DCC LEGACY
GOODMAN GAMES PLAYERS ASSOCIATION
by Sean L. Smith

INTRODUCTION

You play a convention funnel, and by the end have fallen in love with your plucky turnip farmer and can't wait to enjoy more of their story. You play in a higher level game, and your wizard is forced into a cruel pact with an elder god to save his allies and is now the most interesting character you have ever played. What's next?

Enter **DCC Legacy**.

DCC Legacy is a set of informal but codified guidelines that will allow you to bring surviving DCC characters from one Judge's game to another. This can be a way for players to keep playing characters they enjoy, or could establish ongoing "living" campaigns for any of the games using the DCC rules.

Using this optional system, players can take their surviving characters and bring them to online or convention games designated as DCC Legacy events. The Judges of these games will understand that the player is bringing an established character to their session and has agreed to follow the DCC Legacy rules. The Judge surrenders none of their autonomy, and always has the final say on what is allowed at their table. For example, if a character has a troublesome artifact that would hurt the story they are trying to tell, they rule it is either removed from play or has modified effects for their session.

DCC Legacy provides a simple log sheet to track magical items, alterations such as corruptions or mutations, and other pertinent character information stemming from their session. The Platers keep the log sheet and those sheets become a living artifact of the player's game session.

HOW IT WORKS
LOG SHEET

Published adventures are assigned an experience point value, based on their level, difficulty, and length (see Recommended Experience Point Document). Characters that survive and complete an adventure to their Judge's satisfaction gain a set amount of experience points upon its completion. Those points are tracked on the Log Sheet.

Awards for games based on levels, XP/GP and Magic Items are tracked via the Log Sheet. This is a basic scoring per module or based on level of adventure with a +10 XP per adventure level. Short adventures offer less EXP Awards compared to the full printed adventures from Goodman Games. Third Party published adventures can be graded experience point max on a case by case basis and updated via web site or discord channel to the Recommended Experience Point document.

A zero level character's Log Sheet begins when they survive a character funnel. The session Judge signs off on the survivor(s). Each survivor gets a Log Sheet and begin their careers as 1st level adventurers, now off to create their own Legacy!

Zero level characters follow standard creation guidelines, and can be done manually or using the Purple Sorcerer character creation tools ("As Crom Intended" settings), which can be found here:

https://purplesorcerer.com/create_party.php

That character is now a Legacy, and can be brought to Legacy-designated games for Judge approval, and if granted can participate in that adventure. A player wanting to use a Legacy character in a non-Legacy designated convention-style game can ask the Judge if they will accept their Legacy character. If the Judge is willing, the player submits their character for approval.

EXPERIENCE POINT PROGRESSSION

As stated previously, each adventure will have a set XP value, with longer and higher-level adventures being worth higher XP amounts.

Under this system, characters may not replay published adventures.

NAMED ITEMS

Magical treasure and artifacts are recorded on the Players Log Sheet. The Judge determines whether or not characters can use the item at the start of play. If the Judge feels it would be too disruptive, the item goes dormant for that adventure, or operates in a reduced capacity. In the case of two or more players possessing the named artifact then the players dice off (d20) to determine whose artifact is active at the Judge's discretion if they cannot come to an accord.

OPTIONAL RULE: CHARACTER DEATH

When faced with the permanent death of a LEGACY player character, the player has the option of carrying over ½ the departed characters experience points to add to a new character. They may either play a funnel, and reward the 0 level survivor with the experience points after the event, or they may start the career at 1st level and reward the experience points. This optional rule is helpful for groups of friends playing at higher levels so that the Character Death does not set them back too much from their band of merry reavers.

ADMINISTRATION

The Guildmaster of the Players Association oversees the administration and answers questions through a designated Discord channel, with assistant GMs to help work with the gaming community, coordinate special events, and fill convention needs. These Volunteers and Road Crew Judges communicating on a pre-built Discord channel will allow for easy administration. The Discord channel will be a resource for Judges, with rules and log sheets pinned for easy access. It's recommended a collection of assistants is drawn from the various time zones and Geographic Regions our gamer base is located in.

LEGACY EXPERIENCE POINT SYSTEM

FOR DCC & MCC

Mini mods/3rd party adventures allocate less the XP of a full module of that level (half level rounded down). Split level modules allocate the higher level offered. (A 0-1st level would offer the XP for 1st level)

Larger Adventures also denote their expanded total XP with the title.

0 LEVEL FUNNELS: 10 XP

1st LEVEL MODS: 25 XP

2nd LEVEL MODS: 35 XP

3rd LEVEL MODS: 45 XP

4th LEVEL MODS: 55 XP

5th LEVEL MODS: 65 XP

6th LEVEL MODS: 75 XP

7th LEVEL MODS: 85 XP

8th LEVEL MODS: 95 XP

DCC RPG
LEVEL 0

DCC free Game Day 2011 The Portal Under the Stars

DCC 2015 Halloween They Served Brandolyn Red

DCCR1 The Hybercube of Myt

DCCR2 Death By Nexus

DCCR3 The Shambling Undead

DCC Chained Coffin (Shudder Mountains lvl 0)

DCC #67 Sailors on the Starless Sea

DCC #86 Hole in the Sky

DCC Horror #5 Creep, Skrag, Creep

DCC Con Mod 2020-Accursed Heart of the World Ender

LEVEL 1

DCC GAME DAY 2014 Elzemon and The Blood Drinking Box (12 XP)

DCC 2013 Holiday The Old Gods Return (12 XP)

DCC Free Game Day 2013 The Imperishable Sorceress (12 XP)

Halloween 2017 Shadow Under Devils Reef

Chained Coffin box Set (Shudder Mountains) The Rat Kings River of Death (12 XP)

DCC #66.5 Doom of the Savage Kings

DCC #68 The People of the Pit

DCC #76.5 Well of the Worm (12 XP)

DCC #79 Frozen in Time

DCC #79.5 Tower of the Black Pearl (12 XP)

DCC #80 Intrigue at the Court of Chaos (12 XP)

DCC #81 The One Who Watches From Below

DCC #82.5 Dragora's Dungeon (35 XP)

DCC #87.5 Grimtooths Museum of Death

DCC #97 The Queen of Elflands Son

LEVEL 2

DCC 2014 Holiday Trials of the Toy Makers

DCC 2019 Convention Special The Inn at Five Points (17 XP)

DCC #69 The Emerald Enchanter

DCC #77.5 The Tower out of Time (17 XP)

DCC#78 Fates Fell Hand

DCC #80.5 Glipkerios Gambit (17 XP)

DCC #88.5 Curse of the Kingspire (45 XP)

DCC #93 Moon Slaves of the Cannibal Kingdom

DCC 2020 Holiday Special The Doom that Came to Christmas Town-You may play this with the included NPCs and award the XP to your LEGACY character. (17 XP)

LEVEL 3

DCC 2015 Holiday Advent of the Avalanche Lords

DCC Free Game Day 2012 The Jeweler that Dealt in Stardust (22 XP)

Chained Coffin (Shudder Mountains) The Woeful Caves Under Yander Mountain (22 XP)

DCC #70 Jewels of the Carnifex

DCC #75 The Sea Queen Escapes!

DCC #77 The Croaking Fane

DCC #82 Bride of the Black Manse, 2nd printing

DCC #83.2 Death Among the Pines (Shudder Mountains) (22 XP)

DCC #92 Through the Dragonwall

DCC#94 Neon Knights

DCC Horror #6 The Web of All-Torment

DCC #99 The Star Wound of Abaddon

LEVEL 4

DCC 2016 Holiday Twilight of the Solstice

DCC #71 The 13th Skull

DCC #73 Emirkol Was Framed!

DCC #74 Blades Against Death

DCC #84.1 The Rock Awakens

DCC #85 The Making of the Ghost Ring

DCC #90 The Dread God Al-Khazadar

DCC #91 Journey to the Center of Aereth (65 XP)

LEVEL 5

DCC Free Game Day 2012 The Undulating Corruption (32 XP)

(from Chaos Rising) The Infernal Crucible of Sezrekan the Mad (32 XP)

DCC #72 Beyond the Black Gate

DCC #83 The Chained Coffin (see: Shudder Mountains for individual adventures per level)

DCC #84.2 Synthetic Swordsmen of the Purple Planet

DCC #87 Against the Atomic Overlord

DCC#95 Enter the Dagon

LEVEL 6

DCC #84.3 Skymasters of the Purple Planet

DCC #88 The 998th Conclave of Wizards

DCC #91.1 Lost City of Barako

DCC #96 The Tower of Faces

DCC #98 Imprisoned in the God-Skull

DCC HORROR #2 The Sinister Sutures of The Semptress (Halloween 2016)

LEVEL 8

DCC #76 Colossus, Arise!

NOTES

DCC # 83.1 LVL1-5 TALES OF SHUDDER MOUNTAINS (mini mods see LIST)

DCC #89 LVL 1-5 CHAOS RISING (mini mods see LIST)

MCC RPG

LEVEL 0

MCC #01 Hive of the Overmind

MCC #07 Reliquary of the Ancient Ones

MCC #10 Seeking the Post Humans

LEVEL 1

MCC 0 Free RPG day 2016 The Museum at the End of Time (12 XP)

2018 Holiday Home for the Holideath

MCC #02 A Fallen Star For All

LEVEL 2

MCC #03 Incursion of the Ultradimension

LEVEL 3

MCC #04 Warlords of ATOZ

MCC #09 Evil of the Ancients

LEVEL 4

MCC #05 Blessings of the Vile Brotherhood

LEVEL 5

MCC #06 The Apocalypse Ark

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DCC LEGACY Adventure Sheet

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DCC LEGACY Adventure Sheet

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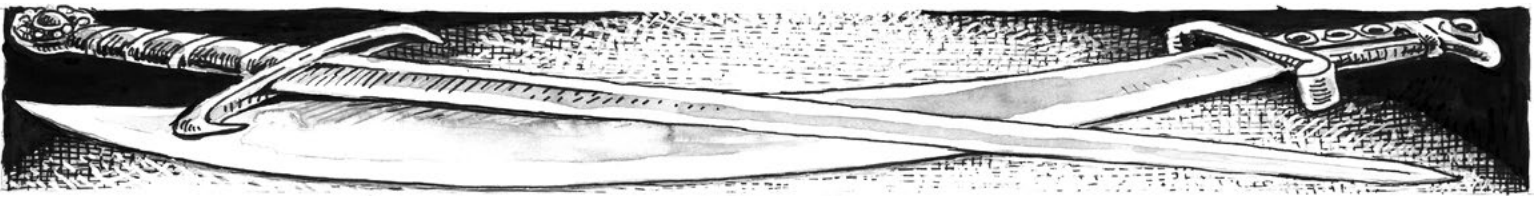
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DCC LEGACY Adventure Sheet

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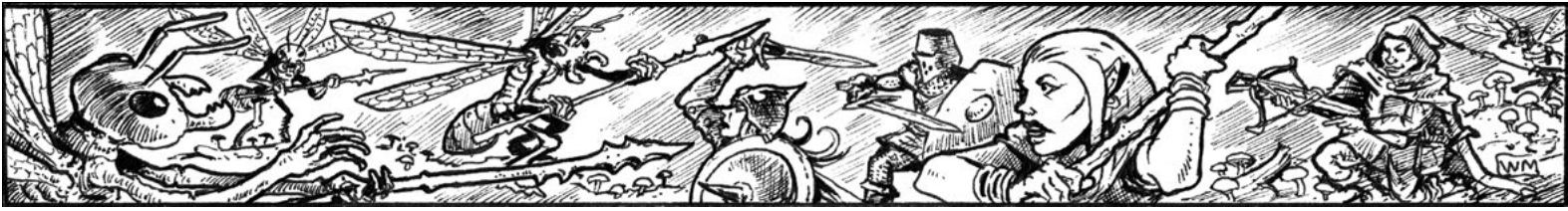
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DCC LEGACY Adventure Sheet