

DUNGEON CRAWL CLASSICS SECOND ANNUAL OPEN TOURNAMENT

RIDERS OF THE PHLOGISTON

Gen Con Indy 2018



PLAYER PACK



INTRODUCTION

Returning to Gen Con after a triumphant first year: The DCC team tournament! For many years our tournaments were the stuff of legends, and now they're back under DCC RPG rules! *Riders of the Phlogiston* is the second official Dungeon Crawl Classics RPG Open Tournament for Gen Con 2018.

Tournament dungeon crawls are different from normal DCC RPG modules in that they follow the tournament play structure. Rounds are timed, teams are awarded points based on their accomplishments in the adventure, and top-scoring teams advance to the next round. This player pack will familiarize you with the basic concepts of tournament play, and allow you to choose your pre-generated character.

Like last year, winners of this year's tournament will have their names immortalized for all to admire and envy. Are you and your handpicked team of reavers up to the challenge?

SCHEDULE

This year's elimination-style tournament will take place over three rounds with the Round 1 games scheduled for Thursday and Friday. This year the top four scoring teams from the first round will advance to the second round on Saturday, and the top two teams from Round 2 will advance to the finals held on Sunday morning. All games will take place in the Indiana Convention Center, rooms 127-128.

In addition, the tournament will officially kick off with an opening ceremony on Thursday at 8:45 am just before the first Round 1 games start at 9:00 am. All tournament participants signed up for games are encouraged to attend as tournament staff will be going over the information in the player's pack and will be available to answer questions from participants.

Finally, the closing ceremonies will be held on Sunday at 2:00 pm at the Goodman Games booth in the Exhibitor Hall booth #117 where the winners of the tournament will be announced!

Thursday, August 2nd

8:45 am **Opening Ceremonies**
ICC 127-128

9am - 1pm **Round 1, Flight 1**
ICC 127-128

2pm - 6pm **Round 1, Flight 2**
ICC 127-128

Friday, August 3rd

9am - 1pm **Round 1, Flight 3**
ICC 127-128

2pm - 6pm **Round 1, Flight 4**
ICC 127-128

8pm **Round 1 Results Posted**
Player email and Goodman Games website

Saturday, August 4th

9am - 1pm **Round 2**
ICC 127-128

3pm **Round 2 Results Posted**
Player email and Goodman Games website

Sunday, August 5th

9am - 1pm **Round 3**
ICC 127-128

2pm **Closing Ceremonies**
Goodman Games exhibitor booth #117

PLAYER GUIDELINES

Minimum age: Players must be 13 years old to participate in the tournament.

Scoring system: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points, and they don't carry over from round to round. Additionally, a team that quits early will not advance regardless of points scored (see **Don't Quit Early**).

Earning points: In the course of your adventure, your team will earn points by exploring locations and progressing through the levels of the tournament. The scoring system awards efficiency in solving the encounters within the adventure. You will lose points for unleashing traps or dangers that could have been avoided, and for allowing your PCs to be reduced to 0 hit points, or worse, bleeding out.

Your experience tells you that links to the deities and patrons of Aéreth grow weakened across the vast distances of the multiverse. Therefore, you and your allies have discerned that attempts to summon divine aid, or invoke your patrons, will offer feeble aid at best. Relying on otherworldly powers to solve challenges scores negative points.

If a team advances between rounds: All their slain PCs are miraculously recovered and all PCs begin the next round at full hit points. However, used equipment, burned stats, and lost spells are not regained between rounds. Disapproval resets between rounds; however any disapproval effects are retained for the duration of the tournament.

Rolling for others: One PC per player. Players are not allowed to roll dice for other players. If a player is absent and they are required to make a roll, the party can opt to wait (wasting time) or skip, but no "team rolling."

Time is of the essence: The adventure is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of level one before the four-hour time limit is up. The same goes for levels two and three. Therefore, time is of the essence. The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level of the tomb.

Starting gong: The tournament gong will be used to keep official time. Rounds start and end when the tournament gong goes off.

Games that start late: A game that starts late because of a late or missing player is allowed a 10-minute grace period after the listed start time. After that 10 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 9:00 am. A player is late so it starts at 9:05. The game can go to 1:05 pm with no penalty. If the late player had instead showed up at 9:25, however, the game's four-hour time limit would be considered expired at 1:10 (four hours past the expiration of the grace period at 9:10), so the players effectively lose 15 minutes of playing time.

Starting without a player: After the 10 minute grace period, teams may opt to continue waiting or to begin their session. If they wish to continue waiting, this time counts toward the four-hour limit. Otherwise, the absentee player is declared a no-show and that player's character is removed from play for that and subsequent rounds.

Learn your character: Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

No sleep: The adventure takes place in a location where the standard rules of time and space are not present. You will not be able to sleep in the dungeon during rounds to reset disapproval or regain spells.

Trading items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started. Armor is fitted to the physique of a specific character, and cannot be traded.

Dice advisory: Your judge has an official set of dice that will be used for all rolls. In addition, all rolls will be made in the open.

Hit point tracking: You will be asked by your judge to keep track of your character's hit point total in a visible area (like the edge of the battle mat).

Don't quit early: At any point during the round, a player may quit, but it doesn't 'take effect' immediately. If you are in combat, one complete round of combat (from initiative X to initiative X) is fought. If you quit as a trap is sprung, any effects of that trap are fully resolved. If you quit during a save or check, you are considered to have failed it. Characters of players that quite early are treated as having been slain, with the associated point penalty.

If an entire team quits early, the team is automatically eliminated and does not advance.

Words to the wise:

- Check with Goodman Games staff in the dealer's hall booth #117 to verify the start time and location of your round before it begins.
- If you are on a team with people you met at the tournament, it's a very good idea to get their phone numbers or establish a meeting place and time in case you advance; this has cost teams in the past!
- To level the playing field, some rolls (like damage) have predetermined results.

Character death: Finally, when a character dies, that player must leave the table to ring the doom gong to forewarn the gods. Failure to do so may incur their wrath!

FREQUENTLY ASKED QUESTIONS

I didn't get in a game! Will you add more slots?

Possibly. We are currently limiting the games to the sixteen round one games listed in the event grid. However, check at the Goodman Games booth to see if additional game slots have been added.

In addition, individual teams may have no-shows in the first round. If teams are able to add players, we will fill them on a first-come, first served basis with signup sheets at our booth or just before game time to players with generic tickets. Come by Thursday morning to sign up. Filling no-show seats is not permitted in the second and third round.

How many PCs are there in each game?

Six.

Then why are there eleven characters?

Each team chooses six of the eleven characters to make up their party. The five not picked are not used in the tournament.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked teams will advance: the top four to round two, and the top two to round three. Teams that quit early are eliminated regardless of points.

How do I score points?

Points are scored for exploring the levels, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and learning the secrets of the adventure.

When is an area “explored”?

Your judge determines this, but in general it means you interacted meaningfully with the encounter of that area. Poking in your nose and leaving does not count as having “explored” the area.

Do I need to preregister for Rounds 2 and 3?

No. Rounds 2 and 3 appear in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for later rounds?

No. Advancement automatically qualifies the participants for the following round.

What if I have a time conflict with the Round 2 or 3 slot?

This is a team tournament, and advancement occur as a team. The minimum number of players for a team to advance is two, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

Can someone take my place on the team?

No substitutions are allowed. Sorry.

What happens to my character, then?

One character per player. If you're absent, your character is considered lost in the adventure forever. You lose points for his or her death, and the character is out of the game.

What if I miss Round 2 but I can make Round 3?

When you missed round two, your character is lost, and is not available for subsequent rounds.

What if I'm late?

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

How do I know if my team is an alternate team?

We will announce alternate teams with the advancement information.

When do results get announced?

Advancement will be posted at the Goodman Games booth and website. Round 1 advancement will be announced Friday night after the last session is scored (around 8 pm). Round 2 advancement will be announced Saturday afternoon after the last session has been scored (around 2 pm).

What if I spot an error on the character sheet?

Any errors are unintentional, but the pre-generated characters are played as they are in this Player's Pack.

What if I disagree with my judge?

Judges have the final say and the full support of the Tournament Organizer. If you disagree with your judge, accept his or her ruling. Afterward, feel free to bring it to the attention of the tournament organizer. Disruptive or disrespectful behavior will not be tolerated. The judge reserves the right to disqualify a team or individual that gets out of hand. That said, we've never had to disqualify a team, which says much about the caliber of sportsmanship the tournament teams display.

THE TOURNAMENT IN DCC RPG

en Con 2018 is the second time that the DCC open tournament format is being run using DCC RPG rules. The judges have discussed the rules and module extensively prior to “going live” at Gen Con. In the interests of consistency and fair play, we are disclosing in advance how certain game elements will be handled.

Fair warning - these rules will be run as stated here during the tournament, regardless of official errata, customer service opinion, or what’s in the rulebooks.

Dice chain: The tournament uses the official dice chain rules from the DCC RPG core book as follows. In addition, the maximum die for dice chain bonuses is a d30:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Mighty deeds: Players can describe the mighty deed however they like, but the judge will always apply within a specific set of parameters that best fits the description and the desired result. Results always last only until the end of the following round.

Divine aid: The forces of gods are weakened over the vast distances of the multiverse where the PCs now find themselves. A cleric must succeed on a DC 15 spell check, and suffers disapproval regardless if the casting was successful or not.

The gods are unable to answer specific requests – and can only hope that their aid serves their devotees. So that teams compete fairly, the results of castings is static. Each time the cleric successfully invokes divine aid he must choose one of the following:

- The caster receives the blessing of their god. The cleric, or any one PC the caster designates, receives +3d to a single roll. The bonus may be held until needed, but does not carry over between rounds.
- OR the caster, or a PC he designates, may re-attempt a roll that failed the previous round (for instance, a failed recover the body or failed spell check).

Disapproval: Disapproval results are standardized to reduce the variation between teams.

Sacrifices: Due to the limited divine influence within the prison, a cleric may not make sacrifices to his deity in order to regain favor.

Invoke patron: Like the gods, infinities of time and space distance patrons, limiting what aid they readily can provide. And like divine aid, the results are static. On successful casting:

- The caster receives +2d to a single roll of their choice. This cannot be given to another PC.
- OR the caster regains one lost spell.

Manifestations: Manifestations are not used for wizards or elves.

Mercurial magic: Mercurial magic effects are not used for wizards or elves.

Spell checks: Wizards, clerics, and elves may choose lesser manifestations of a spell by burning a point of Luck if not normally allowed.

Corruptions: Are used but have no mechanical benefits or penalties.

ADVENTURE BACKGROUND

As reavers and cuthroats you've strode across the wilds of Aéreth, and no corner in all the world has escaped your notice. But when waves of phlogiston cast you and your companions across the multiverse, can you rise to answer the challenge? Or will you leave your bones to bleach beneath an alien sun on some forgotten world? Many may try, but in the end only one band of marauders can lay claim to the title: Riders on the Phlogiston!

PRE-GENERATED CHARACTERS

On the following pages, you will find character sheets for the eleven pre-generated characters. Remember that a tournament-standard adventuring party is only six characters, so the players must pick six of the eleven pre-gens to include on their journey. Gear may be traded by PCs once the round begins. Armor is the sole exception, being fitted to the physique of each character. Parties do not have access to gear from unused characters.

The grimoires for the five spellcaster pre-gens will be made available on the Goodman Games website, which can be accessed prior to the tournament. A copy will also be made available at each table at the time of the tournament, or players can reference spells in their copy of the DCC RPG core book.

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

SAVANT

Name: EVERY FALCONER Title: CHAOTIC
 Occupation: Elf Class: 25'

Alignment: 4 Speed: 7
 Level: XP



Armor Class: 10 Hit Points: 10
 Max: 10

Combat Basics

Initiative: +0
 Action dice: d20
 Attack: +2
 Crit die: d10
 Crit table: II

Strength 6
 Modifier: -1

Melee Attack +1 **Melee Damage** -1

Agility 10
 Modifier: +0

Ref Save +2 **Missile Attack** +2 **Missile Damage** +0

Stamina 6
 Modifier: -1

Fort Save +1

Personality 7
 Modifier: -1

Will Save +1

Luck 14
 Modifier: +1

Lucky Roll 0x650xV1

Intelligence 14
 Modifier: +1

Languages Common, Elf, Dwarf, Dwarvish

Weapons

DAGGER +1 (104-1)
 SPEAR +1 (108-1)
 LONG BOW +2 (106)

Equipment

FALCON CHALK - 1 PIECE
 BACKPACK
 50' ROPE
 GRAPPLE-L-HOOK
 QUIVER w/24 ARROWS
 BRIMSTONE

Treasure

ARMOR
 SCALE MAIL (+4 AC)
 CHECK PENALTY (-4)
 FUMBLE DSE (d12)

Elf Abilities

Base spell check: +5 Familiar: KIND OF ELF LAND
 Patron(s): KIND OF ELF LAND
 Corruption: _____
 Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell
 Other notes: _____

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
<i>Patron bond</i>	1	+5	
<i>Invoke patron (1 day)</i>	1	+5	
CHOKING CLOUD	1	+5	
COMPREHEND LANL.	1	+6	
FORCE MANIPULATION	1	+5	
MAGIC MISSILE	1	+5	
FARE RESISTANCE	2	+5	
KNOCK	2	+5	
MIRROR IMAGE	2	+5	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name ANTHONY FRANK WISARD Title Summoner
 Occupation Class 30'
 Alignment 4 Speed
 Level XP

Hit Points
 Max: 16

Armor Class
(11)

Combat Basics
 Initiative: +1
 Action dice: d20
 Attack: +1
 Crit die: d8
 Crit table: 1

Strength Modifier: <u>+0</u>	<u>9</u>	Melee Attack <u>+1</u>	Melee Damage <u>+0</u>
Agility Modifier: <u>+1</u>	<u>13</u>	Missile Attack <u>+2</u>	Missile Damage <u>+0</u>
Stamina Modifier: <u>+0</u>	<u>9</u>	Fort Save <u>+1</u>	Character Portrait or Symbol
Personality Modifier: <u>+1</u>	<u>13</u>	Will Save <u>+3</u>	
Luck Modifier: <u>+0</u>	<u>9</u>	Lucky Roll	
Intelligence Modifier: <u>+2</u>	<u>16</u>	Languages <u>Common, Lawful, Centaur, & Drow, Neutrality</u>	

Weapons
 Long Sword +1 (1d8)
 Dagger +1 (1d4)

Treasure

Equipment
 Backpack
 10 Touches
 3 Candles
 Flint & Steel
 Gargantuan Hook
 Grenade
 Coat

Armor

Wizard Spells & Abilities
 Base spell check: +6
 Familiar: _____
 Patron(s): _____
 Corruption: _____
 Other Notes: _____

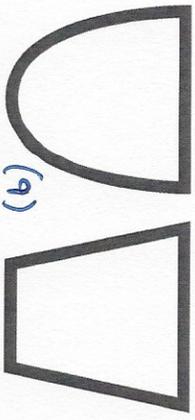
Spell Name	Level	Check	Mercurial Effect & Notes
COMPREHEND LAMIA	1	+6	
ENLARGE	1	+6	
FLAMING HANDS	1	+6	
FORCE MANEUVERING	1	+6	
ROPEWORK	1	+6	
FIRE RESISTANCE	2	+6	
KNOCK	2	+6	
SCORCHING RAY	2	+6	

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: WIZARD06 APPRENTICE WIZARD CHAOTIC 30'
 Title: WARRIORS/WITCH

Occupation: WIZARD Class: WIZARD Alignment: CHAOTIC Speed: 30'
 Level: 4 XP:



Armor Class: Hit Points: 12
 Max: 12

Combat Basics

Initiative: -1
 Action dice: d20
 Attack: +1
 Crit die: d8
 Crit table: I

Strength Modifier: <u>-1</u>	<u>7</u>	Melee Attack <u>+0</u>	Melee Damage <u>-1</u>
Agility Modifier: <u>-1</u>	<u>8</u>	Missile Attack <u>+0</u>	Missile Damage <u>+0</u>
Stamina Modifier: <u>+0</u>	<u>11</u>	Character Portrait or Symbol	
Personality Modifier: <u>+0</u>	<u>9</u>	Ref Save <u>+1</u>	Fort Save <u>+1 (+2)*</u>
Luck Modifier: <u>+1</u>	<u>15</u>	Will Save <u>+2</u>	Will Save <u>+2</u>
Intelligence Modifier: <u>+0</u>	<u>12</u>	Lucky Roll <u>SAVED A SCORE BOTE*</u>	Languages <u>COMMON, NAAR, HOBGOBLIN</u>

Weapons

DAGGER +0 (104-1)
STAFF +0 (104-1)

Treasure

Equipment

BLACK IRONROSE
BACKPACK
10 TOUCHES
FLINT & STEEL

Armor

Wizard Spells & Abilities

Base spell check: +4

Familiar: _____

Patron(s): _____

Corruption: _____

Other Notes: _____

Spell Name	Level	Check	Mercurial Effect & Notes
<u>FEATHER FALL</u>	<u>1</u>	<u>+4</u>	
<u>FLAMING HANDS</u>	<u>1</u>	<u>+4</u>	
<u>MAGIC MISSILE</u>	<u>1</u>	<u>+4</u>	
<u>MAGIC SHIELD</u>	<u>1</u>	<u>+4</u>	
<u>SPIDER CLIMB</u>	<u>1</u>	<u>+4</u>	
<u>MIRROR IMAGE</u>	<u>2</u>	<u>+4</u>	
<u>SLOTHFUL RAY</u>	<u>2</u>	<u>+4</u>	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: APOSTLE
 Title: CHAOTIC
 Occupation: CLERIC
 Class: 20'
 Alignment: 4
 Speed: 4
 Level: XP

Armor Class: (18)
 Hit Points: 16
 Max: 16

Combat Basics

Initiative: 41
 Action dice: d20
 Attack: +2
 Crit die: d10
 Crit table: III

Strength Modifier: <u>+2</u>	<u>16</u>	Melee Attack <u>+4</u>	Melee Damage <u>+2</u>
Agility Modifier: <u>+1</u>	<u>14</u>	Missile Attack <u>+3</u>	Missile Damage <u>-2</u>
Stamina Modifier: <u>+0</u>	<u>9</u>	Character Portrait or Symbol	
Personality Modifier: <u>+1</u>	<u>15</u>	Ref Save <u>+2</u>	
Luck Modifier: <u>-2</u>	<u>4</u>	Will Save <u>+3</u>	
Intelligence Modifier: <u>+1</u>	<u>13</u>	Lucky Roll <u>HAWK EYE</u>	
		Languages <u>Common, Dwarf</u>	

Weapons

WARHAMMER (+4)
SPEAR +3 (104-2)

Treasure

Equipment

SACK OF NEWT SOUL
FLINT & STEEL
BACKPACK
10 TORCHES
50' ROPE
GRAPPLE HOOK
POUCH W/ 24 SILVER BONES
HOLY SYMBOL

Armor

HALF-PLATE (+7 AC)
CHEEK PENALTY (-7)
FUMBLE DIE (d15)

Cleric Spells & Abilities

Deity: MALTOCH Spell check: +5 Disapproval

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

 Range:

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Lay On Hands (frames / alignment step)	12	14	20	22+
(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

<u>BLESSING</u>	<u>DEVINE SYMBOL</u>
<u>DRAGHEGS</u>	<u>NEUTRALIZE POISON OR DISEASE</u>
<u>HOLY SANCTUARY</u>	<u>RESTORE VITALITY</u>
<u>PARALYZES</u>	
<u>RESIST COLD OR HEAT</u>	
<u>WORD OF COMMAND</u>	
<u>BANISH</u>	

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Curate

Name Wheat Farmer Title Cleric
 Occupation Cleric Class LAUFUL Speed 25'
 Alignment 4 Level 4 XP



Armor Hit Points
 Class Max: 29

Combat Basics
 Initiative: +0
 Action dice: d20
 Attack: +2
 Crit die: d10
 Crit table: III

Strength 10 Modifier: +0
Agility 10 Modifier: +0
Stamina 13 Modifier: +1
Personality 11 Modifier: +0
Luck 13 Modifier: +1
Intelligence 12 Modifier: +0

Ref Save +1
Fort Save +3
Will Save +2

Melee Attack +2 **Melee Damage** +6
Missile Attack +2 **Missile Damage** +0
 Lucky Roll
 Luck Hunter

Character Portrait or Symbol
 Languages COMMON

Weapons
 Pitchfork +3 (108+1)
 MACE +2 (106)
 STAFF +2 (104)

Equipment
 Low
 BARK PAIL
 10 TORCHES
 FLINT & STEEL
 50' ROPE
 GAAPPLENT HOON
 HOLY SYMBOL

Treasure

Armor
 CHAINMAIL (+5 AC)
 CHECK PENALTY (-5)
 FUMBLE DIE (d12)

Cleric Spells & Abilities

Deity: GOATHAN Spell check: 14 Disapproval Range:
 Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.
 Lay On Hands (frames/alignment step)

(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

DAKNEBS **DEVINE SYMBOL**
DETEUR EVEL **NEUTRALIZE POISON OR DISEASE**
DETEUR MABEL **STIVINC STONE**
PARALYSIS
PROTECTION FRAM EVEL
RESIST COLD AN HEAT
CUE PARALYSIS

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name BUTCHER Title RAVAGER
 Occupation WARRIOR Class CHARM Speed 20'

Alignment 4 Level 4 XP

Armor (17) Hit Points
 Class Max: 29

Combat Basics
 Initiative: 44(d16)
 Action dice: d20
 Attack: +d6
 Crit die: d20
 Crit table: IV

Strength Modifier: <u>+1</u>	<u>14</u>	Melee Attack <u>+1</u>	Melee Damage <u>+1</u>
Agility Modifier: <u>+0</u>	<u>12</u>	Missile Attack <u>+0</u>	Missile Damage <u>+0</u>
Stamina Modifier: <u>+0</u>	<u>10</u>	Character Portrait or Symbol	
Personality Modifier: <u>+0</u>	<u>10</u>	Ref Save <u>+0</u>	
Luck Modifier: <u>-2</u>	<u>5</u>	Will Save <u>-4</u>	

Intelligence Modifier: <u>+1</u>	<u>13</u>	Lucky Roll <u>Lucky Save</u>	Languages <u>Common, Orc</u>
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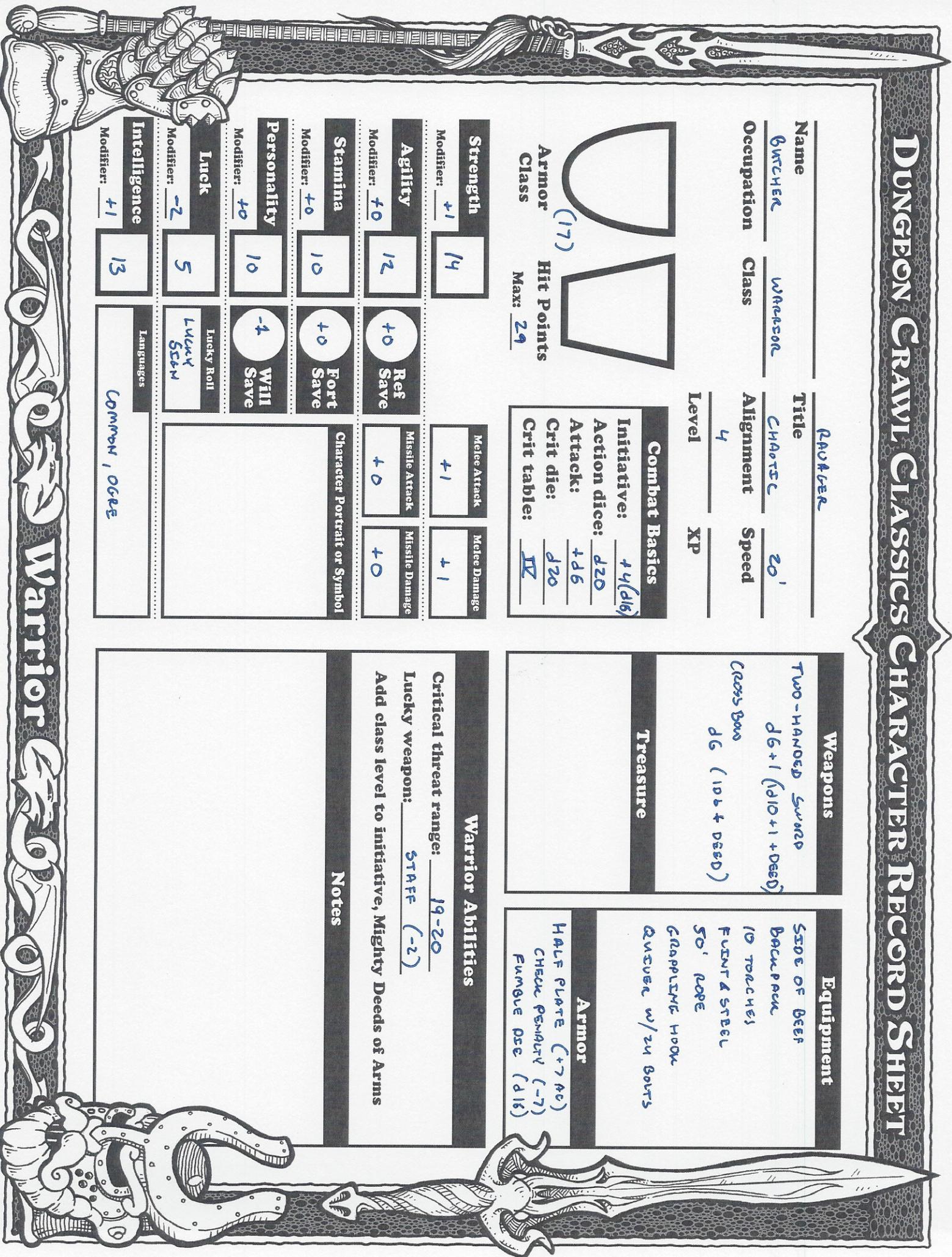
Weapons
 Two-handed sword
 d6+1 (d10+1+d6d)
 Cross bow
 d6 (1d6+d6d)

Equipment
 Side of beef
 Backpack
 10 torches
 Flint & steel
 50' rope
 Grappling hook
 Quiver w/24 bolts

Armor
 Half plate (+7 AC)
 Check penalty (-7)
 Fumble DC (d18)

Warrior Abilities
 Critical threat range: 19-20
 Lucky weapon: Staff (-2)
 Add class level to initiative, Mighty Deeds of Arms

Notes



Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

GOUL FARMER

WARRIOR

Title

LAWFUL

25'

Occupation

Class

Alignment

1/4

Speed

Level

XP

CAVALIER



(16)

Armor Class

Hit Points
Max: *21*

Combat Basics

Initiative: *+5*

Action dice: *d20*

Attack: *+d6*

Crit die: *d20*

Crit table: *IV*

Melee Attack

+2

Melee Damage

+2

Missile Attack

+1

Missile Damage

+0

Character Portrait or Symbol

Warrior Abilities

Critical threat range: */9-20*

Lucky weapon: _____

Add class level to initiative, Mighty Deeds of Arms

Notes

Weapons

LONGSWORD

d6+2 (1D8+2+0)

SHORT BOW

d6+1 (106+0380)

Treasure

Equipment

SCALE OF NIGHT SOUL

CROWBAR

BACKPACK

10 TOLAHES

FURNT & STEEL

50' ROPE

GLAPPLINL HOON

QUEVER W/24 ARROWS

Armor

CHAIN MAIL (+5 AC)

CHEEK PAMANTY (-5)

FUMBLE DIE (1d12)

Strength
Modifier: *+2*

16

Agility
Modifier: *+1*

13

Stamina
Modifier: *-1*

7

Personality
Modifier: *+0*

9

Luck
Modifier: *+0*

10

Intelligence
Modifier: *+3*

18

+3
Ref Save

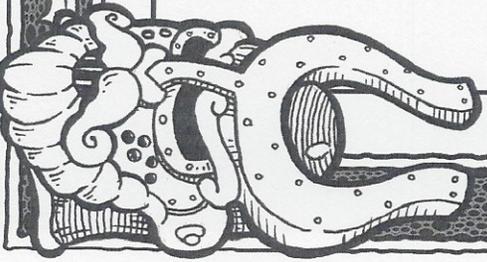
+1
Fort Save

+1
Will Save

Lucky Roll

Languages

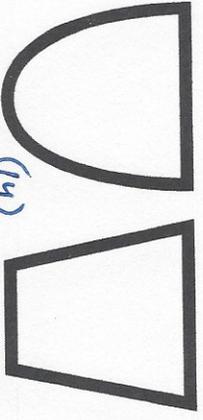
COMMON, LAWFUL, BUL-GENE, OGRE



Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name HAL FLINX HABERDASHER **Title** ALUMNATOR
Occupation HALFLING **Class** NEUTRAL **Speed** 20'
Alignment 4 **Level** 4 **XP**



Armor Class (14) **Hit Points** 12

Combat Basics
Initiative: +1
Action dice: d20
Attack: +3
Crit die: d10
Crit table: III

Strength 7 **Melee Attack** +2 **Melee Damage** -1
Modifier: -1

Agility 13 **Ref Save** +4 **Missile Attack** +4 **Missile Damage** +0
Modifier: +1

Stamina 5 **Fort Save** +1 **Character Portrait or Symbol**
Modifier: -2

Personality 8 **Will Save** +2
Modifier: -1

Luck 13 **Lucky Roll** LUCKY
Modifier: +1

Intelligence 14 **Languages** COMMON, HALFLING, DWARF
Modifier: +1

Weapons
DAGGER +2 (104-1)
SHORT SWORD +2 (106-1)
SLING +4 (104-1)

Equipment
IRON SUITS (3 SETS)
HAMMER - SMALL
BARREL
10 IRON SPEARS
50' ROPE
GRAPPLING HOOK
POWER W/ 24 SLICE STONES

Treasure

Armor
STUPEID LEATHER (+3 AC)
CRUCI PENALTY (-2)
FUMBLE DICE (D8)

Halfling Abilities

Infravision
Stealth: +9
Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi > 16, use normal rules

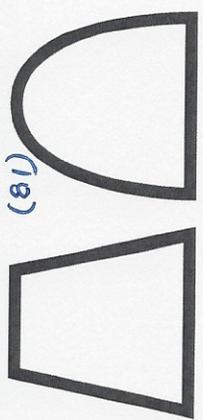
Notes



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET



Name Dwarfey **Title** Lawful
Occupation Chest-maker **Class** Dwarf **Alignment** 4 **Speed** 10'
Level 4 **XP** 31



Armor (18) **Hit Points** 31
Class Max: 31

Combat Basics
Initiative: +0
Action dice: d20
Attack: +d6
Crit die: d16
Crit table: IV

Strength +2 **Melee Attack** +2 **Melee Damage** +2
Modifier: +2

Agility +0 **Ref Save** +2 **Missile Attack** +0 **Missile Damage** +0
Modifier: +0

Stamina -1 **Fort Save** +1 **Character Portrait or Symbol**
Modifier: -1

Personality +2 **Will Save** +4
Modifier: +2

Luck +0 **Lucky Roll**
Modifier: +0

Intelligence +0 **Languages** Common, Dwarf, Mvortane
Modifier: +0

Weapons
Longsword d6 + 2 (108 + 2 + Deed)
Cast Bow d6 (106 + Deed)

Equipment
Wood (10 lbs)
Sack (5 max)
Back Pack
10' Pole
50' Rope
Grapple's Hook
Quiver w/ 24 bolts

Treasure

Armor
Half Plate & Shield (+8)
Chain Penalty (-8)
Fumble Die (d16)

Dwarf Abilities
Infravision
Underground skills: smell gold/gems, find construction
Lucky weapon: _____
Mighty Deeds of Arms
Shield Bash (d14 action die)

Notes



Dwarf



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name THAPPER THIEF
 Occupation THIEF Class
 Title CHAOTIC 30'
 Alignment 4 Speed
 Level 4 XP

Armor (15) Hit Points 12
 Class Max: 12

Combat Basics
 Initiative: +2
 Action dice: d20
 Attack: +2
 Crit die: d16
 Crit table: II

Strength 7 **Melee Attack** +1 **Melee Damage** -1
 Modifier: -1
Agility 16 **Ref Save** +4 **Missile Attack** +4 **Missile Damage** +0
 Modifier: +2
Stamina 11 **Fort Save** +2
 Modifier: +0
Personality 11 **Will Save** +1
 Modifier: +0
Luck 12 **Lucky Roll**
 Modifier: +0
Intelligence 15 **Languages** COMMON, THIEVES' CANT, HALFLING
 Modifier: +1

Character Portrait or Symbol

Weapons
 SHARP SWORD +1 (106-1)
 CROSSBOW +4 (106)

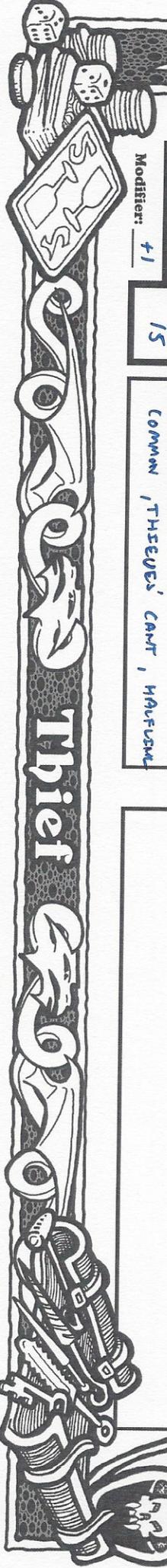
Equipment
 BADGER Pelt
 FUR & STEEL
 BUCK PAIR
 10 TORCHES
 50' ROPE
 GARROTS w/ hook
 CURVED w/ 24 GOURS
 THIEVES' TOOLS

Armor
 STUDDED LEATHER (+3 AC)
 CHECK PENALTY (-2)
 FUMBLE DIE (D8)

Thief Abilities

Luck Die	d <u>6</u>	Disable trap	+ <u>5</u>
Backstab	+ <u>8</u>	Forge document	+ <u>4</u>
Sneak silently	+ <u>10</u>	Disguise self	+ <u>8</u>
Hide in shadows	+ <u>9</u>	Read languages	+ <u>3</u>
Pick pocket	+ <u>5</u>	Handle poison	+ <u>8</u>
Climb sheer surfaces	+ <u>9</u>	Cast spell from scroll	d <u>12+1</u>
Pick lock	+ <u>9</u>		
Find trap	+ <u>8</u>		

Notes



Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Luird Better Title Capo
 Occupation THIEF Class THIEF
 Alignment Lawful Speed 30'
 Level 4 XP

Armor Hit Points
 Class Max: 21

Combat Basics
 Initiative: +0
 Action dice: d20
 Attack: +2
 Crit die: d11
 Crit table: II

Strength	7	Melee Attack	+2	Melee Damage	-4
Modifier: <u>-1</u>		Missile Attack	+3	Missile Damage	+0
Agility	12	Ref Save	+2	Character Portrait or Symbol	
Modifier: <u>+0</u>		Fort Save	+3		
Stamina	15	Will Save	+2		
Modifier: <u>+1</u>		Lucky Roll	<u>HAASH</u> <u>WINTER</u>		
Personality	14	Languages	<u>COMMON, THIEVES' CANT</u>		
Modifier: <u>+1</u>					
Luck	13				
Modifier: <u>+1</u>					
Intelligence	11				
Modifier: <u>+0</u>					

Weapons
 Short sword +2 (106-1)
 Short Bow +3 (106)

Treasure

Equipment
 Cauterized
 Dark Paw
 10 Touches
 FUR & STEEL
 50' ROPE
 CARPENTERS HOEK
 GUNTER w/ 24 ARROWS
 THIEVES' TOOLS

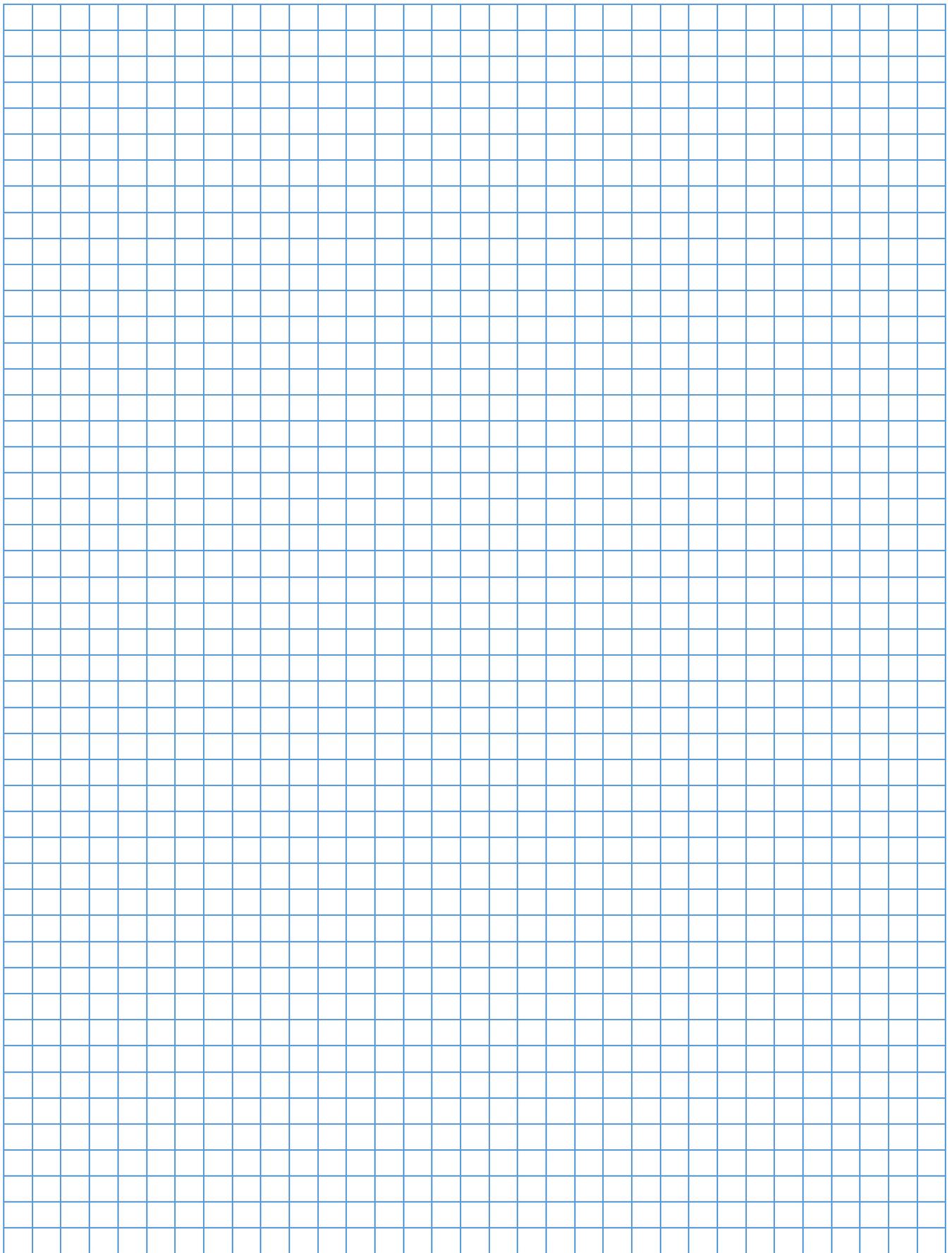
Armor
 LEATHER (+2 AC)
 CHEER PENALTY (-1)
 PUMBE OSE (+8)

Thief Abilities	
Luck Die	d <u>6</u>
Backstab	+ <u>7</u>
Sneak silently	+ <u>7</u>
Hide in shadows	+ <u>8</u>
Pick pocket	+ <u>7</u>
Climb	+ <u>8</u>
sheer surfaces	+ <u>7</u>
Pick lock	+ <u>7</u>
Find trap	+ <u>8</u>
Disable trap	+ <u>8</u>
Forge document	+ <u>2</u>
Disguise self	+ <u>4</u>
Read languages	+ <u>2</u>
Handle poison	+ <u>3</u>
Cast spell from scroll	d <u>12</u>

Notes



Thief



NOTES