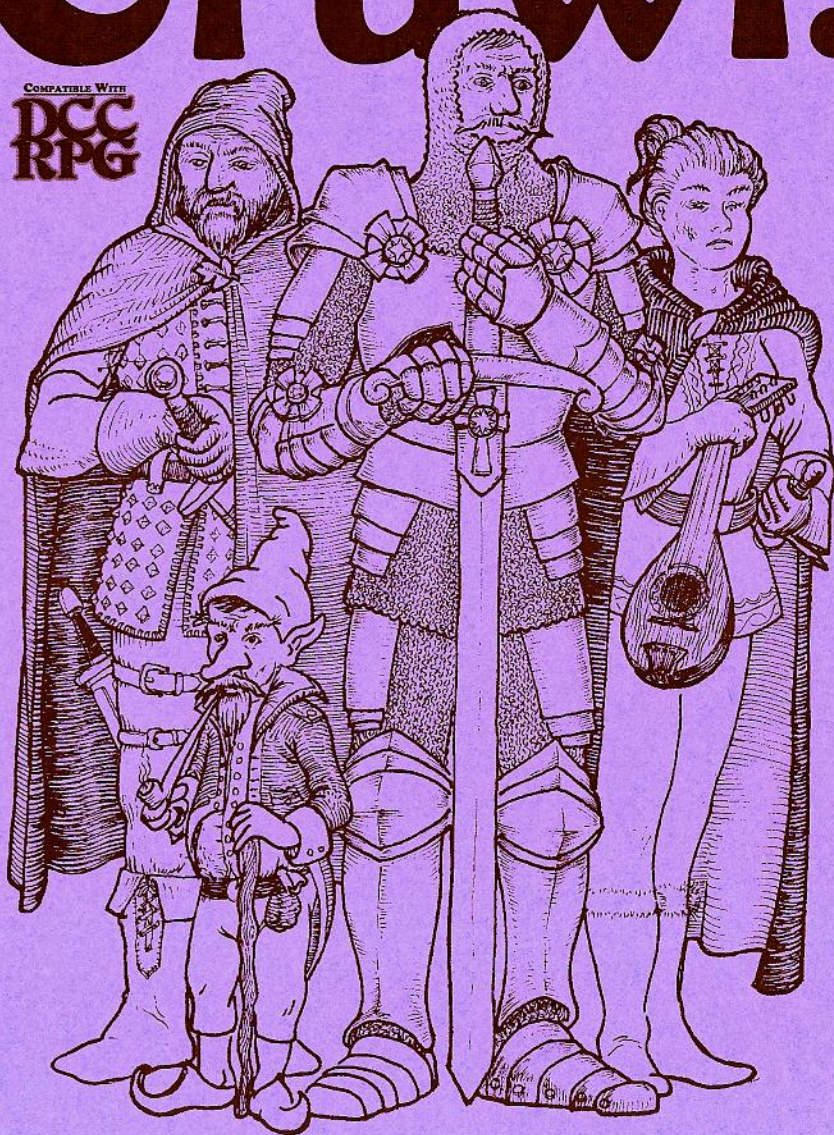


Crawl!

COMPATIBLE WITH
**DCC
RPG**



No.6: Classic Class Collection

Crawl!fanzine

No. 6
PDF Edition

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Behold **Adventurers**, the newest issue of **Crawl!**
Filled with new character classes for one and all.

After holding a poll in the forum,
These four classes won the quorum.

First the ranger, striding through the wild.
The mischievous gnome; small, like a child.

Third, the paladin devoted to his cause.
Lastly, the Bard searching for applause.

(Yes, a Bard. That is why I could not resist
writing the intro like this.)

So thanks to the readers who chose these classes,
The writers who wrote these for the masses.

But wait that is not all that is in store,
There is just a little bit more.

A new way to customize a Thief,
Chief, beef, leaf I am tired of rhyming, Good Grief.

But then, I really could go on forever in this way,
After all I have nothing better to do today.

So keep silent and make no cry or grumble
My Talent Check was a critical fumble.

Alas, we come to the end of my short lived poetry fix
So relax, sit back and enjoy **Crawl!** Number Six.

Bard Littman

(So glad he is finally able to use his English degree for something.)

Correspondence, Concerns and/or Criticism? Contact!

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Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. I prefer old-school D&D style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will be comped a copy of the zine.
Email crawl@straycouches.com.

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Bard

By Jose Lira, Leesburg VA

You are a storyteller, a jester, a clown, an orator, a singer, the greatest of all performers!

You are that special person that brightens up the room, that lifts up the heart, that gives hope to the hopeless, that brings a smile to the heartbroken, and comfort to the bereaved. You revel in the audience's adulation of your acts. Your masterful and natural talent shines forth as you perform, eliciting a wide range of emotions from your audience.

As you travel you realize that no society or culture is complete without its bards. You are that one person that records the great events and tragedies, who remembers the fallen and lost causes. The one whose performances can inspire people to greatness.

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

Weapon Training: A bard is trained in the following melee weapons club, dagger, quarterstaff, hand axe, and spear. A bard is also trained in the following ranged weapons; spear, dagger, shortbow, crossbow, and sling. At each level increase a bard may add one weapon to his list that he is not already proficient with. Choose from long sword, two-handed sword, battle axe, etc. A bard is proficient in any armor and shield. Though they suffer the normal check penalties to spellcasting and skill checks. Armor Check penalties do not affect Bardic Talents.

Alignment: *Chaotic* bards revel in challenging performances. They might dance on the edge of a cliff or walk on a tightrope over a pit of alligators. They



Art by Mitchell Hudson

may be spies working to bring down nations or simple con-men seeking to deprive the unwary of their gold.

Neutral bards are fairly common and most often found in taverns and inns. They travel to learn new tales and spread their specially crafted versions, singing songs of love won and lost. Actors and performers of traveling troupes and circuses are often neutral bards.

Lawful bards are the type commonly found in most villages and towns. They fill the role of entertainer and historian for the village. In peasant villages, the bard is likely the only person that can read and write. High level bards may become heralds for kings and emperors.

Magic: Unlike wizards, bards are dabblers in the arcane art. Their inquisitive nature and tendency to collect odd bits of lore and old tales exposes them to the arcane. A few display some small measure of skill in the successful application of such knowledge.

Acquiring Spells: Bards acquire spells completely randomly. Even if they find a complete recipe/formulae of a spell, chances are almost nil that they can master it. Bards lack the formal training and natural aptitude to the mystic arts, its more by luck and overlap with the musical/audio field that bards are able to grasp, let alone master spellcasting. When the bard reaches a level to acquire a new spell, the player rolls to determine which spell the bard is able to cast. (See Sidebar) Reroll if the bard already has the spell.

Bard Spell Selection

Level 1-3 (1d6): 1) Animal Summoning, 2) Charm Person, 3) Color Spray, 4) Detect Magic, 5) Ekim's Mystical Mask, 6) Ventriloquism

Level 4-6 (1d6): 1) Detect Evil, 2) Detect Invisible, 3) ESP, 4) Forget, 5) Magic Mouth, 6) Scare

Level 7-9 (1d5): 1) Dispel Magic, 2) Haste, 3) Slow, 4) Runic Alphabet - Fey, 5) Write Magic

Level 10 (1d2): 1) Lokerimon's Orderly Assistance, 2) Wizard Sense

Bardic Talents: A bard is able to perform a variety of bardic talents. A bard can use his talents to Call to Arms, Challenge or Calm his audience in or out of combat. The performance is auditory or visual. Auditory performances (singing, oration, shouts, etc.) must be heard by the target to take effect else the result is always negated. Visual performances (acting, juggling, card tricks, etc.) require the audience to be able to see it, else the result is negated on the target.

As their only action, bards may use a Talent Die (See Table B-1: Bard) to perform Bardic Talents. They perform their talents as an action by making a Talent Check on the Table B-2: Bardic Talent Checks. Instead of an action die, the check is made by rolling the Talent Die + Personality Modifier. The results state the failure or success of the die roll.

Call to Arms: Through oration or song, the bard can inspire his audience to greater deeds and supplant fears. A successful talent check can negate a morale failure check of henchmen . Higher results can provide greater boons to his audience's morale or fear in allies. This talent does not affect oozes, undead, and audiences with less than 3 intelligence.

Challenge: The bard through act, song, oration, or instrument is able to lead or control his target's rage and attacks. Upon a successful talent check, the bard gains the bonuses indicated. This talent does not work against undead, oozes, and other creatures of less than three intelligence.

Calm: Whether performed by act, song, oration, or instrument, the bard can change the emotions of his targets. The type, species, size, alignment, and other factors (per the judge) of the target audience may apply a penalty or bonus to the die roll. In addition, animals and audiences with intelligence scores lower than 3 can be tamed, commanded to stop attacking or just be less threatening.

Lore: A bard is always learning, always seeking that one kernel of knowledge that will lead to the next great story, the next catchy song or tune. Thus, as bards advance in level they become fountains of knowledge. The bard can use his talent die to make lore rolls (see Table B-1: Bard). A lore roll is for knowledge checks outside the bard's existing skill sets and not for common knowledge the judge determines the bard should already know. The die roll is Talent Die + Intelligence Modifier.

Languages: At 1st level, a bard automatically knows Common. A bard knows one additional language for every point of Intelligence modifier. In addition, should his intelligence go up a bard is able to pick up new languages as he adventures.

Luck: At first level, a bard must choose a to apply his Luck modifier to Bardic Talent Checks or Lore rolls. That modifier does not change as the bard's Luck score changes.

Action dice: A bard can use his first action die for attack rolls and spell checks. At 6th level, a bard can use the first die to attack or cast a spell. The second action die may be used for an additional attack or to cast a spell, but it may not be used to cast a second spell.

Table B-1: Bard

Level	Attack	Crit Die/ Table	Action Dice	Talent Die	Ref	Fort	Will	Known Spells	Max Spell Level
1	+0	1d6/I	1d20	1d14	+1	+0	+1	1	1
2	+1	1d8/I	1d20	1d14	+1	+0	+1	2	1
3	+1	1d8/II	1d20	1d16	+2	+1	+2	2	1
4	+2	1d10/II	1d20	1d16	+2	+1	+2	3	2
5	+2	1d12/II	1d20	1d20	+2	+1	+3	3	2
6	+3	1d14/II	1d20+1d14	1d24	+3	+2	+4	4	2
7	+4	1d16/II	1d20+1d16	1d30	+3	+2	+4	4	3
8	+5	1d20/II	1d20+1d20	1d30+1	+3	+2	+5	5	3
9	+6	1d24/II	1d20+1d20	1d30+2	+4	+2	+5	5	3
10	+7	1d30/II	1d20+1d20	1d30+3	+4	+3	+6	6	4

Table B-3: Bard Titles by Alignment

Level	Lawful	Chaotic	Neutral
1	Minstrel	Daredevil	Thespian
2	Chronicler	Trickster	Troubadour
3	Scholar	Infiltrator	Virtuoso
4	Herald	Capo	Spellbinder
5	King's Bard	King Breaker	King's Man

Table B-2: Bardic Talent Checks (Talent Die + Personality Mod)

Roll	Result
1 or less	Failure: <i>All</i> -You are so terrible, the complete opposite of the desired result occurs, -2 to performance rolls versus this crowd hereafter.
2-6	Boo, hiss: <i>All</i> -You are bad, negative reaction from crowd, -1 to performance rolls versus this crowd hereafter.
7-12	Successful Performance: <i>Call to Arms</i> -Negate morale failure in all retainers and allies within 20'. <i>Challenge</i> -One target, up to the bard's level in HD, must make a Will Save vs bard Talent Check result. If failed they must attack targets determined by the bard for 1 round. Alternately, a bard gets +1 to attack rolls and AC against that target for 1d3 rounds. <i>Calm</i> -Targets, up to the bard's level in HD must make a Will Save vs Talent Check result or be enthralled for 1d3 rounds. Target(s) may not attack, though they may defend themselves normally.
13-18	A Great Performance <i>Call to Arms</i> -Negate morale failure in all retainers and allies, within 40', allies and henchmen gain +1 to all Will saves for 1 turn. Any allies subject to a fear effect may reroll their saving throw. <i>Challenge</i> -Targets, up to twice the bard's level in HD, must make a Will save vs bard Talent Check result. If failed, they must attack targets determined by the bard for 1d3 rounds. Alternately, a bard may receive +2 to attack rolls and AC against those targets for 1d3 rounds. <i>Calm</i> -Targets up to twice bard's level in HD must make a Will Save vs Talent Check result or be enthralled for 1 turn. Target(s) may not attack, though they may defend themselves normally.
19-24	A Phenomenal Performance <i>Call to Arms</i> -Negate morale failure in all retainers and allies, within 40', allies and henchmen gain +1 to all Will saves, attack and spell casting rolls for 1 turn. Any allies subject to a fear effect may reroll their saving throw. <i>Challenge</i> -Targets, up to three times the bard's level in HD, must make a Will save vs the bard Talent Check result. If failed, they must attack targets determined by the bard for 1d4 rounds.

Alternately, a bard may receive +3 to AC, attack and damage rolls against those targets for 1d5 rounds.

Calm-Targets up to three times the bard's level in HD must make a Will Save vs Talent Check result or be enthralled for 1 turn. Target(s) may not attack, though they may defend themselves normally. Alternately, a target may be affected similar to a Charm Person spell result of 14-17 (See Charm Person in the Core Rulebook.)

25-29

A Noble Performance

Call to Arms-Negate morale failure in all retainers and fear in allies, within 40', allies and henchmen gain +1 to all Will saves, and +2 to all attack and spell casting rolls for 1 turn.

Challenge-Targets, up to five times the bard's level in HD, must make a Will save vs the bard's Talent Check result. If failed, they must attack targets determined by bard for 1d5 rounds. Alternately, a bard may receive +4 to AC, attack and damage rolls against those targets for 1 turn.

Calm-Targets up to five times the bard's level in HD must make a Will Save vs Talent Check result or be enthralled for 1 day. Target(s) may not attack, though they may defend themselves normally. Alternately, a target may be affected similar to a Charm Person spell result of 18-19 (See Charm Person in the Core Rulebook.)

30 or more **A King's Show**

Call to Arms-Negate morale failure in all retainers and fear in allies, within 60', allies and henchmen gain +2 to all Will saves, and +2 to all attack and spell casting rolls for 1 day.

Challenge-All targets within audible or visual range must make a Will save vs the bard's Talent Check result. If failed, they must attack targets determined by bard for 1 turn. Alternately, a bard and his allies may receive +4 to AC, attack and damage rolls against those targets for 1 turn.

Calm-All targets within audible or visual range must make a Will Save vs Talent Check result or be enthralled for 1 day. Target(s) may not attack, though they may defend themselves normally. Alternately, a target may be affected similar to a Charm Person spell result of 20-23 (See Charm Person in the Core Rulebook.)

Gnome

by Yves Larochelle

Gnomes are mischievous distant cousins of the dwarves. They are small in size, rarely reaching more than 40 inches in height and 90 pounds in weight and can live up to 600 years of age. Gnomes are magical beings; they are very proficient with illusions and have better magic resistance than other races. Unlike the dwarves, gnomes usually live above ground, preferring forest and gardens to underground or brick and mortar habitations. Gnomes are curious and playful by nature but can also show extreme bravery and fellowship when danger shows up.

Hit points: Because of their frail nature, gnomes gain 1d5 hit points each level.

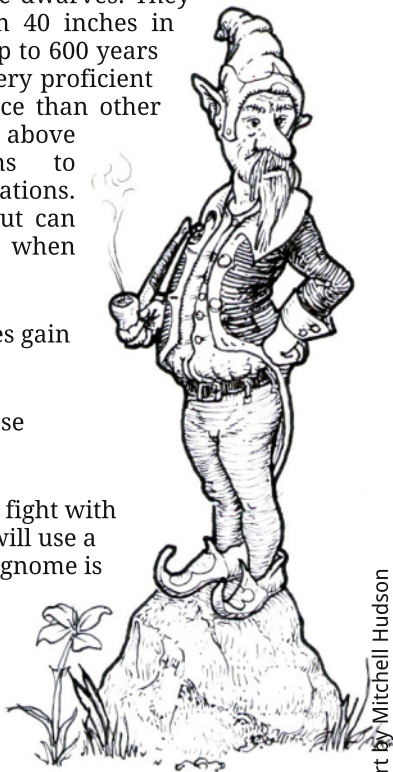
Slow: Due to their small size, gnomes have a base movement of 20'.

Weapon training: Gnomes usually don't like to fight with weapons. If forced to defend themselves, they will use a dagger, dart, sling or staff. Armor that will fit a gnome is very difficult to find, plus it affects a gnome's ability to use magic.

Alignment: Since gnomish lifestyle is based on freedom and nature, they usually are neutral but chaotic and, more rarely, lawful gnomes have been encountered.

Level limitation: Gnomes are simple, humble creatures, they don't save the universe from annihilation or become demigods and hence are limited to level 5.

Magic: Gnomish magic is solely based on illusion, deception, mirage and trickery. Gnomes are especially resistant to magic and its corrupting effects. Gnomes can't have "patrons" and their spell list is limited (See sidebar.) At first level gnomes can pick any three 1st level spells from their limited list. Gnome spells, like wizards, are affected by Intelligence. Spellcasting for gnomes generally follow wizard's rules, with the exception of the Trick Die (See Table G1: Gnome.) The Trick Die determines the effective caster level (CL) each time a spell is cast. For example, a 1st-level gnome has a caster level of 1d3, as opposed to 1st-level Wizards or Elves with a caster level of 1. The spell check is usually a d20 + Trick Die + Intelligence Modifier. A gnome will only suffer the "1" effect of a spell failure if both the die roll and the Trick Die are natural ones.



Art by Mitchell Hudson

Sturdy Illusionist Trick: Gnomes sometimes cast special illusions that become “sturdy” or solid. Whenever the gnome casts a spell, he can add a description of the precise manifestation of his illusion. If the judge considers it appropriate in relation to the situation and the adversaries and the Trick Die roll is 3 or higher, the illusion becomes “sturdy” (thick/real/solid) and causes combat damage to an adversary on top of its other effects. The judge should describe the exact form of the damage according to the context. The damage is a one-time automatic hit doing 1d5 of damage per level of the gnome, and can also be fire-based, cold-based, etc. If the Trick Die is 5 or higher the illusion is also especially impressive and the adversary must make a Will save vs Spell Check or flee in panic for 1d5 rounds.

Magic resistance: Gnomes are especially resistant to magic. There is a 10% chance per level that any magic spell or effect targeting them will dissipate on contact with the gnome (this is in addition to any other applicable save check.)

Animal Trick: Gnomes are very close to nature. With a roll of 3 or more on their Trick die, an animal or insect of less than 1 HD will become “friendly” with a gnome, protecting him or performing a small task for him. Minimal communication, but not an actual “speak with animal” skill, is also possible. The animal will not become a “familiar” and will leave afterwards.

Night vision: Gnomes can see in the dark up to 60’.

Gem affinity: Gnomes can detect the presence of large quantities of gems and various other precious stones (10% per level).

Luck: A gnome’s Luck modifier applies to all Saving Throws against magic attacks and spells.

Language: At first level, a gnome knows Common plus the gnome, elf and dwarf languages. A gnome knows one additional language per point of Int modifier.

Action Dice: A gnome’s action dice may be used for attacks and spell checks at any level.

Gnomes are limited to the following spells:

1st level: Charm person, Color spray, Magic shield, Read magic, Ropework, Sleep, Ventriloquism

2nd level: Detect invisible, ESP, Invisibility, Knock, Levitate, Magic Mouth, Mirror Image, Phantasm, Scare, Scripted Illusion* (See New Spell below.)

3rd level: Consult spirit, Dispel magic, Fly, Haste, Slow, Turn to stone

4th level: Polymorph, Transmute Earth.

Author’s Note: Some ideas come from *svaragot* on the Goodman Games forums in designing this gnome.

Table G-1: Gnome

Level	Attack	Crit Die/ Table	Action Dice	Trick Die	Known Spells	Max Spell Level	Ref	Fort	Will	Title
1	+1	1d6	1d20	d3	3	1	+1	+1	+1	Trickster
2	+1	1d6	1d20	d4	4	1	+1	+1	+1	Charmer
3	+2	1d8	1d20	d5	5	2	+2	+2	+1	Illusionist
4	+2	1d8	1d20	d6	6	3	+2	+2	+2	Master Illusionist
5	+3	1d10	1d20+1d14	d7	8	4	+2	+3	+3	Copperfield

Table G-2: Zero-level occupations for gnomes

<i>Gnome gardener</i>	hand garden fork (as dagger)	bag of flower weeds, green thumbs
<i>Gnome entertainer</i>	black wand (as staff)	shiny black top hat, white gloves
<i>Gnome stroller</i>	walking stick (as staff)	pants with large pockets (small rocks, thread)

New Spell: Scripted Illusion

Level 2

Casting Time: 1 action

Range: 100'+20' per CL (once the spell is cast, the caster can move away.)

Save: Will save vs. spell check DC to disbelieve

Duration: Varies.

General: The spell caster creates an illusion that will start with or react to somebody's actions. For example, the illusion might suddenly show a firewall at a certain time of day, or a sleeping dragon that wakes up when somebody walks nearby.

Manifestation: Per description.

Corruption: Roll 1d3: (1) caster's eyes become permanently transparent, and he is blind for 1d5 rounds; (2) caster's body becomes ethereal for 1d5 hours every day; (3) caster becomes covered in small bumps that resemble small pox or toad skin that the caster can't see.

Misfire: Roll 1d3: (1) the illusion appears to work, but only works for the caster; (2) the illusion script is reversed (e.g. the dragon goes to sleep when somebody walks near); (3) the illusion becomes a colorful blur starting at the left foot of the caster and follows him for 1d5 hours.

- 1 Lost, failure, Roll 1d4 modified by Luck: (1 or less) corruption + misfire; (2-3) corruption; (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-19 The illusion follows the planned script. The illusion may affect an area up to a 5' sq. for 1 turn.
- 20-25 The illusion follows the planned script. The area affected may be up to a 10' sq. and can last for 1d3 turns.
- 26-31 The illusion follows the planned script, affects an area up to 20' sq. and lasts for 1 hour. It is particularly realistic and adversaries failing a DC 15 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).
- 32-33 The illusion follows the planned script, affects an area up to 40' sq. and lasts for 1 week. It is particularly realistic and adversaries failing a DC 20 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).
- 34+ The scripted illusion can become permanent. It can affect an area up to 100' sq. It is particularly realistic and adversaries failing a DC 25 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).

PALADIN

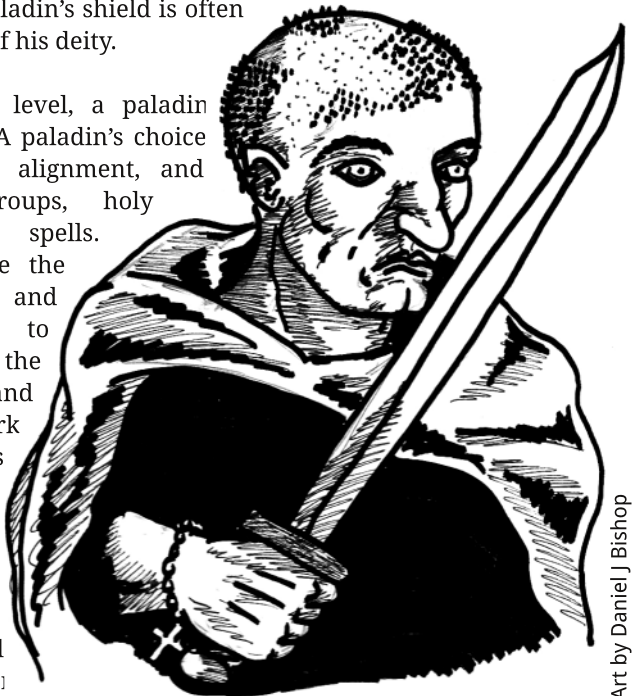
by Jose Lira, Leesberg VA

Your faith is strong. You have a deep, almost fanatical reverence and commitment to your deity. You possess natural martial skills that were recognized early on and were rigorously trained in the service of your deity. You serve as an elite guardian of your deity's flock and temple, protecting them with the power of your belief. You can wield a small bit of divine power. Thus, you are not just a holy warrior or divine champion, but a living avatar of your deity, a paladin.

Hit Points: A paladin gains 1d10 hit points per level.

Weapon training: A paladin is trained in the weapons used by faithful followers of his god. In addition a paladin is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A paladin is also trained in these ranged weapons: spear, dagger, javelin, longbow, shortbow, crossbow, and sling. Paladins may wear any armor and their spell checks are not hindered by its use. Depending on the deity, the shield or weapon may serve as his holy symbol. In most cases a paladin's shield is often painted with the symbols of his deity.

Choosing a god: At 1st level, a paladin selects a god to worship. A paladin's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Paladins of chaos choose the dark lords of war and destruction, they strive to spread chaos and prepare the world for the carnage and devastation of their dark masters. Lawful paladins follow the gods of harvest, good, light, and protection, and are what most peasants recognize as paladins, serving as temple guardians and acting as enforcers fo



Art by Daniel J Bishop

church leadership. They are defenders of the faithful. Lawful paladins that have fallen and been banished from their god, become chaotic paladins and are often referred to as anti-paladins. Neutral paladins serve the gods of balance and strive to find some middle ground in the eternal struggle between law and chaos, using chaos to fight chaos and bending the law to find justice for their flocks. A neutral paladin may be a bandit that preys on nobles that abuse their peasants.

Alignment: Paladins adhere strictly to their alignment and devote themselves to their deity's cause. His devotion to his chosen deity's principles is absolute. A paladin who changes alignment loses the support of his god. A Paladin loses access to all spells and powers from paladin levels earned under his old alignment.

Smite: The paladin has the ability to empower his weapon with divine power. Instead of a regular Attack bonus the paladin adds his Smite Die to attack and damage rolls (see Table P-1: Paladin). Smite is limited to those deemed unholy by the paladin's god.

Caster level: Caster level is a measurement of a paladin's power in channeling his god's energy. A paladin's caster level is his level as a paladin. Many paladins adventure in search of holy relics that bring them closer to their gods and thus increase their caster level.

Magic: Like clerics, paladins use idol magic to cast spells. They have similar chance for disapproval and can perform sacrifices to reduce disapproval ranges. A paladin uses his personality modifier in his spellcasting die rolls. The judge may allow the paladin to choose his spells, roll randomly for them, or any other method as specified by the judge.

Holy Deeds: In addition to spellcasting, the paladin is also able to perform Holy Deeds. The devotion of his faith empowers a paladin with divine might to improve his battle prowess, lend aid to his battle companions, or heal the injured. To use a Holy Deed, the paladin declares which Holy Deed he wants to use and rolls on Table P-3: Paladin Holy Deeds. The Holy Deeds die roll is "action die + paladin level + personality modifier + luck modifier." Holy deeds risk disapproval and each failure increases the chance of disapproval.

Lay on Hands: As a cleric, paladins have the power to heal the faithful. The paladin may not heal undead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The paladin must physically touch the wounds of the faithful and concentrate for 1 action. The paladin's lay on hands works as the cleric's, in that it may heal specific conditions instead of hit points. (See Cleric's Lay on Hands in the Core Rulebook.)

Instill Bravery: The paladin has the ability to instill bravery in others around him. This ability grants a bonus to saving throws versus fear effects. This bonus applies to saves versus dragons, outsiders, undead, magical and mundane sources that induce fear. The bonus gained and number of potential targets is shown in Table P3: Paladin Holy Deeds. Duration is 1 minute + minute/paladin level.

Cause Fear: The paladin has the ability to cause fear to the unholy of equal HD or less. Targets must make a Will Save vs the caster's check result or flee for 1 round + round/paladin level away from paladin. The failed target(s) must run at the best speed away from the paladin. The number of targets affected by the paladin's fear is shown on Table P-3: Paladin Holy Deeds.

Luck: A paladin's Luck modifier applies to Holy Deed die rolls. This modifier remains fixed over time, even if the paladin's Luck score changes.

Languages: At 1st level, a paladin automatically knows Common. A paladin knows one additional language for every point of Intelligence modifier.

Action dice: A paladin can use his action dice for attack rolls or spell checks.

Table P-3: Paladin Holy Deeds

Roll	Lay on Hands Same/Adjacent/Opposed	Instill Bravery	Fear
1-11	Failure	Failure	Failure
12-13	1 dice/ None/ None	+1 bonus/ one target	One target
14-19	2 dice/ 1 dice/ None	+2 bonus/1d3 targets	1d3 targets
20-21	3 dice/ 2 dice/ 1 dice	+3 bonus/1d4 targets	1d5 targets
22-24	4 dice/ 3 dice/ 2 dice	+4 bonus/1d6 targets	1d7 targets
25+	4 dice/ 3 dice/ 2 dice	+5 bonus/1d7 targets	1d8 targets

Table P-1: Paladin

Level	Attack	Smite Die	Crit Die/ Table	Action Dice	Ref	Fort	Will	Known Spells	Max Spell Level
1	+1	1d3	1d8/III	1d20	+1	+1	+1	0	0
2	+1	1d4	1d8/III	1d20	+1	+1	+1	1	1
3	+2	1d5	1d10/III	1d20	+1	+2	+1	1	1
4	+2	1d6	1d10/III	1d20	+2	+2	+2	2	2
5	+3	1d7	1d12/IV	1d20+1d14	+2	+3	+2	2	2
6	+3	1d8	1d12/IV	1d20+1d16	+2	+4	+2	3	2
7	+4	1d10	1d14/IV	1d20+1d20	+3	+4	+3	4	3
8	+4	1d10+1	1d14/V	1d20+1d20	+3	+5	+3	4	3
9	+5	1d10+2	1d16/V	1d20+1d20	+3	+5	+3	5	3
10	+6	1d10+3	1d16/V	1d20+1d20+1d14	+4	+6	+4	6	4

Table P-2: Paladin Titles by Alignment

Level	Lawful	Chaotic	Neutral
1	Temple Guardian	Dark Warrior	Guardian
2	Crusader	Temple Enforcer	Defender
3	Temple Warrior	Death Knight	Redeemer
4	Holy Champion	Blackguard	Liberator
5	Temple Captain	Chaos Champion	Hero

Fallen Paladin

In addition to disapproval, a paladin due to his strict observance of his deity's tenets is subject to additional constraints and obligations. He must be ever vigilant for his own internal failings and must always be striving for perfection in his own obedience to his god. Every day his disapproval rating reaches 3 or higher he gains one point on the Fallen Paladin table (Table P-4: Fallen Paladin). In addition, sinful use of holy power may incur points directly, depending on the severity of the transgression and the amount specified by the judge. These do not reset after rest and/or prayer. Real sacrifices must be paid to redeem himself or he eventually becomes a fallen paladin. From time to time the paladin may seek atonement and redemption via a the holy quest. These quests are bestowed on him by the temple or directly by his god. His quest might be to recover a holy artifact from a dangerous if not an extremely lethal vault or tomb or to vanquish a great enemy.

Table P-4: Fallen Paladin

Fallen Points	Effect	Contribution
1-7	None	50 gp/per point reduction, or 10% of wealth to wipe all.
8-10	-1 Holy Deeds die rolls	Holy quest required, completion removes 5 Fallen Points.
11-12	-2 Holy Deeds die rolls, no spell casting	Holy quest required, completion removes 6 Fallen Points.
13-14	-3 Holy Deeds die rolls, no spell casting	Holy quest required, completion removes 7 Fallen Points.
15-16	-4 Holy Deeds, no spell casting	Holy quest required, completion removes 9 Fallen Points.
17-18	No holy deeds, no spell casting	Holy quest required, completion removes 11 Fallen Points.
19	No paladin abilities	A trial is held, severe penance terms, death or expulsion could be result.
20	No paladin abilities	A holy avenger is dispatched for the fallen paladin, expulsion is automatic, death is the sentence. Fallen paladin usually seeks a new god or patron for his cause.

Ranger

by RasKal

You are a tough wilderness warrior, living and lurking at the fringe of civilized areas. Your life is often a lonely one but you can guide adventuring parties across dangerous regions. You are trained to survive in wilderness environments. As a survivalist warrior, you excel at martial combat against your favored enemies (often humanoids, creature and giants) using your proficiency in dual-weapon wielding or your archery talent. Tough and resolved, you are attuned to your surroundings and in the wilderness you have a keen expertise in stealth and survival.

Hit Die: A ranger gains 1d10 hit points at each level.

Alignment: Rangers adhere to different moral codes and are often fighting to protect the Balance of Nature; so they are usually neutral. Chaotic rangers are fearless raiders, Nature defender extremists, obsessive trophy hunters and sometimes human hunters. Lawful rangers act as army scouts, skirmishers, frontiersmen patrolling the marches or bounty hunters tracking down criminals for the rewards offered. Neutral rangers are often lone wanderers following their own way.

Weapon training: Rangers are trained with these weapons : club, crossbow, dagger, dart, handaxe, javelin, longbow, longsword, mace, shortbow, shortsword, sling, spear, staff. Rangers do not use a combination of shield and armor with a total Check Penalty of -6 or higher.

Attack modifier: Rangers do not receive a fixed attack modifier at each level. Instead, they receive a random modifier, known as a deed die. At 1st level, this is a d3. The ranger rolls his deed die on each attack roll and applies it to both his attack roll and his damage roll. This deed die functions like the Warrior's Mighty Deed of Arms but is limited to either melee or ranged attacks depending on the path chosen by the ranger.



Art by Mitchell Hudson

Ranger Path: A ranger must choose one of these two paths:

Archery Expert: When firing into melee, the ranger may ignore the 50% chance to hit an ally engaged in the melee. In addition, when attacking with a crossbow, longbow or shortbow he can also perform Mighty Deeds of Arms as a warrior.

Two-weapon Expert: A ranger can fight effectively with 2 equal-sized one-handed weapons as if his Agility was 16. He can also perform Mighty Deeds of Arms as a warrior but only when fighting with two weapons.

Wilderness Skills: A long life in the wilderness trains rangers to survive in natural hostile environments. Rangers are considered trained in these skills and receive a bonus to skills checks equal to his class level plus an Ability Score Modifier.

Climb (Agility): Rangers can climb natural slopes, steep hillsides and trees. DC 20 is a very steep cliff. A tall tree with few low branches is DC 10.

Find and neutralize natural trap (Agility): Rangers can detect, neutralize and build simple natural traps. A large, bulky trap is DC 10 (pit in the floor covered by brush, or snares). More subtle traps are DC 15, 20, or even higher. A natural 1 on these checks triggers the trap.

Sneak and Hide (Agility): Rangers are very good at stealth in natural environments, able to sneak silently and hide in natural cover. This can be used in the same manner as a thief's abilities.

Strider (Agility): Rangers can walk or run without leaving any tracks and without being hampered by difficult terrain. DC 10 is for familiar terrain and DC 15 if not familiar with the terrain or environment.

Survival (Personality): This skill allows the ranger to find shelter and sustenance (food, water), to start fire, to find direction and to give some local knowledge (geography, animal, plants). The ranger can follow tracks of any creature, identify them and tell the number. DC 10 is for familiar terrain, DC 15 if the ranger is not alone (between 2 and 8 people) and DC 20 if not familiar with the terrain or environment or if there is more than 8 people.

Favored Enemies: At Level 1, the ranger must choose one type of favored enemies from the following list: lawful humanoids (bugbears, goblins, hobgoblins), neutral humanoids (kobolds), chaotic humanoids (gnoll, orcs) and chaotic giants (cyclops, hill giants, frost giants, fire giants, cloud giants, ogres). At level 3, 6 and 9, the ranger can choose another favored enemies type but the ranger must have already fought this enemy. A Judge can allow the player to choose other types of favored enemies: perversions of nature (slimes, etc.), ape-men, lizardmen, or even subhumans, humans or demi-humans.

When fighting against his chosen favored enemies the Deed Die is improved by one shift. The improved Deed Die is also added to Wilderness skills checks involving favored enemies. The Judge may prohibit this improvement of the Deed Die if the ranger has not fought his favored enemies sometime while progressing through his previous level.

Luck: While outdoors, the ranger may make a Luck check to avoid being surprised. This is in addition to any perception and surprise checks.

Languages: A ranger knows two additional languages for every point of Intelligence modifier. These languages must be one of his favored enemies (bugbear, goblin, gnoll, hobgoblin, kobold, ogre, orc, giant) or an animal one (bear, eagle, ferret, horse, wolf).

Action dice: A ranger always uses his action dice for attacks. At 5th level a ranger gains a second attack for each round with his second attack die.

Table R-1: Ranger

Level	Attack (Deed Die)*	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+d3	d10/II	1d20	+1	+1	+0
2	+d3	d12/II	1d20	+1	+1	+0
3	+d4	d12/II	1d20	+1	+2	+1
4	+d4	d12/II	1d20	+2	+2	+1
5	+d5	D14/II	1d20+1d14	+2	+3	+1
6	+d6	d14/II	1d20+1d16	+2	+4	+2
7	+d7	d14/II	1d20+1d20	+3	+4	+2
8	+d8	d16/II	1d20+1d20	+3	+5	+2
9	+d10	d16/II	1d20+1d20	+3	+5	+3
10	+d10+1	d20/II	1d20+1d20+1d14	+4	+6	+3

*A ranger attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. When fighting favored enemies, the Deed Dice is improved by one shift.

Table R-2: Ranger Titles by Alignment

Level	Lawful	Chaotic	Neutral
1	Frontiersman	Hunter	Runner
2	Trailblazer	Chaser	Rover
3	Vanguard	Trailer	Rambler
4	Guide	Tracker	Wanderer
5	Warden	Raider	Wayfarer

Author's note: A special Thanks to Gansk and Brad.

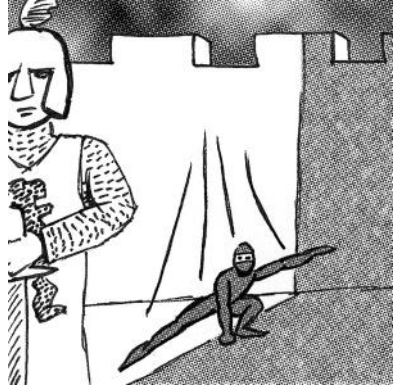


Art by Mitchell Hudson

My Thief, My Way!

Custom Thief Skills in the DCC RPG by Colin Chapman

Dungeon Crawl Classics RPG presents three Thief Skill progression tables anchored to the Thief's Alignment. This is excellent for quick play and character creation as it takes variability out of the equation. Some Players, however, want more choice in what skills their thieves are better or worse at regardless of Alignment. This article provides them with that customization.



Art by bygrinstow

The optional rules presented here ensure that no Thief Skills are completely lacking and that progression of the skills adheres strictly to the norms presented in the core rulebook.

At 1st level, the Thief Player should select:

- 1) 4 Thief Skills their character will be Excellent at.
- 2) 4 Thief Skills their character will be Good at.
- 3) 2 Thief Skills their character will be Fair at.
- 4) 2 Thief Skills their character will be Mediocre at.



Art by bygrinstow

Note: For the sake of simplicity, the Cast Spells from Scrolls skill follows the most typical progression, and so is not included in the selection process.

The descriptors given to the groupings are more useful guidelines than anything else. The difference between Excellent and Good skills is typically only 2 points, and between Good and Fair only 1 point. The real gulf in Thief Skill development is between the former pair and latter pair, where the difference is typically 4-5 points.



Art by bygrinstow

As the Thief character gains in levels, consult this table to see how their grouped Thief Skill selections develop:

Table T-1: Custom Thief Skill Development

Level	Excellent	Good	Fair	Mediocre	Cast Spells
1	+3	+1	+0	+0	d10
2	+5	+3	+1	+0	d10
3	+7	+5	+2	+1	d12
4	+8	+7	+3	+2	d12
5	+9	+8	+4	+3	d14
6	+11	+9	+5	+4	d14
7	+12	+10	+6	+5	d16
8	+13	+11	+7	+6	d16
9	+14	+12	+8	+7	d20
10	+15	+13	+9	+8	d20



Art by bygrinstow

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