



bandon all presumptions, ye who enter here. Turn the pages of this tome only should you meet these qualifications:

hat you are a fantasy enthusiast of imaginative mind, familiar with the customs of role playing, understanding the history and significance of the Elder Gods Gygax and Arneson and their cohorts Bledsaw, Holmes, Kask, Kuntz, Mentzer, and Moldvay, and knowledgeable of the role of "judge" and the practice of "adventure."

hat you are in possession of the implements of role playing; namely, graph paper and an assortment of polyhedrons, including but not limited to d4, d6, d8, d10, d12, and d20; that you know the works of the great mage Zocchi and are prepared to exercise d3, d5, d7, d14, d16, d24, d30, or d% should they need to be deployed; and, although you may possess metal figurines and erasable mats for purposes of enjoyment, you understand their role as optional visualizers not prerequisites.

hat you understand and appreciate certain visual hieroglyphs derived from denizens of the higher planes whose deific identities among mortals are rendered, in the Common tongue: Otus, Easley, Roslof, Holloway, Caldwell, Trampier, and Dee.

hat you should be appreciative of a life of fantastic adventure and escapades, and acknowledge that a dungeon crawl facilitates the judging of a game focused thereon, but in no way excludes broader adventures in the wilderness, at court, on the outer planes, or on the sea, air, or other places.

hat you apprehend the fantasy pandect recorded in Appendix N with reverence and delight, acknowledging its defining place in creating this hobby.

hat you are prepared to pledge, with right hand upon your little brown books, that you shall uphold the honor of the hobby of role playing to all comers, whether young or old.

f these conditions are not met, then replace this book upon the shelf and flee with great celerity, for a bane befalls the heretical beholder of that which lies herein.

hould you meet these qualifications, be aware that you are indoctrinated into the order of Dungeon Crawl Classics and will find kind fellows of similar sentiment also within this order. You may proceed in good health.



INTRODUCTION

THE CORE MECHANIC

The core mechanic in the Dungeon Crawl Classics Role Playing Game is the d20 roll. You will frequently be asked to roll 1d20 and add or subtract modifiers. The goal is to roll high and beat a Difficulty Class, or DC. Sometimes the DC will have specific terms, such as an Armor Class, or AC, which is a combat variety of a DC. A higher DC is more difficult to beat, and a better-armored creature has a higher AC.

If you roll equal to or higher than the DC (or AC), you succeed. Otherwise, you fail.

A roll of 1 is an automatic miss and often results in a fumbling failure of some kind.

A roll of 20 is an automatic hit and often results in a critical success of some kind.

Occasionally a character may roll a die other than 1d20 when acting. 1d16, 1d24, and even 1d30 are used for weaker or stronger warriors and spellcasters.



HOW IS THIS GAME DIFFERENT FROM WHAT I HAVE PLAYED BEFORE?

If you are familiar with the d20 system (3.0 and 3.5):

- DCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- Classes and races are one and the same. You are a wizard or an elf.

If you are familiar with various iterations of AD&D:

- DCC RPG uses an ascending armor class system. A normal, unarmored peasant is AC 10, while a warrior in plate mail is AC 18.
- Attacks, saves, and skill checks all involve rolling 1d20, adding modifiers, and trying to beat a number.
- There are three saving throws: Fortitude, Reflex, and Willpower.

No matter what edition you've played before:

- Clerics turn creatures that are unholy to their religion. This may include un-dead and other creatures.
- All spells are cast with a spell check, where the caster rolls 1d20, adds certain modifiers, and tries to score high. The higher the roll the more effective the result. Each spell has a unique chart that adjudicates the spell's results.
- Wizards may or may not lose their spells after a casting. A low result means the wizard cannot cast the spell again that day. On a high result, he can cast the spell again.
- Cleric spellcasting works differently from wizard casting. Clerics never lose a spell when it's cast. However, when a cleric casts any spell and fails in his attempt, he may increase his "natural failure range." By the end of the day, a cleric may automatically fail on more rolls than just a natural 1.
- There is a critical hit matrix. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables.
- You can burn off ability scores to enhance dice rolls. All characters can burn Luck, and wizards and elves can burn other abilities.



CHARACTERS CHARACTERS

You're no hero.

You're an abventurer: a reaver, a cutpurse, a heathen slayer, a tight lipped warlock guarding long bead secrets.

You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished.

There are treasures to be won deep underneath, and you shall have them...





ame play in the *Dungeon Crawl Classics Role Play*ing Game starts at 0 level: untrained, uneducated peasants. Most of these characters die pitiful

deaths in a dungeon. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

- 1. Roll ability scores. See page 18.
- 2. Determine 0-level occupation. See page 21.
- 3. Choose an alignment. See page 24.
- 4. Purchase equipment. See page 70.
- 5. Attempt to survive your first dungeon. If you survive and reach 10 XP, you advance to 1st level. At this point, you choose a class. See page 27.
- 6. Based on the class chosen, you may know some spells. See page 104.

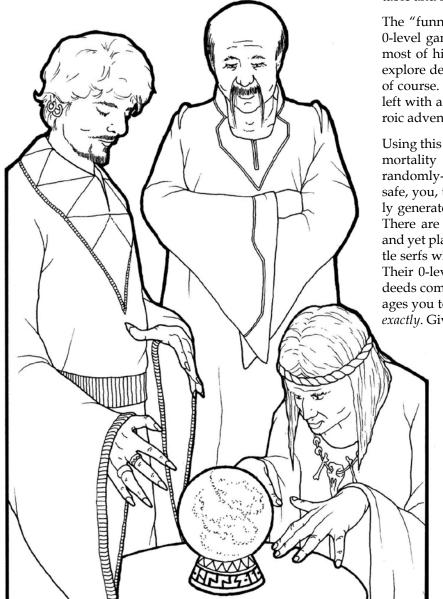
THE CHARACTER CREATION FUNNEL

Some role playing games codify "game balance" in an abundance of character options. The DCC RPG takes an anachronistic approach to this concept by pursuing an even playing field through *randomization* rather than *complexity*. The character creation steps that follow generate a play style unlike anything you have experienced in the last twenty-odd years – provided you follow the steps precisely. Omit any element, and you'll find that the process does not work. Here is why.

DCC RPG generates characters using what the author refers to as a "funnel." First, each *player* generates at least two, and possibly as many as four, 0-level characters. It is critical that the characters be generated using the process as described: completely random ability scores, random occupation, random Luck modifier, and random equipment. Each player ends up with an assortment of characters who could potentially serve as several different classes. When all characters are generated, have the players go around the table and introduce their 0-level peons to their peers.

The "funnel" takes place in 0-level play. During the first 0-level game, it is expected each player will lose some or most of his characters. When mere peasants and yeomen explore deadly dungeons, a high mortality rate is a matter of course. By the end of the first game, the players will be left with a motley crew of survivors, and this group of heroic adventurers becomes the 1st-level party.

Using this method of highly random character results, high mortality rates, and player choices as to which of their randomly-generated characters takes risks and which stays safe, you, the judge, will find you have a party of randomly generated characters in which the players have agency. There are essentially no opportunities for min-max play, and yet players find themselves attached to their plucky little serfs who have done such amazing deeds at low levels. Their 0-level exploits will define them forever with great deeds completed at great risk. The author strongly encourages you to begin play using the method as described here *exactly*. Give it a chance; you may find you like it.



FUNKY DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of dice, as well as what the author refers to as "Zocchi dice." As an experienced gamer, you undoubtedly own the following standard array of dice: d4, d6, d8, d10, d12, d20, and d%. DCC RPG also makes use of "Zocchi dice" in the following configurations: d3, d5, d7, d14, d16, d24, and d30. You may purchase these dice from your local game store (ask them to special order if they do not already stock them), and from www. gamestation.net, www.chessex.com, and www. koplowgames.com (as well as other select internet sites).

It is easy to substitute for the "funky dice" with a regular dice set. For a d3, roll 1d6 and divide by two; for a d5, roll 1d10 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the diefacing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. For d30, roll 1d10 with a 6-sided control die: add +0 on 1-2, +10 on 3-4, and +20 on 5-6.

THE DICE CHAIN

One of the most fun aspects of using funky dice in a rules set is getting to roll those dice! Many traditional RPGs utilize modifiers to dice rolls as a way to express improved success or failure in an action. For example, an attack with an off-hand weapon may incur a -4 penalty, or an attack against a motionless opponent may grant a +4 bonus.

DCC RPG utilizes this traditional modifier system but also employs a system of swapping out die types where the modifier is sufficiently large. Although d20 is the core die mechanic in the game, there are times when the player may be instructed to roll a d16 or a d24 instead, depending on whether the action has an improved or reduced chance of success.

Sometimes there will be multiple "dice swaps" impacting a die. For example, a spellcaster may be particularly good at one kind of magic, granting him an improved die, and he may also be operating under the influence of a magic item that grants him a further improved die. The system for moving "up and down" different die types is known as the dice chain.

The dice chain is represented as follows:

Whenever the rules instruct the player to use an *improved die*, his dice choice moves one step to the right, culminating in a d30 (the largest die that can be used). When the rules instruct the player to use a *reduced die*, his dice choice moves one step to the left, culminating in a d3 (the smallest die that can be used). Multiple steps can switch the die type two or more steps, and combined improved and reduced results can offset each other. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.



ABILITY SCORES

A character is defined in broad terms by six ability scores. For character creation, roll 3d6 for each ability score listed below in the order of Strength, Agility, Stamina, Personality, Intelligence, and Luck.

In DCC RPG character creation, you always roll 3d6, and you always roll and apply the scores in that same order. You do not roll more dice and drop the lowest die, you do not use a point-based buy system, and you do not assign ability scores in any order other than that defined above.

Why are we so explicit in the declaration of ability score process? Because you are an experienced gamer, and you know many other ways to determine ability scores. The open beta process revealed that ability score generation is the very first rule to be overridden by many players. This is your game and you should feel free to adapt it as you wish. We do encourage you to "buck tradition" and try at least one game using the precise method described here (3d6 straight down the line). It's a blast from the past, and something you probably haven't attempted in a decade or more. However, should you decide to house-rule otherwise, we expect this to be the place you begin.

Your character's score of 3-18 includes a modifier, as shown on table 1-1. This modifier applies to select rolls as described below.

Strength: Physical power for lifting, hurling, cutting, and dragging. Your Strength modifier affects melee attack and damage rolls. Note that a successful attack always does a minimum of 1 point of damage regardless of Strength. Characters with a Strength of 5 or less can carry a weapon *or* a shield but not both.

Agility: Balance, grace, and fine motion skills, whether in the hands or the feet. Your Agility modifier affects Armor Class, missile fire attack rolls, initiative rolls, and Reflex saving throws, as well as the ability to fight with a weapon in each hand.

Stamina: Endurance, resistance to pain, disease, and poison. Your Stamina modifier affects hit points (even at level 0) and Fortitude saving throws. Note that a character earns a minimum of 1 hit point per character level regardless of Stamina. Characters with a Stamina of 5 or less automatically take double damage from all poisons and diseases.

Personality: Charm, strength of will, persuasive talent. Personality affects Willpower saving throws for all characters. Personality is vitally important to clerics, as it affects the ability to draw upon divine power and determines the maximum spell level they can cast, as shown on table 1-1.

Intelligence: Ability to discern information, retain knowledge, and assess complex situations. For wizards, Intelligence affects spell count and maximum spell level, as noted on table 1-1. For all characters, Intelligence affects known languages, as described in Appendix L. Characters with an Intelligence of 7 or less can speak only Common, and those with an Intelligence of 5 or less cannot read or write.

Luck: "Right place, right time;" favor of the gods, good fortune, or hard-to-define talent. Players would be well advised to understand the goals of gods and demons that shape the world around them, for they are but pawns in a cosmic struggle, and their luck on this mortal plane can be influenced by the eternal conflict that rages around them. Luck affects several elements of the game, as follows:

Table 1-1: Ability Score Modifiers							
Ability Score	Modifier	Wizard Spells Known	Max Spell Level**				
3	-3	No spellcasting possible	No spellcasting possible				
4	-2	-2 spells*	1				
5	-2	-2 spells*	1				
6	-1	-1 spell*	1				
7	-1	-1 spell*	1				
8	-1	No adjustment	2				
9	None	No adjustment	2 GUIDANCE - - -				
10	None	No adjustment	3 COUNSELOR O				
11	None	No adjustment	3				
12	None	No adjustment	4 6 7 1-4-208-				
13	+1	No adjustment	4				
14	+1	+1 spell	4				
15	+1	+1 spell	5 \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\				
16	+2	+1 spell	5				
17	+2	+2 spells	5				
18	+3	+2 spells	5 Guer Amaria Compress Del				
* Minimum of 1 sp	* Minimum of 1 spell.						
** Based on Intelligence for wizards and Personality for clerics. "With 8 INT you won't go far as a wizard. John. but as a warrior you can still earn a fine salary of 4d6 GP!"							

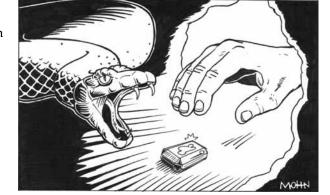
- After rolling 3d6 to determine a player's Luck score, roll on table 1-2 to determine which roll is affected by the character's Luck modifier. This "lucky roll" is modified by the character's starting 0-level Luck modifier (for good or bad) in addition to all other normal modifiers. In some cases, the "lucky roll" is completely useless because the character chooses a class where it is not applicable.
- Note that the lucky roll modifier does *not* change over time as the character's Luck changes. For example, if a character's Luck modifier is +1 and his lucky roll is spell checks, he receives a +1 modifier to all spell checks henceforth. This modifier does not change if his Luck score changes.
- The character's Luck modifier affects other rolls in the game: critical hits, fumbles, corruption, and select other rolls, as described henceforth. In addition, Luck modifies a different element of play for each character class, as described in the class descriptions.

- Characters can burn off Luck to survive life-or-death situations. Any character can permanently burn Luck to give a one-time bonus to a roll. For example, you could burn 6 points of Luck to get a +6 modifier on a roll, but your Luck score is now 6 points lower.
- Characters can make Luck checks to attempt feats that succeed based on Luck alone. The judge will provide the specifics of any attempt, but the attempt is usually resolved by rolling equal to or less than the character's Luck score on 1d20.
- For all characters, Luck may be restored over the course of their adventures, and this restoration process is loosely linked to the character's alignment. Characters that act against their alignment may find themselves suddenly unlucky. Those who swear an oath to a patron of their newly desired alignment may find the change easier.
- Thieves and halflings have a particular affinity with luck. These classes renew their Luck score at a defined rate, as discussed in their class descriptions.

Table 1-2: Luck Score

d30 Birth Augur and Lucky Roll

- 1 Harsh winter: All attack rolls
- 2 The bull: Melee attack rolls
- 3 Fortunate date: Missile fire attack rolls
- Raised by wolves: Unarmed attack rolls
- 5 6 Conceived on horseback: Mounted attack rolls
- Born on the battlefield: Damage rolls
- 7 Path of the bear: Melee damage rolls
- 8 Hawkeye: Missile fire damage rolls
- 9 Pack hunter: Attack and damage rolls for 0-level starting weapon
- 10 Born under the loom: Skill checks (including thief skills)
- 11 Fox's cunning: Find/disable traps
- 12 Four-leafed clover: Find secret doors
- 13 Seventh son: Spell checks
- 14 The raging storm: Spell damage
- Righteous heart: Turn unholy checks 15
- 16 Survived the plague: Magical healing*
- 17 Lucky sign: Saving throws
- 18 Guardian angel: Savings throws to escape traps
- 19 Survived a spider bite: Saving throws against poison
- 20 Struck by lightning: Reflex saving throws
- 21 Lived through famine: Fortitude saving throws
- 22 Resisted temptation: Willpower saving throws
- 23 Charmed house: Armor Class
- 24 Speed of the cobra: Initiative
- 25 Bountiful harvest: Hit points (applies at each level)
- 26 Warrior's arm: Critical hit tables**
- 27 Unholy house: Corruption rolls
- 28 The Broken Star: Fumbles**
- 29 Birdsong: Number of languages
- Wild child: Speed (each +1/-1 = +5'/-5' speed)



^{*} If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.



SAVING THROWS

The DCC RPG uses three saving throws: Fortitude, Reflex, and Willpower. To make a saving throw, a character rolls 1d20, adds his modifier(s), and compares the result to a target number (DC). If the result is equal to or greater than the DC, the save is made. If not, dire effects may ensue.

Fortitude represents resistance to physical threats, such as poisons, gasses, acids, and stunning damage. A character's Stamina modifier influences his Fort save.

Reflex represents resistance to reaction-based threats, such as ducking a swinging axe trap, leaping aside as a doorway collapses, and twisting away from a dragon's flaming breath. A character's Agility modifier influences his Ref save.

Willpower represents resistance to mind-influencing threats, such as spells that charm or control, psychic effects that cause sleep or hypnosis, and mental domination. A character's Personality modifier influences his Will save.

All 0-level characters start with a base modifier of +0 to all saving throws, which is subsequently influenced by their ability modifiers. As characters gain class levels, their saving throws increase.

LANGUAGES

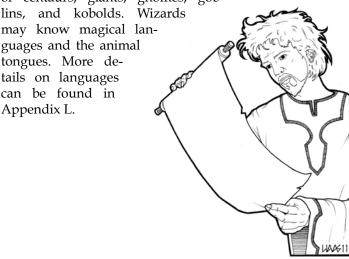
All characters know the Common tongue. For each point of Intelligence modifier, a character knows one additional language associated with the circumstances of his upbringing. These additional languages are established at 0-level. Dwarves, elves, and halflings with Int 8+ automatically know their racial languages as well.

Upon advancing to 1st level, a character may learn additional languages. Thieves learn a secret language called cant. Demi-humans learn one additional language. Wizards learn one additional language per point of Int modifier.

Additional languages commonly known include those of centaurs, giants, gnomes, goblins, and kobolds. Wizards

guages and the animal tongues. More details on languages can be found in

Appendix L.



o LEVEL

All characters start at 0 level. Most will die in a dungeon, alone and unknown. The few who survive eventually choose a class in which to advance.

All 0-level characters start with the following:

- 1d4 hit points, modified by Stamina
- 5d12 copper pieces
- 0 XP
- One randomly determined piece of equipment (see table 3-4)
- One randomly determined occupation
- Based on the occupation:
 - Possession of one weapon and training in its use
 - Possession of some trade goods
- A +0 modifier to attack rolls and all saving throws; note that 0-level characters use a crit die of 1d4 on crit table I

As the character earns experience points, his XP total advances. When his XP total reaches 10, he may choose a class.

OCCUPATION

Your character once toiled away at mundane tasks, and his family and peers still do. Whether alongside his family or apprenticed to a master, a character's former occupation provides a set of skills. These skills may be useful to a character only as a fallback when he emerges crippled from the dungeon, but they are useful nonetheless. These skills also include training in a rudimentary weapon of some kind. Roll d% on table 1-3 to determine a character's background. Unless noted otherwise, a character is human.

Note that a character's occupation need not be determined randomly. If a player has a strong sense of the character's background, he should feel free to use it. Starting trained weapon and trade goods can be determined thematically with the judge's approval.

Demi-humans at level 0: Characters whose 0-level result includes a demi-human race must advance in class as that demi-human. For example, a dwarven miner levels up as a dwarf. 0-level demi-humans are able to utilize select racial traits as follows: dwarves have infravision and a base speed of 20'; elves are sensitive to iron and have heightened senses; and halflings have infravision and a base speed of 20'. Refer to the dwarf, elf, and halfling class descriptions for more information on these abilities. 0-level demi-humans speak Common plus their racial language, with additional languages gained as they level up. Just as all characters gain improved abilities and, sometimes, additional languages



Table 1-3: Occupation					
Roll	Occupation	Trained Weapon†	Trade Goods		
01	Alchemist	Staff	Oil, 1 flask		
02	Animal trainer	Club	Pony		
03	Armorer	Hammer (as club)	Iron helmet		
04	Astrologer	Dagger	Spyglass		
05	Barber	Razor (as dagger)	Scissors		
06	Beadle	Staff	Holy symbol		
07	Beekeeper	Staff	Jar of honey		
08	Blacksmith	Hammer (as club)	Steel tongs		
09	Butcher	Cleaver (as axe)	Side of beef		
10	Caravan guard	Short sword	Linen, 1 yard		
11	Cheesemaker	Cudgel (as staff)	Stinky cheese		
12	Cobbler	Awl (as dagger)	Shoehorn		
13	Confidence artist	Dagger	Quality cloak		
14	Cooper	Crowbar (as club)	Barrel		
15	Costermonger	Knife (as dagger)	Fruit		
16	Cutpurse	Dagger	Small chest		
17	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.		
18	Dwarven apothecarist	Cudgel (as staff)	Steel vial		
19-20	Dwarven blacksmith	Hammer (as club)	Mithril, 1 oz.		
21 22	Dwarven chest-maker Dwarven herder	Chisel (as dagger) Staff	Wood, 10 lbs. Sow**		
23-24	Dwarven miner	Pick (as club)	Lantern		
25-24	Dwarven mushroom-farmer	Shovel	Sack		
26	Dwarven rat-catcher	Club	Net		
27-28	Dwarven stonemason	Hammer	Fine stone, 10 lbs.		
29	Elven artisan	Staff	Clay, 1 lb.		
30	Elven barrister	Quill (as dart)	Book		
31	Elven chandler	Scissors (as dagger)	Candles, 20		
32	Elven falconer	Dagger	Falcon		
33-34	Elven forester	Staff	Herbs, 1 lb.		
35	Elven glassblower	Hammer	Glass beads		
36	Elven navigator	Bow	Spyglass		
37-38	Elven sage	Dagger	Parchment and quill pen		
39-47	Farmer*	Pitchfork (as spear)	Hen**		
48	Fortune-teller	Dagger	Tarot deck		
49	Gambler	Club	Dice		
50	Gongfarmer	Trowel (as dagger)	Sack of night soil		
51-52	Grave digger	Shovel (as staff)	Trowel		
53-54	Guild beggar	Sling	Crutches		
55 56-57	Halfling chicken butcher	Hand axe Staff	Chicken meat, 5 lbs.		
58	Halfling dyer Halfling glovemaker	Awl (as dagger)	Fabric, 3 yards Gloves, 4 pairs		
59	Halfling gypsy	Sling	Hex doll		
60	Halfling haberdasher	Scissors (as dagger)	Fine suits, 3 sets		
61	Halfling mariner	Knife (as dagger)	Sailcloth, 2 yards		
62	Halfling moneylender	Short sword	5 gp, 10 sp, 200 cp		
63	Halfling trader	Short sword	20 sp		
64	Halfling vagrant	Club	Begging bowl		
65	Healer	Club	Holy water, 1 vial		
66	Herbalist	Club	Herbs, 1 lb.		
67	Herder	Staff	Herding dog**		
68-69	Hunter	Shortbow	Deer pelt		
70	Indentured servant	Staff	Locket		
71	Jester	Dart	Silk clothes		
72	Jeweler	Dagger	Gem worth 20 gp		

Table 1-3: Occupation, continued

Roll	Occupation	Trained Weapon†	Trade Goods
73	Locksmith	Dagger	Fine tools
74	Mendicant	Club	Cheese dip
75	Mercenary	Longsword	Hide armor
76	Merchant	Dagger	4 gp, 14 sp, 27 cp
77	Miller/baker	Club	Flour, 1 lb.
78	Minstrel	Dagger	Ukulele
79	Noble	Longsword	Gold ring worth 10 gp
80	Orphan	Club	Rag doll
81	Ostler	Staff	Bridle
82	Outlaw	Short sword	Leather armor
83	Rope maker	Knife (as dagger)	Rope, 100'
84	Scribe	Dart	Parchment, 10 sheets
85	Shaman	Mace	Herbs, 1 lb.
86	Slave	Club	Strange-looking rock
87	Smuggler	Sling	Waterproof sack
88	Soldier	Spear	Shield
89-90	Squire	Longsword	Steel helmet
91	Tax collector	Longsword	100 cp
92-93	Trapper	Sling	Badger pelt
94	Urchin	Stick (as club)	Begging bowl
95	Wainwright	Club	Pushcart***
96	Weaver	Dagger	Fine suit of clothes
97	Wizard's apprentice	Dagger	Black grimoire
98-100	Woodcutter	Handaxe	Bundle of wood

[†] If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

^{***} Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.



^{*} Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga.

^{**} Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6: (1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule.

WEAPON TRAINING

All 0-level characters are trained in the one weapon they possess from their former occupation. If a 0-level character handles multiple weapons over his career, he is considered trained in the *last* weapon he fought with. At 1st level, a character gains training in additional weapons, based on the class he chooses.

Generally, using a weapon without training imposes an attack penalty. However, this penalty is waived for 0-level characters. It is assumed that their naturally poor combat abilities reflect equal incompetence with the martial use of all weapons. (Not to mention that in playtests, applying the attack penalty increases the 0-level death rate to absurd proportions.)

TRADE GOODS

Novice adventurers typically hail from mundane backgrounds. The economics of a feudal setting involve more barter than coinage. The typical farmer or woodcutter may sustain his family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on table 1-3. These may be useful in the dungeon or may provide a starting point for trading up to a better status in life. In addition to their trade goods, each 0-level character starts with one randomly determined piece of adventuring equipment. Roll 1d24 on table 3-4 (page 73) for each character.

You will discover that 0-level characters individually possess almost no useful equipment. Begin play with a properly sized party (at least 15 PCs), and you will quickly learn what "wealth by attrition" means and how it applies to low-level play.

ALIGNMENT

In the beginning, there was the Void, where the Old Ones dreamed. In their dreams were Law and Chaos, inherent forces of unity and entropy. Through endless opposition these forces of unity and entropy elected champions who became gods, who in turn formed planes of existence that reflected their principles. On one such plane resides your trivial existence, tiny next to the vastness of Aéreth, even tinier next to the vastness of the cosmos. But you are connected back to the greater universe and the endless struggle by a fundamental choice: do you back the forces of Law or the forces of Chaos?

Alignment is a choice of values. In its simplest form it determines behavior. In higher forms it determines allegiance to a cosmic force. Characters choose an alignment at 0 level, and this choice determines their options for the rest of their lives.

Alignment functions on many levels, but there are two primary extremes: lawful and chaotic, with the balance of neutrality between. A character chooses one of these three alignments at 0 level.

Lawful characters believe fundamentally in unity and prioritize the values of mankind: order, authority, loyalty, and charity. They support organized institutions and "do what is right." They have a moral conscience that points them toward the appropriate action. Fundamentally, lawful characters choose the path of mankind over the path of supernatural dominance. At higher levels, lawful characters find themselves interacting with celestials, angels, demi-gods, and powerful Lords of Law. In mundane life, there are many shades of lawful behavior, and not all lawful characters agree on the same course of action at any time; though they invariably unite when mankind is threatened by outside forces.

Chaotic characters believe fundamentally in entropy and seek constantly to undermine or rule those around them. They are willing to disrupt the natural order of things - including established governments, guilds, and relationships - if they see a material benefit in doing so. They are open to agreements with supernatural powers, even if such agreements risk the primacy of man by allowing strange beings into the material plane. Fundamentally, chaotic characters choose the path of greatest personal power and success over any greater principle. At higher levels, chaotic characters find themselves aligned with demons and devils, sinister monsters, extraplanar creatures, and the supernatural Chaos Lords. In mundane life, chaotic behavior covers a wide spectrum of chicanery, subterfuge, aggression, and power politics, and chaotic characters are always looking for an advantage over their peers.

Neutral characters have not taken a stand between Law and Chaos. Neutrality is the balance of nature, the timelessness of eternity, and the nothingness of space. It can also reflect the neutrality of those who came before Law and Chaos: the Old Ones, the great Cthulhu, and the empty Void, and the emptiness of the time before gods. Neutrality between Law and Chaos can reflect a measured morality – balancing costs and benefits, without strong principles one way or the other. It can also reflect ambivalence or indifference. Fundamentally, neutral characters make choices based not on loyalty, values, or self-advantage, but by evaluating each and every opportunity that comes along. At higher levels, neutral characters find themselves aligned with elementals, extraplanar un-dead, and astral and ethereal beings.

The eternal struggle between Law and Chaos is real. Gods and demons battle on other planes for superiority, and the actions of man give those entities power. Make your choice carefully, for it will become increasingly important as you become more powerful.



LEVEL ADVANCEMENT

As a character completes adventures, he practices his skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level.

DCC RPG takes a different approach to experience points than the historical precedent and its modern interpretation. There is certainly a strong case for the historical approach which the author calls a "fiddly" system – a calculation-based method that accurately captures the abilities of a creature in a final XP-based number. There is also a case for an "encounter calculation" system – such as that used in 3E – that scales the XP awarded for each encounter based on the relative power of the characters and provides an ability to calculate the appropriate challenge rating of a set of opponents.

Another perspective is provided by Appendix N. The heroes of Appendix N did not always face enemies suitable to their power level nor did they proceed on a predictable path to greater competencies. Occasionally, they fled their enemies -- better to stay alive and fight another day. And as they advanced in power - for example, from wanderer to mercenary to king - they never quite knew exactly when the next opportunity for advancement would present itself.

The author has made one last consideration in his choice of XP system. As gamers grow older and must squeeze their sessions into complicated lives involving families, jobs, and other time commitments, the most enjoyable elements of the game must rise to the top. Bookkeeping related to XP tracking is not one of those elements.

Therefore, DCC RPG uses an extremely simple XP system. If this system is not to your liking, the author encourages you to adapt one of the many "fiddly" systems existing from prior and current editions. However, I urge you to give this system a try, as I suspect it will ease your game play experience considerably.



Basics of the XP System: The DCC RPG experience system works as follows:

- All character classes use the same advancement table.
- Each *encounter* is worth from 0 to 4 XP, and those XP are not earned merely by killing monsters, disarming traps, looting treasure, or completing a quest. Rather, successfully surviving encounters earns the characters XP in DCC RPG. A typical encounter is worth 2 XP, and the system scales from 0 to 4 depending on difficulty.
- All characters that participate in the encounter receive the same XP.
- The judge determines how much XP is awarded.
- Characters level up when they reach the XP threshold for the next level.
- The level thresholds become progressively higher. The number of "average adventures" required to advance to each subsequent level is higher than the preceding level.

The XP Table: The table below shows the experience points required for each level.

As an optional rule, consider allowing any 0-level characters that survive their first adventure to automatically advance to 1st-level and 10 XP. Zero-level adventures are a harrowing, deadly experience with particularly high fatality rates. As long as each player controls a portfolio of multiple 0-level PCs, such a play style can be fun. However, too many games with a 0-level character exchange novelty for enforced cowardice.

A 1st-level character retains his hit points from level 0, and gains new hit points according to his class. All characters of 1st-level or higher thus have their class hit dice *plus* 1d4 hit points from level 0.

Table 1-4: XP Level Thresholds

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when he reaches 10 XP, a 2nd-level warrior when he reaches 50 XP, a 3rd-level warrior when he reaches 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

CHOOSING A CLASS

What man calls free will is but the options remaining after destiny and the gods have made their plays. If your character survives to 1st level, you can choose a class. Your free will is constrained by the fatalism of the dice; pick a class that suits your randomly determined strengths and weaknesses. The demi-human classes of dwarf, elf, and halfling may only be selected by characters whose 0-level occupation was of that race.

The following terminology is introduced in the class descriptions:

Hit points: Each class uses a certain die to determine hit points. Note that all characters receive 1d4 hit points at 0 level, and their class hit points are *in addition to* the 1d4 hit points from 0 level. For example, a cleric has 1d8 hit points per level, so a 1st-level cleric actually rolls 1d4+1d8 to determine hit points. When that cleric achieves 2nd level, the player rolls another 1d8 hit points and adds it to the prior total.

Weapon training: Each class is trained in a certain list of weapons. Characters use their normal class action die when attacking with these weapons. When using other weapons, they roll a lower die (according to the dice chain).

Action dice: Action dice are used to make attacks, cast spells, and use skills. The most common use of an action die is to attack; most characters roll 1d20 for their attack rolls because they have a 1d20 action die. As characters advance in level, they may gain additional action dice. Typically, these start as additional dice of lower facings (i.e., a d14 instead of d20) to reflect that the character's secondary attacks are not as effective as his primary attacks. Character classes with spellcasting ability, or specialized skill uses, may be able to use action dice to cast additional spells or use additional skills rather than make attacks, as described in the class descriptions.

Title: Titles are included for characters of levels one through five. These titles reflect the most common terms for characters of that power level. In some cases, these titles are tied to formal orders; in other cases, they are generic terms. Formal orders (such as those noted in the thief and warrior descriptions) may have different titles. Characters of 6th level and above are extremely rare, so much so that no generic titles exist. Players are encouraged to develop their own titles for such levels using Appendix T for inspiration as needed.





CLERIC

here are rules that govern the multiverse, some deciphered by man and some opaque. The oldest rules are the Void, which no man

or god understands, only Cthulhu and the Old Ones. Then the Old Ones established Law and Chaos, which created and divided the gods. From the gods came divine rules for the behaviors of mortal man, and if man lives by these rules, his gods reward him in this life or the next.

That is what your god tells you, and as his cleric, you will persuade, convert, or destroy those who speak otherwise. You adventure to find gold or holy relics, destroy abominations and enemies, and convert heathens to the truth. You'll be rewarded – even if you have to die to receive that reward.

An adventuring cleric is a militant servant of a god, often part of a larger order of brothers. He wields the weapons of his faith: physical, spiritual, and magical. Physically, he is a skilled fighter when using his god's chosen weapons. Spiritually, he is a vessel for the expression of his god's ideals, able to channel holy powers that harm his god's enemies. Magically, he is able to call upon his god to perform amazing feats.

Both clerics and wizards may gain powers from gods, but in different ways. A cleric worships a greater power and is rewarded for his service. A wizard unlocks the hidden mysteries of the universe in order to dominate powers both known and unknowable.

Hit points: A cleric gains 1d8 hit points at each level.

Choosing a god: At 1st level, a cleric selects a god to worship, and in doing so chooses one side of the eternal struggle. Clerics who worship demons and devils, monsters, fiends, Chaos Lords, and Set and the other dark gods of the naga are servants of Chaos. Clerics who worship lawful gods, nascent demi-gods, principles of good, immortals, celestials, guardians, and the prehistoric gods of the sphinxes are servants of Law. Clerics who stand at the balancing point, placing faith in the eternal struggle itself rather than the factions arrayed about it, are neutral in alignment. These "neutral" clerics may still be good, evil, or truly neutral, and as such are either druids, Cthulhu cultists, or guardians of balance.

All clerics pray to join their god in a never-ending afterlife. While still clothed in mortal form, clerics find a place among others with similar beliefs. The weak follow their order, the strong lead their order, and the mighty are living avatars of their gods. As a cleric progresses in level, he moves through these ranks.

A cleric's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Clerics may choose from the gods shown on page 32.

Weapon training: A cleric is trained in the weapons used by faithful followers of his god, as shown on page 32. Clerics may wear any armor and their spell checks are not hindered by its use.

Alignment: A cleric's alignment must match his god's.

Clerics of chaotic alignments belong to secret cults and strange sects. They travel the world to recruit new cultists and undermine their enemies.

Clerics of lawful alignments belong to organized religious groups. They may lead a rural congregation, adventure on great crusades to convert heathens, or defend holy relics as a militant arm of the church.

Neutral clerics tend toward philosophical affiliations. They may be druids who worship the oneness of nature or dark theosophists who research the dead gods that originally created the universe.

A cleric who changes alignment loses the support of his god. He loses access to all spells and powers from cleric levels earned under his old alignment.

Caster level: Caster level is a measurement of a cleric's power in channeling his god's energy. A cleric's caster level is usually his level as a cleric but may be modified under certain circumstances. Many clerics adventure in search of holy relics that bring them closer to their gods and thus increase caster level.

Magic: A cleric can call upon the favor of his god. This form of magic is known as idol magic. Its successful use allows a cleric to channel his god's power as a magical spell. A cleric has access to the spells of his god as noted on table 1-5.

To cast a spell, a cleric makes a spell check (see page 106). The spell check is made like any other check: roll 1d20 + Personality modifier + caster level. If the cleric succeeds, his god attends to his request – not always predictably, but with generally positive results.

If the cleric fails he risks disapproval. His god is preoccupied, annoyed, or facing its own battle – or questions the cleric's use of its power. Some of the most powerful gods are in turn the most fickle.



These rules apply to cleric magic:

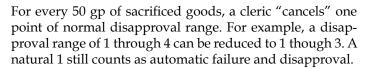
- Natural 1 means disapproval. On a natural 1 during a spell check, a cleric discovers that he has somehow gained the disapproval of his deity. The spell check automatically fails, and the cleric must roll on the Disapproval Table (see page 122).
- Each failed spell check increases the chance of disapproval. After his first spell check fails in a day, a cleric's range of disapproval increases to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the spell automatically fails, and the cleric must roll on the Disapproval Table. After a second spell check fails, a cleric's range of disapproval increases to a natural roll of 1 through 3. And so on. The range continues increasing, and any natural roll within that range automatically fails. This means that a cleric could potentially reach a point where normally successful rolls automatically fail because they are in the disapproval range. For example, a cleric who fails 12 spell checks in a day would automatically fail any future spell check on a roll of 1 through 13, even though a roll of 13 would normally mean success on 1st-level spells. When the cleric regains spells on the following day, his disapproval range is reset to a natural 1. Probably. Clerics who test their gods may find they are not always forgiving.
- Penalties can be offset by sacrifices. Once a cleric's range of disapproval increases beyond a natural 1, he can reduce that range by offering sacrifices to his deity. See below for more information.
- **Sinful use of divine power.** A cleric may be capable of using his powers in ways that displease his deity. Doing so is a sin against his beliefs. Sinful activities include anything that is not in accordance with the character's or deity's alignment; anything that is not appropriate to the deity's core beliefs (e.g., being merciful to a foe while worshipping the god of war); healing a character of an opposed alignment or healing or aiding a character of an opposed belief or deity (even if of the same alignment); failing to support followers of the same beliefs when they are in need; calling on the deity's aid in a frivolous manner; and so on. When a cleric commits a sinful act, he may incur an additional increase in his disapproval range. This could amount to an increase of +1 for minor infractions all the way up to +10 for significant transgressions. These



additional penalties are always at the judge's discretion, and may manifest accompanied by thunder and lightning, plagues of locusts, water running uphill, and other signs of divine displeasure.

Sacrifices: A cleric may make sacrifices to his deity in order to regain favor. Sacrifices vary according to the nature of the deity, but, in general, any offering of material wealth counts. Other acts may count as well, at the discretion of the judge.

Sacrificing wealth means the items must be burned, melted down, donated to the needy, contributed to a temple, or otherwise relieved from the character's possession. They may be donated as part of a special rite or simply added to a temple's coffers. This is not a rapid combat action; it requires a minimum time of at least one turn and the cleric's full concentration.



A great deed, quest, or service to a deity may also count as a sacrifice, at the judge's discretion.

Turn unholy: A cleric wields his holy symbol to turn away abominations. At any time, a cleric may utilize a spell check to deter unholy creatures. An unholy creature is any being that the cleric's scriptures declare unholy. Typically this includes un-dead, demons, and devils. For more information on turning unholy, see page 96. As with all spell checks, the turn unholy spell check is made as follows: 1d20 + Personality modifier + caster level. Failure increases disapproval range, as noted above.

Lay on hands: Clerics heal the faithful. By making a spell check, a cleric may lay on hands to heal damage to any living creature. The cleric may not heal un-dead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The cleric must physically touch the wounds of the faithful and concentrate for 1 action. The spell check is made as any other: roll 1d20 + Personality modifier + caster level. Failure increases disapproval range, as noted above.

The damage healed varies according to several factors.

• It is always a *number of dice*, with the type of dice determined by the hit die of the creature to be healed. For example, a warrior uses a d12 hit die, so a warrior would be healed with d12 dice.



- The number of dice healed *cannot exceed the target's hit dice or class level*. For example, a cleric healing a 1st-level character cannot heal with more than 1 die, even if he rolls well on his check.
- Finally, before rolling his spell check, the cleric may elect to heal a specific condition instead of hit points. Healed dice translate to conditions as noted below. In this case, the target's hit dice or class level do not act as a ceiling. If the cleric heals the indicated dice, the damaging condition is alleviated. "Overflow" hit dice do not become normal healing, and if the healed dice are too low, there is no effect.

• Broken limbs: 1 die

Organ damage: 2 dice

• Disease: 2 dice

Paralysis: 3 dice

• Poison: 3 dice

• Blindness or deafness: 4 dice

The cleric's alignment further influences the results, as follows:

- If cleric and subject are the same alignment, they count as "same" on the table below.
- If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), or have different but not antithetical gods, they count as "adjacent" on the table below. Such a healing action may constitute sin if not done in service of the faith.
- If cleric and subject are of opposed alignment (e.g., one

is lawful and one is chaotic), *or* have rival gods, they count as "opposed" on the table below. Such a healing *almost always* counts as a sin unless it is an extraordinary event in the service of the deity.

Then have the cleric make a spell check and reference the table below.

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Here is the same table presented slightly differently to match the format of the character sheet. The player should record the names of his party allies in the boxes for "same" (same alignment) or "adjacent" or "opposed" (based on alignment steps, as noted above). Then, the appropriate column shows the healing by check.

PC Names	Spell Check Minimum Result					
	12	14	20	22+		
(same)	2	3	4	5		
(adjacent)	1	2	3	4		
(opposed)	1	1	2	3		

Divine aid: As a devout worshipper, a cleric is entitled to beseech his deity for divine aid. Beneficent followers are already rewarded with spells and the ability to turn the unholy, so it must be recognized that requesting direct intervention is an extraordinary act. To request divine aid, the cleric makes a spell check at the same modifier that would apply were he casting a spell. This extraordinary act imparts a cumulative +10 penalty to future disapproval range. Based on the result of the spell check, the judge will describe the result. Simple requests (e.g., light a candle) are DC 10 and extraordinary requests (e.g., summon and control a living column of flame) are DC 18 or higher.

Luck: A cleric's Luck modifier applies to all spell checks to turn unholy creatures.

Action dice: A cleric can use his action dice for attack rolls or spell checks.

				Tal	ole 1-5:	Cleric	3				
Level	Attack	Crit	Action	Ref	Fort	Will		Spells K	nown b	y Level	
		Die/ Table	Dice				1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	4	_	_	_	_
	+1	1d8/III	1d20	+0	+1	+1	5	_	_	_	_
2	+2	1d10/III	1d20	+1	+1	+2	5	3	_	_	_
4	+2	1d10/III	1d20	+1	+2	+2	6	4	_	_	_
5	+3	1d12/III	1d20	+1	+2	+3	6	5	2	_	_
6	+4	1d12/III	1d20+1d14	+2	+2	+4	7	5	3	_	_
7	+5	1d14/III	1d20+1d16	+2	+3	+4	7	6	4	1	_
8	+5	1d14/III	1d20+1d20	+2	+3	+5	8	6	5	2	_
9	+6	1d16/III	1d20+1d20	+3	+3	+5	8	7	5	3	1
10	+7	1d16/III	1d20+1d20	+3	+4	+6	9	7	6	4	2
			Ta	able 1	1-6: Cle	eric Ti	itles				
Level		Title by	Alignment								
	Law	,	Chaos	N	Veutral		^				
1	Acolyte	2	Zealot	V	Vitness		\Leftrightarrow	4:			A ST
2	Heathe	n-slayer	Convert	P	upil			> / /	24/1		137
3	Brother	•	Cultist		Chronicler	<	سي	12			
4	Curate		Apostle	Jı	udge		N I				
5	Father		High priest		Druid		1			1	
								<u> </u>	5 6 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5		
							NK.	(1)			
							A Solo	M	[e]	1	
								0000		1	
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GODS OF THE ETERNAL STRUGGLE

he eternal struggle between Law and Chaos continues on a vast scale measured in the life and death of stars. In a man's brief time on earth, he chooses one antipode, and in doing so plays his tiny part in the eternal struggle. As such, a 1st-level cleric is either a cleric of Law, Chaos, or the balance. Within that scope, he chooses a god. The cleric displays the vestments of his god, preaches the god's good word, and carries the weapons considered holy by that god. The cleric's alignment further determines the creatures considered unholy for his turning ability.

Alignment	Gods	Weapons	Unholy Creatures		
Law	Shul, god of the moon	Club, mace, sling,	Un-dead, demons, devils, chaotic		
	Klazath, god of war	staff, warhammer	extraplanar creatures, monsters (e.g., basilisk or medusa), Chaos Primes,		
	Ulesh, god of peace		chaotic humanoids (e.g., orcs), chaotic		
	Choranus, the Seer Father, lord of creation		dragons		
	Daenthar, the Mountain Lord, greater god of earth and industry				
	Gorhan, the Helmed Vengeance, god of valor and chivalry				
	Justicia, goddess of justice and mercy				
	Aristemis, the Insightful One, demigoddess of true seeing and strategy				
Neutral	Amun Tor, god of mysteries and riddles	Dagger, mace, sling, staff, sword	Mundane animals, un-dead, demons, devils, monsters (e.g., basilisk or		
	Ildavir, goddess of nature	(any)	medusa), lycanthropes, perversions of nature (e.g., otyughs and slimes)		
	Pelagia, goddess of the sea				
	Cthulhu, priest of the Old Ones				
Chaos	Ahriman, god of death and disease	Axe (any), bow	Angels, paladins, lawful dragons, Lords		
	Hidden Lord, god of secrets	(any), dagger, dart, flail	of Law, Lawful Primes, and Law-aligned humanoids (e.g., goblins)		
	Azi Dahaka, demon prince of storms and waste		(0, 0		
	Bobugbubilz, demon lord of evil amphibians				
	Cadixtat, chaos titan				
	Nimlurun, the unclean one, lord of filth and pollution				
	Malotoch, the carrion crow god				





THIEF



ou are a hulking, skulking thug waiting for your next victim, a dexterous wall-climber cozening treasures from

ostensibly impenetrable vaults, a fleet-footed cutpurse outrunning shouting pursuers through a crowded market, or a brooding killer stalking a difficult target.

Thieves can be big or small, fast or slow, tall or thin, but they all have one thing in common: they survive not by sword or spell, but by stealth and cunning.

Hit points: A thief gains 1d6 hit points at each level.

Weapon training: A thief is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

Alignment: Although thieves have little regard for the laws of civilization, they are not necessarily chaotic.

Lawful thieves are ubiquitous, and they belong to institutions of organized crime: guilds of beggars who feign illness to fleece the generous, pirate gangs that hijack innocent travelers, or organized brigands who charge "protection fees" for certain routes. They are fences who dispose of stolen goods, enforcers who maintain the pecking order of the underworld, and petty burglars who work their way up to become mob bosses.

Chaotic thieves operate as independent agents. They are assassins and con artists, swindlers and sociopaths, or outright murderers and killers. They acknowledge no master aside from the glint of gold.

Neutral thieves are double agents: the kindly housekeeper who filches valuable baubles while the master sleeps, the "inside man" who leaves the vault unlocked one night, or the urban spy who sells secrets to his court's enemies.

Thieves' Cant: Thieves speak a secret language called the cant known only to members of their

class. This is a spoken language with no written alphabet. Teaching the cant to a non-thief is punishable by death. Certain double-entendre phrases in Common have an alternate meaning in the cant and are used by thieves to identify their brethren covertly.

Thieving skills: A thief learns certain skills that aid his illicit pursuits. A thief can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and read languages.

The thief's alignment determines his interests, and those interests determine his rate of advancement in the various thieving skills. The thief receives a bonus to his skills based on level and alignment, as shown on table 1-9.

To use a thief skill, the player rolls d20 and adds his modifier. He must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20 – for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs (e.g., a forged document may not be truly tested until presented to the king's commissary).

A thief needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level thief must purchase a set of thieves' tools that allows him to use these skills.

Success when using a thief's skill means the following:

Backstab: The most successful thieves kill without their victims ever being aware of the threat. When attacking a target from behind or when the target is otherwise unaware, the thief receives the indicated attack bonus to his attack roll. In addition, if he hits, the thief automatically achieves a critical hit, rolling on the crit table as per his level (see page 37). Typically, backstabs are combined with checks to sneak silently or hide in shadows, such that a thief at-



tacks with surprise and is able to backstab. Certain weapons are particularly effective with backstab attempts and do additional damage, as noted in the equipment list. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.

Sneak silently: A thief never makes an opposed check to sneak silently; that is, the check is never made against the target's attempt to listen. The thief rolls against a hard DC, as noted below, and success means the thief did indeed sneak silently. With the exception of demi-gods and extraordinary magic, the thief's movement cannot be heard. This skill is often used to sneak up on unsuspecting guards and make a backstab attempt. The base DC for moving across stone surfaces is DC 10. Cushioned surfaces, such as grass or carpet are DC 5; moderately noisy surfaces, such as creaking wooden boards are DC 15; and extremely noisy surfaces, like crackling leaves, still water, or crunchy gravel are DC 20.

Hide in shadows: A successful hide in shadows check means the thief cannot be seen. As with sneaking silently, this check is never opposed, and is often used before a backstab attempt. The thief can attempt to hide in broad daylight should he be so bold! The base DC for sneaking down a hallway with moderate cover (chairs, bookcases, crevasses, nooks and crannies, alcoves, etc.) is DC 10. Hiding at night or in a shaded or dimly lit area is DC 5; hiding under a full moon is DC 10; hiding in daylight but in a dark shadow or behind a solid object is DC 15; and hiding in broad daylight with minimal obstruction is DC 20.

Pick pocket: The thief surreptitiously takes an object off a target's person. This skill also includes other feats of legerdemain such as card tricks, minor magic tricks, and so on. Stealing from an unaware target with a loose pocket and an unsecured coin pouch is DC 5; picking the pocket of a target that is actively watching and monitoring his or her belongings is DC 20; and the varying degrees of watchfulness in between define other check thresholds.

Climb sheer surfaces: As one would expect. DC 20 is a perfectly smooth surface with no visible handholds. A normal stone wall is DC 10.

Pick lock: A mundane lock is DC 10. An extremely well crafted lock is DC 20. Some locks of legendary manufacture and notable difficult are DC 25 or higher.



Find trap and disable trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

Forge document: The DC varies with the complexity and originality of the source document, ranging from DC 5 to DC 20.

Disguise self: The degree of change determines the DC. The thief can transform himself to resemble someone of the same basic race and physical dimensions with a DC 5 check. Changing significant facial features requires a DC 10 check. Changing physical traits, like mannerisms and height, requires a DC 15 check. Fooling someone close to the target (such as a parent or spouse) requires a minimum DC 20 check.

Read languages: Interpreting simple meaning requires a DC 10 check. Interpreting anything more detailed is DC 15.

Handle poison: Any time a thief uses poison he must make a DC 10 safety check. On a failure, he accidentally poisons himself! This check is made each time poison is applied to a blade or other surface. Additionally, on a natural 1 on any attack roll with a poisoned blade, the thief automatically poisons himself, in addition to any fumble results.

Cast spell from scroll: Provided a spell is written on a scroll, a thief can attempt to read the scroll and cast the magical spell. The spell check DC is as standard, but the thief rolls

the indicated type of die to attempt to beat that DC. The thief may not attempt spellburn.

Luck and Wits: Thieves survive on their luck and their wits, and the most successful thieves live a life of fortune on guts and intuition. A thief gains additional bonuses when expending Luck, as follows.

First, the thief rolls a luck die when he expends Luck. The luck die is indicated on Table 1-7: Thief. For each point of Luck expended, he rolls one die and applies that modifier to his roll. For example, a 2nd-level thief who burns 2 points of Luck adds +2d4 to a d20 roll.

Second, unlike other classes, the thief recovers lost Luck to a limited extent. The thief's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. For example, a 1st-level thief with starting Luck score of 11 attempts to disable a trap and fails by 2 on his check. He burns 2 points of Luck to add 2d3 to his result, allowing him to succeed. His Luck is now 9. Because the thief is 1st level, his Luck score will be restored by 1 point on the following morning, bringing it back up to 10. Then, 1 additional point will be restored on the following morning, bringing it back to 11. The thief's Luck score cannot increase past 11.

Action dice: A thief uses his action dice for any normal activity, including attacks and skill checks.



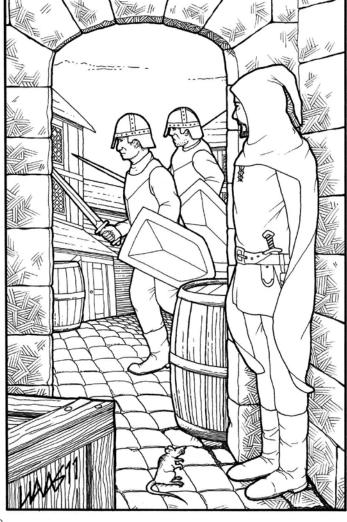
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Table	1-7:	Tbief
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Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3

Table 1-8: Thief Titles

Level	Titl		
	Lawful	Chaotic	Neutral
1	Bravo	Thug	Beggar
2	Apprentice	Murderer	Cutpurse
3	Rogue	Cutthroat	Burglar
4	Capo	Executioner	Robber
5	Boss	Assassin	Swindler

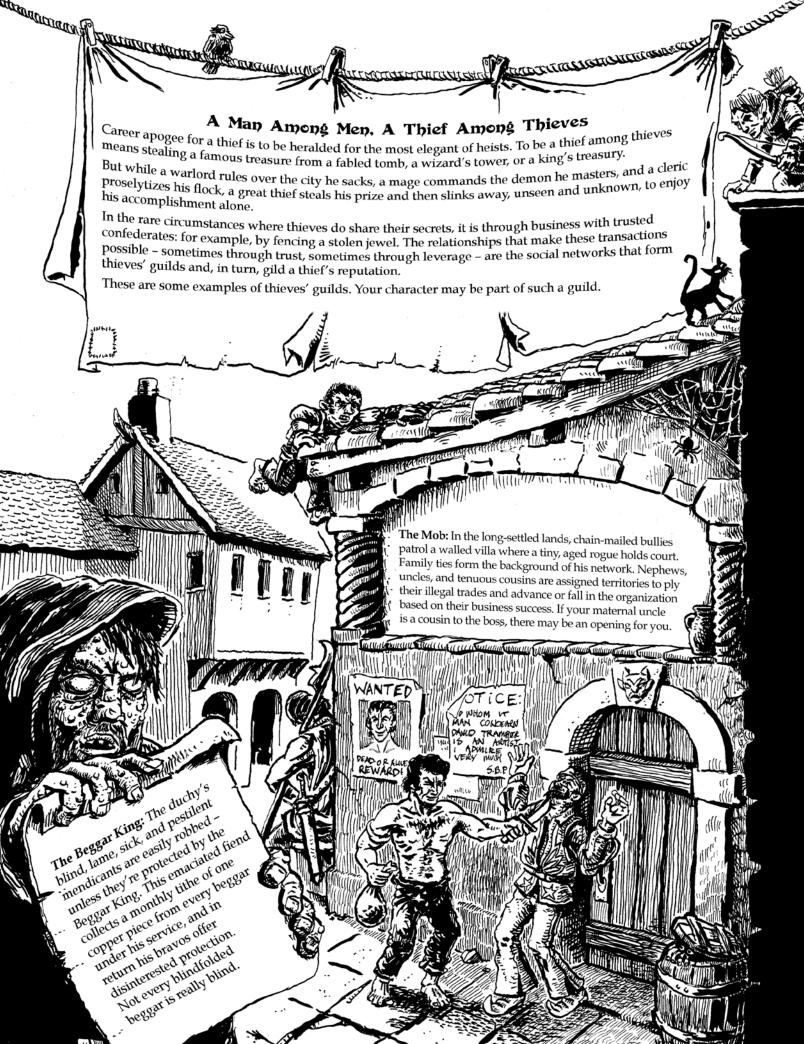




T	able	1-9:	Thief	Sķills	by	Level	aņd	Alignı	ment	
Skill			Bonus f	or LAWF	UL Th	ieves (Pat	h of th	e Boss)		
	1	2	3	4	5	6	7	8	9	10
Backstab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in shadows*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick pocket*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disable trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Forge document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise self‡	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Cast spell from scroll†	d10	d10		d12	d14	d14	d16	d16	d20	d20
Skill		R	onus for	CHAOTI	∩ Thia	was (Path	of the	Accaccin	,	
JKIII	1	2	3	4	5	6	7	8	9	10
Backstab	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb sheer surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise self‡	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Cast spell from scroll†	d10	d10		d12	d14	d14	d16	d16	d20	d20
_	*									
Skill	_			NEUTRAI		•				40
B 1 . 1	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise self‡	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll†	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20

^{*} The thief's Agility modifier, if any, also modifies checks for these skills. † The thief's Intelligence modifier, if any, also modifies checks for these skills. ‡ The thief's Personality modifier, if any, also modifies checks for these skills.







WARRIOR

ou are a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty

stomach, or a stout man-at-arms armored by a merchant's gold.

Of all the classes, warriors have the best attack bonus, the highest hit points, and the most potential for extra attack actions.

Hit points: A warrior gains 1d12 hit points at each level.

Weapon training: A warrior is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, flail, handaxe, javelin, lance, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Alignment: Warriors can follow one of several paths based on their alignment, which in turn affects their title. Royal warriors, employed by nobility, are lawful. Lawless warriors, fighting merely for profit or carnage, are chaotic. Wild warriors, natives of the barren steppes or deadly forests, are neutral or chaotic. Hired warriors, loyal to a cause, a man, or simply the fattest purse, can be lawful, neutral, or chaotic.

Attack modifier: Unlike other classes, warriors do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a *deed die*. At 1st level, this is a d3. The warrior rolls this d3 on each attack roll and applies it to both his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The deed die advances with the warrior's level, climbing to d7 by 5th level, and then higher up to d10+4 at 10th level. The warrior always makes a new roll with this die in each combat round. When the warrior has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Arms: Warriors earn their gold with pure physical prowess. They swing across chapels on chandelier chains, bash through iron-banded oaken doors, and leap over chasms in pursuit of their foes. When locked in mortal melee, their mighty deeds of arms turn the course of battle: a brazen bull rush to push back the enemy lines, a swinging flail to entangle the beastman's sword arm, or a well-placed dagger through the enemy knight's visor.

Prior to any attack roll, a warrior can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a warrior may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on.

The warrior's deed die determines the Deed's success. This is the same die used for the warrior's attack and damage modifier each round. If the deed die is a 3 or higher, and the attack lands (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well.

Refer to the Combat section for additional information on Mighty Deeds of Arms (see page 88).

Critical hits: In combat, a warrior is most likely to score a critical hit and tends to get the most destructive effects when he does so. A warrior rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a warrior scores critical hits more often. At 1st through 4th level, a warrior scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 5th level and 17-20 at 9th level. See the Combat section for more information on crits.

Initiative: A warrior adds his class level to his initiative rolls.

Luck: At first level, a warrior's Luck modifier applies to attack rolls with one specific kind of weapon. This kind of weapon must be chosen at first level and the modifier is fixed at its starting value – neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

Action dice: A warrior always uses his action dice for attacks. At 5th level, a warrior gains a second attack each round with his second action die.

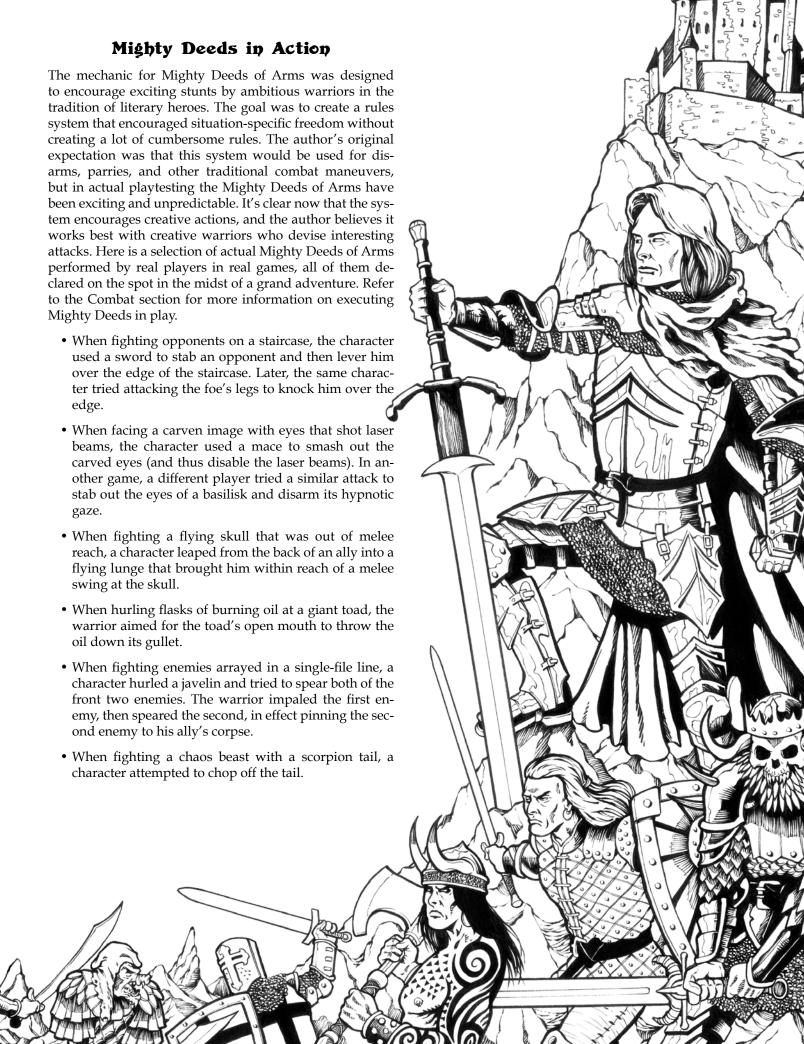


Table 1-10: Warrior

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3

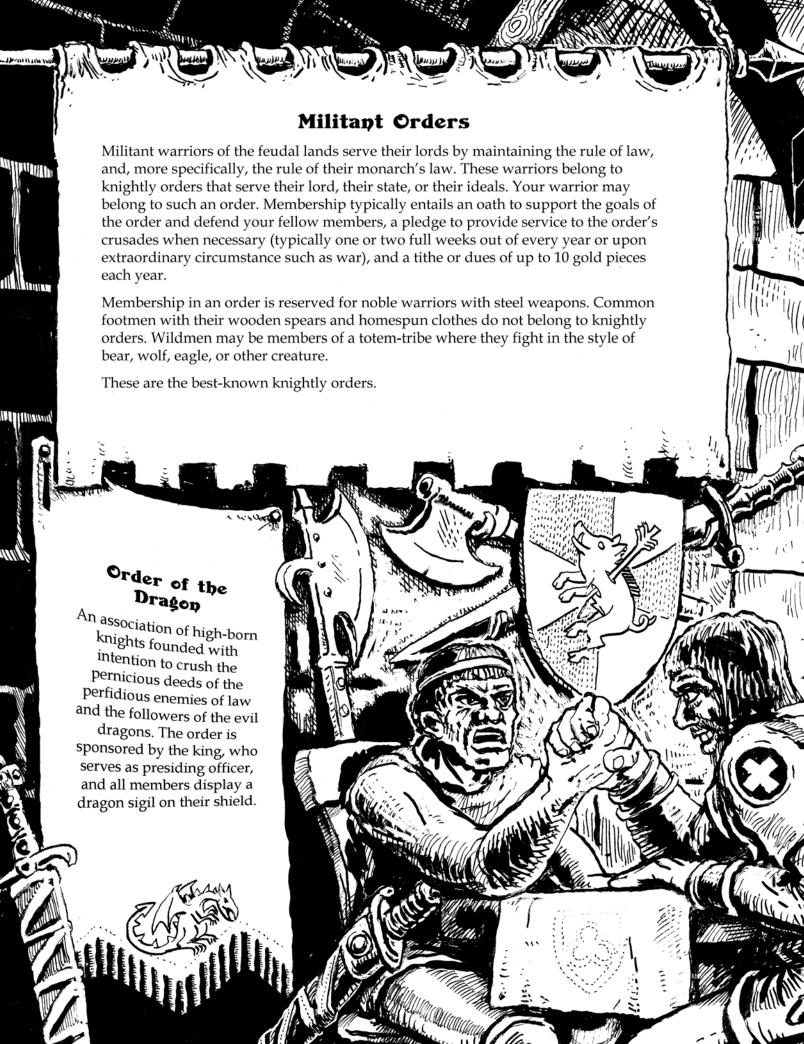
^{*} A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the warrior adds both a die and a fixed value.

Table 1-11: Warrior Titles

Level	Title by Alignment and Origin						
	Lawful	Chaotic	Neutral				
1	Squire	Bandit	Wildling				
2	Champion	Brigand	Barbarian				
3	Knight	Marauder	Berserker				
4	Cavalier	Ravager	Headman/Headwoman				
5	Paladin	Reaver	Chieftain				









WIZARD



ou owe allegiance to no man, aye, but a demon or god may hold sway upon your soul. You are a tight-lipped warlock study-

ing ancient tomes, a witch corrupted by black magic, a demonologist trading soul-slivers for secrets, or an enchanter muttering chants in lost tongues. You are one of many foul mortals clutching at power. Will you succeed? Low-level wizards are indeed very powerful, but high-level wizards fear for their souls.

Wizards control magic. At least, they attempt to. Mortal magic is unpredictable and wild but powerful. Unlike clerics whose faithful service is rewarded with divine powers, wizards wield magic through

> mastery and dominance of forces in which they are not always voluntary participants.

Wizards are sometimes trained in combat, but are rarely a match for warriors or clerics in a clash of worldly weapons.

Hit points: A wizard gains 1d4 hit points at each level.

Weapon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it hinders spellcasting.

Alignment: Wizards pursue magical arts according to their natural inclinations. Chaotic wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment.

Caster level: Caster level is a measurement of a wizard's power in channeling a spell's energy. A wizard's caster level is usually his level as a wizard. For example, a 2nd-level wizard usually has a caster level of 2.

Magic: Magic is unknown, dangerous, and inhuman. Even the best wizards occasionally fail to properly harness a spell, with unpredictable results. Wizards thus inculcate their preferred magics, lest they err in casting a spell and corrupt themselves with misdirected magical energies. At 1st level a wizard determines 4 spells that he knows, representing years of study and practice. As his comprehension expands, a wizard may

sively higher levels. A wizard knows a number of spells as shown on table 1-12, modified by his Intelligence score.

Known spells are determined randomly (see Chapter 5: Magic). They may be of any level for which the wizard is eligible, as shown by the max spell level column. The wizard chooses the level before making his die roll. Higher-level spells are more powerful but harder to cast – and there are consequences for failure.

Wizards cast spells by making a spell check. A wizard's spell check is usually 1d20 + Intelligence modifier + caster level. In some cases, a wizard may roll a different die on the spell check (see Mercurial Magic).

Supernatural patrons: Wizards weave magic spells in consultation with powers from supernatural places and the outer planes. Demons and devils, angels, celestials, ghosts, outsiders, daevas, genies, elementals, Chaos Lords, spirits, elder gods, alien intelligences, and concepts foreign to mortal comprehension whisper secrets in exchange for favors best left unexplained. In everyday concourse, these secrets manifest as spells; in dire circumstances, the wizard can invoke one of his patrons directly and call for material assistance. This sort of request is called invoking a patron.

To invoke a patron, the wizard must spellburn at least 1 point of an ability score (see page 107) and cast the spell *invoke patron*. There may be additional requirements depending on the specific circumstances. Presuming the patron condescends to attend to the wizard, some negotiation may be required: a bauble exchanged, a secret name spoken, a sacrificial token burned, or maybe a quest performed. If the patron deigns to act, it sends an emissary to assist the wizard in the way the patron deems most appropriate.

Invoking a patron is powerful magic. Do not use it lightly.



Some common patrons include the following:

- Bobugbubilz, demon lord of amphibians
- Azi Dahaka, demon prince of storms and waste
- The King of Elfland, fey ruler of the lands beyond twilight
- Sezrekan the Elder, the wickedest of sorcerers
- The Three Fates, who control the fate of all men and gods to see that the world reaches its destiny
- Yddgrrl, the World Root
- Obitu-Que, Lord of the Five, pit fiend and balor
- Ithha, prince of elemental wind

Familiars: More than one wizard has found comfort in the company of a black cat, hissing snake, or clay homunculus. A wizard may utilize the spell *find familiar* to obtain such a partner.

Luck: A wizard's Luck modifier applies to rolls for corruption (see page 116) and mercurial magic (see page 111).

Languages: A wizard knows *two* additional languages for every point of Int modifier, as described in Appendix L.

Action dice: A wizard's first action die can be used for attacks or spell checks, but his second action die can only be used for spell checks. At 5th level, a wizard can cast two spells in a single round, the first with a d20 spell check and the second with a d14. Note that the results of mercurial magic may modify the action dice based on the dice chain.



			Table	1-12: W	Vizard			
Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/I	1d20	4	1	+1	+0	+1
2	+1	1d6/I	1d20	5	1	+1	+0	+1
3	+1	1d8/I	1d20	6	2	+1	+1	+2
4	+1	1d8/I	1d20	7	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	8	3	+2	+1	+3
6	+2	1d10/I	1d20+1d16	9	3	+2	+2	+4
7	+3	1d12/I	1d20+1d20	10	4	+3	+2	+4
8	+3	1d12/I	1d20+1d20	12	4	+3	+2	+5
9	+4	1d14/I	1d20+1d20	14	5	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	16	5	+4	+3	+6
			Table	o. Wi				

Table 1-13: Wizard Titles

Level	Title by Alignment and Specialty							
	Chaotic	Lawful	Neutral					
1	Cultist	Evoker	Astrologist					
2	Shaman	Controller	Enchanter					
3	Diabolist	Conjurer	Magician					
4	Warlock / Witch	Summoner	Thaumaturgist					
5	Necromancer	Elementalist	Sorcerer					



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