

DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

GLORY & GOLD WON BY SORCERY & SWORD

QUICK START GUIDE



Welcome to DCC RPG and Free RPG Day! One of the best things about DCC RPG is that you can roll up a character in 5 minutes. Well, maybe 10 minutes if you're new to the game. Yes, it's really that fast! This simple guide excerpts the relevant pages from the DCC RPG beta rules to allow you to very quickly roll up 0-level characters on Free RPG Day. Ready? Let's get started!

Character creation in the DCC RPG follows these steps:

1. Roll ability scores.
2. Determine 0-level occupation.
3. Calculate saving throws and choose an alignment.
4. Determine randomly determined equipment.

That's it! Now, grab the character sheet from the end of this packet, then let's get started.

LEVEL 0



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. When starting a 0-level game, we recommend that each player control 2-3 characters. Trust me, you'll need them. All 0-level characters start with the following:

- 1d4 hit points, modified by Stamina
- 5d12 copper pieces
- -100 XP
- One randomly determined piece of equipment (see table 3-4)
- One randomly determined occupation (see table 1-3)
- Based on the occupation:
 - Possession of and training in one weapon
 - Possession of some trade goods
- A +0 modifier to attack rolls and all saving throws

As the character earns experience points, his XP total advances to 1. When his XP total reaches 1, he may choose a class.

ABILITY SCORES



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

Once you've rolled your abilities, note your modifier on the character sheet. Then roll d30 on Table 1-2 to determine what kind of roll your Luck score modifies.

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 |
| 10 | None | No adjustment | 3 |
| 11 | None | No adjustment | 3 |
| 12 | None | No adjustment | 4 |
| 13 | +1 | No adjustment | 4 |
| 14 | +1 | +1 spell | 5 |
| 15 | +1 | +1 spell | 5 |
| 16 | +2 | +1 spell | 6 |
| 17 | +2 | +2 spells | 6 |
| 18 | +3 | +2 spells | 7 |



"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!"

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.

TABLE 1-2: LUCK SCORE

| Roll | Birth Augur and Lucky Roll | Roll | Birth Augur and Lucky Roll |
|------|---|------|---|
| 1 | Harsh winter: All attack rolls | 19 | Survived a spider bite: Saving throws against poison |
| 2 | Taurus: Melee attack rolls | 20 | Struck by lightning: Reflex saving throws |
| 3 | Fortunate date: Missile fire attack rolls | 21 | Lived through famine: Fortitude saving throws |
| 4 | Raised by wolves: Unarmed attack rolls | 22 | Resisted temptation: Willpower saving throws |
| 5 | Conceived on horseback: Mounted attack rolls | 23 | Charmed house: Armor Class |
| 6 | Born on the battlefield: Damage rolls | 24 | Speed of the cobra: Initiative |
| 7 | Path of the bear: Melee damage rolls | 25 | Bountiful harvest: Hit points (applies at each level) |
| 8 | Hawkeye: Missile fire damage rolls | 26 | Warrior's arm: Critical hit tables** |
| 9 | Pack hunter: Attack and damage rolls for 0-level trained weapon | 27 | Unholy house: Corruption rolls |
| 10 | Born under the loom: Skill checks (including thief skills) | 28 | The Broken Star: Fumbles** |
| 11 | Fox's cunning: Find/disable traps | 29 | Birdsong: Number of languages |
| 12 | Four-leafed clover: Find secret doors | 30 | Wild child: Speed (each +1 = +5' speed) |
| 13 | Seventh son: Spell checks | | |
| 14 | The raging storm: Spell damage | | |
| 15 | Righteous heart: Turn unholy checks | | |
| 16 | Survived the plague: Magical healing* | | |
| 17 | Lucky sign: Saving throws | | |
| 18 | Guardian angel: Savings throws to escape traps | | |

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

** Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.

OCCUPATION



our character once toiled away at mundane tasks, and his family and peers still do. Whether alongside his family or apprenticed to a master, his former occupation provides some set of skills – useful perhaps only as a fallback when he emerges crippled from the dungeon, but 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 in mind already, he should feel free to use it. Starting trained weapon and trade goods can be determined thematically with the judge's approval.

TRADE GOODS



ovice 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.

You will discover that 0-level characters possess almost no 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



n 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 it determines their options for the rest of their life.

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.

And that's it. Now start your adventure!

TABLE 3-4: EQUIPMENT

A 0-level character gets one randomly determined item of equipment; roll 1d24 per character.

| Roll* | Item | Cost |
|-------|----------------------|-------|
| 1 | Backpack | 2 gp |
| 2 | Candle | 1 cp |
| 3 | Chain, 10' | 30 gp |
| 4 | Chalk, 1 piece | 1 cp |
| 5 | Chest, empty | 2 gp |
| 6 | Crowbar | 2 gp |
| 7 | Flask, empty | 3 cp |
| 8 | Flint & steel | 15 cp |
| 9 | Grappling hook | 1 gp |
| 10 | Hammer, small | 5 sp |
| 11 | Holy symbol | 25 gp |
| 12 | Holy water, 1 vial** | 25 gp |
| 13 | Iron spikes, each | 1 sp |
| 14 | Lantern | 10 gp |
| 15 | Mirror, hand-sized | 10 gp |
| 16 | Oil, 1 flask*** | 2 sp |
| 17 | Pole, 10-foot | 15 cp |
| 18 | Rations, per day | 5 cp |
| 19 | Rope, 50' | 25 cp |
| 20 | Sack, large | 12 cp |
| 21 | Sack, small | 8 cp |
| 22 | Thieves' tools | 25 gp |
| 23 | Torch, each | 1 cp |
| 24 | Waterskin | 5 sp |

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as some demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.



"Encumbrance? We always ignored that rule."

TABLE 1-3: OCCUPATION

| Roll | Occupation | Trained Weapon† | Trade Goods |
|--------|---------------------|----------------------|-------------------------|
| 01 | Alchemist | Staff | Oil, 1 flask |
| 02 | Animal trainer | Club | Pony |
| 03-04 | Armorer | Hammer (as club) | Iron helmet |
| 05 | Astrologer | Dagger | Spyglass |
| 06-08 | Blacksmith | Hammer (as club) | Steel tongs |
| 09-10 | Caravan guard | Short sword | Linen, 1 yard |
| 11 | Cobbler | Awl (as dagger) | Shoehorn |
| 12 | Confidence artist | Dagger | Quality cloak |
| 13 | Cooper | Crowbar (as club) | Barrel |
| 14-15 | Cutpurse | Dagger | Small chest |
| 16-17 | Ditch digger | Shovel (as staff) | Fine dirt, 1 lb. |
| 18-21 | Dwarven blacksmith | Hammer (as club) | Mithril, 1 oz. |
| 22-23 | Dwarven herder | Staff | Sow** |
| 24-27 | Dwarven miner | Pick (as club) | Lantern |
| 28-31 | Elven artisan | Staff | Clay, 1 lb. |
| 32-35 | Elven forester | Staff | Herbs, 1 lb. |
| 36-37 | Elven sage | Dagger | Parchment and quill pen |
| 38-47 | 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 |
| 55-58 | Halfling gypsy | Sling | Hex doll |
| 59-62 | Halfling trader | Short sword | 20 sp |
| 63-64 | Halfling vagrant | Club | Begging bowl |
| 65 | Healer | Club | Holy water, 1 vial |
| 66 | Herbalist | Club | Herbs, 1 lb. |
| 67-69 | Herder | Staff | Herd dog** |
| 70-72 | Hunter | Shortbow | Deer pelt |
| 73 | Indentured servant | Staff | Locket |
| 74 | Jester | Dart | Silk clothes |
| 75 | Jeweler | Dagger | Gem worth 20 gp |
| 76 | Locksmith | Dagger | Fine tools |
| 77 | Mercenary | Longsword | Hide armor |
| 78 | Miller/baker | Club | Flour, 1 lb. |
| 79 | Minstrel | Dagger | Ukulele |
| 80 | Noble | Longsword | Gold ring worth 10 gp |
| 81 | Orphan | Club | Rag doll |
| 82 | Ostler | Staff | Bridle |
| 83 | Outlaw | Short sword | Leather armor |
| 84 | Scribe | Dart | Parchment, 10 sheets |
| 85 | Shaman | Mace | Herbs, 1 lb. |
| 86 | Slave | Club | Strange-looking rock |
| 87 | Smuggler | Sling | Waterproof sack |
| 88-89 | Soldier | Spear | Shield |
| 90-91 | Squire | Longsword | Steel helmet |
| 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 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.

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

TABLE 3-1: WEAPONS

At 0 level you won't have many weapons, but you might need some of these stats.

| Weapon | Damage | Range | Cost in gp |
|-------------------|---------------|--------------|-------------------|
| Battleaxe* | 1d8 | - | 7 |
| Blackjack | 1d3*** | - | 3 |
| Club | 1d4 | - | 3 |
| Crossbow* | 1d6 | 80/160/240 | 30 |
| Daggers† | 1d4 | 10/20/30** | 3 |
| Dart | 1d4 | 20/40/60** | 5 sp |
| Flail | 1d6 | - | 6 |
| Handaxe | 1d6 | 10/20/30** | 4 |
| Javelin | 1d6 | 30/60/90** | 1 |
| Longbow* | 1d6 | 70/140/210 | 40 |
| Longsword | 1d8 | - | 10 |
| Mace | 1d6 | - | 5 |
| Polearm* | 1d10 | - | 7 |
| Shortbow* | 1d6 | 50/100/150 | 25 |
| Short sword | 1d6 | - | 7 |
| Sling | 1d4 | 40/80/160** | 2 |
| Spear | 1d8 | - | 3 |
| Staff | 1d4 | - | 5 sp |
| Two-handed sword* | 1d10 | - | 15 |
| Warhammer | 1d6 | - | 5 |

* *Two-handed weapon. Characters using two-handed weapons suffer a -4 penalty to initiative checks.*

** *Strength damage bonus applies with this weapon at close range only. Strength penalties apply at all ranges.*

*** *Damage dealt is always subdual damage.*

† *Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshippers, and other bad guys carry curvy or ceremonial daggers known as athame, kris, or tumi.*

TABLE 3-2: AMMUNITION

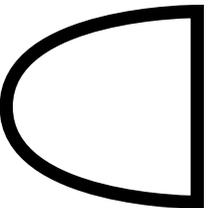
| Ammunition | Quantity | Cost in gp |
|----------------------|-----------------|-------------------|
| Arrows | 20 | 5 |
| Arrow, silver-tipped | 1 | 5 |
| Quarrels | 30 | 10 |
| Sling stones | 30 | 1 |

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

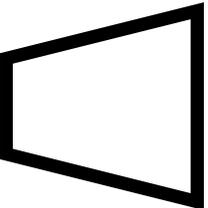
Name _____ Title _____

Occupation _____ Class _____ Alignment _____ Speed _____

Level _____ XP _____



AC



Hit Points
Max: _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

Armor

Equipment

Treasure

Strength

Modifier: _____

Melee Attack

Melee Damage

Agility

Modifier: _____

Missile Attack

Missile Damage

Stamina

Modifier: _____

Fort Save

Personality

Modifier: _____

Will Save

Intelligence

Modifier: _____

Languages

Luck

Modifier: _____

Lucky Roll

Ref Save

Notes