

DCC RPG RULES ERRATA

Updated September 21, 2012. This page lists rules errata for the first printing of DCC RPG. These issues have been corrected in the second printing.

Thief: Intelligence modifier *does* apply to checks to read scrolls (page 36).

Warrior: A warrior's weapon training includes the flail and lance (page 42). The warrior's threat ranges on Table 1-10 are correct (page 44).

Elf: An elf's weapon training includes the lance (page 56).

Dwarf: The dwarf's crit tables on Table 1-14 are correct (page 54). Reference Table 1-14, not the headers to the crit tables.

Surprise: Surprised characters do not act in the first round of combat. After the first round they act normally on their initiative count (page 77).

Mounted combat: When making an Agility check to remain on a spooked horse, a character rolls 1d20 if trained, or 1d10 if not trained (page 87). Do not apply a +2 modifier.

Mighty Deeds, trips & throws, result "3" on deed die: Attack bonus against a prone opponent is +2 (page 90).

Grappling: Monsters add their hit dice instead of Strength or Agility modifier (page 96).

Various un-dead monsters: Un-dead are immune to the *paralysis* spell (not *hold*).

Force Manipulation spell: Spell check 14-17 result is duration 1d6+CL turns (page 143).

Patron Bond spell: Spell check result 24-27 is missing (page 150). The correct text is:

Patron Bond (continued)		
	When Cast on Self	When Cast on Other
24-27	The caster is considered an important person in his patron's plans. He forms an agreement with his patron and is marked as one in the patron's service. The caster learns the spell <i>invoke patron</i> as it relates to his patron and may cast it twice per day at a +1 bonus to the spell check. The patron also gives the caster a gift (for which a counter-gift is to be expected, of course). The gift is a single patron spell, selected from the patron's spell list. The caster can cast this spell once per day in place of a casting of <i>invoke patron</i> . Each time he casts this patron spell or <i>invoke patron</i> , the caster is indebted to his patron, who will call in the debt at some point.	The caster forms a bond between his patron and the subject, who is very useful to the patron. The patron bestows a minor boon on the caster in the form of a +2 bonus on the next casting of <i>invoke patron</i> or a patron spell, and grants a minor boon to the subject in the form of a +1 bonus to his next action in the service of the patron. The subject receives a prominent mark of the patron on his hand or face, and may attempt a DC 16 Luck check once per month to ask a minor favor from the patron, which manifests in a non-magical manner. Each time such a Luck check is attempted there is a 1% cumulative chance that the patron asks for something in return. In addition, the patron sends followers to aid the subject's natural actions. The followers consist of 1d4+1 warriors, each of level 1d3. All bear the mark of the patron. The warriors serve with absolute loyalty (no morale checks are ever required) and ask for nothing in return save adherence to the principles of the patron. The caster is viewed favorably for bringing more followers to his patron; for every 10 followers recruited and bonded, he receive a +1 bonus to future patron bond and <i>invoke patron</i> checks (max +5 bonus).

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