Dungeon Master's tips for DC12 homebrew class and skills module

I'm excited to share my character sheet generator with you and your players so that you can enjoy some quick and accessible tabletop roleplaying fun with simplified classes and skills! I'll cover some very quick basics about DC12 and then explain what this module can do to enhance the experience, possibly as a stepping stone from very free-from roleplay to more structured systems like DC20, D&D, and others!

Disclaimer: This project is not affiliated with the creators of DC20 and DC12. It is a fan-made homebrew tool to introduce classes and skills that are appropriately simple for DC12.

DC12 Basics

DC12 is intended to be free form, rules light, and easy to pick up for brand new Dungeon Masters and players of almost any age.The DC20 team officially released the rule set in issue #8 of DC20 magazine which can be purchased [here](#). Here is all you really need to know to start:

1. Begin telling a story with your players as the main characters. You embody all of the side characters. Get into character and be as expressive as you are comfortable being.
2. When they describe an action they want to take that could feasibly fail, have them roll a d12 to see if their character succeeds.
3. Almost every check should succeed on a 5 or more, and it should succeed extra well on a 10 or more, possibly imparting some small bonus effect or narrative embellishment.
4. If your player decides on a risky or outlandish course of action, you can determine whether or not to call for a roll, and you may decide in certain circumstances that success is only possible with a 10 or more.
5. In combat, every enemy's armor class (the number needed to successfully hit them) is 5 unless you determine a boss creature is harder to hit (6 or more AC).
6. When a creature successfully hits another creature, they deal 1 point of damage and 1 additional point of damage for every 5 over the armor class they rolled. For example, if an enemy has 5 AC, you deal 1 base damage when rolling a 5-9 and 2 base damage when rolling a 10-12 or more. Any homebrew bonuses that could possibly augment the roll to 15 would make it deal 3 base damage.

Homebrew Skills

For my character sheet creator, I came up with 6 unique skills that should cover all of the bases of roleplay: Alert, Clever, Friendly, Sneaky, Strong, and Tricky. They are described on the generator homepage in language that should clearly describe their purpose even to small children. Choosing a skill proficiency in a TTRPG is a way of describing your character by

enhancing their personal strengths with a numerical advantage. Keep the skills in mind when asking for rolls.

- If a player is trying to gain help from an NPC (you as a non-player character), then you may ask for a "Friendly roll". If they have the Friendly proficiency on their character sheet, then they may add 1 to the result of their d12 roll.
- If a player is lying to your NPC, you may ask them for a "Tricky roll" to see if they are convincing enough. Remember, for simplicity in DC12, rolling a 5 or higher is almost always the threshold for success.

Homebrew Classes

The character sheet generator has 6 included classes, again a simplified set of offerings derived from the many classes and archetypes in other games. When selecting a class, a picture and description appear below the select bar for anyone unfamiliar with their names. (My kids still need to learn what a druid is. There's no shame in it.) Each of the standard classes will lock in 1 choice for skill proficiency selection leaving the other 2 up to the player.

Abilities:

- Hit Points (HP) are a representation of the character's health. When the character loses all of their HP, it's up to the DM what happens. They might die, fall unconscious, or just fall down wounded and need aid before they can rejoin the fight. HP may be regained from healing magic, like the Cleric class has, or from items like restorative potions.
- Armor Class (AC) represents the number that an enemy needs to roll on the d12 to strike the character with an attack. An attack roll lower than the character's AC misses them or bounces off of their armor.
- Speed is how far a character can move on their turn. The default is 5, representing 5 spaces on a map with a grid. Movement can be horizontal, vertical, and diagonal.
- Each class has one or two options for attacking. Most can be done at range, but some are specified as melee weapons. Each class is considered proficient with their attacks, so they may add +1 to each attack roll. Every class can attack once on their turn.
- The last 2 features are slightly more advanced, and could be entirely ignored in a first session or in earlier stages of play. They are limited use abilities that come back after a recharge time:
  - Short rest abilities may be used twice, and the expended uses return when taking a short rest, eating a snack, or just when exiting combat for a moment. That is up the DM and different methods of recharge may be appropriate for different games and combat experiences.
  - Long rest abilities may be used once per day, or they recharge after an 8 hour period of rest.

Action Economy:

On a character's turn, they may move up to their full movement speed and attack one time. Since the standard classes are designed for smaller children to grasp, I did not intend for the

special long and short rest abilities to require an entire action. Some abilities may modify an attack with extra damage, an additional bonus to the roll, or the ability to target multiple creatures. The knight has a clearly defined defensive reaction which can be used when it is not their turn but when they or a friendly creature next to them is attacked. Other abilities might be activating an enhancement, like the druid, knight, or barbarian long rest abilities. These are not meant to take an entire action, and the characters should be allowed to attack immediately after activating an enhancement ability. Lastly, there are some abilities that perform a special action, like the wizard's short rest ability and both cleric abilities. I would let them be bonus actions on a turn and still allow an attack action, but there is a case for making them consume the entire action at the DM's discretion. I would still recommend only allowing 1 special ability to be used per turn.

Create Your Own Class

In the class selection dropdown box, you have the option to create a custom class. A form will pop up, and you can name it, determine base attributes, assign icons for our very visually expressive character sheet layout, and create attacks and abilities to fit your class fantasy.

Guiding New Players

I think the best way to use this tool is alongside your player, so that you can ask them questions about their character which can be answered by making the necessary selections before downloading and printing the character sheet. Now that they have some idea of who they are and expectations for what they want to do, you may begin storytelling without even explaining the rules of DC12. They are so intuitive, that it should all fall into place.
- When they do something, ask them to roll and describe what skill it involves so that they can add +1 if they chose that skill proficiency. Just tell them they need a 5 or more.
- If they roll 10 or higher, there's no need to explain the rule of 5s, just react. "Whoa! You climbed that wall so well (Strong skill) that you can tie off a rope to help your friends!" Then, maybe they don't have to roll or they can roll with advantage, which is rolling 2 dice and taking whichever outcome is better.
- In combat, roll the dice for the enemy attack and ask them if that is equal to or higher than the number for their Armor Class on the character sheet. If so, then tell them they've been hit, and they must deduct 1 hit point. Just by doing, they will learn how HP and AC function.

Aside from the standard rules, improvised moments or unwritten mechanics can enhance the fun. An eager young player may come up with a wild idea, and you should think carefully about how much more or less fun it would be if they succeeded before you try to steer them back to conventional play, which you may do if you choose to. You can also play with the environment. Send a stampede of wild horses through a battlefield and have the character roll a Strong skill check to try and avoid them or take 1 damage. Imagination is your greatest asset.

I hope you enjoy your games of DC12, and I hope my homebrew and DM advice are something that helps you get deeper into the world of TTRPGs. Have fun!