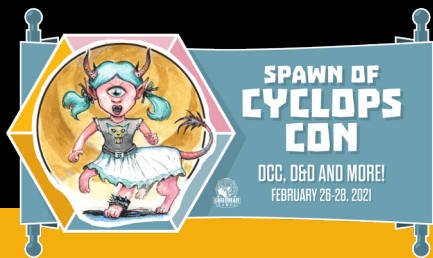













Beginners Handbook



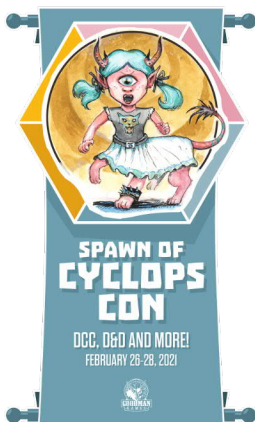
Name <hr/>	Title <hr/>	Weapons <hr/>	Equipment <hr/>
Occupation <hr/>	Class <hr/>	Alignment <hr/>	Speed <hr/>
 AC	 Hit Points Max: _____	Level _____ XP _____	
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Strength Modifier: _____		Melee Attack <hr/>	Melee Damage <hr/>		
Agility Modifier: _____		Missile Attack <hr/>	Missile Damage <hr/>		Ref Save
Stamina Modifier: _____					Fort Save
Personality Modifier: _____					Will Save
Intelligence Modifier: _____		<div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> Languages </div>			
Luck Modifier: _____		<div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> Lucky Roll </div>			

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Dungeon Crawl! Basics

Beginners Handbook

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and Goodman Games.

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Dungeon Crawl Basics: Beginners Handbook is a simple introduction to fantasy themed Role-playing Games (RPGs), and *Dungeon Crawl Classics RPG* in particular. This is designed to help beginning players create their first characters, and it includes just enough information to start playing immediately with hints to what continued play will look like.

Getting Started

For starters, it's assumed if you're reading this you're a complete novice, with no clue where to start, or you want to know more. If none of this applies, or you're just returning to the hobby, you can skip to the **The Basics** chapter. Otherwise continue on...

First you'll need someone to host or "run" the game for you. This person is commonly known as the game master or GM. Other common names for this player is dungeon master (DM), referee or judge. Keeping with the spirit of the official game, we'll be using the title of **judge** for this player. The judge's responsibility is to present to the other players the adventure, scenarios and encounters. This entails controlling non-player characters (NPCs) and adjudicating hazards and monster actions. They're also responsible for knowing enough of the rules to keep the game running smoothly and to decide the final outcome of any obstacles and challenges based on the rules. It helps to have an experienced judge to teach you the basics. All other players are called just that, players. Players are responsible for their characters, also known as Player Character(s), or PC(s). The players decide what their characters do, how they act, or what they say in any particular situation that is presented by the judge.

The rules, in this case Dungeon Crawl Classics RPG, are the standards, steps, and instructions used to determine the outcome of any challenges presented by the judge. Different games have different rules. The rules for this game starts in the **The Basics** chapter.

TL;dr—An RPG is a game where the players play characters (PCs) that go on an adventure. The adventure is presented by a judge or game master as a series of scenarios, events, and encounters. The PCs explore and overcome obstacles and challenges as presented by judge using the rules of the game. As the characters succeed in these imaginary scenarios, they gain rewards and experience. Rewards can be fortune or fame, misfortune or infamy, and everything in between. Experience is tracked as experience points (XP), and results in the characters getting more advanced, powerful, and capable of accomplishing tasks in increasingly difficult adventures.

Example of Play

In this example Jenn is the judge. Frank is playing a farmer. Erica is playing an elf. Bill is playing a blacksmith. They can be seated at a dinner table, comfortably in the living room, or online using Skype, Google Hangouts, or other online video or chat software. This scenario is oversimplified, your game may be more detailed and there may be more acting and roleplaying. This is simplified to emphasize the dynamic between the judge and players. Jenn, being the judge, will jump-start the adventure. The adventure was selected or designed by Jenn, and opens with a child who has been kidnapped by some unknown assailants. Jenn knows exactly what's happening, but the rest of the villagers don't, and will have to figure it out.

Jenn (judge): Claire, a child from the village, has gone missing, her favorite doll has been found at the edge of the woods. You are a handful of foolhardy villagers that decide to investigate. What do you do?

Frank (farmer): I grab my pitchfork and head into the woods looking for her.

Erica (elf): Hold on! I see if there are any tracks or signs of struggle.

Bill (blacksmith): I grab my hammer, and wait for Erica.

Jenn (judge): Ok, Erica make an Intelligence check, and since you're an elf use a d20.

Erica (elf) *rolls a 20-sided dice, adds her Intelligence modifier of +2, and rolls a 14 on the dice, and adds 2:* I got a 16, total, do I find anything?

Jenn (judge): Yes, you see that doll was dropped and stepped on, and a pair of tracks leads into the woods.

Bill (blacksmith): She's been taken! We follow the tracks...

The Basics

The judge determines the results of any character actions, and if needed, using a set of standard rules. The rules presented here are specific to DCC RPG, but are most role-playing games follow similar instruction sets.

Time is broken down to abstract, but simple, segments to track the passing of time:

- Rounds** *A typical action takes one round. Rounds represent ~6 seconds of “real” time. There are ~10 rounds in a minute.*
- Turns** *There ~10 minutes in a turn. ~6 turns in an hour.*

Time is abstract because during play, describing actions may take longer or shorter than the actual time to do the task in the game. For example, searching a room may take a few seconds to declare, but the actual “in-game” time, it take a turn (~10 minutes). The actions of a fight may take more than a few minutes to declare and resolve, but the “in-game” time may only be a few seconds to a couple minutes. For simplicity, an encounter = 1 turn. Searching, exploring, and investigating a room = 1 turn.

Dice—Die is singular for dice. Beyond the common 6-sided die, there are several different types of dice used in RPGs, the most common have between 4 and 20 sides. They are noted as such, d6 for the 6-sided die, d20 for the 20-sided die. A typical set will have several d6s, and one of each: d4, d8, d10, d%, and d20. In addition to those, DCC RPG also uses d3, d5, d7, d14, d16, d24, and d30. Uncertainty and random results are determined by dice rolls.

TIPS FOR BEGINNERS: When learning to recognize the different dice, take each die, find its highest value, and place them in front of you with that number faced up.



Skill Checks—The common requested roll is called a skill check or check. Whenever your character wants to do something that is either risky or challenging, you would perform a check. The type of check is usually relate to the task. All checks make use of a PC's modifier in the most appropriate ability. For example, pushing open a stuck door is a Strength check, so the player would usually roll a die and add the Strength modifier for that character to the roll. Fighting (See **Combat Basics**), using complicated and dangerous equipment, and casting spells require a check of some sort. Sometimes the judge will require the PC to roll a die other than a d20, such as a d10, d16 or a d24. The appropriate ability modifier is still added or subtracted accordingly. Higher is usually better, and the number required is determined by the judge. This is number called the task's **Difficulty Class** or DC. In combat, it's known as **Armor Class** or AC. Rolling equal or higher than the DC (or AC) determines if the attempt is successful (or target is hit). When casting spells, it's known as a spell check, and the roll is compared to the particular spell's spell table. More information on combat actions can be found in the **Actions** chapter. This rolling of a die, applying circumstantial and appropriate modifiers and then comparing it to a target number is known as the **Core Mechanic**.

Saving Throws—Also known as **Saves**, saving throws are similar to checks, but are used to avoid things happening to the character. Each PC has a set modifier that modifies their rolls, usually a d20. For example, the judge may decide that a careless character has stepped into a pit. The judge may ask for a Reflex save. The player will roll a d20, and add their Reflex modifier and hopefully rolls high enough not to fall in. There are three types of saving throws:

Reflex (Ref) is used to avoid traps, and certain spells.

Fortitude (Fort) is used resist environmental and other physical effects.

Willpower (Will) is used to avoid mind altering and controlling effects.

Crits and Fumbles—When making attacks, natural 20s are automatic hits, and 0-level PCs roll a 1d4 on the Crit Table I, their Luck modifier is added to this roll. While natural 1s are considered automatic misses, and they must roll on Table 4-2: Fumbles. The die rolled depends on any armor worn (see Table 3-3: Armor).

Hit Points And Death—Each PC has a set amount of hit points (hp). Hp represents the PC's survivability and ability to avoid death. When a PC is successfully hit by a weapon or otherwise takes any damage, that PC's hp is reduced by that damage amount. When a PC's hp is reduced to 0, the character is dead or bleeding out. If the PC has any levels, they can survive up to the number of rounds equal to their level. I.e., 0-level characters are irrevocably dead, while a 2nd-level character has 2 rounds to be healed. At the end of combat, it's possible a PC with at least 1 level may still be alive. If the dead character's body can be recovered, the dead PC may test their Luck (usually by

rolling a d20, and rolling equal or less than the dead PCs Luck score.) If they succeed, then the character was badly injured, but survived their wounds. The survivor will have 1 hp, and one random physical ability (Strength, Agility, or Stamina) will be permanently reduced by 1 point.

Adventures—The judge will have pre-published adventures, may make things up on the fly, or a combination of the two. It's up to the judge on what kind of adventures they want to present. Some will use fairly linear storylines, and the players will play and encounter each scenario as they progress. Some will use more of a sandbox, and have a loose idea of what is happening in the area, with some rough maps and sketches of the population, the politics and threats. Regardless of adventure style, the actual story and the dynamics of the individual PCs will always be unique and emerge through play. This is what separates RPGs from any other type of gaming. Gaming sessions can consist of one-off adventures. Others can be a long-lasting term series of adventures. These are called campaigns. Campaigns are broken up into individual adventures, and adventures can take several sessions. The first few times you play may be a number of one-off sessions to get a feel for different games and different groups. Finding the right combination of game and group can be rewarding, as some campaigns can last for several years.



Characters

Character Creation At Glance

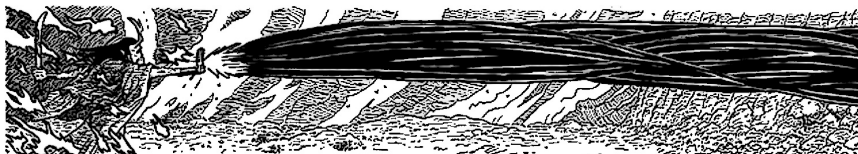
Fill out the character sheet as you do the following steps:

1. Roll for Ability Scores: Roll 3d6 in order.
2. Determine Ability Modifiers: See Table 1-1
3. Calculate Saving Throws.
4. Determine Languages. (Consult with judge.)
5. Determine random Birth Auger & Lucky Roll: See Table 1-2
6. Determine Race, Occupation, Trained Weapon & Trade Good: See Table 1-3
7. Determine Random Equipment. Roll 1d24 on Table 3-4
8. Determine Starting Copper: 5d12 cp
9. Buy Equipment. See Table 3-4
10. Pick an Alignment.
11. Calculate Armor Class: Base 10, plus Armor Bonus, plus Agility Modifier.
12. Roll for Hit Points: 1d4, plus Stamina Modifier. Minimum 1.

Combat Basics at 0-level

Initiative:	Equal to Agility modifier
Action Dice:	1d20
Attack:	+0
Crit die:	d4
Crit table:	Table I

Your character is ready for their first adventure!



When you first create characters, they will be 0-level villagers, peasants, and farmers. It's recommended to create several 0-level characters because most of these regular folks aren't cut for the life of adventure, and will likely meet horrible deaths. But those that survive, regardless of luck or skill, will have proven to be capable and will gain their first level and begin to progress in their chosen class.

1. Roll For Ability Scores—These represent the core physical and mental traits of the character. They're determined randomly by rolling 3d6 in order. The score has a modifier that affects their appropriate checks and saves. (See Table 1-1: Ability Score Modifiers.) They also determine spell restrictions and bonuses.

Strength represents physical strength and modifies any rolls where physical strength is important. E.g., breaking open doors and hitting an enemy with a melee weapon.

Agility represents speed and dexterity and modifies any rolls where speed and hand-eye coordination is important. E.g., firing an arrow or avoiding getting hit by weapon. It also affects Initiative.

Stamina represents endurance and constitution and modifies any rolls where hardiness is important. E.g., holding their breath, or resisting poison or cold. It also affects hit points.

Personality represents a combination of wisdom and charisma and modifies any rolls where character, diplomacy or willpower is important. E.g., tricking a guard or winning the favor of a king. It also affects a cleric's ability to cast spells.

Intelligence represents intellect and knowledge and modifies any rolls where smarts are important. E.g., connecting the dots, or understanding a clue. It also affects a wizard's ability to cast spells.

Luck is a wild-card. It represents good fortune, and bad, the favor of the gods, and random knack. It affects several different rolls, too many to describe here. It can seemingly change arbitrarily, but it can also be "spent" or "burned" to affect other rolls. E.g., you can burn Luck by reducing the score by any number of points, and adding that number to a roll.



2. Determine Ability Modifiers—Each ability score has a modifier, see Table 1-1: Ability Score Modifiers for this modifier. Write this number on the appropriate space on the sheet.

3. Calculate Saving Throws—At first Saving Throws start at 0, and are then modified as follows:

Reflex (Ref) is modified by the Agility modifier.

Fortitude (Fort) is modified by the Stamina modifier.

Willpower (Will) is modified by the Personality modifier.

E.g. a 0-level character with an Agility of 10 (mod 0), a Stamina of 16 (mod +2), and a Personality of 7 (mod -1), would have the following Saves: Ref 0, Fort +2, Will -1.

4. Determine Languages—Consult with the judge to determine what languages are available.

5. Determine random Birth Auger & Lucky Roll—Roll a d30 on Table 1-2: Luck Score. The Birth Auger determines the stars, signs or omens the character was born under, and what abilities, rolls or actions their Luck modifier affects. This effect is permanent, based on its modifier at 0-level, and does not normally change, even if Luck and its modifier changes (and it will change.)

6. Determine Race, Occupation, Trained Weapon & Trade Good—Roll a d% or d100 to determine the race and occupation the character had before they start on their adventuring path. This roll will also determine a starting weapon and trade good. If not specified, the PC's race is assumed to be human.

Humans are the most common and can progress in a specialised class, they have a base speed of 30'.

Elves, Dwarves and Halflings are considered demi-humans and get special racial traits at 0-level:

Dwarves are short, stocky and hardy, and love gold. They can see in the dark and have a base speed of 20'.

Elves are lean, and graceful, and sensitive to iron. They have heightened senses and a base speed of 30'.

Halflings are small, about 2-4' tall, peaceful beings. They can see in the dark and have a base speed of 30'.

7. Determine Random Equipment—Roll 1d24 on Table 3-4. That item is an additional item the character has acquired before their first adventure.

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

9. Buy Equipment—PC may spend any coins they have on any items they choose.

10. Pick an Alignment—There are three alignments; Lawful, which strives for order, authority and charity. Chaotic, which seeks independence and personal gain, and Neutral, which can seek balance or at times indifference. The choice can reflect values and determine behavior. Alignment may seem irrelevant at first, but as the characters progress, their alignment will have a lasting effect on their roles and the world.

11. Calculate 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 ($10+2+1=13$).

12. Roll for Hit Points—All 0-level PCs start with 1d4 hit points, modified by their Stamina modifier. Minimum 1 hp.

Coin Values

Coin Type	Gold Piece Value
Copper Piece	1/100
Silver Piece	1/10
Gold Piece	1
Electrum Piece	10
Platinum Piece	100



Tables

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Table 1-1: Ability Score Modifiers

Score	Modifier	Wizard Spells Known	Max Spell Level
3	-3	no spellcasting	no spellcasting
4	-2	-2*	1
5	-2	-2*	1
6	-1	-1*	1
7	-1	-1*	1
8	-1	no adjustment	2
9	0	no adjustment	2
10	0	no adjustment	3
11	0	no adjustment	3
12	0	no adjustment	4
13	+1	no adjustment	4
14	+1	+1	4
15	+1	+1	5
16	+2	+1	5
17	+2	+2	5
18	+3	+2	6

* Minimum of 1 spell

** Based on Intelligence for wizards and Personality for clerics

Table 1-2: Luck Score

d30	Birth Augur	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	Conceived on Horseback	Mounted Attack Rolls
6	Born on the Battlefield	Damage Rolls
7	Path of the Bear	Melee Damage Rolls
8	Hawkeye	Missile Fire Damage Rolls
9	Pack Hunter	Attack and Damage Rolls for 0-level Starting Weapon
10	Born Under the Loom	Skill Checks (including thief skills)
11	Fox's Cunning	Find/Disable Traps
12	Four-Leafed Clover	Find Secret Doors
13	Seventh Son	Spell Checks
14	The Raging Storm	Spell Damage
15	Righteous Heart	Turn Unholy Checks
16	Survived the Plague	Magical Healing*
17	Lucky Sign	Saving Throws
18	Guardian Angel	Savings Throws to Escape Traps
19	Survived a Spider Bite	Saving Throws vs. Poison
20	Struck by Lightning	Reflex Saving Throws
21	Lived Through Famine	Fortitude Saving Throws
22	Resisted Temptation	Willpower Saving Throws
23	Charmed House	Armor Class
24	Speed of the Cobra	Initiative
25	Bountiful Harvest	Hit Points (applies at each level)
26	Warrior's Arm	Critical Hit Tables**
27	Unholy House	Corruption Rolls
28	The Broken Star	Fumbles**
29	Birdsong	Number of Languages
30	Wild Child	Speed (each +1/-1 = +5'/-5' speed)

* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

** Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.

Table 1-3: Occupation

Roll	Occupation	Items
01	Alchemist	Staff, Flask of Oil
02	Animal trainer	Club, Pony
03	Armorer	Hammer (as club), Iron helmet
04	Astrologer	Dagger, Spyglass
05	Barber	Razor (as dagger), Scissors
06	Beadle	Staff, Holy symbol
07	Beekeeper	Staff, Jar of honey
08	Blacksmith	Hammer (as club), Steel tongs
09	Butcher	Cleaver (as axe), Side of beef
10	Caravan guard	Short sword, Linen (1 yard)
11	Cheesemaker	Cudgel (as staff), Stinky cheese
12	Cobbler	Awl (as dagger), Shoehorn
13	Confidence artist	Dagger, Quality cloak
14	Cooper	Crowbar (as club), Barrel
15	Costermonger	Knife (as dagger), Fruit
16	Cutpurse	Dagger, Small chest
17	Ditch digger	Shovel (as staff), Fine dirt (1 lb.)
18	Dwarven	Apothecarist Cudgel (as staff), Steel vial
19-20	Dwarven	Blacksmith Hammer (as club), Mithril (1 oz.)
21	Dwarven Chest-maker	Chisel (as dagger), Wood (10 lbs.)
22	Dwarven Herder	Staff, Sow**
23-24	Dwarven Miner	Pick (as club), Lantern
25	Dwarven	Mushroom-farmer Shovel, Sack
26	Dwarven	Rat-catcher Club, Net
27-28	Dwarven Stonemason	Hammer, Fine stone (10 lbs.)
29	Elven Artisan	Staff, Clay (1 lb.)
30	Elven Barrister	Quill (as dart), Book
31	Elven Chandler	Scissors (as dagger), Candles (20)
32	Elven Falconer	Dagger, Falcon
33-34	Elven Forester	Staff, Herbs (1 lb.)
35	Elven Glassblower	Hammer, Glass beads
36	Elven Navigator	Bow, Spyglass
37-38	Elven Sage	Dagger, Parchment, Quill
39-47	Farmer*	Pitchfork (as spear), Hen**
48	Fortune-teller	Dagger, Tarot deck

49	Gambler	Club, Dice
50	Gongfarmer	Trowel (as dagger), Sack of night soil
51-52	Grave digger	Shovel (as staff), Trowel
53-54	Guild beggar	Sling, Crutches
55	Halfling Chicken butcher	Hand axe, Chicken meat (5 lbs.)
56-57	Halfling Dyer	Staff, Fabric (3 yards)
58	Halfling Glovemaker	Awl (as dagger), Gloves (4 pairs)
59	Halfling Gypsy	Sling, Hex doll
60	Halfling Haberdasher	Scissors (as dagger), Fine suits (3 sets)
61	Halfling Mariner	Knife (as dagger), Sailcloth (2 yards)
62	Halfling Moneylender	Short sword, 5 gp, 10 sp, 200 cp
63	Halfling Trader	Short sword, 20 sp
64	Halfling Vagrant	Club, Begging bowl
65	Healer	Club, Vial of Holy water
66	Herbalist	Club, Herbs (1 lb.)
67	Herder	Staff, Herding dog**
68-69	Hunter	Shortbow, Deer pelt
70	Indentured servant	Staff, Locket
71	Jester	Dart, Silk clothes
72	Jeweler	Dagger, Gem worth 20 gp
73	Locksmith	Dagger, Fine tools
74	Mendicant	Club, Cheese dip
75	Mercenary	Longsword, Hide armor
76	Merchant	Dagger, 4 gp, 14 sp, 27 cp
77	Miller/baker	Club, Flour (1 lb.)
78	Minstrel	Dagger, Ukulele
79	Noble	Longsword, Gold ring worth 10 gp
80	Orphan	Club, Rag doll
81	Ostler	Staff, Bridle
82	Outlaw	Short sword, Leather armor
83	Rope maker	Knife (as dagger), Rope (100')
84	Scribe Dart,	Parchment (10 sheets)
85	Shaman	Mace, Herbs (1 lb.)
86	Slave	Club, Strange-looking rock
87	Smuggler	Sling, Waterproof sack
88	Soldier	Spear, Shield
89-90	Squire	Longsword, Steel helmet
91	Tax collector	Longsword, 100 cp

92-93	Trapper	Sling, Badger pelt
94	Urchin	Stick (as club), Begging bowl
95	Wainwright	Club, Pushcart***
96	Weaver	Dagger, Fine suit of clothes
97	Wizard's apprentice	Dagger, Black grimoire
98-100	Woodcutter	Handaxe, Bundle of wood

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga.

** Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6: (1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule.

*** Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.

Level Advancement

0-level characters become true adventurers once they earn their first level. They earn levels when they gain enough experience. Experience is represented by Experience Points, or XP. XP is rewarded by the judge, and this XP is gained by adventuring, overcoming obstacles and other challenges. Once a 0-level character earns 10 XP (or optionally surviving their first adventure) they become 1st-level, and they pick a class if they're human, or advance in their race as a class. The classes are that are available for humans are as follows:

Cleric, a miracle worker and healer, that casts spells granted by their god.

Thief, a sneaky rogue and skilled adventurer.

Warrior, a tough and skilled fighter.

Wizard, a spell casting magic-user.

Table 1-4:
XP Level Thresholds

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

Leveled classes are beyond the scope of this book. Ask your judge for more info, or get the complete game, *Dungeon Crawl Classics RPG*.

Table 3-1: Weapons

Weapon	Damage	Range	Cost (gp)
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger†‡	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	-	10
Mace	1d6	-	5
Polearm*	1d10	-	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Spear#	1d8	-	3
Staff	1d4	-	5 sp
Two-handed sword*	1d10	-	15
Warhammer	1d8	-	5

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

‡ Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshipers, and other menacing villains carry curvy or ceremonial daggers known as at hame, kris, or tumi.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

Table 3-2: Ammunition

Ammunition	Quantity	Cost (gp)
Arrows	20	5
Arrows, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

Table 3-3: Armor

Armor	AC Bonus	Check Penalty	Speed**	Fumble Die	Cost (gp)
Unarmored	+0	-	-	d4	0
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded Leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale Mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded Mail	+6	-6	-5'	d16	250
Half-Plate	+7	-7	-10'	d16	550
Full Plate	+8	-8	-10'	d16	1,200
Shield*	+1	-1	-	-	10

* Shields cannot be used with two-handed weapons.

** Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.



Table 3-4: Equipment

Roll*	Item	Cost
1	Backpack	2 gp
2	Candle	1 cp
3	Chain, 10'	30 gp
4	Chalk, 1 piece	1 cp
5	Chest, empty	2 gp
6	Crowbar	2 gp
7	Flask, empty	3 cp
8	Flint & steel	15 cp
9	Grappling hook	1 gp
10	Hammer, small	5 sp
11	Holy symbol	25 gp
12	Holy water, 1 vial**	25 gp
13	Iron spikes, each	1 sp
14	Lantern	10 gp
15	Mirror, hand-sized	10 gp
16	Oil, 1 flask***	2 sp
17	Pole, 10-foot	15 cp
18	Rations, per day	5 cp
19	Rope, 50'	25 cp
20	Sack, large	12 cp
21	Sack, small	8 cp
22	Thieves' tools	25 gp
23	Torch, each	1 cp
24	Waterskin	5 sp

* Roll 1d24 to randomly determine equipment for 0-level characters.

Characters who purchase their equipment at a later level ignore this column.

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as some demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 Reflex save to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.

Combat Basics

When not in combat, it's assume regular time intervals are being kept when important, and a character can do any number of things within a reasonable amount of time, allowing other PCs to attempt a similar number of actions. When in combat, time gets broken down into **rounds**.

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.

Initiative—Each character typically rolls a d20 (characters with two-handed weapons roll a d16) and adds their Initiative modifier, this is their Initiative Check. The Initiative mod is based on their Agility modifier, some classes and Lucky rolls will also modify this number. All characters act in order of their Initiative Check, highest going first, then the next highest, etc. NPCs, monsters and other characters controlled by the judge may go in groups or individually. While Player Characters always go in the 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. (See Examples Of Single Actions.)

Attack Rolls—Attacking and casting spells is considered an action. These can happen before and after movement. 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.

EXAMPLES OF 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

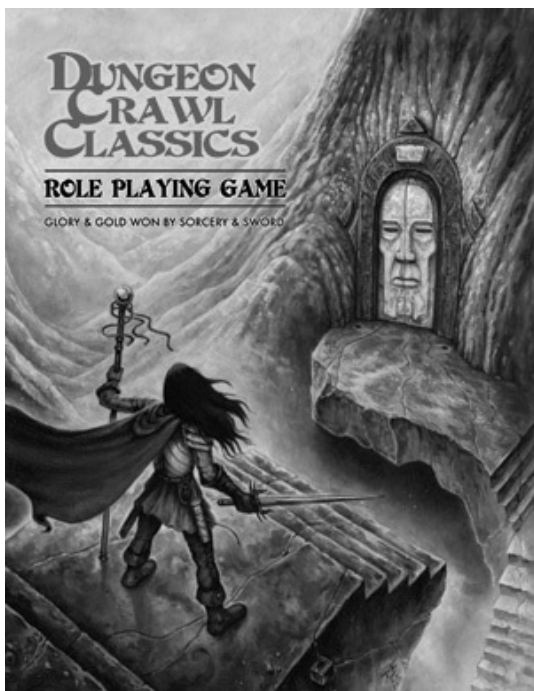
Table 4-1: Attack Roll Modifiers

Condition	Melee	Missile Fire
Missile Fire Range Is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker Is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender Is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of “friendly fire” if attack misses.

Ready for the next level?

**Become an
adventurer:
a reaver,
a cutpurse,
a heathen-slayer,
a tight-lipped
warlock guarding
long-dead secrets.
Seek gold and glory,
winning it with
sword and spell,
caked in the
blood and filth of
the weak, the dark,
the demons,
and the vanquished.
There are treasures
to be won deep underneath, and you shall have them.**



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Name

Occupation

Class

Hit Points
Max:

Title

Alignment

Speed

Level

XP

Combat Basics

Initiative:

Action dice:

Attack:

Crit die:

Crit table:

Weapons

Equipment

Armor

Treasure

Strength

Modifier:

Agility

Modifier:

Stamina

Modifier:

Personality

Modifier:

Intelligence

Modifier:

Luck

Modifier:

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Ref Save

Fort Save

Will Save

Languages

Lucky Roll

Notes

Name

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Luck

Modifier:

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Ref Save

Fort Save

Will Save

Languages

Lucky Roll

Notes