Villains & Dragons RPG

Villains & Dragons RPG is played using a six-sided die, a pencil, and a copy of this character sheet. This game is be played with another player with a character sheet from Villains & Dragons RPG or with a character sheet from the game Dungeons & Vigilantes RPG.

Villains- In order to play the game, each player makes a Villain character for them to play. To make a Villain, follow these steps...

...Step One: Roll a die for the Villain's Race, circling whichever result corresponds with the number of the die roll:

1= Draconian(+2 Mi) / 2 = Serpentine(+2Re) / 3= Troglodyte(+2Vi) / 4= Liche(+2In) / 5= Gremlin(+2Sa) / 6= Satyr(+2Ch)

...Step Two: Roll a die for the Villain's Class, circling whichever result corresponds with the number of the die roll:

1= Slayer(+2 Mi) / 2= Death Monk(+2Re) / 3= Gladiator(+2Vi) / 4= Warlock(+2In) / 5= Archon(+2Sa) / 6= Phantasmist(+2Ch)

...Step Three: Roll a die for the Villain's Magic Weapon, circling whichever result corresponds with the number of the die roll:

1= Cleaver(+2 Mi) / 2= Scimitar(+2Re) / 3= Polearm(+2Vi) / 4= Rod(+2In) / 5= Symbol(+2Sa) / 6= Artifact(+2Ch)

...Step Four: Roll a die for the Villain's Magic Armor, circling whichever result corresponds with the number of the die roll:

1= Scales(+2 Mi) / 2= Buckler(+2Re) / 3= Bracers(+2Vi) / 4= Crown(+2In) / 5= Robes(+2Sa) / 6= Cloak(+2Ch)

...Step Five: Roll a die for the Villain's Magic Object, circling whichever result corresponds with the number of the die roll:

1= Belt(+2 Mi) / 2= Armband(+2Re) / 3= Periapt(+2Vi) / 4= Palantir(+2In) / 5= Talisman(+2Sa) / 6= Mask(+2Ch)

...Step Six: Roll a die for the Villain's Magic Spells, circling whichever result corresponds with the number of the die roll:

1= Dracomancy(+2 Mi) / 2= Deviltry(+2Re) / 3= Necromancy(+2Vi) / 4= Witchcraft(+2In) / 5= Lore(+2Sa) / 6= Illusions(+2Ch)

...Step Seven: Determine the Villain's attributes by adding up all circled bonuses with the same abbreviation matching each attribute:

Might(Mi)= ____ Reflex(Re)= ____ Vitality(Vi)= ____ Intellect(In)= ____ Sagacity(Sa)= ____ Charm(Ch)= ____

Vendettas- A Vendetta is an adventure between two vengeful characters. Vendettas occur between two Villains, or between a Villain from Villains & Dragons RPG and a Vigilante from Dungeons & Vigilantes RPG. To run a Vendetta, two players take their character sheets from either RPG, then declare a Vendetta between their two characters. Once a Vendetta is declared, both players each roll a die, adding their die rolls together to get the Vengeance Number for that Vendetta. After the Vengeance Number is determined, both players each roll a die, re-rolling if their die rolls are tied. The player with the high roll chooses if the Vendetta begins by the characters Dueling or Delving.

Dueling- Dueling occurs between two characters involved in a Vendetta. When Dueling occurs, the player that chose to Duel rolls a die. The die roll will equal the Duel Number for that Duel. After the Duel Number is determined, the player that chose to Duel rolls a die to determine what type of Skirmish the Duel starts with: 1=Might, 2=Reflex, 3=Vitality, 4=Intellect, 5=Sagacity, 6=Charm. A Skirmish involves whichever attribute matches that Skirmish's type. To resolve a Skirmish, both players roll a die and add their respective die rolls to their character's appropriate attribute for that Skirmish, then compare the results. If both players have the same result, the Skirmish is a tie and another type of Skirmish is rolled for by the same player, then resolved. If one player has a higher result than the other, their character wins the Skirmish. If that character has now won a number of Skirmishes in the Duel equal to the Duel Number, that character wins the Duel and gains 1 Avenge Point; Otherwise, the player of that character rolls for another type of Skirmish to occur, which is then resolved. If that character then has an amount of Avenge Points equal to the Vengeance Number, that character is declared Victor in the Vendetta and the Vendetta ends; Otherwise, the player of that character must choose to continue the Vendetta by Dueling or Delving once more.

Delving- Delving occurs between two characters involved in a Vendetta. When Delving occurs, the player that chose to Delve rolls a die. The die roll will equal the Delve Number for that Delve. After the Delve Number is determined, the player that chose to Delve rolls a die to determine what type of Challenge the Delve starts with: 1=Might, 2=Reflex, 3=Vitality, 4=Intellect, 5=Sagacity, 6=Charm. A Challenge involves whichever attribute matches that Challenge's type. To resolve a Challenge, both players roll a die, then compare their respective die rolls to their appropriate attribute for that Challenge. If both or neither players' respective die rolls are less than their respective characters' appropriate attribute, the Challenge is a tie and another type of Challenge is rolled for by the same player, then resolved. If only one player's die roll is less than their character's appropriate attribute, their character wins the Challenge. If that character has now won a number of Challenges in the Delve equal to the Delve Number, that character wins the Delve and gains 1 Avenge Point; Otherwise, the player of that character rolls for another type of Challenge, which is then resolved. If that character then has an amount of Avenge Points equal to the Vengeance Number, that character is declared Victor in the Vendetta and the Vendetta ends; Otherwise, the player of that character must choose to continue the Vendetta by Delving or Dueling once more.

Victors- A Villain or Vigilante is declared Victor in a Vendetta if they have an amount of Avenge Points equal to the Vendetta's Vengeance Number. Once a Victor is declared, the Vendetta ends. When a player's Villain is declared Victor in a Vendetta, that player rolls a die, then goes to the Step in the Villains Section with the same number as the die roll and rolls a die to determine a new result to circle for their Villain. If the new result to be circled has already been circled, then the Villain does not gain any empowerment for being Victor. If the new result has not been circled yet, it is circled, then the player goes to Step Seven to determine the Villain's new attributes.

The Vendetta Master- The Vendetta Master is an optional role that a player may play instead of a Villain or Vigilante. If so, there may be only one Vendetta Master in the game. If there is a Vendetta Master in the game, there may be any number of players playing any number of Villains and Vigilantes, as determined by the Vendetta Master. With a Vendetta Master, this RPG is played more like a standard roleplaying game, with the Vendetta Master as gamemaster. The Vendetta Master determines all Vendettas by choosing which two characters are involved in which Vendetta, the Vengeance Number of each Vendetta, when Dueling or Delving occurs in a Vendetta, the Duel Number in a Duel, the Delve Number in a Delve, which type of Skirmishes occur while Dueling, which type of Challenges occur while Delving, and what empowerment, if any, is gained by a Victor of a Vendetta; Everything else is determined by the players' die rolls, though a Vendetta Master may choose to let a player or a die roll determine any aspect of a Vendetta. The Vendetta Master will create and run a campaign that is a series of Vendettas among the characters involved. Dueling represents combat in arenas and battlefields, while Delving represents exploring dungeons competitively. Any character losing a Vendetta may be removed from the campaign by the Vendetta Master.