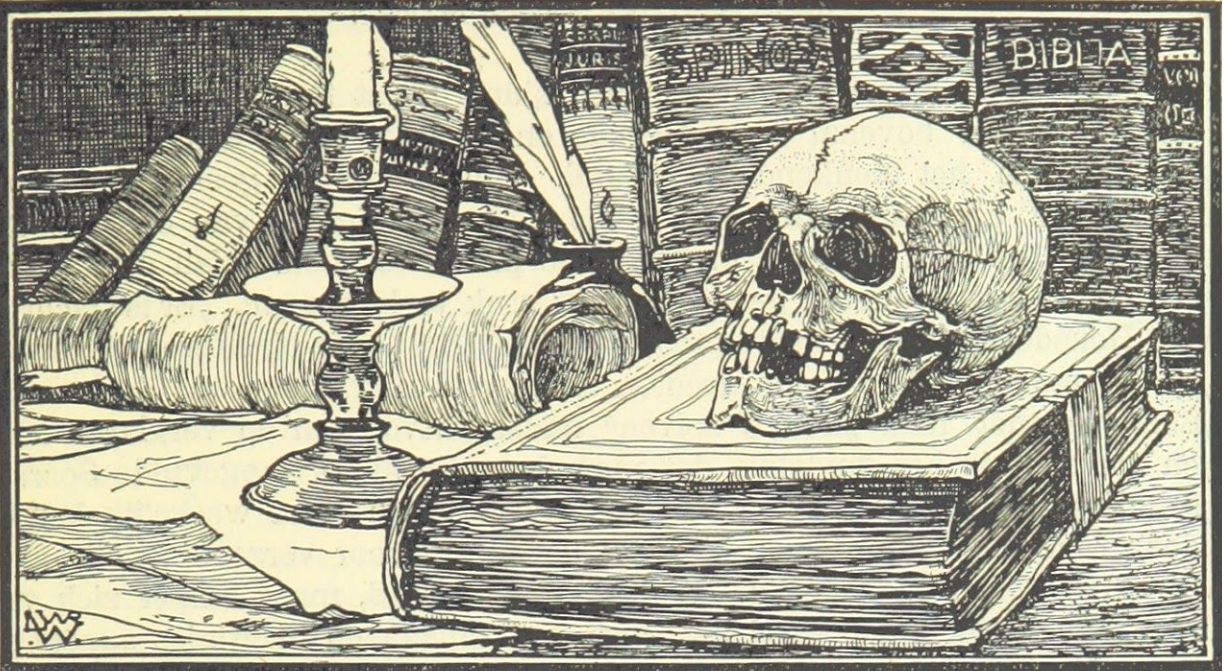


# DCC RPG Reference Bookmarks



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## CLERIC (1-5, 31)

An adventuring cleric is a militant servant of a god. They wield the weapons of their faith; physical, spiritual, and magical. Physically, a skilled fighter; Spiritually a vessel for their god's ideals; Magically they call upon their god to perform amazing feats.

**Hit die:** 1d8 hit points each level.

**Armor:** Any, *doesn't hinder spells*

**Weapons:** See alignment below

### Describe your god:

Why do you worship? How did you hear of them? What does your daily observance look like?

**Spells known** determined by god.

**Lawful** clerics belong to organized religious groups. They may lead a rural congregation, adventure on great crusades to convert heathens, or defend relics.

**Unholy:** undead, demons, chaotic monsters, chaotic humanoids.

• Club, Mace, Sling, Staff, Warhammer

**Chaotic** clerics belong to secret cults and strange sects. They travel the world to recruit new cultists and undermine enemies.

**Unholy:** angels, paladins, lawful humanoids.

• Axe, Bow, Dagger, Dart, Flail

**Neutral** clerics tend toward philosophical affiliations. They may be druids who worship nature or who research dead gods.

**Unholy:** undead, mundane animals, demons, lycanthropes, perversions of nature (slimes)

• Dagger, Mace, Sling, Staff, Sword

**Languages:** Common, plus an additional language for every INT modifier.

## MAGIC for Clerics (5-9, 128)

### Spell Check:

Roll 1d20 + PER + caster level.

Check result against spell table.

• Failure increases

Disapproval range by 1.

• If natural roll within

Disapproval, check table

(5-7, 122) to see effects.

**Disapproval:** Acting against deity increases Disapproval range.

• Every morning the disapproval range resets to 1.

• May **sacrifice** 50gp per

Disapproval range.

**Turn unholy:** Spell Check + Luck (4-4, 97)

**Divine Aid:** Spell Check vs DC

You may ask anything of your god.

Light a candle (DC 10) to

summon and control a pillar of flame (DC 18). Make spell check

to determine result. Adds +10 to Disapproval regardless of result.

**Lay on hands:** Spell Check.

Result is always a number of dice; dice type same as hit die of target.

Number of dice may not exceed the level/Hit Dice of target.

Result	Same	Neither	Opposed
1-11	fail	fail	fail
12-13	2	1	1
14-19	3	2	1
20-21	4	3	2
22+	5	4	3

**Before rolling**, may instead:

• Broken limbs: 1 die

• Organ damage / Disease: 2 dice

• Poison / Paralysis: 3 dice

• Blindness or deafness: 4 dice

## WARRIOR (1-10, 44)

You are a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty stomach, or a stout man-at-arms armored by a merchant's gold.

**Hit die:** 1d12 hit points each level.

**Weapons:** Every weapon except the blackjack and garrote.

**Armor:** Any

**Lucky Weapon:** Choose one type of weapon, add original Luck modifier to attack rolls.

**Lawful** warriors are hired by nobility or work for government.

**Neutral** or

**Chaotic** are wild natives of the barren steppes or deadly forests.

Hired warriors, loyal to a cause, a man, or simply the fattest purse, can be **any alignment**.

### Attack Rolls:

Roll + Deed Die + STAT+ Lucky?

**Initiative:** d20 + AGI + Level

**Criticals:** Extended Range

### Mighty Deeds:

1) Declare your Deed and additional effect.

2) Make an attack roll.

3) If Attack Roll is success, deal damage as usual. If the Deed Die is also 3 or higher, apply the additional effect you declared.

**Languages:** Common, plus an additional language for every INT modifier.

## THIEF (1-7, 37)

You are a hulking, skulking thug waiting for your next victim, a dexterous wall-climber, a fleet-footed pickpocket.

**Hit die:** 1d6 hit points each level.

**Armor:** Any, *affects skills*

**Weapons:** blackjack, blowgun, crossbow, dagger, dart, garrote, swords, sling, staff

**Spending Luck:** For each point expended, roll your Luck Die and add the result to the intended roll.

**Regain Luck:** 1 per lvl per day.

**Thieves' Cant:** A language known only to other thieves.

**Thieves tools** required to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons

**Lawful** thieves are ubiquitous, and they belong to institutions of organized crime guilds. They seek to move up the ranks.

**Chaotic** thieves operate as independent agents. They are assassins and con artists. They acknowledge no master aside from the glint of gold.

**Neutral** thieves are double agents: the "inside man" who leaves the vault unlocked one night, or the urban spy who sells secrets to his court's enemies.

**Languages:** Common, plus an additional language for every INT modifier.

## THIEF SKILLS (1-9, 38)

**Backstab:** Attack Roll + bonus. Attacking from behind or against an unaware target. If success, automatically scores critical. Some weapons deal additional backstab damage.

### Sneak Silently (AGI):

- Grass, Carpet: DC 5
- Water, Gravel: DC 20

### Hide in Shadows (AGI)

- Night, Dark room: DC 5
- Daylight no cover: DC 20

**Handle poison:** DC 10.  
Failure inflicts poisoning.

### Pick pocket (AGI)

- Unaware target: DC 5
- Active target: DC 20

### Climb surfaces (AGI)

- Normal stone wall: DC 5
- Smooth surface: DC 20

### Pick lock (AGI)

- Average lock: DC 5
- Legendary manufacture: DC 20

### Find trap (INT)

#### Disable trap (AGI)

*Natural 1 triggers it.*

- Bulky obvious trap: DC 5
- Well hidden, subtle: DC 20

### Forge document (INT)

#### Disguise self (PER):

- Same race/build: DC 5
- Fool someone close: DC 20

#### Read languages (INT):

- Simple meaning: DC 5
- Anything detailed: DC 20

**Cast spell from scroll:** Roll on spell table using listed die + INT.

## WIZARD (1-12, 50)

Wizards control magic. At least, they attempt to. Mortal magic is unpredictable and wild but powerful. Wizards wield magic through mastery and dominance of forces in which they are not always voluntary participants.

**Hit die:** 1d4 hit points each level.

**Weapons:** dagger, longbow, longsword, shortbow, short sword, staff.

**Armor:** Rare, *affects spells*

**Chaotic** wizards study black magic.

**Neutral** or

**Lawful** wizards seek control over elements.

Wizards of all persuasions practice enchantment.

**Magic:** Magic is dangerous. 1st level wizards begin with 4 spells.

#### Spell Check:

d20 + Int + Luck + caster level

**Corruption Roll:** add Luck mod

**Languages:** A wizard knows two additional languages for every point of Int modifier, as described in Appendix L.

**DWARF (1-14, 54)**

You are a short, stout demi-human with an unabashed love of gold. Nothing pleases you more than the gleam of gems and the solidity of gold. You can see in the dark and can smell gold/gems.

**Hit die:** 1d10 hit points each level.

**Weapons:** battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, warhammer, crossbow, javelin, shortbow, sling.

**Armor:** Any

**Alignment:** Lawful, rarely Neutral, almost never Chaotic.

**Lucky Weapon:** Choose one type of weapon, add original Luck modifier to attack rolls.

**Attack Rolls:**

Roll + Deed Die + STAT+ Lucky?

**Mighty Deeds:**

1) Declare your Deed and additional effect.

2) Make an attack roll.

2) If Attack Roll is success, deal damage as usual. If the Deed Die is also 3 or higher, apply the additional effect you declared.

**Shield Bash:** Make a second attack using d14 + STR + Deed Die. Deals 1d3 damage.

**Slow:** Base movement speed of 20', compared to 30' for humans.

**Underground Skills:** Add level to detect traps, slanting passages, shifting walls, new construction.

**Languages:** Common, Dwarvish, one random language, plus an additional language for every INT modifier.

**ELF (1-16, 58)**

You are a strong, slender demi-human native to woodlands and shaded forests. You avoid the provincial oafs of the younger races.

**Hit die:** 1d6 hit points each level.

**Weapons:** dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, two-handed sword.

**Armor:** Mithril, *affects spells*  
Mithril armor is light and expensive. At 1st level, you may purchase one piece of armor and a weapon of mithril, no extra cost.

**Spell Check:** d20 + Int + caster lvl

**Alignment:** Chaotic or Neutral.

**Magic:** Invoke Patron, Patron Bond, and 3 random spells.

**Lucky Spell:** Apply starting Luck modifier to one spell of choice.

**Heightened Senses:** +4 bonus to detect secret doors.

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

**Immunities:** Elves are immune to magical sleep and paralysis.

**Vulnerabilities:** Elves are extremely sensitive to iron.

**Luck:** Apply starting Luck modifier to one spell of choice.

**Languages:** Common, Elvish, one random language, plus an additional language for every INT modifier.

**HALFLING (1-18, 62)**

You are a little man with a big appetite and a comfortable home, which you plan to return to as soon as this one little quest is completed. You can see in the dark and are 3-4 ft tall, able to fit into small spaces.

**Hit die:** 1d6 hit points each level.

**Weapon training:** club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling, and staff.

**Armor:** Any

**Alignment:** Lawful, rarely Neutral.

**Regain Luck:** 1 per lvl per day.

**Two-weapon Fighting:**

- Halflings act with 16 AGI when dual wielding.
- Attack twice with -1die for each attack, dealing damage as normal.
- Natural 16 is a critical.
- Fumble only if both dice land 1.
- If actual AGI is higher than 16, use normal two-weapon rules.

**Slow:** Base movement speed of 20', compared to 30' for humans.

**Stealth:** Gain a bonus to sneaking and hiding (1-18, 62).

**Good luck charm:**

- When burning Luck, gain +2 for every 1 Luck burned.
- Recover Luck points equal to level every evening.
- Can burn Luck to aid visible allies.

**Languages:** Common, Halfling speak, one random language, plus an additional language for every INT modifier.

## COMBAT

- 1) Check for surprise
- 2) Roll for Initiative (d20 + AGI)
- 3) Each participant takes turns

**On your turn** you may move your normal speed and use your action die to do one of the following:

- Move your speed again
- Make an attack (melee/ranged)
- Wizards/Elves may cast a spell
- And more (pg. 77)

## ATTACK ROLLS (4-1, 78)

**Melee:** Action Die + STR + Bonus

**Ranged:** Action Die + AGI + Bonus

- If a **natural 20**, deal damage, and is a Critical.
- If **Equal/Above** target Armor Class (AC) deal damage.
- If **Below** target AC, attack fails.
- If a **natural 1**, attack fails, and is a fumble.

## CRITICAL (I-V, 82-86)

Which tables and dice to use are determined by class and level.

- I 0-level, Wizards
- II Thieves, Elves
- III Clerics, Halflings, Warriors (1-2), Dwarves (1-3)
- IV Warriors (3-4), Dwarves (4-5)
- V Warriors (5+), Dwarves (6+)

## FUMBLE (4-2, 80)

Roll on the fumble table using:

- **Heavy Armor:** 1d16 - LUCK
- **Moderate:** 1d12 - LUCK
- **Light:** 1d8 - LUCK
- **None:** 1d4 - LUCK

## DAMAGE & DEATH

**Melee:** Weapon damage + STR.

**Ranged/Magic:** Deal damage according to weapon/spell.

**Successful Attacks** always deal at least 1 point of damage.

**Bleeding Out:** After losing all of their Hit Points, they may be revived if an ally heals them within a number of rounds equal to their level. E.g. a level 3 has three rounds to be healed before they permanently perish. Anyone saved in this manner still loses 1 Permanent point of Stamina.

**Recovering the Body:** If the body is recovered within 1 hour of being struck down, the "dead" character makes a Luck Check to see if they are badly injured instead of dead.

Any character revived this way is groggy for the next hour (-4 to all rolls), and suffers a permanent -1 to Strength, Agility, or Stamina.

## HEALING

**Recover 1 HP** per day

**Recover 2 HP** per day of full rest

**Ability Scores** heal at the same rate, except for Luck.

## LUCK

A character may permanently burn a point of Luck to give a bonus to one of their rolls.

**Luck Check:** 1d20 under Luck

Luck can be burned **BEFORE** or **AFTER** the die roll.

The Luck Modifier **does not change** as luck changes. Luck **does not recover** except special circumstances (7-9, 361)

## MAGIC Wizards/Elves (5-8, 127)

- Every spell has a different table.
- **Natural 20:** add level again
- **Natural 1:** always a failure

**Concentration:** take no action, DC 11 Will save if distractions.

**Spellburn:** Before casting a spell, you may sacrifice stat points to add bonuses to a spell check.

- Spell Check + stat points burned
- Roleplay spellburn or (5-1, 109)
- Burned points regen 1 every day you refrain from spellburning.
- You may spellburn 20 points to **force a critical** result with spell.
- **Natural 1:** failure and permanently lose 1 Stat point.

**Lost Spells** return the next day.

**Learn New Spells** either by rolling random at level-up, or discovering them in the world. Make a spell check against DC (10+Spell Level) to see if you learn it. (7-1, 315)

**Mercurial:** When you learn a new spell, roll on Mercurial Magic (5-2, 111) to determine effects. Roll d100 + (Luck Modifier x 10)

**Embrace Corruption:** Add +2 to spell check for minor, +4 major, +6 greater. This can be done **AFTER** the die has been rolled.

**Avoid Corruption:** Spend 1 Luck to avoid the effects of Corruption.

**Spell Duels:** See pg. 98

**Non-Wizards:** Simply roll d10, can use Luck and Spellburn.

## SKILLS

**Trained:** d20 + Modifier

Training can come from previous occupation, culture, or specific past experiences.

**Untrained:** d10 + Modifier

If untrained, but you know *more* than most, gain +2 to your roll.

Only make a skill check when the player's descriptions won't suffice. E.g. if a player describes themselves meticulously searching a crevasse for any drafts, a search check isn't necessary to discover the hidden door.

### DC 5 - Child's Play

Usually only rolled at all if failure would have a horrible or drastic consequence. E.g. a simple walk over a deep chasm.

### DC 10 - Challenging

Typical difficult challenges. Anything less difficult usually isn't worth rolling at all, as above.

### DC 15 - Feats of Derring-do

It takes someone special to accomplish these tasks.

### DC 20 - Heroic Feats

Only the most super-human characters may succeed.

## SAVING THROWS

A character's ability to resist extraordinary trauma: poison, magic flames, traps, etc.

**Roll:** 1d20 + Save score

- **Fortitude:** poison, gasses, acids, stunning damage
- **Reflex:** reaction-based threats
- **Willpower:** mind-influencing threats, charm, control, sleep

## (66) ADVANCED COMBAT (96)

**Morale Check:** 1d20 + Will

If 10 or less, the creature attempts to flee the combat. Make:

- **Group:** First kill, half killed
- **Single:** Half hit points
- **Retainer:** First combat of each adventure, end of each adventure

**Two-Weapon:** Depends on Agility, reference (4-3, 94)

**Withdrawal:** opponent gains free attack against.

**Fire:** 1d6 dmg per round. Spend entire round make DC 10 Reflex.

**Charge:** Move at least half speed, +2 Atk rolls, -2 AC till next turn.

**Falling:** 1d6 per 10 feet fallen.

Every die at 6: broken bone, permanent -1 Strength or Agility.

**Firing into Melee:** Missed shots have 50% chance to hit allies.

**Grappling:** Opposed attack rolls with STR or AGI. Higher result pins. Pinned target can't move, except to make another opposed roll. Repeat until free from pin.

**Subdual Damage:** -1d damage. when reduced to 0, knockout instead of kill.

**Unarmed Combat:** 1d3+STR subdual damage.

**Recovering Items:**

50% to recover ammo  
25% recovered armor useless

**Dropped Torch:** 50% of going out

## JUDGE NOTES

**Dice Chain:** 3 - 4 - 5 - 6 - 7 - 8 - 10 - 12 - 14 - 16 - 20 - 24 - 30

**Names:** Appendix S (447)

**Weapons:** (3-1, 71)

**Armor:** (3-3, 72)

## STAT MODIFIERS (1-1, 18)

18	+3
16-17	+2
13-15	+1
9-12	+0
6-8	-1
4-5	-2
3	-3

**Awarding XP:** (1-4, 26) and (359)

- 0 Easy encounter, little to no damage inflicted on PCs.
- 1 Relatively easy, but some damage and resources lost.
- 2 Typical, no fatalities or significant losses.
- 3 Difficult, significant damage, permanent consequences.
- 4 Extremely difficult, barely survives, retreat required.
- ?? Awarded for bypassing hazards, disarming traps, difficult puzzles, etc.

**Enemy Critical Tables:** (385)

Dragons	DR, 386
Devils	DR, 388
Giants	G, 389
Un-dead	U, 390
Monsters	M, 392
Humanoids 1-5	III, 84
Humanoids 6-10	IV, 85
Humanoids 11+	V, 86