

HERE'S SOME FUCKIN' D&D

Minimalist Roleplaying and Shit

Go to <http://whothefuckismydncharacter.com/>, you fuck. Use the first one you get, unless it's *super* shitty.

Find Your Race

Check this out. Each race is a special snowflake with special effects.

Human	Aw yeah, +10% XP bonus. Racist fucks.
Dragonborn	Breathe fire or something for 1d8 damage.
Dwarf	See in pitch dark, +1 to hit with hammers.
Elf/Half-Elf	Beautiful. Never sleeps. Creepy as fuck.
Gnome	Can speak to cute woodland creatures.
Halfling	+2 to sneaking and shit. Hairy-ass feet.
Half-Orc	+1 to hit people with weapons, fuck yeah.
Tiefling	Cast the spell <i>darkness</i> 1/day. So edgy.

Find Your Class

This is, like, your job or something, I don't know.

Smashy Fuckers – d10 HD

Barbarian	Can't read. +1 to hit with large weapons.
Fighter	+1 to do stunts and maneuvers and shit.
Monk	+2 to hit unarmed. Fists do 1d6 damage.
Paladin	Super holy. Half the spells/day of a cleric.

Sneaky Fuckers – d8 HD

Bard	Magical songs. +4 to be charming as fuck.
Ranger	Semi-magical. +4 to be sneaky.
Rogue	+4 to be sneaky. Sneak attack for x3 dmg.

Magical Fuckers – d6 HD

Cleric	Put the fear of God in your enemies.
Druid	Turn into a bear or wolf or some shit.
Sorcerer	1 more spell per day, but 1 less spell roll.
Warlock	Half-caster, can blast shit for 1d6 at will.
Wizard	Ultimate cosmic powers. Still a virgin.

Choose Equipment

Pick 3 weapons, or 2 weapons and a shield. No class restrictions because fuck that. Then choose some fucking armor.

Weapon	Example	Damage
Small	<i>dagger, sling, rock, broken bottle</i>	d6
Ranged	<i>bow, crossbow, thrown javelin</i>	d8
Medium	<i>sword, mace, axe, big-ass club</i>	d10
Large	<i>polearm, greatsword, your mom</i>	d12

Armor	Armor Class (AC)	Movement (MV)
Unarmored	10	12
Leather	12	9
Chainmail	14	6
Platemail	16	3
Shield	+1	-1

Roll Hit Points

New characters get the full hit points (hp) for their hit die (HD) at level 1. So, a fighter gets 10 hp. Each time you level up, roll your HD and add that number to your total hp.

Number of Attacks

Sweet, Smashy Fuckers get one extra attack for every 4 levels of advancement. No one else gets that, losers. Also, warlocks can blast shit once each round, even if they attacked, because they're evil dicks.

Your Fucking Character Sheet

There, you're fucking done. Characters are recorded like this:

Snotlicker, Lvl 1 Gnome Rogue (AC13, MV8, HD 1d8, hp 8, #ATT 1, chainmail, shield, 1d8 mace, 1d4 dagger) Bossy gnome rogue from a slave owning city who has gotten away with murder.

Fighting & Shit

Initiative: Roll 1d20 + MV. Sneaky fuckers get +4. Highest number goes first. This means that those chumps with tons of armor are slower and fast fuckers will thank you first.

Attack: Roll 1d20 + level. If it is equal to or greater than the targets AC the attack hits. Shit's that simple.

Damage: Roll the damage die next to the weapon, and subtract the result from the target's hp. At zero hit points you die.

Morale: After someone gets fucking murdered, both sides roll 1d20 and add the level (or HD) of their greatest combatant. If your total is at least twice what the other fuckers got, they lose their shit and run away. If the enemy rolled double what you got, you take a -1 penalty to all rolls until you can make a higher morale roll than them (because they are winning and you are getting scared like a little bitch).

Recovery: Characters recover up to their max hit points after one full day of rest, or up to half total hit points rounded down after resting for 4 hours.

Adventuring & Shit

Maneuvers: To perform some awesome fucking maneuver or stunt or some shit, roll 1d20 + MV. If the result is 20 or more the maneuver is successful.

Dangers: Traps and dangerous shit is all over, especially in some evil wizard's fucking dungeon. If it could kill a person it does 1d8 damage, if it could kill a beast it does 2d8 damage, if it could anger a dragon it does 4d8 damage.

Saving Throws: If you done fucked up and a save is required from being poisoned or blown up or getting in the way of a dragon or something, roll 1d20 + level (HD). Smashy fuckers get +3 on saves against physical shit. Magical fuckers get +3 on saves against physical shit. Sneaky fuckers get +3 to save against everything because they are nimble like that. If the result is 20 or more the save is successful.

Murdering for Gold

Characters gain experience (XP) from spending the phat loot gained in dungeons and shit. Spend it all on shit like taverns and fucking whore houses and shit, I don't know. Or spend it on training if you're really fucking dull. Advancement requires 2000 times your current level in XP.

Aw Yeah, Fuckin' Magical Powers

At the beginning of each day, a character with magic powers rolls on their table to see which awesome magical powers they can fuck up their enemies with that day.

To use the fucking table below, use the level and class of your character to see how many times they roll on their class's spell list, and then see how many times per day they can use their spells. Casters include clerics, druids, sorcerers, and wizards. Half-casters include bards, paladins, rangers, and warlocks.

Level	Rolls on Spell List		Spells per Day	
	Caster	Half-Caster	Caster	Half-Caster
1 st -2 nd	2	1	2	1
3 rd -4 th	3	2	4	2
5 th -6 th	4	2	6	3
7 th -8 th	5	3	8	4
9 th -10 th	6	3	10	5
+2	+1	+½	+2	+1

For example: at the start of the day an 8th-level ranger rolls 1d20 three times on the Druid spell list. The ranger gets *detect poison*, *barkskin*, and *tree shape*. Since the ranger is 8th-level, they can use those three spells up to four times that day in any damn combination they please.

Cleric & Paladin Spells

1	<i>Guidance</i> : +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
2	<i>Light</i> : Object shines like a torch for 10 min./level.
3	<i>Purify Food & Drink</i> : Purifies 1 ft ³ /level of food or water.
4	<i>Resistance</i> : Subject gains +1 on saves for 1 day.
5	<i>Bless</i> : Allies gain +1 on attack rolls and checks against fear for 1 min./level.
6	<i>Bless Water</i> : Makes holy water.
7	<i>Cure Light Wounds</i> : Cures 1d8 damage +1/level.
8	<i>Divine Favor</i> : You gain +1 per three levels on attack and damage rolls for 1 minute.
9	<i>Magic Stone</i> : Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
10	<i>Shield of Faith</i> : Aura grants +2 AC bonus for 1 min./level.
11	<i>Aid</i> : +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
12	<i>Cure Moderate Wounds</i> : Cures 2d8 damage +1/level.
13	<i>Delay Poison</i> : Stops poison from harming subject for 1 day/level
14	<i>Remove Paralysis</i> : Frees one or more creatures from paralysis effect.
15	<i>Create Food and Water</i> : Feeds three humans (or one horse)/level.
16	<i>Cure Serious Wounds</i> : Cures 3d8 damage +1/level.
17	<i>Prayer</i> : Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.
18	<i>Remove Disease</i> : Cures all diseases affecting subject.
19	<i>Searing Light</i> : Ray deals 1d8/two levels damage, or 1d8/level against undead.
20	<i>Speak with Dead</i> : Corpse answers one question/two levels. Lasts for 1 min./level.

Druid & Ranger Spells

1	<i>Create Water</i> : Creates 2 gallons/level of pure water.
2	<i>Detect Magic</i> : Detects spells and magic items within 60' for 1 minute per level.
3	<i>Detect Poison</i> : Detects poison in a creature or object.
4	<i>Read Magic</i> : Read scrolls and spellbooks.
5	<i>Resistance</i> : Subject gains +1 on saving throws for 1 minute.
6	<i>Entangle</i> : Plants entangle everyone in 40' radius for 1 minute/level.
7	<i>Goodberry</i> : 2d4 berries each cure 1 hp (max 8 hp/24 hours).
8	<i>Obscuring Mist</i> : Summon fog for 1 minute/level.
9	<i>Produce Flame</i> : Throw fire for 1d6 damage +1/level.
10	<i>Speak with Animals</i> : You can communicate with animals for 1min/level.
11	<i>Barkskin</i> : Grants +2 bonus to AC for for 10min/level.
12	<i>Gust of Wind</i> : Knocks down 1 HD or less creatures.
13	<i>Heat Metal</i> : Makes metal so hot it damages those who touch it (1 damage/round).
14	<i>Tree Shape</i> : You look just like a tree for 1hour/level.
15	<i>Warp Wood</i> : Bends wood within 20' radius.
16	<i>Call Lightning</i> : Calls down a 3d6 damage lightning bolt from the sky.
17	<i>Speak with Plants</i> : You can talk to plants for 1min/level.
18	<i>Stone Shape</i> : Sculpts stone into any shape.
19	<i>Water Breathing</i> : Subjects can breathe under water for 2 hours/level divided by number of subjects.
20	<i>Wildshape</i> : Take the form of an animal for 1 hr/level.

Bard, Sorcerer, Warlock, & Wizard Spells

1	<i>Arcane Mark</i> : Inscribes a permanent personal rune on any nonmagical object.
2	<i>Detect Magic</i> : Detects spells and magic items within 60 ft. for up to 1 min./level.
3	<i>Ghost Sound</i> : Figment sounds for 1 round/level.
4	<i>Light</i> : Object shines like a torch for 10 min./level.
5	<i>Mage Hand</i> : 5-pound telekinesis for 1 round/level.
6	<i>Prestidigitation</i> : Performs minor tricks for 1 hour.
7	<i>Read Magic</i> : Read scrolls and spellbooks for 10 min./level.
8	<i>Feather Fall</i> : Subject falls slowly until landing.
9	<i>Darkness</i> : 20 ft ³ of darkness for 10 min./level.
10	<i>Mage Armor</i> : Gives subject +4 AC for 1 hour/level.
11	<i>Magic Missile</i> : 1d6+1 damage; +1 missile/two levels.
12	<i>Sleep</i> : Puts 4 HD of creatures into magical slumber for 1 min./level.
13	<i>Shocking Grasp</i> : Touch delivers 1d6/ level electricity damage (max 5d6).
14	<i>Invisibility</i> : Subject is invisible for 1 min./level or until it attacks.
15	<i>Knock</i> : Opens locked or magically sealed door.
16	<i>Spider Climb</i> : Grants ability to walk on walls and ceilings for 10 min./level.
17	<i>Clairvoyance</i> : See at a distance for 1 min./level.
18	<i>Dispel Magic</i> : Cancels magical spells and effects.
19	<i>Fireball</i> : 1d6 damage per level, 20-ft. radius.
20	<i>Lightning Bolt</i> : Electricity deals 1d6/level damage.