to the same on any battlefield enemy against which they march or charge. They are very thrifty, however, and suffer Disadvantage when making Wealth rolls, as their frugal temperament will often work against them when spending money, especially with those who refuse to haggle.

3. ROLL STANDINGS

CLASS

Roll 3D6 on *Class Table 1: United Kingdom*

CLASS TABLE UK1: UNITED KINGDOM

3D6	Class	Notes
17-18	Nobility	Roll on UK2A
14-16	Middle Class	Roll on UK2B
3-13	Lower Class	Roll on UK2C

Table UK1 Modifiers

Luck 1	-2	Luck 2	-1
Luck 5	+1	Luck 6	+2

CLASS TABLE UK2A: NOBILITY

3D6	Class	Wealth
17-18	Aristocracy	5
1-16	Landed Gentry	5

CLASS TABLE UK2B: MIDDLE CLASS

3D6	Class	Wealth
13-18	Upper Middle	4
3-12	Lower Middle	3

CLASS TABLE UK2C: LOWER CLASSES

3D6	Class	Wealth
16-18	Lesser Freeholder	2
12-15	Laborer	1
3-11	Poor/Orphan	0

Aristocracy: Your character's father is, or was, a Peer or the child of a Peer, possibly of royal blood. They may inherit a title upon his death, assuming they are the eldest surviving son (see TITLES, below).

Take ONE of the following Trades at a rank equal to the character's starting Charisma: Aristocrat, Sailor, or Soldier.

Landed Gentry: The character's father is, or was, a member of the lesser nobility (a Baronet or Knight) or a wealthy landowner of means. They will receive no hereditary title from him, but may inherit his lands and wealth.

Take ONE of the following Trades at a rank equal to the character's starting Savvy: Landlord, Sailor, Soldier.

Upper Middle: The character comes from well to do parents who have provided them with a top notch education that can lead into a variety of professions.

Take ONE of the following Trades at a rank equal to the character's starting Savvy: Academic (Professor), Banker, Bureaucrat, Clergy, Doctor, Lawyer, Merchant, Sailor, Soldier, or Statesman.

Lower Middle: The character's parents owned a thriving business of respectable size that required long hours to support, but also provided a comfortable living and, possibly, a decent education for their offspring.

Take ONE of the following Trades at a rank equal to the character's starting Savvy: Academic (Teacher), Bureaucrat, Clergy, Entertainer, Farmer, Landlord, Lawyer, Merchant, Sailor, Soldier or Statesman.

Lesser Freeholder: The character's parents owned an inn, shop, public house, farmstead or other small, common business, which everyone in the family labored at constantly to support. There weren't much in creature comforts, but it made a stable living.

Take ONE of the following Trades at a rank equal to the character's starting Vigor: Clergy, Craftsman, Entertainer, Farmer, Healer, Laborer, Merchant, Servant, Sailor or Soldier.

Laborer: The character is a common laborer or craftsman, working for an established business owner, working as a servant, or travelling from odd job to odd job.

Take ONE of the following Trades at a rank equal to the character's starting Vigor: Craftsman, Entertainer, Healer, Hunter, Laborer, Rogue, Servant, Sailor or Soldier.

Poor/Orphan: The character was born extremely poor, living a meager existence on the streets helping to support their family, orphaned and forced to grow up in a work-house, or as part of a criminal gang. Some young children are scooped up by the military at an early age to serve as drummer boys, ship's boys and powder monkeys.

Take ONE of the following Trades at a rank equal to the character's starting Vigor: Entertainer, Hunter, Laborer, Rogue, Sailor, or Soldier.

TITLES

If your character is male and has a father with the title of Baron or greater, he may inherit his father's title and the lands. It all depends on his Birth Order and his Father's (and possibly Grandfather's) Status.

Birth Order

Roll a D6 to determine how many male children are in the family. Then roll a second D6 and subtract it from the first. If the total is 1 or less, the character is the eldest son. Otherwise, the result will determine their actual place.

Father's Status

Roll on Table UK3A: Peerage, to determine your father's rank.

CLASS TABLE UK3A: PEERAGE

3D6	Birth Class	
18	Royal Bastard	
17	Duke (25)	
16	Marquess (31)	
13-15	Earl (212)	
12	Viscount (69)	
9-11	Baron (193)	
3-8	Child of a Peer	Roll 2D6 on this table and add +7 to determine grandfather's title.

Next, roll a D6. If the result is 1 or 2, the character's father has passed and the eldest son inherits his title and full Wealth rating.

Grandfather's Status

If the character's father is the son of a Peer, then his grandfather holds the title and his father is in line for it. If this is the case, determine the grandfather's title (as above) and then the father's birth order (as above) to determine his place in the line of succession.

Female Titles

If your character is a female member of a noble family, her title is dependent on the title of her husband, if she is married.

Roll 2D6 and add the ladies Charisma rating. On a result of 12 or more, she is already married and should roll on the Marriage Class table below to determine her husband's Title (and hers, if any), as well as her starting Wealth (which replaces that of her Birth):

MARRIAGE CLASS

3D6	Birth Class	Wealth
21+	Duke (Duchess)	4
20	Marquess (Marchioness)	4
18	Earl (Countess)	4
17	Viscount (Viscountess)	4
16	Baron (Baroness)	4
13-15	Younger Child of a Peer	4
12	Baronet (Dame)	3
9-11	Knight (Dame)	3
3-8	Other Landed Gentry	3

Modifiers:

- Luck/Charisma 2 or less -1 each
- Luck/Charisma 4 or 5 +1 each
- Luck/Charisma 6 +2 each
- Aristocratic Birth +3
- Royal Blood +1

WEALTH

At this point, you should have a Wealth rating based upon your class. This is now modified by a roll of 2D6 on the chart below:

3D6	WEALTH MODIFIER
3-4	-2
5-8	-1
9-12	+0
13-16	+1
17-18	+2

A negative modifier might represent family debts, poor management, or reckless spending that has reduced the character's income below the normal level. A positive modifier might represent hard earned savings, or a sudden influx of wealth from battlefield plunder, political appointment, etc.

4. TRADES

When taking an action that requires an Attribute roll, the player may reroll a number of those dice equal to the rank in a single relevant Trade (as determined by the Judge).

BONUS TRADE RANKS

Pick a number of extra Ranks in an existing or new Trade (from your class) based on your Savvy:

SAVVY	BONUS RANKS
1-2	0
3-4	1
5	2
6	3

EXPERTISE

You may pick an Expertise for your Trade by reducing it one Rank (to a minimum of 1). You gain Advantage on any roll for which your Expertise applies.

Each Trade has a few examples of Expertise that might be chosen, but the Judge may allow others if they consider them narrow enough to be useful in a few specific circumstances.

TRADE DESCRIPTIONS

Academic: A Trade that covers a wide variety of subjects of a book-learning nature, from sciences like Astronomy or Engineering, to liberal arts like History and Poetry, and everything in between. Can be used to recall knowledge, do research or impress others who find such things impressive (i.e. other academics).

At character generation, Academics gain 1 [Expertise](#) in this Trade without having to reduce their Rank. They start with D6 *Books* on various subjects.

Example Expertise: *History, Engineering, Poetry*

Aristocrat: This 'Trade' covers all the knowledge necessary to maneuver through high society, including knowledge of societal ranks, manners, and activities (like hunting, dancing, riding, etc.).

At character generation, an Aristocrat may reduce a single Attribute by 1 to raise their Charisma by 1. They start off with *Very Fine Clothing*, a *Fancy Sword*, a *Thoroughbred Horse* and a *Servant*.

Example Expertise: *Dandy, Rake, Intrigue*

Banker: Bankers understand everything about money and running financial institutions. This makes them naturally good at math, bookkeeping, financial negotiation and generally increasing wealth.

At character generation, a Banker may reduce may reduce a single Attribute by 1 to raise their Wealth by 1. They start off with *Fine Clothing*, a *Money Belt*, and a *Riding Horse*.

Example Expertise: *High Finance, Accounting, Bureaucracy*

Clergy: Members of the Church (the player should signify their denomination). They can use their sermons to inspire, intimidate. They know a great deal about religion (theirs and others) and many have basic knowledge in medicine.

At character generation, Clergy may reduce may reduce a single Attribute by 1 to raise their Luck by 1, representing the will of the Almighty to use them (for good or ill). They start off with a *Holy Book* and the ability to read, write and speak in 1 language for every Rank they have (one of which must be their native tongue).

Example Expertise: *Vicar, Monk, Inquisitor*

Craftsman: An artisan who makes a specific product, like shoes, barrels, etc. or provides a more general service like blacksmithing or silversmithing (the Judge will determine if your class level fits the work you do).

At character generation, Craftsmen gain 1 [Expertise](#) in this Trade (which represents their actual skill) without having to reduce their Rank. Whenever they work outside of this expertise, however, they suffer Disadvantage. They start off with *Workman's Tools* specific to their Expertise. If they have Wealth of 3 or more, they also have a place of business and all the necessities to run it.

Example Expertise: *Blacksmith, Wainright, Mason*

Doctor: This Trade represents a university trained physician, trained (if not necessarily competent) in all the most modern medical techniques of the day.

At character generation, the Doctor may reduce may reduce a single Attribute by 1 to raise their Saavy by 1. They start with a *Doctor's Bag*, and *Riding Horse*.

Example Expertise: *Battlefield Surgery, Psychiatry, Coroner*

Entertainer: This Trade encompasses any all the entertainment arts, from drama, to music to demonstrations of mental or physical acumen. May be used for performing, creating new content and capturing an audience's attention.

At character generation, Entertainers gain 1 [Expertise](#) in this Trade without having to reduce their Rank. They start with an *Entertainer's Kit* that fits their Expertise.

Example Expertise: *Acrobat, Actor, Violinist*

Healer: This is the lower class version of the Doctor trade, uneducated in modern medicine but wise in the way of folk remedies ("Aye, paraffin and brown paper'll fix that up right as rain..."), herb lore, midwifery and the like. They often worked on animals as well, and were well versed in local folklore and gossip.

At character generation, the Healer may reduce may reduce a single Attribute by 1 to raise their Luck by 1. They start with a *Healer's Bag* and a *Knife*.

Example Expertise: *Plant Lore, Midwifery, Animal Care*

Hunter: This is the Trade of game-keepers and poachers alike, and covers the tracking, stalking, shooting/trapping and cleaning of game, as well as living rough.

At character generation, the Hunter may reduce may reduce a single Attribute by 1 to raise their Dexterity or Vigor by 1. They start with a *Musket*, *Ammo Pouch*, *Knife* and *D6 Small Animal Traps*.

Example Expertise: *Sharpshooter, Trapper, Tracker*

Laborer: This Trade covers any sort of manual labor, from shovelling dung to serving the aristocracy (which impertinent types might imply is essentially the same thing). Farm

laborers, drovers, sweeps, servants, etc., all fall into this category, which covers the ability to get the most done with the least effort as well as the ability to skive off and still get paid. Laborers with Expertise might be actual tradesman with some particular skill for making barrels, laying brick, etc.

At character generation, the Laborer may raise their Strength, Vigor or Mettle by 1. They start off with some sort of basic tool for their work, like a Hammer, Shovel, Servant's Uniform, etc. If they have an [Expertise](#) and at least Rank 3 in Laborer, they are a Tradesman and may have *Workman's Tools* for that particular trade.

Example Expertise: *Bricklayer, Butler/Maid, Rat-catcher*

Landlord: The management of properties, ensuring their maintenance and milking the most profit out of them, is the purview of the Landlord. They might be over a single building, large estate or even an entire Dukedom, but whatever the level, they must manage workers, pursue rents and occasionally act as the local magistrate for internal legal affairs.

A Landlord starts out with a holding to manage based on their Rank and/or class. A Rank of 1 indicates a single building or tenement, while a 5 or more indicates an estate of considerable size. Whether or not they own or simply manage it for another depends on their class and the Judge may increase the size of the holding if the character's Title entitles them to more.

Example Expertise: *Innkeeper, Mill Operator, Work House Owner*

Lawyer: The Law, and everything to do with it, from trials to contract negotiation, is the domain of this Trade. They are empowered by the government to operate in a court of law.

At character generation, the Lawyer may reduce may reduce a single Attribute by 1 to raise their Savvy by 1. They start with a number of *Lawbooks* equal to D6 x their Lawyer Rank, *Lawyer's Robes* and a *Powdered Wig*.

Example Expertise: *Criminal, Contract, Military*

Merchant: Buying, selling and arranging the transfer of goods, across the country or across the globe, is handled by the humble merchant, who must be highly organized, mathematically minded, able to quickly evaluate the value of any object, and an expert haggler.

At character generation, the Lower Class

Merchant starts with 1 Wealth rating in *Trade Goods*, a *Wagon* to carry them in, and a *Draught Horse* to pull the wagon. Merchants in the Middle Class start with a Warehouse, their Merchant rating in *Trade Goods* and a full wagon train to carry them. Upper Class Merchant's have Warehouses (complete with land transport and D6 Wealth in *Trade Goods* each) and Ships equal to their Merchant Rating.

Example Expertise: *Clothier, Spices, Sutler*

Rogue: Pickpockets, burglars, cutthroats, swindlers and all the other villainous scum that populate the lower class slums of every major city in Great Britain, as well as the horse thieves, vagabonds, gypsies and charlatans that haunt the countryside, as well.

At character generation, the Rogue gains 1 [Expertise](#) in this Trade without having to reduce their Rank, to represent their main criminal vocation. They start off with *Rogue's Tools* for that Expertise.

Example Expertise: *Fence, Forger, Highwayman*

Sailor: Covers a knowledge of river, lake and sea, how to traverse them, whether in small

boats or as a member of the crew of a larger trading vessel or ship of the line, and live off of them.

At character generation, the Sailor may reduce may reduce a single Attribute by 1 to raise their Thews or Vigor by 1. They start with a *Club* and a *Bottle of Spirits*. There is a 4 in 6 chance that they know how to swim.

Example Expertise: *Gunner, Navigator, Shipwright*

Soldier: Marching, fighting, shooting, living rough and working regulations to best advantage are all part of a soldier's life. The enlisted ranks will also be well versed in digging trenches, building emplacements and other sorts of menial military labor.

At character generation, the Soldier may raise their Thews, Vigor or Mettle by 1. Enlisted start with a *Musket, Ammo Pouch, Backpack, Uniform* and *Hat – Shako*. Officers start with a *Fine Uniform* and *Hat – Bicorn*.

Example Expertise: *Artillery, Cavalry, Light Infantry*

Spy: This Trade is not one gained through normal channels. It represents a character who specifically works for His Royal Majesty's government to root out information on some particular form of enemy, foreign or domestic. From street level informants in the London underworld, to master spies in Spain, seeking advantage for their armies and countering the agents of the enemy, they are masters of stealthy infiltration, the acquisition of secrets and the knife in the back.

At character generation, the Spy may take another Trade at Rank 1 as a cover. This cover may be of any class equal to less than the Spy's birth class. They start with whatever equipment their cover starts with, as well as a *Poignard, Spyglass, and Falsified Documents*.

Example Expertise: *Disguise, Infiltration, Seduction*

Statesman: Politicians, diplomats and attaches to the royal court, those with this Trade are master negotiators with some real world authority and/or power, which they wield as effortlessly in the halls of Parliament as they do the drawing rooms of high society, and everywhere in between.

Statesmen who have a Peerage may sit in the House of Lords. Statesmen who can afford to sit in the House of Commons (Wealth 4 or better), or can find someone who will financially support their candidacy, may run for election to do so.

At character generation, the Statesman may reduce a single Attribute by 1 to raise their Charisma by 1.

Example Expertise: *Diplomacy, Intimidation, Truth Detection*

5. DETERMINE QUALITIES

ÉLAN

Mettle+Luck+Soldier

LEADERSHIP

Charisma + (Soldier or Sailor) + Statesman

RENOWN

Starts at 0.

6. DETERMINE UNIT & RANK

UNIT

The Judge should pick a Battalion for the characters to be part of. A number of historical battalions are available if research is done, but new ones allow more freedom for inserting the characters into historical events.

Examples: 27th Lancers, Wessex Fusiliers, The South Essex Regiment, etc.

The Judge may even decide to choose other parts of chargen for the characters to ensure a better fit, making all the character's Irish for the 27th Inniskilling regiment, for example.

RANK

The Judge can allow the players to roll for their rank. Commoners roll on the Enlisted table:

2D6	Rank
2-7	Private
8-9	Corporal
10-11	Sergeant
12	Colour Sergeant (+1 Thews)
13	Raised from the Ranks (Ensign, +1 Luck)

Vigor Modifiers

1-2 -1
 3-4 0
 5-6 +1

Nobility may make a *Wealth* roll to try and purchase a commission, *OR* roll randomly, to represent actually battlefield experience (which adds +1 to their Soldier Rank).

2D6	Wealth Diff.	Rank
2-7	1	Ensign
8-9	2	Lieutenant
10-11	3	Captain
12	4	Major
13	5	Lt. Colonel

Charisma Modifiers (2D6 roll)

1-2 -1
 3-4 0
 5-6 +1

OFFICER & NCO LIMITS

There may only be one Lt. Col per Battalion, 1 Major per ½ Battalion, and 1 Captain, 2 Lieutenants and 1 Ensign per Company.

There are a maximum of 2 sergeants and 3 corporals per Company.

CONFLICTING RANKS

If there are too many officers of a particular rank at the level of play desired by the Judge (Lt. Cols at Battalion, Majors at ½ Battalion, Captains/Lieutenants/Ensigns at Company, etc.), then the person with the lower social rank is reduced in military rank one step. If these are tied, the one with the lesser Charisma is reduced in rank. If these are tied, the one with the lowest Luck is reduced in rank. Otherwise, both parties must roll off using 2D6, the loser being reduced in rank.

ALTERNATE RANKING

Instead of randomly determining ranks, the Judge may assign ranks at will to fit whatever campaign plans they have.

BASIC RULES

Roll a number of D6 equal to the most relevant Attribute (if no attribute seems particularly appropriate, use Luck). Count every '5' or '6' as a Success and every '1' as a Misfortune.

Compare the number of successes rolled to the Challenge level on the Task Resolution Table:

TASK RESOLUTION TABLE

		Challenge Level					
		1	2	3	4	5	6
Success Total	0	F	F	B	B	BB	BB
	1	S	PS	F	B	B	BB
	2	SS	S	PS	F	B	B
	3	SS	S	S	PS	F	B
	4	CS	SS	S	S	PS	F
	5	CS	SS	S	S	S	PS
	6	CS	CS	SS	S	S	S

B = Blunder

S = Success

F = Failure

CS = Cracking Success

PS = Partial Success

SS = Smashing Success

RESULT	GENERAL RESULT
BB	Earn 2 Misfortunes.
B	Earn 1 Misfortune.
F	Fail
PS	Success, but...
S	Success
SS	Success and...
CS	Best possible result

CHALLENGE LEVELS

The judge will set the Challenge Level for each roll, based on the particular action attempted, but in general, levels can be generalized in the following manner:

CL	DIFFICULTY
1	Ordinary
2	Challenging
3	Bloody Difficult
4	Heroic
5	Against All Odds
6	The Stuff of Legend

ADVANTAGE & DISADVANTAGE

The Judge may decide to give the roll Advantage (Expertise, superior tools, favorable weather, NPC owes a favor, etc.) or Disadvantage (poor craftsmanship, bad weather, NPC hates you, etc.) based upon whether or not the circumstances for the action are in its favor or against it. Where an advantage is in play, dice succeed on a 4+. Where a Disadvantage is in play, they succeed on a 6+. Advantage and Disadvantage can cancel, and in the case where several instances of each occur, that with the greatest number holds sway.

REROLLS

Certain character abilities, like Trades, will allow rerolls. Each reroll may be used to reroll a single die, once. No die may be rerolled more than once.

RESISTANCE

When another force passively resists or actively opposes an action, they may roll to counter the successes of the character.

Passive Resistance is gained from defensive terrain, armor, political protection and other external factors. For example a wall will give XD6 to a person taking cover behind it when they are shot at.

Active Resistance uses personal Attributes to oppose the action. For example, in ranged combat, a target who is aware that they are being shot at may roll their Dexterity to dodge the shot.

In some cases (such as ducking behind a wall to avoid being shot) the Judge might apply both Passive and Active Resistance, but no Resistance Dice Pool may ever go higher than 6.

For every Success on a Resistance Roll, the acting character's successes are reduced by 1. An Action cannot be reduced to less than an F result by Passive Resistance (i.e. you can't force a blunder), only by Active Resistance.

MISFORTUNES

When a '1' is rolled on a die, regardless of whether the test is a failure or success, some misfortune falls upon the head of the acting character.

The Judge will choose from one of the following unfortunate events (or may make up an original one on the spot, if they desire), for each Misfortune rolled. In some cases, multiple Misfortunes may be used to make a specific event even worse.

Reduce Success: -1 Success on the roll.

Enemy Action: An opponent gains an immediate action (one roll). This may event may be used only one time per individual opponent.

Delay: The completion of the action is delayed one unit of time for each Misfortune spent. A musket takes longer to load, a lock takes longer to pick, the character slips on rubble while trying to ascend a breach, their bayonet gets lodged in their enemy, requiring an extra turn to retrieve it, etc.

Broken Item: A piece of applicable equipment is broken if Misfortunes equal to its Durability are used on this event.

Endanger Others: Some other character is placed in eminent danger due to the character's actions, or as a means for the Judge to put the PC in the horns of a dilemma.

Looming Peril: Save a Misfortune to use later. By saving up, more dramatic misfortunes can be engineered to create more dramatic moments. Such saved Misfortune may be used at any time, not just during a character action.

PRESSING YOUR LUCK

Whenever a character needs to succeed at something, despite all odds, they may Press Their Luck by adding 1 success for every point by which they reduce their Luck rating + a

number of successes equal to any appropriate Trade rank. This affects all Luck rolls, as well as Élan, which is immediately reduced by the lost amount.

Luck recovers at 1 point per day.

EQUIPMENT

Equipment will be more detailed later, but for now, the basic rule is that equipment that aids you in some task, but is not essential to perform the task in the first place, gives you advantage.

Not possessing the basic equipment essential for a task gives Disadvantage.

COMBAT

Basic Combat is a Resisted roll. The winner damages the loser a number of times equal to the number of successes they win by.

Until weapons are developed alongside the equipment, the basic rules are below.

MELEE

Small melee weapons (knives, bayonets) do x1 damage, medium melee x2, and large melee weapons x3. Any weapon gains advantage over a smaller weapon or unarmed opponent.

RANGED

Bullets do x2 damage, cannonballs from x3 to x6 depending on size (and canister will hit 2D6 targets with a single shot).

For now, the following should suffice for the ranges of personal weapons (totals are merely guesstimates based off of actual info):

	DIFFICULTY AT RANGE X				
	1	2	3	4	5
Pistol	2	5	10	25	50
Musket	10	25	50	100	200
Rifle	20	50	100	200	400