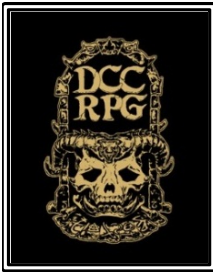


1. ABILITY SCORES AND MODIFIERS (PAGE 18)

Roll 3d6 in the following order: Strength, Agility, Stamina, Personality, Intelligence and Luck. Record Ability Modifiers from the following table:



ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

2. BIRTH AUGUR AND LUCK ROLL (PAGE 19)

Roll 1d30 to determine Birth Augur and Lucky Roll:

1D30	BIRTH AUGUR AND LUCKY ROLL
1	Harsh winter; All attack rolls
2	The bull; Melee attack rolls
3	Fortunate Date; Missile fire attack rolls
4	Raised by wolves; Unarmed attack rolls
5	Conceived on horseback: Mounted attack rolls
6	Born on the battlefield: Damage rolls
7	Path of the bear: Melee damage rolls
8	Hawkeye: Missile fire damage rolls
9	Pack hunter: Attack/damage rolls for 0-level starting weapon
10	Born under the loom: Skill checks (including thief skills)
11	Fox's cunning: Find/disable traps
12	Four-leafed clover: Find secret doors
13	Seventh son: Spell checks
14	The raging storm: Spell damage
15	Righteous heart: Turn unholy checks
16	Survived the plague: Magical healing
17	Lucky sign: Saving throws
18	Guardian angel: Savings throws to escape traps
19	Survived a spider bite: Saving throws against poison
20	Struck by lightning: Reflex saving throws
21	Lived through famine: Fortitude saving throws
22	Resisted temptation: Willpower saving throws
23	Charmed house: Armor Class
24	Speed of the cobra: Initiative
25	Bountiful harvest: Hit points (applies at each level)
26	Warrior's arm: Critical hit tables
27	Unholy house: Corruption rolls
28	The Broken Star: Fumbles
29	Birdsong: Number of languages
30	Wild child: Speed (each +1/-1 = +5'/-5' speed)

3. CALCULATE SAVING THROWS (PAGE 20)

SAVING THROW	0-LEVEL	ABILITY MODIFIER
Fortitude	+0	Stamina
Reflex	+0	Agility
Willpower	+0	Personality

4. DETERMINE STARTING LANGUAGES (PAGES 20, 440)

CONDITION MET	LANGUAGES
All Characters	Common Tongue
Demi-humans with 8+ Int	Racial Tongue
Each point of Int modifier	One additional language

5. DETERMINE STARTING HIT POINTS (PAGE 21)

1d4 + Stamina modifier with a minimum of 1.

6. DETERMINE STARTING WEALTH (PAGE 21)

5d12 copper pieces.

7. DETERMINE OCCUPATION (PAGES 21-24)

Roll 1d100 to randomly determine Occupation, Trained Weapon and Trade Goods on Table 1-3.

8. STARTING EQUIPMENT (PAGE 73)

Roll 1d24 to determine additional piece of starting gear:

1D24	ITEM	COST
1	Backpack	2 gp
2	Candle*	1 cp
3	Chain, 10'	30 gp
4	Chalk, 1 piece*	1 cp
5	Chest, empty	2 gp
6	Crowbar	2 gp
7	Flask, empty*	3 cp
8	Flint & steel	15 cp
9	Grappling hook	1 gp
10	Hammer, small	5 sp
11	Holy Symbol	25 gp
12	Holy water, 1 vial (1d6 vs undead)	25 gp
13	Iron spikes, each*	1 sp
14	Lantern	10 gp
15	Mirror, hand-sized	10 gp
16	Oil, 1 flask (1d6 + fire, 6 hours light)	2 sp
17	Pole, 10-foot	15 cp
18	Rations, per day*	5 cp
19	Rope, 50'	25 cp
20	Sack, large	12 cp
21	Sack, small	8 cp
22	Thieves' tools	25 gp
23	Torch, each*	1 cp
24	Waterskin	5 sp

* Roll 1d4 to determine starting quantity of this item (house rule).

9. BASE MOVE AND RACIAL FEATURES (PAGES 52-61)

RACE	MOVE	RACIAL FEATURES
Human	30'	None
Elf	30'	60' Infravision, Iron Sensitivity, Immune to magical sleep/paralysis, +4 to detect secret doors/passive checks within 10'
Dwarf	20'	60' Infravision, Smell gold/gems
Halfling	20'	30' Infravision, Two-weapon fighting, Good luck charm

10. CHOOSE AN ALIGNMENT (PAGE 24)

Lawful	Unity, order, authority, loyalty, charity. Does what is right and just. Chooses the path of mankind over the path of supernatural dominance.
Neutral	The balance of nature, the timelessness of eternity, the nothingness of space. Often worships those that came before Law and Chaos. Measured morality, a balance of costs and benefits.
Chaotic	Entropy, undermining of rule, natural order and the law of mankind. Bargains with the supernatural. Chooses the path of greatest personal power over principle.

11. PURCHASE EQUIPMENT (PAGES 70-73)

WEAPONS			
WEAPON	DAMAGE	RANGE	COST
Battleaxe*	1d10	-	7 gp
Blackjack†	1d3/2d6***	-	3 gp
Blowgun†	1d3/1d5	20/40/60	6 gp
Club	1d4	-	3 gp
Crossbow*	1d6	80/160/240	30 gp
Dagger††	1d4/1d10	10/20/30**	3 gp
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6 gp
Garrote†	1/3d4	-	2 gp
Handaxe	1d6	10/20/30**	4 gp
Javelin	1d6	30/60/90**	1 gp
Lance#	1d12	-	25 gp
Longbow*	1d6	70/140/210	40 gp
Longsword	1d8	-	10 gp
Mace	1d6	-	5 gp
Polearm*	1d10	-	7 gp
Shortbow*	1d6	50/100/150	25 gp
Shortsword	1d6	-	7 gp
Sling	1d4	40/80/160**	2 gp
Spear#	1d8	-	3 gp
Staff	1d4	-	5 sp
2-Handed Sword*	1d10	-	15 gp
Warhammer	1d8	-	5 gp

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

‡ Characters generally purchase normal straightedged daggers, but cultists, cave-dwellers, evil priests, alien worshipers, and other menacing villains carry curvy or ceremonial daggers known as athame, kris, or tumi.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

AMMO		
AMMUNITION	QUANTITY	COST
Arrows	20	5 gp
Arrows, silver-tipped	1	5 gp
Quarrels	30	10 gp
Sling Stones	30	1 gp

ARMOR					
ARMOR	AC	PEN	SPD*	FUM	COST
Unarmored	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded Leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded mail	+6	-6	-5'	d16	250
Half-plate	+7	-7	-10'	d16	550
Full plate	+8	-8	-10'	d16	1200
Shield**	+1	-1	-	d8	10

* Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.

** Shields cannot be used with two-handed weapons.

MOUNTS AND RELATED GEAR		
ITEM	WEIGHT	COST
Barding	x2*	x4*
Bridle and bit	1 lb.	2 gp
Donkey or mule	-	8 gp
Feed (per day)	-	5 cp
Horse, regular	-	75 gp
Horse, warhorse	-	200 gp
Pony	-	30 gp
Saddle, pack	20 lbs.	15 gp
Saddle, riding	30 lbs.	30 gp
Saddlebags	8 lbs.	2 gp
Stabling (per day)	-	5 sp

* Relative to normal man-sized armor of this type.

You may also buy additional equipment from the random Starting Equipment table on the front of this sheet.

12. CALCULATE ARMOR CLASS (PAGE 78)

Armor Class = 10 + AC Bonuses + Agility Modifier

13. FINAL DETAILS

Action Die	1d20
Initiative Bonus	Agility Modifier
Attack Modifier	+0
Critical Die	1d4
Critical Table	Table I

Finally choose a suitable name for your new adventurer, light your torch and prepare to descend into the depths!

This is an unofficial, unauthorized reference document intended for use with the Dungeon Crawl Classics RPG by Goodman Games. For more information regarding the DCC RPG, please visit <http://www.goodman-games.com>.