

New Class Options For Demi-Humans!

Elven Rogue Dwarven Priest Halfling Burglar Halfling Champion

Multi-Classing For Everybody! Random Physical Traits! And Where To Find More Classes For DCC RPG!



crawlfanzine.com \$4 COMPATIBLE WIT



Written by

Rev. Dak J. Ultimak Jeffrey Tadlock, *www.irontavern.com* Daniel J. Bishop, *ravencrowking@hotmail.com* Colin Chapman Brad Littman

> **Art by** Mario T., *miseophant@gmail.com*

> > **Edited by**

Brad Littman Rev. Dak J. Ultimak

Designed and published by Rev. Dak J. Ultimak, *Straycouches Press*



This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit: www.goodman-games.com or contact info@goodman-games.com



hoices! If here is one thing experienced players want, besides more magic items, it's character options.

Dungeon Crawl Classics RPG favors basic classes with humans being the dominant race. Human characters can choose one of several classes, while demi-humans are restricted to their race as their class. This issue of *Crawl!* expands class options in two different (and totally optional) ways. First by providing a second class "build" for each standard demi-human race. Players of demi-humans can now choose an alternate class when they advance from level-0 to level-1. Dwarf characters can now pick between a Dwarven Fighter (the standard dwarf class) or the new **Dwarven Priest** (a dwarf with cleric abilities). Elves can be either an Elven Sword-Mage (or Bow-Mage, the standard DCC RPG elves) or the new Elven Rogue (essentially elves with thief abilities). While halflings can progress as a **Burglar** (the standard halfling, but expanded a bit) or as a Champion (a guardian and protector, which is the halfling class with the Mighty Deed of Arms abilities). The second option comes in the way of Half-Levels, created by Daniel J. Bishop, it provides a multi-classing system to the standard classes (including some of the new classes from Crawl! no.6)! Remember that strict character class balance has never been a priority in DCC RPG but for those that really-really want multi-classed characters, these rules will allow for Elven Rangers, Halfling Clerics and Human Warrior-Wizards. As always, the gaming group should practice some discretion.

Also in this issue are some random physical trait generators and a list of even more race as class options, culled from the *DCC RPG* community!

So what you playin' next?

Reverend Dak (Dungeon) Master in Chief

Correspondence, Concerns and/or Criticism? Contact! *Crawl!* Fanzine 2121 N SAN FERNANDO RD #7 LOS ANGELES, CA 90065 or email: *crawl@straycouches.com*

Contents!	
Dwarven Priest An alternative class for dwarven characters by Jeffrey Tadlock	4
Elven Rogue An alternative class for elven characters by Rev. Dak J. Ultimak	7
Halfling Burglar The standard halfling class expanded by Rev. Dak J. Ultimak	11
Halfling Champion An alternative class for halfling characters by Rev. Dak J. Ultimak	13
Half-Levels An optional multi-classing system by Daniel J Bishop	15
Not Just A Pretty Face Random physical PC traits by Colin Chapman	18
Three Weird Races A spotlight on three of many 3rd-Party races by Noah Stevens	24

Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. We prefer old-school "D&D" style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will get a free print copy of the zine. Email *crawl@straycouches.com*.

DWARVEN PRIEST

An alternative class for dwarven characters by Jeffrey Tadlock

Like your fellow dwarves, dwarven priests were raised far underground in dwarven mines, strongholds, and great cities. Subscribing to the orderly and rigid life that keeps dwarven society functioning, the dwarven priest took an interest in the gods of the land. In addition to years of martial training and learning crafts, the dwarven priest was instructed in centuries-old religious knowledge and ritual.

The dwarven priest is a valued member of dwarven society. Life beneath the surface is treacherous. Mining accidents, natural cavern collapses, and near constant skirmishes with other denizens of the dark guarantee physical injury that drive demand for the healing care of a priest. Simply boosting the mental fortitude amongst dark and confined caverns is one of the facets of a dwarven priest that add to their worth to the dwarven society.

With their martial training, spells, and luck of the gods to aid them during battle, dwarven priests are an anchor to the foothold these demi-humans claim under the mountains. These features also serve to make them stout adventuring companions.

Hit Die: A dwarven priest gains 1d8 hit points at each level.

Weapon Training: Much like their brethren, dwarven priests prefer battle with a weapon and shield. With time spent training split between



With time spent training split between martial and religious training a dwarven priest is only trained in the following melee weapons: battleaxe, club, handaxe, mace, spear, and warhammer. A dwarven priest is also trained in these missile fire weapons: crossbow and sling. Dwarven priests wear whatever armor they can afford.

Alignment: The dwarven life produces many more lawful dwarves due to the structured clan life of dwarves. Coupled with learning the tenets of the religious way, dwarven priests are slanted even more heavily to a lawful alignment.

Rare are the dwarves who stray from the lawful path after studying the ways of religion, but chaotic dwarven priests do

exist. These dwarven priests have typically rebelled strongly against their roots or some say been tainted by the patrons and deities they serve.

Neutral dwarven priests are even rarer and tend to be dwarves that have little direction in their lives. These dwarven priests frequently find themselves more beholden to natural elements than lawful or chaotic deities.

Attack modifier: The dwarven priest starts with a static modifier for attack rolls. At 3rd level the dwarven priest gains a deed die, like the Dwarf Fighter. At 3rd level, this is a d3. The dwarven priest rolls the d3 on each attack roll and applies it to both his attack roll and his damage roll. The progression of this deed die is at a reduced rate compared to dwarven fighter or Warrior classes.

Caster level: Caster level is typically the level of the dwarven priest. This level can be modified under certain circumstances. It is not unheard of for a dwarven priest to seek out holy relics of their faith to increase their caster level.

Magic: Dwarven priests are able to call upon the favor of his god. This ability allows the dwarven priest to channel his chosen god's power and cast spells as human clerics. Dwarven priests are also able to call upon their deity to lay on hands, turn unholy, and are subject to disapproval. See the Cleric entry in the **DCC RPG** rulebook for a complete description of clerical magic and disapproval.

Divine Aid: In addition to channeling a god's power as a devout worshipper, a dwarven priest can beseech his deity for divine aid. Faithful followers recognize that beseeching a deity directly is an extraordinary act. To request divine aid, the priest 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 fire are DC 18 or higher.

Mighty Deed of Arms: Dwarven priests have been exposed to martial training during their religious studies. Like Warriors and dwarven fighters, they can perform Mighty Deed of Arms in combat. See the warrior entry in the DCC RPG rulebook for а complete description.

Infravision: A dwarven priest can see in the dark up to 60'.

Slow: A dwarven priest has a base movement speed of 20'.

Crawl! no.10 - Page 5

Underground Skills: Lives led underground train dwarves to detect certain kinds of construction. When underground, dwarves receive a bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level.

A dwarf priest can smell gold and gems. A dwarf priest can determine the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, even down to a single coin, can be smelled up to 40' away if the dwarf concentrates.

Luck: A dwarven priest's luck applies to the armor class.

Languages: A dwarven priest at 1st-level knows Common, the dwarven racial language, plus Angelic if Lawful, Demonic if Chaotic or the choice of either if Neutral. A dwarven priest knows one additional language for every point of Int modifier, as described in Appendix L of the Dungeon Crawl Classics RPG rulebook.

Action Dice: A dwarven priest receives their second action dice at 6th level. A dwarven priest's action dice can be used for attack rolls or spell checks.

Table	DP-1: Dw	varven P	riest									
Level	Attack (Deed Die)		Action Dice		Ref	Fort	Will	Spe	lls Kn 2	iown 3	by Le [.] 4	vel 5
1	(Deed Die) +()	1d8/III	1d20		+0	+1	+1	2	2	5	4	5
-	•				-			_	-	-	-	-
2	+1	1d10/III	1d20		+0	+1	+1	3	-	-	-	-
3	+d3	1d12/III	1d20		+1	+1	+2	3	1	-	-	-
4	+d3	1d14/III	1d20		+1	+2	+3	4	2	-	-	-
5	+d3	1d12/IV	1d20		+1	+3	+3	4	3	1	-	-
6	+d4	1d14/IV	1d20+1	d14	+2	+3	+4	5	3	2	-	-
7	+d4	1d16/IV	1d20+1	d14	+2	+4	+4	5	4	3	1	-
8	+d4	1d20/V	1d20+1	d16	+2	+4	+5	6	5	3	2	-
9	+d4	1d24/V	1d20+1	d16	+2	+5	+5	6	5	4	3	-
10	+d7	1d30/V	1d20+10	d20	+3	+5	+6	7	6	4	3	1
Table	DP-2: Dw	varven P	riest Tit	les								
Level		Title by <i>i</i>	Alignme	nt								
		Lawful		Chao	otic		Νει	ıtral				
1		Acolyte		Supp	licant	t	Cele	bran	t			
2		Recottor		Bese	echer	-	Rev	valist	:			
3		Friar		Disci	ple		Zea	ot				
4		Vicar		Orac	le		Pros	selyti	zer			
5		Inquisito	r	Indo	ctrina	itor	Evei	lastir	ıg			



An alternative class for elven characters by Rev. Dak J. Ultimak

You are an outcast and scoundrel. One of the dark-skinned underdwellers or one of those of mixed-blood that have adapted to the hard life in human cities. But you're still an elf—a demi-human attuned to magic and skilled with a sword or bow when needed. But you are also slick, sly and as tricky as a rat. In the harsh world you live in, you need other, more nefarious skills to survive.

Hit points: An elven rogue gains 1d6 hit points per level.

Weapon training: An elven rogue is trained in the use of the dagger, javelin, longbow, longsword, shortbow, short sword, staff and spear. Elven rogues prefer to keep things light and typically wears no more than leather armor.

As with the standard elf class (now known as Elven Sword-Mages, Bow-Mages or just Elven Mages) rogues are sensitive to iron, but rogues aren't privileged to be raised or trained with mithril weapons or armor, though they may use them normally if acquired. Thus they are not entitled to the piece of mithril armor or a mithril weapon that their mainstream brethrens can purchase at no additional cost.

Alignment: Lawful rogue elves are rare, even in human cities, though they do exist. Some attain the rites and cultures of their adopted human families, particularly those enlightened by law, order and other "proper" codes of behavior. Neutral elven rogues are typically orphans, or even wild when they were children and are more focused on surviving than on etiquette. Chaotic elven rogues can be members of a lost tribe of underdark assassins, or even wilder than their neutral cousins, and are more focused on killing as well as their survival.

Rogue Skills: What separates rogues from mages, is that rogues have acquired thieving skills to aid them in



Crawl! no.10 - Page 7

their endeavors. A rogue can pick locks, find and disable traps, sneak, hide, climb, forge documents, pick pockets, handle poison and read languages as a thief. But unlike thieves, their magical nature allows them to cast spells from scrolls as wizards of the same level. See the Thief class in the *DCC RPG* rulebook for more info on thieving skills. Optionally, elven rogues may customize their rogue skills (as introduced in *Crawl! no.6, My Thief, My Way by Colin Chapman*.) See below regarding custom rogue skill development (Crawl! no.6 is required for this option.)

Magic: All elves are skilled with arcane magic and can cast spells like wizards. Elven rogues, however, aren't automatically beholden to a patron as their mage kin. The rogue's repertoire of spells are determined randomly, as with wizards. And, they may also spellburn normally.

Caster level: An elf rogue casts spells as well as a wizard of the same level. Their caster level is their class level.



Infravision: An elf rogue can see in the dark up to 60'.

Immunities: Elf rogues, as with elf mages, are immune to magical sleep and paralysis.

Vulnerabilities: Elven rogues, as with all elves, are sensitive to iron. Prolonged direct contact with iron causes 1 hp of damage per day.

Heightened senses: Elven rogues are as sharp and attentive as any other elf. They receive a +4 bonus to detect secret doors, and are entitled to a check when within 10' of one.

Luck: Skills are key to a rogue's survival. At 1st-level, an elf rogue's Luck modifier applies to one of the rogue's skills. That modifier does not change as the rogue's Luck score changes.

Languages: At 1st-level an elven rogue automatically knows common. Neutral and lawful rogues also know the elven language and their alignment tongue. While Chaotic elven rogues may choose to speak undercommon and either elven or their alignment tongue. Rogues know one additional language per Intelligence modifier, per Appendix L in the *DCC RPG* rulebook.

Action dice: An elven rogue's action dice may be used for any attacks, skills or spell checks.

Table I	ER-1: Elv	en Rogi	Je					
Level	Attack	Crit Die /Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20+1d14	14	5	+4	+4	+6

Table ER-2: Elven Rogue Skills by Level and Alignment

Skill	Bon	us fo	r Law	ful El	ven R	logue	s			
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Sneak silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
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*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
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 languagest	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

* The rogue's Agility modifier, if any, also modifies checks for these skills.

[†] The rogue's Intelligence modifier, if any, also modifies checks for these skills.

[‡] The rogue's Personality modifier, if any, also modifies checks for these skills.

Skill	Bon	us for	Chao	otic F	lven F	logue	s			
	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*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
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†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
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‡	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Read languagest	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Skill	Bon	us for	Neut	tral E	lven F	logue	S			
Skill	Bon 1	us for 2	Neut 3	tral E 4	lven F 5	logue 6	s 7	8	9	10
Skill Backstab								8 +7	9 +8	10 +9
	1	2	3	4	5	6	7		-	
Backstab	1 +0	2 +1	3 +2	4 +3	5 +4	6 +5	7 +6	+7	+8	+9
Backstab Sneak silently*	1 +0 +1	2 +1 +3	3 +2 +5	4 +3 +7	5 +4 +8	6 +5 +9	7 +6 +10	+7 +11	+8 +12	+9 +13
Backstab Sneak silently* Hide in shadows*	1 +0 +1 +1	2 +1 +3 +3	3 +2 +5 +5	4 +3 +7 +7	5 +4 +8 +8	6 +5 +9 +9	7 +6 +10 +10	+7 +11 +11	+8 +12 +12	+9 +13 +13
Backstab Sneak silently* Hide in shadows* Pick pocket*	1 +0 +1 +1 +3	2 +1 +3 +3 +5	3 +2 +5 +5 +7	4 +3 +7 +7 +8	5 +4 +8 +8 +9	6 +5 +9 +9 +11	7 +6 +10 +10 +12	+7 +11 +11 +13	+8 +12 +12 +14	+9 +13 +13 +15
Backstab Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces*	1 +0 +1 +1 +3 +1	2 +1 +3 +5 +3	3 +2 +5 +5 +7 +5	4 +3 +7 +7 +8 +7	5 +4 +8 +9 +8	6 +5 +9 +9 +11 +9	7 +6 +10 +10 +12 +10	+7 +11 +11 +13 +11	+8 +12 +12 +14 +12	+9 +13 +13 +15 +13
Backstab Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock*	1 +0 +1 +1 +3 +1 +3	2 +1 +3 +3 +5 +3 +5	3 +2 +5 +5 +7 +5 +7	4 +3 +7 +7 +8 +7 +8	5 +4 +8 +9 +8 +9 +8 +9	6 +5 +9 +9 +11 +9 +11	7 +6 +10 +10 +12 +10 +12	+7 +11 +11 +13 +11 +13	+8 +12 +12 +14 +12 +12 +14	+9 +13 +13 +15 +13 +15 +13 +15
Backstab Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap* Forge document*	1 +0 +1 +1 +3 +1 +3 +1	2 +1 +3 +3 +5 +3 +5 +3	3 +2 +5 +5 +7 +5 +7 +5	4 +3 +7 +7 +8 +7 +8 +7	5 +4 +8 +9 +8 +9 +8 +9 +8	6 +5 +9 +11 +9 +11 +9 +11 +9	7 +6 +10 +12 +12 +10 +12 +10	+7 +11 +11 +13 +11 +13 +11	+8 +12 +12 +14 +12 +14 +12 +14	+9 +13 +13 +15 +13 +15 +13 +13
Backstab Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap*	1 +0 +1 +3 +1 +3 +1 +3 +1 +3	2 +1 +3 +5 +3 +5 +3 +5 +3 +5	3 +2 +5 +7 +5 +7 +5 +7 +5 +7	4 +3 +7 +7 +8 +7 +8 +7 +8	5 +4 +8 +9 +8 +9 +8 +9 +8 +9	6 +5 +9 +11 +9 +11 +9 +11 +9 +11	7 +6 +10 +12 +10 +12 +10 +12 +10 +12 +10 +12	+7 +11 +13 +11 +13 +11 +13 +11	+8 +12 +12 +14 +12 +14 +12 +14	+9 +13 +13 +15 +13 +15 +13 +15 +13
Backstab Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap* Forge document*	1 +0 +1 +3 +1 +3 +1 +3 +1 +3 +0	2 +1 +3 +5 +3 +5 +3 +5 +3 +5 +1	3 +2 +5 +7 +5 +7 +5 +7 +5 +7 +2	4 +3 +7 +7 +8 +7 +8 +7 +8 +3	5 +4 +8 +9 +8 +9 +8 +9 +8 +9 +8 +9 +4	6 +5 +9 +11 +9 +11 +9 +11 +9 +11 +5	7 +6 +10 +12 +10 +12 +10 +12 +10 +12 +10 +12 +6	+7 +11 +13 +11 +13 +11 +13 +13 +7	+8 +12 +12 +14 +12 +14 +12 +14 +12 +14 +8	+9 +13 +13 +15 +13 +15 +13 +15 +15 +9

* The rogue's Agility modifier, if any, also modifies checks for these skills.

[†] The rogue's Intelligence modifier, if any, also modifies checks for these skills.

[‡] The rogue's Personality modifier, if any, also modifies checks for these skills.

(Optional) Custom Elven Rogue Skills: If *Crawl! no.6* is available, the following rules are applied to elven rogues. At 1st-level, the elven rogue may select the following:

3 thief skills their character is Excellent at.

- 4 thief skills their character is Good at.
- 3 thief skills their character is Fair at.

2 thief skills their character is Mediocre at.

Halfling Class expanded by Rev. Dak J. Ultimak

You can say Expert Treasure-hunter instead of Burglar if you like. Some of them do. It's all the same to us. - Gloin, The Hobbit.

You are the perfect burglar, your humble size and fantastic luck affords you abilities and skills the taller folks can't quite grasp.

Expanded class abilities: Halfling burglars have identical class abilities as core rulebook halflings. Their hit points, two-weapon fighting, racial abilities, languages, luck, action dice, etc. are exactly as the standard halfling class, but the halfling burglar has the addition of thief skills. Burglars have two options when determining their thieving skill bonuses, a standard table based on alignment (and similar to the standard thief's skill table, see Table: HB-1) or the have-it-your-way custom thieves (as introduced in *Crawl! no.6, My Thief, My Way by Colin Chapman.*) See below regarding custom burglar skill development. See the thief class in the *DCC RPG* rulebook for information concerning each skill.

Table HB-1: Halfling Burglar Skills by Level and Alignment										
Skill	Bon	us for	Lawl	ⁱ ul Ha	Ifling	Burg	lars			
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
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*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
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†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Cast spell from scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

* The burglar's Agility modifier, if any, also modifies checks for these skills.

† The burglar's Intelligence modifier, if any, also modifies checks for these skills.

[‡] The burglar's Personality modifier, if any, also modifies checks for these skills.

Skill Bonus for Chaotic Halfling Burglars										
	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*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
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†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
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‡	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Cast spell from scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20
Skill	Bon	us for	Neut	tral H	alflin	g Bur	glars			
	-									
	1	2	3	4	5	6	7	8	9	10
Backstab	1 +0	2 +1	3 +2	4 +3	5 +4	6 +5	- 7 +6	8 +7	+8	10 +9
	+0 +3	+1 +5	_	+3 +8	-	•	-	-	-	
Sneak silently* Hide in shadows*	+0 +3 +3	+1 +5 +5	+2 +7 +7	+3 +8 +8	+4 +9 +9	+5 +11 +11	+6 +12 +12	+7 +13 +13	+8 +14 +14	+9 +15 +15
Sneak silently* Hide in shadows* Pick pocket*	+0 +3 +3 +3	+1 +5 +5 +5	+2 +7 +7 +7	+3 +8 +8 +8	+4 +9 +9 +9	+5 +11 +11 +11	+6 +12 +12 +12	+7 +13 +13 +13	+8 +14 +14 +14	+9 +15 +15 +15
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces*	+0 +3 +3 +3 +1	+1 +5 +5 +5 +3	+2 +7 +7 +7 +5	+3 +8 +8 +8 +8 +8	+4 +9 +9 +9 +8	+5 +11 +11 +11 +9	+6 +12 +12 +12 +12 +10	+7 +13 +13 +13 +11	+8 +14 +14 +14 +12	+9 +15 +15 +15 +13
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock*	+0 +3 +3 +3 +1 +1	+1 +5 +5 +5 +3 +3	+2 +7 +7 +7 +5 +5	+3 +8 +8 +8 +7 +7	+4 +9 +9 +9 +8 +8	+5 +11 +11 +11 +9 +9	+6 +12 +12 +12 +12 +10 +10	+7 +13 +13 +13 +11 +11	+8 +14 +14 +14 +12 +12	+9 +15 +15 +15 +13 +13
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap†	+0 +3 +3 +3 +1 +1 +1	+1 +5 +5 +3 +3 +3	+2 +7 +7 +7 +5 +5 +5	+3 +8 +8 +8 +7 +7 +7	+4 +9 +9 +9 +8 +8 +8	+5 +11 +11 +11 +9 +9 +9	+6 +12 +12 +12 +10 +10 +10	+7 +13 +13 +13 +11 +11 +11 +11	+8 +14 +14 +14 +12 +12 +12	+9 +15 +15 +15 +13 +13 +13
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap*	+0 +3 +3 +3 +1 +1 +1 +1 +1	+1 +5 +5 +3 +3 +3 +3 +3	+2 +7 +7 +5 +5 +5 +5	+3 +8 +8 +8 +7 +7 +7 +7	+4 +9 +9 +9 +8 +8 +8 +8 +8	+5 +11 +11 +11 +9 +9 +9 +9	+6 +12 +12 +12 +10 +10 +10 +10	+7 +13 +13 +13 +11 +11 +11 +11	+8 +14 +14 +14 +12 +12 +12 +12	+9 +15 +15 +13 +13 +13 +13
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap* Forge document*	+0 +3 +3 +3 +1 +1 +1 +1 +1 +1 +0	+1 +5 +5 +3 +3 +3 +3 +3 +1	+2 +7 +7 +5 +5 +5 +5 +5 +2	+3 +8 +8 +7 +7 +7 +7 +7 +7 +3	+4 +9 +9 +9 +8 +8 +8 +8 +8 +8 +4	+5 +11 +11 +9 +9 +9 +9 +9 +9	+6 +12 +12 +12 +10 +10 +10 +10 +6	+7 +13 +13 +13 +11 +11 +11 +11 +11 +7	+8 +14 +14 +14 +12 +12 +12 +12 +12 +8	+9 +15 +15 +13 +13 +13 +13 +13 +9
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap* Forge document* Disguise self‡	+0 +3 +3 +3 +1 +1 +1 +1 +1 +1 +0 +0	+1 +5 +5 +3 +3 +3 +3 +3 +1 +0	+2 +7 +7 +5 +5 +5 +5 +5 +2 +1	+3 +8 +8 +8 +7 +7 +7 +7 +7 +7 +3 +2	+4 +9 +9 +8 +8 +8 +8 +8 +8 +8 +4 +3	+5 +11 +11 +9 +9 +9 +9 +9 +9 +5 +4	+6 +12 +12 +12 +10 +10 +10 +10 +6 +5	+7 +13 +13 +13 +11 +11 +11 +11 +7 +6	+8 +14 +14 +12 +12 +12 +12 +12 +12 +8 +7	+9 +15 +15 +13 +13 +13 +13 +9 +8
Sneak silently* Hide in shadows* Pick pocket* Climb sheer surfaces* Pick lock* Find trap† Disable trap* Forge document*	+0 +3 +3 +3 +1 +1 +1 +1 +1 +1 +0	+1 +5 +5 +3 +3 +3 +3 +3 +1	+2 +7 +7 +5 +5 +5 +5 +5 +2	+3 +8 +8 +7 +7 +7 +7 +7 +7 +3	+4 +9 +9 +9 +8 +8 +8 +8 +8 +8 +4	+5 +11 +11 +9 +9 +9 +9 +9 +9	+6 +12 +12 +12 +10 +10 +10 +10 +6	+7 +13 +13 +13 +11 +11 +11 +11 +11 +7	+8 +14 +14 +14 +12 +12 +12 +12 +12 +8	+9 +15 +15 +13 +13 +13 +13 +13 +9

* The burglar's Agility modifier, if any, also modifies checks for these skills.

† The burglar's Intelligence modifier, if any, also modifies checks for these skills.

[‡] The burglar's Personality modifier, if any, also modifies checks for these skills.

(Optional) Custom Halfling Burglar Skills: If *Crawl! no.6* is available, the following rules are applied to halfling burglars. At 1st-level, the halfling burglar is Excellent at sneak silently and hide in shadows (+3 at 1st-level.) In addition to this, the burglar may also select the following:

1 thief skill their character is Excellent at.

- 4 thief skills their character is Good at.
- 3 thief skills their character is Fair at.
- 2 thief skills their character is Mediocre at.

HALFLING CHAMPION

An alternative class for halfling characters by Rev. Dak J. Ultimak

You are the hardiest of your kin. You're looked upon as a protector and guardian. You never set your heart to a life of adventure, but your skills drove you into the larger world. You take pride defending the peace and comforts your people live for. But sometimes you have to march amongst the tall-folk to ensure the safety of your fellows, right a wrong, or just to survive.

Hit points: Halfling champions gain 1d8 hit points at each level.

Weapon Training: As with all halflings, champions prefer to battle with a weapon in each hand. A halfling champion is trained in use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling and staff. The champion is also trained to use a longsword, warhammer or heavy axe (see sidebar) as a two-handed weapon (see below).

Alignment: Halflings are typically lawful, champions are no exception. They value honor and selflessness, and use these tenets to protect their homes and allies. Neutral halfling champions exist, but tend to be loners that lend their skills to other races and peoples. Chaotic halflings, in general, are rare.

Two-weapon Fighting: As with all halflings, halfling champions are masters of fighting with a weapon in each hand. They are considered to have an Agility of at least 16 and can use two weapons of the same size. Halflings crit and automatically hit on any natural 16, and fumble

only when both dice are natural 1s. In addition to this feature, halfling champions may use longswords, warhammers and heavy axes as two-handed weapons without suffering the -1 die initiative penalty.

Mighty Deeds of Arms: Halfling champions are exceptionally skilled at using weapons in combat, and may perform Mighty Deeds of Arms as a warrior (refer to the warrior's class description for more information).

Infravision: Halfling champions can see in the dark up to 30'.

Small size: Halfling champions may possess the physique of warriors, but they're still small and may squeeze into tiny places. Their stature also gives them +3 bonus to sneaking silently and hiding in shadows.

Slow: All halflings have a base movement speed of 20'.

Inspirational luck: Halflings are extremely lucky, champions are no different. As other with halflings. champions double the bonus of any Luck expended. Halfling champions also recover luck easily at one point per level for each night of rest. But instead of just

New Weapon	Dmg	Range	Cost
Heavy axe	1d8	-	6 gp
Heavy axes, aka h slightly larger than smaller than typic designed for halfli handed, while me can wield them wi	n regula al battle ings to v dium siz	r handaxe eaxes. The vield two- zed humai	s and y're

being a good luck charm, out of initiative the champion may burn 1 Luck and apply their Mighty Deed of Arms die to any ally's attack roll. The ally also gets to perform the Mighty Deed as declared by the champion. As with the standard halfling and burglar classes good luck charm ability, only one halfling champion in a party can apply this ability.

> Languages: Halfling champions automatically know common and the halfling racial language at 1stlevel. A halfling champion also knows one additional language per point of Int modifier.

> > Action dice: A halfling champion's action dice is always used for attack rolls.

Table H	IC-1: Halfli	ng Champi	on			
Level	Attack (Deed die)	Crit Die /Table	Action Dice*	Ref	Fort	Will
1	+1d3	1d8/III	1d20	+1	+1	+1
2	+1d4	1d10/III	1d20	+1	+1	+1
3	+1d5	1d12/III	1d20	+2	+1	+2
4	+1d6	1d14/IV	1d20	+2	+2	+2
5	+1d7	1d16/V	1d20	+3	+3	+2
6	+1d8	1d20/IV	1d20+1d14	+4	+3	+2
7	+1d10	1d24/V	1d20+1d16	+4	+3	+3
3	+1d10+1	1d30/V	1d20+1d20	+5	+4	+4
9	+1d10+2	1d30/V	1d20+1d20	+5	+4	+4
10	+1d10+3	2d20/V	1d20+1d20	+6	+5	+4

* Applies to attacks with one weapon. A halfling champion fighting with two weapons follows special rules, as outlined in the halfling class description.



An Optional Multi-Classing System for the DCC RPG by Daniel J. Bishop

At some point, players ask why their halfling cannot become a thief. Or why their warrior cannot also become a cleric. Half-levels are my answer to this.

If a human wants to take levels in another class, he must first take a half-level in the new class. Table HL-1: Half-Level Class Abilities lists the new bonuses and other additions of the half-level. Whenever he has enough experience points to gain a new level, he can take levels in his original class or his new class. After the half-level, the next level gained in the half-level class is 1st level. Gaining a half-class level is exactly like gaining a level in terms of XP requirements. For example, Hugo the Noble levels as a warrior at 10 XP. At 50 XP he decides to multi-class as a wizard, and thus takes a half-level as a wizard and applies the general rules and the class specific rule for a half-level wizard, e.g. half-level wizards have a caster-level of 0 (see below). At 110 XP Hugo can decide to progress as a 2nd-level warrior or a 1st-level wizard.

Things work a little differently for demi-humans. Demi-human classes do not have half-levels. An elf who takes the Elf class always gains the full first level, even if he has taken levels in other classes. The same is true for halflings and dwarves. However, if an elf wants to become, say, a thief after gaining his first 10 XP, then he must take a half-level first.

It is possible to gain three or more classes by taking multiple half-levels.

The following general rules apply:

•All classes gain a full Hit Die, as though they had taken a standard level in the class.

•Attack bonuses, saving throw bonuses, and caster level do not "stack"; the character takes the best attack bonus offered, and the best saving throw bonus for each category offered by any of his classes. Caster level is determined on the basis of each class, so that an elf wizard would have an Elf caster level and a Wizard caster level.

•In my home campaigns, a specific relationship with the gods is one of the things that sets humans apart from demi-humans, so no demi-humans may take half-levels or levels in Cleric. Check with your judge to see if this restriction applies to his or her campaign milieu.

•In my home campaigns, halflings are not skilled in magic, so no halfling may take a half-level or levels in Wizard. Check with your judge to see if this restriction applies to his or her campaign milieu

•If you are using gnomes, a half-level, and any full level of another class, counts towards the five level maximum that a gnome may take.

Table HL-	1: Half-Lev	el Class Ab	oilities						
Class	Attack (Deed Die)	Crit Die /Table	Threat Range	Action Dice	Max # Spells	Luck Die	Ref	Fort	Will
Cleric	+0	1d6/III	20	1d20	2	-	+0	+0	+1
Thief	+0	1d5/II	20	1d20	-	d2	+1	+0	+0
Warrior	+d2	1d8/III	20	1d20	-	-	+0	+1	+0
Wizard	+0	1d4/I	20	1d20	2	-	+0	+0	+1
Bard	+0	1d4/I	20	1d20	0	-	+1	+0	+0
Paladin	+0	1d6/III	20	1d20	0	-	+0	+0	+1
Ranger	+d2	1d8/II	20	1d20	0	-	+0	+1	+0

Specific rules for each class's half-level follows:

Cleric Caster Level is 0 (i.e, no modifier until 1st level). Turn Unholy is gained. Lay on Hands is not gained until 1st level. Divine Aid is not gained until 1st level. Thief Thieves' Cant is not learned until 1st level. Skill bonus for all thief skills are ¹/₂ the listed 1st level value, rounded down. If using the alternate rules from My Thief, My Way! (from *Crawl!* no.6), simply halve the chosen bonuses, rounded down, and apply the full bonuses at 1st level. Cast spell from scroll is 1d10 regardless of alignment. A halfling thief gains the better of his Halfling stealth bonus or his Thief bonuses; they do not stack. A halfling thief rolls a Luck Die, but always gains a benefit of 2 or more. If the halfling thief acts as a Lucky Charm, the benefit is always based off of his Halfling class. A halfling thief only regains 1 point of Luck each day (not 2).

Warrior With a d2 Deed Die, a ½ level Warrior cannot perform Mighty Deeds. The warrior's Lucky weapon can be chosen at either the ½ level or at 1st level, as determined by the player, but the bonus is not in effect until it is chosen.

> A warrior (or dwarf) who also has an attack bonus from another class always gets the better of his attack bonus or the result of his Deed Die, whichever is better. Whether or not a Deed succeeds is always dependent upon the Deed Die roll, however. The result of the Deed Die is added to damage as normal.

A dwarf warrior gains the better of his Dwarf Deed Die or his Warrior Deed Die; they do not stack.

Wizard Caster Level is 0 (i.e, no modifier until 1st level).

Bard Performance deeds are not gained until 1st level.
 A bard who can perform a Mighty Deed through another class must choose whether to perform a Performance Deed or a Mighty Deed with an action; he cannot do both.
 Lore Die is 1d12.

Paladin A paladin does not gain Holy Deeds until 1st level.

Ranger A ranger does not gain the Sneak and Hide ability until 1st level. If he has an ability to sneak and hide due to race or another class, he gains the better of the two abilities. They do not stack.

A ranger gains the ability to find and neutralize traps at 1st level. If

he has thief levels, he uses the better of his bonus as a ranger or thief. They do not stack.

A ranger does not gain the Favoured Enemies ability until 1st level.

A ranger need not select a Ranger Path until 1st level, when his Deed Die is large enough to allow a Deed to succeed.

A ranger with levels of Dwarf or Warrior does

not gain multiple Deed Dice.

Instead, he uses the best deed die based on his class. If his highest Deed Die is from the Ranger class, however, it applies only to Deeds following his ranger path. Other deeds use the next highest Deed Die the multi-classed Ranger is afforded by another class.

Crawl! no.10 - Page 17



Random Physical Characteristics in the DCC RPG by Colin Chapman

Although many players and Judges will simply assign a character whatever height, weight, and appearance they desire, it can be fun to roll for these elements randomly, especially if inspiration hasn't struck. This article provides the means to generate heights, weights, and builds for characters including the influence of high or low Strength, as well as hair and eye color. Of course, players and Judges should feel free to simply choose results too as these characteristics have no real mechanical impact on play. The various results are largely derived from key Appendix N sources.

The Builds are only guidelines and other descriptors may be used instead. Broad may be barrel-chested or curvaceous, Small may be petite or elfin, Slim may be slender or svelte, Tall may be statuesque, and so on.

Part One: Height and Weight

Follow the steps below to determine a character's height, weight, and general build.

Step 1: Determine Baseline

Roll on Table PF-1 for the character's Baseline Height and Weight according to race and gender.

Table PF-1: Baseline Height and Weight									
Race	Height	Weight							
Human (m)	60"+2d6"	140+2d10 lbs.							
Human (f)	55"+2d6"	120+2d10 lbs.							
Dwarf (m)	46"+2d4"	140+2d10 lbs.							
Dwarf (f)	44"+2d4"	110+2d10 lbs.							
Elf (m)	68"+2d6"	140+2d10 lbs.							
Elf (f)	64"+2d6"	110+2d10 lbs.							
Halfling (m)	32"+2d4"	29+2d4 lbs.							
Halfling (f)	30"+2d4"	25+2d4 lbs.							



Crawl! no.10 - Page 18

Step 2: Determine Build

Roll 2d6, adding or subtracting twice any modifiers for high or low Strength. If the character's build is Average, there is no need to modify the baseline results from Step 1, and the process is finished. Ignore fractions of pounds when making calculations.

Table PF-2	: Determi	ne Build (2d6)			
Human Buil	d		Elf Build		
Result	Build	Modifiers	Result	Build	Modifiers
1 or less	Small	Ht –10%, Wt –30%	4 or less	Small	Ht –10%, Wt –30%
2-4	Slim	Wt –20%	5-6	Slim	Wt –20%
5-9	Average	None	7-9	Average	None
10-11	Broad	Wt +30%	10 or more	Tall	Ht +10%, Wt +30%
12-13	Large	Ht +10%, Wt +60%			
14 or more	Huge	Ht +20%, Wt +120%			
Dwarf Build	l		Halfling Bui	ild	
Result	Build	Modifiers	Result	Build	Modifiers
1 or less	Small	Ht –10%, Wt –30%	2 or less	Small	Ht –10%, Wt –30%
2-3	Slim	Wt –20%	3-4	Slim	Wt –20%
4-7	Average	None	5-8	Average	None
8-11	Broad	Wt +30%	9-11	Broad	Wt +20%
12-13	Large	Ht +10%, Wt +60%	12-13	Large	Ht +10%, Wt +50%
14 or more	Huge	Ht +10%, Wt +120%	14 or more	Huge	Ht +20%, Wt +100%
	-				

Example: Mardain, a male cleric, has no modifiers for Strength. The Player rolls Mardain's baseline Height and Weight, getting 68" (5'8") and 152 lbs. The Player then rolls for Mardain's Build, getting a result of 10; Mardain is broad. This modifies the baseline Weight by 30%, adding 45 lbs. for a total Weight of 197 lbs. He's a stocky fellow of average height.

Part Two: Hair and Eye Color

For hair, first roll 1d3 to determine the length of your character's hair: 1: Short hair, 2: Shoulder length hair, 3: Long hair. Next roll a 1d6 on the Table PF-3: Hair Texture to determine the texture of your character's hair. Then, roll d% on the following tables to determine a character's eye and hair color.

Table PF-3: Hair Texture				
Result	Texture			
1	Kinky Hair			
2	Coiled Hair			
1 2 3 4	Wavy Hair			
4	Fine Straight Hair			
4 5 6	Straight Hair			
6	Thick Straight Hair			

On each of the Hair and Eye Color Tables on a

roll of 1 or 100, there are additional tables to roll on. Roll 1d10 on the appropriate table, then reroll d% to determine eye and hair color.

Table PF4-1: Human and Dwarf Eye Color					
Result	Eye Color	Result	Eye Color		
1	Roll on Eye Table 1	59-71	Blue, Dark		
02-23	Brown, Dark	72-84	Blue, Light		
24-46	Brown, Light	85-86	Green, Light		
47	Amber, Dark	87-88	Green, Dark		
48	Amber, Light	89-94	Gray, Dark		
49-53	Hazel, Dark	95-99	Gray, Light		
54-58	Hazel, Light	100	Roll on Eye Table 2		
		-			
	man Hair Color	Decult			
Result	Hair Color	Result	Hair Color		
1	Roll on Hair Table 1	60-61	Red, Dark		
02-20	Black	62-63	Red, Medium		
21-30	Brown, Dark	64-65	Red, Light		
31-40	Brown, Medium	66-75	Blond, Dark		
41-50	Brown, Light	76-85	Blond, Medium		
51-53	Auburn, Dark	86-95	Blond, Light		
54-56	Auburn, Medium	96-99	White		
57-59	Auburn, Light	100	Roll on Hair Table 2		
Table PF4-3: Dw	Table PF4-3: Dwarf Hair Color				
Result	Hair Color	Result	Hair Color		
	Dell an Usin Table 1	69-71	Red, Light		
1	Roll on Hair Table 1	09-71	Red, Eight		
1 02-11	Black	72-76	Blond, Dark		
l ·			0		
02-11	Black	72-76	Blond, Dark		
02-11 12-22	Black Brown, Dark	72-76 77-81	Blond, Dark Blond, Medium		
02-11 12-22 23-33	Black Brown, Dark Brown, Medium	72-76 77-81 82-86	Blond, Dark Blond, Medium Blond, Light		
02-11 12-22 23-33 34-44	Black Brown, Dark Brown, Medium Brown, Light	72-76 77-81 82-86 87-89	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium		
02-11 12-22 23-33 34-44 45-50	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark	72-76 77-81 82-86 87-89 90-92	Blond, Dark Blond, Medium Blond, Light Gray, Dark		
02-11 12-22 23-33 34-44 45-50 51-56	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium	72-76 77-81 82-86 87-89 90-92 93-95	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light		
02-11 12-22 23-33 34-44 45-50 51-56 57-62	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light	72-76 77-81 82-86 87-89 90-92 93-95 96-99	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5:	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium Fye Color Eye Color Roll On Eye Table 1 Gray, Dark	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Roll on Hair Table 1 Black		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30 31-60	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium Eye Color Eye Color Roll On Eye Table 1 Gray, Dark Gray, Light	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05 06-55	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1 Black Brown, Dark		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30 31-60 61-80	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium F Eye Color Eye Color Roll On Eye Table 1 Gray, Dark Gray, Light Brown, Dark	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05 06-55 56-70	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1 Black Brown, Dark Auburn, Dark		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30 31-60 61-80 81-90	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium Eye Color Eye Color Roll On Eye Table 1 Gray, Dark Gray, Light Brown, Dark Blue, Dark	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05 06-55 56-70 71-85	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1 Black Brown, Dark Auburn, Dark Blond, Light		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30 31-60 61-80 81-90 91-99	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium Eye Color Eye Color Roll On Eye Table 1 Gray, Dark Gray, Light Brown, Dark Blue, Dark Blue, Light	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05 06-55 56-70 71-85 86-90	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1 Black Brown, Dark Auburn, Dark Blond, Light Silver-Blond		
02-11 12-22 23-33 34-44 45-50 51-56 57-62 63-65 66-68 Table PF4-4: Elf Result 1 02-30 31-60 61-80 81-90	Black Brown, Dark Brown, Medium Brown, Light Auburn, Dark Auburn, Medium Auburn, Light Red, Dark Red, Medium Eye Color Eye Color Roll On Eye Table 1 Gray, Dark Gray, Light Brown, Dark Blue, Dark	72-76 77-81 82-86 87-89 90-92 93-95 96-99 100 Table PF4-5: Result 1 02-05 06-55 56-70 71-85	Blond, Dark Blond, Medium Blond, Light Gray, Dark Gray, Medium Gray, Light White Roll on Hair Table 2 Elf Hair Color Hair Color Roll on Hair Table 1 Black Brown, Dark Auburn, Dark Blond, Light		

Table PF4-6: Halfling Eye Color		Table P	Table PF4-7: Halfling Hair Color	
Result	Eye Color	Result	Hair Color	
1	Roll on Eye Table 1	1	Roll on Hair Table 1	
02-30	Brown, Dark	02-05	Black	
31-60	Brown, Light	06-35	Brown, Dark	
61-70	Hazel, Dark	36-65	Brown, Medium	
71-80	Hazel, Light	66-75	Brown, Light	
81-86	Blue, Dark	76-80	Auburn, Dark	
86-92	Blue, Light	81-84	Auburn, Medium	
93-96	Green, Light	85-88	Auburn, Light	
97-99	Green, Dark	89-92	Blond, Dark	
100	Roll on Eye Table 2	93-96	Blond, Medium	
		97-99	Blond, Light	
		100	Roll on Hair Table 2	
Table PF5-1: Eye	e Table 1	Table P	F5-2: Eye Table 2	
Roll	Eye Condition	Roll	Eye Characteristics	
1	Jaundiced Eyes	1	Gold flecked	
2	Bloodshot Eyes	2	Piercing Eyes	
3	Albino Eyes	3	Bright eyes	
4	Puffy Eyes	4	Wise Eyes	
5	Twitchy Eyes	5	Seductive Eyes	
6	Feverish Eyes	6	Focused Eyes	
7	Squinty Eyes	7	Bewitching Eyes	
8	Bug Eyes	8	Dreamy Eyes	
9	Cross Eyed	9	Mysterious Eyes	
10	Watery Eyes	10	Mesmerizing Eyes	
Table PF6-1: Hair Table 1		Table P	F6-2: Hair Table 2	
Roll	Hair Condition	Roll	Hair Characteristics	
1	White hair	1	Perfect Hair Color	
2	Too much hair	2	Lush Hair	
3	Rat's nest	3	Groomed Hair	
4	Limp hair	4	Luxuriant Hair	
5	Greasy hair	5	Clean Hair	
6	Dandruff	6	Healthy Hair	
7	Worst haircut	7	Best Haircut	
8	Frizzy hair	8	Easy Hair	
9	Unruly hair	9	Flowing Hair	
10	Balding	10	Resilient Hair	

Part Three: Physical Features

Sometimes, just one or two key physical points are all that is needed to help define what a character looks like. This article provides several tables for rolling these elements, whether negative, neutral, or positive.

Characters should generally roll 1d20 once on the appropriate Features table depending on whether they have a negative, positive, or no (Neutral) Personality modifier. Too many rolls create a comical appearance and lessen the impact that one or two clearly-defined features can have.

It is also possible to use these tables to generate completely random characteristics separate from Personality. Simply roll 1d6 first, and then roll on the appropriate table as follows:

1-2: Negative Physical Features3-4: Neutral Physical Features5-6: Positive Physical Features

Table PF7-1: Negative				
Physical Features				
Roll	Feature			
1	Big Ears			
2	Big Nose			
3	Bow Legged			
4	Bushy Eyebrows			
5	Croaky/Rasping Voice			
6	Facial Mole, Hairy			
7	Facial Scar, Disfiguring			
8	Facial Tic			
9	Limp Hair			
10	Lisp			
11	Missing Finger			
12	Missing Teeth			
13	Piggish Nose			
14	Pockmarked			
15	Pronounced Overbite/Underbite			
16	Shrill/Nasal Voice			
17	Strong Body Odor			
18	Stutter			

18 Stutter

- 19 Torn/Missing Ear
- 20 Choose One

Table PF7-2: Neutral Physical Features Roll Feature

- 1 Broken Nose
- 2 Callused Hands
- 3 Diastema
- 4 Distinctive Birthmark
- 5 Eyes Different Colors
- 6 Facial Mole
- 7 Facial Scar, Moderate
- 8 Freckled
- 9 Frown/Laugh Lines
- 10 Hirsute
- 11 Hormone Streak
- 12 Nondescript
- 13 Pale Complexion
- 14 Piercing, Facial
- 15 Prematurely Balding/Receding
- 16 Prematurely Graying
- 17 Ruddy Complexion
- 18 Tattoo, Facial
- 19 Weather-Beaten
- 20 Choose One





A spotlight on three of many 3rd-Party races by Noah Stevens

You have plumbed the depths of the Elf, the Dwarf and the Thief, you say? You grow weary of the usual thing? Certainly an average gamer might view the seven *DCC RPG* classes (well, a smattering of classes and a handful of races) as a smorgasbord. For wantons like you for whom Vanilla and Chocolate are tiresome and who have eaten their fill of Pistachio and Smurf, there are other ways. I'm keeping track, and it looks like about 60 and growing other ways. Classes and races, I mean. If you think that *DCC RPG* may get a little strange with seven race/classes, try something even further off the beaten path!

Here are 3 good examples:

1) Transylvanian Adventures Half Breed by Scott Mathis. This one (and all the TA races, really) are ripe for customization with lots of skill and upgrade options. In addition, it starts with dramatic tension as the misunderstood offspring of some evil horror and a normal human. To start you get to choose from a dizzying array of weird powers - speaking with the dead, moving through shadows, ghoul touch. That sort of thing. Also, two-weapon fighting!

http://www.rpgnow.com/product/121110/Transylvanian-Adventures

2) WrathOfZombies Avarian by WrathOfZombies, on his blog. Hubris, the setting that Mike (i.e. Wrath of Zombies) has put together is elaborate, beautiful, and unforgiving. Having a character that can fly right out of the box sort of breaks all the usual scenarios, and throws screwdrivers in the cogs. The Avarian is a powerful flying hunter, and what you end up with is something like a Kenku - a traditional Japanese trickster Bird-Man. The "copy voices" power is a hoot, and one of the skill tracks lets you pick a couple of Thief skills. (note: Mr. OfZombies also has a Kenku in there) BEHOLD THE POWER OF FLIGHT!

http://wrathofzombie.wordpress.com/2014/03/05/the-avarian-a-hubris-race-for-dcc/

3) Faerie Animal by Daniel Bishop, in Creeping Beauties of the Woods. If the idea of changing back and forth into a Bear to maul your enemies doesn't appeal to you, I can't convince you of anything. You get some sensitivity to iron, spells later on, and infravision. Not the most exciting in terms of RAW POWER, unless you're a Bear, but imagine the party's surprise when you're not an Elf but a Hawk Faerie! Fly right over to Mordor, deliver this thingamajig, and bring us some Hobbit Ale on your way back, Hawky! It suggests right from the get-go a way to play in which at low levels nobody knows who is who or what classes and since we're all just getting to know each other, let's learn as we go.

http://www.rpgnow.com/product/129993/FT-1--Creeping-Beauties-of-the-Wood

If your appetites are now whetted, try the ever-growing list of third party class/races at this link:

http://noahms456.blogspot.com/2014/07/3rd-party-classes-for-dcc-list.html