# Dark Dungeon

# Character Builder

Avalon Games

Yarm was young, still to young to think much about his future, but he still knew, deep in his heart, that some day he would be a great adventurer, just like his Papa. Papa though, had not yet returned from his latest expedition into the dark dungeons under the city, and Ma was burning dinner as usual as she worried about her stout husband. Taking his small wooden battle axe, Yarm played a game of kill the goblin, hacking at invisible green folk with wild abandon. Someday, someday he though, I'll be a great warrior, just like my Papa.

This is Dark Dungeon, Character Builder, the newest Dark Dungeon expansion for the solo system presented by Avalon Games. Have you grown tired of using the same group of characters that is supplied with the core game, want to make your own characters, well now you can! Full rules are given on how to generate characters for the Dark Dungeon system, new spells and three new pre-designed characters are included.

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## Introduction

Dark Dungeon, Character Builder's goal is to give Dark Dungeon players the opportunity to both design characters on the fly, and to also expand their Dark Dungeon game by playing the same characters over and over again, and thus increase their power and skills. The system presented here is simple, fast and complete in and of itself.

You can though, use other RPG systems for your Dark Dungeon games, Bad Baby's own fantasy system, Worlds of Wonder, is quite usable with your Dark Dungeon games, as are other, more popular RPGs. So don't feel confined, but rather, use the Dark Dungeon system as a springboard for more expanded gaming fun.

## Basic Character Building

The basic rules for creating characters within the Dark Dungeon game uses a point system to purchases stats, abilities and whatnot for your character. The cost, in gold, that the character costs you to put into play is then the deciding factor in how many points a character gets to be built from.

| Gold Cost of the Character to be played | Build Points |
|---|---|
| 20 Gold | 30 points |
| 15 Gold | 25 points |
| 10 Gold | 20 points |
| 5 Gold | 15 points |

Each character then can be built, based upon the cost they will generate when put into play. Character's points should be fully spent when the character is created.

## Stat Charts

The character's stats are often the most important aspect of that character, and the game mechanics that are most often used. Most stats will cost a single build point, with most stats not having any real limit to its total. No stat can be lower then zero, save magic.

Some stats (Initiative and Movement) have a set rate at which the character starts with, (4 in both) both may be bought down, gaining you an extra points for each point it is lowered by.

| Stat | Build Cost Per | Notes |
|---|---|---|
| **Combat** | 1 per | Minimum of 1 |
| **Defense** | 1 per | Minimum of 1 |
| **Health** | 1 per | Minimum of 1 |
| **Magic** | 1 per | Minimum of 0 |
| **Initiative** | 1 per | Minimum of 1, no higher the 6<br>Always starts at 4 unless otherwise made different |
| **Movement** | 1 per | Minimum of 1, no higher then 6<br>Always starts at 4 unless otherwise made different |

## Light and Dark Abilities

This is usually up to the player what sort of effect these points will generate. None though, cost you any points, nor do you gain any points for having them. For the most part you should just have fun with this part of the character design.

## Race

Race within the game has almost no effect, although in design, many characters of the same race have been built with the same basic stats. (Eh, Dwarfs in the game tend to have a low initiative and movement, while Elves tend to have a five in each of these stats).

## Skill Charts

Most characters in Dark Dungeon have one or more skills and abilities. Each must be bought, and paid for, with your build points. There is no limit to the number of skills a character can have.

| Skill or Ability | Cost in Build Points | Notes |
|---|---|---|
| **Arcane Lore** | Cost 1, plus one point per +1 | Base of +2 |
| **Background** | 1 | Variable Effect |
| **Backstab** | Cost 1, plus one point per +1 | +2 to Hit and Damage |
| **Companion** | 1 or more points | Variable Effect |
| **Dead Eye** | Cost 1, plus one point per +1 | Either Throw or Missile weapon, Gains +2 to Hit |
| **Familiar** | 1 | Can Add +2 to the Range of all Spells Cast |
| **Hatred** | 1 | Pick foe, Gains +1 to Hit |

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Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

**Worlds of Wonder**
Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

**Worlds of Wonder Expansions**
Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

**Arcana**
Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

**Game Geek**
Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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**If you liked this game then try one of Avalon Game's Mini-Games, Such as Net Warriors, a great addition to the S&G game lime.**

**(Click here to visit this product's page at RPGNow)**

Little Lil activated her Ram shield and charged the big security officer. The thug had an avatar shaped like a giant ogre, swinging a huge club. Course what Little Lil was seeing and what the real officer looked like where two different things. She knew for a fact that this particular guard was a chubby, little mouse of a man. As the ogre swung its club, Lil hit her Skip program and blew past the other avatar like it wasn't even there. "Now to hit the Data Vault," She thought, "Before the rest of the corporate security goons showed up and made this data theft more difficult then it should be.

This is Net Warriors another Mini-Game from Avalon Games. Taking the S&G skirmish game system and place it in a far future world of internet warriors and data goons, you and your friends can now engage in battles across the data fields of the web.

# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.