



Charming Mr Darcy

A Regency Romance RPG



A Game of Regency Roleplay

“Unveil Your Charm, In the Regency’s Delightful Dance, Where Every Roleplay Leads to Love’s Entranced.”

What you need ~
1x 6 Sided dice



Introduction:

Welcome to “Charming Mr Darcy,” an intimate one-page RPG where players take on the roles of guests attending a splendid party at Pemberley House. The focal point of this gathering is none other than the enigmatic and prideful Fitzwilliam Darcy Esquire aka Mr. Darcy, whose heart we shall try to win over through wit, charm, and elegant interactions.

Character Creation:

One player will assume the role of the brooding and reserved Mr Darcy, while the other players will each create their unique characters to portray the guests attending the party. These characters should be charming, intriguing, and ready to embark on a delightful adventure to captivate the elusive Mr Darcy’s affections.

Setting:

The party occurs at Pemberley, a wealthy estate adorned with elegant decor and enchanting gardens. The air is filled with lively music, laughter, and the promise of romance.

Objective:

The main goal of each guest is to capture Mr Darcy’s attention and ultimately win his heart through captivating conversations, flirting, and delicate manoeuvres. The player portraying Mr Darcy should remain reserved yet open to the guests’ efforts.

Gameplay:

1. Introduction: Begin the game with the guests arriving at the party. Mr Darcy makes a grand entrance, attracting everyone’s attention.
2. Turn-Based Play: Players take turns interacting with Mr Darcy, engaging in conversations, dancing, and other activities. Each player can describe how their character approaches and attempts to charm Mr Darcy.
3. Charm Points: The success of each guest’s interaction with Mr Darcy is determined by rolling a D6. Players may add a +1 bonus to the roll if their character performs a particularly charming action or says something witty.
 - Rolling a 1-3: *Mr Darcy remains unimpressed, and the guest’s efforts seem to falter.*
 - Rolling a 4-5: *Mr Darcy shows some interest, sparking hope in the guest’s heart.*
 - Rolling a 6: *Mr Darcy is noticeably charmed, and the guest gains a charm point.*
4. Charming Actions: Players can earn charm points by performing delightful actions, such as complimenting Mr Darcy, engaging in intelligent conversations, displaying wit, or sharing a touching story.
5. A player, on their turn, may choose to tell Mr Darcy a rumour about another player. If Mr Darcy believes the rumour the other player loses 1 charm point but if he doesn’t believe you, you lose 1 charm point.
 - Rolling a 1-4: *Mr Darcy does not believe the rumour and you lose 1 charm point*
 - Rolling a 5-6: *Mr Darcy believes the rumour and the other player loses 1 charm point.*
6. Dance Interludes: At various points during the party, dance sequences occur. Guests roll to see if Mr Darcy asks them for a dance. For each dance Mr Darcy asks you to accompany him you will receive 1 charm point.
 - Rolling a 1-3: *Mr Darcy does not ask you to dance.*
 - Rolling a 4-6: *Mr Darcy asks you to dance, add 1 charm point.*
7. Plot Twists: The host can introduce unexpected events to add excitement and intrigue to the party. These could be misunderstandings, love rivals, or unexpected revelations about Mr Darcy’s character.

The game concludes when a player gains **10 charm points** and captures Mr Darcy’s heart.

Remember, in the world of Regency-era romance, eloquence and grace can open the doors to a love that knows no bounds. So, take a step back in time, revel in the elegance of Pemberley, and let the pursuit of Mr Darcy’s affection begin!

Charm Points ~
(Tick box)

