

Heritage Composer

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This book is designed to be used with *Tiny Dungeon: Second Edition* by Alan Bahr (published by Gallant Knight Games © 2018), but works well for *Tiny Frontiers: Revised*, *Tiny Wastelands*, and other *TinyD6* based games with little to no modification.

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TinyD6 is based on the game *Tiny Dungeon* by Brandon McFadden of Smoking Salamander Games.

Learn more at <http://www.gallantknightgames.com/>

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on [Facebook](#), follow us on [Twitter](#) and check out our website at fatgoblingames.com.

Introduction

Welcome to the **Heritage Composer** for *TinyD6*! We'll just assume you already own at least one of the *TinyD6*-based games, but in case you only own one of them, and to be clear what games this book was specifically written to work with, here's a quick overview of some of the *TinyD6* line from **Gallant Knight Games**.

TINY DUNGEONS: SECOND EDITION

A minimalist fantasy tabletop roleplaying game that aims for the kind of sword and sorcery of popular media like *The Lord of the Rings* and *Game of Thrones*.

TINY FRONTIERS: REVISED

A minimalist science fiction tabletop roleplaying game that aims for the space opera feel of popular media like *Star Wars* and *Battlestar Galactica*.

TINY WASTELANDS

A minimalist post-apocalyptic tabletop roleplaying game that aims for the survival horror of popular media like *Mad Max* and *Tank Girl*.

These and many, many more (*Tiny Pirates*, *Tiny Gunslingers*, *Tiny Living Dead*, *Beach Patrol*, etc.) are all available online via [Gallant Knight Games](#).

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How To Use This Book

Regardless of which game you're playing in, even beyond the ones listed above, you can use the **Heritage Composer** to create customized versions of existing Heritages (or even possibly Archetypes when applicable) that more closely match the type of character you want to play, or whole new kinds of Heritages that either fit an idea you want to bring into the game, or help flesh out your game-world with unique characters to interact with.

What You Will Find In This Book

The **Heritage Composer** is like a recipe book, or a road map: it provides information and guidance to get you where you need to be, but ultimately relies on you to be the driving force. In this book you'll find a comprehensive listing of Traits, arranged by base Hit Points (HP) and relative power level, to help you design new Heritages — or modify existing ones — for your campaigns. We'll also provide some guidance on designing multi-trait Heritages (such as dragon hatchlings, feline assassins, and others) for players who want a little something extra in their games.

Finally, this book will provide you with some optional rules that can enhance game play, but are in no way essential. We'll cover such enhancements as Drawbacks (minor inconveniences that can provide useful compensations), Paragon Traits (for those who really want to exemplify their Heritage), guidelines for playing as animals or monsters, and more. Examples will be provided throughout this book to give you an idea of how all this can come together.

What You Won't Find In This Book

Heritage Composer is a supplemental resource designed to enhance your gaming experience; it is not intended to replace your core **TinyD6** rulebooks. We also don't want to constrain your imagination in any way, or have you think that the Heritage Traits listed here are the only ones you should use. If you decide that the ideas and suggestions contained herein conflict with what you want for your own campaign, then use what you wish. Likewise, the optional rules presented at the end of this book are just that.

The only real rule, is that gaming is about fun, collaborative storytelling.

Composing a Heritage

Fynnvor stepped into the guildhall. Unlike his Barzhaki companion, Thorgrodd, his eyes didn't need to adjust to the gloom. It had saved him from getting a shiv in his side numerous times. A crowded bar, discreet (and not-so-discreet) gambling in the far corners, ladies and men of negotiable affection sauntering about, a few fistfights (the blades and guns would come out after the booze had been flowing for a while)... it was pretty much as he expected. "Seen one guildhall, seen them all," he muttered.

"We gonna find dat guy here?" asked Thorgrodd. "We kilt Xis'thik but its drones, dey wanna get us. Mebbe dis job'll help us pay 'em off."

Fynnvor glanced at his hulking friend's nine-foot-frame. Barzhaki were infamous for their ferocity and strength in battle. Anything that frightened Thorgrodd bore further consideration. "Surely you can't be afraid of some overgrown bugs?"

"I got a feelin' is all. I gets dem sometimes."

A scrawny lizard man clad in silk robes sidled up to the pair and bowed. "Welcome to my esstablishment," it said in an oily tone, punctuated by a flicker of its forked tongue. "I trussst that I and my ssstaff can attend to all your needsss."

"That's what we're hoping for," said Fynnvor. "We looking for Jakkred Krol. We have a business proposition for him."

WHO DO YOU WANT TO BE?

One of the main joys of roleplaying is the ability to become someone (or something) completely different from who you are in daily life. This allows you to see the world from a completely different perspective (if you immerse yourself deeply enough in your character), or experience the freedom of being able to do things in an imaginary world that you could never do in real life. Roleplaying can also be therapeutic because adopting another persona can allow a player to put their real-life struggles aside for a time, and even use the game as a tool to tackle their personal challenges in abstract form and thereby overcome an obstacle in life.

Heritage Composer takes this to the next level (no pun intended) by allowing you, and your Gamemaster, to build your own Heritages to create a truly unique character. We have assembled more than 125 Heritage Traits — some drawn from original **TinyD6** sources and many entirely brand-new — and arranged them into five tiers of varying power levels and strangeness, differentiated by the number of base Hit Points (HP) the Heritage starts with (typically running from 8 HP to 4 HP). Some of these Traits lend themselves to certain character types and campaign settings, but all of them can be used in any genre of **TinyD6** game with a bit of imagination and tweaking — but we expect, given what you are reading right now, that you are already skilled in that department.

As you develop your character concept, we encourage you to read through the Traits and think about how they would influence your character and how enjoyable they would be to play. Traits are more than Advantages and Disadvantages on Tests; they can help you bring your character to life and provide opportunities and challenges on their own that can enhance your gaming experience.