

Dungeon Crawl Classics RPG

DM SCREEN INSERTS

by John Carr

<http://ageofruins.wordpress.com>

For use with Savage Worlds Customizable GM Screen

http://www.studio2publishing.com/shop/product_info.php?cPath=25_161&products_id=84

Inspired by DCC RPG Reference Sheets

by Jeremy Deram

<http://peoplethemwithmonsters.blogspot.com>

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>

Skill Check DC Guidelines

Difficulty	DC
Child's Play	5
Man's Deed	10
Feats of Derring-Do	15
Hero's Work / Super-Human	20

Lay on Hands

	Same	Adjacent	Opposed
1-11	Fail	Fail	Fail
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Condition Healing

Condition	Dice
Broken Limbs	1
Disease or Organ Damage	2
Paralysis or Poison	3
Blindness or Deafness	4

Turn Unholy Result by HD

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120' 1d6 dmg	K2d6+CL (no save)	T2d6+CL D1d4 (no save)	T1d8+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy; Will Save DC = Spell Check Result; Turned creatures flee/cower for 3d10 min. or until attacked.

Attack Roll Modifiers

Conditon	Melee	Missile
Missile fire range is ...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is ...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is ...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled (in a net or otherwise)	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

*And 50% chance of friendly fire if attack misses. See DCC RPG page 96.

Examples of Actions

Draw or sheathe a weapon*, Equip or drop a shield*, Open a door*, Light a torch or lantern, Uncork a potion or unfurl a scroll, Locate an item in a backpack, Stand up from a prone position, Mount or dismount a steed, Read a scroll or drink a potion.

* Can be included as part of a movement action.

Fumbles

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

Monster Critical Hit Matrix

Monster HD	Humanoids w/weapons*	Dragons	Demons	Giants	Un-dead	All Other
Less than 1	III/d4	DR/d4	DN/d3	-	U/d4	M/d4
1	III/d6	DR/d6	DN/d4	-	U/d6	M/d6
2	III/d8	DR/d8	DN/d4	-	U/d6	M/d8
3	III/d8	DR/d10	DN/d4	-	U/d8	M/d8
4	III/d10	DR/d12	DN/d4	G/d4	U/d8	M/d10
5	III/d10	DR/d14	DN/d6	G/d4	U/d10	M/d10
6	IV/d12	DR/d16	DN/d6	G/d4	U/d10	M/d12
7	IV/d12	DR/d20	DN/d8	G/d4	U/d12	M/d12
8	IV/d14	DR/d20	DN/d8	G/d4	U/d12	M/d14
9	IV/d14	DR/d24	DN/d10	G/d4	U/d14	M/d14
10	IV/d16	DR/d24	DN/d10	G/d4	U/d14	M/d16
11	V/d16	DR/2d14	DN/d12	G/d4	U/d16	M/d16
12	V/d20	DR/2d14	DN/d12	G/d6	U/d16	M/d20
13	V/d20	DR/d30	DN/d14	G/d6	U/d20	M/d20
14	V/2d10	DR/d30	DN/d14	G/d7	U/d20	M/d20
15	V/2d10	DR/2d16	DN/d16	G/d7	U/d24	M/d20
16	V/2d12	DR/2d16	DN/d16	G/d8	U/d24	M/d24
17	V/2d12	DR/2d20	DN/d20	G/d8	U/d30	M/d24
18	V/2d14	DR/2d20	DN/d20	G/d10	U/d30	M/d24
19	V/2d14	DR/3d20	DN/d24	G/d10	U/d30	M/d30
20	V/3d10	DR/3d20	DN/d24	G/d12	U/d30	M/d30
21+	V/3d10	DR/4d20	DN/d30	G/d12	U/d30	M/d30

*Includes orcs, kobolds, goblins, bugbears, lizardmen, etc.

Two-Weapon Attacks

Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	Cannot crit fighting two-handed
9-11	-2 dice	-3 dice	Cannot crit fighting two-handed
12-15	-1 die	-2 dice	Cannot crit fighting two-handed
16-17	-1 die	-1 die	Primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender's AC (no automatic hit)
18+	Normal die	-1 die	Primary hand crits as normal

*Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Character Crit Table/Die by Class

Level	Warrior	Cleric	Thief	Wizard	Dwarf	Elf	Halfling
1	III/d12	III/d8	II/d10	I/d6	III/d10	II/d6	III/d8
2	III/d14	III/d8	II/d12	I/d6	III/d12	II/d8	III/d8
3	IV/d16	III/d10	II/d14	I/d8	III/d14	II/d8	III/d10
4	IV/d20	III/d10	II/d16	I/d8	IV/d16	II/d10	III/d10
5	V/d24	III/d12	II/d20	I/d10	IV/d20	II/d10	III/d12
6	V/d30	III/d12	II/d24	I/d10	V/d24	II/d12	III/d12
7	V/d30	III/d14	II/d30	I/d12	V/d30	II/d12	III/d14
8	V/2d20	III/d14	II/d30+2	I/d12	V/d30	II/d14	III/d14
9	V/2d20	III/d16	II/d30+4	I/d14	V/2d20	II/d14	III/d16
10	V/2d20	III/d16	II/d30+6	I/d14	V/2d20	II/d16	III/d16