

Dungeon Crawl Classics

Role Playing Game

You're no hero.

You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Return to the glory days of fantasy with the Dungeon Crawl Classics Role Playing Game. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery. Fast play, cryptic secrets, and a mysterious past await you:

PC GENERATION CHEAT SHEET

Fill out the character sheet as you do the following steps:

Roll Ability Scores: 3d6 in order. (Page 18.)

Determine Ability Modifiers: (Table 1-1, page 18.)

Calculate Saving Throws. (Page 20.)

Determine Languages. (Page 20.)

Determine random Birth Auger & Lucky Roll. (Table 1-2, page 19.)

Determine Occupation, Trained Weapon & Trade Good. (Table 1-3, page 22.)

Determine random Equipment. (Table 3-4, page 73.)

Determine starting copper: 5d12 cp. (Page 21.)

Buy equipment. (Page 71-73.)

Pick an Alignment. (Page 24.)

Determine speed: 30' for all, except Dwarfs and Halflings are 20'. (Page 21.)

Determine racial features, if not human. (Page 21.)

Calculate Armor Class: 10, plus Armor Bonus, plus Agility Modifier.

Roll for Hit Points: 1d4, plus Stamina Modifier. Minimum 1. (Page 21.)

Combat Basics at 0-level:

Initiative: Agility modifier

Action Dice: d20

Attack: +0

Crit die: d4

Crit table: Table I

Character is ready for adventure!

All page numbers are in reference to the DCC RPG Core Rules Book.

Reference Sheets by Jeremy Deram
<http://peoplethemwithmonsters.blogspot.com>

PC Cheat Sheet by Reverend Dak
<http://www.crawlfanzine.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>



REFERENCE SHEETS

