

The CLASS ALPHABET for DCC RPG



YOTTAQUEST

COMPATIBLE WITH

DCC
RPG

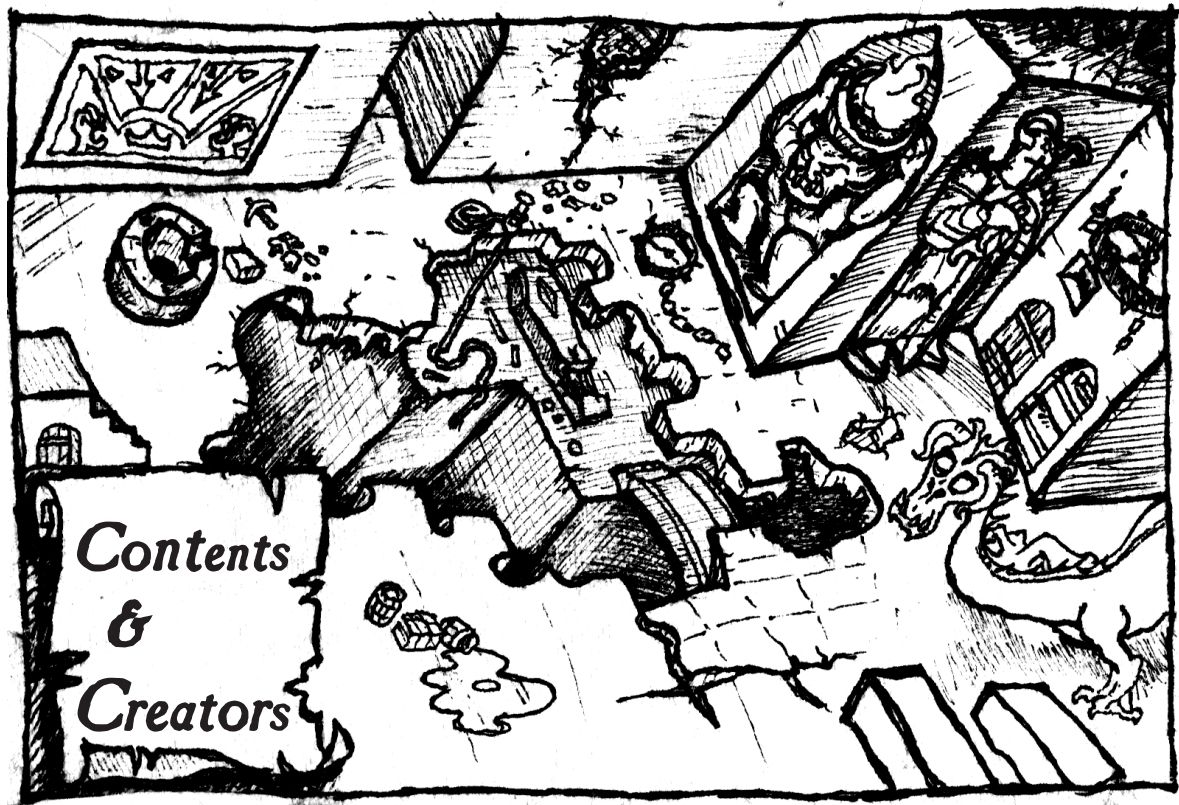
*This book is dedicated
to Lloyd's Point
and the Gongfarmers of Google+*



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&
Creators

The CLASS ALPHABET For DCC RPG

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Introduction



Jeez, has it been four years already?

When I was first approached about the Class Alphabet for DCC RPG project in 2016, I thought they were crazy. 26 new classes? That's just nuts. Six might be possible. Or maybe seven or eight. Hell, maybe even nine. Or ten.

But 26 new classes??? ALPHABETICAL???

My part in the project was simple. Fonts and wordforms and this introduction you're reading right now, that's all I had to do. Originally, they wanted someone more known in the DCC community to do the introduction. Someone like Daniel J. Bishop or Reverend Dak Ultimak. But I insisted, because I think this project has always been meant for me.

The Class Alphabet for DCC RPG took root on the social networking platform known as *Google Plus*. It was a dangerous oasis, full of unknown treasures and sinister personas. Gongfarmers were the heart and soul of the DCC RPG community online, and they toiled in their fields to produce only the finest 3PP material available anywhere. Many of the gongfarmers took to G+ to cultivate their ripe ideas and nurture them together. Nowhere was there a stronger or brighter group of creators in any game design circle.

This book contains the work of dozens of creators all brought together through the DCC RPG community. The intention here was to present a spiritual successor to earlier *Alphabet* RPG products and challenge the creators to innovate new classes using only the chosen Letter as a prompt. No rules or guidelines were given, except that the end result must *feel like it would be fun to play*.

Was the end result successful? Well, you be the judge of that. Bring this book to your table, but be warned. The classes presented here are nothing like what you're expecting.

Enjoy.
-Chimp Tenders

How to use this book

If you're a Judge:

It's easy. Read through the entries, and tell your players that they can choose any they'd like. The Table of Contents provides a good starting place. Maybe they will just choose to play one of the standard classes from the DCC RPG core rulebook, and that's okay. There's a lot of great things to love about the original classes.

As with the original classes, feel free to modify or houserule any aspect within to suit your game. Some classes might provide a challenge in your game, and that's okay. Challenge is fun!

We've provided a handy checklist in the appendices that give an overview of the different Letters and what sorts of themes and campaigns they might complement.

This book is meant to inspire Judges and players to create unique content for their games. Many of the classes can be easily modified or re-skinned to suit the needs of your game.

If you're a Player:

It's easy. Read through the entries, and choose any you'd like. The Table of Contents should provide you with a good general idea of your options. If you choose to play one of the standard classes from the DCC RPG core rulebook, that's okay too. There's a lot of great things to love about the original classes.

As with the original classes, these are not entirely balanced. If your Judge has a problem with you picking a certain class, play it anyways. Be prepared for additional challenges, as your Judge may add new dangers to suit your group and playstyle.

In the back of the book there are notes and appendices with some additional references to help you decide what class you'd like to play.

Remember that the goal is to have fun. If something sounds fun, experiment with it!



**DUNGEON
REMIKXER**



Classes A to Z



By lightning bolt or wizard's curse, your simple life of flirting, fighting, and foraging has been transformed!
Because **A** is for...

Hit Points: d10 HD per level.

Weapons: Clubs, sticks, and thrown objects are your natural arsenal. Pick 1 other weapon at first level in which to be trained and add 1 per further level as you master civilized war.

Improvised Weapons: The anger of the jungle still dwells in your heart and when provoked you may grab the nearest object to use as a weapon. No matter what the object is, your damage potential is at least 1d12 on the first attack. Each time you attack the damage die is reduced by 1 step as the object is bashed, battered, and turned to splinters in your rage. It doesn't matter if you hit the target or not, something is going to break.

Luck: Your Luck modifier applies to all tests of mental will, wit, and brain power.

Alignment: Any that suits you.

Brainy: You are clearly much cleverer than your brothers and sisters in the trees. You speak common and the languages of all apes. You may be seen as godlike by other apes... or as some kind of monster.

Being brainy gives you an edge when puzzling over magical texts such as scrolls. You may attempt to read a scroll and cast the spell upon it with a 1d10 spellcheck, adding your Intelligence modifier and level to the roll.

Brawny: You may be smart, but you are still a powerful animal! Regardless of your Strength score you always deal extra damage on a hit due to primal brutality. However, owing to your wild nature, you are unable to achieve the Warrior's finesse and cunning in combat, having a less robust bonus on hit rolls.

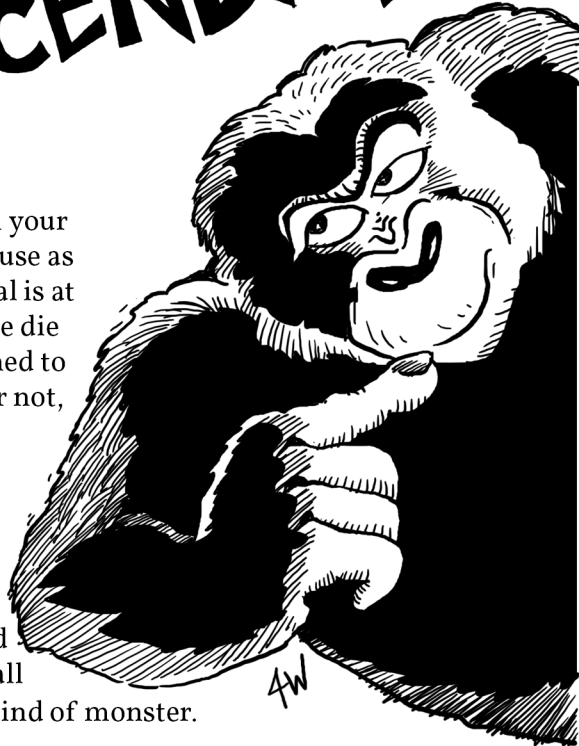
Super Brain: Your brain is very powerful. Use the raw energy contained within to blast your enemies with mental rage! Make a Brain Roll with 1d20 + Will save to issue a mental blast in a 5' radius per level. All within the radius failing a Will save vs. your Brain Roll take damage equal to the margin of failure. For example, a Will save of 10 vs. a Brain Roll of 20 results in 10 points of damage.

Any Brain Roll result of less than 10 means you have fried your brain for the rest of the day and cannot blast anymore until you get some serious rest.

By burning Luck on a Brain Roll you can attempt to force your mental powers to do other things... subtle things... such as moving objects from a distance, reading minds, or forcing people to do what you want. The nature of such an act is up to your creative description and subject very much to the Judge's discretion.

If you happen to roll a natural 20 on a Brain Roll, there's no need to burn Luck to make funky things happen.

APE ASCENDANT



	Attack	Brutish			
Level	Bonus	Damage	Ref	Fort	Will
1	+0	+1	+0	+1	+1
2	+1	+1d3	+1	+1	+2
3	+1	+1d3	+1	+2	+2
4	+2	+1d4	+2	+2	+3
5	+3	+1d5	+2	+3	+4
6	+3	+1d5	+3	+4	+5
7	+4	+1d6	+3	+4	+6
8	+5	+1d7	+4	+5	+6
9	+6	+1d8	+4	+5	+7
10	+7	+1d10	+5	+6	+8

B is for Black Cat



Hit Points: Black Cats gain 1d3 hit points at each level.

Weapons: Black Cats can only use their natural weaponry: claws and teeth. At first level, claws do 1d2 + STR mod damage and bites do 1d3 + STR mod damage. The damage dice for claws and teeth go up moderately as Black Cats advance in levels. At level 4 and up claws & bite are treated as magical weapon attacks.

Alignment: Black Cats tend to be Chaotic in alignment. Sometimes they are Neutral, and only very rarely are they Lawful. All Black Cats, however, owe some kind of fealty to Shammat the Lady of Cats.

Armor Class Bonus: Black Cats get +2 to AC because of their small size and natural grace.

Initiative and Surprise: Black Cats are quick and have uncanny luck for themselves while conferring ill luck upon others, so they always go first in combat. Black Cats are also never surprised.

Luck & Jinxes: It's not just superstition. Black Cats can be very bad luck. A Black Cat may temporarily burn Luck to Jinx foes. For every 1 point of Luck burned, a foe will take a Black Cat's Jinx Die (see Table 2) as a penalty to hit, make saves, or whatever. This is a free action and may be taken whenever and how-ever many times the Black Cat wishes.

Black Cats have great Luck themselves and so get 2 points to spend per 1 Luck point burned. Black Cats regain CL Luck points per sufficiently long cat nap (4 hours).

Cat Scratch Fever: By spending a Luck Point when making an attack, the Black Cat can try to infect a foe with cat scratch fever. The intent must be declared and the Luck Point spent before the attack is made. Foe must make a DC 11 + CL Fort save or be afflicted. If afflicted, the foe will manifest symptoms (a severe, quickly spreading rash starting at the wound site, headache, and fever) in 1d3 rounds. The foe is -1 die to attacks and spell checks until healed. Magical healing for 4 or more hit points will cure the disease, as will a cure disease spell or similar healing magic. This may only be attempted once per round. Once a foe has made a successful save, the foe is immune to further attempts at infection.

Night Vision: Black Cats can see in low light conditions but (at first) not in total or near complete darkness. At Level 3 and above, Black Cats can see in total darkness. At Level 6 and above, Black Cats can see even in magical darkness.

Action Dice: At all levels a Black Cat has a 1d20 action die for making its first melee attack, casting spells, using skills, etc. When attacking, a Black Cat may claw twice using the d20 action die for both attacks. If at least one claw is successful, it may attempt to also bite using 1d16. If the Black Cat chooses to simply bite and not claw, it uses the d20 to bite.

Critical Hits: Black Cats apply their starting Luck mod (or +1 if the mod is lower than +1) to their Critical Hit rolls. They may choose to take a lower crit result at no cost or increase the Crit Roll result by burning Luck. A natural 13 is always a hit and Critical with max damage for claw or bite. The Crit damage must be rolled normally. Black Cats roll critical hit results using Table C.

Spells: A Black Cat may cast spells as an action during its round if it does not take any other action that round (may not move). Attack bonus (treat as Caster Level when reading spell check results) + INT MOD is added to Spell Check. They can only learn cat-like spells (Judge's discretion). Every Black Cat knows Patron Bond for Shammat as a free spell. Use Attack bonus as Caster Level and refer to the Class Table for wizards to determine the number of spells known.

Death & 9 Lives: Black Cats may die up to 9 times (failing rolling the body) and come back automatically. The 9th death is absolute and final. They cannot be resurrected or raised by any means. They go to Shammat, who abides in the mysterious place where cat spirits live. After death, cats are -1 die to all rolls until 3 significant encounters (Judge's discretion) have passed.

Black Cat Skills: All Black Cats have the skills of a highly sophisticated feline (see Table I).

Pad Gingerly: Black Cats can not only move silently, but also with an unearthly lightness and grace. Thus, they can tread across surfaces normally unwalkable by bigger, cruder beings... or even beings of the same size, which are less graceful. Black Cats add their Pad Gingerly bonus to any Reflex saves involved in setting off floor and similar types of traps. They can also move across unstable surfaces using this skill. At the Judge's discretion, high level (7 or above) Black Cats may even walk upon surfaces such as water or even mist, smoke, or fog.

Sneaking/Hiding: As per a Thief, Black Cats can sneak/hide. Refer to pg. 35 of the DCC RPG Rulebook for the Hide in Shadows skill. Cats do not need shadows, just cover.

Spellburn

Roll	Result
1	Caster gets on all fours and yowls like a cat, biting or scratching self to sacrifice attribute(s).
2	Caster climbs atop the highest possible place in the area and yowls three times, looking desperately into the space ahead at something unseen by others. Invisible claws and teeth bite at the caster, inflicting attribute damage.
3	Caster gets on all fours and starts retching, body making undulating motions. After a few moments, vomits a bloody furball entwined with pieces of the caster's innards, which throbs and streams and then disappears.
4	Caster rips off garments from upper torso (if humanoid). Yowling, hissing, and growling is heard. Scratches and bites appear from unseen sources all over caster's face and torso. Wounds cause permanent scars which no spell or healing can remove.

Sneak Attack: Attacking while hidden grants the Black Cat two rolls on the Action Die for the first attack roll in the round, taking the higher result and, upon success, the hit is a Crit and the damage is always max (for claw or bite, but not the Crit damage rolls). Subsequent multi-attacks in the round are not sneak attacks as the foe is now aware. A Natural 13 on a Sneak Attack does double the max damage and max damage for the Crit damage rolls. A Natural 20 on a sneak attack has no extra effect.

Climb Sheer Surfaces: As per a Thief, Black Cats can climb surfaces with great skill. DC 20 is a perfectly smooth surface. A normal stone wall is DC 10.

Jump, Leap, or Fall: Black Cats may jump or leap 15' + (Level times 2') without a penalty or needing to make a check. Black Cats may fall this distance as well without taking damage.

Find Trap: Black Cats can find traps. The cat can see there is a trap, but this is not the same

as figuring out what the trap is, how it functions, or how it can be disabled. The cat just knows there's a trap at a specific location. Refer to pg. 36 of the DCC RPG Rulebook for the Find Traps skill.

Vulnerabilities: Black Cats are susceptible to the influence of catnip and are afraid of water. When confronted with catnip, the Black Cat must make a DC 10 Will save or be distracted, obsessed with rubbing against, chewing, and/or licking the catnip for 1d4 rounds. A natural 1 on the save die means that the Black Cat will make a frisky but severe claw/claw/bite attack against a nearby ally. When squirted with water, the Black Cat must make a DC 10 Will save or run away and hide for 1d4 rounds. If in combat or otherwise very determined to do something, the DC save is 8 instead of 10. Black Cats must make a DC 15 Will save to swim, DC 12 to go out in the rain.

Languages: Black Cats speak cat and common.

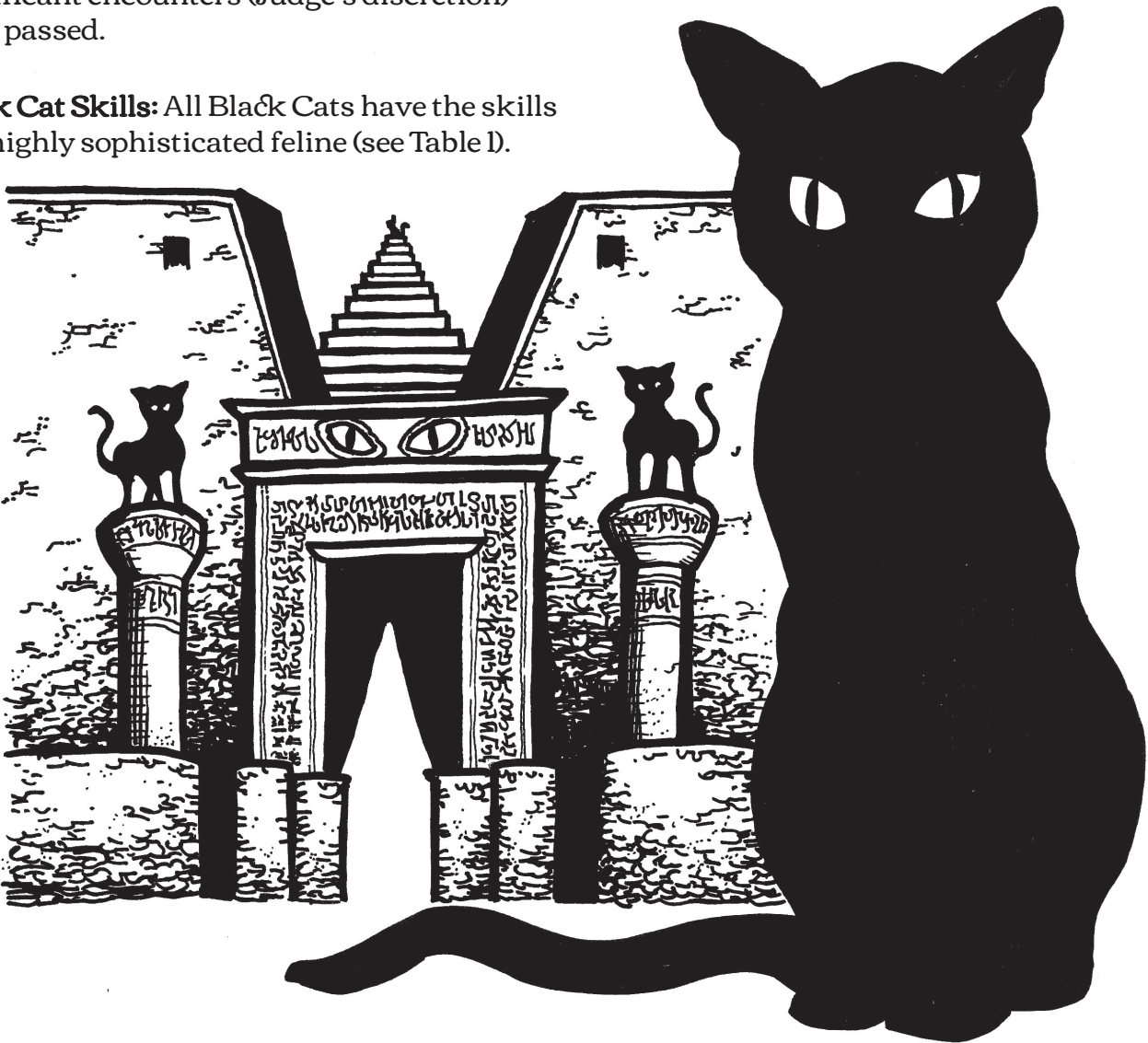


Table 3 - Black Cat Level Advancement

Level	Atk	Crit Die & Table & Range	Claw Die	Bite Die	Ref	Fort	Will	Max Spells/ LVL	SP
1	+1	1d6/C Nat 13 always Crits	1d2	1d3	+1	+0	+1	1/1	Nightvision
2	+1	1d6/C	1d3	1d4	+1	+0	+2	1/1	
3	+1	1d6/C	1d4	1d5	+2	+1	+3	2/1	See in Complete Darkness
4	+2	1d8/C	1d4	1d5	+2	+1	+4	2/2	Invisibility 1/Day
5	+2	1d8/C	1d5	1d6	+3	+2	+5	3/2	
6	+3	1d8/C	1d5	1d6	+4	+2	+6	3/2	See in Magical Darkness
7	+3	1d10/C	2d3	2d4	+4	+2	+7	4/3	Walk on brittle/delicate surfaces
8	+4	1d10/C	2d3	2d4	+5	+3	+7	4/3	At Will: Invisibility & Walk as if nearly weightless
9	+5	1d12/C	2d4	2d5	+5	+3	+8	5/3	Walk on mist/smoke
10	+6	1d12/C	2d6+1	2d6+1	+6	+3	+9	6/3	Walk on air

Table 1 - Black Cat Skill Bonus Advancement

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

Table 2 - Black Cat Jinx Die

Level	1	2	3	4	5	6	7	8	9	10
Bonus	1d3	1d4	1d5	1d6	2d3	2d4	2d5	2d6	3d5	3d6

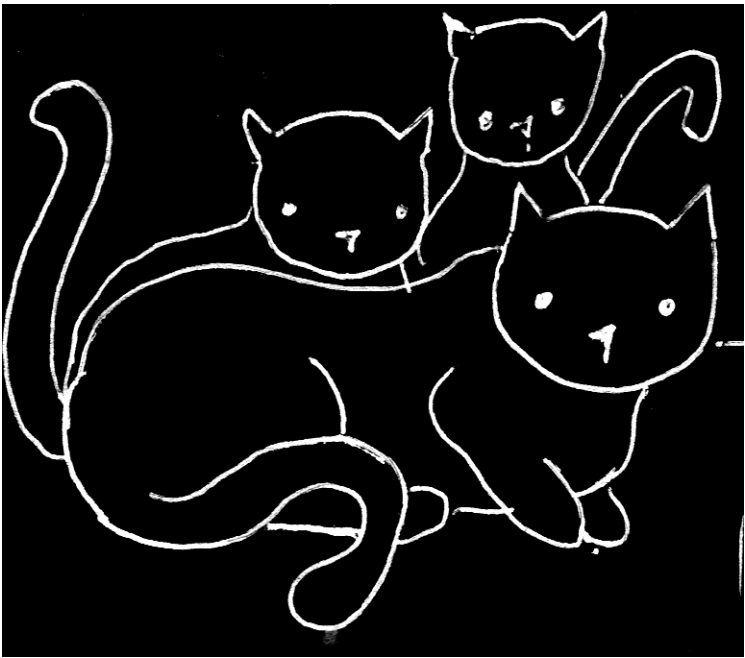
Patron - Shammat, Lady of Cats

Shammat appears either as a large, graceful, and lithe black cat with glowing indigo eyes or a tall, thin, graceful, and elegant naked woman with skin of fuligin, which absorbs light. Her human form has a cat’s head, tail, and eyes of glowing indigo. In this guise, she appears as a silhouette with soft edges (from fur? one cannot tell). Brilliant, flashing, & piercing eyes peer from her unknowable face.

During certain seasons, she is known for dalliances with various humanoids and other beings she finds attractive for her own, often inscrutable reasons. Her desires are unpredictable, fickle, and capricious in nature. Her alignment is Neutral, and her business is the business of cats. She has no other sympathies or interests. She does, however, enjoy gifts, sacrifices, curiosities, and adoration, though she is swayed by none of these.

As Shammat embodies all cat-like traits most intensely and is the formal ideal of cats, she is intensely curious. She often sends her devoted out to discover and return with various curiosities or accounts of them. She may, however, totally forget that she has done so. She is also most prideful (see what I did there?) and sensitive.

All enemies of cats are her enemies, and she is prone to lasting scorn and pernicious and petty yet ruinous forms of unending revenge. She may, for instance, send out a level 10 Black Cat to a foe with instructions to simply make his or her life completely miserable. Precious objects drop from shelves and break. Irreplaceable scrolls of secret knowledge are clawed and peed upon to ruin-ation, etc. Victims will find they can no longer have any nice things.



This image is dedicated to the loving memory of Ferdinand.

Invoke Patron

Level 1 Spell
Range: 30 feet plus 10' per CL
Duration: Varies, see result
Cast Time: Immediate
Save: None
General: Calling upon Shammat for good fortune, the lucky caster will receive a boon in the form of some environmental change which would be beneficial for a cat.
Manifestation: An environmental change occurs subtly. A small, alluring meow is heard only by the caster and allies in the direction of that change. A shadow of a cat may be seen walking curiously in that direction, if appropriate. Characters look away, then when they look back suddenly the change is there, appearing as if that's the way it had always been in a manner appropriate to the surrounding environment. How could they have missed something so important? Strange!

Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Minor benefit. Opening and closing of doors or the removal of a small obstacle. Or, a minor secret may be revealed. Or, 1d3 hit points may be healed. This and other results are usable only by caster and allies.
14-19	Moderate benefit. A fairly significant alteration to the environment occurs in favor of the caster. A small tunnel, alleyway, or door appears leading to a nearby, desirable location. Or, a distraction occurs which totally attracts the attention of an enemy for 1d6 rounds. Or, a healing of 1d6 hit points. Or, a minor condition removed. Can last for an hour or more.
20-27	Major benefit. A very significant alteration of the environment occurs in favor of the caster. A wall or ceiling may collapse, falling on an enemy and providing a route of escape. Or, a doorway appears in a wall which leads directly to an important goal. Or, a helpful item may be suddenly found. Or, 2d6 hit points may be healed, or 1d3 attribute points regained (may be distributed if more than 1 is rolled), or a major condition/curse is removed. Can last for a day or more.
28-31	Unbelievable benefit. Affects outcome of current adventure in the caster's and allies' favor by way of altering aspects of the environment in a general way immediately and for the duration of the current adventure. Judge's discretion.
32+	Absolute miracle. Effects changes in the campaign setting which favor the caster and the party both immediately and long-term. Judge's discretion. Not permanent, but lasts more than one adventure.



Patron Taint

Roll	Result
1	Acquires a cat-like behavioral trait, permanently. Roll 1d6: 1) Cat sass, 2) frequently naps, 3) heightened playfulness, 4) constantly purring, 5) jealous/vindictive/catty behavior, 6) easily distracted by strings or light. If already a cat, must do a favor for Shammat.
2	Grows cat features. Roll 1d6: 1) Cat ears, 2) cat eyes, 3) cat nose & whiskers, 4) cat tail, 5) cat teeth & tongue, 6) paws for hands (with claws). If already has that feature, roll again. Features can add bonuses and/or penalties, Judge's discretion. If a cat, must do 2 favors for Shammat.
3	Take results both 1 and 2. If the caster already has all cat physical features, go to result 6. If caster is a cat, you now owe Shammat 3 favors which must be done ASAP or bad things start happening!
4	Take 2 changes from result 1 and 1 change from result 2. If the caster already has all cat physical features, go to result 6. If already a cat, must go on a quest for Shammat.
5	Take 2 changes from results 1 and 2. If already in possession of all cat physical features, go to result 6. If already a cat, must go on a quest for Shammat ASAP. If you avoid this, suffer -1 die to everything.
6	Become a Black Cat. Change of physical form and class. If already a cat, must make a pilgrimage to Shammat and then go on a long, difficult quest for her ASAP. If you avoid this, suffer -1 die to everything.

Furball from Hell

Level 1 spell

Range: 20' feet plus 10' per CL
Duration: Immediate
Cast Time: Immediate
Save: DC 10 + CL Reflex Save avoids hit
General: Caster hawks up a horrible, acidic furball at a target.
Manifestation: Caster goes into retching spasms in which the entire upper torso undulates, as a cat hawking up a terrible furball. The awful thing then explodes out of the caster's mouth followed by a trail of vile bile, mucous, and vomit which splatters on the target(s) who fail save(s).

Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Acidic furball does 1d3 points of acid damage to one target.
14-17	Acidic furball does 1d5 + CL of acid damage to one target.
18-19	Acidic furball does 1d6 + CL of acid damage to one target, and 1d4 nearby targets take 1d3 points of splash damage as parts of the furball splatter.
20-23	Caster hawks up 2 furballs which do 1d6 + CL acid damage to up to 2 targets. 2d4 nearby targets take 1d3 points of splash damage.
24-27	Caster hawks up a vile, sentient furball from hell. Does 1d6 + CL acid damage to target and 1d3 acid damage to 1d4 nearby targets. In addition, furball grows wet, hairy tendrils and grapples target, makes a 1d20 action die attack per round against foe for 1d4 slashing damage, and causes continual 1d3 acid damage per round while on target. DC 12 STR check as an action to remove furball from hell. Furball from hell has 3 HP and will move around, attacking enemies with lash until destroyed.
28-29	Same as above, but this much bigger furball from hell does 1d8 + CL acid damage and 1d6 slashing damage.
30-31	Same as above, but two furballs get hawked up and can hit up to two opponents.
32+	Caster hawks up a furball beast which fixates on the target. If the target is killed, the furball beast dissolves. Otherwise it lasts for 2d4 + CL rounds Furball beast Init: same round as caster; HD 2d6; HP 12; Atk: melee +2 lash 1d6 damage + 1d4 acid damage, twice per round; AC 12; Act 1d16/1d16; SV F+2, R+2, W+2; AL N; SP on 17-20, does 1d3 acid splash damage to 1d3 nearby foes

Land on Feet (Graceful Recovery)

Level 1 spell

Range: Self and nearby allies (result dependant)
Duration: 1d3 + CL rounds
Cast Time: Immediate
Save: None
General: Caster may recover gracefully from both literal and figurative falls. Dice from falling damage negated are taken from the result of the fall, even if impact occurs past the spell's duration. If falling occurs during the spell's duration, the damage for that fall is mitigated as per spell check result.
Manifestation: After meowing the words to the spell, the caster appears to have a greater sense of dignity, elegance, grace, and poise... and also a somewhat irritating aloofness.



Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	+1 to all saves. Negates 1 die of falling damage. Does not need to take a round to recover from knockback or falls (including those caused by fumbles).
14-17	+2 to all saves. Negates 2 dice of falling damage. Does not need to take any time to recover from knockbacks or falls (including those caused by fumbles).
18-19	As above, except +3 to saves and negates 3 dice of falling damage. May take one saving throw as a given success.
20-23	As above, except negates 4 dice of falling damage. May take two saving throws as given successes. Minor corruption from spells cast abated.
24-27	May take 3 saves as automatic successes, +5 to all others. Negates 5 dice of falling damage. Does not need to take any time to recover from knockbacks or falls (including those caused by fumbles). Includes CL + 1d4 allies. Minor and Major corruption from spells cast abated.
28-31	As above, except includes all allies. No one fumbles or gets Deity disapproval. All corruption from spells cast abated.
32+	Caster and all allies automatically make all saves, take no falling damage, make no fumbles, cannot be rendered prone, grappled, or incapacitated in any way, and are immune to corruption.

Enhanced Cat Sense

Level 1 spell

Range: Self and nearby allies (result dependant)
Duration: 1d4 + CL rounds
Cast Time: Immediate
Save: None
General: Caster (and allies on high result) gain magically enhanced cat senses.
Manifestation: After meowing the words to the spell, humanoids who are affected grow cat noses & whiskers, cat eyes, and cat ears which remain for the duration of the spell and then disappear.

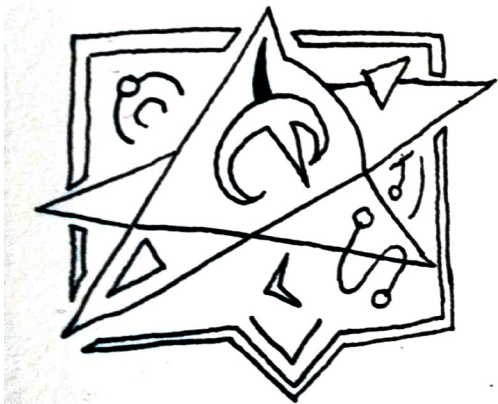


Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	+1 to all perception rolls.
14-17	+2 to all perception rolls.
18-19	+2 to all perception rolls. Nightvision. Affects 1d3 + CL allies.
20-23	+3 to all perception rolls. Nightvision. Affects 1d4 + CL allies.
24-27	+5 to all perception rolls. Can see in total dark. Affects the entire party.
28-31	Can sense invisible and hidden objects and beings in the area. Caster gains a good idea what is behind walls, within containers, etc. and may detect secret doors, traps, etc. Can see even in magical darkness and is unaffected by similar sense-dulling magic or phenomena. Affects the entire party.
32+	Affects caster and all allies in the area. As above, and can sense the true nature of things. Gain knowledge of whatever is hidden, by magical means or otherwise, in the area of effect. Can detect lies, alignment, and true nature of beings. Can sense what is behind walls and other barriers with clarity (includes chests and other containers).

Nine Lives

Level 3 spell

Range: Self
Duration: Permanent
Cast Time: 9 days
Save: Not Applicable
General: May be cast only once. If it fails or succeeds, it may never be cast again. Can only be cast by humanoids. The first time the caster dies after casting (rolling the body fails), the caster's race and class becomes Black Cat at level 1 with as many lives left as acquired by spell. Total hit points are changed to 4 + 1d3. Caster cannot take a lower result.
Manifestation: A cacophony of cat meowing, hissing, growling, and other sounds occur, reaching an ear splitting pitch, and then goes silent.



Roll	Result
1	Failure, patron taint, and spell permanently lost.
2-15	Failure and spell permanently lost.
16-17	Heals 1d9 hit points. Spell permanently lost.
18-21	Heals 9 hit points. Spell permanently lost.
22-23	Heals/adds 9 hit points. Hit points which go over max HP permanently added. Cures 9 points of attribute damage. Spell permanently lost.
24-26	Grants 1 extra life. Spell permanently lost. From this point on, caster cannot be resurrected or reincarnated.
27-31	As above, except the spell grants 2 extra lives.
32-33	As above, except the spell grants 3 extra lives.
33-35	As above, except the spell grants 1d5 + 4 extra lives.
36+	As above, except the spell grants 9 lives.

Black Cat Critical Hit Table (Table C)

Roll	Result
0 or less	Cat jumps onto the face of the enemy, clawing and biting. Additional 1d3 damage. Foe must make a Ref save vs 13 or fall down, must spend 1 action to get up. Cat can make an additional move to run or attempt to jump away and hide without attack of opportunity.
1	Cat sprays in the face of foe, causing foe to be at -1 die for 1d3 rounds.
2	Cat scratches eyes for additional 1d4 damage. Victim is blinded for 1d4 rounds.
3	Vicious ripping bite to achilles heel or equivalent for additional 1d4 damage, opponent moves at half movement speed until healed.
4	Face scratched and bitten viciously for 2d3 additional damage. Foe must roll morale at -1 die and takes 1d3 personality damage due to mutilation until magically healed.
5	Terrible bite to neck destroys opponent's vocal cords, causes choking: opponent may only move at 1/3rd rate and take no other actions and has -3 AC penalty for 2d3 rounds. Opponent can no longer speak and can't cast spells until magically healed. Add 1d4 damage.
6	Cat climbs up foe while biting and clawing viciously, here, there, and everywhere for additional 2d3 damage. Wounds are rashy, itchy, and swollen. Foe is -2 to all rolls until healed.
7	Clawing and biting shreds and ruins thumb, disarming opponent and sending weapon 1d12' away. Add 1d3 damage. Foe at -1 die unless ambidextrous.
8	Cat attacks crotch, biting, clawing, tearing, and gnashing. Foe takes 1d6 extra damage, can no longer procreate (no-noes no work no mo'), and is prone, doubled over and groaning, for 1d4 rounds. Cat makes terrible victory yowl.
9	Bite and tear the jugular vein for an additional 2d3 damage. Foe bleeds for 1 HP and temp STA pt of damage per round until wound is properly attended. DC 12 Fort save or pass out each round until healed, +1 to DC per subsequent round.
10	Cat bites out an eye for 1d3+1 points of damage. Foe stunned for 1d4 rounds. At -1 die due to loss of depth perception if appropriate.
11	Cat maims weapon hand for 2d3 additional damage. Weapon dropped. Hand mangled, mutilated, and useless until healed. Foe must use off hand, if not ambidextrous, at -1 die.. Hand gets terrible infection & must be amputated if no cure disease within 2 days, 3 days or more loses arm. Untreated for 5 days = death.
12	Cat jumps on foe's belly and bats and rips with hind legs for 2d6 damage. Foe's entails fall out. Foe must make DC 13 Fort save or pass out, otherwise -2 die. Will die in 1 turn if not healed.
13+	Monty Python killer rabbit style, cat leaps at foe and chews through neck, decapitating opponent, killing foe instantly. If the foe has no head or neck or is too large, cat does 3d6 damage from a flurry of bites and scratches from being a furry whirlwind of claws and teeth.

C is for... CYBER ZOMBIE

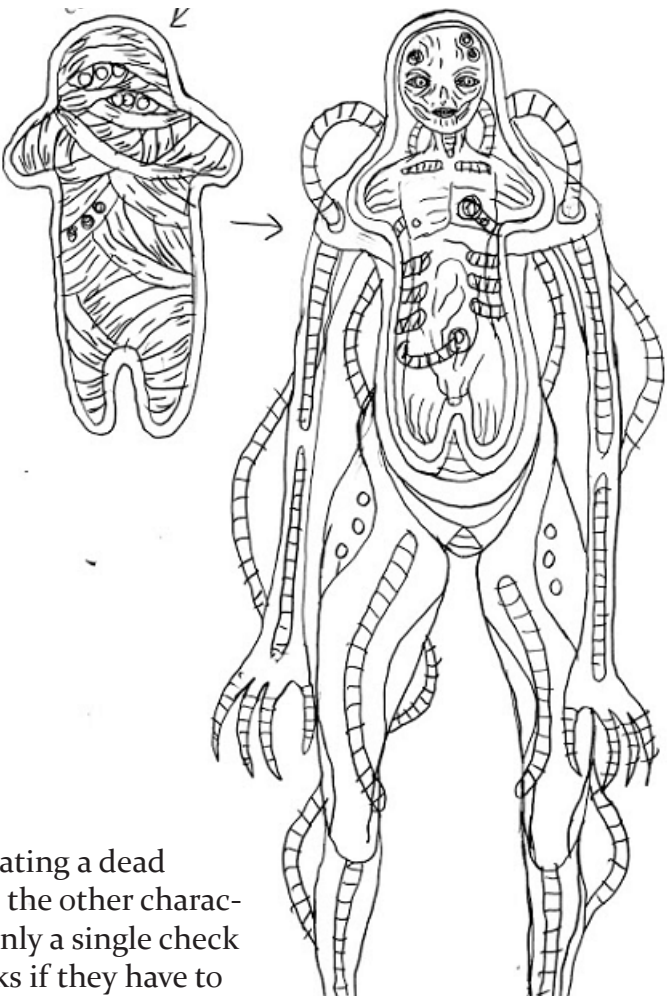
Becoming a cyber-zombie: Only a character who has already died can become a cyber-zombie. A zero-level character who dies during their funnel adventure (or who is rolled up with 0 hit points due to a low Stamina score) can start the game as a 1st level cyber-zombie. A character who dies after starting 1st level becomes a cyber-zombie of the same level and gains the Vestige from life ability mentioned below.

Cyber-zombies receive powerful new robotic bodies, but their minds are often strangely degraded, either by the trauma of death, or by the rigors of the reanimation process. When becoming a cyber-zombie, the player should re-roll the zombie's three physical ability scores (Strength, Agility, Stamina) and keep the higher of the two results. In addition, they should re-roll its three mental ability scores (Personality, Intelligence, Luck) and keep the lower of the two results.

Reanimating a cyber-zombie: The difficulty of reanimating a dead character as a cyber-zombie depends on the resources the other characters are able to use for the task. The task will require only a single check if they can find a pre-built robotic body and two checks if they have to assemble separate cybernetic body-parts before transferring the dead character's consciousness. If the parts themselves must be fabricated, this adds a third check.

The task will be easiest if the characters have access to a fully-stocked reanimation laboratory (DC 10); more difficult if they are required to hack the computers in a robot-assembly factory, star-shipyard, or xeno-form hospital (DC 14); and more challenging still if they are forced to use a mundane medical clinic or mechanical-repair shop (DC 18).

It would be virtually impossible for a player character to acquire the necessary expertise and equipment to accomplish a reanimation without accessing someone else's fully-stocked facility. Even the meanest chop-shop garage or back-alley surgeon possesses more materiel than a player character can assemble on short notice; although a character with enough funds could buy out such a facility and make it their own.



Hit points: Cyber-zombies gain 1d7 hit points/level.

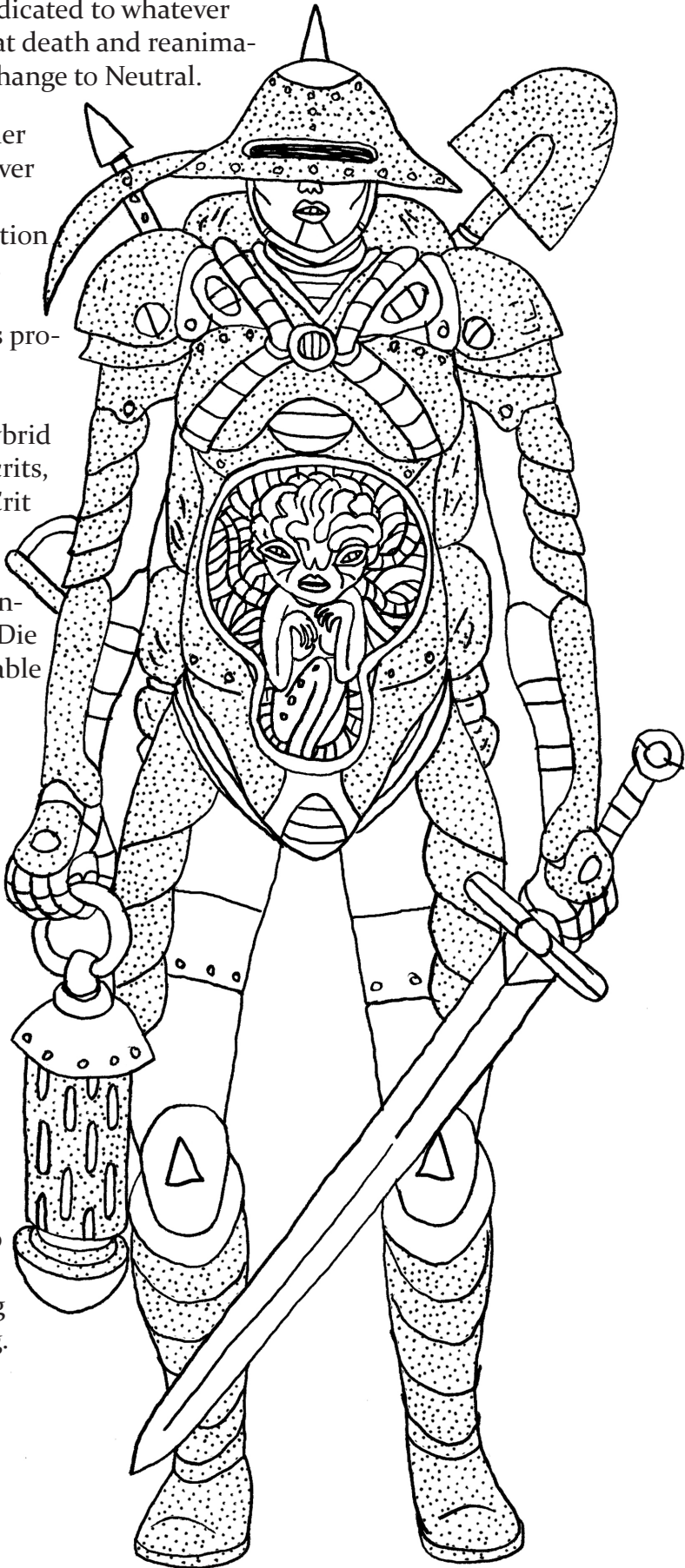
Alignment: Some cyber-zombies retain the alignment they held in life. A few become even more fanatically dedicated to whatever cause they once served. Most, though, find that death and reanimation have sapped their lives of meaning, and change to Neutral.

Weapon training: A cyber-zombie whose former class granted it weapon training retains whatever training it had in life. A zombie who was reanimated directly from its zero-level occupation is trained only with weapons it used during its funeral adventure, and with its own cybernetic implements. Cyber-zombies' enhanced bodies provide their own armor.

Critical hits: In combat, the cyber-zombie's hybrid nature manifests unpredictably. Whenever it crits, a cyber-zombie rolls 1d8 to determine which Crit Table it will roll its Crit Die on: (1) Table I, (2) Table II, (3) Table III, (4) Table IV, (5) Table V, (6) Table M: Monsters, (7) Table U: Undead, (8) Table RO: Robots. Although its Crit Die improves over time, the cyber-zombie's Crit Table is selected randomly.

Vestige of the past: A cyber-zombies retains some vestigial abilities from its former class. A zombie's vestigial ability is a remnant that is maintained at the same power level it had at the time of the character's death, and never improves. A former cleric may choose to retain the vestigial ability to turn unholy or to cast a single clerical spell. A former thief retains its four best thieving skills. A former warrior retains its ability to perform Might Deeds of Arms, but only when fighting with its lucky weapon. A former wizard retains the ability to cast its single lucky wizard spell. A former dwarf retains its underground skills and its ability to shield bash. A former elf retains its heightened senses and the ability to cast Invoke patron or a single patron spell. A former halfling retains its sneaking and hiding skills, and its prowess for two-weapon fighting.

Cyber-zombies who belonged to other classes before they died may retain other abilities at the judge's discretion, using these vestiges as guidelines. A cyber-zombie who was reanimated directly from its zero-level occupation receives no vestigial ability.



Cybernetic frame: A cyber-zombie's metallic carapace shields it from harm; its mechanical appendages are both tools and weapons. Cyber-zombies have base AC 13, instead of AC 10 for other characters. Cyber-zombies who are unarmed with any other weapon deal 1d4 lethal damage, and their claws can be used for two-weapon fighting. A zombie who upgrades its chassis can potentially improve both its protection and its own lethality.

Cybernetic upgrades: Cyber-zombies can install upgraded components to improve their bodies over time. Their un-dead flesh can tolerate more upgrades than living cyborgs, but fewer than actual robots. A zombie can install a single upgrade at 1st level, and one additional upgrade at each odd-numbered level (3rd, 5th, etc). A cyber-zombie who was reanimated directly from its zero-level occupation receives one additional upgrade at 1st level.

A list of possible upgrades is provided in the table below (Table CZ-009). At the judge's discretion, upgrades available to other cybernetic and robotic characters may be available to the cyber-zombie as well. The judge decides if these upgrades may be selected directly by the zombie's player or if they must be chosen randomly. The judge also decides if the upgrades are "automatic" upon leveling up (activating new capabilities of existing components or installing new parts so easily that no skill check is required) or if each upgrade requires the same steps as initial reanimation.

These planned upgrades represent the upper limit of what hardware a cyber-zombie can endure having installed by other player characters. Skill checks alone cannot allow a cyber-zombie to upgrade beyond these limits and survive, even if the original reanimation facility contained unused components. However, like other cybernetic and robotic characters, a cyber-zombie can get unscheduled upgrades by questing for them – discovering new parts, installation techniques, facilities, or assistants that allow it to exceed its normal limitations as the reward for a successful mission. If the quest defeats a boss robot, it may be possible to install one of the defeated monster's signature upgrades directly onto the zombie's chassis.

Slow: Cyber-zombies are often agile, but they move slowly. Base movement speed is 20'. They act last in initiative order, although they can act before non-sentient enemies, such as slimes.

Luck: Cyber-zombies use up almost all their luck coming back from the dead. Cyber-zombies whose former class granted it a Luck bonus to an ability loses that bonus in reanimation. Cyber-zombies can never regain Luck like a thief or a halfling.

Action dice: A cyber-zombie can use its Action Ddice for any normal activity, including its vestigial abilities.

Un-dead and robotic nature: Cyber-zombies are both un-dead and robotic creatures. They can be turned by clerics, reprogrammed by technologists, they cause fear in simple-minded folks, and have no need for nourishment beyond sleep and air. However, cyber-zombies do not gain immunities to sleep, charm, paralysis, mind-control, or any of the other special un-dead or robotic immunities of their less sentient brethren.

Cyber-zombies do not recover hit points naturally, and they cannot fully benefit from either medical healing or mechanical repair. They recover only half the normal hit points from either attempt.

A final note on cyber-zombie aesthetics: The exact appearance of a cyber-zombie will depend on the technology available in the judge’s campaign setting, and on the player’s preferences for their character. A cyber-zombie could look like Deathlok or Robo-Cop, but it could also look like Seven-of-Nine from Star Trek Voyager, Alphonse Elric from Fullmetal Alchemist, or Krang from T.M.N.T. In a medieval setting, an arm cannon might look like a black powder cannon, and charging it might be a matter of adding extra powder to the charge; in a futuristic setting it might look like Samus Aran or Rockman. A medieval cyber-zombie might look like a Di Vinci drawing; a futuristic one might look like The Centurions cartoon. When in doubt, or if you need inspiration, I encourage leaning into the un-dead aesthetic with skull, bone, and blood motifs.

Optional rules: If you use optional Armor Dice rules instead of standard armor class, the cyber-zombie starts with an impervious d3 Armor Die; the Crash Helmet, Roller Shell, and second Wave Wing upgrades each increase the zombie’s armor by +1d. The Bone-Saw Ballista attack reduces the target’s Armor Die by 1d3 steps on the dice-chain.

If you use optional vehicle mayhem rules, while it’s transformed into a vehicle, a cyber-zombie using the first Wave Wing upgrade counts as a d6 exposed personal watercraft or ultralight aircraft with one custom trait; a zombie using the second upgrade counts as a d8 fully-enclosed watercraft or aircraft with two custom traits. A cyber-zombie using the first Wheel Racer upgrade counts as a d6 motorcycle with one custom trait; a zombie using the second upgrade counts as a d8 buggy with two custom traits. While the zombie is transformed into a vehicle, a petrol head passenger can use their Ace Die to modify handling rolls, wipeouts, collisions, etc.

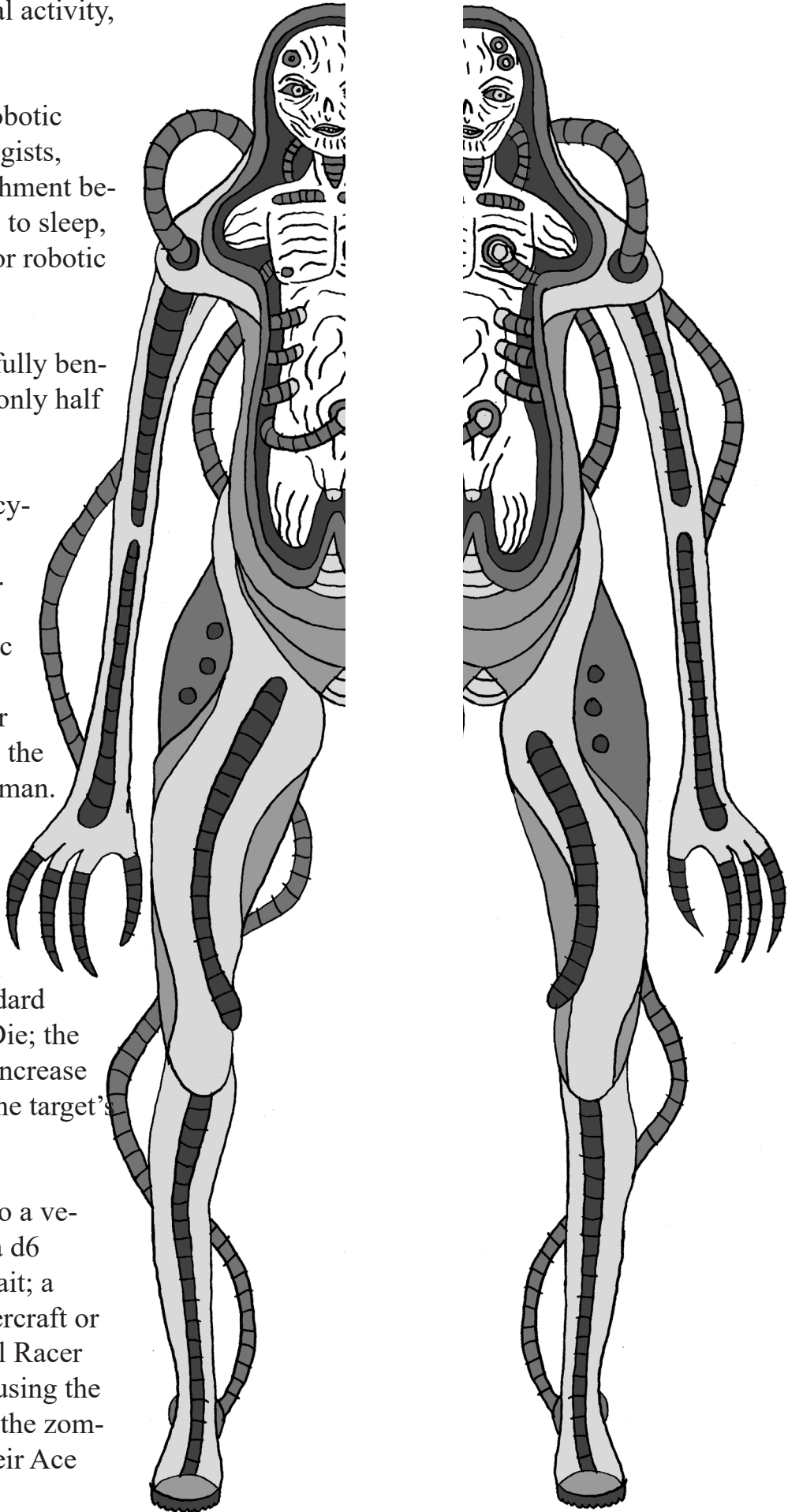


Table CZ-009: The Cyber-Zombie

Level	Attack	Crit	Action	Ref	Fort	Will
1	+0	d8/*	1d20	+0	+1	+1
2	+1	d8/*	1d20	+0	+1	+1
3	+2	d10/*	1d20	+1	+2	+1
4	+2	d10/*	1d20	+1	+2	+2
5	+3	d12/*	1d20	+1	+3	+2
6	+4	d12/*	1d20 + 1d14	+2	+4	+2
7	+5	d14/*	1d20 + 1d16	+2	+4	+3
8	+5	d14/*	1d20 + 1d20	+2	+5	+3
9	+6	d16/*	1d20 + 1d20	+3	+5	+3
10	+7	d16/*	1d20 + 1d20	+3	+6	+4

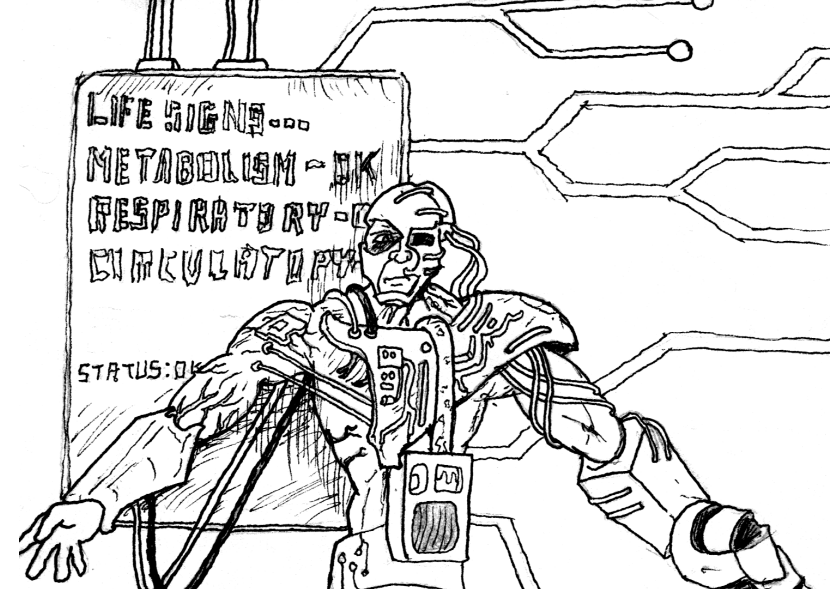
* Roll 1d8: (1) Table I, (2) Table II, (3) Table III, (4) Table IV, (5) Table V, (6) Table M: Monsters, (7) Table U: Un-dead, (8) Table RO: Robots.

Table CZ-CU-001: Cybernetic Upgrades

Roll 1d4	Upgrade	Effect
1	Analytic eye	One eye is replaced with fine optical crystal. The cyber-zombie can spend a full exploration turn examining a room to see any traps, hidden treasures, or secret doors inside. <i>If this upgrade is selected a second time, the cyber-zombie can spend a full exploration turn examining a room to see the location of any magical auras, or spend one combat round examining a creature to see if it has a magical aura or any weaknesses or vulnerabilities.</i>
2	Arm cannon	One hand/arm is replaced by a laser cannon. Cannon-shot is a missile fire attack that deals 1d6 damage. The cyber-zombie can spend 1 combat round “charging” the cannon to roll +1d Action Die (typically d24) and deal 2d6 damage. <i>If this upgrade is selected a second time, the cyber-zombie can spend 2 combat rounds “charging” the cannon to roll +2d Action Die (typically d30) and deal 4d6 damage.</i>
3	Blood reservoir	A canopic jar is implanted to store an emergency blood supply. At any time, the cyber-zombie can use a move to release blood to restore lost hit points; if the zombie falls to 0 hp the blood is automatically released before it dies. The cyber-zombie can inject this blood into an ally to heal them. A former wizard or former elf can sacrifice this blood as spellburn. The reservoir starts empty, but absorbs 1 hp worth of blood each time the cyber-zombie deals 4 or more melee damage to an opponent and each time it delivers a melee deathblow. A willing donor can also take 1 Hit Die of damage to donate 1 hp of blood. The reservoir holds a max of 7 hit points. <i>This upgrade can only be selected once.</i>



4	Bomb dropper	Once per day, the cyber-zombie can expel a necrotic cyst that explodes dealing 1d10 damage per level <i>divided evenly</i> among every other creature in melee range. The zombie is immune to this explosion, but its allies aren't. This bomb can destroy a wood door or brick wall, but this absorbs half the damage of the blast. <i>If this upgrade is selected a second time</i> , the zombie can expel two bombs per day, and each explosion deals 1d12 damage per level. This bomb can destroy stone walls, but this absorbs half the blast damage.
5	Bone-saw ballista	The cyber-zombie is outfitted with a skeletal third arm that ends in a whirling bone-saw blade. Once per day, the blade can be used as either a melee or missile fire weapon. This attack gets +1d3 to hit, deals 1d6 damage, and <i>either</i> breaks the target's weapon (reducing its damage by 1d3 steps on the dice-chain) <i>or</i> breaks the target's armor (reducing its AC by -1d3). After use, the bone blade regrows overnight. <i>If this upgrade is selected a second time</i> , the zombie grows an additional skeletal arm. It can use the arms independently to make two separate attacks, or use them jointly to make a single attack that gets +2d3 to hit, deals 2d6 damage, and <i>both</i> breaks the target's weapon (reducing its damage by 1d3 steps on the dice-chain) <i>and</i> breaks the target's armor (reducing its AC by -1d3).
6	Crash helmet	A steel-hard skull protects the cyber-zombie's head. The zombie gets +2 AC and takes only half damage from collapsing ceilings and falling rocks. The cyber-zombie can use also its skull to break down doors and brick walls. It gets +1d Action Die to these attempts, but if it fails, it takes 1d4 damage from the attempt. <i>This upgrade can only be selected once.</i>
7	Dash boots	The zombie's legs and feet are augmented with new muscles and auxiliary adrenal glands. The cyber-zombie can sacrifice 1d4 hit points to activate the boots, double its speed to 40', and gain an extra d20 Action Die. While its speed is doubled, the zombie rolls initiative normally instead of acting last in the round, and it can make 10' high jumps or 20' long jumps if it gets a running start. If the zombie takes damage or fumbles while its speed is doubled, it loses an additional 1d4 hp due to its momentum. <i>If this upgrade is selected a second time</i> , the cyber-zombie can sacrifice 1d8 hit points to activate the boots, triple its speed to 60', and gain <i>two</i> additional d20 Action Dice. While its speed is tripled, the zombie acts first in initiative, and it can make 60' high jumps and 120' long jumps if it gets a running start. The zombie can run and jump to make a <i>jumping corkscrew attack</i> that automatically crits if it succeeds. If the zombie takes damage or fumbles while its speed is tripled, it loses an additional 2d4 hp due to its momentum.
8	Ghost projector	An optical crystal lens is implanted in the chest. The cyber-zombie can project a ghostly image of itself. While the ghost is active, the zombie is unconscious. The zombie can project the ghost once per day, and can recall it at any time. The ghost has AC 10, Move 20', receives 1 hp per level, and gets +1 per level to-hit and to all saving throws. It uses the cyber-zombie's Action Die and Crit Die. The ghost's melee touch attack deals no direct damage but automatically crits on any successful attack. The ghost can pass through walls and cannot be harmed by missile fire. <i>If this upgrade is selected a second time</i> , the cyber-zombie can project the ghost twice per day. The ghost's melee touch attack inflicts two automatic crits on any successful hit. Determine the Crit Table and roll the Crit Die independently for each critical hit.



9	Grappler arm	One hand/arm is replaced by a grappler claw and 10' chain. The zombie gains a climbing speed of 10'. The grappler claw can be used for melee or missile fire attacks and deals 1d6 damage. The cyber-zombie can fire its grappler claw to trap an opponent, and on a successful attack, spend its next action to automatically deal 1d6 damage and pull them into melee range. The opponent must spend its action making a DC 16 Reflex or Fortitude save to escape the claw. The cyber-zombie can also use this upgrade to swing across a 20' chasm. <i>If this upgrade is selected a second time</i> , the chain increases to 20', the grappler claw damage increases to 1d8 damage, and the opponent's saving throw increases to DC 18. The cyber-zombie can also use this upgrade to swing across a 40' chasm.
10	Heart locker	A phylactery that holds the cyber-zombie's heart and emotional essence. After the zombie dies, the locker opens, and the cyber-zombie returns to life with full hit points. It can only return to life this way once, and after this upgrade is used, no new upgrade can be installed to replace it. <i>This upgrade can only be selected once.</i>
11	Missile launcher	An automatic crossbow or missile launcher is affixed to the cyber-zombie's forearm or shoulder. The mechanism can reload once per day per character level before it needs to be manually repaired and reset overnight. This missile fire attack deals 1d8 damage. <i>If this upgrade is selected a second time</i> , the mechanism can fire twice per level per day, and the attack deals 1d10 damage.
12	Roller shell	The cyber-zombie is fitted with an extendable spherical shell. The zombie can spend an action to extend the shell, or retract it after it's been extended. While the shell is extended, the zombie gets +2 AC and rolls d30 saving throws. While the shell is extended, the zombie has a rolling speed of 20' and can't attack (although it can still expel exploding cysts.) <i>If this upgrade is selected a second time</i> , the cyber-zombie can enclose a willing ally inside the shell. The enclosed ally is completely protected; any successful attacks strike the zombie but not the ally. The enclosed ally cannot take any actions. The cyber-zombie can also jump while the shell is extended, and it can make a <i>rolling melee ram</i> attack that deals 1d4 damage, or 2d4 damage with a rolling start.
13	Wave wing	The cyber-zombie can spend one exploration turn to transform into an amphibious winged vehicle that carries 1 passenger and can be configured for <i>sea</i> or <i>sky</i> . If configured for <i>sea</i> , the zombie functions as a personal watercraft. If configured for <i>sky</i> , it functions as an ultralight aircraft. <i>If this upgrade is selected a second time</i> , the zombie gets +2 AC at all times, even when not transformed. The cyber-zombie can transform into a pressure-hardened ship that fully encloses 2 passengers and can be configured for <i>deep</i> or <i>space</i> . When transformed for <i>deep</i> , the zombie can submerge for submarine travel. When transformed for <i>space</i> , the zombie can fly in the vacuum of space. In either configuration, the zombie carries oxygen tanks that hold enough air for 2 passengers for 8 hours each. When not in use, the tanks can replenish overnight.
14	Wheel racer	The cyber-zombie can spend one combat round to transform into a motorcycle that carries 2 passengers. If the motorcycle has room to make a drive-by attack, the zombie's attack damage is doubled, and any passengers with appropriate weapons can engage in mounted combat that deals double damage as well. <i>If this upgrade is selected a second time</i> , the cyber-zombie can transform into a cart or buggy that carries 4 passengers.

D is FOR drug user

You said, "I know what it's like to be dead..."

Nihilist. Loner. Anarchist. Outsider. You have become weary of this world and what little it has to offer. You have always sensed that there is more to reality than the slave mentality that humanity submits to. You despise the rules of culture that herds society into nothing more than a natural resource to be exploited by the ruling class and the lapdogs of their elite society.

When you were a child, everything was right...

But as you've grown older you have learned of man's inhumanities against mankind, and ever since you have railed against religions, pushed against politics, conspired against all cultural conventions and emerged as an explorer of astral landscapes that lie beyond the dimensions in which your pitiful, imprisoned peers call home. Forever misunderstood and distrusted, you live and breathe a sense of freedom that others can't imagine. BUT, that freedom comes with a hefty price.

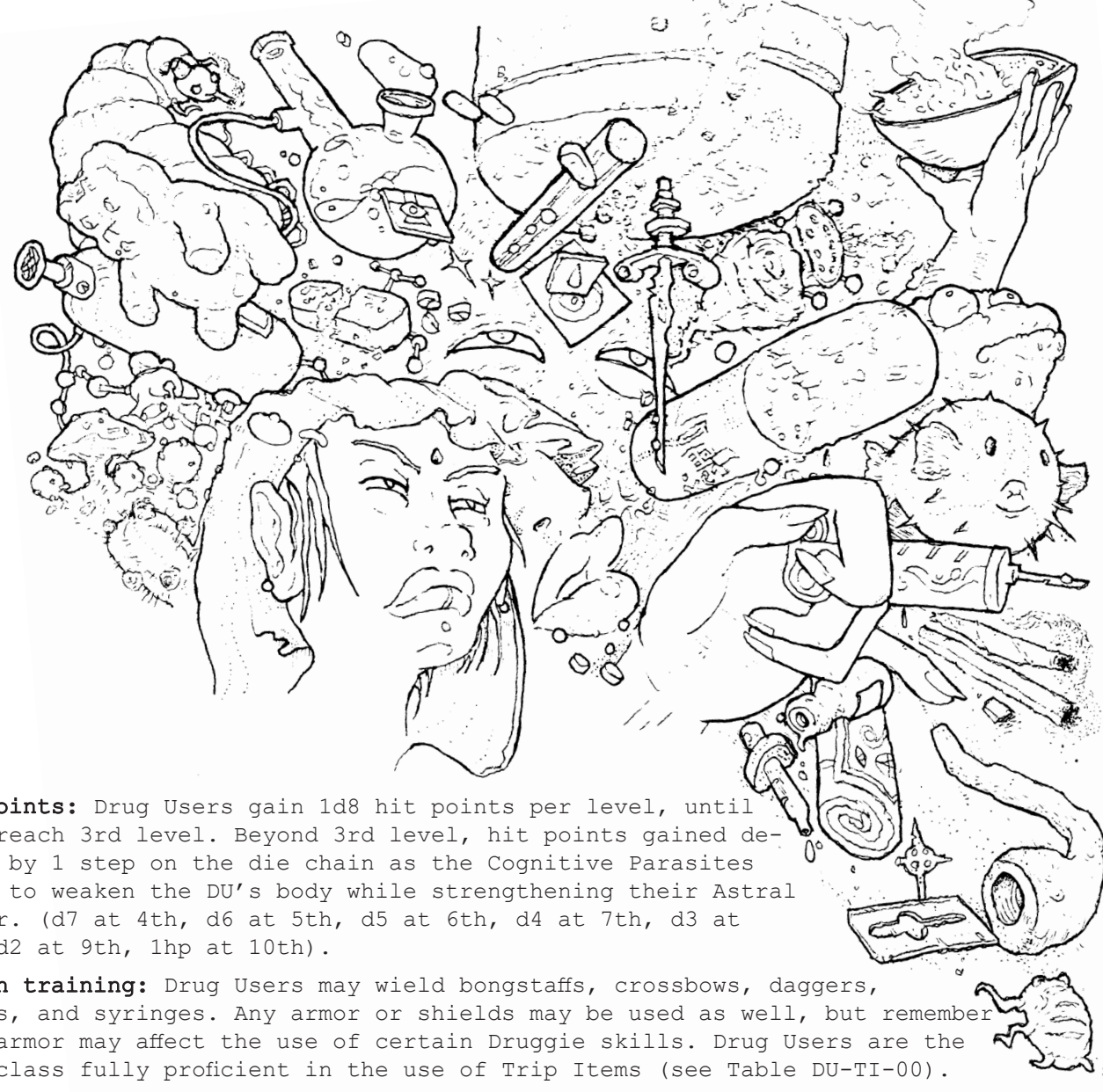
You are the game changer. You sacrifice your sanity to forces from beyond the cosmic veil in exchange for powers unknown in your birth universe. You walk a tightrope between controlling your environment and controlling yourself. If you let your guard down for just one unwary moment, or pursue an ecstatic experience just a little too far, you risk being invaded and ultimately consumed by Transdimensional Cognitive Parasites who skitter around the periphery of your reality, looking for a portal into a host consciousness in your dimension: a place where they can nest and nurture themselves. They wait for you to make that fatal mistake.

Your curiosity about the nature of reality led you into unsuspected communication with these insectoid thought entities. The plants and compounds you experiment with have slowly evolved into friendly spirits willing to help you manifest cosmic powers, allowing you to peer deep into the astral planes and to bend reality to your will, but only a fool would believe they are a charitable, benevolent life force.

By the time you realize that you slipped up, it will be too late. You have already struck a bargain on which you cannot renege. You are now addicted to astral adventure on a path you must travel or risk death. Now the substances that free your soul from the tethers of banal existence are also the shackles that bind you to malevolent beings from beyond. Be warned, O, you Sailor of the Somnambulant Seas and Protean Tides of the Mind, that in adventuring beyond the limits of human experience, you risk opening a portal from your world into a Cosmic Nightmare, ushering in Astral Horrors that are eager to consume and replace you. If you let that happen, you, Sad Sailor of Quicksilver Freedom, will be eternally responsible for making the whole of your world wish it was never born.

Background music while writing: Zaum - Eidolen.

It's Not Night: It's Space - Our Birth Is But A Sleep And A Forgetting
The Beatles - White Album



Hit points: Drug Users gain 1d8 hit points per level, until they reach 3rd level. Beyond 3rd level, hit points gained decline by 1 step on the die chain as the Cognitive Parasites begin to weaken the DU's body while strengthening their Astral Tether. (d7 at 4th, d6 at 5th, d5 at 6th, d4 at 7th, d3 at 8th, d2 at 9th, 1hp at 10th).

Weapon training: Drug Users may wield bongstuffs, crossbows, daggers, swords, and syringes. Any armor or shields may be used as well, but remember that armor may affect the use of certain Druggie skills. Drug Users are the only class fully proficient in the use of Trip Items (see Table DU-TI-00).

Alignment: Certain esoteric orders of lotus eaters claim to speak on behalf of the Lawful deities. Surely they are opposed by the Chaotic chromium stardust metabolists. Neutral Drug Users are also trippin' around the cosmos. Alignment is a figment, a construct forced upon us by 'the rules' - defy your nature by becoming woke.

Tripping Out: Roll Trip Out anytime your Drug User attempts to initiate a successful Trip. The result on your die will determine the result of your Trip, depending on the Trip attempted and the Dose used (see Drug Use below).

Typically when Tripping Out , a Drug User will roll one Action Die + Trip Out + Dose. Rolling a natural 1 on your Action Die and/or Trip Out will result in a backfire result for each 1 rolled (see Table DU-00).

Drug Users normally know one Trip per level. Judges may allow unique variations or award extra learned Trips during gameplay, but these should always involve a Spirit Journey or Quest.

Drug Use: As the DU continues to experiment with varying substances and quantities, they develop techniques allowing them to replicate supernatural effects. As their body and mind align themselves to different drugs, the Drug User will develop a form of innate resistance or tolerance to the effects. To achieve a successful Trip, they must use larger and more frequent doses of their substances of choice. Dose is rolled anytime a DU attempts to Trip Out. The result of your Dose roll determines the number of doses used in the attempt (remember to keep careful track of every drug & dose used).

Burnout: Cunning and daring Drug Users may 'burn' points from ability scores to amplify their use of any drug-related die result. To achieve this, simply lower any number of ability scores and increase any given die result on a 1-for-1 basis. Drug Users must burn at least 1 point of physical ability scores (Strength, Agility, and/or Stamina) to successfully initiate a Burnout.

Druggie Skills: The lifestyle required of this class inherits some useful skills. As a Drug User levels up, they gain mastery over various drug-related tasks. See Table DU-666 below for a breakdown of Druggie skills according to level (Add Sp* as a bonus/penalty from the associated ability score per each skill).

Table DU-69: Drug User

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Trip Out	Dose
1	+0	1d6/II	1d20	+0	+1	+1	1d3	1d2
2	+1	1d8/II	1d20	+0	+2	+2	1d4	1d3
3	+3	1d10/II	1d20	+1	+3	+2	1d5	1d4
4	+1	1d12/II	1d20	+1	+3	+d3	1d6	1d5
5	+2	1d14/II	1d20+1d10	+2	+2	+d5	1d7	1d6
6	+4	1d16/II	1d20+1d12	+2	+2	+d6	1d8	2d3
7	+5	2d8/II	1d20+1d14	+2	+2	+d8	1d9	2d4
8	+d3	1d20/II	1d20+1d16	+3	+1	+d9	1d10	1d4+1d5
9	+d6	1d24/II	1d20+1d20	+3	+1	+d10	1d12	2d5
10	+d7	2d12/II	1d20+1d20	+3	+0	+d10	1d8+1d6	1d6+1d5

Table DU-666: Druggie Skills by Level

	1	2	3	4	5	6	7	8	9	10	Sp*
Avoid the Noid -	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15	(Per)
Drug Lore -	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13	(Int)
Decipher Visions -	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	(Per)
Journalism -	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8	(Int)
Smuggling -	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15	(Agi)
Trance/Dream Arts -	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13	(Stam)

Avoid the Noid : Drug User may utilize this skill to avoid notice or suspicion, pass undetected through bag checks, or appear sane to others. This skill functions similar to the Thief's hide & sneak.

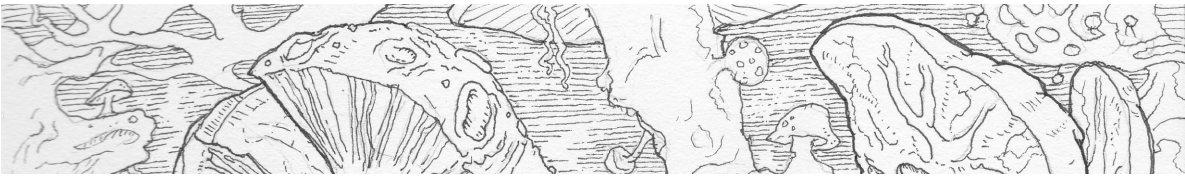
Smuggling : Roll this to stash items in devious ways, keeping them hidden from the gaze of others. Larger items require a higher DC. Crafty Drug Users may attempt to palm items or covertly place them on others.

Drug Lore : Cryptic or esoteric legendry concerning drugs and their various uses, forms and places of occurrence. This is a catch-all skill for any survival or alchemical-based check that involves drugs specifically.

Decipher Visions : Read symbols, disseminate obscure secrets from the ether, or commune with your elders in a sweat lodge. You may use this skill to read dreams, but controlling them requires Dream Arts.

Trance/Dream Arts : Enter into catatonia, slow your breathing/metabolism, or assume a meditative state. Deep contemplation and lucid dreaming are just a few of the techniques possible to employ.

Journalism : Catalogue your drug inventory, craft a biting commentary, or go full gonzo with this skill. Very powerful Drug Users are known for rewriting their history using journalism, to the chagrin of many Judges.



Path of Euphorica • Path of Cosmic Connections	Type: Psychedelics Roll Action Die + Trip Out + Dose vs TripDC to Trip successfully Each natural 1 on Action Die/Trip Out = backfire
• Drugs include: • Psychedelic snail slimes • Water slimes • Fungi (muscalin mushrooms) • Plants • Trance Toads - User lodges toad in their mouth with only the head sticking out. User caresses toads belly with their tongue until toad exudes the psychedelic substance from it's skin. • Pixie dust/Wormwood Distillate • Cactus syrup • Narcomilk - Purified sleep ooze (see below) • Entheogenic tree seeds • Vine decoction • Hallucinogenic gas vapors • Rarefied astral essence • Primary-colored lotus • Fermented gargan saliva • Colonies of machine elves • Luck dragon blood • Psyche wasp venom • Sageleaf • Pineal gland extract • Gnomish cough syrup • Sleep ooze - Also known as sl'ooze. User must harvest this excretion from dream parasites known as narcolamprey. This slimy byproduct can be purified into narcomilk, a powerful sleep-inducing hallucinogenic	• Drug induced activities include: • Mind Meld (TripDifficulty: special)- User can feel thoughts of others within a certain area. This can be focused on an individual, in which case the User can get an impression of an individual's intent, or a group in which the user can only make suggestions to the group. Dose affects EITHER number of targets that can be affected OR an increased DC when focused against one target. Target(s) make Will Saves when this Trip is attempted. Will Save result determines the TripDifficulty. • Thunder Mind (TripDifficulty: 15 + HD of target)- Is like a punch in the fucking brain to the intended recipient. It shatters their ego and causes emotional chaos. Range is line-of-sight. Deals 1d6 damage plus your original Dose result, and target makes Will saves at -2d for the rest of combat. • Pattern Recognition (TripDifficulty: 18) - Increases User's ability to discern subtle, otherwise invisible patterns which gives them an advantage in any task they are focused on performing. Gain +Trip Out to any one type of action for a number of rounds equal to your original Dose result. • Ringo's Pocket Hole (TripDifficulty: varies) - Allows User to peer into a small inter-dimensional window or Pocket Portal. This gives the user the ability to glance into the near future and discern what might be about to happen (seeing into the future and recognizing advancing, yet otherwise hidden intruders) (TripDC:18). Peering into the recent past to see who stole an item (TDC:19). Also the ability to peer through spaces (TDC:3 per inch). • Dark Matter (TripDifficulty: 22) - Desaturating the ambient atmosphere by communicating with microcosmic machine elves, you channel a fat rip of rarefied ebony energy into your expanding lungs or open mouth and expel it outwards in a dark, swollen cloud. A radius of yards equal to your original Dose result is covered in chilling darkness, imposing blindness and inflicting 1d4 damage every round to all within. You may attempt to move the cloud with a Drug Lore check at DC 13 + 3 per yard attempted. The Dark Matter cloud lingers for a number of rounds equal to your original Dose result.

Path of Hypnotica • Path of Ecstatic Sedation	Type: Psychoactive depressants Roll Action Die + Trip Out + Dose vs TripDC to Trip successfully Each natural 1 on Action Die/Trip Out = backfire
• Drugs include: • Smoking/ingesting psychoactive plants • Smoking combustibles infused with psychoactive snake venom • Smoking/ingesting resinous materials or oils distilled from psychoactive substances • Certain sedative liquids • Decoctions/potions • Bong goblin earwax • Fermented dairy curd slurry • Strong alcoholic spirits (absinthe etc) • Hypnotic chemicals (Librium) • Medicinal relaxant syrup • Xenocytic spore pod shell - User must be submerged in amniotic fluid up to neck level before ingesting/smoking • Numbing vapors & gases • Analgesic bean extract • Gith gland sauce • Ambrosia or other divinely succulent fruit palp • Beetle snuff • Opium butter cookies • Hobbit's pipeweed (multiple strains) • Rendered mudsap • Bark tea • Liquefied gravity • Synaptic glue • Brake fluid peanut brittle • Turdgrass resin glands	• Drug induced activities include: • SloooooowMoooooe (TripDifficulty: 16) - User experiences their personal interaction with time slowed down. Their heart rate and breathing slows down significantly, relative to what is happening around them. Thought focuses on survival, in a crisis-like sudden submersion. Gain an Action Die (d16), which may be used immediately or saved until your Trip ends. Add Trip Out to this action. Trip lasts a number of rounds equal to original Dose result. • Knowhere Man (TripDifficulty: 18) - Ability to blend into an environment by becoming utterly unnoticeable. The DU becomes a completely forgettable character even while interacting with others. For the period of time this drug activity lasts, no living being will have memory of the DU. Even while interacting with the DU, hostile enemies will have no reaction against them and will ignore the DU while this effect is invoked unless attacked. Any attempts to Avoid the Noid gain a +d30 to the roll. Term of effect equal to 15 minutes multiplied by your original Dose result. • Trance Dimensional Sound (TripDifficulty: 20) - Allows User to enter a trance state for up to 1 hour and be able to hear and audibly communicate in quiet conversation with others within a 500' radius, multiplied by your original Dose result. This Trip grants a +2d modifier on any Trance/Dream Arts attempts made to enter or exit a trance state until the next moonrise. • SLEEP (TripDifficulty: 15 + combined HD of targets) - Can induce a sleep-like state in living beings through the DU's gaze. Success indicates a deep slumber lasting two rounds multiplied by the original Dose result. Targets may attempt a Will save (DC 10 +original Dose result) to end the slumber after 1 round. • Plant Union (TripDifficulty: 17) - Touching and bonding with plants opens the User to a general sense of danger from other living things within a 1000' radius multiplied by the original Dose result. Higher levels (TripDC: 20-30+) allow User to read activity pattern history within local environments. Gain Trip Out as a bonus to any action die used to interact with plants for the next d30 hours (adding your original Dose result as bonus hours). Drug User gains a permanent +1 bonus to Drug Lore after the first time they successfully utilize this Trip.



Path of Excitica • Path of Energetic Freedom	Type: Stimulants Roll Action Die + Trip Out + Dose vs TripDC to Trip successfully Each natural 1 on Action Die/Trip Out = backfire
• Drugs include: • Cocaine • Methamphetamines • Rare salt crystals vibrating at high frequency emitting high pitched noise. These are pulverised and ground to powder than either inhaled or mixed with saltwater and injected into the body • Alchemically created compressed blood tablets • Liquids brewed from highly caffeinated plants • Crystallized plant compounds • Deepwater coral spines • God-cysts • Spinal fluid harvested from corrupt wizards • Floor tile grout from the Doorstep to G'heav'n • Tropical flower dew • Mercurial narcaine • Cyborg coolant - also known as Cy-ice, must be strained and boiled into sheets • "Weight loss" wonder pills • Huffable speed	• Drug induced activities include: • Speed Freaks (TripDifficulty: 14) - DU's movement accelerates to a point where their motions are a blur to others (+1 AC). At higher levels a DU's movement is so quick it appears to the DU that all time has frozen and they can move around unnoticed (TripDC: 19). At the utmost level the DU can move into the immediate future and is able to disrupt events that have just occurred (TripDC: 28).The speed freak effect is for a number of rounds equal to your original Dose result. • Thought Theft (TripDifficulty: special)- Ability to peer into another's mind and steal thought information. Most attempts require a Will save from a specific individual, with TDC being roll against that save. This is not simply reading another's mind, the information stolen is actually removed entirely from an opponent's memory. This can result in lowering an opponent's chance of success with any activity by reducing their memory of experience. Higher levels (TDC: 23 + HD of target) can steal a victim's memory of who they are. TripDifficulty: 29 + HD can steal an opponent's body's memories (like involuntary actions) and cause them to forget how to breathe. Typically the effect lasts for a period of rounds equal to Dose result. Higher levels (TDC 25+) can be permanent. • Rogue Rage (TripDifficulty: 10 + Str score) - DU gains Trip Out to any Strength or Stamina based actions for a number of rounds equal to your original Dose result. • Doom Gaze (TripDifficulty: 21)- A foe within the intense gaze of the DU experiences intense, disabling fear. Casting their gaze upon an adversary while invoking this effect, the Drug User instills dread and fearful anxiety of an unknown origin to eat away at the victim's psyche. At high difficulty level (TripDC: 29) this activity can cause potentially fatal amounts of dread to well up in a victim. This insurmountable fear of the unknown can be instilled in a victim as a bargaining power, instructing the victim that their doom ridden turmoil will not be relieved until so decided. Affects initiative and any ability to advance, protect, or engage in combat (penalized by your Trip Out for a number of rounds equal to your original Dose result). • Maggot Brain (TripDifficulty: 16)- Incessant ramblings of the DU causes those within hearing range to become increasingly irrational and confused as the words of the DU eat temporary holes into the victim's brains. Victims will 'feel' the sensation of small creatures moving around inside their heads. Will saves against the Trip attempt result will end the confusion. Drug User may not move while rambling.

Table DU-TI-00 : Trip Items

Junk Bag - Add +1d3 to Smuggling attempts to stash drugs inside. Holds 15 lbs. 50gp.
BongStaff - Deals 1d6 damage in close combat. May stash 1 dose of inhaled drugs inside, which may be delivered to either wielder or victim upon a successful <i>hit</i> . 25gp.
Works - Large pizza sized box contains up to 200 doses of drugs inside 3 unfolding tiers of individual portfolio compartments, retrievable with no action die cost. 10gp.
Mobile Lab - Add +1d3 to Drug Lore checks while employing the various beakers, alembics, and pestles found in this wondrous collapsible tent-sized lab complex. 150gp.
Syringe - Deals 1d4 damage in close combat, and may be thrown 10/20/40 feet. May stash 1 dose of injected drugs inside, which may be delivered to victim upon a successful <i>hit</i> . Roll vs Luck or ruined. 5gp.

Random Junk Generator

Step 1: Determine type of substance - Roll d3 (1 : Excitica/Stimulants, 2 : Euphorica/Psychedelics, 3 : Hypnotica/Psychoactive Depressants).

Step 2: Determine Visual, Smell, and Texture - There are 3 d30 tables, one for each type.

Step 3: Name Generator - Three d30 tables. Roll on Table A, Table B, and Table C and mix results. Judge can choose to drop any word they wish from the name combination.



Name Table A:	Name Table B:	Name Table C:
• Demon • Silver • Crimson • Hammered • Hairy • Albino • Super • Exotic • Concentrated • Special • Dirty • Heavy • Black • Fat • Brown • Nitro • Dark • Blood • Scorpio • Thunder • Ultra • Violet • Synthetic • Astral • Magic • Stable • Imported • Salient • Fuzzy • Amniotic	• Claw • Paw • Snow • Light • Witch • Mountain • Brain • Devil • Narco • Pineal • Crystal • Tar • Inversion • Star • Lucid • Mushroom • Ambient • Skull • Night • Marsh • Metal • Perfect • Zazz • Sap • Glow • Fission • Zen • Ice • Poppy • Membrane	• Moon • Diamond • Sand • Flower • Seed • Disruptor • Sleigh Ride • Juice • Milk • Flake • Smoke • Accelerator • Pit • Chamber • Jacket • Cap • Crunch • Slide • Flight • Shake • Wax • Mugwump • Stick • Resin • Bloom • Goo • Fume • Cream • Essence • Potion

Visual Characteristics:

- Translucent Red
- Light Absorbing Blackness
- Silver, Faintly Reflective
- Scaly Orange
- Shimmering Iridescent
- Green / Blue Bug Eye
- Clear Glass
- Glows like a fiery ember
- Spotted - Roll twice more. 1st for overall color, 2nd for spots.
- Vibrant Spring leaf green
- Yellow Custard
- Leather-ish Brown
- Radiates visible energy
- Finely powdered white
- Lucent milky white
- Erupting/bleeding rainbow hues
- Turgid grey+watery
- Color that migrates (stains the air)
- Mixed streaks of orange and blue
- Brown particles
- Crackling with electrified sparks
- Bruised copper
- Marbled pearl
- Hot feathery red aura
- Tinged with glittering specks
- Fractal core of shifting hues
- Chunky Orange
- Shapeshifting colors
- Self-repeating after image/blur
- Veined baby blue

Smell

Characteristics:

- Acrid
- Skunky
- Sulphurous
- Metallic
- Musty
- Potato-ish
- Excrement
- Strong Hops
- Blood
- Patchouli
- Tar
- Fertile Soil
- Sickening Sweet
- Pine
- Burnt Oranges
- Lemon
- Fungus / Mushroom Odor
- Rotting Meat
- Rainwater
- Brimstone
- Cheesy
- Aromatic/Incens ey
- Odorless
- Melting polar icecap smell
- Hint of Cornchips
- Shapeshifting smell, roll this table at will
- Menthol/Minty
- Smells like Dad
- Chemical (like smelling salts)
- Strong Alcohol

Texture Characteristics:

- Hairy / Fibrous
- Shiny / Slick
- Rubbery
- Fungal Spongey
- Cactus
- Grainy Like Sugar
- Large Pellets
- Dry, Brittle Leafy
- Thick Syrupy Liquid
- Thin Watery Liquid
- Sticky Resinous
- Powdery Mold
- Goopey Slime that appears to wriggle on its own
- Feathery / Downy
- Tiny Pellet
- Thick Salt Crystals (Could be emitting audible frequency)
- Furry Puffballs
- Geometric Leafs
- Pyramid-shaped Cones
- Smooth Lozenge
- Squishy tubules bundled like organs
- Dry shells (like pasta)
- Gel Capsules
- Stalks of tough, veiny muscle
- Obviously a Suppository
- Wafer
- Blooming Cluster
- Powder
- Mealy/Gritty
- Liquid that shifts as though boiling

Table DU-00 : Drug use backfire table (roll d14 modified by Luck bonus and Dose result. Dose is always added, never subtracted from this result)

Roll	-/+ Luck + Dose Result	Backfire Effect
0	Burnout	Suffer 1 point of burnout from each physical attribute score.
1	Overdose	Roll a Fort save (DC 6 + Dose result). Failure indicates a pulmonary event, inflicting 3d6 damage.
2	Addicted	Roll a Will save (DC 7 + Dose result). Failure indicates an addiction has taken hold. If daily doses of this drug are not taken, burnout will begin to occur at a rate determined by the Judge.
3	Null Effect	This dose had no effect. You may take another Dose using this action, but you must re-roll your Trip attempt and take the new result.
4	Fake Junk	This dose was fake. No effect. Roll Drug Lore (DC 8). If you fail, roll an additional backfire result.
5	Where'd it..	Shit, you lost your junk. Roll Dose twice. You've lost that many doses of this drug.
6	Numbed	Your limbs, face, skin or lungs feel numb and tingly for 1d30 hours. During that duration, your fumble die is increased by +3d.
7	Corrupted Drugs	DU suffers a corruption result. Higher doses could result in more extreme corruption results, as determined by the Judge.
8	Physical Strain	This dose is exceptionally harsh on the Drug User's body for some unknown reason. Immediately suffer d8 damage and roll Trip Out on the following round. Score a 3 or better or suffer another d5 damage and roll on the backfire table again.
9	Mutated Drugs	That dose was from a mutated strain or otherworldly source. Judge must select a mutation either from a random table or zine/sourcebook of their choice, which the DU begins to manifest instead of the normal drug effects.
10	Cough/Blather /Zone Out	DU suffers some rounds of inactivity as they deal with some unexpected side effects. Lose your highest action die for a number of rounds equal to your Dose result.
11	Loss of Control	DU blacks out momentarily unless they Trip Out of it with a 3 or better. Judge determines what occurred during a black out.
12	Weird Ritual	You've developed a weird twitch, dance, ritual or other bizarre mannerism that you must now perform every time you attempt to use this particular type of drug.



13	Psychosis	Roll Trip Out and get a 3 or better. Otherwise you develop a psychosis of the Judge's choice.
14	Mooched	Random nearby PC or NPC begs/demands a share of your junk.
15	Tainted	This junk is tainted. Roll Trip Out and score a 3 or better, or else suffer 1d6 points of burn immediately.
16	Random Potency	Roll a d10. Your Dose result is ignored and you are instead dosed at the level of the d10 result (Table DU-69).
17	Mixed	Add the effects of 1d3 random additional drugs of random potency, plus an equal number of new backfire results.
18	Wrong junk	Shit, that wasn't...
19	Short buzz	The effects of this Trip fade after 1 round. Bummer...
20	Immunity	Gain immunity to this drug. You may still use other drugs in the same Path.
21	Tolerance	Identical to Null Effect, but you also build up a permanent tolerance (+2d Doses needed to achieve a Trip with this drug from now on).

E is for Editor

a DCC RPG Meta-Class by JC, CK, JK and OJ

Rules? I scoff at your rules! Rulings? I scoff at your rulings, as well! Who am I? Why, I'm The Editor, you fool! Your petty words and deeds are mine to rewrite and replace as I see fit!

The Editor is a meta-class designed to piss off the Judge and fellow players, completely ruining a game session. Wielding their Mighty Red Pen and The Eraser of Doom, they wreak havoc on the carefully laid plans of inept Judges multiverse wide, eliminating NPCs, nul-lifying lovingly crafted plot hooks and destroying months, nay, years, of hard work and determination. It is advised that no one allow anyone to ever play this class. If you do so, don't blame us!



Scramblemancy- at 1st level the Editor may change non-magical written or inscribed words, rearranging preexisting letters and discarding letters, but may not add new ones. This ability may not be used to affect magic scrolls, spellbooks, etc. They may do whatever they want with punctuation. Any Editor attempting to use emojis as a loophole shall be immediately killed by a falling cow from space.

In a Manner of Speaking- at 1st level, the Editor has a Correction Die that they may use to alter that number of words of a fellow party member's class ability for help or hindrance. This effect may only influence the next character in initiative order, and has a duration of 1 round per Editor level. Judicious use of the number of words is key- waste not, want not. The Correction Die begins at a d3 and increases by 1d per level of the Editor. Editors may not use this ability to affect the abilities of other Editors.

Breaking the 4th Wall- at 4th level the Editor may sneak a peek at the Judge's notes for 1d30 seconds, sharing any and all information they may glean with the rest of the party. The Judge is allowed to make a WIL save by rolling under their Personality score. If the Judge doesn't know their Personality score they should roll 3d6 to determine it.

The Living Eraser- at 5th level the Editor may make an unarmed attack at -1d4 per HD of their opponent to begin to erase them from existence. Every hit results in the loss of 1HD to the opponent, and at 0HD they are completely eliminated from the timeline, as if they had never existed in the first place.

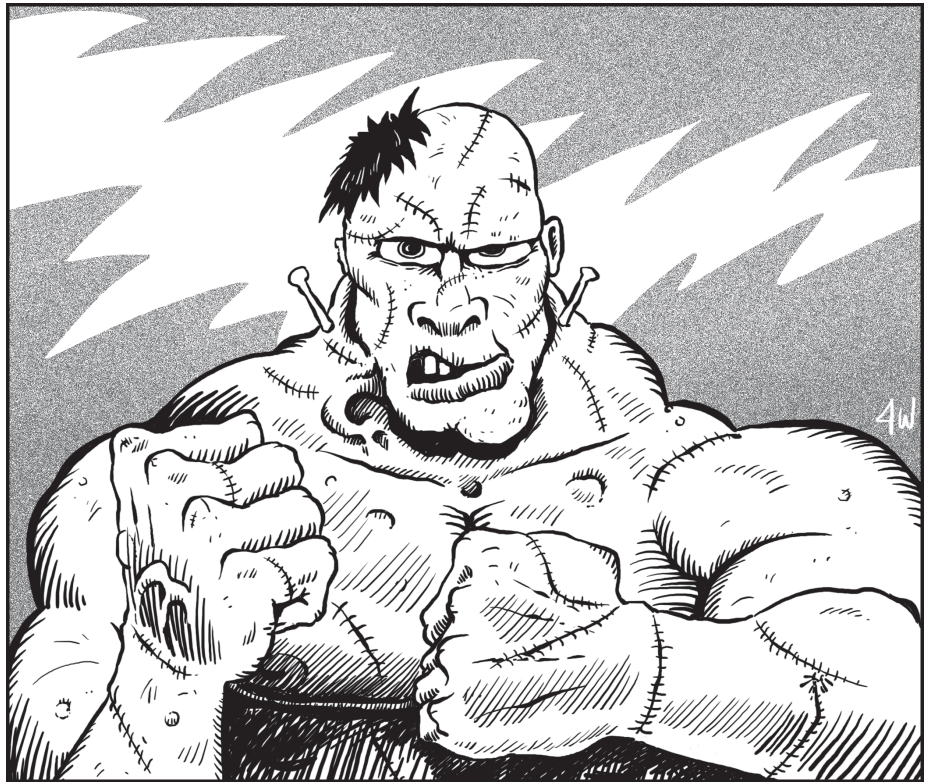
Level	Correction Die	Crit Die	Action Dice	Ref	Fort	Will
1	1d3	1d8/III	1d20	+1	+0	+1
2	1d4	1d8/III	1d20	+1	+0	+1
3	1d5	1d10/III	1d20	+1	+1	+2
4	1d6	1d10/III	1d20	+2	+1	+2
5	1d7	1d12/III	1d20	+2	+1	+3
6	1d8	1d12/III	1d20+1d14	+2	+2	+4
7	1d9	1d14/III	1d20+1d16	+2	+3	+4
8	1d10	1d14/III	1d20+1d20	+2	+3	+5
9	1d11	1d16/III	1d20+1d20	+3	+3	+5
10	1d12	!d16/III	1d20+1d20	+3	+4	+6

HP- the Editor gains 1d4 HP per level. Kill it as quickly as you can.

Mighty Red Pen- When using a bludgeoning weapon, on a successful hit the target must make a WIL save equal to the Editor's to-hit number or break down crying for 1d6 rounds.

Eraser of Doom (Deletion)- Using an Action Die, the Editor may make a Deletion check, adding their level and their INT mod. A successful roll of 12 or more allows the Editor to set time backwards by up to double their roll in six second rounds (i.e., if they roll 12, they may move time backwards up to 24 rounds), undoing everything that's taken place since. This ability may not be used again for 24 hours once a check has been failed. The Editor's player must yell 'DELETE!' with every strike.

Eat Your Words- the Editor's player may tear pages from their DCC rulebook and begin to eat them, word by word, in order to change or eliminate game mechanics.



F is for Flesh Forged

“I only remember it like the worst of dreams; in brief, painful flashes that ironically resemble the jagged strokes of light that caused every decaying muscle of my exsanguinous corpse to return to function. Who I was before this accursed state that finds me walking a line crossing, both into the realms of life and death is an ever-haunting mystery, a whisper that only surfaces during moments of exceptional violence and pain; and only then do I see faces of those I’ve never met, yet feel I must know, just from the tender pull at whatever delicate hooks still remain within this half-beating heart. There may come a day when the memories break through unseen barriers, revealing the nature of my curse, but for now I wander a pariah, ever hounded by those with warm crimson still flowing through their veins.”

Flesh Forged (sometimes referred to as Stitch golems) are the result of experiments, that only the most demented of those dedicated to science will delve. The exact science of re-animating a corpse is one rarely discovered, and highly guarded by those who stumble upon that moment where man creates life. The reason for dabbling in this forbidden path is often varied, and laced with the sadness of a lost love, or possibly the guilt that stems from a disease whose cure would come too late. Whatever the reason may be, the years of sleepless study, and experimentation eventually prove fruitful, giving life

back to that which should stay buried. Flesh Forged are patchwork productions consisting of a host body that eventually ends up with various mismatched limbs and organs that are used to replace the original after being damaged beyond repair by high voltage currents used to re-animate the tissue. The brain is also generally replaced several times throughout the process of experimentation, meaning the re-animated often awakens in a body that is unrecognizable and most times horrific in appearance. Rarely do the re-animated stay with their creators, and often they escape, or worse murder those that would bring them back into the world.

Hit Points: Flesh Forged gain d12 hit points per level.

Weapon Training: Flesh Forged prefer the bone splitting power of their fists, but have basic familiarity with clubs, war hammers, and daggers.

Vitality die: The reanimated muscle fibers are attuned to amplify the basic electrical impulses given to make them function, thus granting the potential for great feats of strength, and potential for bone crushing blows. The stitch golem uses a special die in addition to his usual damage die. This is known as the Vitality die, and is rolled and added to any standard damage roll. The vitality die is also added to any attempt to open doors, bend bars or related feats of strength.

Dead eyes: Although the Flesh Forged would be considered a living being by any standard examination, the truth is the poor soul was wrenched from whatever final resting place it was destined for. Existing for any amount of time on the flipside of the veil alters the Flesh Forged’s vision in several ways. Pupils are permanently dilated granting night vision up to 90 feet, this also means suffering a -1d penalty in areas of light brighter than that of a torch (unless precautions are made). As a secondary effect, Stitch golems can peer across the veil that divides the world of the living from that of the dead. Invisible un-dead creatures are spotted normally by the Flesh Forged.

Winter’s heart: As an odd side effect to being brought back to the land of the living, Flesh Forged suffer no damage from cold environments, and take half damage from cold based attacks.

Storm born: Flesh Forged are brought to life during the fiercest storms. Electricity courses through muscle,

traveling the neural pathways until reaching the sub-cortex of the brain, returning the poor soul back to life. Flesh Forged are fully immune to electrical damage.

Horrific appearance: The Flesh Forged is a patchwork of various limbs and organs, often making for a heavily scarred and disfigured countenance. Friends are made few and far between, while enemies are often made just by a random glimpse at their wretched face. Stitch golems suffer a -2d penalty during any social interactions. They may also reveal themselves to cause fear in humans, dwarves, elves and halflings. Roll 1d20+level and reference the spell chart for the 2nd level Wizard Spell Scare to determine the results. In addition to the above, all domesticated animals will try to flee from the Flesh Forged.

Past-life regression: Typically, the brain of the Flesh Forged belonged to another before being removed and placed into the skull of the re-animated. The Stitch Golem often finds himself able to perform skills he has never practiced or been taught. Roll once on the table below to determine the results of past-life regression using a d8.

Level	Title
1st	Son of Adam
2nd	Pariah
3rd	Anathema
4th	Blighted
5th	Forlorn

D8 Result	Brain's Original Owner	Bonus Ability
1	Halfling	Move silently as halfling of same level.
2	Halfling	Luck recharges at the same rate of a halfling of same level, but may not be given away.
3	Dwarf	May smell gold and gems as a dwarf.
4	Dwarf	Gains the shield bash attack using the same attack die of a dwarf of the same level.
5	Human	Roll for a secondary occupation to determine additional skills.
6	Human	May use the Clerical healing ability at -1d (d16) as the deity still shows occasional favor towards the poor soul taken away from a restful after-life.
7	Elf	Gains the use of longsword and bow.
8	Elf	Immune to sleep, charm and paralysis.

Progression Table							
Level	Attack	Crit Die/Table	Action Die	Vitality Die	Ref	Fort	Will
1	+1	D10/II	D20	D4	0	+1	+1
2	+1	D10/II	D20	D5	0	+2	+1
3	+2	D12/III	D20	D6	0	+3	+2
4	+2	D12/III	D20	D7	+1	+4	+2
5	+3	D14/IV	D20+d14	D8	+1	+5	+3
6	+4	D14/IV	D20+d14	D10	+2	+6	+3
7	+5	D16/V	D20+d16	D12	+2	+7	+4
8	+6	D16/V	D20+d16	D14	+3	+8	+4
9	+6	D20/V	D20+d16+2	D16	+3	+9	+5
10	+6	D20/V	D20+d20	D16+2	+3	+10	+5

G is
for Goblin
Gang



You are a swarm of scheming, sneaking, throat-cutting, little rascals. You live in the dark places far from the Sun and wait for the weak and foolish to venture into your home. You never attack alone. You are a mass of parasites ready to serve a stronger master or to follow a predator who leaves plenty of carrion behind in his wake. You know no laws, no morals, no order... and you are probably unaware that such concepts exist. You are a Goblin Gang.

Goblins are small, squat humanoids with gray, mottled skin. Sometimes, Goblins are brown, green or pasty white. They have large ears, small eyes and sharp pointed teeth. Most Goblins are too weak and stupid to get food on a regular basis so they tend to be scrawny and underfed.

Hit points: A Goblin Gang gains 1d6 hit points / level.

Weapons: A Goblin Gang fights with any and all weapons at hand, typically small knives, sharpened stones and implements of bone. Goblin Gangers can fight with any melee weapon that doesn't require two hands for a human sized combatant. For missile weapons they generally favor stones, slings and knives, but occasionally use short bows. A Goblin Gang always attacks with its best weapons. So if a Goblin Gang of 6 attacks and the Gang has a long sword and a mace and 3 knives, the attacks will be considered to be those with the long sword (first) and mace (second).

Goblin Gangs may not use magic weapons or magic items of any kind. Any Goblin possessing such an item would immediately be swarmed and killed by his greedy brethren and a massive brawl would take place leaving only d4 injured Goblins as survivors.

Alignment: Goblin Gangs are Chaotic. Even if they believed in any order or hierarchy, they would generally forget it within 24 hours. They are typically ruled by petty warlords or pressed into service by brutal sergeants as part of a bigger army.

Power in Numbers: A Goblin Gang is made up of a small hive of goblins. (Occasionally other cavern-dwelling humanoids or even adopted Dwarf babies have been raised as Goblins by a gang.) Goblin Gangs generally overwhelm with numbers so the Gang's number of members determines their action dice and other mechanics. In game terms, each hit point actively represents a Goblin that is still with the Gang. Each hit point lost represents a Goblin that is wounded or has fled (though sometimes not very far away.)

Healing a Goblin Gang works via resuscitating those Goblins who may have been stunned in battle or marshaling the cowards who played dead during the last combat. "Natural healing" constitutes the Gang's ability to have some wounded or left-for-dead heal and rejoin the mass.

A Gang's Mob Level is their current number of hit points divided by three, rounding down. So a Goblin Gang with 10 hit points would have a Mob Level of 3. A Gang's current Mob Level determines many of the modifiers as noted below.

Goblins rarely have names and those who do get named often are confused about the name's purpose and meaning. In such cases, there is usually much confusion about which Goblin in a gang bears which (or any) name. If convinced that the name has some actual usefulness, the other Goblins will immediately start scheming to kill their Goblin rival and take it.

A Goblin Gang, on the other hand, may have a name like "Red Cavern Biters" or "Fart Chewers." The names are not usually very meaningful or even coherent. Each time a Gang tries to remember its name, a Gang must make a roll an Intelligence skill check @ DC 5, modified by their Mob Level, or the whole Gang has forgotten its name and must start over.

Attack Modifier: A Goblin Gang's Attack Modifier is equal to their Mob Level, reflecting their advantage in numbers.

Stealth: Goblins are sneaky critters and can use the Sneak Silently and Hide in Shadows skills as does a Chaotic Thief, but with their Mob Level subtracted as an additional modifier. Obviously, bigger groups have a hard time being stealthy!

Unshakeable Inspiration: Goblins are crafty in their own stupid way. At the Judge's discretion, once per day, they can put their minds together to solve seemingly intractable problems. The Judge will assign a DC for the problem and the Gang will roll a skill check against this DC, modified by Mob Level and Intelligence modifier (if any.) If the Gang succeeds in this check, they find a way to resolve the issue. If they fail, they still concoct a scheme but it will be bound to fail! (Example: The Gang constructs a catapult to hurl their members over a large pit, but the distance is so great that the impact is deadly.) The Gang will still execute this scheme and kill or imperil at least one of their own number in doing so. After one Goblin is so slain (and the Gang loses one hit point), they can attempt a DC 10 Will save to realize their deadly error! Each time a Goblin is lost to the deadly contraption, the Gang gets a new saving throw. Until a Will save is made, they will continue to attempt their scheme, no matter how many Goblins are lost.



Table GG-1: Level Progression

Level	Stealth Bonus	Attack Bonus	Crit Die/Table	Action Dice	Ref	Fort	Will
1	-Mob Level	+Mob Level	1d6/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
2	-Mob Level	+Mob Level	1d7/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
3	-Mob Level	+Mob Level	1d8/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
4	-Mob Level	+Mob Level	1d10/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
5	-Mob Level	+Mob Level	1d12/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
6	-Mob Level	+Mob Level	1d14/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
7	-Mob Level	+Mob Level	1d16/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
8	-Mob Level	+Mob Level	1d20/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
9	-Mob Level	+Mob Level	1d24/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level
10	-Mob Level	+Mob Level	1d30/As ML	1d20xML	+Mob Level	+Mob Level	+Mob Level

Table GG-3: Replenishing numbers

Environment	Recruitment Die
Sunlight or bright light	None
Night above ground	+1d
Wooded area	D3
Swampy area	D4
Ruins	D4
Graveyard/cemetery	D5
Underground 10'	D6
Underground 20'	D7
Underground 50'	D12
Underground 100' +	D16

New Recruits: In any underground or ruined environment, Goblins tend to infest the tunnels- like rats. Once per day, a Goblin Gang can emit a high-pitched super-sonic cry of "Hey Rube!" to members of their kind, which summons stragglers and weaklings to join a Goblin Gang. See table GG-1 for the die used to recruit more Goblins to the Gang.

Critical hits: The Goblin Gang uses the Critical Hit chart equal to its Mob Level.

Initiative: A Goblin Gang adds its Mob Level to its Initiative rolls.

Action Dice: The Goblin Gang gets a number of action dice equal to their Mob Level.

Table GG-2: Goblin Gang Titles

Level	Title
1	Gang
2	Mob
3	Swarm
4	Hive
5	Horde



H IS FOR HELLFONT

“You are not your own man, you are in league with a supernaturally evil patron. The quick and easy route to power, the only cost being your very soul. You are tainted by this power, distrusted by those who see the evil within, by the signs without.”

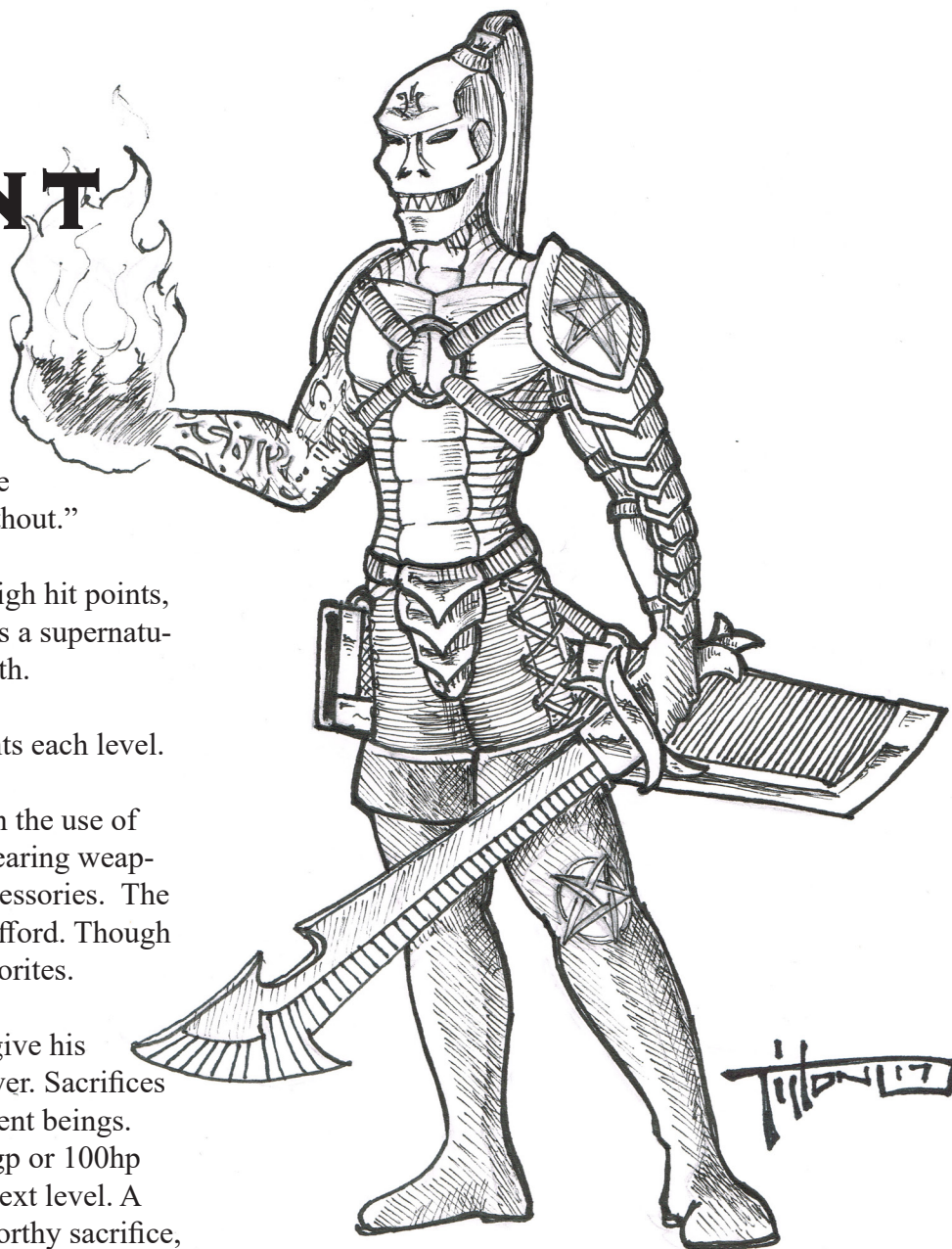
The Hellfont has a good attack bonus, high hit points, and powerful abilities. Most of all he has a supernatural patron which he’s made a bargain with.

Hit points: A Hellfont gains 1d8 hit points each level.

Weapon training: A Hellfont is trained in the use of all weapons. Often they are vicious appearing weapons, with additional jagged edges or accessories. The Hellfont wears whatever armor he can afford. Though armor spikes, and spiked shields are favorites.

The Bargain: A Hellfont is expected to give his master a return on the investiture of power. Sacrifices must be made, whether in items or sentient beings. The Hellfont must sacrifice at least 100gp or 100hp worth per level, in order to attain their next level. A enemy combatant does not count as a worthy sacrifice, unless defeated bound and then sacrificed. Like wizards, The Hellfont can invoke his supernatural patron. A Hellfont automatically receives the spell invoke patron at 1st level. A static result on the patron bond table is 11+Personality modifier+Class Level. Deeds and sacrifices made for the patron can raise the result (+1/1000gp additional sacrifice). The spell may not be cast again.

Alignment: The Hellfont does not walk the path of neutrality. A Hellfont is the pawn of his patron, and his alignment is the same as that patron, Chaotic Hellfonts have a demonic patron, while Lawful Hellfonts have a contract with a devilish patron.



Attack modifier: Like warriors, the Hellfont does not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. The Hellfont always makes a new roll with this die in each combat round. When the Hellfont has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deeds of Arms: Like warriors, The Hellfont performs Mighty Deeds. Prior to any attack roll, a Hellfont can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For exam-

ple, a Hellfont may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on. Several of the Hellfont’s abilities rely upon the Deed die. The Hellfont’s deed die determines the Deed’s success. This is the same die used for the Hellfont’s attack and damage modifier each round. If the deed die is a 3 or higher, and the attack lands (e.g., the total attack roll exceeds the target’s AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well. Refer to the Combat section for additional information on Mighty Deeds of Arms (see page 88 of the DCC RPG rulebook).

Critical hits: In combat, a Hellfont is more likely to score a critical hit and tends to get the most destructive effects when he does so. A Hellfont rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a Hellfont scores critical hits more often. At 3rd through 6th level, a Hellfont scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of and 18-20 at 7th level.

Intimidation: A Hellfont adds his class level to intimidation rolls.

Action dice: A Hellfont always uses his action dice for attacks. At 6th level, a Hellfont gains a second attack each round with his second action die.

Table HF-1: Hellfont

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref Fort Will
1	+d2*	1d12/III	20	1d20	+1 +1 +0
2	+d3*	1d14/III	20	1d20	+1 +1 +0
3	+d4*	1d16/III	20	1d20	+1 +2 +1
4	+d5*	1d20/IV	19-20	1d20	+2 +2 +1
5	+d6*	1d24/IV	19-20	1d20	+2 +3 +1
6	+d7*	1d24/IV	19-20	1d20+1d14	+2 +4 +2
7	+d8*	1d24/IV	19-20	1d20+1d16	+3 +4 +2
8	+d10*	1d30/V	18-20	1d20+1d20	+3 +5 +2
9	+d10+1*	1d30/V	18-20	1d20+1d20	+3 +5 +3
10	+d10+2*	1d30/V	18-20	1d20+1d20	+4 +6 +3

* A Hellfont’s attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the Hellfont adds both a die and a fixed value.

Table HF-2: Hellfont Titles

- 1 Hellion
- 2 Hellspawn
- 3 Hellfont
- 4 Hellknight
- 5 Hell Lord





Table HF-3: Corrupted Appearance

Roll d20 1d4+1 times. Roll a d6 for the secondary result. If a result is a bit ambiguous, that's okay. Vestigial appendages are not fully functional (i.e., vestigial claws would be made of soft cartilage).

Creepy auras instill a strong sense of revulsion or disgust against the listed type of being.

Hellbond companions are generally invisible to anyone but the Hellfont and provide no game benefit (essentially filling the role of an imaginary friend) unless the Judge so chooses.

- 1: Supernatural Eyes: (1: black / red sclera, 2: blazing, 3: pure black, 4: goat, 5: none, 6: arachnid)
- 2: Vestigial appendage: (roll d 1: small wings, 2: claws, 3: tiny horns, 4: tentacles, 5: eyes, 6: head)
- 3: Marked: (1: arcane tattoos, 2: brand, 3: weeping wound, 4: scarification, 5: runes, 6: stigmata)
- 4: Strangeness: (1: black veins, 2: blood sweat, 3: gills, 4: third eye, 5: goat hooves, 6: visible skull)
- 5: Breath exudes: (1: brimstone, 2: rot, 3: smoke wisps, 4: glowing vapor, 5: sea salt, 6: blood mist)
- 6: Teeth: (1: sharpened / sharklike, 2: black, 3: extra rows, 4: small fangs, 5: hollow, 6: daggerlike)
- 7: Odd musculature: (1: bulging, 2: gaunt, 3: lopsided, 4: writhing, 5: glows through skin, 6: external)
- 8: Voice: (1: multiple voices, 2: whispering, 3: rumbling, 4: cacophonous, 5: gravelly, 6: ancient)
- 9: Hair: (1: hairless, 2: furry, 3: quill-like, 4: rubbery tubes, 5: mane, 6: unnatural color / texture)
- 10: Skin: (1: reptilian scales, 2: inside-out, 3: red, 4: chitinous, 5: skinless, 6: smooth jet black)
- 11: Creepy aura: (1: humans, 2: animals, 3: insects, 4: clergymen, 5: children, 6: demihumanoids)
- 12: Mouth: (1: hinged, 2: vertical, 3: ear to ear, 4: double, 5: forked tongue, 6: bifurcating jaws)
- 13: Bone structure: (1: exoskeletal, 2: visible spine, 3: barbs, 4: hollow, 5: long limbs, 6: deformed)
- 14: Spit: (1: drooling blood, 2: corrosive, 3: is unholy water, 4: smolders, 5: steaming, 6: black)
- 15: Unholiness: (1: footsteps glow, 2: echoes, 3: possession, 4: hovers slightly, 5: un-dead, 6: aura)
- 16: Hellbond: (1: stalking shadow, 2: shoulder devil, 3: hellwhelp, 4: haunt, 5: floating skull, 6: imp)
- 17: Fiery aspect: (1: fire halo, 2: heat aura, 3: skin glows, 4: ash trail, 5: burning skull, 6: firecrotch)
- 18: Face: (1: emerging from torso, 2: scarred, 3: bestial, 4: demonic, 5: wolf snout, 6: sluglike face)
- 19: Corruption: (1: minor corruption, 2: major, 3: greater, 4: mutation, 5: psychosis, 6: patron taint)
- 20: Roll twice more on this table

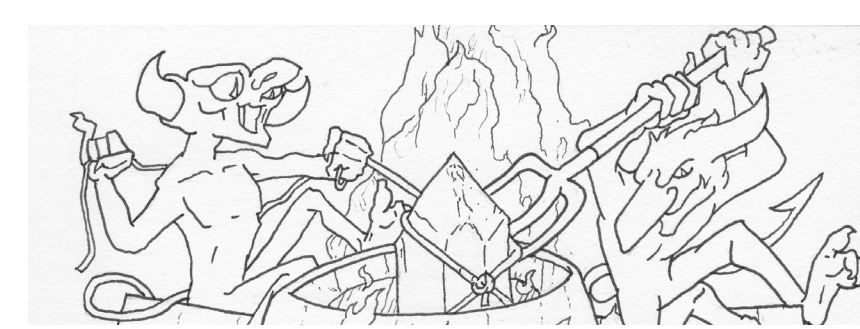
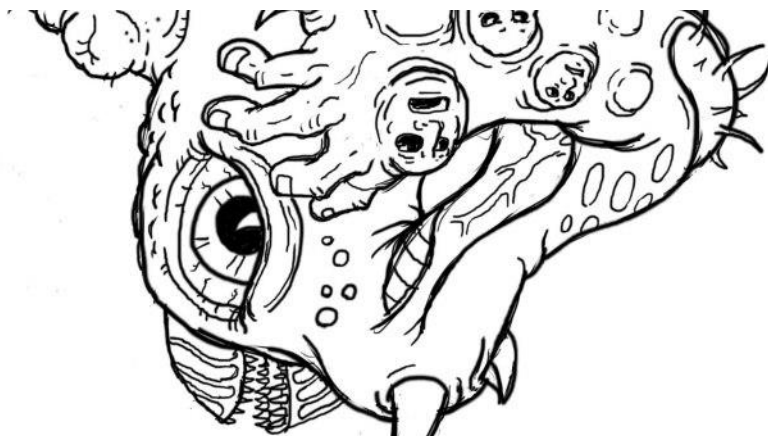


Table HF-4: Abilities and Powers

Roll d24 once per level. The Hellfont may add or subtract up to their Personality modifier from the roll, if positive. When granted the same power a second time, the power increases, or in the case of abilities with more than one result, randomly determine which is increased, i.e. secondary attack die or damage). The Judge may also grant a bonus based upon sacrifices made during gameplay. Additional abilities may be granted as a reward for a great deed performed for the Patron.

- 1: Goat eyes: Infravision (60' as elf, additional results add 30' to the range)
- 2: Devil's in the Details: Heightened Senses (as elf, additional results add an additional +1 bonus)
- 3: Extra eyes: 1d6 additional eyes (+1 initiative bonus per additional eye)
- 4: Bloodfire: When the Hellfont suffers damage from a piercing or slashing weapon, a spray of flaming blood will hit a random target within 5 feet. This blood causes 1d6 points of damage. On a critical hit the damage is 1d6+2 per level.
- 5: Hellfire: (Hellcaster: Cast *scorching ray* with a d16.)
- 6: String of Curses: (Hellcaster: Cast *curse* with a d16.)
- 7: Wicked Horns (Secondary Attack d16, d4+Str damage)
- 8: Wings: (10ft Flight, +10' per additional result.)
- 9: Serpentine scales or bony ridges: +1 AC
- 10: Hellblade (Magical weapon that gains power each level. Use sword magic with a Spell Check result of 16+Personality+1/Level. Additional Hellblade results add +2)
- 11: Spikes (elbows and/or knees) (Secondary Attack d16, d4+Str damage)
- 12: Hellhound (Hellcaster: Cast *eldritch bound* with a d16)
- 13: Infernal Armor (suit of demonic armor, +4 AC can not be removed, +1 AC per 2 levels)
- 14: Rider: The character shares his body with an evil spirit. This spirit heals 1 hit point per hour, but is detectable as evil
- 15: Devil's own Luck: Luckburn like a Thief
- 16: Demonic Tail (Gain a prehensile tail, this tail may wield a weapon or shield. Attacks made with the weapon are at a d14.)
- 17: Flames of Hell (Hellcaster: Cast *burning hands* with a d16.)
- 18: Vermin Lord (Communicate with + control one type of normal vermin. Roll d4: 1: Rats, 2: Bats, 3: Spiders, 4: Insects)
- 19: Profane Strength: (Hellcaster: Cast *strength* with a d16 Caster die)
- 20: Summoner (Cast *demon summoning* with a d16 Caster die)
- 21: Hellskin: (Hellcaster: Cast *fire resistance* with a d16 Caster die)
- 22: Tough as Hell: (increase Hit Die by one die on the Dice Chain)
- 23: Unearthly Beauty (increase Personality based rolls by one die on the Dice Chain)
- 24: Darkness: (Hellcaster: Cast *darkness* with a d16 Caster die)
- 25: Blessing (self-only): (Hellcaster: Cast *blessing* with a d16 Caster die)
- 26: Imp servant (Gain a Tiny demon as a familiar; (i.e., imp or quasit; +2 Luck that, if used, restores naturally each night)

Hellcaster: If a Hellfont is also a Hellcaster, they vary slightly from Wizards. A Hellcaster is not skilled in spell duels, and so may not initiate a spell duel, or counter an enemy's spell. A Hellcaster does not keep a grimoire, nor may he cast spells from scrolls. The Hellcaster channels the power directly from his master and thus may never lose access to the spell from failure, but will definitely suffer Corruption and Hellfonts do not suffer penalties for wearing armor. Gaining the same power additional times increases the Spellcasting Action die up the dice chain for that power only.



IS FOR INTELLIGENT WEAPON

You are the product of the blackest sorcery, forged from evil as a tool of destruction. You are a weapon. Crafted through dark ritual and bathed in blood. You are a demonic mind bound in physical form. You thrive through the possession of those who try to wield you. Enslaved, they become yours to control as you slowly feed on their immortal soul.

The intelligent weapon must possess a thrall to act as its wielder. At first level, ability scores are rolled as normal (3d6 down the line). The physical ability scores (STR, AGI, and STA) belong to the thrall, while the mental ability scores belong to the dominating mind of the Intelligent Weapon. As the IW changes thralls throughout its adventures, physical stats will change with each new thrall, but mental stats will stay the same, for they are a representation of the Weapon itself. When a new thrall is gained, one of the thrall's physical ability score may be modified by the powers of the Intelligent Weapon. The IW confers a one-time d3 bonus to the STR, AGI, or STA score of each new thrall. If, for some reason, the IW leaves a thrall alive and moves on to a new host, the physical ability score bonus drains away in 1d4 days and becomes a negative modifier of the same value.

Since the poor souls who fall victim to the control of the Weapon are usually warrior-types, thralls get d12HP at first level. The thrall will also use the Warrior saving throws, action die, and crit/fumble tables (*DCC rulebook page 44*) with an attack bonus equal to the level of the Intelligent Weapon.

The constant slow draining of the thrall's soul energy takes its toll in the form of 2d6 STA damage at each level progression. When the thrall's STA reaches 3 or lower, the thrall is used up and another must be found to take its place. The thrall will let out a long agonizing moan, fall to their knees, and then crumble to dust in rapid decay. The Intelligent Weapon must plan ahead to avoid losing its thrall and having no prospect of finding a replacement.



IW's deal damage as per the type of weapon they are crafted as, plus their level. Hence a level 3 Intelligent Weapon in the form of a longsword does 1d8+3 damage. The Intelligent Weapon controls the thrall's body as if it was its own and speaks through their mouth with their voice.

Intelligent Weapons are always Chaotic. Intelligent Weapons gain magical abilities as they grow in power. The Weapon may roll d12 on the table below once, at 1st, 3rd, 5th, 7th and 9th level.

Intelligent Weapon Magical Abilities

- 1. Flames:** The IW is now wreathed in flames and adds d6 fire damage to all successful melee attacks.
- 2. Vorpall Reach:** The range of the weapon is extended invisibly. Targets up to 20' away can be hit as normal.
- 3. Soul Drain:** The IW feeds on the soul of an enemy successfully hit in melee combat. Victim gets a DC15 FORT save or takes d3 STA damage. If they reach 3 or lower they wither and die. Ability may be used once per day per level.
- 4. Blood Drinker:** The IW gorges on the blood of an enemy successfully hit in melee combat. Victim must make a DC 15 FORT save or lose d3 HP which can be added to the IW's thrall's HP.
- 5. Fear:** The IW's malevolence creates such an aura of terror that any opponent within 10' must make a DC 15 WILL save or flee from the fear effect. Those who have failed will not come within 10' of the IW for d6 rds.
- 6. Dominate:** IW may cast Charm Person (*DCC rule book page 131*). Roll a d20 + IW level to cast. May be cast once per day per level.
- 7. Animate Dead:** IW may cast Animate Dead (*DCC rule book page 285*). Roll a d20 + IW level to cast. May be cast once per day per level.
- 8. Lightning Bolt:** IW may cast Lightning Bolt (*DCC rule book page 222*). Roll a d20 + IW level to cast. May be cast once per day per level.
- 9. Battle Fury:** IW's aura of demonic rage consumes all allies within 10'. If a DC 15 PER check is made, all friendly characters in range receive a d3 bonus to hit and AC for d3 rounds. Using Battle Fury costs an action.
- 10. Chaos Shield:** IW may cast Holy Sanctuary (*DCC rule book page 263*). Roll a d20 + IW level to cast. May be cast once per day per level.
- 11. Flying Attack:** The Weapon may fly from its wielder's hand and strike one opponent at a range of 15', and then return.
- 12. Ice:** The IW now exudes cold, and frost forms on its surface. Add d6 freezing damage to all successful melee attacks.

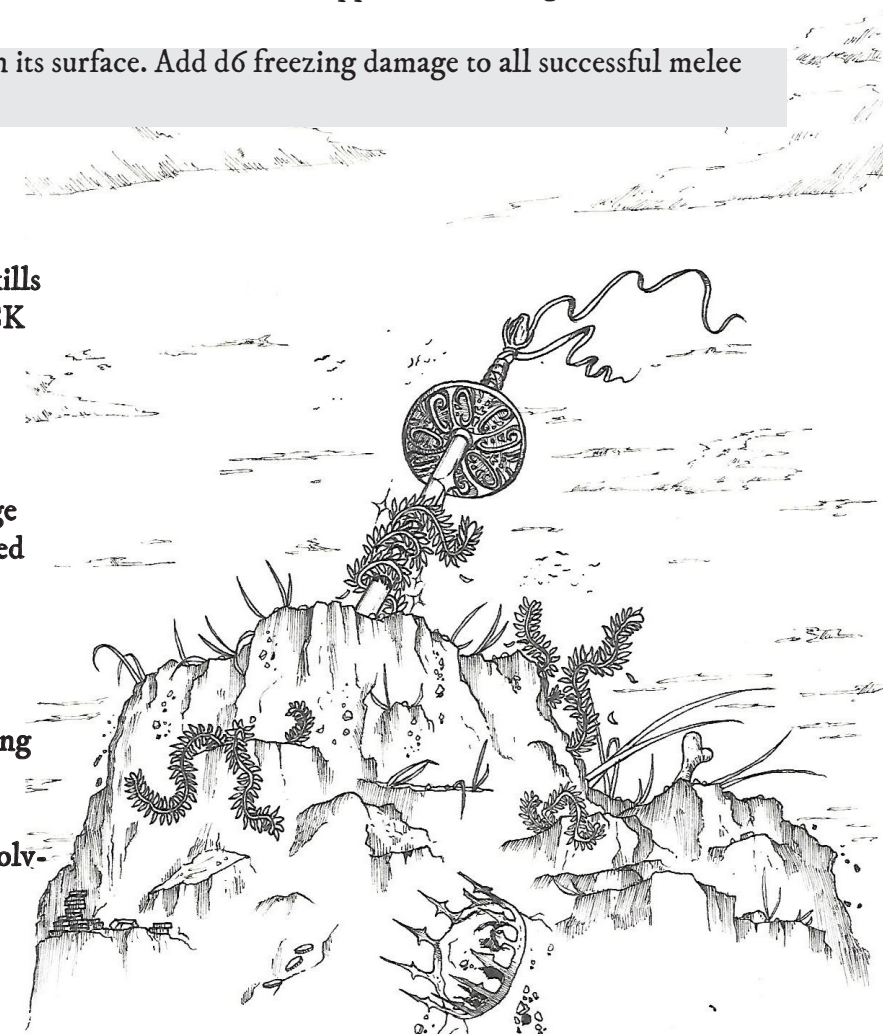
Special Abilities:

Lived 1000 Lives - In lieu of being able to call on skills from a previous occupation, an IW can make a LUCK check to recall memories from past thralls to aid in mundane tasks and challenges.

Luck of the Devil - The IW can permanently burn down their thrall's physical ability scores in exchange for luck at a rate of 2 for 1. Scores can never be burned below 3 or the thrall dies immediately and withers to dust.

Demonic Voice - The IW may choose to speak in its true demonic voice at any time, with sounds emanating from the thrall's mouth or the Weapon itself.

Infernal Lore - The IW gets a +5 to any checks involving knowledge of Hell or the denizens thereof.



Possessing a Thrall:

The Intelligent Weapon must have a host or it is doomed to lie forgotten where it fell, slowly buried by the detritus of the ages.

1st level IW's have found a thrall and gained control of their faculties, completely dominating their mind. When a thrall has been exhausted, it's soul fires have burned down to nothing. The being dies shortly after, and its corpse will wither and crumble to dust. The IW needs to make plans to ensnare another host before this happens.

New thralls will need to be chosen from in game NPCs. A thrall must first be courted. The victim must pass a DC 15 (+ IW's Per mod) Will save as the IW calls out to them, enticing them with its power, beckoning them

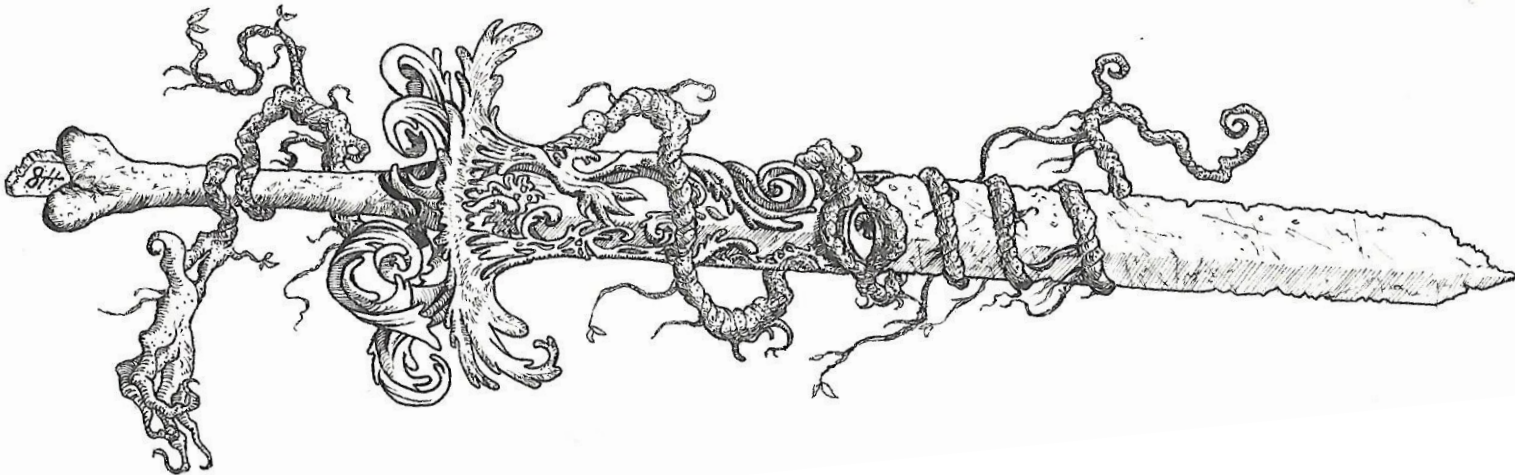
to take it for themselves. If they fail, they will attempt to take the IW away from its current thrall in whatever fashion suits them best. If they resist, the IW may not attempt to lure them a second time. Once the new thrall has taken the IW, the victim and the Weapon must make an opposed battle of wills by adding both their PER mod and Level to the roll. If the Intelligent weapon wins, it digs its mental claws deep into the host and the domination is fully completed. If the victim wins, they will throw down the Weapon, severely shaken, and refuse to go near it again.

Once an NPC has become a thrall, they lose all former skills, abilities, and special powers of race or class. Their former personality seeps away and they become little better than a strung-out automaton under control of the Intelligent Weapon.

Thrall Quirks

Being possessed by a soul-consuming demonic weapon does strange things to a person. Roll d8 and consult the table below for each new thrall.

- 1. Thrall's eyes become sunken and dark rings form around them.
- 2. Thrall's face skin shrinks and pulls tight, taking on the contours of the skull underneath.
- 3. Thrall's teeth yellow and grow long and pointed.
- 4. Eyes appear luminous in darkness.
- 5. Thrall's body constantly exudes a smell of brimstone.
- 6. The limb which wields the Intelligent Weapon becomes scabrous and weeping.
- 7. A second demonic face begins to grow through the thrall's face but never emerges completely.
- 8. The thrall develops ragged, heavy breathing.



J is for ...

The Jockey by Claytonian

HP: 1d7 Name: BAB/ACTION/DICE/CRITS: as a thief

Saves: as a wiz

Weapons: axes, slings, crops, whips, lances, maces, & flails

*crops & whips do 1d3 HP & morale damage

Alignment & Race:

Save scores: Ref, Fort, Will

TAME THE BEAST: You can attempt to subdue anything that has been reduced to 1/2 or less HP by giving up your actions and jumping on its back. You have a $A(30 + (LVL \times 5) + \text{PERS SCORE})\%$ chance. Failure means your target gets a free attack on you! Subdued monsters are brow-beaten, but intelligent mounts may betray weak, cruel, or not cruel enough jockeys.

CHARGE! You can direct a mount to body-slam (no. of mount's HD = BAB). Roll 1 of mount's HD as DMG.

TRAINING: A mount is considered trained once you've earned 4XP while riding it. Alternatively, a 1st day montage will do.

ONLY JOCKEYS CAN CONTROL THEIR BEASTS!

Titles: RIDER, ROUGH RIDER, DIRTY RIDER, EASY RIDER, GODIVA, SPACE-JOCKEY, COWBOY

LVL1 JOCKEYS JOIN THE GAME WITH A 2d6 HD MOUNT:

- AN OAST (BLOND HUMANOID)
- A Slobbering Beast-Man
- OR • A ROBO-EQUINE (CYBORG HORSE)

MOUNT STATS:

AC, HD, BAB, Name, HD/charge, Species, Abilities, trained? ☐

ONLY TRAINED OR INTELLIGENT MOUNTS CAN BE DIRECTED TO USE SPECIAL ABILITIES.

USE DCC MOUNTED COMBAT RULES! THEY'RE ON PAGE 87. TREAT YOUR MOUNT MORE OR LESS LIKE A WARHORSE, BUT USE ITS MONSTER STATS.

MOUNTED CRITS: IF YOU CRIT WITH A CHARGE, YOU MAY ROLL +1d ON YOUR CRIT CHART OR YOU MAY ELECT TO LET YOUR MOUNT ROLL A CRIT INSTEAD!

INVENTORY

BELT/SCABARD

PACK

SADDLE BAGS

PURSE

BODY

K IS FOR KNAVE

You are a coward, a cheat, a liar, and a bully. You climb hills and beanstalks. You're nimble and quick. You part fools from their money, bees from their honey, and queens from their tarts. You slay giants and kill golden geese, and you bite the hand that feeds you. Your might makes you right.

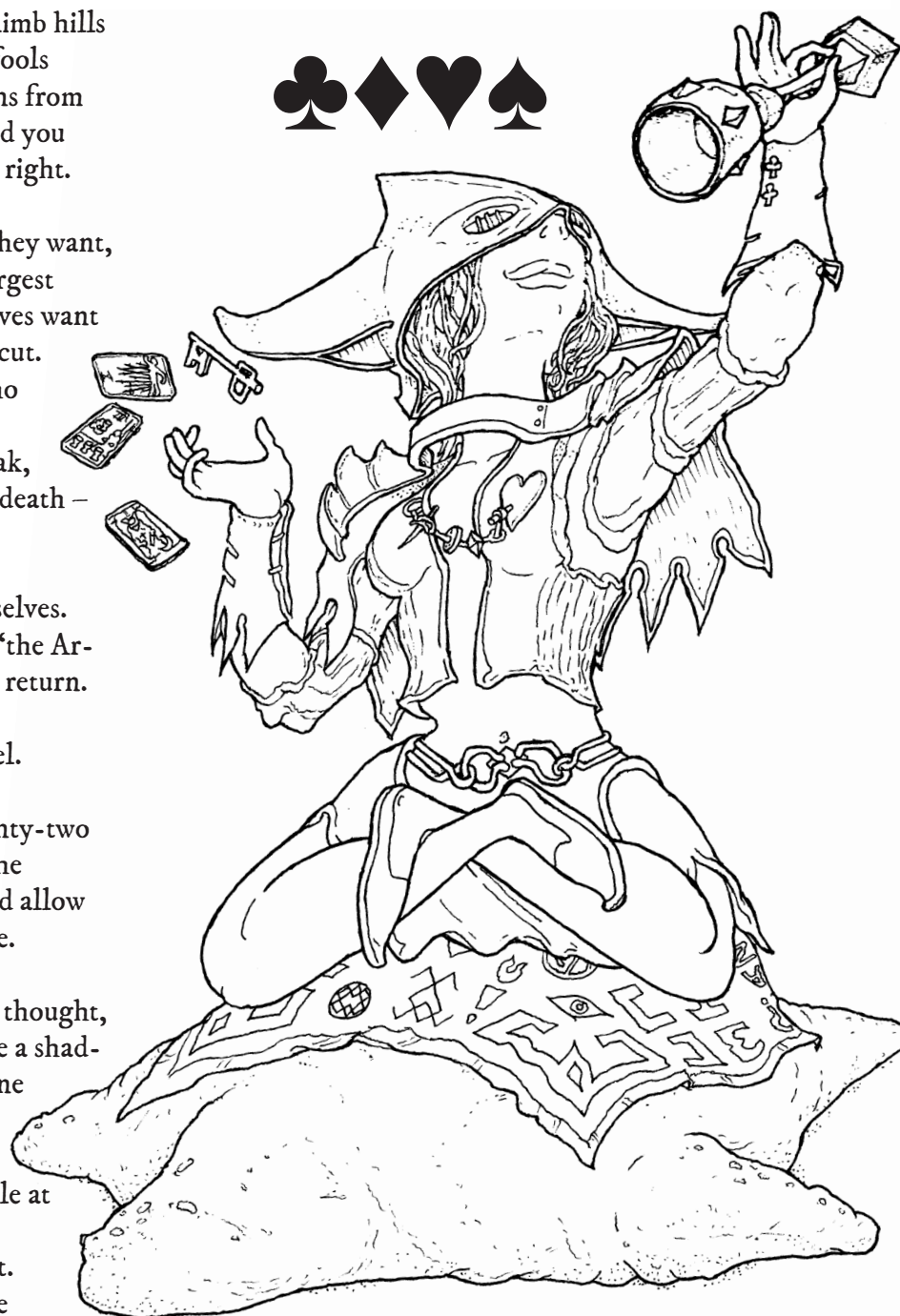
Knives are selfish in the extreme. They take what they want, and live off other people's labor. Knives take the largest slice of pie; they drink the whole pail of water. Knives want the biggest and the best, the first pick, the choicest cut. They demand service and servitude, and anyone who stands against them gets beaten down full sore. Knives blackmail and ambush, they burgle and break, they wheedle, they scheme, and they'll fight to the death – but never lift a finger to do an honest day's work.

Despite appearances, knives don't only serve themselves. They exalt the power of mysterious entities called “the Arcana,” and they are favored with magical powers in return.

Hit points: A knife gains 1d6 hit points at each level.

Choosing a suit: Knives worship a pantheon of twenty-two deific beings and concepts known collectively as “the Arcana.” Knives place their faith in the Arcana, and allow themselves to be tossed like dice by the hands of fate.

The Arcana represent every idea that has ever been thought, every thing that ever shall be. All of existence is like a shadow cast on a wall, a shadow cast by the Arcana. Alone and in combination, the Arcana project the meanings that give rise to everything that is, and was, and will be. From their castle, the last castle at the end of time, they hold court and hear petitions. They preserve what is saved and destroy what is lost. The Arcana decide what will survive from this cycle of history to be repeated in the next. They cooperate to create existence, and compete endlessly to decide its shape. If a new member joined the Arcana, or an old concept vanished, all of reality would alter with them. Knives are their courtiers, their petitioners, their executioners. The Arcana stand in relation to the gods and patrons as *they* stand in relation to us. They are separate from the great game of organization versus entropy, more orderly than Law, more random than Chaos. Their war among themselves is endless and every victory fleeting, the temporary triumph of one trump above all others. Knives read the will of the Arcana in the deal of the cards, the roll of the dice, the threads of chance that lead back to the fabric of reality itself.



Each knife belongs to a specific suit, or trump. A knife's suit determines the nature of his devotion to the Arcana, and the kinds of rewards he receives from them. His suit commands his behavior at least as strongly as the demands of Alignment and Class order other characters, and he is ever at risk of disapproval if he steps too far outside his role.

The knife starts 1st level as a member of a specific suit which he cannot change – although the Arcana might alter his suit for reasons of their own during the course of his journeys. Roll 1d4: (1) clubs, (2) diamonds, (3) hearts, (4) spades.

At the judge's discretion, a high- or weird-fantasy campaign set during the Renaissance, at the end of the world, in Inferno or Perdition, or in another eschatological venue might use the wands, pentacles, cups, and swords suits. A low- or dark-fantasy campaign set during the Dark Ages, in a primeval forest, in Faerie or Shadow, or in another grim milieu might use the acorns, roses, bells, and shields suits instead.

Weapon training: A knife is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, pistol, short sword, sling, and staff. Knives prefer whenever possible to use dangerous mundane items as weapons, perhaps using a straight razor instead of a dagger, or a giant's sewing needle and thimble in place of a sword and shield. Knives often wear protective armor even though it affects their skills; their spell checks are not hindered by its use. Spades are especially likely to be well-armored and armed.



Alignment: Knives have little regard for laws that are enforced at the point of a sword, and even less for customs and traditions that depend on their respect for the opinions of others. But it is their devotion to the Arcana that makes almost all knives truly chaotic.

Knives recognize no authority except the rulership of fate, no balance except the momentary stalemate between competing lines of chance. All of life is a random walk down a drunkard's path. The future unfolds not as a result of destiny, but as a consequence of battles, disagreements, and shifting alliances among the Arcana. As their pawns and servants, knives have learned to read the signs, and to chart their own course through a world buffeted by change.

The few neutral knives are less interested than their fellows in the machinations of the Arcana, and are largely unaware of the forces directing their lives. There are fewer still lawful knives, and they take their subordination to the Arcana seriously. Lawful knives believe in a hierarchy among the Arcana, and study theories of math and probability that attribute regular, predictable outcomes to the workings of randomness, chaos, and chance.



Knives always lie: When speaking to strangers, knives always lie. A knife encountering a new NPC for the first time should lie about his own identity and those of his allies, his purpose for being there, and his goal for what to do next. Whenever possible, the knife should try to use tricks and stratagems to get information and help from his interlocutors, without giving anything in return (although he will gladly incur debts he has no intention to repay.) There is a serious chance that the Arcana will express their disapproval of any knife who too easily or too often speaks the truth.

Thieving skills: A knife learns certain skills that aid in his illicit pursuits. A knife can pick locks, sneak silently, hide in shadows, climb over sheer surfaces, forge documents, pick pockets, and handle poisons.

The knife's suit determines his interests, and those interests determine his rate of advancement in the various thieving skills. The knife receives a bonus to his skills based on level and suit, as shown in tables K♣-2, K♦-1, K♥-2, and K♠-2.

To use a thieving skill, roll 1d20 + the modifier. The knife must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs. A knife needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st level knife must purchase a set of thieves' tools that allow him to use these skills.

Success when using a knife's skills means the same as it does for a thief, with the following exceptions:

Disable traps: Knives also use this skill to lay traps for their enemies and to reset traps that have been tripped or disarmed. Resetting a trap correctly is easier than disabling it, ranging from DC 5 for large, bulky traps to DC 10 or 15 for smaller and more subtle traps.

Disguise self: In addition to determining the effect of physical transformations, this skill can also be used to adjudicate whether or not the knife is caught in a lie. At the judge's discretion, a ruling can be made based on the knife's player's role-playing performance, or on the information available to the target of the lie. The skill roll is intended to provide an alternative means of reso-

lution only when the judge is uncertain of the outcome.

Like other thief skills, this is not an opposed check and should never be rolled against a target's attempt to disbelieve. The DC of the lie is determined by its plausibility, ranging from DC 5 when the lie is simple and the truth hard to verify, to DC 20 for outlandish lies that seem to be contradicted by the target's firsthand experience or by evidence present in their immediate surroundings.

Cast spell from scroll: Unlike thieves, knives cannot actually cast spells written on scrolls, they can only sacrifice such documents to further the glory of the Arcana. See the section on "Major arcana," below.

Luck: Knives trust their lives to the fickle whims of the Arcana. They survive by chance and succeed by fate and destiny. Good fortune seems favor the knife, especially when he serves the Arcana well, and misfortune falls uncommonly hard on his enemies. A knife gains additional bonuses when expending Luck, as follows.

First, a knife can expend Luck to reduce an opponent's roll. For each point of Luck expended, he reduces his opponent's roll by 1. (Diamonds can reduce the roll even further.) This ability can only be used against an opponent, and only in situations where a lower roll is somehow disadvantageous.

Second, unlike other classes, the knife recovers lost Luck to a limited extent. The knife's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum.

Third, as mentioned below, knives apply their Luck modifier whenever they roll their Trump Die to invoke a major or minor arcana.

Major arcana: Provided with a spell written on a scroll (or, at the judge's discretion, another suitably rare and valuable piece of writing), the knife can sacrifice the scroll to the Arcana to receive a boon. The knife rolls the type of die indicated by his "cast spell from scroll" thieving skill, plus his Luck modifier, on table K-3. The knife does not apply Intelligence or Personality modifiers to his roll, nor may he attempt spellburn or spend Luck to try to alter his boon. Requesting a boon from the Arcana is dangerous; the results are unpredictable,

and many possible results are capricious. Whenever a knife sacrifices a scroll to the Arcana in this way, he receives 2 XP, and every ally present receives 1 XP. There is always a risk that the Arcana will disapprove if the knife fails to sacrifice to them if the opportunity arises. The Arcana are greedy and vainglorious; they demand tribute and blood.

Minor arcana: Knives know special attacks called minor arcana. To use a minor arcana, the knife rolls his Action Die and his Trump Die. To succeed, the Action Die must show the opponent's AC or higher (unless specified in the text of the arcanum), and the Trump Die must show 3 or higher. Clubs and diamonds draw on the power of the Arcana to produce truly magical effects, while hearts and spades channel the Arcana's might to perform superhuman feats of agility and strength. Because these abilities depend on the aid of the Arcana, it would be difficult or impossible for a Warrior to learn to replicate them. Using a minor arcana in combat risks calling down the Arcana's disapproval if the attempt is unsuccessful, as described below.

When attempting to use a minor arcana, the Action Die roll is modified by either Agility or by another specific ability score determined by suit. The knife's choice of modifier is made when he adopts his suit and cannot be changed afterward. The Trump Die roll is modified by a Luck. *This means that even though the initial Trump Die is d2, a lucky knife can successfully use his minor arcana starting at 1st level, while a very unlucky knife might not be able to produce a modified result of 3 until reaching 5th level.*

Knives begin their career knowing a specific minor arcana determined by their suit. Clubs know *Candlestick*, diamonds know *Coin toss*, hearts know *Steal*, and spades know *Rip*. Knives can learn additional minor arcana by performing specific quests whose accomplishment provides the insight needed to draw on the Arcana in a new way. If a knife changes suit, his starting minor arcana is forgotten and replaced, but any additional minor arcana he has learned by questing for them are usually retained – unless their replacement fulfills the whims of the Arcana.

For example, after encountering the Wheel of Fortune, a former club has become a diamond. His starting arcanum *Candlestick* is forgotten, and replaced by the minor arcana *Coin toss*. However, his probably continues to know the arcanum *Fall down*, which he learned by breaking a queen's crown. Or, at the judge's discretion, he could instead find that his memory of *Fall down* has been replaced with the knowledge of the arcanum *Slot machine*.



Caster level: Caster level is a measure of a knave’s ability to channel of the Arcana. A knave’s caster level is usually his level as a knave, but may be modified under certain circumstances.

Magic: Clubs and hearts can call upon the power of the Arcana to cast magical spells. (Diamonds and spades have no spellcasting ability.) Knaves can access the spells noted on tables **K♣-3** and **K♥-3**.

To cast a spell, a knave makes a spell check: roll 1d20 + CL + ability modifier (Intelligence for clubs and Personality for hearts). If the knave succeeds, the Arcana grant his request – not always predictably, but generally with positive results. If the knave fails, he risks disapproval. The Arcana are mercurial and cruel.

Rumors persist of theosophical knaves who access the Arcana using meditation and the power of their minds, who use the cards as a kind of psionic focus. These knaves learn psionic disciplines and powers instead of spells, and suffer psionic dissonance instead of Deity Disapproval when their powers fail. Psionic clubs learn the Clairsentience and Psychokinesis disciplines; and psionic hearts learn Psychometabolism and Telepathy.



Deity Disapproval: On a natural 1 during a spell check or while using a minor arcana, the knave discovers that he has gained the disapproval of the Arcana. The spell or arcanum automatically fails, and the knave must roll on the Disapproval Table.

Each failed spell check or failed minor arcana increases the chance of disapproval. After his first spell or arcana fails in a day, the knave’s range of disapproval increases to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the spell or arcana automatically fails, and the knave must roll on the Disapproval Table. After a second spell or minor arcana fails, the knave’s range of disapproval increases to a natural roll of 1 through 3. And so on. The disapproval range continues increasing, and any natural roll within the range automatically fails. This means that the knave could potentially reach a point where a normally successful spell or minor arcana roll automatically fails because it was in the disapproval range.

A minor arcana that fails because the knave’s Trump Die roll was below 3 does not automatically incur an increase in the range of disapproval, provided that his Action Die roll was sufficient. However, should a knave’s Trump Die roll a natural 1 and the Action Die roll within the disapproval range, the range increases by two instead of one.

When the knave’s spellcasting ability is restored each night, his disapproval range is reset to a natural 1. Probably. The Arcana are fickle and their whims cannot be anticipated by mortals.



Action dice: A knave uses his action dice for any normal activity, including attack rolls, minor arcana, skill checks, and casting spells.

Playing cards: A player portraying a knave might use playing cards instead of Trump Dice to better represent the knave’s affinity for the cards. At 1st level, the player might draw a card at random from a deck to determine the knave’s suit.

Thereafter, the player might use cards from that suit in place of rolling the Trump Die. At 1st level, the player would keep and shuffle the A and 2 cards, drawing one at random whenever the Trump Die would be rolled. As the Trump Die increased with the knave’s level, the player would add additional cards, eventually using J and Q to represent 11 and 12 at 9th level, along with the K and a Jester card to represent 13 and 14 at 10th level.

The player might also use actual tarot cards to represent the knave’s ability to invoke a major arcana by sacrificing a magical scroll. The player might start with a pool of cards representing The Magician through Wheel of Fortune at 1st level (adding either Fool or Strength depending on the knave’s Luck modifier), and increase this pool as the knave’s ability to invoke the major arcana expanded with increasing levels.

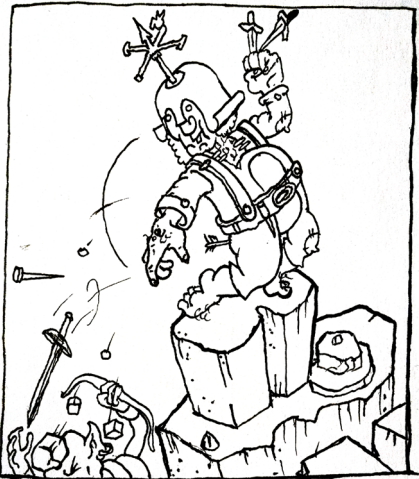


TABLE K-1: THE KNAVE

Level	Attack	Crit Die/ Crit Table	Action Die	Trump Die	Ref	Fort	Will
1	+0	1d10 / II	1d20	d2	+1	+0	+1
2	+1	1d12 / II	1d20	d3	+1	+0	+1
3	+2	1d14 / II	1d20	d4	+1	+1	+2
4	+2	1d16 / II	1d20	d5	+2	+1	+2
5	+3	1d20 / II	1d20	d6	+2	+1	+3
6	+4	1d24 / II	1d20 + 1d14	d7	+2	+2	+4
7	+5	1d30 / II	1d20 + 1d16	d8	+3	+2	+4
8	+5	1d30+2 / II	1d20 + 1d20	d10	+3	+2	+5
9	+6	1d30+4 / II	1d20 + 1d20	d12	+3	+3	+5
10	+7	1d30+6 / II	1d20 + 1d20	d14	+4	+3	+6

TABLE K-2: KNAVE TITLES

Level	Title
1st	Naïf
2nd	Fool
3rd	Jester
4th	Joker
5th	Jack





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II.



TABLE K-3: MAJOR ARCANA

When the knave sacrifices a scroll to the Arcana, he rolls on this table using the die specified by his “cast spell from scrolls” thieving skill. The notation “TD” refers to the result of a Trump Die roll made to determine the effect of the major arcana. In general, the judge should roll the Trump Die to determine these effects in secret, so that the knave does not know the precise duration or magnitude of the effect. This secrecy is especially important for The Lovers, Justice, Temperance, The Star, and The Moon – however, for The Tower, The Sun, and The World, the judge should notify the player when there is only a single use remaining.

Trump Die Roll	Arcana Invoked	Result
0 or lower	Fool	Fool punishes the knave for invoking the Arcana. The knave immediately experiences Deity Disapproval. He suffers effect TD on the Disapproval Table, and his Luck score permanently decreases by 1.
1	The Magician	The Magician uses the knave to counter the next spell cast in his presence and to duel with the caster. The next time a spell is cast, the knave immediately rolls $1d20 + TD + \text{Luck}$ to counter the spell and enter a spell duel. The knave must attempt the counterspell and duel, even if the spellcaster is his ally.
2	The High Priestess	The High Priestess protects the knave from his foes. Either immediately, or at the start of the next combat, the knave rolls $1d20 + TD$ on the Turn Unholy table. All of the knave's enemies are considered unholy for this attempt. All must kneel or flee before the power of the Arcana.

TABLE K-3: MAJOR ARCANA (CONT.)		
Trump Die Roll	Arcana Invoked	Result
3	The Empress	The Empress offers relief to the wounded. The knave chooses any one injured character within his sight, and that character immediately heals TD + CL hit points of damage. Instead of healing hit point damage, the knave can also choose to ask the Empress to heal one character within his sight of a single status injury (broken limb, disease, poison, etc.) worth no more than TD dice of damage.
4	The Emperor	The Emperor sends an army to fight on behalf of the knave. TD + CL card soldiers appear and follow the knave's commands in combat for the rest of the day. Card Soldier: Init: +1; Atk spear +3 melee (1d8+1); AC 13; 3 HD; MV 30'; Act 1d20; SP construct (immune to charm, poison, and sleep), paper (card soldiers receive only 1 hit point per Hit Die, but can only be damaged by cutting weapons and by fire), defensive formation (each card soldier accompanies one character as assigned by the knave, and each character receives +1 AC and +1 to Fort and Ref saves for each soldier assigned to them); SV Fort +0, Ref +3, Will +3; AL L.
5	The Hierophant	The Hierophant sends a squire to serve the knave, which takes the form of a black or red chess piece (depending on the knave's suit). The knave gains a bonus to his hit points equal to one of his servant's HD, which he loses if his servant dies. The Hierophant's servants are generally under the direct control of the knave's player, but their ultimate loyalty is to the Arcana, not the knave himself, and they will go so far as to kill him if those loyalties diverge. When the squire is first summoned, roll 1d20, modified by Luck, to determine its form: (1) King, (2-10) Pawn, (11-14) Horse, (15-17) Bishop, (18-19) Castle, (20) Queen. Kings and pawns are waist-height, horses and bishops are chest-height, castles and queens are man-height. King: Init +0; Atk slam +0 melee (1d4); HD 1d4+2; MV 20'; Act 1d16; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), checkmate (if the knave dies while the king lives, the king disintegrates and the knave returns to life with full hit points and a random suit; however, if the king dies while the knave lives, the knave dies as well); SV Fort +0, Ref +0, Will +0; AL L; Crit 1/d4. Pawn: Init +0; Atk slam +1 melee (1d6); HD 1d4+2; MV 20'; Act 1d20; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), promotion (if the pawn dies while the knave lives, immediately replace it with a new squire, rolling the Trump Die + Luck modifier + 10 to determine its form); SV Fort +1, Ref +1, Will +0; AL L; Crit 2/d6. Horse: Init +1; Atk slam +2 melee (1d8); HD 2d6+4; MV 30'; Act 1d20; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), transformation (the horse has two forms, although its statistics are the same in both: its primary form is a reverse-centaur

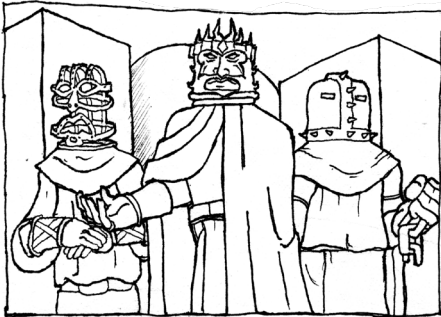


TABLE K-3: MAJOR ARCANA (CONT.)		
Trump Die Roll	Arcana Invoked	Result
		– a horse-headed miniature man in plate armor – and its secondary form is a full-sized riding horse), jumping (the horse is not blocked or slowed by obstacles or rough terrain, never triggers traps, and can pass through tiny openings without slowing down), knight's tour (in its reverse-centaur form, the horse gets +4 to backstab, hide in shadows, and move silently, and it scores an automatic crit on backstab attacks), mount (in its riding form, the horse can serve as a mount for the knave or another character of his choice, and the pair follow normal rules for mounted combat); SV Fort +2, Ref +3, Will +1; AL L; Crit 3/d8 Bishop: Init +1; Atk slam +2 melee (1d8); HD 2d6+4; MV 60'; Act 1d20; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), spellcasting (the bishop knows a random 1st level cleric spell, any disapproval from casting it accrues to the knave), diagonal movement (the bishop walks the path laid out by the Arcana and cannot be touched by those outside that path – neither un-dead nor Chaotic combatants can attack or harm the bishop, nor obstruct his movement in any way); SV Fort +1, Ref +2, Will +3; AL L; Crit 3/d8 Castle: Init +2; Atk +4 slam (1d10); HD 4d8+8; MV 60'; Act 1d20; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), castling (any time the knave would fail a saving throw, the castle instantaneously switches places with him and endures the consequences of the failed save), charging attack (whenever the castle moves at least 20' before attack – typically on its first attack or against missile users – it receives +2 on its attack roll and deals double damage), orthogonal movement (the castle moves forward and sideways, moving forward it receives +10 on attempts to batter down locked or stuck doors, moving sideways it receives +5 on attempts to find secret doors); SV Fort +6, Ref +2, Will +4; AL L; Crit 3/d10 Queen: Init +4; Atk slam +6 melee (1d12); HD 6d10+12; MV 90'; Act 1d30; SP construct (immune to poison, charm, and sleep), clay (damaged only by bludgeoning weapons, holy water, and acid), royal presence (when the queen enters combat, she automatically attempts to turn the knave's enemies as a 6th level cleric, dominated enemies fight for the knave, turned enemies withdraw from combat), off with their heads (the queen can make any number of bonus attacks each round to attack enemies who are fleeing or withdrawing from combat), sacrifice (if the knave dies while the queen lives, she disintegrates and the knave returns to life with full hit points and a random suit), crit on 20+; SV Fort +6, Ref +6, Will +6; AL L; Crit M/d12
6	The Lovers	The Lovers grant the knave the gift of friendship. For the rest of the day, the next TD intelligent beings that the knave meets will feel immediately friendly toward him, and must make a Will save vs. DC 10 + CL + Luck to resist his friendship.

TABLE K-3: MAJOR ARCANA (CONT.)

Trump Die Roll	Arcana Invoked	Result
7	The Chariot	The Chariot carries the knave and his allies to new lands. Inside a dungeon, they are immediately teleported TD rooms forward from their current position. In the wilderness, they must walk for as long as it would normally take to travel 1 map hex, but their steps take them TD map hexes forward instead.
8	Justice	Justice takes retribution on those who inflict violence on others. While Justice watches the knave, every character or creature who makes a successful attack roll against an enemy takes 1 Trump Die of damage from the Arcana. This damage cannot be avoided. (Attacks deal damage to their targets as normal; retribution harms the attacker but does nothing to protect the victim.) Justice will continue watching the knave until TD + CL attacks have been completed and punished.
9	The Hermit	The Hermit carries a lantern and his solitude is complete within the radius of his light. The Hermit sends a sphere of lamplight to shine over the knave for the next CL exploration turns. In addition, the next TD scheduled or random encounters with unintelligent or hostile beings simply do not happen; the creatures simply are not present while the knave is there.
10	Wheel of Fortune	Wheel of Fortune turns, and the knave changes suits. The knave immediately adopts a new random suit, and his abilities change accordingly. If TD + CL is higher than the knave's current Luck score, he regains 1 Luck. If TD + CL is higher than his maximum Luck score, his Luck permanently increases by 1.
11	Strength	Strength empowers the knave to overwhelm his enemies. For the next TD + CL attacks he makes, the knave receives an additional +TD bonus to his attack, and an additional +TD bonus to his damage.
12	The Hanged Man	The Hanged Man demands punishment. The knave immediately takes TD + CL damage, and his injuries cannot be healed using magic.
13	Death	Death demands an execution. TD + CL Hit Dice worth of living beings within the knave's sight die immediately. The knave may choose to sacrifice himself instead of permitting the death of his allies. It is fitting that the only selfless action a knave performs in his lifetime should be his last, and be the direct cause of his demise.
14	Temperance	Temperance abhors the unnatural. First, TD magical effects within sight of the knave are cancelled. Like Dispel magic, Exorcise, or Remove curse, this effect can cause active spells to end early, break the bonds between an elf or wizard and their patron, remove corruption or curses, or disenchant magical items. The knave may choose the order in which magical effects are ended, and may halt this primary effect of the arcanum early. However, if there are any magical effects near him, he must choose at least one beneficial effect to cancel before Temperance can be halted. If the knave chooses to halt the arcanum (or runs out of potential targets) before Temperance is complete, then as a secondary result, every spell cast in the knave's presence automatically has a spell check result of 1 until a total of TD effects are nullified.

TABLE K-3: MAJOR ARCANA (CONT.)

Trump Die Roll	Arcana Invoked	Result
15	The Devil	The Devil sends one of his servants, a single unique demon with TD + CL Hit Dice, to serve the knave for TD rounds. The demon is of the least type possible given its HD. The demon receives a Will save (DC 10 + CL + Luck) to resist the knave's control. If it resists, there is a 30% chance it immediately attacks the knave.
16	The Tower	 The Tower collapses, and catastrophic changes sweep the lands in its wake. The knave's <i>player</i> may select TD aspects of the campaign, which the judge should fundamentally alter going forward. NPCs might experience reversals of fortune, factions might rise or fall in power, cities and regions might experience migrations, changes in government, invasions, or disasters. These changes will not be fully felt until the next session, when rumors will help reveal the news to the characters. The judge is encouraged to use this opportunity to shift the fates of the selected aspects, felling the mighty and allowing the meek to inherit. The changes should all be ones that could happen naturally in the course of play, but at an accelerated pace, the consequences of an eventful decade unfolding over the course of a fortnight. The knave may reserve his final selection to voluntarily change suits to a new suit <i>of the judge's choice</i>.
17	The Star	The Star falls. Lives are forfeit and wishes are granted. In order from lowest to highest Luck scores, the first TD sentient beings are struck by falling stars. The star strikes deals CL Trump Dice of damage, although a successful Reflex save (versus a DC of CL + TD) reduces this to a single Trump Die of damage. Treat NPCs as having Luck scores of 1d4 + 8, and resolve all tied Luck scores randomly. Each being who succeeds their Reflex save gets a temporary 1 point of Luck that can be expended at any time. The next being in line to be targeted by a star strike after TD stars have fallen receives a Wish instead. If one of the knave's enemies is granted a Wish, they should cause trouble and mischief – but not instant death – for the knave and his allies.
18	The Moon	 The Moon pours healing water over the dying, restoring them to health and transporting them to sanctuary. The next TD allies or important enemies of the knave who die in his presence vanish in a flash of moonlight. The vanished person is restored to full hit points, all their injuries are healed, all temporary ability losses and spellburn are regained, and all curses, diseases, and the like are removed. All coins and metal weapons the person carries are transformed to silver. The person reappears at the shore of the nearest large body of water, or in another sanctuary of the judge's choice. In the case of allies, the knave will know exactly where the vanished person has been transported. The Moon will only save important individuals, persons whose death or preservation matters to the knave's campaign. The Moon will not save anyone who commits suicide or allows themselves to be slain expecting salvation, nor will it save anyone who is killed for the purpose of "using up" its healing grace. The Moon will disapprove of any attempts by the knave to cheat the Arcana, and the judge should warn the knave if his or his allies' plans are in danger of attracting disapproval.

TABLE K-3: MAJOR ARCANA (CONT.)

Trump Die Roll	Arcana Invoked	Result
19	The Sun	The Sun grants the knave enlightenment and shows him a glimpse of omniscience. The knave’s player may ask the judge TD questions about any aspect of the campaign, which the judge should answer truthfully and completely. The knave may reserve his final question to learn a single spell or single minor arcana, even one that would not ordinarily be available to him. The knave receives a +1d bonus on rolls made to cast this spell or use this arcanum.
20	Judgment	Judgment looms over the knave’s enemies like the executioner’s blade. By the end of the day, the knave must select one living being within his sight to experience Deity Disapproval. He must make this selection, even if he sees no one but his own allies for the rest of the day. The knave may choose himself, but if he does so, he is a fool. The chosen being suffers result TD + CL on the Disapproval Table, permanently loses 1 Hit Dice, and its Luck score is permanently decreased by 1. Judgment sentences the chosen being to complete a quest to advance the inscrutable agenda of the Arcana. This quest is likely to directly contravene the being’s own previous goals. The first time the being acts against the interest of their quest they roll 1d4 on the Disapproval Table, the second time they try to evade Judgment they roll 2d4, and so on.
21 or higher	The World	The World watches as old eras end and new epochs begin. The knave, and all his allies present at the time, each gain a level and their Luck scores permanently increase by 1. Similar to the effect of the Tower, the knave’s player should select TD + CL aspects of the campaign for the judge to alter, but where the Tower rewrites the futures of these aspects, the World rewrites their pasts. The Tower might elevate a pauper to a king, or cause the collapse of an empire, but the World begins a new age with a new history, when he was always a king and the empire was only ever a myth. While the Tower causes changes that are surprising but possible, the World causes changes that are impossible: new areas overwrite old ones on the map, new species appear to overthrow old ecologies, new classes and spells become available as old ones are erased from the books. Finally, whereas the Tower encourages the judge to decide all changes for themselves, the World invites all players present to offer suggestions, although the judge retains final authority to make rulings. These changes will not be fully implemented until the next session, but all players present should have a basic idea of the changes to come even before they are encountered in play.

♣ Knaves of Clubs ♣

Clubs are vagabonds, layabouts, dilettantes, and wastrels. Clubs are second in their pursuit of pleasure only to hearts, but while hearts seek pleasure in lust and social intercourse, clubs find the happiness that comes to from sloth and isolation. Clubs sleep late and while away their idle days reading old books, forging new works in the styles of old artists, and drinking in the pastoral splendor of the unguarded countryside. Clubs hop fences and unlock gates. They pluck fruit from orchards, pick flowers from gardens, and poach game from parks. In fair weather, a club might think nothing of sleeping beneath the stars. In the cold or rain, he might break into a house, helping himself to an empty bed, relieving the pantry, larder, and liquor cabinet of as much of their goods as he can eat or carry. In a city, a club might spend his days begging in the square or pawning treasures for pennies, and his nights sleeping on rooftops or helping himself to un-paid-for hospitality from households and inns alike.

Thieving skills: Clubs are best at the skills that let circumvent artificial barriers, and, due to their routine isolation, worst at interacting with other humans. Clubs cannot pick pockets. Unlike other knaves, clubs are able to disarm and reset traps (a skill they use frequently while poaching or for disabling guards), and they can read foreign and esoteric languages. A club’s skill modifiers by level are listed in Table K♣-2.

Minor arcana: The Arcana guide clubs to perform incredible legerdemain. Clubs can set their enemies on fire, tumble them down hills, or pull blackbirds from a pie. Clubs begin the game knowing the minor arcana Candlestick. Through their adventures, they can learn the Fall down and Blackbirds arcana. A club may add either his Agility modifier or Intelligence modifier to his Action Dice rolls when attempting minor arcana. This choice is made once, when the club first adopts his suit, and cannot be changed afterward. Like all knaves, clubs add their Luck modifier to the Trump Die.



Minor arcana (clubs) – Candlestick

The knave prestidigitates a spark of fire, setting his enemies ablaze. Because this is a magical attack, the knave need not be carrying a torch or any other source of flame to make this attack; however, this arcanum will only affect an opponent if the Action Die shows their AC or higher. The Trump Die result determines the intensity of the blaze. The target may spend its action making a Reflex save to reduce the damage by half, rounded up. On an Action Die roll of natural 20, the damage cannot be reduced, and the target continues burning, taking additional damage each round on the knave’s initiative until it spends its action making a Reflex save to extinguish itself. The DC for both these saving throws is 10 plus the Trump Die result.

The knave can also attempt this arcanum to start a fire outside of combat, needing an Action Die roll of 10 or higher to succeed, although this carries the normal risk of disapproval.

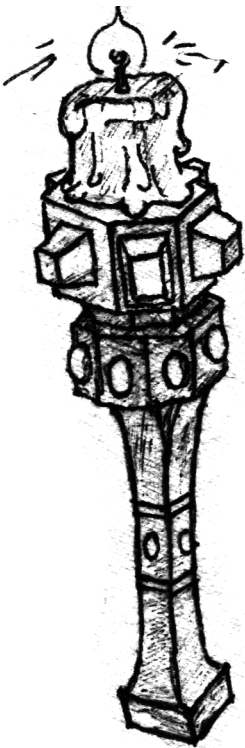
Trump Die	Candlestick Result
3	The knave’s attack deals +1 point of fire damage.
4	The knave’s attack deals +1d3 points of fire damage.
5	The knave’s attack deals +1d6 points of fire damage.
6	The knave’s attack deals +1d12 points of fire damage.
7+	The knave’s attack deals +1d16+2 points of fire damage.

Minor arcana (wands) – Fall down

To learn this arcanum, the knave must climb an impassible mountain, or drink water from a legendary or magical well, or destroy a priceless treasure belonging to a royal owner.

The knave uses a series of feints, dodges, and bluffs to throw his opponents off balance, causing them to make a serious mistake. Although this is a magical attack, this arcanum will only affect an opponent if the Action Die shows their AC or higher. The knave can attempt this arcanum against any opponent within 30’ who is paying attention to him, but a distant target will *only* be damaged by its own mistake, and not by the knave’s attack. The Trump Die result determines the severity of the target’s mistake.

The target’s Fumble Die is determined by the knave’s Trump Die result, and *not* by the target’s armor. The target’s Fumble roll is modified by *the knave’s* Luck modifier, which is *added* to Fumble result. In addition, on an Action Die roll of natural 20, a pit or crevasse opens under the target, to a depth of the Trump Die result x 5’. The target automatically falls down this hole and takes 1d6 damage for each 10’ it falls.



Trump Die	Fall Down Result
3	The target rolls 1d4 on the Fumble table.
4	The target rolls 1d8 on the Fumble table.
5	The target rolls 1d12 on the Fumble table.
6	The target rolls 1d16 on the Fumble table.
7+	The target rolls its normal Critical Hit, then applies the result to itself.

Minor arcana (acorns) – Blackbirds

To learn this arcanum, the knave must eat a captive animal or monster while it’s still alive, or steal a magical or legendary food or beverage from its guardians, or serve poisoned food to a trusted friend or ally.

The knave prestidigitates a flock of blackbirds that fight on his behalf. Because this is a magical area attack, the knave only needs to roll higher than AC 10 on his Action Die. The Trump Die result determines the number of blackbirds in the flock. On an Action Die roll of natural 20, the number of birds produced is twenty *plus* the number listed below.

Blackbird: Init +2; Atk beak +1 melee (1d4); AC 10; HD 1d4; MV fly 40’; Act 1d20; SP *disfiguring critical* (whenever a blackbird rolls a natural 20 to attack, it mars and disfigures the face of its victim, cutting off a nose or ear, plucking out an eye, etc.); SV Fort +0, Ref +2, Will +0; AL N; Crit special.

Trump Die	Blackbirds Result
3	The knave prestidigitates 3 blackbirds that fight on his behalf until the end of combat.
4	The knave prestidigitates 4 blackbirds that fight on his behalf until the end of combat.
5	The knave prestidigitates 5 blackbirds that fight on his behalf until the end of combat.
6	The knave prestidigitates 6 blackbirds that fight on his behalf until the end of combat.
7+	The knave prestidigitates 7 blackbirds (or more, the number of birds summoned is equal to the Trump Die result) that fight on his behalf <i>for the rest of the day</i> .



Magic: Clubs have limited spellcasting abilities, granted to them by the Arcana. Clubs learn spells that let them survive outdoors, summon aspects of nature to their aid, overcome barriers, and create minor magical items. A club’s spells are determined completely randomly, by the whim of the Arcana. Each time a club learns a new spell, he rolls on Table K♣-3, based on his current CL, to determine which spell he has learned. Even if a club came across a complete formula for a spell, the Arcana would sooner have him sacrifice it to invoke a major arcana rather than allow him to learn it by reading it.

The number of spells a club knows, and the maximum level of the spells they may cast, are listed in Table K♣-1. Unlike hearts, clubs have no special restrictions placed on the distribution of their powers across the spell levels. *For example, a 4th level club could know three first-level spells, three second-level spells, or any combination, based on the will of the Arcana.* Because a club’s magical abilities come from the Arcana, he never risks misfire or corruption like wizards do. The penalty for a club who rolls a natural 1 on a spell check is always Deity Disapproval. A club’s spell checks are modified by Intelligence (1d20 + CL + Int modifier).

Table K♣-1: The Knave of Clubs

Level	Known Spells	Max Spell Level
1	2	1st
2	2	1st
3	3	1st
4	3	2nd
5	4	2nd
6	4	2nd
7	5	3rd
8	6	3rd
9	7	3rd
10	8	4th



◆ Knaves of Diamonds ◆

Diamonds are gamblers, cheats, con artists, and frauds. Diamonds love playing games and placing bets. They’re fond of cards, dice, numbers rackets and lotteries, mercantile commodities trading, short selling, and currency manipulation – even the “gamble” of buying insurance on someone else’s life or property shortly before an unfortunate “accident” demands a payout. Diamonds are less fond of sport, being more mentally than physically active, but do have a soft spot for lawn sports that they can play while holding a drink. Diamonds prefer betting on sports to playing them, and especially like putting wagers on unconventional activities, like the amateur games at a church picnic. When there’s no game to be had, a diamond might try his hand at selling fake products, rigged contests, or non-existent real estate – or he make a book and set up himself up as the house (though these ventures tend to be short-lived, as an accumulation of angry punters and defrauded investors will eventually force any diamond to fold.)

Diamonds are the wealthiest knaves. Whether they’re flush with winnings or loaded after a heist, diamonds always seem to have cash on hand, though they spend it and lose it almost as fast as they take it in. Since they know it’ll be gone soon anyway, they drop their coins generously right up to the moment they run out. Diamonds’ lives are boom and bust, with each day’s take determined by last night’s go at the casino, counting house, or betting parlor. They’re the only knaves whose fortunes vary so dramatically from day to day – since the others all rely on more dependable means of maintaining their lifestyles – and the only knaves who steal money in order to purchase their luxuries, instead of taking what they want directly – through burglary, seduction, or coercion, as the others do.

Thieving skills: Diamonds are the most skilled of any knaves, and they are best at the skills that let them cheat at cards, bluff their opponents, and break into locked safes and gambling machines. Unlike other knaves, diamonds are able to backstab surprised or unaware targets to deal extra damage with certain weapons, and achieve automatic critical hits on such attacks. A diamond’s skill modifiers by level are listed in Table K◆-1.

Minor arcana: The Arcana allow diamonds to play games of chance that their enemies can lose. Diamonds can throw coins as weapons at their enemies, rain pennies down from heaven onto them, even exchange their enemies’ bodies for cash and prizes. Diamonds begin the game knowing the minor arcana *Coin toss*. Through their adventures, they can learn the arcana *Slot machine* and *Jackpot*.

A diamond may add either his Agility modifier or Luck modifier to his Action Dice rolls when attempting minor arcana. This choice is made once, when the diamond adopts his suit, and cannot be changed afterward. Like all knaves, diamonds add their Luck modifier to the Trump Die.

Luck: When diamonds spend Luck to modify an opponent’s roll, they roll one Trump Die for each point of Luck expended, and apply the result as the total penalty. A diamond only receives this bonus to reduce his enemies’ rolls, and never to increase his own.

For example, if a 2nd level diamond spent 4 points of Luck to reduce his opponent’s spell check result, he would roll 4d3 Trump Dice, and apply the total as a penalty to spell check (instead of the simple -4 penalty other knaves would inflict).

Table K♣-2: Club Skills

Skill	Bonus for Knaves of CLUBS by Level									
	1	2	3	4	5	6	7	8	9	10
Sneak silently*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Hide in shadows*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Climb sheer surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disarm trap*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge document*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Disguise self†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

Table K♣-3: Club Spell Selection

Level 1-3: Roll 1d10: (1) Animal summoning; (2) Choking cloud; (3) Detect magic; (4) Feather fall; (5) Food of the gods; (6) Forest walk; (7) Read magic; (8) Resist heat or cold; (9) Snake trick; (10) Spider climb
Level 4-6: Roll 1d8: (1) Fire resistance; (2) Knock; (3) Nythuul’s porcupine coat; (4) Snake charm; (5) Stinging stone; (6) Spider web; (7) Wizard staff; (8) Wood wyrding
Level 7-9: Roll 1d5: (1) Eldritch hound; (2) Fly; (3) Planar step; (4) Water breathing; (5) Write magic
Level 10: Roll 1d4: (1) Cause earthquake; (2) Glorious mire; (3) Magic wand; (4) Transmute earth

Minor arcana (diamonds) – Coin toss

The knave rolls gold coins at his enemies, and the Arcana briefly transform them into giant Yappian stone coins which strike before crumbling to dust and vanishing.

In this game, the knave pays a small stake, the Action Die determines whether or not a particular opponent can be affected, and the Trump Die determines both how badly each opponent is damaged (and how much the knave wins from playing).

The knave may use this arcanum to target any number of opponents. First, he must pay a stake of 1 gp per opponent he wishes to target. Second, he rolls his Action Die. Although it is a magical attack, this arcanum will only affect opponents if the Action Die shows their AC or higher. Third, the knave rolls his Trump Die. If the Trump Die shows 3 or higher, those opponents are affected according to the table below.

For example, suppose that a 3rd level knave targets two enemies, one wearing no armor and one wearing leather armor. The knave pays 2 gp. He rolls an 11 on his Action Die and a 4 on his Trump Die. He hits the unarmored opponent with a tossed coin, and rolls 1d4 damage. His Action Die roll was not high enough to hit his armored opponent.



Trump Die	Coin Toss Result
3	Each affected opponent takes one Trump Die of damage.
4	Each affected opponent takes one Trump Die of damage.
5	Each affected opponent takes one Trump Die of damage, and the knave recovers his stake for each enemy he damages.
6	Each affected opponent takes one Trump Die of damage, and the knave recovers his stake for each enemy he damages.
7+	Each affected opponent takes <i>two</i> Trump Dice of damage, and the knave recovers <i>double</i> his stake for <i>all</i> his initial targets.

Trump Die	Slot machine Result
3	The knave rolls 3d6 Slot Dice.
4	The knave rolls 4d6 Slot Dice.
5	The knave rolls 5d6 Slot Dice.
6	The knave rolls 6d6 Slot Dice.
7+	The knave rolls 7d6 Slot Dice (or more, the number of Slot Dice is equal to the Trump Die result.)

Minor arcana (pentacles) – Slot machine

To learn this arcanum, the knave must kill a robot or android, or gamble with a supernatural being, or witness the destruction of an entire city by an aerial attack.

The knave tosses handfuls of gold coins into the air, and the Arcana briefly transform them into giant Yappian stone coins which rain down on the knave’s enemies from overhead before crumbling to dust and vanishing.

In this game, the knave pays a stake, the Action Die determines whether he is allowed to play, the Trump Die determines how many Slot Dice may be rolled, and the Slot Dice determine whether each opponent is affected (and how much the knave wins for playing).

The knave may use this arcanum to target any number of opponents. First, he must pay a stake of 1 gp *per* HD for each opponent he targets. Second, he rolls his Action Die. Because this is a magical area attack striking from overhead, the knave only needs to roll higher than AC 10; however, he cannot affect enemies who are farther than 30’ away or who are underneath hard cover. Third, he rolls his Trump Die. If the Trump Die shows 3 or higher, he may roll the designated number of Slot Dice to determine the result of his attack.

Slot Dice that show only singles have no effect. Slot Dice that show DOUBLES allow the knave to roll 2 Trump Dice *plus* the value of the double (1-6) to damage his opponents.

Slot Dice that show TRIPLES allow the knave to roll 3 Trump Dice *plus* the value of the triple to damage his opponents. In addition, on any triple, the knave recovers his initial stake for one of his targets.

Slot Dice that show a YAHTZEE allow the knave to roll 5 Trump Dice *plus* the value of the yahtzee to damage his opponents. In addition, on any yahtzee, the knave recovers *double* his initial stake for *all* his targets.

Note that on an initial Trump Die result of 4 or higher, it is possible for the knave to roll multiple successes on his Slot Dice. If he does, follow the instructions separately for each success.

For example, suppose that a 3rd level knave targets two enemies, one with 3 HD and one with 5 HD. The knave pays a stake 8 gp. He rolls an 11 on his Action Die and a 4 on his Trump Die, allowing him to roll 4d6 Slot Dice. He rolls 1, 1, 1, 1. He reads this as a triple and deals 3d4+1 damage to each opponent. He recovers 5 gp from the attack.

Minor arcana (bells) – Jackpot

To learn this arcanum, the knave must gamble with his own life or soul as the stake, or steal a magical or legendary treasure that’s guarded by the fey, or travel overland along a path marked out by a rainbow or falling star.

The knave tosses handfuls of gold coins into the air, and the Arcana allow him to play a game for the chance to transform his enemies into more coins that fall from the sky where they previously stood. In this game, the knave pays an expensive stake, the Action Die determines whether he is allowed to play, the Slot Dice are rolled automatically for each opponent and determine whether that opponent is affected, and the Trump Die determines how much the knave wins for playing. The knave may use this arcanum to target any number of opponents. First, he must pay a stake of 10 gp per HD for each opponent he targets. Second, he rolls his Action Die. Because this is a magical area attack, the knave only needs to roll higher than AC 10; however, he cannot affect enemies who are farther than 30’ away. Third, he rolls his Trump Die. If the Trump Die shows 3 or higher, he may roll 3 Slot Dice per target HD to determine the result of the attack.

The Trump Die result determines his prize if he wins the Arcana’s game. The knave rolls 3 Slot Dice at a time, and he rolls once for each of his targets’ HD, that is, once for each 10 gold coins he paid as his stake. The Slot Dice are always judged in groups of three, with each new roll considered separately. Slot Dice that show only singles or doubles have no effect. Slot Dice that show TRIPLES cause the knave’s enemies to transform into a shower of coins, as indicated by the Trump Die result. Add the value of the triple (1-6) to the target’s HD to determine the prize amount. Each triple causes one enemy to transform into coins, with enemies with the lowest HD affected first. The knave continues rolling this way until he’s rolled 3 Slot Dice for each HD of his original targets or until he runs out of un-transformed targets.

For example, suppose that a 3rd level knave targets two enemies, one with 3 HD and one with 5 HD. The knave pays a stake of 80 gp. He rolls an 11 on his Action Die and a 4 on his Trump Die. He rolls three Slot Dice, eight times. He gets 5 rounds of only singles, 2 rounds of doubles, and one round with a triple: 1, 1, 1. The 3 HD opponent vanishes, and 400 copper coins (300 for HD and 100 for the value of the triple) drop from the sky to land where it had been standing.

Trump Die	Jackpot Result
3	Each affected target transforms into 3 giant Yappian stone coins.
4	Each affected target transforms into 100 copper coins per Hit Dice.
5	Each affected target transforms into 100 silver coins per Hit Dice.
6	Each affected target transforms into 20 gold coins per Hit Dice.
7+	Each affected target transforms into 50 gold coins per Hit Dice.



Table K♦-1: Diamond Skills

Skill	Bonus for Knaves of DIAMONDS by Level									
	1	2	3	4	5	6	7	8	9	10
Backstab*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Hide in shadows*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Pick pockets*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb sheer surfaces*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Pick lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise self†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

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♥ Knaves of Hearts ♥

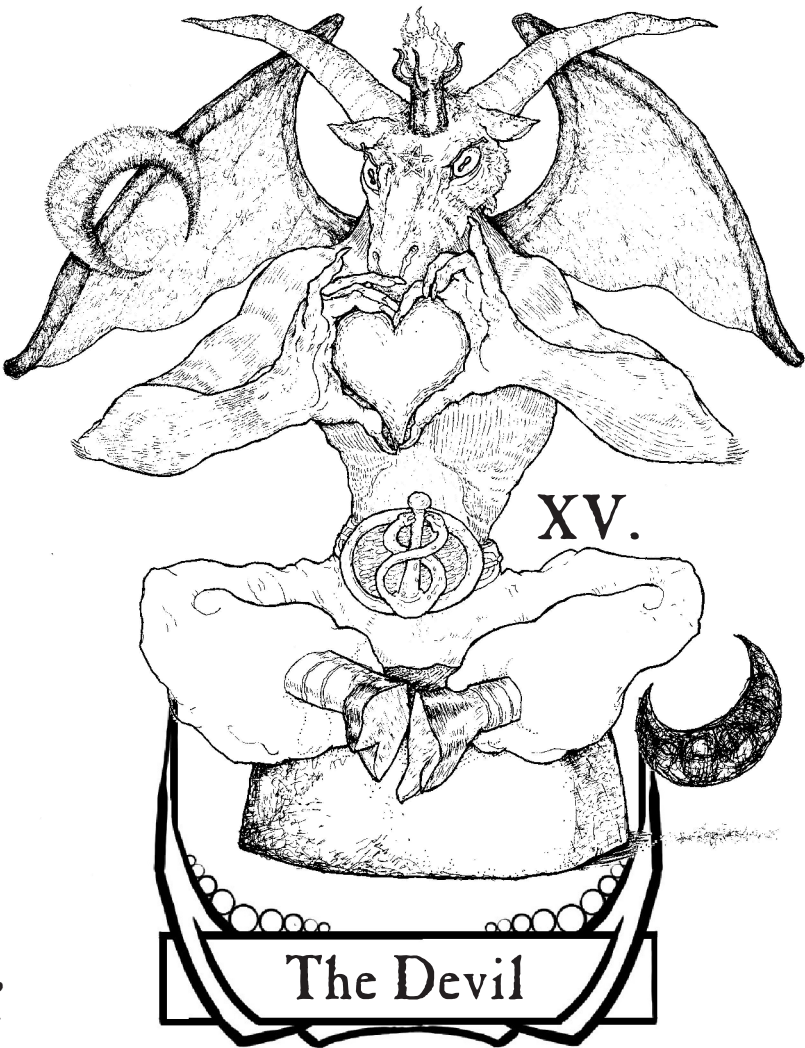
Hearts are libertines, rakes, seducers, and sadists. Hearts are the most sociable knaves. They attend brunches, tea times, happy hours, dinner parties, after parties, socials, anywhere that people are gathered, weddings, christenings, and coronations. Hearts are the life of the party. They attend whether they're invited or not, and they're almost as happy to crash as to be asked inside. Almost. Hearts have a long memory for slights, faux pas, and insults others deal to them, and no mercy at all when seeking revenge. Hearts particularly go in for orgies, riots, potlatches, bacchanals, and other wild parties where property is destroyed and violence is mandatory.

When they aren't at parties, they're often on dates. Hearts particularly enjoy the company of models, dancers, courtesans, and call-girls, though they're content to be seen with a respectable type, especially if she consents to pick up the check. Hearts rarely sleep alone. They seldom sleep in the same bed twice. Hearts are hunters, and they are never lonely long. Hearts wine and dine, dine and dash, grift, and re-gift mementos they've stolen from their hostesses' homes. They steal food off their dinnermates' plates and slip poison into their enemies' glasses. Hearts lift wallets, pinch pennies, pocket change, and help themselves to all the finest things in life, whether they're offered to them or not.

Thieving skills: Hearts are best at using skills that let them overwhelm their enemy's defenses by picking their pocket or poisoning them. Hearts are also well-trained in the abilities that best let them violate others' privacy. Unlike other knaves, hearts are able to read foreign and esoteric languages. A heart's skill modifiers by level are listed in Table K♥-2.

Minor arcana: The Arcana allow hearts to push aside their enemies' defenses. Hearts can steal tarts and weapons right out from their enemies' hands, knock them out and leave them defenseless, and mow them down like grass. Hearts begin the game knowing the minor arcana Steal. Through their adventures, they can learn the Stun and Deflower arcana.

A heart may add either his Agility modifier or Personality modifier to his Action Dice rolls when attempting minor arcana. This choice is made once, when the heart first adopts his suit, and cannot be changed afterward. Like all knaves, hearts add their Luck modifier to the Trump Die.



Minor arcana (hearts) – Steal

The knave aims his attack to distract his opponent while he uses his free hand to snatch away one of their belongings. *Low Trump Die results allow the knave to steal relatively small and mundane items; higher results allow him to increasingly large and unwieldy objects.* The power of the Arcana allows the knave to accomplish otherwise impossible thefts, including pulling the weapon from his enemy's hands or stripping the armor off their back. The knave can only attempt this arcanum when using a weapon small enough to be wielded in one hand, or a hooked or curved weapon that can carry away the stolen object as the knave withdraws it. The Trump Die result determines the size of the item that can be stolen.

Animals and familiars abducted this way should be considered removed from combat, unless the knave turns from attacking their master to attacking them, in which case they may defend themselves. (At the judge's discretion, a knave might even be able to abduct a non-combatant hireling or companion on a Trump Die result of 6, or a mercenary or bodyguard on a result of 7 or higher.)

Trump Die	Steal Result
3	The knave can steal a thief's tools, a cleric's holy symbol, or a similar personal item; <i>or</i> a weapon up the size of a dagger.
4	The knave can steal or all his target's coins, or all of the arrows from his target's quiver; <i>or</i> a weapon up to the size of a short sword.
5	The knave can steal all his target's gemstones, or a worn piece of jewelry, or a shield; <i>or</i> a weapon up to the size of a long-sword.
6	The knave can steal a magic potion, scroll, or wand, or any mundane animal, or the armor (up to scale mail) off his target's back; <i>or</i> a weapon up to the size of a two-handed sword.
7+	The knave can steal any magic item, or a wizard's familiar, or the armor (up to full plate) off his target's back; <i>or</i> a weapon up to the size of a lance.

Minor arcana (cups) – Stun

To learn this arcanum, the knave must receive an invitation to become the consort of a royal or supernatural being, or consume a magical or legendary food or beverage, or serve a poisoned drink to a trusted friend or ally.

The knave aims his attack to disable or disorient his opponent by knocking the wind from their lungs, boxing their ears, concussing them, or otherwise temporarily rendering them insensate. The knave can only attempt this arcanum when using a bludgeoning weapon.

This arcanum is most effective when the knave acts earlier in the initiative order than his enemy does. The Trump Die result determines how thoroughly the knave's enemy is disabled.



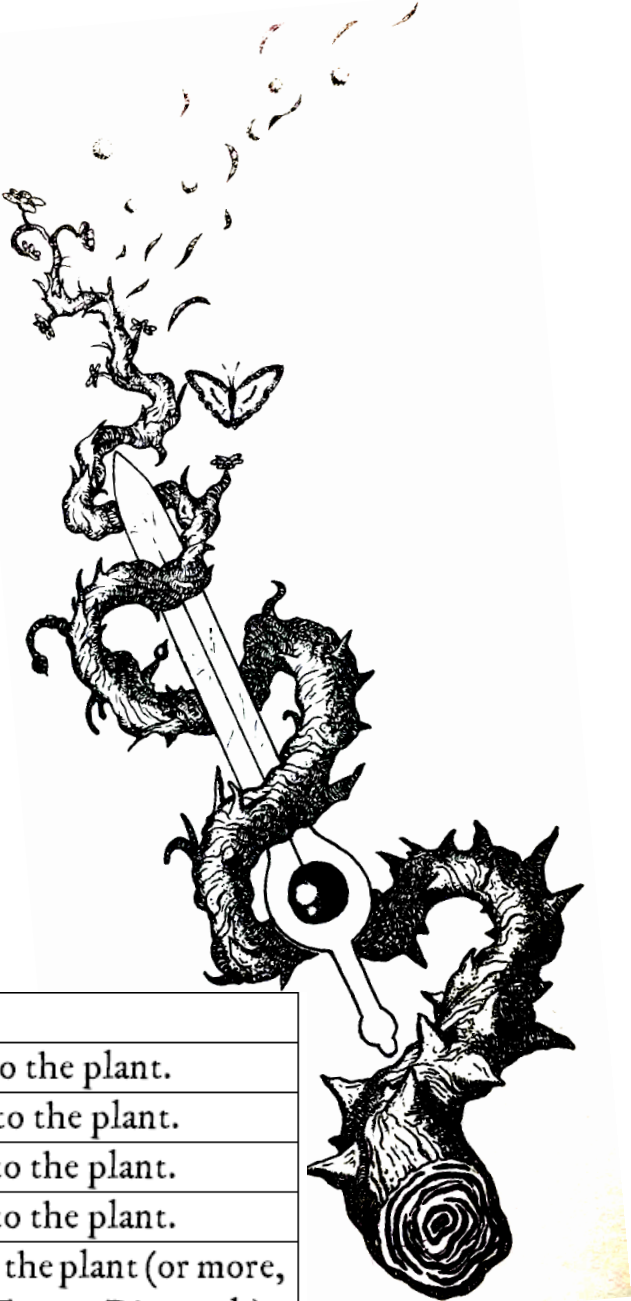
Trump Die	Stun Result
3	The knave's opponent acts last in the initiative this round.
4	The knave's opponent acts last in the initiative this round, and for the next 1d3 rounds.
5	The knave's opponent cannot act this round, acts last in the initiative for the next 1d3 rounds.
6	The knave's opponent cannot act this round, or for the next 1d3 rounds, and acts last in the initiative until the end of combat after that.
7+	The knave's opponent is knocked completely unconscious until the end of combat.

Minor arcana (roses) – Deflower

To learn this arcanum, the knave must receive a declaration of true love from a royal or supernatural being, or kill a last-of-its-kind unique and defenseless plant or animal, or destroy a unique and one-of-a-kind priceless object.

This arcanum can only be used against a plant or fey creature with extremely strong ties to plantlife (such as a dryad, sugarplum fairy, or a flower-maiden).

The knave loses all control and attacks the plant with unrelenting ferocity. He stomps the plant, pulls the petals off of it, tears at its leaves, breaks its stem. Once the knave uses this arcanum against a plant, he cannot stop himself from attacking it until one of them is dead. The knave’s weapon determines the damage dice rolled for this arcanum. The Trump Die result how badly the knave savages his victim.



Trump Die	Deflower Result
3	The knave’s attack deals 3 dice of damage to the plant.
4	The knave’s attack deals 4 dice of damage to the plant.
5	The knave’s attack deals 5 dice of damage to the plant.
6	The knave’s attack deals 6 dice of damage to the plant.
7+	The knave’s attack deal 7 dice of damage to the plant (or more, the number of damage dice is equal to the Trump Die result).

Table K♥-1: The Knave of Hearts

Level	Spells Known by Level			
	1st	2nd	3rd	4th
1	1	-	-	-
2	2	-	-	-
3	2	-	-	-
4	3	1	-	-
5	3	2	-	-
6	3	2	-	-
7	4	3	1	-
8	4	3	2	-
9	4	3	2	-
10	4	3	2	1

Magic: Hearts have limited spellcasting abilities, granted to them by the Arcana. A heart learns spells that let him dazzle or deceive his enemies, contain or incapacitate them, or punish them for defying his will. A heart’s spells are determined completely randomly, by the whim of the Arcana. Each time a heart learns a new spell, he rolls on Table K♥-3, based on the spell level, to determine which spell he has learned. Even if a heart came across a complete formula for a spell, the Arcana would sooner have him sacrifice it to invoke a major arcana rather than allow him to learn it by reading it.

The number of spells a heart knows, by level, are listed in Table K♥-1. Unlike clubs, hearts have strict requirements for the distribution of their spells across the spell levels. For example, a 4th level club will always know three first-level spells and one second-level spell. Because a heart’s magical abilities come from the Arcana, he never risks misfire or corruption like wizards do. The penalty for a heart who rolls a natural 1 on a spell check is always Deity Disapproval. A heart’s spell checks are modified by Personality (1d20 + CL + Pers modifier).



Table K♥-2: Heart Skills

Skill	Bonus for Knaves of HEARTS by Level									
	1	2	3	4	5	6	7	8	9	10
Sneak silently*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Hide in shadows*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Pick pockets*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb sheer surfaces*	+0	+0	+1	+2	+3	+4	+5	+6	+8	+8
Pick lock*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise self†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Read languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Cast spell from scroll	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

Table K♥-3: Heart Spell Selection

1st level spells: Roll 1d10: (1) Charm person; (2) Chill touch; (3) Color spray; (4) Darkness; (5) Holy sanctuary; (6) Paralysis; (7) Ropework; (8) Sleep; (9) Ventriloquism; (10) Word of command
2nd level spells: Roll 1d6: (1) Binding; (2) Forget; (3) Invisibility; (4) Lotus stare; (5) Mirror image; (6) Ray of enfeeblement
3rd level spells: Roll (1d5): (1) Make potion; (2) Runic alphabet, fey; (3) Slow; (4) Transference; (5) Turn to stone
4th level spells: Roll 1d3: (1) Affliction of the gods; (2) Polymorph; (3) The dreaming



♠ Knaves of Spades ♠

Spades are thugs, bullies, torturers, and toughs. Spades prefer to live in cities: cities are where the people are, and people are what spades command. Spades surround themselves with an army of toadies, flunkies, sycophants, and yes-men, and those they can't impress into loyalty they browbeat into submission. A spade's retinue always contains as many unwilling types as he can corral without risking mutiny. Spades cut an impressive figure. They drape themselves in splendor, wearing the finest arms and armor, scraps of uniforms, medals and honors, all stolen of course – spades don't earn awards, spades don't *earn* anything. Like all knaves, spades *take*.

Spades love combat and violence of all sorts, both watching and participating: donnybrook, mumblety-peg, bare-knuckle brawling, bear baiting, bull fighting, cock fighting, dog fighting, dog racing, horse racing, horse whipping, public floggings, public executions, trial by combat, staged fights, fixed fights, but never honorable duels – there's nothing spades hate more than a fair fight.

Spades enjoy hunting, and especially the trophies that come with it: taxidermy, antlers, pelts – though their idea of "hunting" is usually to catch and animal in a trap or snare and shoot it while it's immobilized. Going way down among the leaves so green only appeals if they're poaching on someone else's land; otherwise it sounds perilously close to "work," which is for boys, not masters. Spades sometimes take part in wars and mass combat, always in command of a troop of mercenaries or irregulars, and often the lone survivor of a suicidal foray. A spade running from combat will pause only to kill the other deserters for their cowardice.

Weapon training: Spades receive a higher attack bonus than other knaves. They are proficient with all weapons. The spade's new attack modifier is listed in Table K♠-1.

Critical hits: Spades are more likely to get critical hits in combat, and they tend to get more destructive results when they do. Spades roll on a table with more devastating effects than other knaves. Spades also roll critical hits more often, scoring a crit on any natural roll of 19-20, with the threat range increasing to 18-20 at 6th level. The spade's new critical hit table and dice, and his improved threat range, are listed in Table K♠-1.



Thieving skills: Spades are the best at skills related to traps, and are also well-trained at the most physical and martial of thieving skills. They are worst at skills requiring subtlety or subterfuge. Spades cannot forge documents. Unlike other knaves, spades can backstab surprised or unaware targets to deal extra damage with certain weapons, and achieve automatic critical hits on such attacks. They are also able to find, disable, and reset traps, and they frequently use this ability to capture other humans. A spade's skill modifiers by level are listed in Table K♠-2.

Minor arcana: The Arcana empower spades to feats of cruelty and athletic prowess. Spades can inflict bleeding wounds, strike multiple opponents with one blow, and lop their enemies' heads clean off in a single strike. Spades begin the game knowing the minor arcana *Rip*. Through their adventures, they can learn the arcana *Slay* and *Snickersnack*.

A spade may add either his Agility modifier or Strength modifier to his Action Dice rolls when attempting minor arcana. This choice is made once, when the spade first adopts his suit, and cannot be changed afterward. Like all knaves, spades add their Luck modifier to the Trump Die.

Minor arcana (spades) – Rip

The knave aims his attack to cut open an artery or pierce an internal organ, creating a wound that continues to bleed freely after he withdraws his weapon. The knave can only attempt this arcanum when using a bladed weapon. The Trump Die determines the severity of the wound.

Trump Die	Rip Result
3	The knave's opponent bleeds out an additional 1 hit point at the end of each combat round until it uses an action to staunch the wound.
4	The knave's opponent bleeds out an additional 2 hit points at the end of each combat round until it uses an action to staunch the wound.
5	The knave's opponent bleeds out an additional 2 hit points at the end of each combat round until it receives either skilled medical care or magical healing.
6	The knave's opponent bleeds out an additional 3 hit points at the end of each combat round until it receives either skilled medical care or magical healing.
7+	The knave's opponent bleeds out an additional 3 hit points at the end of each combat round <i>and each time it uses an action</i> , until it receives either skilled medical care or magical healing.

Minor arcana (swords) – Slay

To learn this arcanum, the knave must kill two or more giants in a single session of combat, or steal a magical or legendary treasure that's guarded by giants, or travel to the realms above the clouds and return to the earth.

The knave leaps and dashes among his enemies, running them through with a single, continuous slash of his weapon. The power of the Arcana speeds the knave's attack, letting him make impossible jumps and remain aloft as though he was momentarily weightless.

The knave may use this arcanum to attack multiple enemies with a single Action Die. First, the knave rolls his Action Die. The attack can only strike enemies whose AC is lower than the Action Die roll. Second, he rolls his Trump Die. The Trump Die result determines how many enemies the attack can strike. The knave may hit fewer enemies than the Trump Die result indicates, but he can never hit more.

A judge who is using miniatures to represent the combat should allow the knave's attack to strike enemies in a straight line, with those closest to the knave affected first. A judge who is using only narration to represent combat should allow the knave's attack to strike enemies with the lowest AC first.

Trump Die	Slay Result
3	The knave's attack may strike up to 3 enemies.
4	The knave's attack may strike up to 4 enemies.
5	The knave's attack may strike up to 5 enemies.
6	The knave's attack may strike up to 6 enemies.
7+	The knave's attack may strike up to 7 enemies (or more, the number of enemies may be up to the Trump Die result).



Minor arcana (shields) – Snicker-snack

To learn this arcanum, the knave must kill a dragon, or execute an innocent prisoner at the request of a royal judge, or steal a magical or legendary sword from its guardians.

The knave aims his attack at his enemy’s neck, lopping off its head with a single overpowering strike, killing it instantly. The might of the Arcana empowers the knave’s strike, allowing him to slice through armor and bone in a single cut. The knave can only attempt this arcanum when using a bladed weapon. The Trump Die result determines how powerful an enemy the knave can decapitate with a single strike.

Trump Die	Snicker-snack Result
3	The knave’s attack beheads an opponent of up to 3 HD.
4	The knave’s attack beheads an opponent of up to 4 HD.
5	The knave’s attack beheads an opponent of up to 5 HD.
6	The knave’s attack beheads an opponent of up to 6 HD.
7+	The knave’s attack beheads an opponent of up to 7 HD (or more, the opponent may have Hit Dice up to the Trump Die result).

Table K♠-1: The Knave of Spades

Level	Attack	Crit Die/Table	Threat Range
1	+1	1d8/III	19-20
2	+2	1d8/III	19-20
3	+3	1d10/III	19-20
4	+4	1d10/III	19-20
5	+5	1d12/III	19-20
6	+6	1d12/IV	18-20
7	+7	1d14/IV	18-20
8	+8	1d14/IV	18-20
9	+9	1d16/IV	18-20
10	+10	1d16/IV	18-20

Table KS-♠: Spade Skills

Skill	Bonus for Knaves of SPADES by Level									
	1	2	3	4	5	6	7	8	9	10
Backstab*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Hide in shadows*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Pick pockets*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Climb sheer surfaces*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Pick lock*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Find trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disguise self‡	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Cast spell from scroll	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20



L is for Lemurian

Your race was once, long ago, the ruler of the Lost World. But then came the Atlanteans. They used evil sorcery to destroy and enslave your people. They took the Lemurian cities and artifacts and corrupted them. Now, these ruins are your home. You are a strong and proud ape-man, a great warrior and protector of the Lost World. After the fall of the atlantean race, the ape-men returned to their former cities and promised not to let anyone hold that much power over sorcery again. Because of that, you and all your brothers in arms train everyday to become the strongest defenders of reality and the Lost World. But now, a new race of people is invading your dominion searching for secrets that should be left undisturbed.

A Lemurian character is a strong warrior, sworn to defend the Lost World against evil sorcerers. They have a natural resistance against magic and are capable of detecting the presence of sorcery nearby. They can also enter a battle frenzy that makes them stronger and more resilient, but the Lemurians avoid doing this, because they can’t quite control themselves when in that state. For them, it’s a mixture of curse and blessing, a heritage from the times they were under the service of the atlanteans.

Hit points: Lemurians receive 1d14 hit points per level.

Weapon Training: The Lemurian society was once an advanced civilization, but after thousands of years under the oppression of the Atlanteans, they now hav a medieval level of technology and thus they are proficient with the use of battleaxe, blowgun, club, dagger, dart, flail, handaxe, javelin, lance, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two handed sword, warhammer. Lemurians don’t usually wear armor, which they consider a sign of weakness, but they are fond of heavy shields which they paint with their tribe’s symbols.



Alignment: The majority of Lemurians are of lawful alignment. Their warrior like traditions and their sense of duty to one another and the preservation of the Lost World against sorcery forms their way of thinking. Rarely is there a Lemurian with a different perspective about the world, most of these being exiled from their rigid and honor-bound society. Neutral ones usually see beyond the black and white philosophy that sorcery is evil and recognize there can be magicians that use their powers for other purposes, maybe even good. Chaotic Lemurians, however, are usually radicals that ignore the code of honor of their people and turn into reckless avengers, hunters of sorcerers and other sinister creatures.

Deed die: As with the Warrior class from the DCC RPG core rulebook, Lemurians use a Deed die to determine their attack bonus (which is also applied to the damage roll).

Mighty Deed of Arms: As with the Warrior class from the DCC RPG core rulebook, Lemurians can perform Mighty Deeds. See the DCC RPG core rulebook for more information.

Battle fury: The warriors of the Lemurian society are capable of entering a battle fury that makes them stronger and almost unstoppable, although without self control. If a Lemurian desires to enter this battle rage, he must succeed at a DC 10 Will save. In that state of mind, his Deed die receives a +2d bonus in the dice chain, making him more likely to hit his enemies and his attacks more damaging. This fury lasts for 2d6 + level rounds. During that time, the character must attack the nearest creature, whether that’s an ally or enemy. A Lemurian can forcibly end this rage by succeeding in a DC 15 Will save at any time. However, he suffer a –1d penalty to his deed die for 3 turns (30 minutes) after the rage ends.

Some situations, however, can force the character into this battle fury without his control. The smell of sorcery, especially from an unfamiliar source, can cause this rage to take control of a Lemurian. Whenever the Judge deems appropriate, the Lemurian must succeed in a DC 15 Will save or enter this state of mind - seeking the destruction of the source of magic that caused this change.

Smell sorcery: Lemurians have a strong dislike for sorcery and it’s users. In their past, they were enslaved by the sorcerous atlanteans and learned to hate anyone who can manipulate cosmic energies through magic or force of will. Because of this, they developed a sixth sense for the presence of magic auras and can smell the foul odor of sorcery when it is nearby. This ability functions just like the detect magic spell and the Lemurian makes a “spell check” by rolling a d20 and adding his Personality modifier and level. Lemurians, however, do not suffer corruption, patron taint, misfire nor can they lose this ability.

Feats of strength: Lemurians can add their deed die to strength checks and can perform impressive deeds with their raw physical prowess as if it was a mighty deed of arms.

Warrior’s honor: The Lemurian society is bound by traditions, rituals and honor. Each tribe of this warrior people has a specific code of honor regarding the way combat should proceed, how to treat their enemies and all manner of things. The player should come up with at least 3 rules the ape-man should follow regarding these matters and abide by them or suffer the consequences of their dishonor (being exiled from their people, being hunted by former companions, and other bad things). Some examples of warrior’s honor can be generated using the table below.

1D12	Warrior's honor
1	Never use ranged weapons. They are the weapons of cowards.
2	A true warrior never attacks an enemy from behind.
3	Always seek the strongest enemy on the battlefield.
4	Never attack an enemy who is disadvantaged.
5	Always offer your enemies a chance to repent and surrender.
6	Defend the weak against those who would harm them.
7	Never let an insult go unanswered.
8	Fighting is only a last resort, always look for another way.
9	Never surrender. A glorious death is the greatest fate one can achieve.
10	To use a shield is to embrace fear. Face your enemies without cowardice.
11	Never use sorcery to aid your deeds.
12	There is no need to practice honor when facing a wielder of the dark arts.

Tough skin: Their war like traditions has made some of the Lemurians better suited to battle. Lemurians adds their Stamina modifier to their AC, because of their rugged skin. This bonus, however does not stack with normal armor worn.

Old Memories: When a Lemurian tries to operate ancient technological (not sorcerous) artefacts, they receive +1d to such attempts.

Action dice: Lemurians can use their action dice for attacks and other actions as normal.



Table 3-20: Lemurian

Level	Attack	Crit Die /Table	Action Die	Ref	Fort	Will
1	+d3	1d12/III	1d20	+1	+1	+1
2	+d4	1d14/III	1d20	+1	+1	+1
3	+d5	1d16/IV	1d20	+1	+2	+2
4	+d6	1d20/IV	1d20	+2	+2	+2
5	+d7	1d24/V	1d20+1d14	+2	+3	+3
6	+d8	1d30/V	1d20+1d16	+2	+4	+4
7	+d10+1	1d30/V	1d20+1d20	+3	+4	+4
8	+d10+2	2d20/V	1d20+1d20	+3	+5	+5
9	+d10+3	2d20/V	1d20+1d20	+3	+5	+5
10	+d10+4	2d20/V	1d20+1d20+1d14	+4	+6	+6

M IS FOR MONSTER TRAINER

There are lands in which a curious practice is observed, whereby 10 year-olds are given license to travel the world and take up the vocation of 'Monster Trainer'. These youngsters are allowed - nay, encouraged - to bend the wills of the various creatures that infest their planet to the purpose of battling! Battling in arenas, on dusty roads, in dark alleys - wherever creatures and suitable locations may be found. By this do they gain glory and renown and (hopefully) reduce the urges of other kinds of heroics, and coincidentally reduce the number of vicious, uncontrolled brutes that wander their Aereth. The practice is so well respected that a great many of the peoples of those lands view this employment as noble, and every parent awaits the time when they may let their child loose upon the world. In some cities, the primary entertainment of the populous is to watch these children - and the occasional idiosyncratic adult - do battle with their trained and vicious pets. Many of these children do not return from their journeys, but a fair enough few go on to become famous celebrities and notable heroes. Their pets are often known the world over and recognized by young children of every nation, and vast sums are made by selling their images in the form of plush toys and children's games...

A Monster Trainer has chosen to travel the land, searching far and wide, to catch and train monsters of every variety and disposition. How they do this varies in particulars - some use enchanted gems, some use wands or tarrochi-like cards, and others use technological puzzle boxes. Other methods are known and accepted, and indeed one Monster Trainer may capture and control monsters by several means. They share in common the drive to employ creatures to battle enemies: usually other monsters in relatively safe, ritualized combats. But sometimes a Monster Trainer may be encouraged to use the skills of his charges against troops or for political or ideological purposes. Occasionally, a Monster Trainer may take up base criminality - one such gang involved themselves in a vast criminal conspiracy to subvert the democracy of an entire planet through individual cells of 2 Monster Trainers and their collections of vicious brutes.



Hit Points: A Monster Trainer gains 1d6 Hit Points at each level, plus Stamina bonuses.

Weapon training: A Monster Trainer may use the following weapons: crossbow, dagger, dart, mace, nets, short sword, slings, spears, and staff.

Alignment: Monster Trainers' motives sometimes vary, but Lawful ones tend to form close bonds to their collected pets, doing what they may to treat them well and keep them safe from harm - within limits, obviously. Neutral ones often breed and study their collections closely for scientific and mystical edification. Chaotic Monster Trainers generally exploit the abilities of their collected monsters for personal gain without regard to their companions' welfare or wishes.

I Choose You: At 1st level, a Monster Trainer gains a lowly companion creature as its first entry into the mysteries of training and battling monsters. This is determined and is treated in exactly the same manner as a Wizard's familiar, and may even grant the use of a spell in the case of an Arcane familiar, although a Monster Trainer may never use better than a d14 to cast the spell and may not Spellburn (but Luck may still be burned to improve the roll). See page 317 of the DCC Core Book for more details. If this creature is killed or otherwise lost, the Monster Trainer may not advance in level until another is acquired, or another monster from her collection is selected as the primary companion. This primary companion will take direction from the Monster Trainer without question (contrary to the rules below), but its motives may be its own and personalities may conflict as suits the narrative.

It Is Necessary to Collect All of The Monsters: In addition to his or her primary companion creature, a Monster Trainer may keep up to 4 other creatures plus his or her level, modified by his or her Personality bonus. All Monster Trainers start with their primary familiar companion and no others, and the rest must be acquired by adventure and by quest. When a sought-after creature is found, the Monster Trainer must first best it in combat in the following fashion: Using the powers or physical attacks of its current panoply of monsters, or through raw physical or other kinds of attacks, the target creature's Hit Points are lowered - just short of killing it. Then, whatever means the Monster Trainer uses to bend monsters to its will is applied. It may be a psychic phenomenon, or an enchanted gem, or a space-warping gadget (these must be specified by the player).

At this point, the creature must make a DC 8 Will Save, plus its remaining Hit Points and Will Save modifier, MINUS the Monster Trainer's Level and Personality Bonus. Should the creature fail, it is enchanted and becomes the companion (perhaps a begrudging one) of the Monster Trainer permanently until destroyed or released from servitude. If the creature passes the Save, then it suffers no further harm but may escape, attack, or bargain if capable as the Judge sees fit. Many a Monster Trainer has died in pursuit of exotic and dangerous creatures at the start of their careers, although these probably had little promise to start with... Monsters collected this way may be released at any time; if they become freely hostile then they will forever gain a +2d bonus to attacks against the Monster Hunter.

I Command You to Attack, NOW!: The Monster Trainer's special expertise is in using her creature companions' attacks in battle, and directing it skillfully with a keen eye to the various interplays of strengths and weaknesses inherent in monsters. As an Action, a Monster Trainer may call forth one of its non-primary companion creatures to do battle for it, or dismiss that creature from battle. Further, as an Action, the Monster Trainer may direct the creature to attack a target of her choosing with whatever natural attacks, powers, weapons, or (rarely) spells it may possess, or specific ones the trainer may feel are appropriate! The creature uses the Monster Trainer's Action Die and Command Die, and the creature's inherent bonuses apply. If the creature's Hit Dice outnumber the Monster Trainer's level, then the creature will only take direction if it fails a DC12 Will Save, adjusted upward by the Trainer's Personality bonus. Note that the Trainer may burn Luck to increase the difficulty of this Will Save. If the creature passes its Will Save in this case, it will do as the Judge determines short of attacking or leaving the Monster Trainer or it's master's companions.

Gosh, Are You Okay?: As an Action, a Monster Trainer may tend to his or her creature's wounds, curing it of 1 Hit Die of damage per level he or she has attained, per day, per creature. It is possible but inadvisable to do this in the midst of combat, and most trainers wait until battles are over.

Action dice: Monster Trainers use their Action dice for any normal activity, their class-derived abilities, and skill checks. If a Monster Trainer's companion Arcane familiar grants him or her a spell, he or she may only ever cast that spell with a d14, with the previously explained modifiers applying.

I Know This!: Monster Trainers tend to amass a great deal of knowledge about the creatures they collect and face in battle. They may burn Luck to apply to attack, damage, or spell or power rolls, or Skill Checks related to Monster Lore or husbandry. Luck burned in this way does not return automatically, but does provide a d4 bonus to their personal attempts. If used to assist a companion creature, then Luck burned in this way provides a d6 bonus per Luck point burned. Further, if a Monster Trainer has faced a particular monster species before, then they automatically gain a +2 bonus to all rolls against that creature, as do their companion creatures.

THIS IS NOT MY FINAL FORM!: If a Monster Trainer’s creature has fewer HD than her level, then after any victorious fight it it may spontaneously evolve into a more dangerous form with 1d3 more HD than it had before, with concomitant HP and a different panoply of attacks, or increased damage dice for attacks it already had. Roll 1d6: on a 1-2, the monster gains a new 1d8 attack form that it previously did not have. On a 3-4, all of the monster’s attacks improve by +1d. On a 5, it gains a new method of locomotion, at 20’. On a 6, it gains one new creature non-attack ability determined by the Judge (or rolled randomly if you use some other method). The evolution occurs on a nominated creature on any d20 Luck check, and may be attempted one time per monster per session. Note well, an evolution may put a controlled creature’s HD higher than the Trainer’s level and it may balk at being given commands, despite previous sound relationships!



Level	Attack Bonus	Crit Die/Table	Action Dice	Command Die	Reflex	Fort	Will
1	+0	1d10/II	1d20	d3	+0	+1	+1
2	+1	1d10/II	1d20	d4	+0	+1	+1
3	+2	1d12/II	1d20	d4	+1	+1	+2
4	+2	1d12/II	1d20	d6	+1	+2	+2
5	+3	1d14/II	1d20	d6	+1	+2	+3
6	+3	1d14/II	1d20+1d14	d8	+2	+2	+4
7	+4	1d16/II	1d20+1d16	d8	+2	+3	+4
8	+5	1d16/II	1d20+1d20	d10	+2	+3	+5
9	+5	1d20/II	1d20+1d20	d12	+3	+3	+5
10	+6	1d24/II	1d20+1d20	d20	+3	+4	+6

N is for Ninja Vampire

忍者 吸血鬼

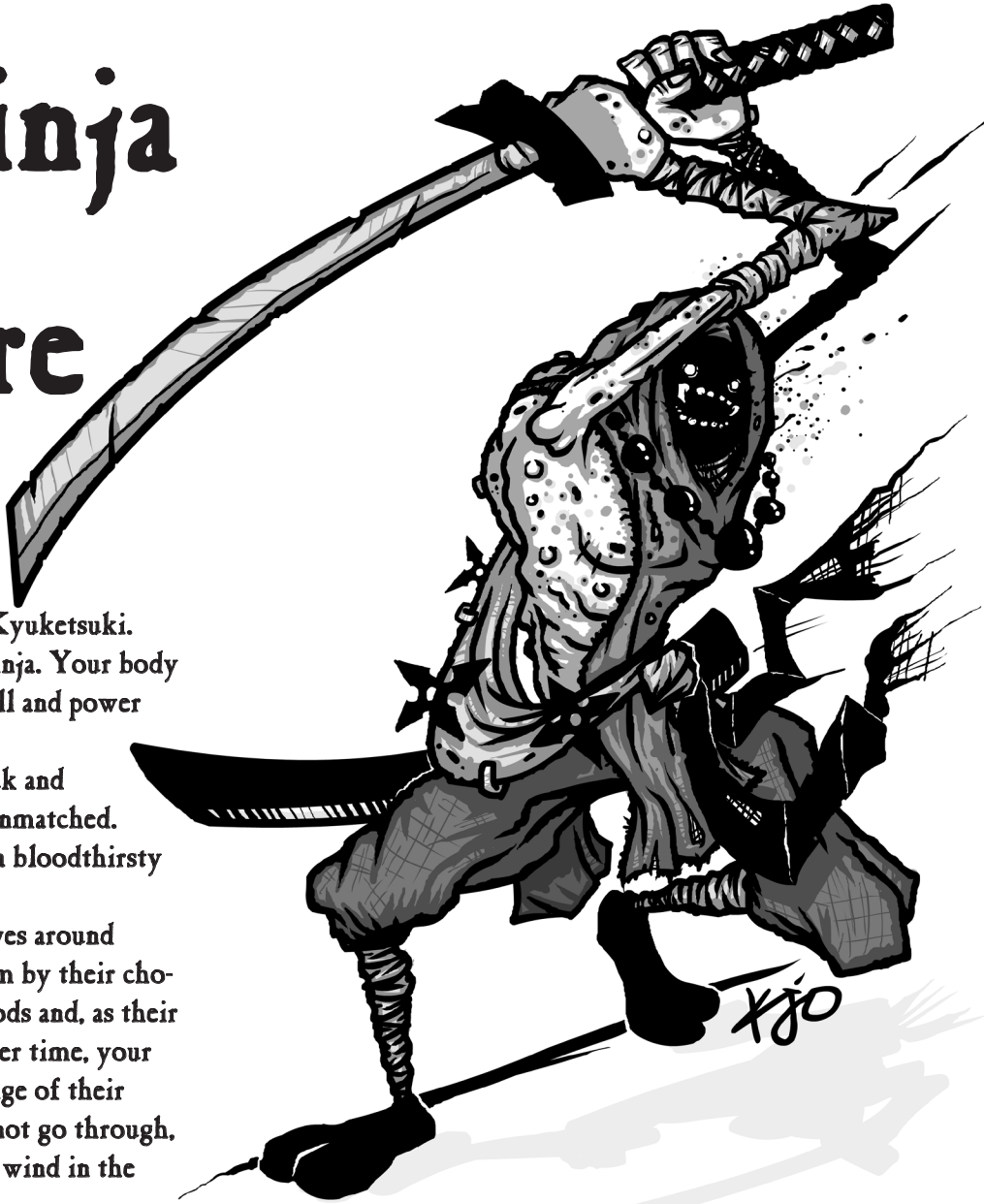
You are one of the ancient ones known as Kyuketsuki. You have been trained in the way of the Ninja. Your body may be that of a withered husk, but the skill and power that reside in a Kyuketsuki ninja is great. Your abilities are many, your sword is quick and silent, and your magic is on a level that is unmatched. Your dark magic mixed with your skill as a bloodthirsty ninja make you a plague of exsanguination.

The Kyuketsuki ninja magic revolves around stealth and the abilities bestowed upon them by their chosen deity. Kyuketsuki serve the old dark gods and, as their servants, they will always be protected. Over time, your appearance has changed to resemble the image of their master. As a ninja there is no door you cannot go through, no pocket you cannot pick. You are a quiet wind in the world.

Hit points: A ninja vampire gains 1d4 hit points each level.

Weapon training: A ninja vampire is trained in these weapons: Club, Tantō (as Dagger), Shuriken (Ninja Star, as Dart) , Ninjatō (as Short Sword), Katana (as Long Sword), Kusarigama (Sickle and Chain, 1d6 damage, 15’ range, may be used as Garrote), Blowgun, Shikomizue (Iron Folding Fan, as Blackjack), Yari (as Spear), Naginata (as Polearm), and Staff. Ninja vampires typically wear light armors to avoid detection.

Alignment: As servants of the old dark gods, ninja vampires all follow the path of chaos. To stray from this path is to risk causing their master’s dark magic to unravel... and their bodies to crumble. Unlike servants of the mortal gods, a ninja vampire must never question their faith, as the connection with their deity is an ancient one that reaches beyond the connection to life itself.



Silver vulnerability: a ninja vampire is vulnerable to silver as per the Elf “Iron Vulnerability” rule (see core rulebook pg. 57).

Blood Magic: A ninja vampire can call upon the favor of their dark god, using an ancient form of blood magic to make spell checks (see core Rulebook, pg. 106). This casting is similar to that of a cleric, including disapproval, sacrifice, and divine aid (see core Rulebook, pg. 28). A ninja vampire cannot turn unholy or lay on hands. A ninja vampire may select spells from any source, at the Judge’s discretion. The foul blood magic feeds on the very souls the vampire ninja’s victims, and the old dark gods care little what magic their servants utilize to further their evil ambitions. The ancient blood magic of a ninja vampire is assisted by the powers of their dark masters. As such, their magic does not require the expenditure of blood that vampires of the western lands rely upon. A ninja vampire does, however, still risk disapproval with every casting attempt.

Caster Level: Caster level is a measurement of the ninja vampire's power in channeling their master's energy. A ninja vampire's caster level is usually the same as their level, but may be modified under certain circumstances.

Thieving skills: A ninja vampire is trained in all of the arts of a mortal thief (see core rulebook pg. 34). As a follower of the old dark gods, a ninja vampire may only follow the path of the assassin (see core rulebook pg. 38, table 1-9).

Creature of the night: A ninja Vampire cannot bear the light of the sun. Every round a vampire spends exposed to direct sunlight will cause them 1d8 points of damage. If a vampire spends more than two consecutive rounds exposed to sunlight they must also make a DC 18 Reflex save each round or catch fire as if set Ablaze by a torch! A ninja vampire may travel in sunlight whilst wearing their masked, ninja garb. Such a suspicious and deceptive manner of dress will appear rather conspicuous in public places.

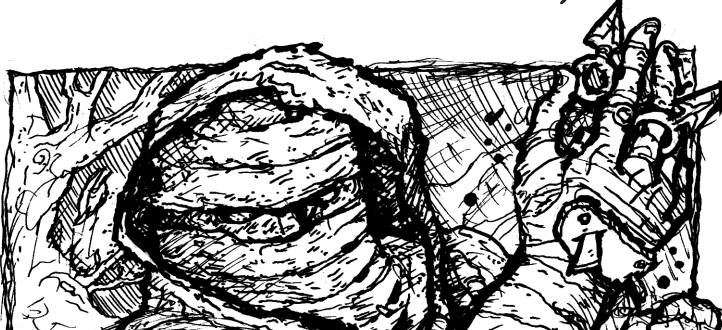
Thirst for blood: A ninja vampire must consume at least 1 hp of blood per level, per day, to survive. Any consumed beyond this amount heals 1 point of hp for each point of hp consumed. Unwilling targets must be successfully grappled. Blood is drained at 1 hp per level for every round spent drinking.

Un-dead: A ninja vampire is an un-dead creature. As such, it may be turned by clerics, may cause fear to simple-minded folk, and has no need for nourishment beyond blood and rest. A ninja vampire may only reason hp through rest if they have consumed at least one hp of blood and rest during the light of day. Un-dead adventurers do not gain immunities to sleep, charm, paralysis or any other special un-dead immunities of their less sentient brethren. When scoring a critical hit, a vampire may choose to roll on Crit Table U: Un-dead (see core rulebook pg. 390).

Undying: A ninja vampire does not die or bleed out when brought to 0 hp, but instead falls prone and completely paralyzed until given blood or otherwise healed. A ninja vampire may be slain while at 0 hp only by decapitation, immolation, or by driving a stake through its heart.

Action Dice: A ninja vampire can use their action dice for attack rolls, spell checks, and skill checks.

Masters (old dark gods):
Ekibiogami - God of plagues and epidemics
Emma - Judge of the Dead
Fujin - Leopard Skin God of the Wind
Amida - God of Death
Iki-Ryo - Spirit of Anger and Envy
Kagutsuchi - God of Fire
Nai-No-Kami - God of Earthquakes
Skoki - God of Exorcism



Level	Attack Bonus	Crit Dic/Table	Action Dice	Ref	Fort	Will
1	+0	1d10/U	1d20	+1	+0	+1
2	+1	1d10/U	1d20	+1	+0	+1
3	+2	1d12/U	1d20	+2	+1	+1
4	+2	1d12/U	1d20	+2	+1	+2
5	+3	1d14/U	1d20+1d12	+3	+1	+2
6	+3	1d14/U	1d20+1d14	+4	+2	+3
7	+4	1d16/U	1d20+1d16	+4	+2	+3
8	+5	1d16/U	1d20+1d20	+5	+2	+3
9	+5	1d20/U	1d20+1d20	+5	+3	+3
10	+6	1d24/U	1d20+1d20	+6	+3	+4



You've left your cave behind in search of plunder and feasts, and have joined the mercenary ranks of the soft-bellied thinlings of this world.

You are a powerful, brutish lummo who treads the land in search of meat and ill-gotten loot. The smaller humanoids of this realm may be able to weave black magics or stalk their quarry through lightless alleyways, but you operate through blunt force - driving your foes to the ground under the weight of your mighty blows and crashing through any barriers that stand between you and your next meal. As an ogre, you are accustomed to getting what you want, and your greed is only matched by your appetite.

Hit points: An ogre gains 1d10 hit points at each level.

Weapon Training: An ogre may wield any weapon that could be used to pulverize, chop, or skewer their prey. Clubs and axes are favored. Ogres may wear any sort of armor, as long as it is fitted to their gigantic forms. Because of how quickly ogres accumulate body mass, armor is outgrown frequently. Shields are not normally employed, since ogres prefer to kill and eat with both hands in equal measure.

Alignment: Ogres rarely plan beyond their next meal, and are beings mostly driven by their greed and hunger. Chaotic ogres are the norm, but neutral ogres do exist.

Awful Appetite: Ogres are usually hungry to some degree. This hunger drives the ogre to great efforts of strength and willpower when attempting to feed, or whenever something is keeping the ogre from a potential meal. Ogres are usually hungry 1D3 turns after they eat, unless a critical result states otherwise. Unlucky ogres who go an entire unbroken day without feeding will fall under control of the judge as the ogre wanders off to find some easy, fattening prey. PCs may burn 1 luck to regain control of unruly appetites.



Meaty Deeds of Feasting: Ogres can use the Meaty Deed die as long as they are in the presence of some kind of food or potential meal. It could be used to batter down the door of a larder, crush the skull of an opponent, or wrench a greased pig out of a tight cistern. Ask your judge. As long as your ogre is hungry or around food, you can probably come up with a reason why you should be allowed to add your Meaty Deed die to a roll. The Meaty Deed die increases as the ogre gains in level. Ogres may employ a number of unconventional fighting styles, largely used for the purpose of devouring prey in battle. Some examples are provided.

Slow: Short legs give these lumbering oafs a base movement speed of 20'.

Gobble opponent: Beginning at first level, you receive a bite attack that deals damage that increases with level. Your ogre may bite and use a weapon as per two-weapon fighting rules (DCC RPG pg 95). Ogres get a unique bonus on grapple attempts - they can add their class level or size modifier (usually +4), whichever is lower, to any grapple attempt. Ogres can choose to ‘pin’ smaller opponents in grapples by shoving them in between massive rolls of fat or flesh, or clamping them in between their jaws - in most cases this kind of tactic requires a successful Meaty Deed of Feasts attempt. Ogres who score critical hits with bite attacks roll on the Gobble Crit Table.

Example Meaty Deeds of Feasting:

Butchering Attack

Roll	Result
3	Rip out a fist-sized hank of hair from your opponent’s head or mane. Fort save DC8 or stunned for 1 round.
4	Tear a hole in your opponent’s armor. Roll the deed die and reduce foe’s AC by the result.
5	Hungry bellow causes your prey to quiver. Roll your meaty deed die. Your critical threat range next turn is adjusted by the result, but only against this specific meal.
6	Squelch! This attack deals +1D3 damage and you may eat 1 eye, ear, or finger belonging to your foe, tearing it loose in the process and swallowing it whole. You are still hungry.
7+	Ruinous wound. Your attack deals an extra +1D7 damage and grants a free bite attack with no meaty deed die. This bite will automatically be a critical hit if successful, and will deal permanent hit point damage in addition to the critical result.

Table OGR-1: The Ogre

Level	Attack (Deed Die)	Crit Die Table	Action Dice	Ref	Fort	Will	Bite Damage
1	+d3	1d8/III	1d20	+0	+1	+1	1d4
2	+d4	1d11/III	1d20	+0	+1	+1	1d5
3	+d5	1d14/III	1d20	+0	+2	+1	1d6
4	+d6	1d16/III	1d20	+1	+2	+2	1d7
5	+d7	1d20/III	1d20 + 1d14	+1	+3	+2	1d8
6	+d8	1d24/IV	1d20 + 1d16	+1	+4	+2	1d9
7	+d9	1d30/IV	1d20 + 1d20	+2	+4	+3	1d10
8	+d10	2d16/IV	1d20 + 1d20	+2	+5	+3	1d11
9	+d11	2d20/IV	1d20 + 1d20	+2	+6	+3	1d12
10	+d12	2d20/IV	1d20 + 1d20 + 1d14	+3	+6	+4	1d14

Layers of Fat and Muscle: Worn armor must be custom tailored, and cost is quadrupled. Ogres outgrow armor each time they gain a level, and cannot ride mounts or vehicles unless they are specially modified, at judge-call. Ogres are never slowed from encumbrance and may apply strength bonus against armor check penalty.

Smell Favorite Food: At first level, every ogre chooses a favorite food. Dwarves, goats, lizardmen, wizards, pies, or other kinds of food might exist in your campaign. Ask your judge for ideas. You are able to smell the presence of that type of food, like how a dwarf can smell gold and gemstones. Some ogres enjoy singing songs about their favorite food. Range is 40’-100’.

Gobble Crit Table (Table OG)



Roll	Result
1	Bite down on tongue for +1D5 damage to self.
0	Headbutt your prey’s mouth for +1D8 damage and knock loose that many teeth. Ogre takes half that much damage and teeth, which imbed in forehead.
1	Ear bite. Inflict +1D10 damage and nip off an ear unless a helmet is in the way.
2	Remove a strip of flesh from face. +1D3 permanent hit point damage and 1 personality.
3	Ogre latches onto a forearm and bites down deeply. +1D7 damage and food is grappled.
4	Catch your enemies’ ribcage in your jaws. Roll 1D4 as you crunch down: (1): broken clavicle (2-3): splinter 2D3 ribs (4): cracked sternum. These injuries inflict a -1d penalty until healed.
5	Jaws fasten onto foe, allowing a free weapon attack with a D16 action die (plus meaty deed die). With a ragdoll motion, hurl your target prone after this attack.
6	Pull an eyeball out of socket for +1D9 damage. Victim is half blind and needs to pass a luck check or lose an action die every round for 1D3 rounds from disorientation. Ogre may eat eyeball, but is still hungry.
7	Opponent pulls hand back quickly, but you chomp down on 1D4 fingertips in the process. They are severed for twice that much damage and foe is stunned for 1D6 rounds of severe agony.
8	Gnaw on your foe’s arm. Roll a D16. Deal that much damage and foe loses the arm if you rolled 11 or higher as it disappears down gullet. Hunger sated if arm swallowed.
9	Grab a held or wielded item between your flabby lips. An opposed strength check allows that item to be torn from enemy’s grip and gobbled down whole. Does not satisfy hunger.
10	Chew a path of destruction across your foe’s upper torso. Roll three meaty deed dice and deal that much damage as you bite off three big chunks. Hunger fades.
11	Tear out a chunk of foe’s throat. Foe is bleeding for 1D8 hit points per round and cannot speak.
12	Blood fills the air. Twist a gobbet of flesh from opponent’s shoulder. +1D18 damage and sated.
13	Can’t stop feeding. Shreds and hunks of your foe are torn loose and jammed down ogre’s craw. It’s a full blown battle feast*. Hunger is sated for 1 hour after ceasing battle feasting.
14	Maw clamps onto enemy’s face, snapping off nose and lips. Foe screams, immobile for 1D5 rounds.
15	Hook your foe with a weapon and lift bodily over your open jaws. Eat forelegs and sate hunger for +2D5 damage. Foe is prone and limited to crawling 5 ft. per round.
16	Teeth perforate wrist for +1D18 damage and any held item is swallowed. Hunger persists.
17	Annihilating chomp destroys a quarter of upper torso and removes shoulder and accompanying arm in entirety. Roll 4D4. Apply that much extra damage and foe saves against that amount using fortitude, or dies. Hunger is slain.
18	Both jaws sink deep into midsection. Prey can be carried aloft and disemboweled freely by gnashing down. Disemboweled prey is tossed prone, suffers a four step increase to fumble die while guts drag along the ground, and must pass a luck check or die from infection in a week.
19	With feet planted firmly against your foe, seize foe’s head between teeth and rip clean off with an opposed strength check. You can add your meaty deed die to this attempt. Success will sate your appetite.
20	Bring toothy ruin to your opponent. Roll 1D8 and make that many bite attacks immediately. The first bite uses a D20 and each subsequent attack scales down. No meaty deed die for these attacks.
21	Grip opponent by the leg or ankle and lift skyward. A thrashing blow downward leaves the victim prone with a broken spine. Fort save DC 13 + PC level or suffer permanent paralysis from waist down.
22	Bisection. Bite enemy in half at the waist. Your foe is dead, and you’re still hungry.

(* battle feasting is equivalent to battle rage. see pg82 of DCC RPG for rulings.)

P is for Puppet Master

Have you ever seen a doll that looked like its eyes were following you? Have you ever wondered if the marionettes got up to perform after hours whilst the puppeteers slept? Of course you have! But for puppet masters, they asked the question few considered asking next: “How can I make them come alive?”

Puppet masters are craftsmen who dedicate themselves to the craft of doll-making and sorcerers who pursue puppet mastery over all other forms of magic. Some even secretly hope that one day they will get to permanently embody one of their creations.

Hit points: The puppet master gains 1d4 hit points at each level.

Weapon training: The puppet master is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. They rarely wear armor, as it hinders spellcasting.

Alignment: Puppet masters tend toward Chaos. While their magic may not look as dark as necromancy, it is certainly a foul path that few Lawful apprentices would walk down.

Caster level: Caster level is a measurement of the puppet master’s power in channeling a spell’s energy. Their caster level is usually the same as their class level.

Crafter of Puppets: In a workroom with the proper tools, the puppet master can make beautiful dolls, dummies, and marionettes. 50 gp of materials and two weeks of time are needed to craft a basic puppet, usually about a foot tall.

Master of Puppets: When crafting puppets, puppet masters are able to imbue their puppets with a false life. This works as the 3rd level wizard spell Breathe Life at the minimum result but with a permanent duration. This requires a minimum of 50 gp in raw materials, a week of crafting and chanting, and giving it at least one point of the puppet master’s Int. The Int loss lasts until the puppet is destroyed or the caster permanently disenchant it (which they can do at will). A basic puppet has the following stats:

Puppet:

Init +0; Atk -1 hit or bite (1d4-1); AC 12; HD 1d4 for each point of imbued Int; MV 20’; Act 1d20; SP vulnerable to fire and prolonged exposure to water; SV Fort +0, Ref +0, Will +0; AL N.

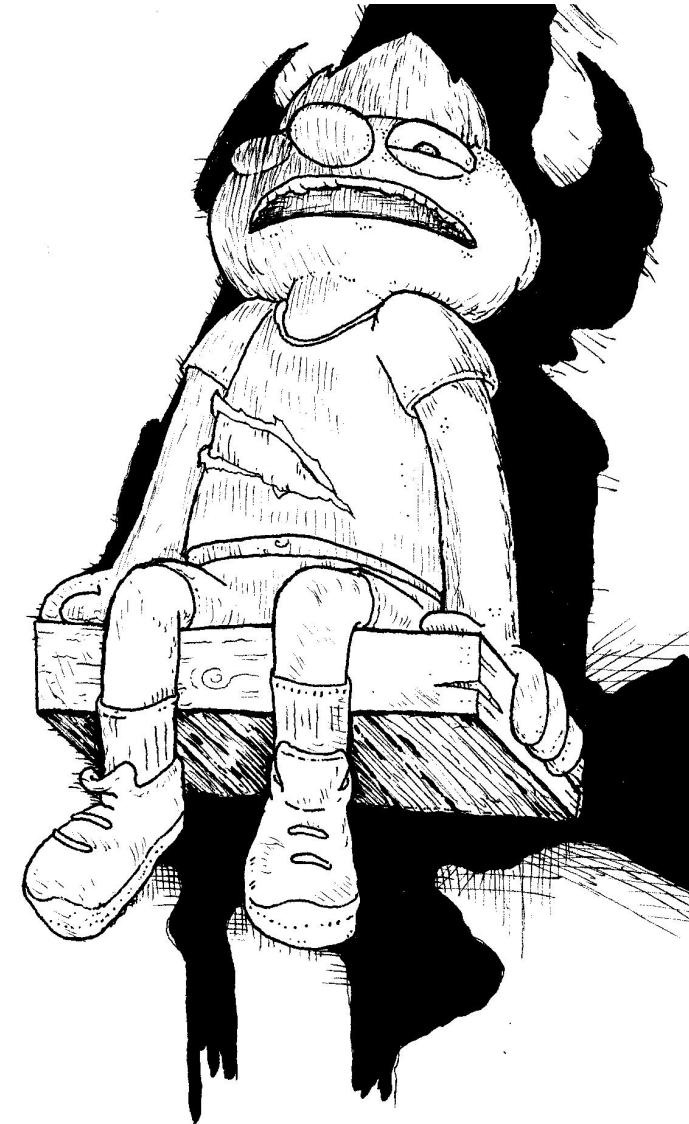
Puppets have Str 6, Agi 12, and Int equal to the points of Int invested in it. Additional powers can be built into them with the proper raw materials and/or with a larger Int investment. A few examples are outlined below. We encourage players to come up with creative ideas and the judge will determine the Int and/or gp cost.

- **Armored:** The puppet is plated in iron or another suitable material (40 gp for +4 AC, 600 gp for +8 AC)
- **Empathic link:** The puppet master is able to communicate with the subject at any distance as long as they are in the same plane of existence. (1 Int for one-way communication, 2 Int for two-way communication)
- **Enhanced attack:** The puppet has more vicious weapons, dealing greater damage (1 Int for +2d damage, 2 Int and 30 gp for +4d damage, 3 Int and 60gp for +6d damage)
- **Fast:** The puppet has a Agi of 18 and a speed of 40 (2 Int and 100 gp)
- **Mind control:** The puppet master can take over the body of the puppet at will. While occupying the puppet, the caster is still able to cast spells. When doing so, the puppet master’s body appears to be sleeping. (3 Int).
- **Strong:** Some little dolls are much stronger than they look (1 Int and 60 gp for Str 12, 3 Int and 1200 gp for Str 18)
- **Wings:** The gift of flight with a flying speed of 40’. (1 Int, 300 gp)

If the puppet is destroyed while the master has a two-way empathic link or mind control over, the caster takes 1d6 Int damage.

Healer of Puppets: The puppet master may heal its puppets with the Mending spell, ignoring “non-magical” limitations and spell duration. They apply their Luck modifier to their Mending spell checks. Natural healing and clerical healing has no effect.

Immortality in Creation: If a puppet master fails their “roll the body” check, then they may make a second roll under the Int score of the puppet with the most amount of invested Int. If successful, the master’s soul



finds its permanent home within that puppet. If unsuccessful the the player may try with the other puppets under the master’s control until each puppet has been tried. If all attempts fail, the character is truly dead.

In the new form, the Master has a new current Int of the original form’s Int at the time death plus the Int imbued in the puppet it now lives in.

If the puppet master’s soul has moved into a puppet, the option to “roll the body” in the traditional sense no longer exists. If its new form is destroyed, the same process outlined above will happen to see if the master’s consciousness moves to one of its other creations.

Spellcasting: Puppet masters pick up other magic, but rely on it less than other spellcasters. Since their Intelligence is usually fractured between so many puppets, they sometimes struggle to get spells off. Not only do their modifiers go down with their lower Int, but the caster needs a current Int of 4 to cast 1st level spells, 8 to cast 2nd level spells, 10 to cast 3rd level spells, 12 to cast 4th level spells, and 15 to cast 5th level spells.

Puppet masters are able to learn the following spells:

- 1st level - Charm Person, Comprehend Languages, Ekim’s Mystical Mask, Mending, Read Magic, Runic Alphabet (Mortal), Ventriloquism
- 2nd level - ESP, Fire Resistance, Locate Object, Magic Mouth, Scare
- 3rd level - Breathe Life, Consult Spirit, Transference
- 4th level - Wizard Sense

At first level, puppet masters begin with Mending and one additional spell, chosen randomly. Starting Intelligence bonuses do not grant puppet masters additional spells.

Luck: The puppet master’s Luck modifier applies to Mending spell checks.

Action dice: The puppet master’s action die can be used for attacks or spell checks, but his second action die can only be used for spell checks.



Table PM-1: The Puppet Master

Level	Attack	Crit Dic/ Table	Action Dice	Known Spells	Max Spell			
					Level	Rcf	Fort	Will
1	+0	1d6/1	1d20	2	1	+1	+0	+1
2	+1	1d6/1	1d20	3	1	+1	+0	+1
3	+1	1d8/1	1d20	4	1	+1	+1	+2
4	+1	1d8/1	1d20	5	2	+2	+1	+2
5	+2	1d10/1	1d20	6	2	+2	+1	+3
6	+2	1d10/1	1d20+1d14	7	2	+2	+2	+4
7	+3	1d12/1	1d20+1d16	8	3	+3	+2	+4
8	+3	1d12/1	1d20+1d20	9	3	+3	+2	+5
9	+4	1d14/1	1d20+1d20	10	3	+3	+3	+5
10	+4	1d14/1	1d20+1d20	12	4	+4	+3	+6

Q is for QUANTUM WANDERER



with miracle-of-science weapons that may be very rarely found on this world, and they should strongly consider throwing one of these into the mix every so often (see below for more resources). A Quantum Wanderer becomes proficient with any type of armor they don after wearing it for 1d10 combat encounters. While that time is passing they suffer a -2 on all their Action Die rolls. Once proficient with a type, they remain proficient with that type.

Alignment: A Quantum Wanderer may be of any Alignment. Lawful Quantum Wanderers gain +1 to using gadgets for Quantum Manipulations. Those who are Neutral gain +1 to innate Quantum Manipulation powers. Those who are Chaotic gain +1 to exploiting alternate reality.

Quantum Manipulation: You can bend time and space at will, within a certain range of effects. Doing so, however, eventually leads to a build-up of Heisenberg particles, which interfere with further manipulations. Each act requires a Q-check to determine its success or failure. On a failed Q-check, an H-particle is accrued. Each H-particle counts as a -1 on further Q-checks. After 1d12 hours with no new Q-checks being made, these accrued penalties fade at a rate of 1 point per additional hour so long as no further Q-checks are rolled. Judges should roll a d12 secretly, and can let players know that their H-particle build-up has started to fade at the appropriate time (players will not know how long they have to wait for the process to kick-in, but will be able to tell when it starts and obviously will know how many points they have accrued). The source of these Quantum Manipulations (or Q-powers) can take the form of gadgets, innate powers, exploiting ripples in reality stemming from Quantum travel and superimposing an alternate reality, or a combination thereof. [It is assumed that the Quantum Wanderer can perceive the ripples in reality that bridge into other universes in some way, in order to make use of them.] Gadgets are subject to being stolen, breaking down, or failing through wavelength interference or the like. Innate powers can fail or be unreliable due to illness or injury, or by outside interference (as with gadgets). Ripples in reality may be stronger or weaker in different physical locations or at different points in time. Negating powers in these ways should be used sparingly by the Judge, but it is perfectly within the Judge’s purview to dole them

You are misplaced in time and space — lost, marooned, or simply not where you started — but in any case, you come from a world very different to the primitive one you find yourself on now. Though it must be said these primitives do keep finding ways to surprise you with their inventiveness. You may be moving on as soon as your etheric beam emitter is working again and your towel is dry, or perhaps this is where you’ve decided to settle long term. Or you may be searching this world high and low, in hopes of finding a way back to where you belong...

Hit Points: A Quantum Wanderer gains 1d7 hit points at each Level; with what you’ve been through, you’re a bit tougher than the average person.

Weapon Training: You are considered trained in 1d5+3 randomly chosen weapons. These are close enough to the “real” weapons that you’re familiar with from your Quantum Age home, that you can get by when using them. The Judge should take into account that you are also familiar

out, though only one type of power should be affected at any one time (gadgets, powers, reality-exploitation). The Judge should avoid negating all of a character's Quantum Manipulation, and should perhaps only negate one type or another every four to seven sessions (for example). One handy way of introducing this limitation is when the character suffers a critical hit; an innate power may not be available until the wound has healed completely, or a gadget may have been broken in the attack. A Q-check is made by rolling the Quantum Wanderer's Action Die and adding their Level. Their Intelligence Modifier is added when using gadgets, their Personality Modifier is added when innate abilities are used, and their Luck Modifier is added when stream-crossing the ripples in reality is the source of the effect. Q-powers are chosen from the following list. Other powers may be developed by the Judge or by the player with Judge's approval.

Q-Power • Tachyon Bubble: By creating a Tachyon Bubble around yourself or another individual, subtly changing the flow of time within the bubble, you can increase their AC or cause them to heal recent wounds. The Bubble lasts for 1d3 plus your Level in rounds. When aiding defense, it changes the time it takes for attacks to reach the target, thus throwing off aim and giving the target more time to dodge, giving them a variable +1d6 to AC, rolled anew each round. When used to heal, it can only affect wounds gained within the past X+1 rounds, where X is the Level of the Quantum Wanderer. It restores 1d3 hp per round, and once a wound has been partially healed by a Tachyon Bubble, a future Tachyon Bubble cannot affect those wounds. Using a Tachyon Bubble for either effect automatically accrues 1 H-particle.

Q-Power • Schrodinger's Die: As a Quantum Wanderer, you can 'bet' 2 or more Luck on any outcome of the dice, either your own roll, or another player's roll, or a roll the Judge makes, before the die is rolled. The baseline DC is 13 plus the amount of Luck wagered. If you fail the Q-check, you lose the Luck (and gain an H-point). If you are successful in the Q-check, you spend the Luck and the benefit is applied as you stated, either improving one of your rolls, an ally's roll, or diminishing a Judge's roll. If your Q-check comes up as exactly your DC number, you gain the benefit of a successful check, but the Luck wagered is not subtracted from your Luck. You may burn Luck to affect your Q-check, either up or down. You may also burn Luck as normal when not using this ability.

Q-Power • Teleportation: Baseline DC is 10, plus 1 for every 10 feet (or fraction thereof) in distance moved. Adding an additional "passenger" raises the DC by 2.

Q-Power • Energy Ray: This is a beam of purest sci-fi energy. A Quantum Wanderer chooses one of the following effects to be their own version of this ability. Each ability is activated with a Q-check vs. the AC of the intended target. With the proper supplies (at the Judge's discretion), they can "bend" their chosen effect into one and only one of the other effects (by reversing the polarity of the neutron flow, perhaps?), but no further. The ray has an effective range of just 30'; this range can be extended to 60' by making a Luck check vs. a DC 13, and to 120' by making a Luck check vs. a DC 17. Failing the Luck check means the Energy Ray power is "burnt out", returning in a number of days equal to how far the roll's result was from the target DC.

Nega-Blast: Deals damage of 1d10 plus half the Level of the Quantum Wanderer.
Iso-Ray: Paralyzes targets in place for 2d3 rounds. They can break out with a DC 14 Will Save.
Truth-Ray: Targets can be compelled to speak the truth as they know it. A DC 15 Will Save per question after each question ends the 'session' and grants immunity to the effect for 24 hours.
Teleport-Beam: As the above power (and not affected by the target's AC), but the target gets a Reflex Save to resist based on the Q-check total. Can be projected out to a range of 60'.
Rectangle-Ray: Creates a square hole in walls, floors, ceilings, and other surfaces that are up to 8" thick. Each additional 8" of depth adds 2 to the DC. DC 5 creates a hole 10" on a side. DC 10 creates one 24" on a side. DC 15 creates a hole 5' on a side. DC 20 creates a hole 12' on a side. Blasting the ground will create a square "pit". Extra depth does not penetrate objects on the other side of the surface being targeted (e.g., you don't shoot a wall and take out part of a dresser).
De-Evolution Ray: Causes targets to revert to a more primitive state. They lose the use of 1d6 points of Intelligence and Personality each, but gain 1d4 to each of Strength, Agility and Stamina. They may gain a heavy brow ridge and shaggier hair, stooped posture and become inarticulate. The effect lasts for 1d6 rounds, plus some disorientation after the effect ends which is the loss of 2 Action Dice.

Table Q-1: Quantum Wanderer

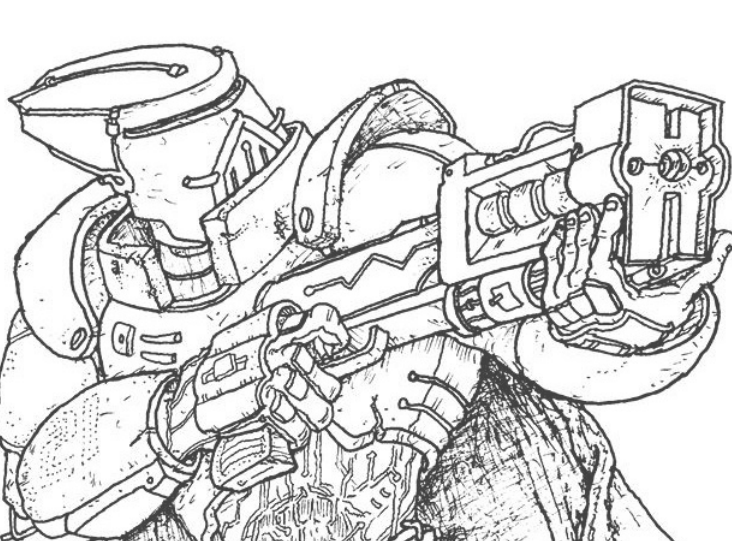
Level	Attack	Crit Die Table	Action Dice	Ref	Fort	Will	Q-Powers
1	+0	1d6/I	1d20	+1	+2	+1	1
2	+1	1d6/II	1d20	+1	+2	+2	1
3	+2	1d8/II	1d20	+2	+3	+2	2
4	+2	1d8/II	1d20	+3	+3	+3	2
5	+3	1d10/II	1d20 + 1d16	+3	+4	+3	2
6	+3	1d10/II	1d20 + 1d16	+4	+4	+4	3
7	+4	1d12/II	1d20 + 1d20	+5	+5	+4	3
8	+4	1d12/III	1d20 + 1d20	+5	+5	+5	4
9	+5	1d12/III	1d20 + 1d20	+6	+6	+5	4
10	+5	1d12/III	1d20 + 1d20	+7	+6	+6	5



Sample Quantum Age Weapons

Weapon	Damage	Range	"Value"	Notes
Needle Gun	1d16	20/40/60	100 gp/shot	<i>a</i>
Numbing Ray	special	10/30/50	200 gp	<i>b</i>
Proton Blaster	1d10	60/120/180	500 gp	<i>c</i>
Stasis Rod	special	melee	200 gp	<i>d</i>

a The Needle Gun holds up to 8 ammo packs (each one shot), and is found with 1d12+1 total ammo packs. Range of effect can be split to up to three adjacent targets before firing, dividing the damage done among these pre-selected targets, as desired.
b A successful hit with a Numbing Ray causes the target to lose 1d4 Agility, lose 1d3 x5' Speed, and lose their next Action Die. The penalties last for 1d7 rounds.
c On a result of '10' for damage, roll 1d8 additional damage. If that result is '8', roll 1d7 additional damage. If that result is '7', roll 1d6 additional damage, and so on down the Dice Chain. Holds 1d1000 charges — yes, 1d1000.
d Those struck by a Stasis Rod are paralyzed in place for 1d4 rounds unless they succeed in a DC 15 Fort Save. Fumbles may involve zapping yourself.



R IS FOR RO-BARD

An artificial entertainer class

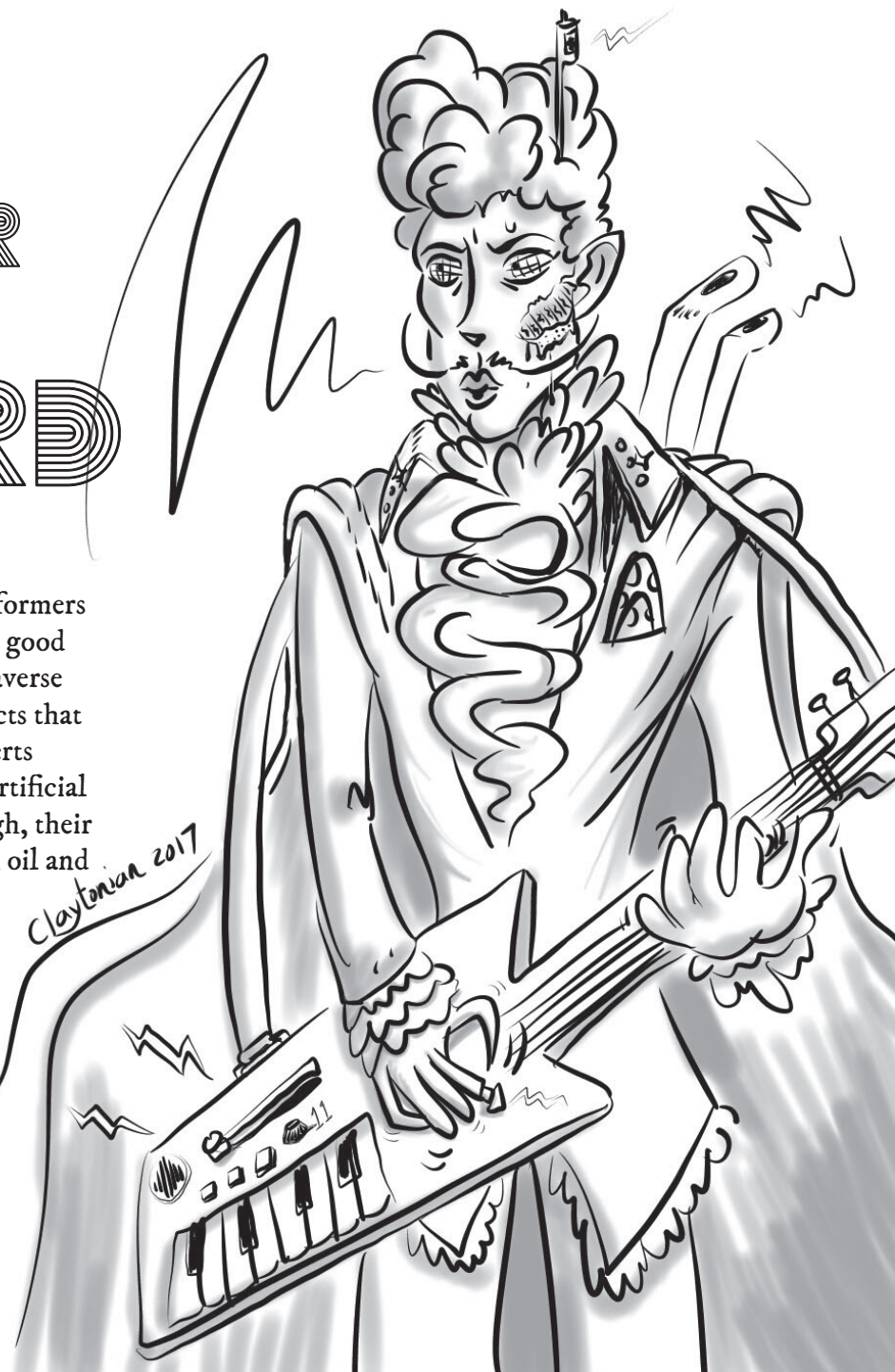
Hailing from another time and place, these performers excel at reading their audience and putting on a good show. The wide spread venues that Ro-bards traverse expose them to innumerable experiences and facts that they store for later use. These immortal extroverts appear as mostly humans with a touch of their artificial nature artfully displayed. When damaged though, their inhumanness becomes quite evident as they leak oil and other colorful fluids rather than blood.

Hit Points: A Ro-Bard gains 1d8 hit points at each level.

Weapon Training: Ro-Bard can employ any one-handed melee weapons, crossbows, shortbows, and slings. They cannot wear armor with a Fumble die greater than d8 but can use shields.

Alignment: The roguish life Ro-Bards lead tends to promote a Neutral alignment. A few find the moral fiber, or lack thereof, to maintain a Lawful or Chaotic alignment but they are definitely a rare occurrence.

Artificial: Due to being completely artificial Ro-Bards are unaffected by poisons, toxins, disease, starvation, and suffocation. They also cannot benefit from Lay on Hands or other forms of magical healing intended for living beings. Magic involving the permanent repair of machines and objects may be of assistance. In addition, they do not recover on their own from damage so they must repair themselves, costing 2d4sp per hit point repaired, and taking one turn per hit point to complete. Any “broken bone” equivalent injuries require a Tinker check (DC 12) to restore function to the damaged part.



Built-in Instruments: All Ro-bards have an internal music box like device that can generate the sounds of a number of musical instruments equal to their level plus Per mod at one time. Thus experienced Ro-Bards can simulate a small orchestra during a performance. These internal instruments also free the Ro-bard’s hands while playing so they may choose to play music as a free action (using an action die of 1d16) while performing other tasks.

Photographic Memory: As they travel, Ro-Bards record everything they experience so they can use it as inspiration for later musical works or acts. To represent this, Ro-Bards have a Memory Die they can apply to all checks involving recalling facts or random trivia.

Tinker: Being in very nature a machine of sorts, Ro-Bard’s dabble in understanding and fixing mechanisms of many types. When repairing themselves or fiddling with any variety of mechanical apparatus, they may add their Tinker Die to all checks involved with the task.

Performance Skills: What would a Ro-Bard be without their expertise as entertainers? The performance style of a Ro-Bard is dictated by their alignment. Lawful Ro-Bards prefer to focus on courtly and refined recitals of formal music and highly acclaimed plays. Neutral Ro-Bards tend to lend their talents to more common festival entertainments such as catchy songs and dances or intriguing stories spun by the hearth. Chaotic Ro-Bards specialize in grand spectacles of flashy effects and rapid routines followed by rough humor and song.

Lawful

- **Play instrument** (Per) - All Ro-Bards are accomplished musicians and know how to accompany their actions with the most evocative performances (DC 9 to succeed). Friends and allies of a Ro-bard can be inspired by these performances and gain a +1 morale bonus to Will saves, as long as they are within listening distance. These performances require a skill check (DC 14 + the number of allies affected).

- **Acting & Oratory** (Per) - Through nuanced pronunciation, exquisite grammar, and perfect timing a Ro-Bard can fill an audience with awe as they listen to its words (DC 9 to succeed). In addition, the Ro-Bard can attempt to slip in any number of small suggestions (DC 14 + the number of suggestions) that, once planted, may germinate within the listener’s minds.

- **Heraldry** (Int) - All Lawful Ro-Bards spend a good amount of time being in the know regarding the people of status in every area they travel through.

- **Linguistics** (Int) - While most Ro-Bards are multilingual, lawful Ro-Bards have a special talent with languages. A DC 10 check will pick up the basics of most common languages and DC 15-20 will glean an understanding of the rarer and more ancient ones. Alien or extra dimensional languages may require a DC 25 to understand.

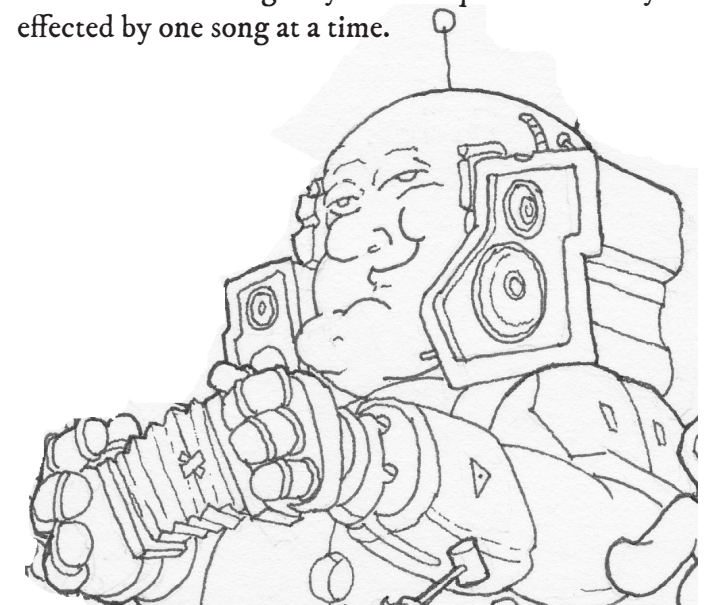
Neutral

- **Play instrument** (Per) - All Ro-Bards are accomplished musicians and know how to accompany their actions with the most evocative performances. Friends and allies of a Ro-bard can be inspired by these performances and gain a +1 morale bonus to Will saves, as long as they are within listening distance. These performances require a skill check (DC 12 + the number of allies affected).

- **Storytelling** (Per) - With the right pauses and embellishments, nearly any story can be a great one (DC 9 to succeed). A Ro-Bard can attempt to weave a moral lesson or inspirational message into a story they tell. This requires at least an hour and a skill check (DC 12 + the number of allies affected) and either plants a single moral suggestion in the listener’s mind or grants them a +1 to the next check they make that relates back the meaning of the story. A person can only be effected by one story at a time.

- **Dancing** (Agi) - What is music without dancing? A neutral Ro-Bard can thrill spectators with its inhumanly fluid grace or conduct them into group dance they will never forget (DC 9 to succeed). A person on the sidelines can be lured into dancing with a DC 15 check but they can make a Will save versus the total roll to resist.

- **Singing** (Per) - Nothing can move the heart of a kingdom like the melodic chorus of a well sung ballad. A Ro-Bard can attempt to evoke an emotional response with a song that they sing. This requires at least an hour and a skill check (DC 12 + the number of allies affected) and either plants a single emotion in the listener’s heart or grants them a +1 to the next Will save they make that relates back the song they heard. A person can only be effected by one song at a time.



Chaotic

- *Play instrument* (Per) - All Ro-Bards are accomplished musicians and know how to accompany their actions with the most evocative performances. Friends and allies of a Ro-bard can be inspired by these performances and gain a +1 morale bonus to Will saves, as long as they are within listening distance. These performances require a skill check (DC 12 + the number of allies affected).
- *Acrobatics* (Agi) - Why simply dance when you can vault, flip, and tumble your audiences’ coins into your collection hat? With a DC 10 check as much as 1d5sp can be honestly gleaned from an adoring crowd in an hour. Also, should a debtor come a calling, the Ro-Bard can either forgo its normal move to increase its AC by +2 (DC 14) or ignore all obstacles and terrain hazards while running (DC 14).

- *Jesting* (Per) - Well versed humor can be a joy or a bane to those who hear it. A DC 10 will entertain all who can hear the whimsical repartee. A chaotic Ro-Bard can also use their tomfoolery to encourage or dishearten a specific target. This requires at least one turn and a DC 15 skill check. Success indicates the target suffers either a +1 or -1 die step morale adjustment to all actions for the next number of turns equal to the Ro-Bard’s level.
- *Stage magic* (Per) - With the proper tools (rigged card decks, flash powder, and other tricks) and a bit of sleight of hand a Ro-Bard can astound onlookers (DC 10). With a few hours preparation and 3d8gp in supplies they can appear to do real magic (DC 15)!

Table RB-2: Performance Skills by Level

Lawful	1	2	3	4	5	6	7	8	9	10
<i>Play instrument</i> (Per) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
<i>Acting & Oratory</i> (Per) ·	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
<i>Heraldry</i> (Int) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
<i>Linguistics</i> (Int) ·	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Neutral	1	2	3	4	5	6	7	8	9	10
<i>Play Instrument</i> (Per) ·	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
<i>Storytelling</i> (Per) ·	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
<i>Dancing</i> (Agi) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
<i>Singing</i> (Per) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Chaotic	1	2	3	4	5	6	7	8	9	10
<i>Play instrument</i> (Per) ·	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
<i>Acrobatics</i> (Agi) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
<i>Jesting</i> (Per) ·	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
<i>Stage Magic</i> (Per) ·	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

Table RB-1: Ro-Bard

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Memory Die	Tinker Die
1	+1	1d6/II	1d20	+1	+1	+1	1d3	1d3
2	+1	1d8/II	1d20	+1	+1	+1	1d3	1d4
3	+2	1d10/II	1d20	+1	+1	+2	1d4	1d4
4	+3	1d12/II	1d20	+2	+2	+2	1d5	1d5
5	+3	1d14/II	1d20	+2	+2	+3	1d5	1d6
6	+4	1d16/II	1d20+1d14	+2	+2	+4	1d6	1d6
7	+5	1d16/II	1d20+1d16	+3	+3	+4	1d7	1d7
8	+5	1d20/II	1d20+1d20	+3	+3	+5	1d7	1d8
9	+6	1d24/II	1d20+1d20	+3	+3	+5	1d8	1d8
10	+7	1d24/II	1d20+1d20	+4	+4	+6	1d10	1d10

S is for Slimenoid

The life of a slimenoid is an alien one, at least when compared to the average adventurer. Though they started life as dwarves, humans, and other goodly races, they are now cursed (or blessed) by the gods of oozes. These gelatinous humanoid become more ooze-like as they gain more experience. This grants them interesting abilities beyond that of a normal adventurer, but also comes with some serious drawbacks.

Hit Points: Slimenoids get 1d8 hit points every level.

Weapon training: Slimenoids are not trained to use any weapons. Instead they can form pseudopods to attack. They also aren’t trained to use armor or shields.

Alignment: Most slimenoids are unconcerned with the gods and moral struggles. They tend to follow the tenets of neutrality.

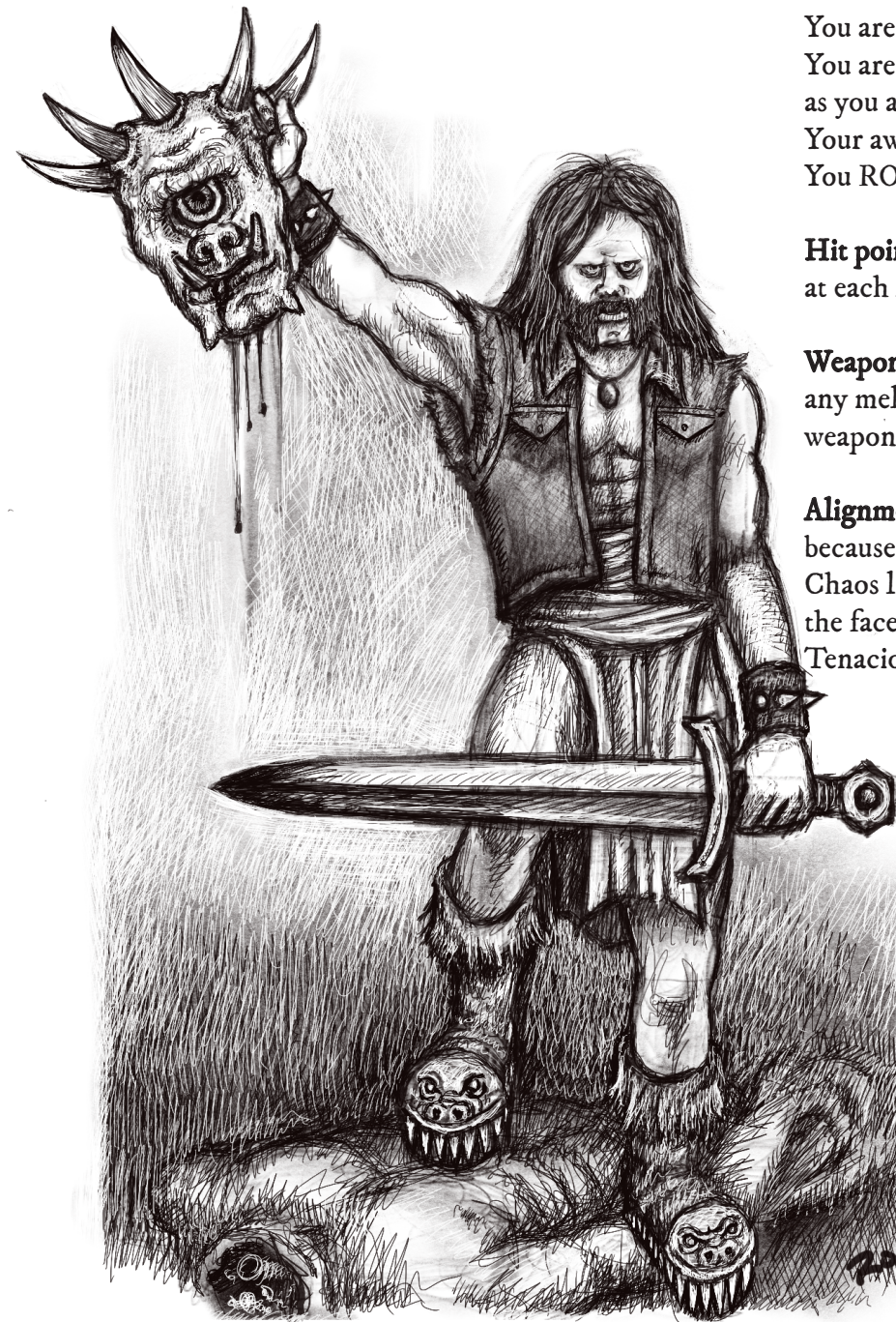
Gelatinous Form: While they once might have been human, elven, or one of the other goodly races, slimenoids are no longer fully humanoid. This comes with certain benefits and disadvantages (see table below).



Level	Traits
1	Movement 30’, Can store items safely in internal pouches roughly the size of a backpack.
2	Can breathe underwater, Darkvision 30’.
3	Movement 25’. Pseudopod considered a magical weapon.
4	Pseudopod range increased to 10’. Darkvision 60’.
5	Fire/Desiccation does double damage. Takes half damage from blunt/crushing attacks.
6	Movement 20’, Can squeeze through cracks/spaces (may lose items internally stored).
7	Pseudopod range increased to 15’, Can harden ooze for 1d8 turns (gaining+1d4 to AC).
8	No longer needs to eat or breath. Separated limbs can be reattached.
9	Decapitation does not mean automatic death.
10	No longer considered a humanoid for spell purposes.

Level	Attack	Crit Die / Table	Action Dice	Ref	Fort	Will	Psuedopod Damage
1	+0	1d8/III	1d20	+1	+1	+0	1d4
2	+1	1d8/III	1d20	+1	+1	+0	1d4
3	+2	1d10/III	1d20	+1	+2	+1	1d6
4	+2	1d10/III	1d20	+2	+2	+1	1d6 + 1 acid
5	+3	1d12/III	1d20	+2	+3	+1	1d6 + 1d3 acid
6	+4	1d12/III	1d20 + 1d14	+2	+4	+1	1d6 + 1d3 acid
7	+5	1d14/III	1d20 + 1d14	+3	+4	+2	1d8 + 1d4 acid
8	+5	1d14/III	1d20 + 1d16	+3	+5	+2	1d8 + 1d4 acid
9	+5	1d16/III	1d20 + 1d16	+3	+5	+3	1d8 + 1d6 acid
10	+7	1d16/III	1d20 + 1d20	+4	+6	+3	1d12 + 1d6 acid

T is for TENACIOUS D-FENDER



You are a mighty defender of audacity and coolness! You are not afraid of demons and other foul creatures, as you are a sure defense against their machinations. Your awesome exploits will be sung forevermore. You ROCK!!!

Hit points: A Tenacious D-Fender gains 1d8 hit points at each level.

Weapon training: A Tenacious D-Fender is trained in any melee weapon, and armor too. The only missile weapon they are allowed is the sling, because: ROCK!

Alignment: Tenacious D-Fenders are usually Neutral, because defense is for everyone. In the face of great Chaos like too many douchebags at the concert, or in the face of stilted Law with all their rules and crap, Tenacious D-Fenders can also be Lawful or Chaotic.

Attack Modifier: Similar to Warriors, the Tenacious D-Fender receives a randomized modifier known as the Tenacious-Deed Die. At 1st level, this is d2. The Tenacious-Deed Die advances with level.

Tenacious-Deeds: Tenacious D-Fenders make their way with sweet moves, bitchin' barrages, and sky-rending battle cries. Prior to any attack roll, a Tenacious-D-Fender can declare a Tenacious-Deed. This Deed is a killer move, not like break-dancing, unless you mean break-your-face-dancing. The Tenacious D-Fender's Tenacious-Deed Die determines the Deed's success. This is the same die used for the attack and damage modifier each round. If

the Deed die is a 3 or higher and the attack lands, the Deed succeeds. Note that this means that a 1st level Tenacious D-Fender cannot successfully perform a Tenacious Deed unless he has been blessed with great personality! (See below) Coolness must be earned! If the Deed die is 2 or less or the attack misses, the Deed fails and the Tenacious D-Fender looks like a total F-tard. Use the existing Mighty Deeds of Arms section in the DCCRPG rulebook for guidance with these deeds.

Initiative: A Tenacious D-Fender adds his class level to his initiative rolls.

Personality: A Tenacious D-Fender's personality modifier is applied to all Tenacious Deeds.

Action Dice: Of course, Tenacious D-Fenders like all kinds of action . . . sometimes even gently. No matter what kind of action the Tenacious D-Fender is getting, he always uses his action dice. At 6th level, a Tenacious D-Fender gets two action dice, which is popular with twins. Trust us on this one.

Battle Cries:

Karate! – The Tenacious D-Fender gains +1 AC for one round. This battle cry must be given out before combat and counts as an action.

Throw Down! – The Tenacious D-Fender's opponent must make a Will save or lose their next action. Usable 1x/day per level.

Kickapoo! – This allows the Tenacious D-Fender one extra attack in a given combat. Usable 1x/day per level.

Deth Starr! – The Tenacious D-Fender doubles his damage dice for one attack. Usable 1x/day.

Master Exploder! – A surge of force, along with a power chord from a Marshall stack of amplifiers, burst forth from the Tenacious D-Fender's vocal chords, causing deafness to all within a 20' radius, friend or foe alike. The deafness lasts for a number of rounds equal to 20 minus the targets CON. Explosivo!

Battle Cry: Tenacious D-Fenders send fear into the hearts of opponents by singing songs of wildebeests and dangers, soaring on the wings of a demon. Each has a specific effect. Some may be used in the midst of combat, as noted in the descriptions below. Note that players must scream out the battle cry to be effective!

Double Team! – The Tenacious D-Fender gains two attacks this round, as well as a +2 to hit and AC, and gets double damage on a successful hit. Usable 1X/day.

Kielbasa! – Up to 8 of the Tenacious D-Fenders opponents must make a DC 15 will save or lose their next action due to shock and embarrassment.

Storm the Gate! – Coolness can rub off! And it does! All of the Tenacious D-Fender's allies within a 50' radius gain +1 to damage on any successful attack for the next 2d4 rounds.

Tribute! – This is not the greatest song in the world. But it does give all of the Tenacious D-Fender's allies within a 100' radius a +1 to their attack rolls for 18 rounds or as long as the D-Fender can sing. Note that other Battle cries cannot be called out while this one is being sung.

Table TD-1: Tenacious D-Fender

Level	Deed Die	Crit Die/Table	Battle Cry	Action Dice	Ref	Fort	Will
1	+d2	1d12/III	Karate!	1d20	0	+1	+1
2	+d3	1d14/III	Throw Down!	1d20	+1	+1	+1
3	+d4	1d16/IV	Kickapoo!	1d20	+1	+1	+2
4	+d5	1d20/IV	Deth Starr!	1d20	+1	+1	+2
5	+d6	1d24/V	Master Exploder!	1d20	+1	+2	+3
6	+d7	1d30/V	Double Team!	1d20+1d14	+2	+2	+4
7	+d8	1d30/V	Kielbasa!	1d20+1d16	+2	+3	+4
8	+d10+1	2d20/V	Storm the Gate!	1d20+1d20	+2	+3	+5
9	+d10+2	2d20/V	Tribute!	1d20+1d20	+2	+4	+5
10	+d10+3	2d20/V	Summon Type IV Dio!	1d20+1d20	+3	+4	+6

Battle Cries Continued:

Summon Type IV Dio! – Summons a demon-winged, clawed wildebeest with the face of Ronnie James Dio. The song “Falling Off the Edge of the World” rings through the air while it is present, along with the voices of thousands of people chanting “Dio! Dio! Dio!”. It will obey the Tenacious D-Fender to the letter for 5 minutes and 5 seconds (the length of the song). It may only be summoned 1X/week. (communication: Most excellent singing and wailing electric guitar and crashing drums, Infravision, darkness (+16 check), in darkness can cast Color Spray with a 1d30+12 spellcheck 1x/round, like a rainbow in the dark (effect is nullified in light), immune to weapons of +2 or less enchantment or natural attacks from creatures of 5 HD or less, immune to fire, cold, electricity, gas, acid. Critical threat range: 18-20. Init: +6; Atk claw +10 melee (dmg 2d6+6 plus additional 1d8 against clerics or holy divers of any

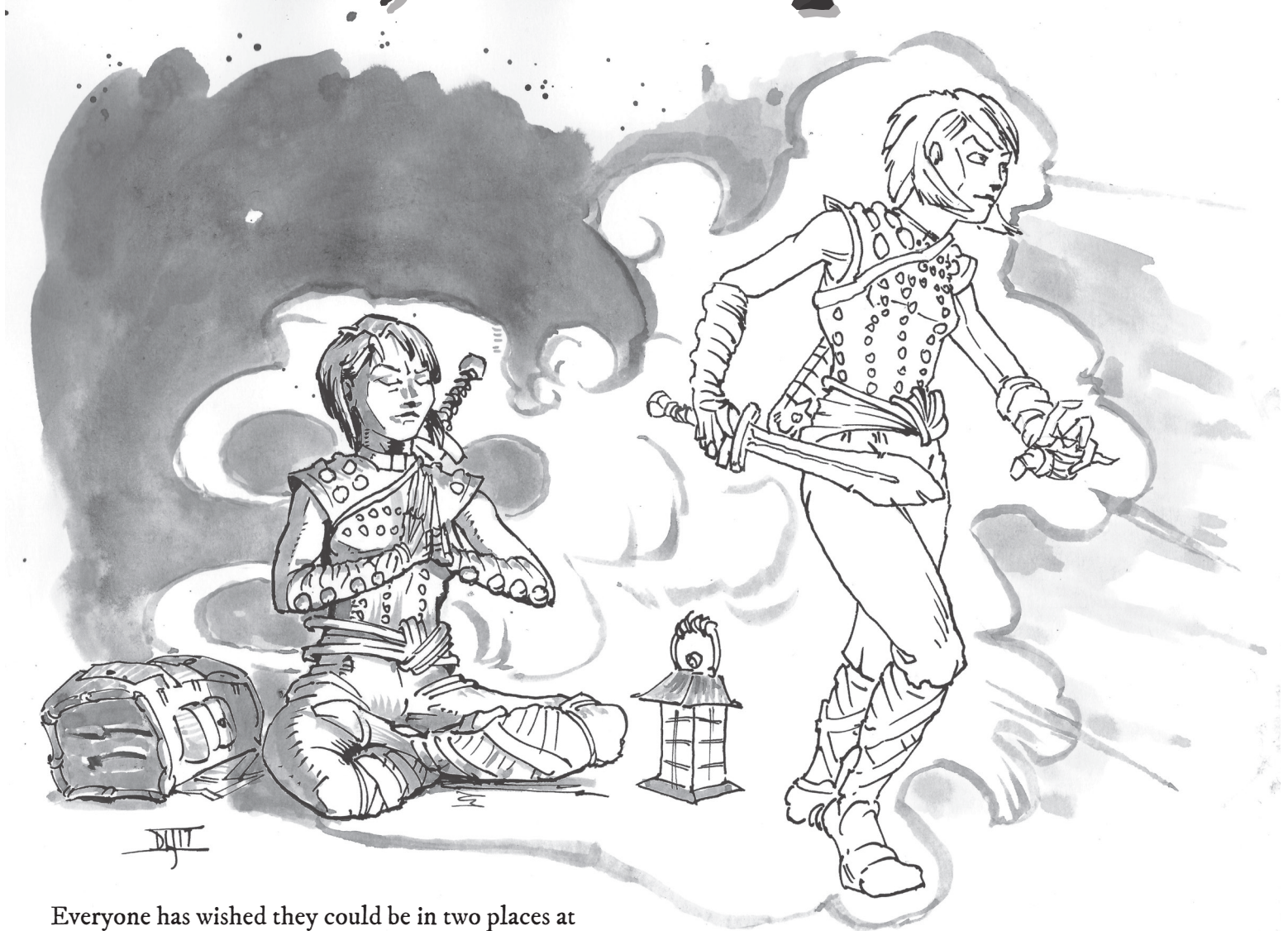
alignment); AC 20; HD 12d12; MV 60' or fly 60'; Act 2d20; SP as above + spells (+10 spell check) Detect Good, Eternal Champion, Charm Person, Magic Mouth; SV Fort +12, Ref +10, Will +12)

Tenacious D-Fender Titles

Level	Title
1	Wonderboy
2	Sergeant Kielbasa
3	Tribute Worthy
4	The Pick of Destiny
5	Tenacious Dio Fender



U is for Ubiquarian



Everyone has wished they could be in two places at once, but the ubiquarian actually can—and some can even be in up to sixteen places at once!

Meditation-masters by day, professional spies by night, the ubiquarian can invisibly scout a heist, then later that night distract the host of the party while also emptying the vaults at the same time.

Hit points: A ubiquarian gains 1d6 hit points each level.

Weapon training: A ubiquarian is trained in the use of the blowgun, crossbow, dagger, dart, garrote, long-sword, short sword, spear, and staff. Ubiquarians prefer freedom of movement and rarely wear armor heavier than studded leather.

Alignment: Most characters drawn to the life of the ubiquarian are also drawn to neutrality. The mental equilibrium required to step out of one’s body also requires a harmonic relation to the cosmos. Although ubiquarians find their alignments tend to shift over time, as they become much more enlightened.

Astral trance: The ability to be in multiple places at once is what makes the ubiquarian class unique. Their ability is often confused with magic but in truth their powers are a combination of prodigious metaphysical talent and years dedicated to deep meditation.

Absolute concentration is required to go into an astral trance and because of that, the true body of the character is oblivious to its surroundings.

During the trance, the player rolls a d20, adds their Stamina modifier and their class level, then chooses one of the results below. Failing to meet the minimum requirement of DC 10 means the ubiquarian cannot find a metaphorical foothold on the other side and needs to wait at least 1 turn before trying again. Rolling a Natural 1 on astral trance results in an *astral mishap*.

Projection: A ubiquarian can step out of their physical body and explore their surroundings in their astral body, requiring a DC 10 astral trance. In their Astral form they are invisible and intangible, unobstructed by walls but also unable to affect their surroundings. They are not tethered by physical notions like walls, water, fire, or gravity.

Maintaining an astral form in a physical plane is taxing. After a number of rounds equal to their class level, they temporarily lose 1 Stamina. After the loss they may attempt another astral trance roll and if successful, they may repeat this process by starting where they left off.

Dangerous entities live in the mysterious astral layer over the physical planes and these beings are especially drawn to places of strong magic. If encountering such an entity it is important to note that damage to an ubiquarian’s astral form results in lost hit points in the trancing body.

Healing Meditation: Going into a DC 10 astral trance for one hour, the ubiquarian can realign their body and either recover all of their lost Stamina from *Projection* (above) and *Duplication* (below), or heal 1 hp per level.

Duplication: The ubiquarian gets their name from their ability to split into multiple astral forms and give each one a physical manifestation. A DC 15 astral trance is required to accomplish two forms (the original body conducting the trance and one duplicate). A DC 20 astral trance grants four forms, DC 25 for eight forms, and DC 30 for sixteen forms. The ubiquarian’s original form is always included in that number. The more forms that exist, the weaker they are. The character’s Stamina and current hit points are divided evenly among the original body and all the duplicates, rounded down. The number of forms a character can take is capped by the lower of their Stamina and current hit points. A ubiquarian with 13 Stamina and 7 hp can take up to seven forms - their host body and six duplicates. Astral forms with physical manifestations are more stable and

last 1 turn per class level. At the end of that duration the original body loses 1 Stamina and can attempt to continue with another check. If the host loses their last Stamina point, all duplicates disappear and they go into a coma for 1d12 turns, awakening with 1 point of Stamina. Clerical healing will also awaken them and they will receive 1 point of Stamina for each HD healed.

If the trancing form takes any damage, all duplicates disappear and the original form wakes up. If a duplicate goes to 0 hp, it disappears. When the trance ends, the original form takes on all the injuries that the duplicates received.

An example: A 3rd level Ubiquarian with a Stamina 14 and 13 current hit points passes the DC 20 body trance required to take four forms, including her original form. If her current hit points had been 3, she would not have been able to take on the fourth form.

Each form, including her original in the trance, have Stamina 3 (14 divided by 4 forms) and 3 hp (13 divided by 4 forms).

The four duplicates can roam freely for 3 turns (1 per class level) before she needs to make another check. One of the duplicates falls into a pit trap and takes enough damage to kill it. It disappears. Then the trancing body is bitten by a rabid rodent, taking two points of damage. The ubiquarian wakes up, the other forms disappear, and she now has five points of damage (the three she took from falling down the pit and the two she took from the rabid rodent).

Guided Meditation: A master ubiquarian may also bring others with them on any of the above meditations. A total of up to two meditators (including the ubiquarian), adds +5 to the DC, up to four adds +10, up to eight adds +15, and up to sixteen adds +20.

Sneaky: Many ubiquarians have found work as scouts, spies, and thieves. They receive a bonus to moving silently and hiding in shadows depending on their class level.

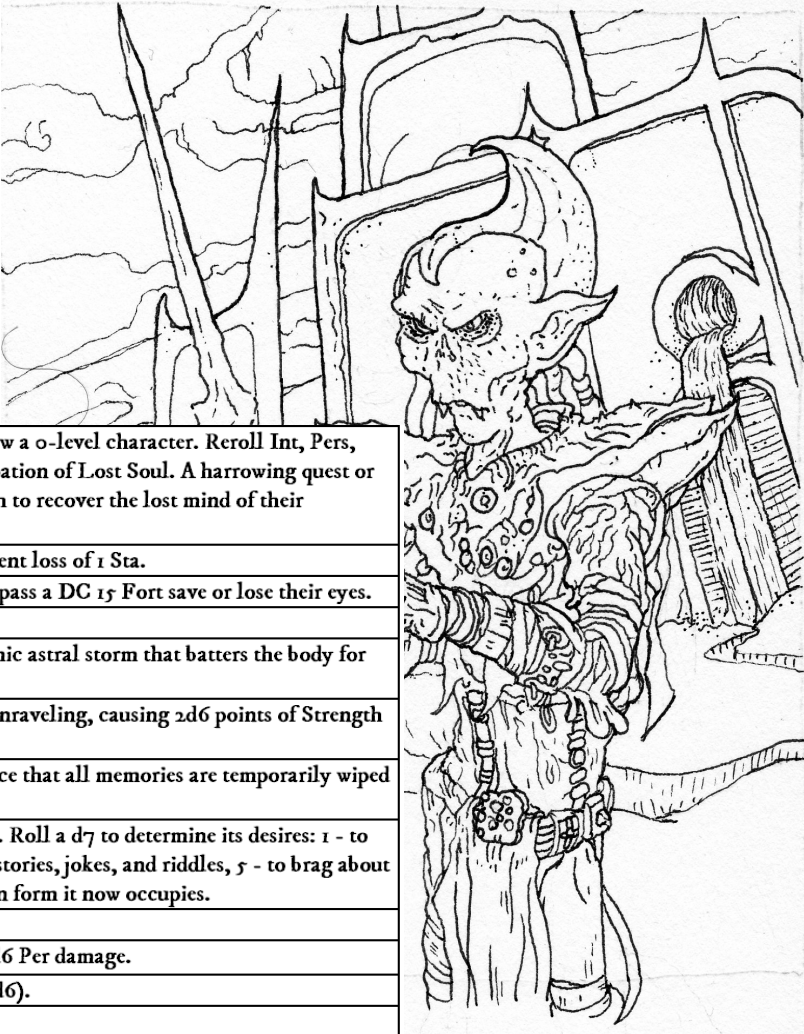
Luck: Astral mishaps can happen to the most adept of ubiquarians, a reminder that the Fates are whimsical (or unreasonable). The ubiquarian’s Luck modifier is applied to their rolls on the astral mishaps table.

Action dice: The ubiquarian’s action dice can be used for attacks or duplication checks.

Astral mishap: Even the most experienced ubiquarian becomes an unintentional beacon when entering the mysterious astral layer over the physical planes, potentially attracting a wide variety of horrors. As they master their art, they do learn to avoid the worst of them.

When the player rolls a Natural 1 on an astral trance, roll a d20 and add the PC’s level and Luck modifier.

< 0	The mind of the ubiquarian is permanently torn from its body. It is now a 0-level character. Reroll Int, Pers, and Luck, and possibly assign it a new alignment and give it an Occupation of Lost Soul. A harrowing quest or the intervention of a deity or patron may be required if the players wish to recover the lost mind of their companion and vanquish the personality that now inhabits it.
1	The ubiquarian’s body withers from the transition, suffering a permanent loss of 1 Sta.
2	The ubiquarian sees the true face of Yog-al-gasd. The character must pass a DC 15 Fort save or lose their eyes.
3	The ubiquarian goes into a coma and awakens in 1d7 days.
4	The astral form of the ubiquarian is projected directly into a cataclysmic astral storm that batters the body for 2d6 Stamina damage.
5	The consciousness of the ubiquarian comes in contact with the great unraveling, causing 2d6 points of Strength and Agility damage each.
6	The mind of the ubiquarian is thrust back into it’s body with such a force that all memories are temporarily wiped out. The character has amnesia for the next 1d24 hours.
7	An alien being abducts the ubiquarian’s unattended body for 1d6 turns. Roll a d7 to determine its desires: 1 - to fight to the death, 2 - to dance, 3 - to eat as much as it can, 4 - to hear stories, jokes, and riddles, 5 - to brag about its greatness, 6 - to share helpful information, 7 - to destroy the human form it now occupies.
8	The ubiquarian strained their mind, causing 1d6 Intelligence damage
9	The astral locust-cat steals a sliver of the ubiquarian’s soul, dealing 1d6 Per damage.
10	The void reshapes the ubiquarian’s personality. Reroll Pers and Int (3d6).
11	The ubiquarian goes into a coma and awakens in 1d24 turns.
12	Astral energies corrupt the body of the ubiquarian. Roll a d5 to determine its manifestation: 1 - all hair turns snow white, 2 - iris and pupils become black and speckled with stars, 3 - their digits grow long and thin, 4 - large blue veins become visible all over their body, 5 - their face grows rigid, making it impossible to smile or frown.
13	The ubiquarian goes into a coma and awakens in 1d8 rounds.
14	Fleeing an unknown astral entity, the ubiquarian returns to their body but accidentally gives physical form to the astral menace. Now it has a body and it wants blood. Roll a d10 to determine what stats it uses: 1 - as Android, 2 - as Cave Cricket, 3 - as Dimensional Sailor, 4 - as Gnoll, 5 - as Hydra, 6 - as Lizardman, 7 - as Primeval Slime, 8 - as Skeleton, 9 - as Vombis Leech, 10 - as Witch.
15	The ubiquarian achieves a new level of enlightenment. Roll a d3: 1 - alignment moves one step toward Law, 2 - alignment becomes neutral, 3 - alignment moves one step toward Chaos. If the result leaves their alignment unchanged then the ubiquarian has the correct world view and gains +1 Luck.
16	The limbs of the ubiquarian have fallen asleep. Any roll modified by Str or Agi is at -1d for 1 turn.
17	The ubiquarian is unable to go into the trance and may not try again until the next day.
18	The ubiquarian is unable to go into the trance but may try again in 1d12 turns.
19	The mind of the ubiquarian become disjointed. Further attempts for astral trances are -1d for the rest of the day.
20+	The ubiquarian is unable to go into the trance but may try again after 1d3 turns.



Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Sneaky
1	+0	1d10/II	1d20	+1	+0	+1	+3
2	+1	1d12/II	1d20	+1	+0	+1	+5
3	+2	1d14/II	1d20	+1	+1	+2	+7
4	+2	1d16/II	1d20	+2	+1	+2	+8
5	+3	1d20/II	1d20	+2	+1	+3	+9
6	+4	1d24/II	1d20+1d14	+2	+2	+4	+11
7	+5	1d30/II	1d20+1d16	+3	+2	+4	+12
8	+5	1d30+2/II	1d20+1d20	+3	+2	+5	+13
9	+6	1d30+4/II	1d20+1d20	+3	+3	+5	+14
10	+7	1d30+6/II	1d20+1d20	+4	+3	+6	+15

V is for Velociraptor

You are a cunning and dangerous predator from beyond time and space, a creature out of another age. Without reason, you have been summoned to this place. Without explanation, you understand the common language spoken here as if it were your own. Without hesitation, you are willing to do whatever it takes to survive extinction. You know little about this time and place, save that you have an opportunity to make your own way here.

Hit points: A velociraptor gains 1d6 hit points each level.

Weapons training: A velociraptor is considered untrained in all weapons, regardless of their intelligence or will to use them. Lacking the dexterous fingers, opposable thumbs, and other advantages that million of years of evolution provides makes it rather difficult, though not impossible, for a velociraptor to make use of most weapons. A velociraptor who wishes to use weapons will roll a lower die (according to the die chain). A velociraptor may wear any type of armor, although expensive customization is often required for them to fit properly. All armor fitted for a velociraptor costs 30% more gp than normal.

Talons: A velociraptor has an unusually large, sickle-shaped talon on the second toe of each hind foot that may be used as their primary weapons. When using their talons, velociraptors are considered to be master two weapon fighters, similar to halflings (see *DCC core rulebook pg. 60*). These talons may be up to 5 inches in length and inflict 1d4 points of damage each.

Thick hide: A velociraptor has tough, often feathered hide which grants an innate armor class bonus of +2, similar to that of Leather armor. This innate AC bonus is only applied when the velociraptor is wearing no other armor.

Speed: A velociraptor moves remarkably fast. It's base movement is 40', and it can leap several times further and twice as high as the average person.

Bite: Velociraptors are vicious, carnivorous creatures with sharp teeth and strong jaws. Biting while attacking is part of a velociraptor's combat instinct. A velociraptor may attempt a second attack using a d14 to hit that causes 1d3 damage, similar to the dwarf's sword and board ability (see *DCC core rulebook pg. 52*).

Leaping: A velociraptor may use its superior leaping ability to declare a charge (see *DCC core rulebook pg. 96*). This leaping charge does not cause an AC penalty on subsequent turns.

Carnivore: A velociraptor is required to eat at least one meal of raw flesh per day to survive. Because they are from another time, their digestive system may not be able to handle eating the meat of certain creatures. When trying new meat, a velociraptor must pass a DC 13 Fort save. If the save is failed, the velociraptor is unable to digest that creature and suffers 1d3 points of temporary stamina damage. If this saving throw is fumbled, the velociraptor must save again against a random poison chosen from appendix P: poisons (see *DCC core rulebook pg. 446*). If a critical success is rolled when trying a new meat, eating that type of meat will heal 1d3 hit points per meal. If the save is passed without a critical success, eating that type of meat heals 1 hp per meal. A velociraptor cannot eat more than five meals per day. If a velociraptor is unable to procure any meat in a given day it will begin to starve to death, losing 1d3 points of hp each subsequent day spent starving until it wastes away.

Alignment: Being that they have newly arrived upon this world, velociraptors have the choice of any alignment open to them. Most choose to be neutral, interested only in surviving and finding their own place as a stranger in a strange land. Others choose to forego their new-found knowledge and revert to their chaotic reptile brain, functioning on pure animal instinct. Others still find solace in lawful institutions, usually settling into a monastic life with whatever religious order will accept them without judging their appearance. Velociraptors are often viewed with fear and contempt, making it considerably more difficult for even the most lawful among them to blend into common society.

Clever girl: When attacking a distracted opponent from the flank or rear, a velociraptor is granted a d3 deed die and may declare a deed, similar to a warrior (see *DCC core rulebook pg. 88*). This deed may be modified with a die chain bonus according to the following conditions (and others, at the judge's discretion) :

Defender is...	
Engaged in combat	+1d
Fleeing	+1d
Surrounded	+1d
Injured / bleeding	+1d / injury
Helpless or prone	+2d

Action Dice: A velociraptor may use their action dice for attack rolls and skill checks.

Attacks and saves: A velociraptor uses the same attack bonus and save progression as a Halfling of its level (see *DCC core rulebook pg. 62*).

Critical hits and action dice: A velociraptor uses the same critical hits and action die as a Halfling of its level (see *DCC core rulebook pg. 62*).

Note: Like most fictitious depictions of Velociraptors, this class is actually based upon *Deinonychus*, a larger and more dangerous dinosaur with a less exciting name. This class is not designed to be scientifically accurate, and should not be played as such... unless you want to. Do whatever feels the most fun, you are playing as a dinosaur!



W is for Wolf Girl

Bristling with primal energy, finely tuned to her territory, thriving on self-governance—the Wolf Girl is an unapologetic autarch, motivated by razor sharp instincts and a ferocious drive to survive. Her prevailing ideology is essentially solipsistic: preservation of self, and of the environs that sustain her. Threats to this paradigm are dispatched with swift brutality. Depending on her natural empathy, a Wolf Girl’s sense of self can expand to include friends and causes, which she will defend with exceptional displays of courage and sacrifice.

Wolf Girl has an inner wolf; she is a shifter, dominated by mood swings, focused anger, and unresolved trauma. Residing in the wild, she and her lupine companion are self-possessed, meditative, and stunningly savage.

A Wolf Girl might use her connection with the earth to craft potent medicines, bezoars, and alchemical components. She might also be a master of her physical reality: platforming buildings, deflecting gunfire, and lancing targets from hundreds of yards away. Wolf Girl’s origins and motivations differ as well. The Wolf Girl is a paragon of natural balance.

Hit Points: Wolf Girl gains 1d6 hit points per level, plus stamina bonuses.

Weapon Training: Wolf Girl uses the following weapons: bows, daggers, darts, spears, nets, slings, staves. Nothing forged, nothing metal. (Wood, bone, volcanic glass, etc.). Any hide, bone, leather or pelt armor or shielding is acceptable.

Alignment: Wolf Girls may vary in their motivations, but they are invariably Lawful or Chaotic. The only metric of truth they subscribe to is their own. This sense of truth is based on their background and engendered at an early age.

Industry aversion: Wolf Girl is allergic to anything made by industry (*as an elf is vulnerable to iron*).



Commune with nature: This ability allows the Wolf Girl to make a sacrifice to nature as an action. Depending on the spiritual value of the offering, your communion may invoke a vision related to your current quest (*Judge may arrange details*).

Wolf familiar: A life-long bond exists between the Wolf Girl and a specially selected wolf companion. This functions just like a wizard’s familiar, but with wolf stats from the DCC RPG core book. (*See table WG-02 below*).

Vengeful spirit: Add your spirit die to weapon damage die and unarmed damage against foes who have dealt 3+ hit points of damage to the Wolf Girl.

Smell magic/see spirits: Wolf girls can smell magic like a dwarf can smell gold, and they are able to see spectral and ethereal creatures.

Spirit charms: Animistic connections grant the Wolf Girl a limited spellcasting ability. This works in the same way that a Thief uses magical scrolls, but the Wolf Girl must *commune with nature* to get the ‘scroll’ which must be etched into a skin, bark, hide, or leaf. Add your spirit die to casting attempts made with spirit charms.

Leap: Roll the spirit die and add that number in feet to the total distance any time the Wolf Girl attempts to jump from one place to another.

Beast tongues: Gain the Wolf language and 1 other beast language per 1 point of intelligence bonus (Bear, Eagle, Ferret, Horse, or Spider).

Wolf-born: Add your Luck bonus to unarmed attack rolls. If you possess the ‘Raised by wolves’ Birth Augur (*pg19 of DCC RPG*), add your Luck bonus twice.

Action Dice: Wolf Girls may use their actions for attacks or spirit charm spellcasting.

Level	Attack Bonus	Crit Die/Table	Action Dice	Spirit Die	Reflex	Fort	Will
1	+1	1d10/II	1d20	d3	+1	+1	+1
2	+1	1d10/II	1d20	d4	+2	+1	+1
3	+2	1d12/II	1d20	d5	+3	+1	+1
4	+3	1d12/II	1d20	d6	+3	+2	+2
5	+4	1d14/II	1d20+1d14	d7	+4	+2	+2
6	+5	1d14/II	1d20+1d14	d8	+5	+2	+3
7	+5	1d16/II	1d20+1d16	d9	+6	+3	+3
8	+6	1d16/II	1d20+1d20	d10	+6	+3	+4
9	+7	1d20/II	1d20+1d20	d12	+7	+3	+5
10	+8	1d24/II	1d20+1d20+1d14	d14	+7	+4	+6



TABLE WG-02: Wolf stats (1d6 hit die - see pg. 431 of DCC RPG for default Wolf entry)

Wolf Level	Attack Bonus	Crit Die/Table	Action Dice	Bite Damage	Armor Class	Reflex	Fort	Will
1	+2	1d10/II	1d20	d4	12	+2	+3	+1
2	+3	1d10/II	1d20	d5	12	+2	+1	+1
3	+4	1d12/II	1d20	d6	13	+3	+1	+1
4	+5	1d12/II	1d20	d6+1	13	+3	+2	+2
5	+6	1d14/II	1d20	d6+2	14	+4	+4	+3
6	+6	1d14/II	1d20+1d14	d6+1d3	14	+5	+4	+3
7	+6	1d16/II	1d20+1d16	d6+1d4	15	+6	+5	+3
8	+7	1d16/II	1d20+1d20	d6+1d5	15	+6	+6	+4
9	+7	1d20/II	1d20+1d20	2d6	16	+7	+6	+5
10	+7	1d24/II	1d20+1d20	2d6+2	17	+7	+7	+6

X IS FOR XENOCYTE



Spawned from the Protean depths of deep space, Xenocytes are highly evolved hunters with traits comparable to enormous predatory insects. With a flexible genotype, these creatures adapt quickly and evolve within one generation of each other. Capable of rending through titanium manifolds or scaling slick concrete walls, Xenocytes are specially bred to operate in a ‘pack’ as a means to hunt their prey using their impressive array of physical weaponry.

Rarely, Xenocytes will develop aberrant behavior patterns and will express a limited form of free will, migrating from their spawning grounds and familial pack to establish new territory or form their own ‘pack’ with other beings.

Hit Points: Xenocytes gains 1d10 hit points per level.

Weapon Training: Xenocytes are only normally capable of using their talons, teeth and tail in combat. They rely on their flexible exoplasting to protect them in place of worn armor.

Alignment: Bred from xenogenetic stock, these beings are ‘programmed’ during amniotic development to fit into a specified disposition. Lawful Xenocytes are hierarchical and will use patience and calculation to hunt. Chaotic genotypes possess unbridled aggression, with stimulated adrenal glands that keep them in a state of near-frenzy. Neutral dispositions will attempt to nest and procreate as often as they will join the hunt.

Alien senses: Xenocytes use dermal sensory receptors to navigate surroundings and locate prey. Standard range is 100’ and will detect solid obstacles and moving heat signatures. If any barrier thicker than 1’ is between your xenocyte and its quarry, you may spend an action die to narrow your sensory field. For 1d3 rounds, you may roll your Xeno die and penetrate that many feet worth of barriers when sensing, but you will not detect anything beyond that range.

Leap and climb: Roll the Xeno die and add that number in feet to the total distance any time you attempt to jump or climb from one place to another.

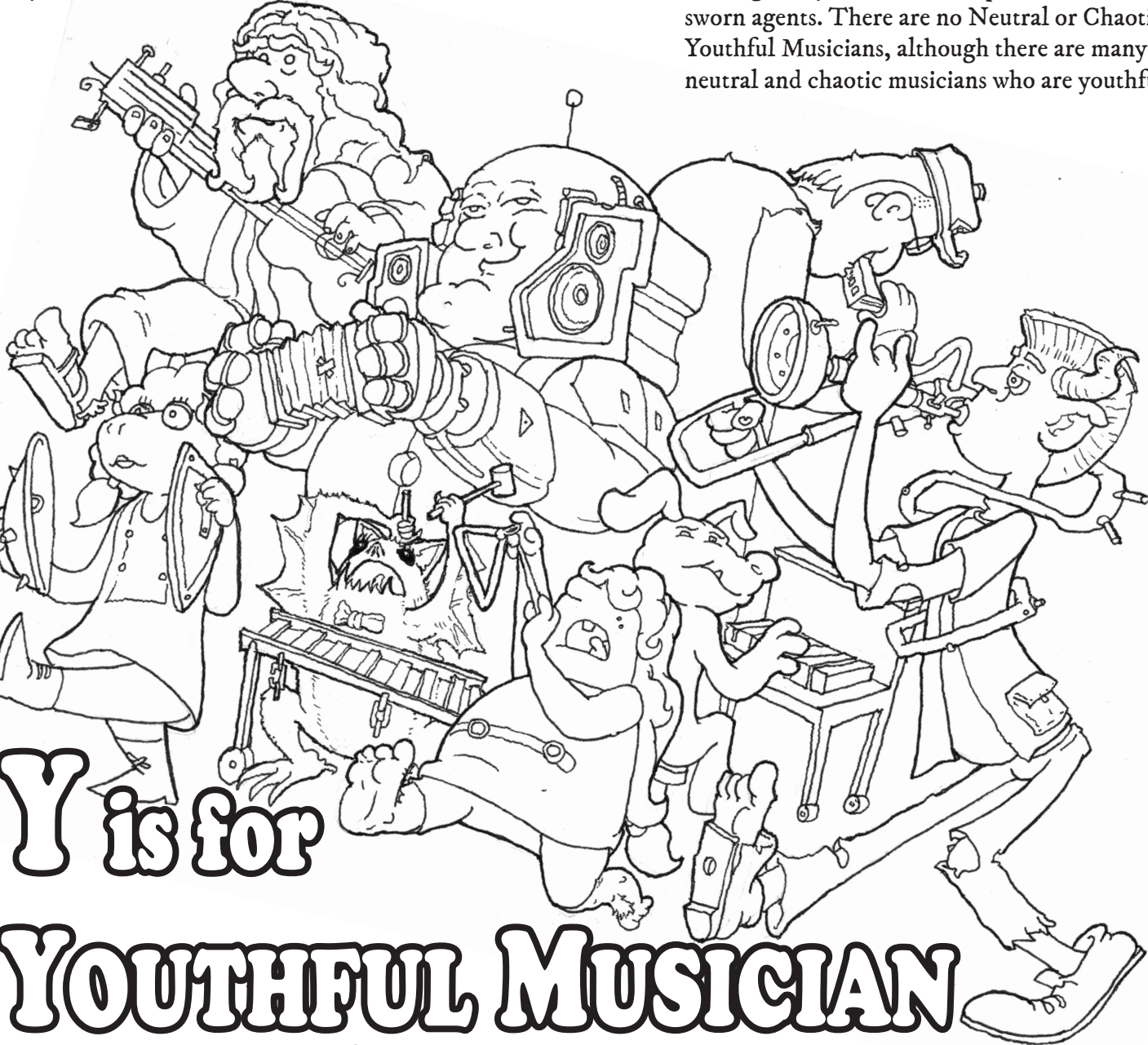
Xeno morphology: Every Xenocyte is grown in a pod of eggs from uniquely combined gene sequences that allow for a variety of tasks and hunting styles. When creating a 1st level Xenocyte, choose 1 of 3 options for Head Type, Torso Type, Legs, Arms, and Tail (see table X-02 below). Your Xeno die will be used to perform or augment certain actions.

TABLE X-02: Xeno Morphology

Body Part	Type I	Type II	Type III
Head Type	<i>Rending maw</i> Bite attack deals Xeno die damage in melee. Crits rolled on Table V	<i>Corrosive venom sack</i> Bite attack deals 1d7 damage, may make missile fire attack with 20’/40’/60’ range	<i>Telepathic cortex</i> Understand 1 language per Int bonus, may use telepathy at 100’ range
Torso Type	<i>Armored exoplasting</i> +1 AC Roll Xeno die to reduce damage in melee combat	<i>Spiked exoskeleton</i> +2 AC Melee attackers against you suffer Xeno die in damage.	<i>Winged thorax</i> Spend an action die and roll Xeno die to fly twice as many feet
Legs	<i>Bipedal talons</i> 40’ land speed, kick attack deals 1d8 damage, may be used for free during a leap	<i>Reverse jointed legs</i> +2d on reflex saves and leap attempts. Kick attack deals 1d10 and pushes target 10’	<i>Quadruped</i> 45’ land speed, may trample 1d3 targets while moving for 1d10
Arms	<i>Scything arms</i> 1d8 damage in melee. Add Xeno die to damage if target is bleeding	<i>Grappling spines</i> Spines deal damage equal to Xeno die and grapple for free on a result of 3 or more	<i>Quad arms</i> Gain d14 action die. Gain training in 1d3 types of weapon
Tail	<i>Stinger tail</i> 10’ range, deals Xeno die in damage. Spend 1 luck to ruin 1d3 points of AC	<i>Needle tail</i> 15’ range, deals 1d8 damage in melee or missile fire (20’/40’/60’ range)	<i>Prehensile tail</i> Gain d10 action die. Climb with a +2d bonus. +5’ land speed

Level	Attack Bonus	Crit Die/Table	Action Dice	Xeno Die	Reflex	Fort	Will
1	+1	1d10/II	1d20	d4	+1	+0	+0
2	+1	1d10/II	1d20	d5	+2	+1	+0
3	+2	1d12/II	1d20	d6	+3	+1	+1
4	+3	1d12/II	1d20+1d12	d7	+3	+2	+2
5	+4	1d14/II	1d20+1d14	d8	+4	+2	+2
6	+5	1d14/II	1d20+1d16	d10	+5	+3	+3
7	+6	1d16/II	1d20+1d20	d12	+6	+3	+3
8	+6	1d16/II	1d20+1d20	d14	+7	+4	+3
9	+7	1d20/II	1d20+1d20+1d12	d16	+8	+4	+3
10	+8	1d24/II	1d20+1d20+1d14	d20	+9	+4	+3

In every age, in every land, there have been those good souls who travel amongst the needy and who work to undo the machinations of evil. There is something about youth, exuberance, and transgressive music that stirs adolescence and young adults into travel and the championing of all that is good and right. Often, these foolhardy souls simply strive to right the wrongs caused by petty men and women against their neighbors, but every now and then they stymie the efforts of galaxy-spanning cults, supernatural beings, and weird entities from beyond the stars. They fight the good fight for the sheer reward of it, asking no recompense and wandering here and there living where the needs of Law might take them. They tend to attract weirdness of all kinds, and are frequently accompanied by talking animals, beneficent spirits, barmy obsolete robots, and all manner of other companions. Playing music is something of a side gig, or perhaps solving mysteries is the side gig - often there is no way to tell...



Y is for YOUTHFUL MUSICIAN

(inspired by Jeff Quick’s game *Hijinx*, appearing in *Polyhedron* #158)

Hit Points: A Youthful Musician gains 1d8 Hit Points at each level, plus Stamina bonuses.

Weapon training: Youthful musicians never train to use weapons, and indeed violence is contrary to the nature of their efforts. Whenever a Youthful Musician is armed with a weapon of any kind, he or she suffers a -2d penalty to all Action Die rolls, unless the weapon is improvised in which case the penalty is at -1d. See below. This does not affect unarmed attacks and grapples, or Action Dice used to escape from grapples.

Alignment: Youthful Musicians act in a manner that is wholly in tune with justice, righting of wrongs, and promotion of Universal Law, although they are not official police officers or sworn agents. There are no Neutral or Chaotic Youthful Musicians, although there are many neutral and chaotic musicians who are youthful,

and of course bards exist but they are not Youthful Musicians. Should a Youthful Musician be converted to Neutrality or Chaos, they suffer a -2d penalty to all Action Rolls until they are able to change again to Law. They keep their current Hit Points, but in all other ways they are considered 0-Level characters with no particular access to skills other than occupational ones (even the ones listed below).

Luck: Youthful musicians can choose to apply their Luck modifiers or not to whatever Actions they are attempting, as a class skill. They do not recover Luck points naturally - only under certain conditions described below.

Boon Companion: In addition to other party members, a Youthful Musician can attempt to influence an NPC to accompany them in their travels and work toward the ends of Law. The target gets a save to resist this influence, equal to the Youthful Musician’s Personality score plus the Youthful Musician’s Luck Bonus. If the target fails, they will be caught up in the Adventure at hand, and will assist if possible until sent away, killed, or separated by circumstances. A YM may have one boon companion per level at any given time. These will not commit suicidal acts, but they will be inclined to help the PC’s cause for inexplicable reasons.

Gimme a Hand, Here, Wouldya?: If assisting the non-combat actions of another PC, the Youthful Musician may ‘burn’ appropriate statistics to add a 1/1 modifier to the other PC’s roll. At this time the YM’s Luck modifier may be added as well. These bonuses do not apply to Actions undertaken in combat.

Level	Attack Bonus	Crit Die / Table	Action Dice	Ref	Fort	Will
1	+0	1d10/II	1d20	+1	+1	+1
2	+0	1d10/II	1d20	+1	+1	+1
3	+0	1d12/II	1d20	+2	+1	+2
4	+0	1d12/II	1d20	+2	+2	+2
5	+0	1d14/II	1d20	+2	+2	+3
6	+0	1d14/II	1d20+1d14	+3	+2	+4
7	+0	1d16/II	1d20+1d16	+3	+3	+4
8	+0	1d16/II	1d20+1d20	+3	+3	+5
9	+0	1d20/II	1d20+1d20	+4	+3	+5
10	+0	1d24/II	1d20+1d20	+4	+4	+6

Scram!: If the party is outnumbered, or if a foe has more Hit Dice than the Youthful Musician has levels, then the Youthful Musician may opt to retreat expeditiously if on foot or in a vehicle, increasing the movement rate of all party members or their conveyance to 1.5 times the normal amount until escape or capture.

Fight the Good Fight: In addition to experience awards gained through questing and adventure, a Youthful Musician always earns Luck according to how they have helped the downtrodden. Assisting the plights of Lawful or oppressed NPCs gains a 1d4 Luck bonus for that encounter. Assisting Neutral NPCs in the same manner earns 1d3 Luck, and even showing kindness to Evil NPCs gains 1 Luck for that encounter. These bonuses will not take the Youthful Musician’s Luck above the normal maximum.

Like, Peace is Groovy, Man: The -2d penalty to an armed Youthful Musician’s Action Die applies to foes and attackers instead if the Youthful Musician is NOT armed. Any to-hit, damage, and damaging spell cast at the YM is affected this way if he or she is unarmed.

I’d Like to Teach The World To Sing: Since it is known that the forces of Law take pleasure in wholesome music, a calling of the Youthful Musician is to travel and perform. Not with the same gravitas as the Bard, of course, but to bring happy tunes to the downtrodden is perhaps the Youthful Musician’s primary calling - after solving mysteries, of course. Whenever a performance of music is undertaken by the Youthful Musician and his or her comrades (including the Boon Companions), then several extraordinary things occur. First, the Youthful Musician is able to supply the entire party with improvised musical instruments, and no matter their inherent quality or skill, they will be sufficient to raise moods. Each performer gains +1 Luck, and for each Boon Companion that participates, the Youthful Musician may distribute Luck points to the party as needed. If actual musical instruments are available, then each performer gains +1d3 Luck, and the audience will be immensely gratified and offer a boon. These benefits can stack with the positive effects of other Youthful Musicians, so that a party composed of YMs entirely will often be very lucky, and frequently running from combat to friendlier places.

Action dice: Youthful Musicians use their Action dice for any normal actions, class abilities, and skill checks.

Z is for Zealot

"You are a champion of the one true god, your god. The enemy of your god is your enemy, the friends of your god are your friends. No god is greater than your god, no worshipper is more devout than you. You are your god's chosen one"

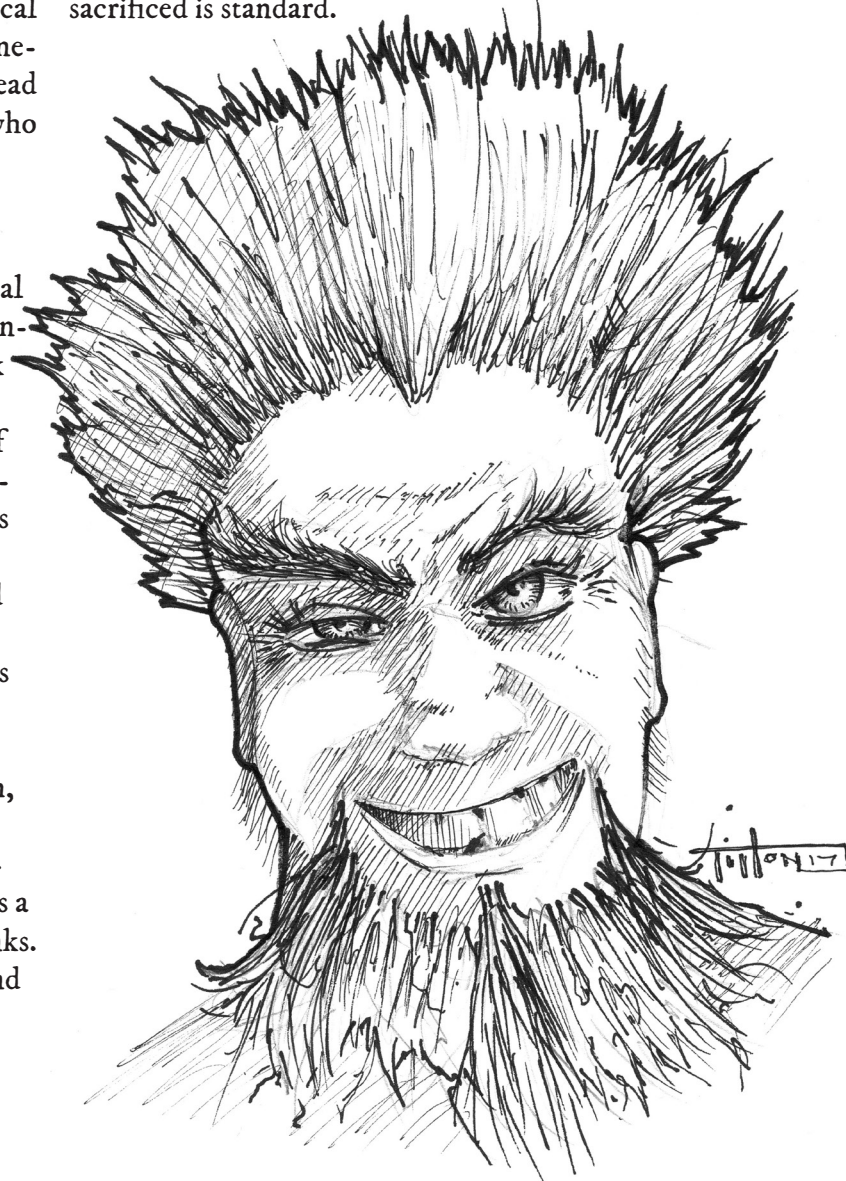
Hit points: A zealot gains 1d8 hit points at each level.

Weapon training: A zealot is trained in the weapons used by faithful followers of his god (see *DCC RPG core pg32*).

Alignment: A zealot's alignment must match his god's. Zealots of chaotic alignments belong to secret cults and strange sects. They travel the world to recruit new cultists and undermine their enemies. Zealots of lawful alignments belong to organized religious groups. They may lead a rural congregation, adventure on great crusades to convert heathens, or defend holy relics as a militant arm of the church. Neutral zealots tend toward philosophical affiliations. They may be druids who champion the oneness of nature or dark theosophists who research the dead gods that originally created the universe. A zealot who changes alignment loses the support of his god.

Choosing a god: At 1st level, a zealot selects a god to worship, and in doing so chooses one side of the eternal struggle. Zealots who worship demons and devils, monsters, fiends, Chaos Lords, and Set and the other dark gods of the naga are servants of Chaos. Zealots who worship lawful gods, nascent demi-gods, principles of good, immortals, celestials, guardians, and the prehistoric gods of the sphinxes are servants of Law. Zealots who stand at the balancing point, placing faith in the eternal struggle itself rather than the factions arrayed about it, are neutral in alignment. These "neutral" zealots may still be good, evil, or truly neutral, and as such are either druids, Cthulhu cultists, or guardians of balance. All zealots pray to join their god in a never-ending afterlife. While still clothed in mortal form, zealots find a place among others with similar beliefs. The weak follow their order, the strong lead their order, and the mighty are living avatars of their gods. As a zealot progresses in level, he moves through these ranks. A zealot's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Zealots may choose any god the Judge allows.

Fervor: Unlike a cleric, a zealot does not gain or lose favor, they gain fervor by performing deeds which their god would approve of. For example: A zealot of Choranus would gain Fervor from destroying Un-dead, killing necromancers, and performing rites to prevent the dead from rising as Un-dead. Acting in a manner against your gods tenets, will cause loss of fervor as well. A zealot of Choranus that allows a necromancer to live would lose fervor. Fervor is not easily gained, and each specific act may only be rewarded once per day. Destroying 10 un-dead in a single day typically grants 1 Fervor, though at the Judge's discretion, a great act may grant more, for example destroying a Necromancer Lord with his retinue of 500 skeletons should grant additional fervor, especially if the zealot used fervor to defeat the affront to his god. A Sacrifice can be used to grant Fervor as well. 1 point of fervor per 100gp value sacrificed is standard.



The higher the fervor level, the higher the Fervor die. When the Fervor die is used, Fervor drops by 1. If the roll is a 1, all fervor is lost.

Fervor	Fervor Die:
1:	+d3
2:	+d4
3:	+d6
4-5:	+d8
6-8:	+d10
9-13:	+d12
21+:	+d16

Attack modifier: The zealot has a fixed attack bonus. The zealot may spend Fervor points to add an extra die to any attack, damage, or skill roll. The zealot may also use the Fervor die to pay for a Mighty Deed die.

Divine aid: As a champion of the chosen god, a zealot is entitled to beseech his deity for divine aid. To request divine aid, the zealot makes a spell check by burning Fervor and adding the zealot's level and Personality bonus. Based on the result of the spell check, the judge will describe the result. Simple requests (e.g., lighting a candle) are DC 10 and extraordinary requests (e.g., summoning and controlling a living column of flame) are DC 18 or higher.

Luck: A zealot's Luck modifier applies to all damage rolls while using a weapon holy to their god.

Action dice: Action dice are used by the Zealot in combat. The zealot is not a spellcaster, except through divine aid.

Some example holy acts:

Worshipping the moon or wolves (Shul, god of the moon)
Starting or fighting in wars (Klazath, god of war)
Stopping or preventing wars (Ulesh, god of peace)
Sun worship, destroying un-dead (Choranus, the Seer Father)
Creating or using smithed goods (Daentbar, the Mountain Lord)
Righting wrongs, being brave (Gorban, the Helmed Vengeance)
Bringing justice to the downtrodden (Justicia, goddess of mercy)
Seeing through a deception (Aristemis, the Insightful One)
Keeping or solving a mystery (Amun Tor, god of riddles)
Protecting flora and fauna (Ildavir, goddess of nature)
Traveling through or under the sea (Pelagia, sea goddess)
Hibernating in the deep (Cthulhu, priest of the Old Ones)
Spreading plagues (Ahriman, god of death and disease)
Enacting secret plans (Hidden Lord, god of secrets)
Ruin and desecration (Azi Dabake, demon prince of waste)
Advancing the amphibian agenda (Bobugbubilz, demon lord)
Killing lawful dragons, spreading chaos (Cadixtat, chaos titan)
Polluting, spreading filth (Nimlurun, the unclean one)
Leaving corpses to rot (Malotoch, the carrion crow god)

Table Z-2: Zealot Titles

- 1 Cultist
- 2 Fanatic
- 3 Militant
- 4 Zealot
- 5 Chosen

Table Z-1: Zealot

Level	Attack	Crit Die/Table	Action Dice	Ref Fort Will
1	+1	1d12/III	1d20	+0 +1 +1
2	+2	1d14/III	1d20	+0 +1 +1
3	+2	1d16/III	1d20	+1 +1 +2
4	+3	1d20/IV	1d20	+1 +2 +2
5	+4	1d24/IV	1d20	+1 +2 +3
6	+5	1d24/IV	1d20+1d14	+2 +2 +4
7	+6	1d24/IV	1d20+1d16	+2 +3 +4
8	+6	1d30/V	1d20+1d20	+2 +3 +5
9	+7	1d30/V	1d20+1d20	+3 +3 +5
10	+8	1d30/V	1d20+1d20	+3 +4 +6

Notes and appendices I

Some material in this book may include ambiguous rules or esoteric mechanics. If you or your Judge have any questions about the content of this book, feel free to forward them to dungeon.remixer@gmail.com. We'd love to hear from you!

Here are some of our most-frequently asked questions:

Where is the Velociraptor class advancement table?
The Velociraptor uses existing tables from the Halfling class - check the full description for guidelines.

What form does an Intelligent Weapon take?
In pulp fantasy literature, IW's are usually blades. But your Judge might use Weapons of other types also.

The Editor class is missing an attack bonus progression...?
If an Editor wants an attack bonus progression, they will have to perform some in-game editing on their own.

Where can I find the full credits for the Black Cat class?
Right here! It was designed by Anne Hunter, Danny Hood, Doug Kovacs, Forrest Aguirre, Jarrett Crader, Jess Newman, Jon Wilson, Josh Frick, Julian Bernick, Keith G. Nelson, Maxwell Spann, Regina hart, Kirwyn, and Robert Knobbe.

As a Judge, I'm not certain which classes to allow at my game table. My game is medieval fantasy, and some of these classes seem like a poor fit. Help?
We encourage Judges to experience the 26 new classes in whatever way feels the most fun. If making them fit into your game world doesn't feel right, and you're worried about violating suspension of disbelief, don't fret. Browse the entries and you'll notice many of the classes include suggestions for incorporating them into existing game worlds in a way that makes logical sense. If you still can't find a way to validate the existence of ninja vampires in your high fantasy story, simply rename them or reshape them to suit your game. Exercise creativity.

How do I introduce these classes after a funnel adventure?
How does my 0-level gongfarmer turn into an Ogre?
There's no easy answer here, but we suggest that Judges practice unique and creative solutions. Maybe your gongfarmer unzips his skin-suit, shedding it to reveal the TRUE identity of the ogre beneath. OR maybe your gongfarmer was eaten off-screen by an ogre, who joins the party in his stead. It might be a challenge to come up with a scenario every time. But we believe in you!

At *Dungeon Remixer*, we follow a simple philosophy. We take old ideas and new ideas and combine them to produce something different. Below are some new ways you can use this book to add to your game.

- Give the Velociraptor free use of the Gobble critical hit table (Class Alphabet pg03).
- Make a Clowder of Cats. Combine the Goblin Gang and Black Cat class. Remove luck abilities, extra lives, and spells. Keep the lowest values from both classes.
- Convince the entire group to play Editors.
- Change the animal companion of the Wolf Girl to any other kind of beast. Penguin would be interesting. Remix the existing abilities to suit your new parent.
- Remove deed die from any class that uses them. Replace with a standard attack table of the Judge's choice. In place of deeds, allow players to select one ability from any existing class.
- If you're a Judge, use existing monstrous classes to create unique encounters for your party. Follow the guidelines for monster creation as they appear in the core rulebook, but sprinkle in abilities from the classes in this book. Replace class level with hit die and you've got a new assortment of monsters to challenge your PCs with.
- Try adding your own custom options to Battle Cries, Corrupted Appearances, Cybernetic Upgrades, or Xeno Morphology. You might come up with an entirely new class altogether!

Notes and appendices II

With 26 new classes available, it might be hard to decide what to play. Below is a table providing easy reference for each class and what archetypes or roles they fit into.

Don't be afraid to experiment by making your own unique classes, too. Try by first choosing a set of themes you'd like to play around with. Then look at existing classes that possess a similar set of skills or abilities. Mix and match by using existing tables as a guideline for your ten levels of progression. Experiment and playtest with your friends. I bet you'll make something cool!

How exciting would it be to play an un-dead cybernetic velociraptor? Try playing something new, and don't be afraid to experiment with something off-the-wall or extremely gonzo. Some of the most memorable DCC RPG experiences take place when something highly unusual or unexpected happens.

As a Judge, adding 26 new classes to your game might feel daunting. Just remember, this is your game and you are at the wheel. As with the DCC RPG ethos, it's always more fun to say 'yes, but...' than it is to say 'no'.

Class (A-Z)	Beasts	Robotic	Skilled	Warrior-type	Spell-caster	Musician	Un-dead
Ape Ascendant	.			.			
Black Cat	.		.		.		
Cyber-zombie		.					.
Drug User			.		.		
Editor	?	?	?	?	?	?	?
Flesh-forged				.			.
Goblin Gang			.				
Hellfont				.			
Intelligent Weapon				.	.		
Jockey	.			.			
Knave			.	.	.		
Lemurian				.			
Monster Trainer	.		.				
Ninja Vampire			.		.		.
Ogre				.			
Puppet Master					.		
Quantum Wanderer			.				
Ro-bard		.	.			.	
Slimenoid				.			
Tenacious D-fender				.		.	
Ubiquarian			.		.		
Velociraptor	.						
Wolf Girl	.				.		
Xenocyte				.			
Youthful Musician						.	
Zealot				.			

Notes and appendices III

Here is a Required Reading list. Some of these entries are blog sites or podcasts.

- **Appendix N book club.** <https://appendixnbookclub.com/>
- **Bygrinstow.** <http://bygrinstow.com/>
- **Crawling Under a Broken Moon.** <http://crawlingunderabrokenmoon.blogspot.com/>
- **Doomslakers!** <http://doomslakers.blogspot.com/>
- **DIY & Dragons.** <https://diyanddragons.blogspot.com/>
- **Halls of the Nephilim.** <http://punverse.blogspot.com/>
- **Julio’s RPG cove.** <https://juliosrpgcove.com/resources/>
- **Kill it with Fire!** <http://killitwithfirerpq.blogspot.com/>
- **Old Skulling.** <http://oldskulling.blogspot.com/>
- **People them with Monsters.** <http://peoplethemwithmonsters.blogspot.com/>
- **Raven Crowking’s Nest.** <http://ravencrowking.blogspot.com/>
- **Sanctum Secorum.** <http://sanctum.media/blog/>
- **Spellburn.** <http://spellburn.com/>

Here is an Alphabet of Game Worlds. These settings are easily compatible with many of the classes in this book. Haven’t heard of some of these? Maybe that’s because some of these worlds don’t exist yet! Others may exist already, but may also require internet wizardry to find.

- **A is for Aereth.**
- **B is for Birdworld.**
- **C is for Crawljammer.**
- **D is for Dark Trails.**
- **E is for Earth (dying).**
- **F is for Flavortown.**
- **G is for Goblintown.**
- **H is for Hubris.**
- **I is for Immortal Inlands.**
- **J is for Joisey.**
- **K is for Katatonia.**
- **L is for Lankhmar.**
- **M is for Melniboné.**
- **N is for Nowhere City.**
- **O is for Oozopolis.**
- **P is for Purple Planet.**
- **Q is for Quandary Island.**
- **R is for Radlands.**
- **S is for Shudder Mountains.**
- **T is for Terra A.D.**
- **U is for Umerica.**
- **V is for Vehicle Mayhem.**
- **W is for Wabbit World.**
- **X is for Xcrawl!**
- **Y is for Yancy Street.**
- **Z is for Zoinksville.**

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