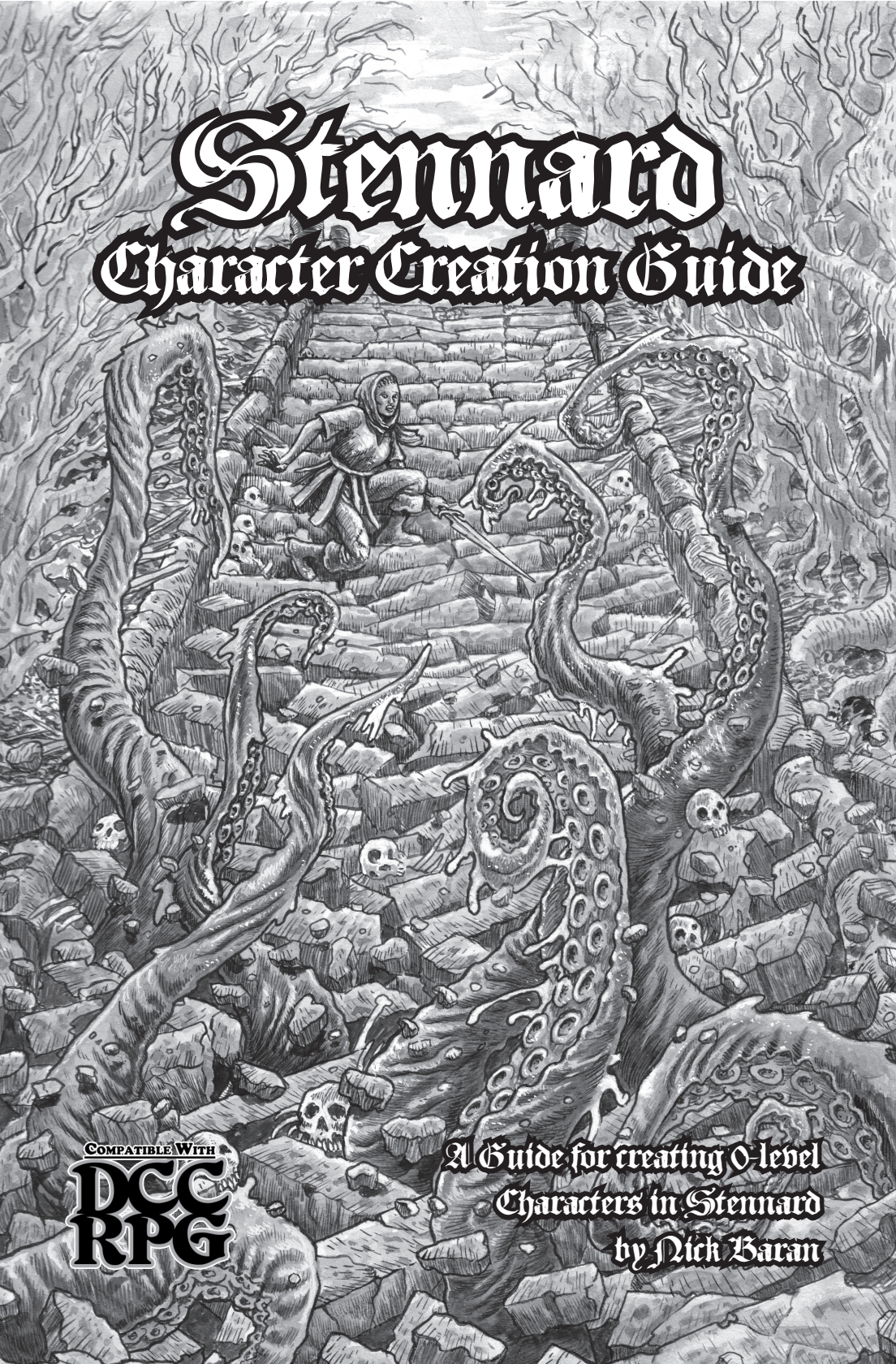


Stennard

Character Creation Guide



COMPATIBLE WITH

**DCC
RPG**

A Guide for creating O-level
Characters in Stennard
by Nick Baran

Stennard

Character Creation Guide

Writing, Layout, Design: Nick Baran

Art: Rich “Nerdgore” Sampson, Carlos Castillo

Editing: Alex Lupella

Playtesters: Devon Armstrong, Summer Barton-Taylor,
Wess Hampton, Jordan Moon, Nels Olsen, Carolyn Weber

PDF: December 2022, not for resale!

https://www.patreon.com/nickbaran_breakerpressgames

www.breakerpressgames.com

Overview

The *Stennard Character Creation Guide* is designed for creating 0-level characters for Stennard, a *DCC RPG* compatible campaign setting. This is not a complete ruleset. This is a tool for getting your players to create and play their characters in 30 minutes or less.

What is a 0-level Character?

Most characters in *Dungeon Crawl Classics* begin their careers as 0-level peasants. Their first adventure is referred to as a Funnel. Each player creates 2-4 peasant characters and the Funnel sets them on the path to become the adventurer they are meant to be if they survive. Most of these peasants die protecting their village or in their first dungeon. However, the experience shapes the survivors. They have all been born into a callous world filled with threats and challenges. Therein lies the fun.

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.

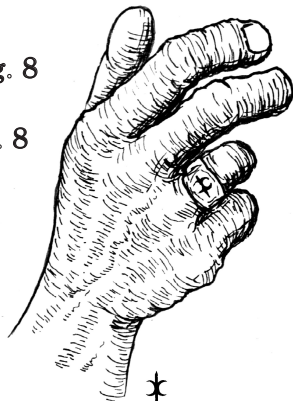
Life in Stennard

Before you create your character you must understand the following:

- I. You are no one, but you can still change this land.
- II. Famine is imminent and desperation is setting in around you. You will have to make hard choices and live in the grey.
- III. Taint is corrupting this land. You have seen this corruption firsthand. The natural world is transforming each day.
- IV. Magic is chaos. It is to be treated with fear and suspicion.
- V. The heightened tensions have only amplified the worst instincts of the people around you. Trust should be earned.
- VI. Celebrate every victory, no matter how small.
- VII. Death is certain. Each day of survival is it's own reward.

Contents

1. Roll 3d6 for each Ability Score - pg. 3
2. Apply Modifiers & Saving Throws - pg. 3
3. Roll 1d24 for Birth Auger - pg. 4
4. Roll 1d100 for Occupation - pg. 5
5. Roll 1d24 for Additional Equipment - pg. 8
6. Roll for Food, Copper, & Hit Points - pg. 8
7. Roll 1d24 for Character Name. - pg. 9
8. Calculate Armor Class - pg. 10
9. Live Fully and Die Gloriously! - back



1. Roll 3d6 for each Ability Score

- There are 6 Abilities: Str (Strength), Sta (Stamina), Agi (Agility), Per (Personality), Luc (Luck), Int (Intelligence).
- Roll 3d6, write the total number down next to Str.
- Repeat for each Ability, down the line, until you've generated 6 stats.
- You may not move your stats. You live and die with what you rolled.

Ability Score	Modifier	How to Think About It
3	-3	I suck at this, I hope I don't die.
4-5	-2	I'm not very good at this.
6-8	-1	Meh, I'll survive.
9-12	0	I'm perfectly average.
13-15	+1	My parents are probably very proud.
16-17	+2	I'm pretty exceptional.
18	+3	I'm awesome, bow before me.

2. Apply Modifiers & Saving Throws

- Write down your Ability Score Modifiers next to your Ability Scores
- Write down your Saving throw modifiers:
Agility = Reflex, Stamina = Fortitude, Personality = Willpower.



3. Roll 1d24 for Birth Auger

- Consult the Birth Auger chart and write down the result.
- Your +/- Luck modifier will be the modifier for your Lucky roll. For example, if your Birth Auger is Righteous Heart and your Luc is 13, you will receive +1 to all Turn Unholy checks. If you have no Luc modifier, your Birth Auger gives you no benefits or penalties.
- Your Lucky Roll modifier will stay the same regardless of any changes to your Luck score in the future, good or bad.

Roll 1d24	Birth Auger	Lucky Roll
1	Harsh winter	All attack rolls
2	The bull	Melee attack rolls
3	Fortunate date	Missile fire attack rolls
4	Raised by wolves	Unarmed attack rolls
5	The battlefield	Damage rolls
6	The bear	Melee damage rolls
7	Hawkeye	Missile fire damage rolls
8	Pack hunter	Attack/damage rolls initial weapon
9	The artisan	Skill checks
10	Fox's cunning	Find/disable traps & secret doors
11	Seventh son	Spell checks
12	Raging storm	Spell damage
13	Righteous heart	Turn unholy checks
14	The survivor	Magical healing
15	Lightning	Reflex saving throws
16	Famine	Fortitude saving throws
17	Temptation	Willpower saving throws
18	The shield	Armor Class
19	The snake	Initiative
20	Harvest	Hit points at each level
21	Warrior's arm	Critical hit tables
22	Unholy house	Corruption rolls
23	Broken star	Fumbles
24	The traveler	Speed (each +1/-1 = +5'/-5' speed)

4. Roll 1d100 for Occupation

- Consult the Occupation chart and write down your Occupation, Trained Weapon, and Trade Good.
- Your Occupation should inspire what abilities you might have. If you think you should be able to do something during the game, just ask. You are becoming the hero you are meant to be.
- You may be instructed to consult additional charts on page 7.

Roll	Occupation	Trained Weapon	Trade Good
01	Acolyte	Staff	Holy text
02	Alchemist's Apprentice	Staff	Oil, 1 flask
03	Astrologer	Dagger	Star charts
04	Astronomer	Staff	Spyglass
05-06	Baker	Rolling pin (club)	Loaf of bread
07-08	Bar keep	Club	Ale, 1 flask
09	Bee keeper	Torch (as club)	Honey, 1 flask
10-11	Beggar	Rock (as club)	Begging bowl
12-13	Blacksmith	Hammer (as club)	Steel tongs
14	Book binder	Staff	Blank book
15	Chaplain	Staff	Holy symbol
16	Cobbler	Awl (as dagger)	Pair of boots
17	Courier	Short sword	Pony & saddle bags
18-19	Cutpurse	Dagger	Pouch with 2d20 cp
20	Dancer	Dagger	Fine scarf
21-25	Dog (page 7)	Teeth (as dagger)	See chart on page 7
26	Dog trainer	Staff	Whistle
27-28	Dyer	Scissors (as dagger)	Linen, 1 yard
29	Eremite	Staff	Holy text
30	Exciser	Longsword	Pouch with 2d10 sp
31	Falconer	Dagger	Heavy glove
32-41	Farmer	Pitchfork (as spear)	See chart on page 7
42	Felter	Scissors (as dagger)	Quality hat
43	Foot pad	Club	Small chest
44-45	Forester	Shortbow	Arrows, 6
46	Fortuneteller	Staff	Tarot deck

47	Gambler	Dagger	Card deck
48	Gaoler	Longsword	Manacles & keys
49	Glover	Scissors (as dagger)	Quality gloves
50-51	Guard	Short sword	Leather armor
52	Grave digger	Shovel (as staff)	Bag of bones
53	Haymonger	Pitchfork (as spear)	Heavy twine, ball
54	Healer	Staff	Holy water, 1 vial
55	Herbalist	Pestle (as club)	Mortar & herbs, 1lb
56-60	Herder	Staff	Bag of carrots
61	Horse trainer	Switch (as staff)	Nag
62-66	Hunter	Shortbow	Arrows, 6
67-68	House servant	Garrote	Information
69	Iron monger	Skillet (as club)	Bag of nails
70	Jeweler	Dagger	Gem (10 sp)
71	Knacker	Club	Handcart
72	Legerdemainist	Staff	Flash powder, 3
73	Locksmith	Dagger	Fine tools
74	Luthier	Club	Ukulele
75-76	Mercenary	See chart on page 7	Leather armor
77-78	Miller	Flail	Flour, 1 lb.
79-81	Miner	Pick (as club)	Lantern
82	Minstrel	Blackjack	Lute
83	Noble	Longsword	Pendant (10 sp)
84	Oiler	Mallet (as club)	Oil, 2 flasks
85	Outlaw	Short sword	Leather armor
86-87	Sage	Dagger	Parchment & quill
88	Sawbones	Bonesaw (dagger)	Clean linen, 1 yard
89	Smuggler	Sling	Waterproof sack
90-91	Soldier	Spear	Shield
92	Squire	Longsword	Steel helmet
93	Stabler	Switch (as staff)	Grooming brush
94	Tracker	Staff	Herbs, 1 lb.
95	Trader	Short sword	2d10 sp
96	Vagabond	Club	Soiled clothes, sack
97-100	Woodcutter	Handaxe	Firewood, bundle

Additional Occupation Charts

for farmers, Mercenaries, & Canines

- The following charts give additional details about farmers, mercenaries, and canines.
- The Farmer Trade Goods, Dog Type, & Mercenary Weapons charts are essential for those characters.
- The charts for Canine Size and Traits are just to add interesting details if you so choose.

Roll	Farmer Trade Goods	Roll	Mercenary Weapons
1	Soft radishes, 3 bunches	1	Battleaxe
2	Shriveled turnips, 2d6	2	Crossbow & 6 bolts
3	Typha (cat tail root), 6	3	Flail
4	Raspberries, 1 bushel	4	Handaxe
5	Rhubarb, 1 bushel	5	Javelin
6	Cranberries, 1 bushel	6	Longbow & 6 arrows
7	Mushy potatoes, 2d4	7	Longsword
8	Dubious eggs, 2d6	8	Mace
9	Asparagus, 1 pickle jar	9	Polearm
10	Sweet potatoes, 2d4	10	Spear
11	Squishy onions, 2d6	11	Two-handed sword
12	Wormy pears, 2d8	12	Warhammer

Roll	Dog Type	Trade Good	Roll	Canine Size
1	Aid	Small bell	1	Small - 2d10 lbs
2	Detection	Truffles	2	Medium - 24 + 1d30 lbs
3	Draft	Cart	3	Large - 55 + 2d30 lbs
4	Guard	Stud. collar	4	Giant - 100 + 2d100 lbs
5	Family	Old shoe		
6	Herding	Rag doll	Roll	Canine Traits
7	Hunting	Dead hare	1	Missing tail
8	Military	Coat AC+1	2	Tattered ears
9	Retrieving	Dead bird	3	Extra stinky
10	Tracking	Fav. stick	4	Drools

5. Roll 1d24 for Additional Equipment

- Roll for 1 additional piece of starting equipment & write it down.
- Your Stamina determines how many items you can carry, on a 1-for-1 basis. A character with Sta 6 may carry 6 items.
- Small items may be grouped together in a pouch or sack and be treated as 1 item.
- Your Judge may determine some items being more cumbersome.

Roll	Item	Roll	Item
1	Backpack	13	Hook & 50' rope
2	Bedroll	14	Horn
3	Black grease	15	Iron spikes (5)
4	Book (sm. blank)	16	Lamp oil (flask)
5	Bottle/flask	17	Lantern
6	Candles (3)	18	Lucky helm coin
7	Chain (10')	19	Pouch
8	Chisel	20	Sack
9	Clove oil (vial)	21	Tar (pot)
10	Crowbar	22	Torches (3)
11	Flask (empty)	23	Waterskin
12	Flint & steel	24	Whetstone

6. Roll for Food, Copper, & Hit Points

Food

- Roll 1d6-3 for food. A negative result indicates the number of days your character has gone without eating.
- Write down the result whether it is positive or negative.
- You may only go 7 days without food before it becomes debilitating.

Copper

- Roll 2d30-20 for copper. A negative result is your starting debt.
- Write down the result whether it is positive or negative.
- If you owe money, that means that there will be someone looking to collect your debt. Make sure to tell your Judge (GM) this information.

Hit Points

- Roll 1d4 and modify by Stamina.
- A character cannot begin with less than 1 hit point.

7. Roll 1d24 for Character Name

- You can roll on this chart or create your own first name. Use the following naming conventions to stay in theme.
- Masculine names frequently end in -an, -ant, -er, -in, or -ru.
- Feminine names end in -een, -i, -ise, -hla, -na, -ra, or -sa/-ssa.
- Ungendered names typically end in -as, -id, -is, -nicks, or -rrid.
- Unless someone is of noble birth, last names are usually derisive references to a person's Occupation, such as Rootpuller (potato farmer), Corpshoveler (gravedigger), Graingrinder (miller), etc.

Roll 1d24	Masculine	Feminine	Ungendered
1	Aker/Ackerin	Ahna/Ahnara	Ael/Aels
2	Alun/Alunin	Allea/Alleana	Behn/Behndrid
3	Ain/Aneirin	Ara/Arana	Dayl/Daylas
4	Blod/Blodwen	Clari/Clarissa	Ehns/Ehnid
5	Bren/Brenin	Bridi/Bridara	Faerr/Faerrid
6	Dallan/Dallaru	Elestren/Elestra	Gerr/Gerrid
7	Derrill/Derrin	Enti/Entreen	Glendall/Glendas
8	Ed/Eddan	Ferra/Ferrara	Glender/Gledrrid
9	Galast/Galster	Gestren/Gestra	Haer/Haerrid
10	Garath/Garru	Hulta/Hultana	Ihm/Ihmnicks
11	Il/Illian	Jenti/Jentreen	Jahn/Jahnicks
12	Jowan/Jowant	Kandiss/Kaediss	Jehns/Jehnas
13	Kal/Kaldrid	Kaneel/Kaneehla	Khar/Kharid
14	Kayl/Kaylan	Kassie/Kassina	Kehn/Kehnid
15	Ker/Kerwen	Kenna/Kensa	Laer/Laerrid
16	Laen/Lanan	Lani/Laniesa	Maer/Maerrid
17	Larub/Larubin	Lera/Lerana	Ohl/Ohlnicks
18	Lastor/Lastaru	Nai/Naieehla	Rehns/Rehnas
19	Morg/Morgant	Talla/Tallana	Shar/Sharid
20	Narub/Narubin	Tanise/Taniesa	Tryst/Trysid
21	Therace/Theracin	Tris/Trissa	Vahn/Vahnicks
22	Tuck/Tuckerin	Vela/Velana	Wendall/Wendas
23	Ultis/Ulthwen	Xarise/Xarissa	Xeer/Xeres
24	Xerg/Xergant	Yali/Yalina	Yrr/Yrrid

Roll 1d20 for Canine Character Name

- You can roll on this chart or create your own first name. Canine names follow less conventions than human names.
- Unless a canine belongs to a noble, they are given a last name following the same conventions as humans, such as Handbiter (family dog), Brigandmauler (guard dog), Crowbringer (retriever), etc.

Roll 1d20	Masculine	Feminine	Ungendered
1	Alfru/Alfus	Alfise/Aehly	Alfas/Axxa
2	Bandin	Bandi	Bandrrid
3	Bizz/Bulder	Brinny/Buldna	Bigles/Buldr rid
4	Chalas/Coeder	Chala/Coedra	Chal/Coednicks
5	Dourin/Durst	Dourra/Durra	Dourid/Drags
6	Efan/Eldsol	Efra/Ella	Efis/Elder
7	Finnan/Fren	Finnsa/Frenna	Finnis/Fierst
8	Gird/Grigin	Graehly/Grigise	Glads/Grigis
9	Herran/ Ieran	Herrise/Iery	Herris/ Ierrits
10	Janru/Joest	Janid/Jessa	Janas/Jester
11	Kins	Kinnah	Kisst
12	Lossol	Lolah	Lurks
13	Maerin/Miers	Maerna/Mihly	Maerid/Minder
14	Nanin/Nord	Nanise/Norah	Nanid/Noggins
15	Ollie/Onru	Ola/Onna	Onis/Onyx
16	Ruggan	Ruggid	Ruggles
17	Sagan/Soert	Sagise/Sunny	Saggrid/Shade
18	Tierrans	Tilly	Tugs
19	Wagru	Wagna	Wagid/Wags
20	Wrest	Wren	Wrecker

8. Determine Armor Class

- Peasants start at Armor Class 10. Canines start at Armor Class 12.
- Armor Class is modified by armor, shield, and Agility.
- Leather armor provides a +2 modifier, a shield or a military coat (canine) provide a +1 modifier.
- Characters with no armor roll 1d4 when Fumbling. This increases to 1d8 when wearing leather armor, military coat, or carrying a shield.

9. Live fully & Die Gloriously

The final things you need to know to play in Stennard:

I. This a low-fantasy, grimdark horror setting.

II. Money is on a copper standard. Goods are limited and expensive. You will need to acquire every item you wish to possess in-game.

III. Food is scarce. Only high-moisture fruits and vegetables survived until harvest. Fresh meat, eggs, and dairy consistently spoil.

IV. There are no elves, dwarfs, halflings, or similar species here.

V. Canines are very important to the success of humankind. This is reflected in their inclusion as player characters. They are still just dogs as we know them and should be played as such.

VI. Magic is mysterious, dangerous, and feared. Its use is risky and will draw unwanted and sometimes violent attention.

VII. Magic users will not be handed a list of spells. Lists assume that magic is understood and controlled. It is not.

VIII. Faith-based magic is accepted, but rare. Performing miracles will draw the desperate to you. Demanding too much of your deity will draw their disapproval. Common deities are Delvyr (light & knowledge), Wyshalar (survival), & Gorhan (valor & vengeance).

IX. Do not attempt to fight every threat. You will not survive. Instead, you will be rewarded for taking risks and engaging with your environment. You are here to create memories.

X. Character death is normal. Do not get too attached. Always have another character waiting to step in. As the final step suggests: live fully and die gloriously!



BPG-DCMZ003
PDF copy. Not for resale.
©2022 Breaker Press Games

