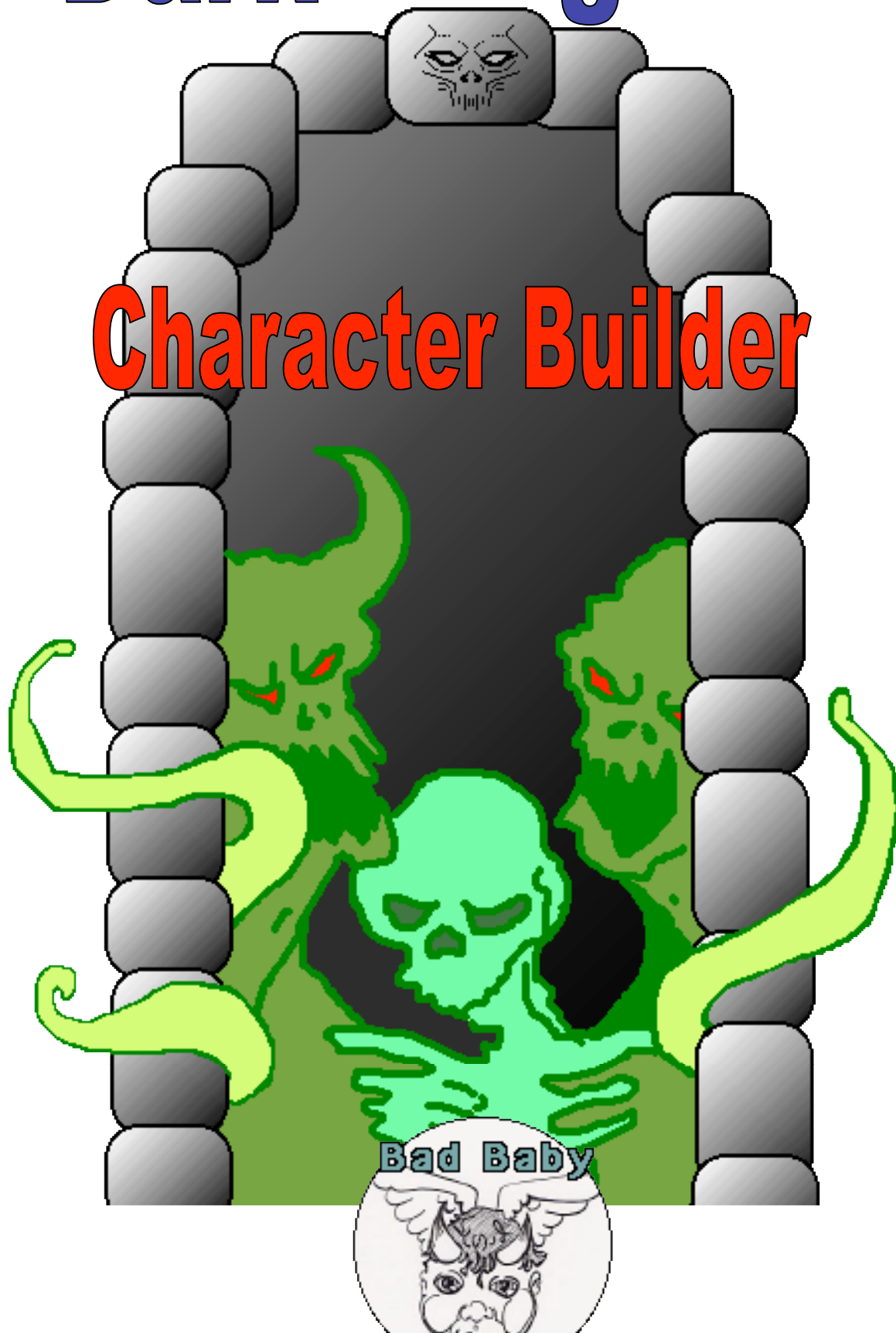


Dark Dungeon



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 thought, I'll be a great dwarven warrior, just like my Papa.

This is Dark Dungeon, Character Builder, the newest Dark Dungeon expansion for the solo system by Bad Baby Productions. 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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Index

Introduction	Page 3
Basic Character Building	Page 3
Stat Charts	Page 3
Light and Dark Abilities	Page 4
Race	Page 4
Skill Charts	Page 4
Spell Charts	Page 6
Equipment Charts	Page 13
Experience System	Page 15
Pre-Made Characters	Page 16

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 stats 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 than 6 Always starts at 4 unless otherwise made different
Movement	1 per	Minimum of 1, no higher than 6 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 and damage
Hunter Skill	1	Base of +2
Knows a Spell	1 per spell	Either Arcane or Divine



Fold



Fold



Fold



Kiaa

Zaza

Grum

Ice Ward

DF: 5
Cost: 3

Prot from
Undead

DF: 5
Cost: 2

Fire Ward

DF: 5
Cost: 3

Fire
Sheath

DF: 5
Cost: 3

Ice Sheath

DF: 5
Cost: 3

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

Now with two expansions.

The Abyss

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works, will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get'um.

Battle Tiles

Battle Tiles, by Bad Baby Productions, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for roleplaying games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a mighty wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

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

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your 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 they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.