

CHARACTER CREATION

The FUNNEL

Generate 4 characters. During the first 0-level game, it is expected that all but 1 of your 0 level characters will die. The survivor will become your level 1 character.

1. ABILITY SCORES

The abilities are: **Strength, Agility, Stamina, Intelligence, Personality,** and **Luck.** Roll 3d6 for each in order. Note the ability modifiers on Table 1-1.

• Note that if an ability score ever changes, its modifier will also change. Luck is an exception to this rule. If your Luck ability score changes (and it will) your Luck ability modifier will always remain the same as when it is first determined.

2. HIT POINTS

Roll 1d4, adjusted by the character's Stamina modifier.

3. LUCKY SIGN

Roll 1d30, adjusted by Luck modifier on Table 1-2. This determines which roll is affected by your Luck modifier.

4. OCCUPATION

Roll 1d100 on Table 1-3. This result will include the character's 0-level occupation, starting weapon and trade goods.

5. ALIGNMENT

Choose an alignment. They are: **lawful, neutral** and **chaotic**.

6. MONEY

Roll 5d12, that is how many copper pieces (cp) the character starts with.

7. EQUIPMENT

0-Level characters come with some starting equipment, including occupation weapon and trade goods, and one randomly determined piece of equipment from Table 3-3. You may also purchase or barter additional equipment, if able.

8. LET'S PLAY!

Your 0-level characters are ready to play their first dungeon. Any that survive should reach 10 XP, and advance to 1st level. At this point, you choose their class.

CHARACTER SHEET

Name _____		Title _____		Weapons	Equipment
Occupation _____	Class _____	Alignment _____	Speed _____		
 AC	 Hit Points MAX: _____	Level _____	XP _____		
Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____				Armor	Treasure
Strength Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>	Melee Attack	Melee Damage	Notes	
Agility Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>	Missile Attack	Missile Damage		
Stamina Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>				
Personality Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>				
Intelligence Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>	Languages			
Luck Modifier: _____	<input style="width: 30px; height: 30px;" type="text"/>	Lucky Roll			
				Ref Save	
				Fort Save	
				Will Save	

Dungeon Crawl Classics vs. D&D 5E

Major Differences

- DCC has no Attacks of Opportunity, Feats, Hit Dice, Spell Slots, Inspiration, or Skill Points.
- No Proficiencies; Instead you are trained in the use of certain weapons, magic, thieving and other skills.
- The classes are:
CLERIC (human)
THIEF (human)
WARRIOR (human)
WIZARD (human)
DWARF
ELF
HALFLING
- Clerics turn creatures that are unholy to their religion. This may include un-dead and other creatures.
- All spells are cast with a spell check, where the caster rolls 1d20, adds certain modifiers, and tries to score high. The higher the roll the more effective the result. Each spell has a unique chart that adjudicates the spell's results.
- Wizards may lose access to a spell after a casting it. If he rolls a low result on his spell check he cannot cast the spell again that day. On a high result, he can.
- Clerics never lose a spell when it's cast. However, when a cleric casts any spell and fails in his attempt, he may increase his "natural failure range." By the end of the day, a cleric may automatically fail on more rolls than just a natural 1.
- There is a critical hit matrix. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables.
- You can spend ability scores to enhance dice rolls. All characters can burn Luck, and wizards and elves can burn other abilities.

ABILITIES

1. Strength
2. Agility (like Dexterity)
3. Stamina (like Constitution)
4. Personality (like Charisma)
5. Intelligence (like Intelligence and Wisdom combined)
6. Luck

Ability Modifiers: These range from -3 to +3.

ALIGNMENT

The 3 alignments are: lawful, neutral and chaotic.

LEVELS

Your character starts out at level 0 and can advance to level 10. The number of experience points required to advance to each subsequent level is higher than the preceding level.

DEATH

When a PC's is reduced to 0 HP, he is dead or bleeding out. They can survive up to the number of rounds equal to their level. They can be healed during that time but will suffer a permanent loss of 1 point of Stamina and gain a terrible scar from the wound. If a level 1 or higher dead character's body can be recovered within 1 hour, the dead PC may test their Luck, usually by rolling a d20, and rolling equal or less than the dead PC's Luck score. If they succeed, then the character was badly injured, but survived their wounds. The survivor will have 1 hp, takes a -4 penalty to all rolls for the next hour and one random physical ability (Strength, Agility, or Stamina) will be permanently reduced by 1 point.

TIME

Rounds: A combat round represents 10 seconds of "real" time. There are 10 rounds in a minute.

Turns: There are 10 minutes in a turn. 10 turns in an hour.

WIRED DICE

DCC uses a standard polyhedral set, enhanced with a d3, d5, d7, d14, d16, d24 and d30. Stringing them all together creates what DCC calls a "Die Chain".

The Die Chain:

d3-d4-d5-d6-d7-d8-d10-d12-d14-d16-d20-24-d30

[Instead of Advantage/Disadvantage] Whenever the rules specify a bonus of +1d, the die to be rolled moves one step to the right on the chain (or one to the left for a -1d). Multiple steps can switch the die type two or more steps. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.

SAVING THROWS

There are three types of saving throws:

Reflex (Ref) Is 10 modified by the Agility modifier.

Fortitude (Fort) is 10 modified by the Stamina modifier.

Willpower (Will) Is 10 modified by the Personality modifier..

CRITS & FUMBLES

Natural 20s automatically hit and you roll on a crit table, your Luck modifier is added to this roll. Natural 1s are automatic misses, and you roll on a fumble table. The die rolled depends on the armor you are wearing.

HEALING

Wounds heal with rest. A healed character can never exceed his natural hit point maximum.

A character who gets a good night's rest heals 1 hit point. If the character gets a day of bed rest, he heals 2 hit points per night.

Critical hits that inflict penalties other than hit point damage heal when the associated damage heals. For example, imagine that a haracter takes a -10' penalty to speed due to a kneecap strike that also inflicted 4 extra points of damage. The wounded kneecap (and associated speed penalty) heals when the character has recovered 4 hit points.

Some critical hit results may create permanent injuries which can only be healed by magical or extraordinary means.

Ability score loss, except for Luck, heals at the same rate: 1 point with a good night's rest, and 2 points with a day of bed rest.

A character may heal both ability score loss and hit point loss on the same night's rest.

Luck, however, does not heal.

Except for the special abilities of halflings and thieves, a character who burns Luck does so permanently. Luck can be restored in the same way that a man normally gains good or bad luck – by appealing to the gods. Great acts of courage in defense of one's deity may earn a boon, just as acts in opposition to a devil may earn a curse.

ARMOR CLASS

The base Armor Class (AC) is 10. Modify the base AC with Agility modifiers and armor bonuses (see Table 3-3: Armor). E.g., A PC with leather armor (with a +2 AC bonus) and an Agility of 15 (with a +1 modifier) would have an AC of 13 (10+2+1=13).

BURNING LUCK

A character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but his Luck score is now 6 points lower.

- A character can only burn Luck to affect his own die rolls (except for halflings as noted in their class description). Luck cannot be burned to affect the die roll of other characters or monsters, even if they affect the character. (Note that the character's Luck modifier does apply to enemy crits against him, but this Luck modifier is different from burning off Luck.)

- Luck is typically used to affect a character's attack rolls, damage rolls, spell checks, thief checks, and saving throws, but it can also be used for other purposes.

- A character can declare his intent to burn Luck before or after his die roll. He then specifies how many points he will burn. But he can only burn Luck once per roll.

TWO-WEAPON FIGHTING

With sufficiently high Agility, a character can wield a light-weight secondary weapon (such as dagger, short sword, or knife) in his off hand while using a sword or other primary weapon in his natural hand. The character typically attacks using a smaller die, depending on the hand and the character's Agility, as shown on table 4-3.

A character fighting two-handed cannot use a shield (obviously).

INITIATIVE

An initiative check is conducted by rolling 1d20 and adding the appropriate modifier: Agility modifier, and, for warriors, class level. Ties are broken by highest Agility score, then by highest hit dice. A d16 is used instead of a d20 for characters wielding two-handed weapons.

SURPRISE

At the beginning of combat, the judge will determine if any characters are surprised or have surprise. Characters (PC or NPCs) with surprise can do one action before anyone else can act. If more than one character has surprise, they act in order of Initiative.

ACTIONS

On their turn, a character may move up to their speed and perform actions. A typical PC may attempt one action that requires an Action Die (usually a d20, higher level PCs and tougher NPCs may have multiple actions). Some non-combat actions also count as an action. Some actions may be performed while moving.

ATTACK ROLLS

Some attack rolls may be modified by certain circumstances (see Table 4-1: Attack Roll Modifiers). It's typically a d20 plus the appropriate modifier (Strength if attacking with a melee weapon, Agility if attacking with a ranged missile weapon). The total of this roll is compared to the target's Armor Class (AC). If the roll is equal or higher than the AC, then the attack hits. Roll the appropriate damage die and add the Strength mod if it's a melee attack. This damage total is subtracted from the target's hit points. If the target is reduced to 0, the target is dead.

WITHDRAWAL

Once a character is engaged in melee, he cannot back away without opening himself up to attack. If a character or monster withdraws from an active melee – whether to retreat, move to a new position, or attempt some action – his opponents immediately receive a single free attack. (This is similar to an Attack of Opportunity in D&D).

Zero Level COMBAT REFERENCE SHEET



Each round represents about 10 seconds in the game world.



Each round, during your turn, you can move up to your speed and take one action (typically an attack).

THE ATTACK ACTION

Attacks for all 0-level characters are resolved by rolling 1d20, adding modifiers, and comparing the result to the defender's Armor Class.

Other Actions You Can Do on Your Turn

Single Actions

Draw or sheathe a weapon*

Equip or drop a shield *

Open a door*

Light a torch or lantern

Uncork a potion or unfurl a scroll

Locate an item in a backpack

Stand up from a prone position

Mount or dismount a steed

Read a scroll or drink a potion

Take an extra move (like "Dash" in D&D).

**Can be included as part of a movement action.*

NOT COMBAT ACTIONS

These actions, that are available in D&D 5E, are not combat actions in DCC: Disengage, Dodge, Help, Use an object, Hide, Search, Readied action.

However, many things that would take 10 seconds or less (one round in DCC) may be allowed by the Judge* to take the place of a single action.

**The "DM" in D&D or the "GM" in other games is referred to as the "Judge" in DCC.*

ATTACK ROLL MODIFIERS

Roll modifiers come in two types.

- A plus or minus to the roll (i.e. +2 or -1).
- A change to the type of die you use for your to hit roll (i.e. +1d or -2d).

The die types follow the dice chain. For example -1d would change the die you roll from a d20 to a d16 or, if you are already using a d16 it will change it to a d14.

The Die Chain:

d3-d4-d5-d6-d7-d8-d10-d12-d14-d16-d20-24-d30

CRITICAL HIT (on a natural 20)

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and all 0-level characters roll 1d4 on crit table I.

FUMBLE (on a natural 1)

You miss and you roll on Table 4-2: Fumbles.

The type of die rolled is determined by your armor.

Heavy armor: banded mail, half-plate, or full plate mail, roll 1d16.

Moderate armor: hide armor, scale mail, or chainmail, roll 1d12.

Light armor: padded, leather, or studded leather, or carrying only a shield, roll 1d8.

No armor: If not wearing armor, and no shield, roll 1d4.

Modify your roll by the reverse of your Luck modifier.

DCC - COMBAT REFERENCE SHEET



Each round represents about 10 seconds in the game world.



Each round, during your turn, you can move up to your speed and take one action for each action die you have (typically 1d20).

ACTIONS

- Cleric: **attack** or **cast a spell**.
- Thief: **attack** or **make a skill check**.
- Warrior: **attack**.
- Wizard: **attack** or **cast a spell**. The second action die, if he has one, can only be used to **cast a spell**.
- Dwarf: **attack**.
- Elf: **attack** or **cast a spell**.
- Halfling: **attack** or **make a skill check**.

Other Actions You Can Do on Your Turn

Single Actions

Draw or sheathe a weapon*

Equip or drop a shield *

Open a door*

Light a torch or lantern

Uncork a potion or unfurl a scroll

Locate an item in a backpack

Stand up from a prone position

Mount or dismount a steed

Read a scroll or drink a potion

**Can be included as part of a movement action.*

FUMBLE (on a natural 1)

You miss and you roll on the fumble table. The type of die rolled is determined by your armor.

Heavy armor: **banded mail, half-plate, or full plate mail, roll 1d16.**

Moderate armor: **hide armor, scale mail, or chainmail, roll 1d12.**

Light armor: **padded, leather, or studded leather, or carrying only a shield, roll 1d8.**

No armor: **If not wearing armor, and no shield, roll 1d4.**

Modify your roll by the reverse of your Luck modifier.

Warriors and dwarves may burn 1 point of Luck to not roll on the Fumbles Table.

ATTACK ROLL MODIFIERS

Roll modifiers come in two types.

- A plus or minus to the roll (i.e. +2 or -1).
- A change to the die type you roll (i.e. +1d or -2d).

The die types follow the dice chain. For example -1d would change the die you roll from a d20 to a d16 or, if you are already using a d16 it will change it to a d14.

The Die Chain:

d3-d4-d5-d6-d7-d8-d10-d12-d14-d16-d20-24-d30

CRITICAL HIT (on a natural 20)

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll his crit die on the appropriate critical hit table, with the result adjusted by his Luck modifier.

Crit dice and table are determined by class and level; refer to the character class tables.

All 0-level characters roll 1d4 on crit table I.

Note that while higher-level warriors threaten critical hits on rolls other than 20, only a natural 20 is an automatic hit.

Strikes that fail to hit do not incur critical hits. For example, a warrior with a threat range of 19-20 rolls a natural 19 against a foe with AC 21. If the warrior's deed die rolls a 1, the total attack is a result of 20, less than the AC, so this attack does not hit. It thus does not score a critical hit, even though it is within the threat range. If the deed die is a 2 or higher, the total attack roll is at least 21, so the attack hits and due to the natural 19 it counts as a critical hit.