

TinyD(&D)6



Character Creation

Character creation is modified from the standard in Tiny Dungeon in order to get more of a Dungeons & Dragons feel and to simulate starting characters.

- Select a Heritage (available ones for this game are Dwarf, Fey, Karhu, Halfling (TinyZine 9), and Human)
- Select a Class (this will grant a bonus trait)
- Create a Concept
- Select any other trait
- Select on Weapon Group to be proficient with (but no Mastered Weapon)
- Select a Family Trade
- Select a Belief

Concept: This is simply a quick one liner to convey what you have in mind for who your character is and who they might become to allow the GM to determine what they can and can't do for possible Advantages and Disadvantages in gameplay. Some simple examples could be: Swarthy Northland Tribesman, Deft Cat-Burgler, Swift Woodsman, Champion of Aethes the Mighty or Short-Tempered Pyromancer.

Traits (Added or Revised)

The following have been added or revised from the base Tiny Dungeon 2E rules.

Brawler: Everybody has a plan until they get punched in the face. If you are fighting Unarmed, you Test for Evade or Goblin Agility with 2d6 (instead of 1d6). (*revised from TinyZine 9*)

Dual-Wield: You can wield two Light Melee weapons at once, assuming that you have mastery in them. Once per round, you can take a free Evade action roll when an opponent hits you. Alternatively, you can take a counterattack at disadvantage when an opponent misses, but not both. (*TinyZine 10*)

- Prerequisite: Weapon Master (light)

Grappler: When you strike a foe with an unarmed attack, you may immediately force them to make a Save Test. If they fail, they can not take any actions except to make Save Tests to escape your grapple. If they are still grappled on your next turn, you may automatically deal 1 damage without the need to make an attack roll as an Action. (*TinyZine 3*)

- Prerequisite: Brawler or Martial Artist

Improved Turn Undead: When turning undead, you may turn undead with up to 7 Hit Points. (*TinyZine 3*)

- Prerequisite: Turn Undead

Martial Artist: Be like water, flowing through cracks. You gain Unarmed as a Weapon Group to be proficient with (in addition to your starting Proficiencies). You do not gain an additional Mastered Weapon for this proficiency. Once per day, you may reroll a failed Unarmed Attack, Evade Test or Goblin Agility Test. *(revised from TinyZine 9)*

Master Healer: When you undertake the Healing action granted by the Healer Trait, you may apply one of the following benefits: heal an additional target 1 Hit Point. This additional target must be within reach of you and you must be touching them...remove mundane poison or disease from the target automatically. Instead, you may remove a magical poison, disease or curse. Magical curses, poisons or disease require a Save Test with Disadvantage from the afflicted (which this choice grants)...Heal the target 3 Hit Points (instead of 2.) *(TinyZine 11)*

- Prerequisite: Healer

Heavy Weapon Master: When you attack with a Heavy Weapon, if you miss, you may make an immediate attack with Disadvantage. If this attack hits, you deal +1 Damage. You may not benefit from this more than once per turn. *(TinyZine 3)*

- Prerequisite: Weapon Master and Weapon Focus

Shieldmaster: You gain Advantage on Evade tests while you bear a Shield. *(TinyZine 3)*

- Prerequisite: Shield Bearer

Shield-Thrower: When wielding a shield, you may treat it as a Ranged Weapon you are Mastered with. After you make an attack where you throw your shield, test with Disadvantage. If you fail, the shield falls next to the target you struck. If successful, you may choose one of the following benefits: have it return to your hand or have it ricochet, dealing damage to one additional enemy within 30 feet of your first target. *(TinyZine 3)*

- Prerequisite: Shield Bearer and Shieldmaster

Trip Attacks: When you strike a foe with a chain, flexible or unarmed attack, you may force them to make a Save Test. If they fail, they lose one action on their next turn as they untangle themselves. You may not force this Save Test on foes that are significantly larger than you at the GM's discretion. *(TinyZine 3)*

- Prerequisite: Weapon Master and Weapon Focus

Turn Undead: My faith protects me against foul beings. As an action, you may force all undead with 4 or less Hit Points in the same zone as you (or within 25 feet) to make a Save Test. If they fail, they must move one Zone away (or 25 feet.) If any Undead can not move one Zone away, those Undead suffer Disadvantage on all actions they take on their next action. *(TinyZine 11)*

- Prerequisite: Cleric or Paladin

Two-Weapon Fighting: When you are wielding two weapons, when you make an attack action, you may make a bonus attack with Disadvantage as part of that action. If both attacks hit, the second attack deals +1 damage. *(TinyZine 3)*

- Prerequisite: Weapon Master and Weapon Focus

Weapon Focus: Your Mastered Weapon attacks do +1 Damage, however, all non-Mastered Weapon attacks are made at Disadvantage. *(TinyZine 3)*

- Prerequisite: Weapon Master

Weapon Master: Select one specific type of weapon from a group you are Proficient with that you have

Mastered. For example if you select Light Melee Weapons as your Proficient group you can select daggers as your Mastered weapon; you roll Attack Tests with this weapon with Advantage, 3d6. Only Barbarians and Fighters can start with this trait but all other classes can take it during character advancement.

Classes

The TinyD(&D)6 hack adds Classes into the mix at character creation and every character gets to take one (and only one) which in turn grants an appropriate bonus Trait to the character. This is the essence of who and what the character is but it doesn't mean that there can't be overlap in Traits that represent the traditional tropes of another class. For example, nothing prevents a Fighter from taking Nimble Fingers which might traditionally be associated with a Rogue or a Barbarian from taking Spell Touched to simulate a shaman type character. This is still a fully classless system, however all Prestige Classes will and some normal Traits may have a Class as a prerequisite.



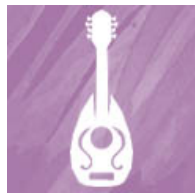
Barbarian

"You don't want to see me angry."

A fierce warrior of primitive background who can enter a battle rage. For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength. You gain Advantage on

checks related to XXXXX

- Bonus Trait (pick one): Berserker, Weapon Master



Bard

"There's evil in the air, and thunder in the sky..."

An inspiring magician whose power echoes the music of creation. Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. You gain Advantage on checks related to music, musical instruments and vocal performances.

- Bonus Trait (pick one): Charismatic, Master Performer



Cleric

"My faith is ever present."

A priestly champion who wields divine magic in service of a higher power. Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic. You gain Advantage on checks to persuade, influence,

guide, or rouse those who share a faith with you or would be open to your words. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Healer, Spell Reader, Spell Touched, Turn Undead



Druid

A priest of the Old Faith, wielding the powers of nature and adopting animal forms. Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will. You gain

Advantage on checks related to XXXXXX

- Bonus Trait (pick one): Beastspeaker, Healer, Spell Touched



Fighter

A master of martial combat, skilled with a variety of weapons and armor. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings; they are all fighters and share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Armor Master, Weapon Master



Mage

A wielder of magic capable of manipulating the structures of reality. Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Familiar, Spell Reader, Spell Touched



Monk

"I am the only weapon I need."

A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection. Whatever their discipline, monks are united in their ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Brawler, Martial Artist



Paladin

"It is my duty and honor to serve."

A holy warrior bound to a sacred oath. Whatever their origin and their mission, paladins are united by their oaths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Defender, Shield Bearer



Ranger

A warrior who combats threats on the edges of civilization. Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch. You gain Advantage on checks related to XXXX

- Bonus Trait (pick one): Survivalist, Tracker



Rogue

A scoundrel who uses stealth and trickery to overcome obstacles and enemies. Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party. You gain Advantage on

checks related to XXXX

- Bonus Trait (pick one): Nimble Fingers, Sneaky

Prestige Classes

Archer

- Prerequisite:
- Master Archer: Your Ranged Attacks with a bow weapon deal +1 Damage. (TinyZine 3)

Archdruid

- Prerequisite: Druid

Archmage

- Prerequisite: Mage

Assassin

- Prerequisite: Rogue

Berserker

(TinyZine 5)

- Prerequisite: Barbarian

ALSO SEE WILD BERSERKER PRESTIGE TRAITS FROM TINYZINE 10

Rage: You may Rage twice per day. When you Rage, you gain the Strong Trait and the Tough Trait. Entering a Rage takes an action, and it lasts for the next six Actions you take (3 Turns.) You may take this Trait multiple times. If you do, each time after the first grants you +1 use of this Trait per day.

Mighty Thews: Your Melee attacks do +1 Damage. This Trait counts as two Traits (for choosing Traits and for Experience Mechanics).

Illiterate (Drawback Trait): You are Illiterate. You may never take the Scroll-Reader or Educated Traits, and automatically suffer Disadvantage on any Tests related to advanced knowledge, education, learning or reading and writing. (The GM will define these in play.) This Trait does not take up a Trait choice, and grants you one additional Trait of your choice.

Cavalier

(look at horse rules)

- Prerequisite: Fighters or Paladin

Champion

- Prerequisite: Cleric or Paladin

Grandmaster

- Prerequisite: Monk

High Priest

- Prerequisite: Cleric

Necromancer

- Prerequisite: Cleric or Mage
(TinyZine 10)

Spellsinger

- Prerequisite: Bard and Master Performer
(TinyZine 9)

ALSO SEE BARD PRESTIGE TRAITS FROM TINYZINE 10

To take a Song Trait, an Adventurer must have the Bard Trait, or be approved by the Gamemaster. Each Song Trait takes an action to utilize. The names are kept generic, so they can be renamed to fit campaigns and themes appropriately.

Dwarf Song: "In places deep, where dark things sleep," When the Dwarf Song is performed, 2d3 listeners gain Advantage on Tests related to stamina, fatigue, marching and exhaustion for their next action. (This means for a continuous benefit, the singer must maintain the song, turning it into a marching song.)

Song of Rest: "Say your prayers, little one, don't forget my son, to include everyoneeeeeeee" When performed, the Song of Rest shields the dreams of 2d3 listeners who go to sleep within the hour. Any mystical, occult, psionic or otherwise supernatural attempts to attack or penetrate the dreams of the sleepers are made at Disadvantage.

Song of Sorrow: "And love is not a victory march, It's a cold and it's a broken Hallelujah" When performed, the Song of Sorrow invokes deep sadness in the listeners. 1d3 enemies who can hear must make a Save Test (the performer may select the enemies). If they fail, they suffer Disadvantage on their next action.

Song of Haste: "But is it fast enough, so we can fly away?" The Song of Haste grants supernatural speed. One listener can immediately take one action. A character can only benefit from and sing this Song once per combat. It would be possible to create more songs, but these four set the basis how songs should be created. Future

Warlock

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power. You gain Advantage on checks related to XXXX

- Prerequisite: Mage

Additional and Optional Rules

The following are being used:

- Experience Points Advancement
- Prestige Traits
 - Animal Companions
 - Magical Disciplines
 - Martial Disciplines
- Combat Rules
 - Initiative
 - Zones (see below)
 - Critical Hits
 - Critical Miss
- Mount Rules (Cavalier Prestige Traits)
- Alchemy (TinyZine 7)

Initiative

To facilitate play-by-post games...

- Players roll a normal Test (2d6); at a Disadvantage if they are surprised (or something similar) and at an Advantage if they have surprise (or something similar).
- Pass the test and the character acts before the bad guys, fail it and they act after.
- Combat will flow as...PC's, bad guys, PC's, narration...rinse and repeat.

Combat Zones

These are being used with a slight tweak:

- You won't always begin each combat in the Close zone, GM will determine that.
- It takes a move action to move between neighboring zones...far to near, near to close, but two actions to go from far to close or close to far.

Healing

Healing from the core of Tiny Dungeon has been modified to take into account the use of the optional Setting a Camp rules from TinyZine 10.

Any use of the Healer Trait is done so at a normal roll, but any character can use the Aid action during a camping period but does so at a Disadvantage without Healer. You can receive Aid or Rest for 6 hours to restore 1 hit point, Heal (must have Healer) restores 2 on a successful test, if any dice on the Aid or Heal test result in a 1 you are "out" of supplies/attempts for that day.

