

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

* 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!"

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

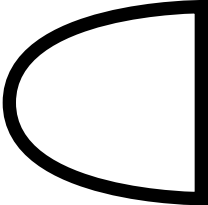
Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

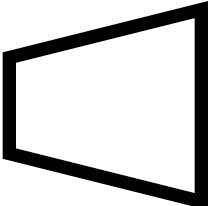
Name _____ Title _____

Occupation _____ Class _____ Alignment _____ Speed _____

Level _____ XP _____



AC



Hit Points
Max: _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

Equipment

Armor

Treasure

Notes

Strength

Modifier: _____

Melee Attack

Melee Damage

Agility

Modifier: _____

Missile Attack

Missile Damage

Stamina

Modifier: _____

Personality

Modifier: _____

Intelligence

Modifier: _____

Languages

Luck

Modifier: _____

Lucky Roll

Ref
Save

Fort
Save

Will
Save