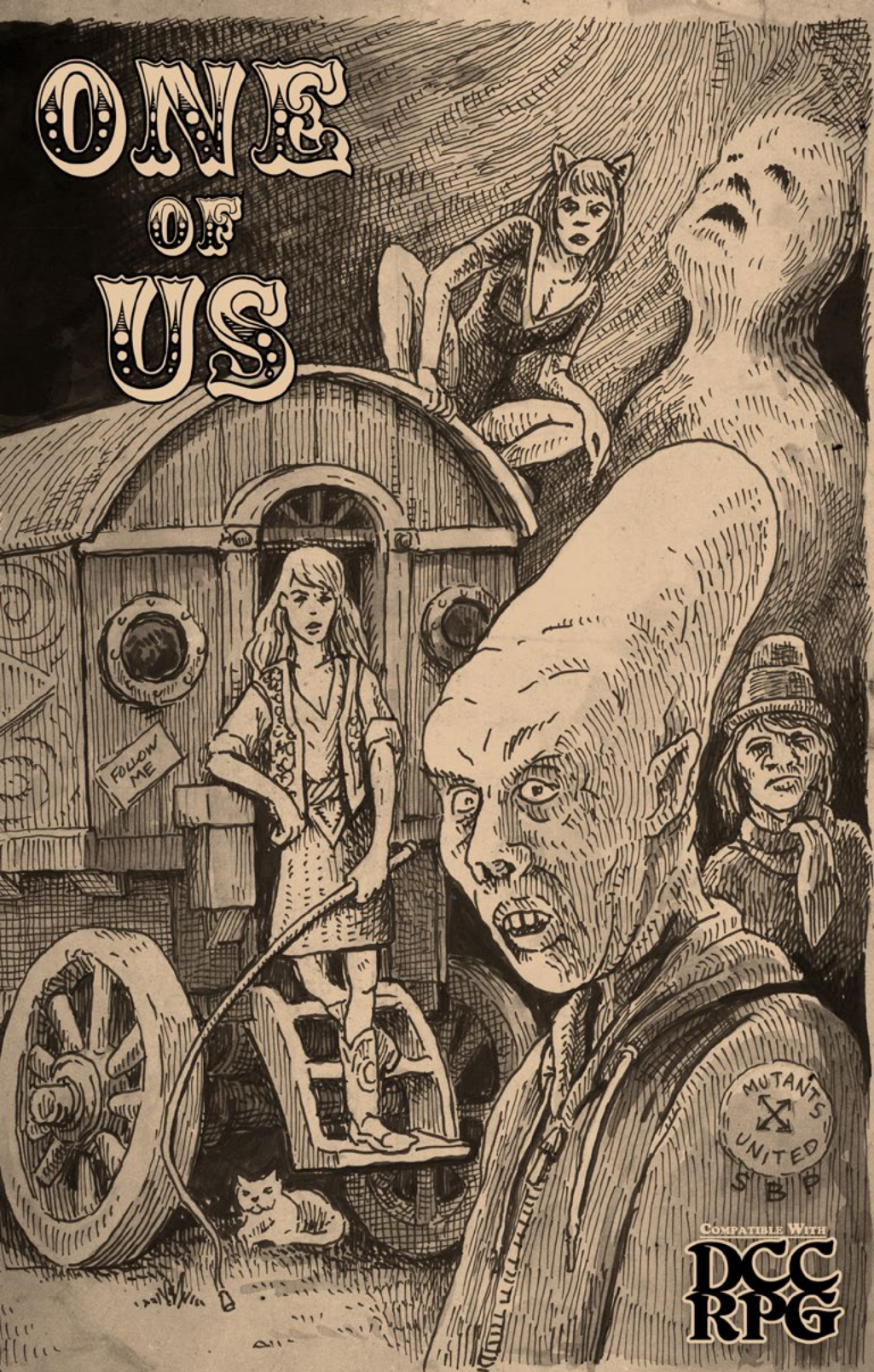


ONE OF US



COMPATIBLE WITH
**DCC
RPG**

ONE OF US

— ISSUE NO. I —

Welcome to the Dustbowl

You are no hero...

You are a carnie indentured to the mysterious being known as The Madame. In exchange for wondrous powers and “a more perfect self,” The Madame calls upon you to procure magnificent artifacts as you crisscross the dusty and dangerous remains of a once robust and proud land.

Cannibal hobos, shadowy cults, and uncouth hecklers will do everything in their power to prevent your caravan from carrying out its mission.

Grab your barbells and bullwhips
and hop on the caravan to adventure.
We accept you! We accept you! One of us!

COMPATIBLE WITH
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RPG**

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THE BIG MISTAKE

It happened a couple of generations ago, and those who were around to see it sure aren't around anymore. Something to do with big men fighting about big things which led to an explosion way out in the desert. Something evil leaked into the sky and people got sick and the world we knew was gone. Since then, we have been trying to pick up the pieces.

These are tough times and we have become simpler people. The luxuries and machines that kept the sweat off our backs lie shattered and rusted under a choking blanket of dust and fallout.

That old-time religion sure hasn't lost its fervor, though. The house of worship that have sprung up are those of vengeful gods. Some of them have become powerful enough to become the law of the rebuilt territories. Boy, do they love collecting their tithes and siccing their dogmas on any attempt at free will.

Then you have the other folk way off in the sticks that have taken to the stars for their salvation, with their talk of outer-space men and flying ships.

They battle it out until there's nothing but mush and bone chips, but when you take a step back, it's funny how similar they really are. Maybe there is something up there watching us duking it out and dying a slow and dirty death...

Well, we have been dealt a tough hand, but we have to play it out and see what happens. Strange times, indeed.

OCCUPATIONS Now Hiring!

Roll	Occupation	Trained Weapon	Trade Goods
1	Actor	Wooden Sword (1d4)	Makeup
2	Anthropologist	Cane Knife (1d4)	Book on Anthropology
3	Antiques Dealer	Fine Dagger (1d4)	Ancient Book
4	Astronomer	Cane (1d3)	Telescope
5	Asylum Orderly	Soap in a Sock (1d4)	1d3 Doses of Sedative
6	Asylum Patient	Shiv (1d4)	Straitjacket (+1 AC)
7	Bartender	Club (1d4)	Six Pack of Beer
8	Baseball Player	Baseball Bat (1d4)	Pouch of Tobacco
9	Boater	Grapnel (1d6)	Compass
10	Botanist	Shears (1d4)	Book on Botany
11	Bouncer	Brass Knuckles (1d4)	Rope
12	Boxer	Boxing Gloves (1d3+1)	Smelling Salts
13	Butcher	Meat Cleaver (1d4)	Sausage links (1d3)
14	Candy Butcher	Mallet (1d4)	Bag of Taffy
15	Cartographer	Cane (1d4)	Map of Unknown Origin
16	Cattle Rustler	Branding Iron (1d4)	Lasso
17	Chicken Farmer	Pitchfork (1d8)	Chicken
18	Clown	Mallet (1d4)	Banana Cream Pie
19	Coffin Maker	Hammer (1d4)	Holy Symbol
20	Construction Worker	Sledgehammer (1d10)	Bag of Nails
21	Costume Designer	Shears (1d4)	Roll of fine fabric
22	Dairy Farmer	Branding Iron (1d4)	Cow
23	Dancer	Baton (1d4)	Makeup Kit
24	Delivery Person	Chain (1d6)	Bicycle
25	Demolition Engineer	Shovel (1d6)	Gunpowder
26	Dog Catcher	Long pole with Snare (1d4)	Dog Whistle
27	Drug Dealer	Bowie Knife (1d6)	Small Bag of Drugs
28	Entomologist	Cane (1d4)	Live Scorpion in a Jar
29	Escape Artist	Chain (1d6)	Straight Jacket
30	Escaped Prisoner	Shiv (1d4)	Lockpicking Kit

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OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
31	Ex- Church Leader	Staff (1d4)	Holy Symbol
32	Ex-Cop	Billy Club (1d4)	Handcuffs
33	Ex-Military	Bowie Knife (1d6)	Camping Tent
34	Firefighter	Axe (1d8)	Oxygen Tank
35	Fireworks Maker	Pocket Knife (1d4)	Bottle Rockets (1d12)
36	Fortune Teller	Candlestick (1d4)	Crystal Ball
37	Fruit Picker	Long Stick (1d4)	Canvas bag
38	Furrier	Shears (1d4)	Mink Coat
39	Gambler	Boot Knife (1d4)	Loaded Dice
40	Gourmet Chef	Cleaver (1d4)	Rare Spices
41	Grave Digger	Shovel (1d6)	Preserved Finger with Ring
42	Hobo	Bindlestiff (1d4)	Bottle of Hooch
43	Horse Trainer	Whip (1d4)	Horse
44	Hunter	Hunting Knife (1d4)	Small Game Trap
45	Inventor	Hammer (1d4)	Magnifying Glass
46	Jockey	Riding Crop (1d4)	Horse Tranquilizers (1d3)
47	Journalist	Pen Knife (1d4)	Press Pass
48	Juvenile Delinquent	Switchblade (1d4)	Leather Jacket (as leather armor)
49	Lawyer	Pen Knife (1d4)	Official Letterhead
50	Locksmith	Padlock on a chain (1d4)	Thieves Tools
51	Magician	Saw (1d4)	Magic Wand
52	Magician's Assistant	Dagger (1d4)	Thieves Tools
53	Mechanic	Wrench (1d4)	Can of Gasoline
54	Miner	Pick Axe (1d8)	Lantern
55	Moonshiner	Copper Pipe (1d4)	Bottle of Hooch
56	Mortician	Scalpel (1d4)	Mortician's Wax
57	Mule Skinner	Whip (1d4)	Mule
58	Musician	Boot Knife (1d4)	Banjo
59	Musician	Guitar String (1/3d4)	Guitar
60	Musician	Short Bow (1d6)	Fiddle

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OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
61	Musician	Switchblade (1d4)	Accordion
62	Musician	Brass Knuckles (1d4)	Harmonica
63	Natural Wonder (roll for starting mutation)	Big Stick (1d4)	Mirror
64	Natural Wonder (roll for starting mutation)	Jack Knife (1d4)	Lantern
65	Natural Wonder (roll for starting mutation)	Black Jack (1d3/2d6)	Torch
66	Natural Wonder (roll for starting mutation)	Sock full of Quarters (1d4)	Backpack
67	Natural Wonder (roll for starting mutation)	Slingshot (1d4)	Beef Jerky
68	Nurse	Scalpel (1d4)	3 Doses of Antibiotics
69	Paleontologist	Pick Axe (1d8)	Magnifying Glass
70	Person from an Exotic Locale (elf, dwarf, or halfling)	Bullwhip (1d4)	Snake
71	Person from an Exotic Locale (elf, dwarf, or halfling)	Spear (1d8)	Lizard
72	Person from an Exotic Locale (elf, dwarf, or halfling)	Scimitar (1d8)	Monkey
73	Person from an Exotic Locale (elf, dwarf, or halfling)	Ceremonial Dagger (1d4)	Rat
74	Person from an Exotic Locale (elf, dwarf, or halfling)	Short Sword (1d6)	Parrot
75	Pharmacist	Hypodermic Needle (1)	Bottle of Antibiotics
76	Pig Farmer	Shovel (1d6)	Pig
77	Plumber	Lead Pipe (1d4)	Butane Torch
78	Prison Executioner	Billy Club (1d4)	Cloth Mask
79	Prison Guard	Billy Club (1d4)	Handcuffs
80	Psychologist	Walking Stick (1d3)	Book on Psychology
81	Quarry Worker	Hammer (1d4)	Chisel
82	Religious Ephemera Salesman	Briefcase (1d3)	Holy Symbol

Continues on next page >

OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
83	Reverend	Collection basket (1d4)	Holy Symbol
84	Runaway	Slingshot (1d4)	Tin Can
85	Short Order Cook	Kitchen Knife (1d4)	Bag of Salt
86	Sign Maker	Wooden pole (1d4)	Set of Paints
87	Snake Farmer	Staff (1d4)	Snake
88	Spiritualist	Cane Knife (1d4)	Ouija Board
89	Sword forger	Decorative Sword (1d6)	Mirror
90	Tattoo Artist	Pocket Knife (1d4)	Tattoo Machine
91	Tattooed Person	Club (1d4)	Book of Secret Knowledge
92	Taxidermist	Skinning Knife (1d4)	Animal Pelt
93	Tobacconist	Pocket Knife (1d4)	Box of Cigars
94	Toolmaker	Ball Peen Hammer (1d4)	Leather Apron (as leather armor)
95	Toy Maker	Whittling Knife (1d4)	Wind Up Toy
96	Ventriloquist	Block of Wood (1d4)	Ventriloquist Dummy
97	Weightlifter	Barbell (1d8)	Leather Gym Bag
98	Well Digger	Pick axe (1d8)	50' Rope
99	Woodcarver	Carving Knife (1d4)	Block of fine wood
100	Wrestler	2x4 (1d6)	Wrestling Mask

CLASSES

The following rules are used in place of the Weapon Training rules in the Dungeon Crawl Classics RPG:

Signature Weapons: 1st level characters may choose two weapons as “signature weapons.” Signature weapons represent the characters’ regular use and familiarity with the weapons of choice. This replaces any weapon a character begins with in a funnel game unless that weapon is chosen as a signature weapon. Signature weapons are used without penalty. Non-signature weapons incur a -1d penalty to both attack and initiative checks. Characters may add a new signature weapon at every odd level.

Switching Signature Weapons

Characters wishing to switch out a signature weapon must announce their desire to do so before the next game session and then use the weapon with the imposed penalties for the session, after which assume they have gotten used to the weight and balance of the weapon and will no longer suffer the penalty.

STRONG-PERSON

With a flick of the wrist, steel bends like taffy in the mammoth grasp of the Strong-person. Feats of strength otherwise relegated to demigods and their like, on display for your examination, ladies and gents. The human form as a righteous sculpture of power and chiseled beauty. Gaze at the sculptured physique that would drive Adonis, himself, into a frenzied jealousy. Behold, the unleashed power of the Atlas.

Hit Points: 1d10 hit points at each level

Signature Weapons: Strong-people prefer to use large, intimidating weapons that display their immense power: hammers, axes, clubs, barbells, etc. They are accustomed to wearing heavy leathers and other styles of armored costumes in their acts.

Critical Hits: While not as versatile as the warrior, few can walk away from a solid hit from the strong-person. Strong-people use critical hit Table G: Giants when rolling a critical hit.

Titan’s Might: Strong-people use a d30 when making Strength checks. This benefit does not apply to attack rolls (fighting effectively is much

STRONG * PERSON

