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Demi-Humans!

Elven Rogue
Dwarven Priest
Halfling Burglar
Halfling Champion

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For DCC RPG!

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Crawl!fanzine

No. 10

Digital Edition

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choices! 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

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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 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 a 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'.

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: Dwarven Priest

Level	Attack (Deed Die)	Crit Die /Table	Action Dice	Ref	Fort	Will	Spells Known by Level				
							1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	2	-	-	-	-
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+1d14	+2	+3	+4	5	3	2	-	-
7	+d4	1d16/IV	1d20+1d14	+2	+4	+4	5	4	3	1	-
8	+d4	1d20/V	1d20+1d16	+2	+4	+5	6	5	3	2	-
9	+d4	1d24/V	1d20+1d16	+2	+5	+5	6	5	4	3	-
10	+d7	1d30/V	1d20+1d20	+3	+5	+6	7	6	4	3	1

Table DP-2: Dwarven Priest Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Acolyte	Supplicant	Celebrant
2	Recottor	Beseecher	Revivalist
3	Friar	Disciple	Zealot
4	Vicar	Oracle	Proselytizer
5	Inquisitor	Indoctrinator	Everlasting

Elven Rogue

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.

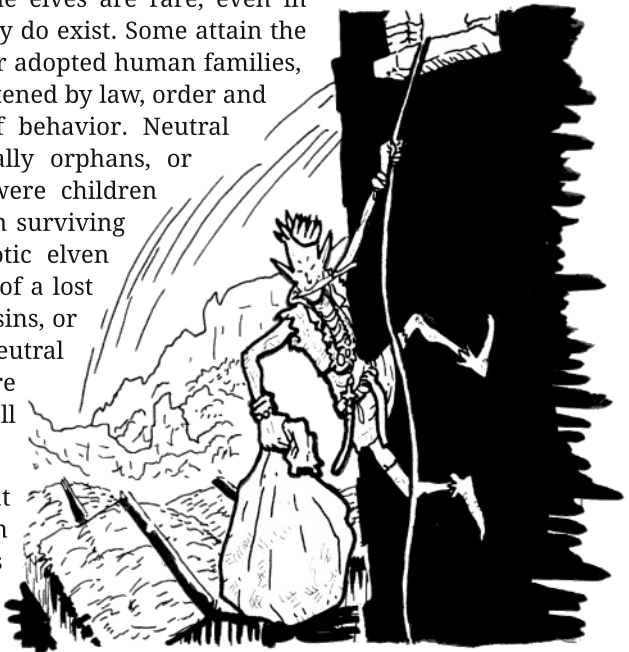
Hit points: An elven rogue gains 1d6 hit points per level.

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.

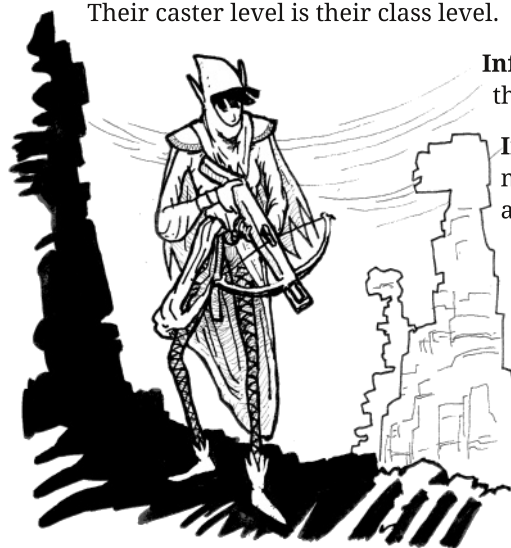
Rogue Skills: What separates rogues from mages, is that rogues have acquired thieving skills to aid them in



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 ER-1: Elven Rogue

Level	Attack	Crit /Table	Die Dice	Action	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	Bonus for Lawful Elven Rogues									
	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 languages†	+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	Bonus for Chaotic Elven Rogues									
	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

Skill	Bonus for Neutral Elven Rogues									
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
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*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick lock*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
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	+1	+2	+3	+4	+5	+6	+7	+8	+9
Disguise self‡	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Read languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8

* 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 Burglar

The 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.

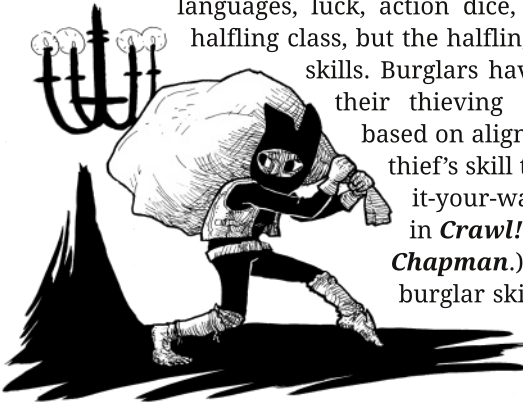


Table HB-1: Halfling Burglar Skills by Level and Alignment

Skill	Bonus for Lawful Halfling Burglars									
	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	Bonus for Neutral Halfling Burglars									
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
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*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
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†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Disguise self‡	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll†	d12	d12	d14	d14	d16	d16	d20	d20	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.

(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).

Infra-vision: 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 with other 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

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.



New Weapon Dmg Range Cost

Heavy axe 1d8 - 6 gp

Heavy axes, aka halfling battleaxes, are slightly larger than regular handaxes and smaller than typical battleaxes. They're designed for halflings to wield two-handed, while medium sized humanoids can wield them with one hand.

Languages: Halfling champions automatically know common and the halfling racial language at 1st-level. 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.

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
8	+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.

Half-Levels

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.

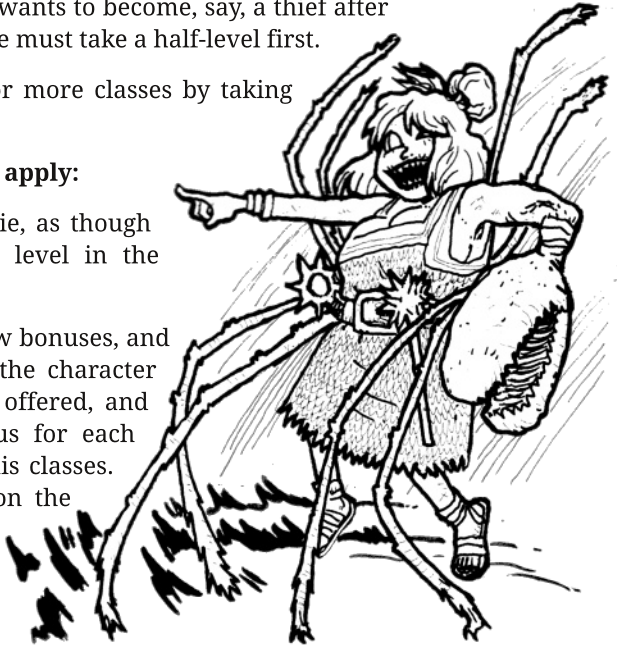
If a human wants to take levels in another class, he must first take a half-level in the new class. Table HL-1: Half-Level Class Abilities lists the new bonuses and other additions of the half-level. Whenever he has enough experience points to gain a new level, he can take levels in his original class 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-Level Class Abilities									
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 ½ 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.

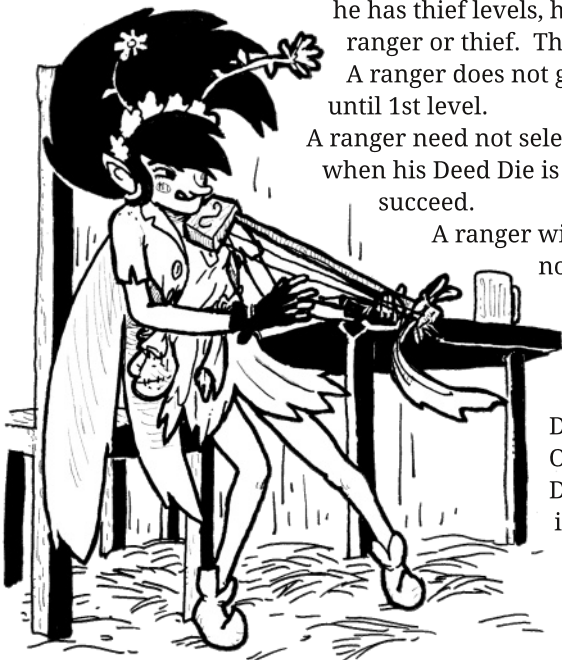
A ranger gains the ability to find and neutralize traps at 1st level. If he has thief levels, he uses the better of his bonus as a ranger or thief. They do not stack.

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.



N O T J U S T A

P R E T T Y F A C E I

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.

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.



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: Determine Build (2d6)					
Human Build			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			Halfling Build		
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.

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

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

Table PF4-2: Human Hair Color

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: Dwarf Hair Color

Result	Hair Color	Result	Hair Color
1	Roll on Hair Table 1	69-71	Red, Light
02-11	Black	72-76	Blond, Dark
12-22	Brown, Dark	77-81	Blond, Medium
23-33	Brown, Medium	82-86	Blond, Light
34-44	Brown, Light	87-89	Gray, Dark
45-50	Auburn, Dark	90-92	Gray, Medium
51-56	Auburn, Medium	93-95	Gray, Light
57-62	Auburn, Light	96-99	White
63-65	Red, Dark	100	Roll on Hair Table 2
66-68	Red, Medium		

Table PF4-4: Elf Eye Color

Result	Eye Color
1	Roll On Eye Table 1
02-30	Gray, Dark
31-60	Gray, Light
61-80	Brown, Dark
81-90	Blue, Dark
91-99	Blue, Light
100	Roll on Eye Table 2

Table PF4-5: Elf Hair Color

Result	Hair Color
1	Roll on Hair Table 1
02-05	Black
06-55	Brown, Dark
56-70	Auburn, Dark
71-85	Blond, Light
86-90	Silver-Blond
91-99	White
100	Roll on Hair Table 2

Table PF4-6: Halfling Eye Color

Result	Eye Color
1	Roll on Eye Table 1
02-30	Brown, Dark
31-60	Brown, Light
61-70	Hazel, Dark
71-80	Hazel, Light
81-86	Blue, Dark
86-92	Blue, Light
93-96	Green, Light
97-99	Green, Dark
100	Roll on Eye Table 2

Table PF4-7: Halfling Hair Color

Result	Hair Color
1	Roll on Hair Table 1
02-05	Black
06-35	Brown, Dark
36-65	Brown, Medium
66-75	Brown, Light
76-80	Auburn, Dark
81-84	Auburn, Medium
85-88	Auburn, Light
89-92	Blond, Dark
93-96	Blond, Medium
97-99	Blond, Light
100	Roll on Hair Table 2

Table PF5-1: Eye Table 1

Roll	Eye Condition
1	Jaundiced Eyes
2	Bloodshot Eyes
3	Albino Eyes
4	Puffy Eyes
5	Twitchy Eyes
6	Feverish Eyes
7	Squinty Eyes
8	Bug Eyes
9	Cross Eyed
10	Watery Eyes

Table PF5-2: Eye Table 2

Roll	Eye Characteristics
1	Gold flecked
2	Piercing Eyes
3	Bright eyes
4	Wise Eyes
5	Seductive Eyes
6	Focused Eyes
7	Bewitching Eyes
8	Dreamy Eyes
9	Mysterious Eyes
10	Mesmerizing Eyes

Table PF6-1: Hair Table 1

Roll	Hair Condition
1	White hair
2	Too much hair
3	Rat's nest
4	Limp hair
5	Greasy hair
6	Dandruff
7	Worst haircut
8	Frizzy hair
9	Unruly hair
10	Balding

Table PF6-2: Hair Table 2

Roll	Hair Characteristics
1	Perfect Hair Color
2	Lush Hair
3	Groomed Hair
4	Luxuriant Hair
5	Clean Hair
6	Healthy Hair
7	Best Haircut
8	Easy Hair
9	Flowing Hair
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 Features
- 3-4: Neutral Physical Features
- 5-6: Positive Physical Features

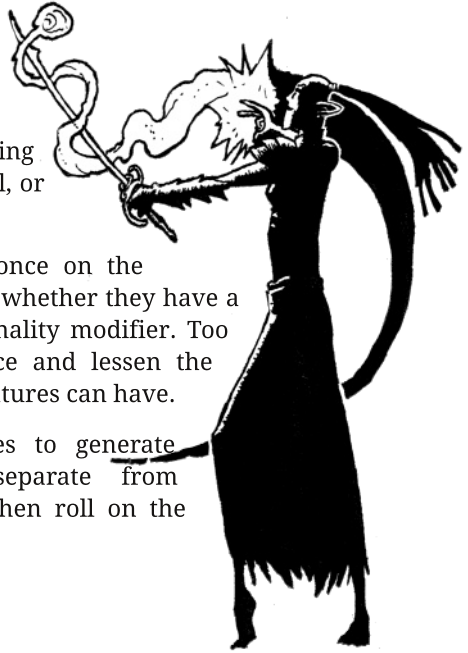


Table PF7-1: Negative Physical Features

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
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

Table PF7-3: Positive Physical Features

Roll	Feature
1	Broad-Chested/Bosomy
2	Chiseled/Fine Features
3	Clear Eyes
4	Commanding Gaze
5	Dazzling Teeth
6	Defined Muscletone
7	Distinguished Features
8	Facial Scar, Dashing
9	Full Lips
10	Good Posture
11	Heroic/Graceful Jawline
12	Healthy Complexion
13	Honest Face
14	Husky/Sultry Voice
15	Lilting Voice
16	Lustrous Hair
17	Resonant/Clear Voice
18	Youthful Countenance
19	Winning Smile
20	Choose One



THREE WEIRD RACES

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, ghoulish 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>