The Gongfarmer's Almanac

Volume #7 , 2020

The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG Communities

Character Classes

VOLUME 7 OF SIXTEEN BOOKLETS

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Human

By Dieter Zimmerman

DCC RPG is human-centric because most of the novels of Appendix N are human-centric. When an elf, dwarf, or other race appears in an Appendix N story, it's often a single member of the race who embodies that entire race - at least from the perspective of the human protagonist. The basic justification for "Race as Class" in DCC is that non-humans are pretty rare, and that those non-humans who involve themselves in the human world tend to share many characteristics and become representative of their entire race from the human standpoint. Even in cases in the literature where non-humans aren't that rare, they tend to be more or less the same. Admit it; all 13 dwarves in The Hobbit *are pretty interchangeable as far as their skill-sets go.*

But where does that leave you if you want to run an all-elf or all-dwarf game? You don't want all your PCs to be the same class, so you let your hero race choose classes like humans normally would in DCC RPG. But in that scenario letting someone who wants to play a human choose a class also would be kind of against the spirit of "race as class" so I've created a "generic human" class for non-human campaigns. Think of this as being written in an alternate universe DCC RPG where all the players are elves and humans are mythological.

The sorts of humans who would travel to non-human lands are probably most interested in knowledge or wealth: sages and explorers, merchants and thieves. Their common skill set likely involves good communication, moral flexibility, and the ability to survive on their own.

Hit Points: A human is hardier than an elf, but not as tough as a dwarf. They gain 1d8 hit points at each level.

Weapon training: A human is trained in the use of the crossbow, dagger, handaxe, longsword, shortbow, shortsword, sling, spear, staff, and one other weapon of their choice. Humans can wear whatever armor they see fit.

Alignment: Humans tend to be in it for themselves, and so are often neutral.

Highly Skilled: Humans are incredibly adaptable to changing situations because they pick up on new skills quickly, and they reach levels of mastery that other races find obsessive. A human rolls 1d14 for all untrained skill checks, and 1d24 for all trained skill checks.

Master of Diplomacy: Though many humans are capable fighters, talking is how they usually get what they want (and humans always want something). A human can convince dwarves to shave and make them think it was their idea. A human can try to persuade someone to do something by temporarily spending one Personality point, and the target(s) must make a Will save with a DC of 8 plus the human's Per modifier and the human's class level. If they fail, they are inclined to do what the human wants and will do it as soon as the situation reasonably allows. The action can be against the target's best interest, but at the Judge's discretion the effect can be altered by changing circumstances. For example, if a human convinces an enemy to stop fighting and talk instead, that enemy will start fighting again if attacked or if the ensuing conversation goes poorly. This ability is based on emotion and logic, not magic.

Normally a human can only affect one target at a time, but additional Personality points can be used to affect more people or make the saving throw more difficult. One Personality point can add two to the save DC or double the number of targets affected. The human's Personality score recovers as normal (one point per day).

The human does not even need to speak the language of their target. As long as the target is intelligent and the ideas can be expressed through gestures and noises, a persuasion attempt can be made.

Infinite Variety: Human societies are many and varied, covering plains, deserts, mountains, islands, and any other landscape imaginable. They have universal traits, but they have differences also. At 1st level a human can roll or choose one of the following options:

1) **Warrior:** The human gains the Mighty Deed of Arms ability like a 1st level fighter.

2) **Wizard:** The human gains the ability to cast two random Wizard spells as if they were a 1st level caster.

3) **Cleric:** The human gains the ability to cast two random Cleric spells as if they were a 1st level caster.

4) **Thief:** The human gains Thief skills like a 1st level Thief of the same alignment.

Even though the human will gain levels, these abilities never improve. They are always used as if the human were 1st level. Wizard spells are subject to mercurial magic and corruption, and they can be boosted with spellburn. Cleric spells are subject to disapproval like normal. A human can never learn any additional spells.

Human Hubris: Humans are master manipulators, yet they are also easily manipulated. Every human desires to increase their own influence and sense of self-importance. When one is confronted with a situation that could significantly increase or decrease their personal power, a human is likely to pursue their own selfish ends, even betraying friends and ideals if the pull is strong enough.

Any time a human character has to make a Will save, they can choose to voluntarily fail. If a save is failed in this manner, the character gains back one point of spent Per or Luck up to their starting maximum. If the character chooses to roll the save and fails, nothing is gained.

Luck: With their short lifespans, humans are forced to learn things quickly. A human applies his Luck modifier to any skill checks (trained or untrained).

Languages: Humans are good at communicating. At first level, a human automatically knows Common, the language of the predominant race of the campaign, and one additional language determined randomly as specified in Appendix L of the DCC RPG core rules.

Action Dice: Humans use their action dice for attacks and skill checks. At 6th level they receive a second action die.

Table H-1: Human

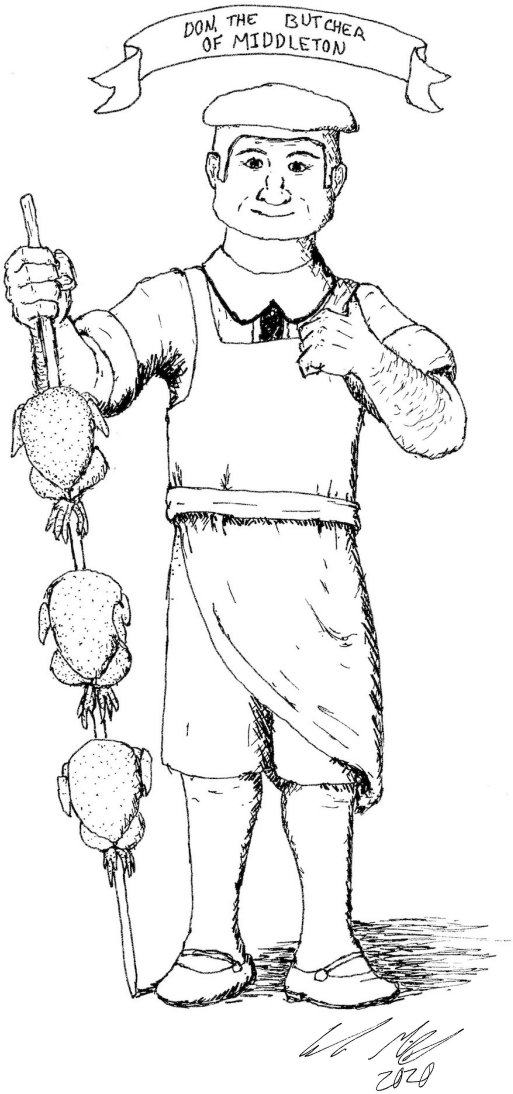
Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+0
2	+2	1d10/III	1d20	+1	+2	+0
3	+2	1d10/III	1d20	+1	+2	+1
4	+3	1d12/III	1d20	+2	+3	+1
5	+4	1d12/III	1d20	+2	+3	+1
6	+5	1d14/III	1d20+1d14	+2	+4	+2
7	+5	1d14/III	1d20+1d16	+3	+4	+2
8	+6	1d16/III	1d20+1d16	+3	+5	+2
9	+7	1d16/III	1d20+1d20	+3	+5	+3
10	+7	1d20/III	1d20+1d20	+4	+6	+3

Peasant

By Matthew Carr

Art by Colin Mills

"I always wondered how the level 20 gnomish locksmith mentioned in the knock spell got so good at making locks. I set out to answer my own question with this class. Unfortunately, I only got to level 10 before the table ran out!"



Peasants come in all varieties of species and professions. They make up the vast majority of society. They can be wealthy merchants, hard-working farmers or the lowly gongfarmers. This class is for all those times when your adventurers meet a less than willing NPC and drag them along on some adventures. Or when you get that one player that says, "But what if I just want to be a farmer on an adventure?"

Hit points: A peasant gains 1d4 hit points per level.

Weapon training: Peasants are generally not trained in any weapons except those used in their occupations. A peasant gains proficiency in the weapon given by the peasant's profession and in any other implements used by the peasant's profession on a regular basis. For example, farmers might be proficient in pitchforks, shovels and a handaxe or knife used for slaughtering animals.

Alignment: Peasants are usually part of and dependent upon the community around them. Because of this they are usually lawful or neutral. Chaotic peasants are either the town rabble rousers or they may be found out in the wilds. Lone peasants living in the wilderness often end up in dire situations due to bandits or dangerous creatures.

No occupation restriction: The peasant class may be combined with any of the occupations in the game; this includes elven, dwarven and halfling occupations. A demi-human peasant only gets the benefits listed in the DCC RPG rulebook on page 21, in the "Demi-humans at level 0" section.

Expert: Peasants add a bonus equal to their peasant level when making skill checks related to their occupation.

Luck: Peasants add their luck modifier to checks made in their profession or hobby.

Hobby: Any peasant may adopt a hobby once they have gotten good enough at their main occupation. This hobby gives a peasant the ability to pick one other occupation and make checks in it using a hobby die instead of the normal d10 untrained check.

Life of Adventure: A peasant may seek to throw off the mundanity of peasant life and seek a life of adventure. Should a peasant do so, the peasant loses all but 10 experience points, and most of the benefits from any levels the peasant had, including hit points. The peasant reverts to a 0-level peasant with the original hit points the peasant had at creation. If the peasant was human, the peasant may choose a 1st-level human class. If the peasant was an elf, dwarf or halfling, the peasant becomes a professional 1st-level Elf, Dwarf or Halfling. The peasant may keep the hobby die and trained abilities from the level attained at the time of conversion. The peasant also keeps any property accumulated.

Table P-1: Peasant

Level	Attack	Crit Die/ Table	Action Die	Hobby Die	Ref	Fort	Will
1	+0	1d6/I	1d20	--	+1	+1	+0
2	+1	1d8/I	1d20	1d10	+1	+1	+0
3	+1	1d8/I	1d20	1d12	+1	+2	+1
4	+2	1d10/I	1d20	1d12	+2	+2	+1
5	+2	1d10/I	1d20	1d14	+2	+3	+1
6	+3	1d12/I	1d20	1d14	+2	+4	+2
7	+3	1d12/I	1d20+1d14	1d16	+3	+4	+2
8	+4	1d14/I	1d20+1d16	1d16	+3	+5	+2
9	+4	1d14/I	1d20+1d16	1d20	+3	+5	+3
10	+5	1d16/I	1d20+1d20	1d20	+4	+6	+3

The Fowl Summoner

Words and Art By Clayton Williams

You owe allegiance to no man! Your devotion lies with the magistic overseers of the world, birds. You have set your sights on joining their flock or at least being a humble soldier/servant. To satiate your desire you are questing for knowledge and magic that will help bring you closer to these fowl beings. The first step in your transformation is the ability and focus to summon feathered friends.

A Fowl Summoner is a limited wizard class that starts out with spells that have morphed themselves due to the caster's strong will to be one with the birds. They are hard to distinguish from other wizards except that they tend to be adorned with garments that pay homage to feathered kind.

Fowl summoners are not as physically weak as a standard wizard. They find more joy in nature and hard work. Books only serve to further their cause. This also means their potential for arcane knowledge is lower. However, they are more sturdy. As a result, misfires for them have a greater degree of chaos as they can be "bird brains". It is also noted that their summons may not benefit those in the surrounding areas.

Hit Points: A Fowl Summoner gains d5 hit points at each level

Weapon Training: A Fowl Summoner is trained in the use of daggers, short swords, and staffs. They are also proficient at kicking, and scratching. Wizards rarely wear armor, as it hinders Spellcasting. However, Fowl Summoners may seek armor if it has a fowl esthetic.

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. Any alignment is appropriate for a Fowl Summoner

7 — 13

Languages: Common, Can understand bird behavior.

Restrictions & Penalties & Notes

- Ideally, Fowl Summoners are 0-Levels that start with a feathered companion. Companion does not have to survive the funnel.
- Ideally, a party should only have one Fowl Summoner because there has to be a pecking order :)
- Personality: -1 every 2 levels as you care more to commune with birds more than people
- Can only seek a Patron of birds even if others are available
- You may need to include a pun waver at your table

Table FS-1: Fowl Summoner

Level	Atk	Crit Die/ Table	Action Dice	Known Spells	Max Lvl	Ref	Fort	Will	PER Adj
1	+0	1d6/I	1d20	4	1	+1	+0	+1	-
2	+1	1d8/I	1d20	5	1	+1	+1	+1	-1
3	+1	1d8/I	1d20	5	1	+1	+2	+1	-
4	+2	1d10/I	1d20	6	2	+2	+2	+1	-2
5	+3	1d10/I	1d20+1d14	7	2	+2	+2	+2	-
6	+3	1d12/I	1d20+1d16	8	3	+3	+3	+2	-3
7	+4	1d12/II	1d20+1d20	9	3	+3	+3	+3	-
8	+4	1d14/II	1d20+1d20	10	4	+3	+4	+3	-4
9	+5	1d16/II	1d20+1d20	11	4	+4	+4	+3	-
10	+6	1d20/II	2d20+1d16	12	5	+5	+5	+3	-5

MAGIC

A Fowl Summoner starts off with the following 4 predetermined spells or spells may be determined at a judge's discretion.

Fowl Summoning

Level: 1

Range: 20’ Duration: Varies Casting time: 1 round Save: None

General: The caster invokes fowl spirits to summon forth animal(s). For any mundane bird, the caster must have performed a summoning ritual on a live or 80% whole body of the animal to be familiar enough to cast the spell using them as a reference and have some form of fowl material to expend in the casting.

Manifestation: Roll 1d5 1) an egg shimmers into existence, then hatches into the animal summoned; 2) from within a rain of feathers the animal appears; 3) the animal’s skeleton appears first, then organs appear, then muscles knit together, skin grows, and the animal finally appears; 4) The caster’s body shakes wildly growing a clone that immediately transforms into the animal; 5) No matter where you are, a bright glowing orb (use the sun if available) appears, as you look at it, the bird appears by gliding down the light beams.

Corruption: Roll 1d8 1) wizard takes on minor facial traits of the animal he attempted to summon, such as a beak, eagle eyes, feathers, etc.; 2) Summoner grows feathers on their rear. Other birds find the Summoner more approachable in many ways; 3-5) minor corruption; 6-7) major corruption; 8) greater corruption.

Misfire: Roll 1d6 1) caster inadvertently summons a 1HD swarm of aggravating insects, such as bees, wasps, or locusts; 2) instead of summoning an animal, the caster inadvertently sends one away: The caster’s familiar or the next-closest mundane animal vanishes for 1d6 rounds only to return dirty, wet, and angry; 3) caster summons only part of an animal, causing a pile of severed chicken heads, severed duck feet, dislocated wings, or bloody viscera to appear; 4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, another living being, or the floor/ground if there is no other nearby feature – the animal dies instantly and its body is difficult to recover now that it is fused with the object. 5) caster summons a random hostile monster for 1d3 rounds (DCC Rulebook pg 380). 6) caster summons a random hostile undead for 1d2 rounds (DCC Rulebook pg 381).

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1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, 1-2) corruption, 3) patron taint (or corruption if no patron), 4+) misfire.

2-11 Lost. Failure.

12-13 The caster summons one mundane bird of 1 HD or less. The animal remains for up to 30 minutes, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

14-17 The caster summons two mundane birds of 1 HD or less. The animal(s) remain for up to 30 minutes, though they hunger, thirst, and rest as normal. The animal(s) obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 40% chance of releasing the animal(s) from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

18-19 The caster summons one or more mundane bird(s) with a total HD of 3 or less. The animal(s) remains for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 40% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

20-23 The caster summons one or more mundane bird(s) with a total HD of 6 or less. The animal(s) remain for up to 4 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

24-27 The caster summons one magical bird with a HD of 5 or less or mundane bird(s) with a total HD of 10 or less. The animal (s) remain for up to 8 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 15% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

28-29 The caster summons either one magical bird with a HD of 8 or less or mundane bird(s) with a total of 15 HD or less. The animal(s) remain for up to 24 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 5% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

30-31 The caster summons one or more magical birds with a HD of 10 or less or mundane bird(s) with a total of 30 HD or less. The animal(s) remain for up to 2 days, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 1% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

32+ The caster summons one or more magical birds with a HD of 20 or less or a huge flock of mundane bird(s) with a total HD of 100 or less. The animal(s) remains for up to 1 week, though they hunger, thirst, and rest as normal. The animals obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

Bird Strike/Bird Storm

Level: 1

Range: Varies Duration: Varies Casting time: 1 round Save: Fort

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General: The caster invokes fowl spirits to summon forth animal(s). The caster must have performed a summoning ritual on a live or 80% whole body of the animal to be familiar enough to cast the spell using them and have some form of fowl material to expend in the casting.

Manifestation: Roll 1d5 1) Birds fly out of casters apparel; 2) Fly out of casters mouth; 3) Fly out of rainbow colored storm cloud 4) All the mundane animals in the area turn into birds 5) Black portals open up around everyone and birds fly out of them.

Corruption: Roll 1d8 1) caster thinks 1d4 party members are birds for 2 days 2) Wizard grows 2 chicken or other fowl heads from shoulders. They can spellburn 1 point for each head to make it alive otherwise it is limp. Removal causes 1d3 worth of damage per head. 3-5) minor corruption; 6-7) major corruption; 8) greater corruption.

Misfire: Roll 1d4 1) caster inadvertently summons a swarm of oiled pigs 2) caster is randomly flung 20 ft around a 100ft area for 1d4 rounds. Judges discretion of dmg to objects, caster, or other targets when “landing”, 3) Caster summons 1d12 floating eggs of an unknown mundane animal type. They float in the air around the caster for 1 turn. you do not know where they came from, 4) caster summons everyone's armor and clothes which get flung into a pile. DC 15 fort save to resist being stripped of your clothes and armor. Affects all targets within 50 feet of the caster.

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1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11 Lost. Failure.

12-13 3 Humming birds pass by one target and surprise them. If they fail the Fort Save they will be at -2 to attack for 1 round.

14-17 The caster’s summons, urges all winged creatures within a half mile to flock to the scene. The creatures have a focused stationary point of interest, but other than that will act of their own will. Cast in a normal village, expect a result of

1d24 birds. Have the Judge decide how to alter the dice chain up or down based on the current environment. The scene becomes chaotic, affecting all targets within a 20' range of the focal point. All need to make a fort save or have -2 to attack for 1 round.

18-19 The caster summons a small flock of birds that soar past the caster towards 1 moving or stationary target.The flock causes 3d3 dmg, save for half.

20-23 The caster summons a localized bird storm that rains down 1d20 worth of eggs on a 30 foot area within 20 feet of the caster. The type of storm cloud effect is random. Roll 1d3

1 - Fresh Eggs = 1dmg - save for half - round down
2 - Rotten Eggs = 1dmg - save for ⅔ dmg - round down
3 - Hard Boiled = 1dmg no save

All targets in the area are affected. Split the number of eggs evenly for each target in the area. For every 2 points of luck or spell burn spent beyond that which is used to cast, add one more die worth of eggs over that many rounds. (2 points of spell burn = 1d20 first round, 1d20 next round)

24-27 The caster summons a large flock of birds that soar past the caster in a 30 ft wide flying-V bird strike that affects all targets in the path. The flock causes 4d6 dmg, save for half. Targets are knocked prone if they take more than half of their current HP as dmg.

28-29 The caster summons a localized bird storm that releases 1d30+CL worth of birds on a 60 foot area within 50 feet of the caster. The type of bird storm is random. Roll 1d4

1 - Small Birds = 1 dmg, save for half, round down
2 - Ducks = 2 dmg, save for half , round down
3 - Small Flightless Birds = 3 dmg, save for half, round down
4 - Large Flightless Birds = 4 dmg, no save

All targets in the area are affected. Split number of birds evenly for each target in the area. For every 2 points of luck or spellburn spent add one to the dice chain for number of birds.

30-31 The Caster summons a tornado of 1d30 + (CL + (1 + Luck spent/2)) birds that swirl around the caster. At the eye of the storm, the caster levitates within the tornado directing it as they see fit, moving with it. The Tornado moves at 60' per round. The tornado is as wide as the number of birds

summoned. For every 2 points of luck or spellburn spent in addition to casting the spell add CL to the result for the number of birds. This lasts 1d6 +CL rounds. Each target caught in the gale receives dmg equal to the result. Save for half. Half damage for cover.

32+ The skies darken, the wind screeches and your vision is clouded by feathers as the caster has summoned a hurricane of birds. The hurricane lasts 1 turn. All damage will affect all targets within 600 feet of the caster for every round. Cover provides half damage unless magical in nature or metal or rock which provide 10% chance of damage. Caster is unaffected.

The hurricane has a random effect, roll 1d4

1 - *Is that hail, no, it is fowl excrement.* The Shit Storm has begun. Each target within range is pelted with 6d6 worth of solidified crap damage.

2 - Sharpened feathers rain down doing 8d6 dmg

3 - Birds swoop down picking up all targets in open areas and dropping them for 8d8 worth of dmg or pecking and scratching at those under cover for 4d8 worth of damage.

4 - Large Flightless Birds fall from the sky causing 12d8 worth of bone crushing damage to every target within 600 feet of the castor, every round.

Casters can spend an additional 2 points of luck or spellburn beyond what is used to cast the spell to choose the result of the 1d4 roll.

Bird Book

Name	Type	HD	Stats
Swallow	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +5, Will -2; AL N
Pidgeon	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +4, Will -2; AL N
Crow	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +3, Will -2; AL N
Duck	Mundane	1	Init +1; Atk peck +0 melee, 1d3 dmg; AC 14; HD 1d2; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +3, Will -2; AL N
Goose	Mundane	1	Init +1; Atk peck +0 melee, 1d3 dmg; AC 12; HD 1d2; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +1, Will -2; AL N
Turkey	Mundane	1	Init +0; Atk peck +0 melee, 1d3 dmg; AC 12; HD 1d3; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +1, Will -2; AL N
Penguin	Mundane	1	Init +0; Atk peck +0 melee, 1d2 dmg; AC 10; HD 1d3; MV 15’; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N
Eagle	Mundane	2	Init +2; Atk peck +0 melee, 1d4 dmg; AC 10; HD 1d4; MV 20’, fly 20’; Act 1d20; SV Fort -2, Ref +0, Will -2; AL N
Emu	Mundane	2	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 1d5; MV 40’, Act 1d20; SV Fort -2, Ref -2, Will -3; AL N
Dodo	Magical	2	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 2d4; MV 15’; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N

Golden Goose	Magical	3	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 3d5; MV 15'; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N — lays golden eggs: 1d5 eggs per round, 1d4 damage when thrown
Cockatrice	Magical	3	Init -1; Atk peck +2 melee (1d3 plus petrifaction; DC 13 Will); AC 13; HD 3d8; MV 20', fly 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C
War Bird (Roc)	Magical	4	Init +2; Atk peck +4 melee (1d6 dmg); AC 15; HD 4d10; MV 20', fly 20'; Act 1d20; SV Fort +5, Ref +2, Will 0; AL N — Roc with stone plated armor adorning its head, chest, ,legs, and beak)
Greater Cockatrice	Magical	7	Init +1; Atk peck +4 melee (1d4 plus petrifaction; DC 15 Will); AC 16; HD 7d8; MV 20', fly 60'; Act 2d20; SV Fort +7, Ref +4, Will +1; AL C.
Griffon	Magical	7	Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; MV 30', fly 80'; Act 2d20; SV Fort +7, Ref +8, Will +4; AL N
Heavenly Cocatrice	Magical	9	Init +4; Atk peck +6 melee (1d8 plus petrifaction; DC 16 Will); AC 17; HD 9d10; MV 40', fly 60'; Act 3d20; SV Fort +9, Ref +5, Will +3; AL C
Achiyalabopa	Magical	12	Init +7; Atk peck +8 melee (2d8 dmg plus drugged, DC 14 fort or become dazzed and tripping); AC 19; HD 12d12; MV 60', fly 80'; Act 5d16; SV Fort +10, Ref +8, Will +8; AL L
Giant Invincible Chicken	Magical	20	Init +10; Atk peck +10 melee (3d8); AC 25; HD 20d16; MV 90', fly 20'; Act 3d20; SV Fort +10, Ref +10, Will +10; AL L

Feather Fall

Same as what is found in the core rule book, except:

Manifestation: Roll 1d4 1) Birds fly in allowing the caster to surf on their backs; 2) the target glows with a wispy, feather-like aura of rainbow colors; 3) the target's body hair is replaced with downy feathers; 4) the target's body curls like a fallen leaf to rock upon the winds.

Corruption: Roll 1d6 1) Caster will continuously molt chicken feathers at a slow pace; 2) Caster has a continuing effect of 1d4 hours a day in slow-motion, -4 to all skill checks; 3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright (DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts); 4) caster's hair permanently replaced by feathers; 5) sound of whistling wind accompanies the caster wherever he goes; 6) Caster's neck becomes elongated by 1d3 feet.

Misfire: Roll 1d4 1) Caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; 2) caster abruptly rises 20' into the air before falling to the ground (taking 1d8 points of damage, or 2d8 if there is a hard surface 10' or less above the caster's head); 3) caster's clothing and other possessions become extremely heavy for 1 day. DC15 Strength check required to use any item, weapon,or clothing; 4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

Find Familiar

Same as what is found in the core rule book, except:

Manifestation: Must be a bird

Corruption: Roll 1d6 1-3) minor; 4-5) major; 6) greater.

Misfire: Activates on rolling a 1, now roll 1d3: 1) You are bereaved as the memory of a companion you never had floods your mind and will constantly haunt you; 2) You think every animal is your friend, even hostile ones; 3) You are now subservient to a random unintelligent animal. You can understand them barley and must respond to their needs.

MARTIAL GRANDMASTER

Whether using Kung-Fu, Baritsu, Venusian Aikido, Llap-Goch, Omni-te, or another esoteric fighting style (as appropriate to your campaign), you are a highly skilled and dangerous opponent. Moving with lightning speed and deadly accuracy, the martial grandmaster can take on multiple opponents at once and emerge victorious. With an ever-expanding mastery of weapons and an array of combat tactics, grandmasters are never to be underestimated.

Art by Matt Sutton

Hit points: A martial grandmaster gains 2d6 hit points at each level. When it matters, these 2d6 are considered as a single "Hit Die".

Weapon training: A martial grandmaster is trained to master all weapons, at all times, in all places, wherever they go. They begin play with proficiency in four melee weapons of their choice. They become proficient with any new weapon they pick up during the course of play by hands-on use in combat after 1d6 rounds of real fighting. However, they are considered as non-proficient until that time has elapsed, taking a -1d penalty for those attacks and damage rolls. The judge may reduce this penalty to a simple -1 if the weapon is closely similar to one already mastered. Martial grandmasters rarely wear any armor — their damage rolls are penalized by the armor's check penalty.

Alignment: A martial grandmaster may be of any alignment.

Initiative: A martial grandmaster's initiative is always the top result of their second-highest Action Die plus their Level. So at 1st Level, their initiative is always 15, at 4th Level it's always 20, and so on. They cannot burn Luck to raise their initiative, unless they also roll for initiative as other characters do.

Action Dice: A martial grandmaster may use their Action Dice for any task, as long as at least one of them is used in an attack. In other words, out of combat, the martial grandmaster has one Action Die. Of course, they can use multiple Action Dice for multiple attacks each round.

Combat Luck: When the rest of their party is rolling initiative, the martial grandmaster is instead rolling a 1d6 and adding their Level. This result is the number of Combat Luck points they have to spend within the ensuing battle. The martial grandmaster may burn these points to boost attack roll results, damage roll results, or saving throws in combat, leaving their Luck attribute untouched (unless they wish to use that, too). At the end of the combat, any unused Combat Luck vanishes.

Combat Survivor: If a martial grandmaster is reduced to 0 hit points in combat, before needing to attempt any other restorative mechanics (Lay on Hands, Roll the Body, etc.), they roll a single d10 and subtract their current Luck Modifier — if this result is equal or below their current number of Combat Luck points, they have survived and are at 1 hp. They cannot use this method if a critical hit result specifies that they are dead.

As Agile As the Wind: The martial grandmaster has a movement speed of 40'. For all agility-based and athletics-type checks, they gain +1d. Scoring a critical "hit" result on such an athletics check should mean some bonus to the action, as provided by the judge; gaining an extra move or attack is a handy default to fall back on, but is by no means the limit of what should be possible. Consider the theme of the fighting style when creating these bonuses.

Like Hitting a Thought: If it is a positive number, the martial grandmaster gains double the effect of their Agility Modifier to their AC and Reflex Saves. If their Agility Modifier is a negative number, it does not apply to their AC nor to their Reflex Save. On their turn, the martial grandmaster can burn any Action Die to add +1d4 to their AC, until they come up again in the initiative order. If they burn their highest Action Die for this, they add an additional 1d6, modified by Luck.

Additionally, at any time during a fight, even as initiative order is being determined, they can burn two points of Combat Luck and add +1 to their AC for the rest of the fight.

My Body is a Weapon: When making unarmed attacks, the martial grandmaster deals a base of 1d5 damage, adding their level to the amount rolled. When using all of their Action Dice for unarmed attacks within a given round, if two or more of their attacks hit, they add their level again (once) to the total. If the attacks were aimed at multiple targets, they can distribute this extra damage among those targets as they see fit.

Always Moving: If the martial grandmaster has at least 1 point of Combat Luck unused, they can split up their movement and attacks as they see fit during a round. They can advance 10' to attack a guard and then decide to move another 25' to attack that venomous sorcerer at the back of the ranks. As long as they have movement and Action Dice left, they can continue to use them.

Critical Precision: Whatever die the martial grandmaster may be rolling for an attack, if the highest number on that die is rolled, a hit and a Critical Hit is scored.

Critical Choices: Whenever the martial grandmaster scores a Critical Hit, before it is rolled they can choose to use one of the following effects instead. They can also engage these effects by burning Combat Luck after any successful attack, as indicated.

Knock Prone - The target of the attack is in a heap on the floor. The grandmaster's level is a penalty on the target's attacks on their next round, in addition to any circumstantial effects. (**2 Combat Luck**)

Impair - The target suffers a penalty on their attacks. The penalty is equal to half of the grandmaster's Level, rounded up, plus one. This effect fades at a rate of 1 point per round. Multiple strikes of this sort do not stack, but they can extend the fade rate. (**1 Combat Luck**)

Stun - The target loses their highest Action Die on their next turn. If this attack exceeds the target's AC by 5 or more, they lose their next 1d3 Action Dice, which may extend the effect over multiple rounds. (**3 Combat Luck**)

Guard - The martial grandmaster gains a 3-point bonus to their AC versus the foe struck, until their next round. They can extend this protection to allies and NPCs if they are adjacent. If the martial grandmaster becomes mobility-impaired for any reason (not including possible armor speed penalties), this protection ends. (**2 Combat Luck**)

Table GM-1: Martial Grandmaster

Level	Atk	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+2	1d4/M	1d20+1d14	+1	+1	+0
2	+3	1d6/M	1d20+1d14	+2	+1	+1
3	+3	1d8/M	1d20+1d14	+2	+1	+1
4	+4	1d10/M	1d20+1d16	+3	+2	+1
5	+5	1d12/M	1d20+1d16	+4	+2	+2
6	+5	1d14/M	1d20+1d16+1d14	+4	+2	+2
7	+6	1d!6/M	1d20+1d20+1d14	+5	+3	+3
8	+7	1d20/M	1d24+1d20+1d16	+5	+3	+3
9	+7	1d24/M	1d24+1d20+1d16	+6	+3	+3
10	+8	1d24/M	1d24+1d20+1d16+1d14	+6	+4	+4

Remember: When using the Monster Crit Chart (M) for a PC, references to a PC are references to the foe being struck.

Table GM-2: Martial Grandmaster Titles

1. Grasshopper — 2. Deadly Hands — 3. Swift Death —
4. Grandmaster — 5. Deadliest Alive

The Martial Grandmaster was inspired by a clerical error. See also Vol. 1 of the Gongfarmer's Almanac 2015.

— bygrinstow

Art by Matt Sutton

TARANTINO ELF

Compiled by
Jeremiah Edward Sprague
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You're no ordinary elf. You're a thug: a sword-for-hire, a quoter of scriptures, a revenge-seeker, a survivor. You left the Elf King and his Elfland behind you long ago and set your own course. You're out for gold and probably blood, earning it with steel and spell, spattered with the tears and filth of the weak, the dark, the demons, the vanquished, and all-too often... your own allies. There are the unrighteous to be taught deep underneath, and you shall teach them...

Hit points: A tarantino elf gets 1d8 hit points at each level.

Weapon Training: Tarantino elves are trained in the use of the crossbow, longsword, short sword, blackjack, blowgun, dagger, and garrote. They can deal "backstab damage" with weapons indicated as doing extra damage when used for the thief's backstab attack (but they themselves do not get a backstab ability). They get this extra damage on their first attack with such a weapon in an encounter, and gain it again if confirmed by a successful Agility check vs. a DC 20 minus their current level. They can wear any non-metal or mithril armor, and it only inhibits their spellcasting by 2 points or its normal amount, whichever is less.

Alignment: A tarantino elf can be of any alignment. But come on, they ultimately all serve Chaos, right?

Action Dice: The extra Action Dice of a tarantino elf can only be used for spells, or for the use of iron weapons and implements.

Spellcasting: Tarantino elves cast spells as regular elves do in the Core Rulebook. A few caveats and alterations are noted below…

Catch phrase: This elf is not just a gangster, but also a philosopher. Somewhere along the line this character has come across a phrase or passage that is of religious or mythical origin. When used in a showy, exaggerated way it bestows a chance to make an opposed personality check at +1d against an enemy or group of enemies equal in number to the tarantino elf's level; if the foe does not have a Personality score, per se, the DC is 15. If the tarantino elf wins on the check these foes lose their next Action Die, either to the fear or to the confusion instilled by the quote into them.

Pocketwatch: Every tarantino elf has an item, defined upon attaining 1st Level, with which they have a special bond. Without this item, they cannot heal Spellburn effects. If it is ever separated from them, they always know in which direction they can find this item, as long as it is on the same plane of existence.

Iron: Tarantino elves are vulnerable to iron, like their more common kin. However, anytime they use an iron weapon, they gain +1d for the attack and damage. Using iron implements for other tasks should have it's effects be similarly boosted by the Judge. While doing so, they lose 1 hp per round, which is healed back at a rate of 1 hp per Turn once the iron item is dropped.

Spellburn Scatter: Everytime a tarantino elf uses Spellburn, every living ally, foe, or NPC within 10' of them must make a Will Save vs a DC equal to 10 plus the points of Spellburn spent in casting the spell (i.e., if you're cool enough, you won't be affected). Failure means they lose half the Spellburn amount in hp (rounded down). If someone is reduced to zero hp from this, the tarantino elf gets +1d4 added to their spellcheck. For each additional subject reduced to zero hp, this bonus die moves up the Dice Chain by one step. The Spellburn takes a number of additional days equal to the amount of Spellburn before the normal Spellburn healing begins... i.e., if you Spellburnt 10 points, you wait 10 days to begin healing it back.

Non-Linear Time: Tarantino elves experience the world differently than others, by a sort of reverse deja vu or non-linear time. They commonly enter into situations already knowing events that will happen, or they arrive at places they've already been for the very first time. Time is twisted strangely for them, and from the tarantino elf's perspective, this seems in no way out of the ordinary. Something close to once per adventure, the Judge should reveal a dungeon chamber to the tarantino elf that they have not yet reached, or give them a few key elements from a conversation that hasn't happened yet. These reveals should not give up the whole story or scene, but rather they should allow the tarantino elf an edge when these moments occur for everyone else, e.g., they have had time to possibly realize that the four-poster bed in the room is in fact a mimic, or that the gentlemen in the conversation have staged it to fool someone else in the room. This ability does not guarantee such realizations, but should lean toward revealing them, while not going the whole way there.

Ready for a Bit of the Old Ultra-Violence: When a tarantino elf scores a Critical Hit, they roll their Crit Die and an extra Crit Die one step lower on the Dice Chain, with both modified by Luck as usual. Both are Critical Hits scored on the target. If both dice come up with the same result, then triple the effect of that Critical Hit result. Tarantino elves also have an expanded "Threat Range" for crits, much as Warriors do, as noted on their Class table.

Legendary Move: The elf has learned in their travels a singular move that they have kept secret from their nemeses. This move can only be used in one encounter per target and only upon their sworn enemy or their enemy's henchmen. At the top of any adventure, they can declare that one of the major antagonists in that adventure is their sworn foe, obviously without the player knowing who the party is up against (also, the idea of the "top" of an adventure can be squishy; be flexible on that). The Judge should then secretly decide who that individual is -- when any clues about that individual turn up for PCs, inform the tarantino elf that such clues pertain to their nemesis. When they get line of sight to their foe, the tarantino elf should instantly be informed they are there, no need for perception rolls or anything of the sort. A cool musical sting or an old pop song should be played in this moment as well, if available. The Legendary Move gains +1d for the attack and if the attack roll is successful the strike does maximum damage and a Critical Hit to the target. If the Legendary Move attack fails, they get one subsequent attempt later in the fight (i.e., in a subsequent round, unless they have multiple Action Dice), but at -1d on the attack. If the attack is successful, any henchmen of the foe in line of sight will need to make a Morale check, as per the normal rules. If they succeed, they are shaken and suffer a -2d on their damage rolls, until they use an Action Die to succeed on another Morale check.

Since elves in general are so long-lived, and may have many arch-foes, the tarantino elf can designate a new nemesis two Levels after the current declaration, e.g., if they declared a nemesis in an adventure at 1st Level, they could do so again in an adventure at 3rd Level; if they waited and declared a nemesis at 4th Level, they could do so again at 6th Level, etc.

Unlikely Revival: If one of the party members goes down and fails their Roll the Body check the tarantino elf has one chance to revive them. The elf makes their own Luck roll and if they succeed they conveniently have enough herbs close to hand (or they are in a location where they can reach an associate NPC who has said herbs) to revive the party member from death, unharmed, restoring them to a number of hp equal to the tarantino elf's Level. The Unlikely Revival power can only succeed once, ever, in the course of the tarantino elf's career.

Table TE-1: TARANTINO ELVES

Lvl	Atk	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Threat Range	Ref	Fort	Will
1	+2	1d7/M	1d20	2	1	20	+1	+0	+1
2	+2	1d7/M	1d20	3	1	20	+1	+1	+1
3	+3	1d8/M	1d20	4	2	20	+2	+1	+1
4	+3	1d8/M	1d20+1d14	5	2	19-20	+2	+1	+2
5	+4	1d10/M	1d20+1d14	6	3	19-20	+3	+2	+2
6	+4	1d10/M	1d20+1d16	7	3	19-20	+4	+2	+3
7	+5	1d!2/M	1d20+1d16	8	4	19-20	+4	+3	+3
8	+5	1d12/M	1d20+1d20	9	4	18-20	+5	+3	+4
9	+5	1d14/M	1d20+1d20+1d14	10	5	18-20	+5	+4	+4
10	+6	1d16/M	1d20+1d20+1d16	12	5	18-20	+6	+4	+4

Remember: When using the Monster Crit Chart (M) for a PC, references to a PC are references to the foe being struck.

Table TE-2: Tarantino Elves Titles

1. Vincent — 2. Jules — 3. The Bride —
4. [Mr., Ms. Mx., etc.] [Color] — 5. Quentin

The Tarantino Elf was inspired by J. E. Sprague's offhand comment on the DCC Rocks! social media group page. "Narnia if directed by Tarantino..."

THE HIVE MASTER

By Judge Marlene "HitMore" Whitmer Art by Matt Sutton

Maybe you've brought a zero-level beekeeper through a funnel (mostly) unscathed. Or maybe you've grown bored of those run-of-the-mill off-hand weapons and are in search of something with a bit more punch and pizzazz. Then, my newly-minted level 1, consider becoming The Hive Master. (Apologies to apiculturists.)

What I offer boils down, in essence, to a beard of bees which can be cajoled, bribed, or ordered to do the bidding of the adventurer. **THIS IS NOT A FAMILIAR.** This requires no magic. It takes panache, bravery, and no small amount of luck to em-ploy a weapon that can so easily turn upon the wielder.

Acquiring Your Hive

You must find a hive in search of a queen. If you began your adventuring as a lowly beekeeper, this should be a snap. For woodcutters, farmers, and trappers, this will be a fairly simple task as well. For all others, it may take a week or more and the advice of those listed above. You must then convince this rudderless swarm that you are that which they seek and so much more. Those with a background in beekeeping or animal training will find this task particularly simple, and the creative confidence artist may even be able to make a decent showing in this undertaking. Use your imagination. (*Judges, feel free to assign whatever tasks you will, including but not limited to things like covering oneself in honey, buzzing just the right tune, and dressing in a stripey singlet.)*

You may find the whirring of thousands of tiny wings and the tippy tap of thousands of tiny feet in an undulating mass upon your chin disquieting at first, but once you learn to control them, you'll quickly grow accustomed to the kisses of thousands of tiny proboscises. You must now learn to harvest alarm pheromones from your new friends. Try sneaking up on one and shouting "BOO!" Or consider just asking nicely. Once you have acquired this potent substance, you can begin to wield your new tiny army against any and all who stand in your way!

Wielding Your Swarm

The swarm may be used one time per encounter. Choose your method of attack. In order for the swarm to act, the alarm pheromone must be applied to the enemy of your choice. You may apply the pheromone to your weapon; the blade of your sword, the head of an arrow, a sling stone, or even your bare fist will work as long as your initial strike is a hit. Roll damage for the weapon strike and then roll 1d7 on the table below, adding your luck modifier.

-2: Your swarm departs forever, leaving you bereft and well-stung. You take 2d4 damage. Permanent purulent sores cover your face and neck, -1d3 personality per level. Roll under luck or fall into anaphylactic shock and death. Body may be rolled.

-1: 75% of your swarm leaves you in the lurch, stinging you upon departure. You take 2d3 damage. Permanent scarring on face and neck, -1d3 stamina per level.

0: 50% of your swarm is lost to the winds. You take 1d3 damage and -2 Will.

1: Your strike lands true but your swarm is unmoved. No additional damage.

2: 5% of your bee beard answers the call to arms (wings). Your enemy is inconvenienced and at -1d to rolls until the start of your next turn.

3: 10% of your swarm attacks. The bees swarm about eyes and ears causing your enemy -2 to AC for 1d3 rounds as they attempt to swat the nuisance away.

4: 25% of your bees swarm upon your enemy with stinging attacks. Additional 1d3 damage and -1d to rolls for the next 1d3 rounds as the bees wriggle their way under the armor of the enemy.

5: 50% of your bee friends rise to your aid. Additional 2d3 damage this turn and 1d3 damage on your next turn. Your enemy drops their weapon and falls to the bottom of initiative order.

6: 75% of the bee army is stirred to fight on your behalf. Additional 3d3 damage this turn, 2d3 damage on your next turn, and 1d3 damage on the next. Your enemy must make a DC 10 Will Save or flee the battle in search of the nearest body of water.

7: The full beard attacks in an angry, buzzing swarm. Additional 3d3 damage is inflicted upon your enemy, then 2d3 as above, etc. and they are at a -2d to all rolls until they can be healed. DC 15 Will Save or they immediately flee for their lives, screaming into the distance for 2d4 rounds or until the Will Save is made.

8: The swarm rises. Their deep whirring thrum can be heard by all on the battlefield. Each enemy in a 20 ft. radius of the target loses concentration and takes a -1d penalty to attack rolls for 1 round. The object of the attack receives additional 3d3 damage, then 2d3 as above, etc. and they are at a -2d to all rolls until they can be healed. DC 15 Will Save or they immediately flee for their lives, screaming into the distance for 2d4 rounds or until the Will Save is made.

9: The swarm is a terrible sight to behold. All enemies in a 20 ft. radius of the target falter. Each takes 1d3 damage from the swarming fury and takes a -1d penalty to all rolls until your next turn. The target of your attack falls prone and takes 3d3 damage and etc. as above. They must make a DC 17 Fort Save or fall into anaphylactic shock and death.

10+: You are truly The Hive Master. Your swarm calls kith and kin to deal with the threat at hand. Bees from the surrounding lands heed the call. Bees seem to appear from the very rock of the earth. All creatures, friend and foe alike, in a 30 ft. radius are stung for 2d3 damage. It is instant death for the enemy marked by the attack. No save.

BARBEARIAN

A New Class For DCC RPG: The Barbearian

By Randy Andrews Art by Jonathan Byrne

To play as a barbearian: you must realize that bears are awesome. That's the only prerequisite. It also helps to listen to *Bears* (www.youtube.com/watch?v=DOl-zFf1nxY) by Nekrogoblikon (www.facebook.com/nekrogoblikon/).

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

Weapon Training: Barbearians are trained in both a dual claw and a bite natural attack. As an action,a barbearian may perform either 2 claw attacks (1d4 damage each) or a single bite attack (1d6 damage). Additionally, when grappling a pinned opponent, a barbearian can make a standard bite attack at a +2 to hit (see *bear hug* below). Upon a successful bite against a pinned opponent, a barbearian can then rend with their claws for 1d5 additional damage. At level 5, the grappling bite attack bonus and damage, as well as the claw rend damage, increases to +4 to hit for 1d8 bite damage, rending for 1d10 additional damage. Barbearians cannot make use of any other melee or

ranged weapons, as they cannot grasp them effectively. A barbearian also has thick skin. A barbearian's base AC at level 1 is 12. A barbearian's AC increases by 1 point each even numbered level to a maximum AC of 17 at level 10. A barbearian cannot wear armor as they are too large for it and their anatomy does not accommodate it well. A barbearean is able to wear a necklace, but otherwise can't wear any other magic items.

Alignment: A barbearian is almost always chaotic. There have been a few of a more neutral bent. I did meet a lawful barbearian once, but he seemed very confused.

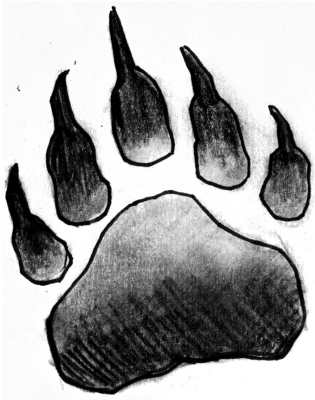
Language: A barbearian speaks bear, as per the language in Appendix L of the DCC RPG core rulebook.

Berzerker Rage: As an action, a barbearian can enter into a rage for a number of combats per day as per the table below; the rage lasts the duration of the combat. (Judge defines what constitutes a "combat".) When the barbearian goes into this rage, all die rolls that they make gain +1d for the duration of the rage.

Large size: An adult barbearian is a large creature, twice the size of a normal human.

Slow speed: A barbearian has a base movement speed of 20', as opposed to 30' for humans.

Like catching fish jumping out of a stream: Assuming that they are aware of the attack, a barbearian can attempt a Ref save to knock an arrow or similar object out of the air that is flying towards them. (Judge's discretion on what objects this can apply to. The DC of this Ref save is equal to the missile fire attack roll of the arrow (or other object) that was sent flying towards the barbearian.



Bear hug: A barbearian is especially adept at grappling opponents. When a barbearian attempts to grapple an opponent, it gets an additional bonus to its Strength check in addition to the regular size bonuses obtained during grappling. The additional Strength bonus is as follows:

Smaller sized creature than barbearian: +4
Same sized creature as the barbearian: +2
Larger sized creature than the barbearian: no bonus

Does a barbearian defecate in the woods? The barbearian is able to climb trees without requiring a climb check. Other wooden structures are included at judge's discretion. The barbearian has a climb speed of 20 feet.

Table B-1: Barbearian

Level	Rages per Day	Crit Die /Table	Action Dice	Ref	Fort	Will
1	1	1d12/III	1d20	+1	+1	+0
2	1	1d14/III	1d20	+1	+1	+0
3	1	1d16/IV	1d20	+1	+2	+1
4	2	1d20/IV	1d20	+2	+2	+1
5	2	1d24/V	1d20+1d14	+2	+3	+1
6	2	1d30/V	1d20+1d16	+2	+4	+2
7	3	1d30/V	1d20+1d20	+3	+4	+2
8	3	2d20/V	1d20+1d20	+3	+5	+2
9	3	2d20/V	1d20+1d20	+3	+5	+3
10	4	2d20/V	1d20+1d20+1d14	+4	+6	+3

Music that inspired this article: Bears by Nekrogoblikon (of course), Black Betty by Leadbelly, and Hatred Copter by Dethklok.

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