

# ALTERNATE OCCUPATIONS

## NEW TABLES FOR STARTING OCCUPATIONS

COMPATIBLE WITH

# DCC RPG



By Steven Bode



# Alternate Occupations

By Steven Bode

*Requires use of the Dungeon Crawl Classics roleplaying game, published by Goodman Games*

## ADDITIONAL CREDITS

**Written By:** Steven Bode

**Edited By:** Bruce McGeorge

**Design Consulting:** Sarah Bode

For supplemental material and general gaming thoughts and views, visit Steven Bode's blog (*the Lonely DM*): [sabode.wordpress.com](http://sabode.wordpress.com)

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## INTRODUCTION

One of the more innovative or at least more interesting rules in Goodman Games' *Dungeon Crawl Classics* is the 'funnel.' The funnel is when players take a band of commoners (0-level characters) and run them through the gauntlet of a full adventure. Players then pick through their surviving commoners and choose the character for further adventuring. One way to look at the funnel is to imagine players starting out as the angry mob seen in old horror films – the band of commoners armed with torches and pitchforks that storm the evil overlord's castle. The funnel answers what happens to those commoners when they breach the gates; it also asks what happens afterwards. Do the survivors go back to their hovels to continue a life of ignominious drudgery, or does their brush with death and horror awaken their courage and a sudden desire for adventure?

So why create a supplement for the funnel? While the Occupation Table in DCC provides a number of interesting occupations, there is always room for more variety. When my players roll on the table, they want to generate a large number of different and interesting occupations. Also, while our players don't necessarily mind randomly determining their occupation, some of them grumble about randomly being elves, dwarves, or halflings. Others question why their cheesemonger will become a wizard or their squire a rogue.

With these issues in mind, I created several Occupation Tables that players use when starting a funnel. The first is the Default Table that lists all of the occupations from *Dungeon Crawl Classics* plus new occupations as well as the associated race. Like the original Occupation Table, this table randomly determines both a character's starting occupation and race. I strongly encourage the use of this table. For groups that want a more focused funnel, I also created separate tables based on Race and Class.

Also included in *Alternate Occupations* is a limited list of occupation definitions. This list provides a brief description of certain occupations whose true function may not be obvious or well known to both the players and the judge; for example, I had no clue what a *beadle* was!

## THE OCCUPATION TABLES

Most of the occupations in the DCC Occupation Table are included in the tables below. In addition, there are some brand new occupations. These new occupations follow the standards set forth in *Dungeon Crawl Classics*. A “commoner” or someone with limited options might start with one of these occupations. Weapons follow the standard limitations - most being equal to dagger, club, and spear - with a couple of exceptions. A ‘trade good’ is included for the purpose of differentiation and immersion; these items provide little practical benefit (although characters are encouraged to get creative).

Many of the human occupations are already in the original Occupation Table in DCC. Medieval Europe is the source of the new human occupations with some anachronistic elements (undertaker, chimney sweep) and some fantasy elements (hedge wizard, street magician). Appendix N influences the Elf occupations with some additions from legend and myth. Appendix N also influences the Dwarf occupations with some additions from the Industrial Revolution.

### *How to Use*

A judge has three options when using the tables below:

1. Players roll on the expanded Main Occupation table
2. Players roll on the racial tables
3. Players roll on both the racial/class tables with human characters just rolling on the class tables

Of course, a Judge can let his players determine what option they would like to use. Some players love the random nature of the Main Occupation Table, while other players might prefer the more focused nature of the racial and class tables.



### Main Occupation Table

This table has all of the occupations listed and are organized by race.

To use this table, first use percentile dice to roll a percentage. Then roll a d10: on a 1-5 add 0 to the percentile roll, on a roll of 6-0 add 100 to the percentile roll. This method generates a number between 1 and 200, and determines your final result on this table.

For example: *Joe first rolls a 28 on the percentile dice and then rolls a 4 on a d10. So he rolled a 28 and 0 for a final result of 28 – his character is a Cultist. If he rolled, say, 7 on a d10, he would have added 100 to the roll. So he would have rolled a 28 and added 100 for a total of 128. The character would have been a Dwarven Dirgesinger.*

Table 1-1: Main Occupation Table

Roll	Occupation	Race	Trained Weapon†	Trade Goods
01	Acolyte	Human	Mace	Prayer beads
02	Alchemist	Human	Staff	Oil, 1 flask
03	Apothecary	Human	Hardwood Pestle (as club)	Strange chemicals, 1 lb.
04	Animal trainer	Human	Club	Pony
05	Armorer	Human	Hammer (as club)	Iron helmet
06	Astrologer	Human	Dagger	Spyglass
07	Barber	Human	Razor (as dagger)	Scissors
08	Bawd	Human	Dagger	Fancy hat
09	Beadle	Human	Staff	Holy symbol
10	Beekeeper	Human	Staff	Jar of honey
11-12	Blacksmith	Human	Hammer (as club)	Steel tongs
13-14	Brewer	Human	Wood Mallet (as club)	Small barrel of beer
15	Burglar	Human	Dagger	Grappling hook
16	Butcher	Human	Cleaver (as axe)	Side of beef
17	Caravan guard	Human	Short sword	Linen, 1 yard
18	Charcoalburner	Human	Axe	Sack of charcoal
19	Cheesemaker	Human	Cudgel (as staff)	Stinky cheese
20	Chimneysweep	Human	Pole (as staff)	Large broom
21	Coachman	Human	Crossbow	Wide-brimmed hat
22	Cobbler	Human	Awl (as dagger)	Shoehorn
23	Confidence artist	Human	Dagger	Quality cloak
24	Cooper	Human	Crowbar (as club)	Barrel
25	Costermonger	Human	Knife (as dagger)	Sack of fruit
26	Counterfeiter	Human	Club	60 lead coins painted silver
27	Courier	Human	Dagger	Messages (1d3)
28	Cultist	Human	Wavy knife (as dagger)	Book of forbidden lore
29	Cutpurse	Human	Dagger	Small chest
30	Ditch digger	Human	Shovel (as staff)	Fine dirt, 1 lb.
31	Executioner	Human	Axe	Leather hood
32-35	Farmer*	Human	Pitchfork (as spear)	Hen**
36	Ferryman	Human	Long pole (as staff)	60 copper pieces
37	Fisherman	Human	Club	Net
38	Fishmonger	Human	Cleaver (as axe)	Salted fish, dozen
39	Forester	Human	Bow	Leather armor
40	Fortune-teller	Human	Dagger	Tarot deck
41	Gambler	Human	Dagger	Dice
42	Goliard	Human	Dagger	Bottle of cheap wine
43	Gongfarmer	Human	Trowel (as dagger)	Sack of night soil
44	Grave digger	Human	Shovel (as staff)	Trowel
45	Grave robber	Human	Shovel (as staff)	Lantern
46	Guide	Human	Staff	Map
47	Guild beggar	Human	Sling	Crutches
48	Hayward	Human	Staff	Horn
49	Healer	Human	Club	Healing salve, 1 dose (heals 1 hp)
50	Hedge Wizard	Human	Dagger	Hexdoll
51	Herbalist	Human	Knife (as Dagger)	Herbs, 1 lb
52-53	Herder	Human	Staff	Herding dog**
54	Hermit	Human	Staff	Carved holy symbol
55-56	Hunter	Human	Bow, short	Antlers
57	Indentured servant	Human	Staff	Locket
58	Jester	Human	Dart	Silk clothes
59	Jeweler	Human	Dagger	Gem worth 20 gp
60	Juggler	Human	Dagger	Ceramic spheres, 3

Roll	Occupation	Race	Trained Weapon†	Trade Goods
61	Keeper of the hounds	Human	Spear	Dog
62	Lightbearer	Human	Torch (as club)	Lantern
63	Locksmith	Human	Dagger	Fine tools
64	Mendicant	Human	Staff	Holy water, 1 vial
65	Mercenary	Human	Longsword	Hide armor
66	Merchant	Human	Dagger	4 gp, 14 sp, 27 cp
67	Midwife	Human	Knife (as dagger)	Blanket, wool
68	Miller	Human	Club	Flour, 1 lb.
69	Miner	Human	Pick (as spear)	Candle, 10
70-71	Minstrel	Human	Dagger	Ukulele
72	Molecatcher	Human	Sharpened staff (as spear)	Mole-skin hat
73	Mudlark	Human	Club	Lucky copper piece
74	Mummer	Human	Mace prop (as club)	Make-up kit
75	Nightwatchman	Human	Spear	Black cloak
76	Noble	Human	Longsword	Gold ring worth 10 gp
77	Ostler	Human	Staff	Bridle
78	Outlaw	Human	Short sword	Leather armor
79	Porter	Human	Dagger	Bottles of thick beer, 4
80	Prospector	Human	Spear	Copper pan
81	Prostitute	Human	Dagger	Red cloak
82	Rake	Human	Longsword	Lady's kerchief
83	Rope maker	Human	Knife (as dagger)	Rope, 100'
84-85	Sailor	Human	Belaying Pin (as club)	Bottle of rotgut
86	Scribe	Human	Dart	Parchment, 10 sheets
87	Servingwench	Human	Knife (as dagger)	Metal serving tray (as shield)
88	Sewerjack	Human	Spear	Tall leather boots
89	Shaman	Human	Mace	Herbs, 1 lb.
90	Slave	Human	Club	Strange-looking rock
91	Smuggler	Human	Sling	Waterproof sack
92-93	Soldier	Human	Spear	Shield
94	Squire	Human	Longsword	Steel helmet
95	Street magician	Human	Fake 'Staff of Power' (as staff)	A fluffy white bunny
96	Tax collector	Human	Longsword	100 cp
97	Taxidermist	Human	Long Needle (as dagger)	Stuffed small creature@
98	Teamster	Human	Club	Short whip
99	Thug	Human	Brass knuckles (as club)	Collection of a dozen teeth
100	Tinker	Human	Hammer	Iron pan
101	Torturer	Human	Iron poker (as club)	Rope, 50'
102	Town crier	Human	Cudgel (as staff)	Horn
103	Trapper	Human	Sling	Badger pelt
104	Undertaker	Human	Razor (as dagger)	Tall black hat
105	University student	Human	Dagger	Thin book of notes
106	Urchin	Human	Stick (as club)	Begging bowl
107	Vagabond	Human	Walking stick (as staff)	Pet rock
108	Wainwright	Human	Club	Pushcart***
109	Weaver	Human	Dagger	Fine suit of clothes
110	Wizard's apprentice	Human	Dagger	Black grimoire
111-12	Woodcutter	Human	Handaxe	Bundle of wood
113	Alchemist	Dwarf	Staff	Oil, 1 flask
114	Apothecary	Dwarf	Cudgel (as staff)	Steel vial
115	Armorer	Dwarf	Hammer (as club)	Iron helmet
116	Beardgroomer	Dwarf	Razor (as dagger)	Scissors
117	Beekeeper	Dwarf	Staff	Jar of honey
118-19	Blacksmith	Dwarf	Hammer (as club)	Mithril, 1 oz.
120	Brewer	Dwarf	Wood Mallet (as club)	Stein
121	Bureaucrat	Dwarf	Staff of office (as staff)	Wax candles (3) and seal
122	Butcher	Dwarf	Cleaver (as axe)	Side of beef
123	Chest-maker	Dwarf	Hammer (as club)	Wood, 10 lbs.
124	Chimneysweep	Dwarf	Pole (as staff)	Large broom
125	Coaler	Dwarf	Shovel (as club)	Sack with coal
126	Counterfeiter	Dwarf	Dagger	60 lead coins painted gold
127	Dirgesinger	Dwarf	Dagger	Book of dirges
128	Engineer apprentice	Dwarf	Large protractor (as club)	Book of mathematical formulae
129	Forgeguard	Dwarf	Axe	Iron helmet
130	Gatewarden	Dwarf	Spear	Large brass key

Roll	Occupation	Race	Trained Weapon†	Trade Goods
131	Herder	Dwarf	Staff	Sow**
132	Jeweler	Dwarf	Chisel (as dagger)	Fine tools
133	Lightbearer	Dwarf	Torch (as club)	Lantern
134	Locksmith	Dwarf	Dagger	Ring full of keys
135	Lorekeeper	Dwarf	Staff	Lorekeeper certification scroll
136	Merchant	Dwarf	Dagger	Iron ingots
137	Mercenary	Dwarf	Axe	Leather armor
138-39	Miner	Dwarf	Mattock (as axe)	Lantern
140	Moneylender	Dwarf	Sack of 380 cp (as club)	Ledger
141	Mushroom-farmer	Dwarf	Shovel (as club)	Sack
142	Outcast	Dwarf	Club	Bottle of elven wine
143	Prospector	Dwarf	Axe	Gold nugget worth 7 gp
144	Ratcatcher	Dwarf	Club	Net
145	Runecaster	Dwarf	Stave (as club)	Rune tiles, 10
146-47	Stonemason	Dwarf	Hammer	Leather apron (as Hide armor)
148	Tinker	Dwarf	Hammer	Copper kettle (as iron helmet)
149	Tunnelrunner	Dwarf	Short sword	Pair of well-made shoes
150	Aethermancer	Elf	Staff	Aetherglass
151	Actor	Elf	Longsword prop (as club)	Mirror
152	Artisan	Elf	Hammer	Clay, 1 lb
153	Astronomer	Elf	Staff	Spyglass
154	Beekeeper	Elf	Spear	Jar of honey
155	Courtier	Elf	Long knife (as dagger)	Mask
156	Chandler	Elf	Scissors (as dagger)	Candles, 20
157	Envoy	Elf	Staff of office (as club)	Butterfly collection pressed in book
158	Falconer	Elf	Dagger	Falcon
159-60	Forester	Elf	Bow	Leather helm
161	Glassblower	Elf	Hammer	Glass beads
162	Herbalist	Elf	Staff	Herbs, 1 lb.
163	Mariner	Elf	Longsword	Water-repellant cloak
164	Merchant	Elf	Dagger	Vial of rainbow dust
165	Messenger	Elf	Dagger	Fine hat with peacock feather
166	Musician	Elf	Musical instrument (as club)	Multi-colored cloak
167	Navigator	Elf	Bow	Sextant
168	Outcast	Elf	Staff	Pixie collection pressed in book
169	Sage	Elf	Dagger	Parchment and quill pen
170	Sculptor	Elf	Chisel (as dagger)	Small statue of unicorn
171	Singer	Elf	Dagger	Fine cloak
172	Spearwielder	Elf	Spear	Brass helm
173-74	Treewarden	Elf	Staff	Leaf collection pressed in book
175	Vintner	Elf	Knife (as dagger)	Bottles of elven wine, 2
176	Wayfarer	Elf	Longsword	Green cloak
177	Waywatcher	Elf	Longsword	Horn
178	Chicken butcher	Halfling	Hand axe	Plucked chicken
179	Baker	Halfling	Rolling pin (as club)	Loaves of bread, 2
180	Borderwarden	Halfling	Spear	Horn
181	Brewer	Halfling	Wooden Mallet (as club)	Iron mug
182	Burglar	Halfling	Dagger	Glass-cutter
183-84	Cook	Halfling	Cleaver (as dagger)	Metal pot (used as iron helmet)
185	Dyer	Halfling	Staff	Fabric, 3 yards
186-87	Farmer	Halfling	Pitchfork (as spear)	Hen**
188	Ferryman	Halfling	Staff	Wide-brimmed hat
189	Gentleman	Halfling	Short sword	Fine outfit with brass buttons
190	Glovemaker	Halfling	Awl (as dagger)	Gloves, 4 pairs
191	Haberdasher	Halfling	Scissors (as dagger)	Fine suits, 3 sets
192	Hunter	Halfling	Bow, short	Horn
193	Keeper of the hounds	Halfling	Spear	Dog
194	Messenger	Halfling	Dagger	Whistle
195	Miller	Halfling	Wooden Mallet (as club)	Flour, 1 lb.
196	Moneylender	Halfling	Dagger	Ledger
197	Shire Reeve	Halfling	Short sword	Leather armor
198	Trader	Halfling	Dagger	20 sp
199	Vagrant	Halfling	Club	Pipe and 3 oz. of pipeweed
200	Servingwench	Halfling	Knife (as dagger)	Serving Tray (as shield)

**TABLE KEY**

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

@ Roll 1d8 to determine stuffed creature:

(1) bat (2) cat (3) kobold (4) rat (5) skunk (6) snake (7) squirrel (8) woodchuck

\* Roll 1d8 to determine farmer type:

(1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga

\*\* Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6:

(1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule

\*\*\* Roll 1d8 to determine what's in the cart:

(1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks, (7) cabbages, (8) manure

**RACIAL TABLES**

*Human Occupation Table*

Table 1-2: Occupation Table – Human

Roll	Occupation	Trained Weapon†	Trade Goods
01	Acolyte	Mace	Prayer beads
02	Alchemist	Staff	Oil, 1 flask
03	Apothecary	Hardwood Pestle (as club)	Strange chemicals, 1 lb.
04	Animal trainer	Club	Pony
05	Armorer	Hammer (as club)	Iron helmet
06	Astrologer	Dagger	Spyglass
07	Barber	Razor (as dagger)	Scissors
08	Bawd	Dagger	Fancy hat
09	Beadle	Staff	Holy symbol
10	Beekeeper	Staff	Jar of honey
11	Blacksmith	Hammer (as club)	Steel tongs
12	Brewer	Wood Mallet (as club)	Small barrel of beer
13	Burglar	Dagger	Grappling hook
14	Butcher	Cleaver (as axe)	Side of beef
15	Caravan guard	Short sword	Linen, 1 yard
16	Charcoalburner	Axe	Sack of charcoal
17	Cheesemaker	Cudgel (as staff)	Stinky cheese
18	Chimneysweep	Pole (as staff)	Large broom
19	Coachman	Crossbow	Wide-brimmed hat
20	Cobbler	Awl (as dagger)	Shoehorn
21	Confidence artist	Dagger	Quality cloak
22	Cooper	Crowbar (as club)	Barrel
23	Costermonger	Knife (as dagger)	Sack of fruit
24	Counterfeiter	Club	60 lead coins painted silver
25	Courier	Dagger	Messages (1d3)
26	Cultist	Wavy knife (as dagger)	Book of forbidden lore
27	Cutpurse	Dagger	Small chest
28	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
29	Executioner	Axe	Leather hood
30	Farmer*	Pitchfork (as spear)	Hen**
31	Ferryman	Long pole (as staff)	60 copper pieces
32	Fisherman	Club	Net
33	Fishmonger	Cleaver (as axe)	Salted fish, dozen
34	Forester	Bow	Leather armor
35	Fortune-teller	Dagger	Tarot deck
36	Gambler	Dagger	Dice
37	Goliard	Dagger	Bottle of cheap wine
38	Gongfarmer	Trowel (as dagger)	Sack of night soil
39	Grave digger	Shovel (as staff)	Trowel
40	Grave robber	Shovel (as staff)	Lantern
41	Guide	Staff	Map
42	Guild beggar	Sling	Crutches



Roll	Occupation	Trained Weapon†	Trade Goods
43	Hayward	Staff	Horn
44	Healer	Club	Healing salve, 1 dose (heals 1 hp)
45	Hedge Wizard	Dagger	Hexdoll
46	Herbalist.	Knife (as Dagger)	Herbs, 1 lb
47	Herder	Staff	Herding dog**
48	Hermit	Staff	Carved holy symbol
49	Hunter	Bow, short	Antlers
50	Indentured servant	Staff	Locket
51	Jester	Dart	Silk clothes
52	Jeweler	Dagger	Gem worth 20 gp
53	Juggler	Dagger	Ceramic spheres, 3
54	Keeper of the hounds	Spear	Dog
55	Lightbearer	Torch (as club)	Lantern
56	Locksmith	Dagger	Fine tools
57	Mendicant	Staff	Holy water, 1 vial
58	Mercenary	Longsword	Hide armor
59	Merchant	Dagger	4 gp, 14 sp, 27 cp
60	Midwife	Knife (as dagger)	Blanket, wool
61	Miller	Club	Flour, 1 lb.
62	Miner	Pick (as spear)	Candle, 10
63	Minstrel	Dagger	Ukulele
64	Molecatcher	Sharpened staff (as spear)	Mole-skin hat
65	Mudlark	Club	Lucky copper piece
66	Mummer	Mace prop (as club)	Make-up kit
67	Nightwatchman	Spear	Black cloak
68	Noble	Longsword	Gold ring worth 10 gp
69	Ostler	Staff	Bridle
70	Outlaw	Short sword	Leather armor
71	Porter	Dagger	Bottles of thick beer, 4
72	Prospector	Spear	Copper pan
73	Prostitute	Dagger	Red cloak
74	Rake	Longsword	Lady's kerchief
75	Rope maker	Knife (as dagger)	Rope, 100'
76	Sailor	Belaying Pin (as club)	Bottle of rotgut
77	Scribe	Dart	Parchment, 10 sheets
78	Servingwench	Knife (as dagger)	Metal serving tray (as shield)
79	Sewerjack	Spear	Tall leather boots
80	Shaman	Mace	Herbs, 1 lb.
81	Slave	Club	Strange-looking rock
82	Smuggler	Sling	Waterproof sack
83	Soldier	Spear	Shield
84	Squire	Longsword	Steel helmet
85	Tax collector	Longsword	100 cp
86	Taxidermist	Long Needle (as dagger)	Stuffed small creature@
87	Teamster	Club	Bottle of rotgut
88	Thug	Brass knuckles (as club)	Collection of a dozen teeth
89	Tinker	Hammer	Iron pan
90	Torturer	Iron poker (as club)	Rope, 50'
91	Town crier	Cudgel (as staff)	Horn
92	Trapper	Sling	Badger pelt
93	Undertaker	Razor (as dagger)	Tall black hat
94	University student	Dagger	Thin book of notes
95	Urchin	Stick (as club)	Begging bowl
96	Vagabond	Walking stick (as staff)	Pet rock
97	Wainwright	Club	Pushcart***
98	Weaver	Dagger	Fine suit of clothes
99	Wizard's apprentice	Dagger	Black grimoire
100	Woodcutter	Handaxe	Bundle of wood

*Elf Occupation Table*

Table 1-3: Occupation Table - Elf

Roll	Occupation	Trained Weapon†	Trade Goods
01-04	Aethermancer	Staff	Aetherglass
05-08	Actor	Longsword prop (as club)	Mirror
09-12	Artisan	Hammer	Clay, 1 lb
13-16	Astronomer	Staff	Spyglass
17-20	Beekeeper	Spear	Jar of honey
21-24	Courtier	Long knife (as dagger)	Mask
25-28	Chandler	Scissors (as dagger)	Candles, 20
29-31	Envoy	Staff of office (as club)	Butterfly collection pressed in book
32-34	Falconer	Dagger	Falcon
35-38	Forester	Bow	Leather helm
39-42	Glassblower	Hammer	Glass beads
43-46	Herbalist	Staff	Herbs, 1 lb.
47-50	Mariner	Longsword	Water-repellant cloak
51-54	Merchant	Dagger	Vial of rainbow dust
55-57	Messenger	Dagger	Fine hat with peacock feather
58-60	Musician	Musical instrument (as club)	Multi-colored cloak
61-64	Navigator	Bow	Sextant
65-68	Outcast	Staff	Pixie collection pressed in book
69-72	Sage	Dagger	Parchment and quill pen
72-76	Sculptor	Chisel (as dagger)	Small statue of unicorn
77-80	Singer	Dagger	Fine cloak
81-84	Spearwielder	Spear	Brass helm
85-88	Treewarden	Staff	Leaf collection pressed in book
89-92	Vintner	Knife (as dagger)	Bottles of elven wine, 2
93-96	Wayfarer	Longsword	Green cloak
97-00	Waywatcher	Longsword	Horn

*Halfling Occupation Table*

Table 1-4: Occupation Table - Halfling

Roll	Occupation	Trained Weapon†	Trade Goods
01-04	Chicken butcher	Hand axe	Plucked chicken
06-09	Baker	Rolling pin (as club)	Loaves of bread, 2
10-14	Borderwarden	Spear	Horn
15-19	Brewer	Wooden Mallet (as club)	Iron mug
20-24	Burglar	Dagger	Glass-cutter
25-28	Cook	Cleaver (as dagger)	Metal pot (used as iron helmet)
29-32	Dyer	Staff	Fabric, 3 yards
33-37	Farmer	Pitchfork (as spear)	Hen**
38-42	Ferryman	Staff	Wide-brimmed hat
43-47	Gentleman	Short sword	Fine outfit with brass buttons
48-52	Glovesmaker	Awl (as dagger)	Gloves, 4 pairs
53-57	Haberdasher	Scissors (as dagger)	Fine suits, 3 sets
58-62	Hunter	Bow, short	Horn
63-66	Keeper of the hounds	Spear	Dog
67-71	Messenger	Dagger	Whistle
72-76	Miller	Wooden Mallet (as club)	Flour, 1 lb.
77-80	Moneylender	Dagger	Ledger
81-85	Shire Reeve	Short sword	Leather armor
86-90	Trader	Dagger	20 sp
91-95	Vagrant	Club	Pipe and 3 oz. of pipeweed
96-00	Servingwench	Knife (as dagger)	Serving Tray (as shield)

*Dwarf Occupation Table*

Table 1-5: Occupation Table - Dwarf

Roll	Occupation	Trained Weapon†	Trade Goods
01-03	Alchemist	Staff	Oil, 1 flask
04-06	Apothecary	Cudgel (as staff)	Steel vial
07-09	Armorer	Hammer (as club)	Iron helmet
10-12	Beardgroomer	Razor (as dagger)	Scissors
13-15	Beekeeper	Staff	Jar of honey
16-18	Blacksmith	Hammer (as club)	Mithril, 1 oz.
19-21	Brewer	Wood Mallet (as club)	Stein
22-23	Bureaucrat	Staff of office (as staff)	Wax candles (3) and seal
24-26	Butcher	Cleaver (as axe)	Side of beef
27-29	Chest-maker	Hammer (as club)	Wood, 10 lbs.
30-31	Chimneysweep	Pole (as staff)	Large broom
32-34	Coaler	Shovel (as club)	Sack with coal
35-37	Counterfeiter	Dagger	60 lead coins painted gold
38-39	Dirgesinger	Dagger	Book of dirges
40-42	Engineer apprentice	Large protractor (as club)	Book of mathematical formulae
43-45	Forgeguard	Axe	Iron Helmet
46-48	Gatewarden	Spear	Large brass key
49-52	Herder	Staff	Sow**
53-55	Jeweler	Chisel (as dagger)	Fine tools
56-58	Lightbearer	Torch (as club)	Lantern
59-61	Locksmith	Dagger	Ring full of keys
62-64	Lorekeeper	Staff	Lorekeeper certification scroll
65-67	Merchant	Dagger	Iron ingots
68-70	Mercenary	Axe	Leather armor
71-74	Miner	Mattock (as axe)	Lantern
75-77	Moneylender	Sack of 380 cp (as club)	Ledger
78-80	Mushroom-farmer	Shovel (as club)	Sack
81-83	Outcast	Club	Bottle of elven wine
84-86	Prospector	Axe	Gold nugget worth 7 gp
87-89	Ratcatcher	Club	Net
90-92	Runecaster	Stave (as club)	Rune tiles, 10
93-95	Stonemason	Hammer	Leather apron (as Hide armor)
96-98	Tinker	Hammer	Copper kettle (as iron helmet)
99-00	Tunnelrunner	Short sword	Pair of well-made shoes

**TABLE KEY**

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

@ Roll 1d8 to determine stuffed creature:

(1) bat (2) cat (3) kobold (4) rat (5) skunk (6) snake (7) squirrel (8) woodchuck

\* Roll 1d8 to determine farmer type:

(1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga

\*\* Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6:

(1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule

\*\*\* Roll 1d8 to determine what's in the cart:

(1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks, (7) cabbages, (8) manure

## CLASS TABLES

### Cleric Occupation Table

Table 1-6: Occupation Table - Cleric

Roll	Occupation	Trained Weapon†	Trade Goods
01-09	Acolyte	Mace	Prayer beads
10-12	Apothecary	Hardwood Pestle (as club)	Strange chemicals, 1 lb.
13-14	Barber	Razor (as dagger)	Scissors
15-21	Beadle	Staff	Holy symbol
22-23	Beekeeper	Staff	Jar of honey
24-25	Cobbler	Awl (as dagger)	Shoehorn
26-28	Cultist	Wavy knife (as dagger)	Book of forbidden lore
29-31	Farmer*	Pitchfork (as spear)	Hen**
32-33	Forester	Bow	Leather armor
34-35	Goliard	Dagger	Bottle of cheap wine
36-37	Grave digger	Shovel (as staff)	Trowel
38	Guide	Staff	Map
39	Hayward	Staff	Horn
40-43	Healer	Club	Healing salve, 1 dose (heals 1 hp)
44-45	Herbalist	Knife (as Dagger)	Herbs, 1 lb
46-47	Herder	Staff	Herding dog**
48-52	Hermit	Staff	Carved holy symbol
53-61	Mendicant	Staff	Holy water, 1 vial
62-63	Merchant	Dagger	4 gp, 14 sp, 27 cp
64-68	Midwife	Knife (as dagger)	Blanket, wool
69-71	Noble	Longsword	Gold ring worth 10 gp
72	Rake	Longsword	Lady's kerchief
73	Sailor	Belaying Pin (as club)	Bottle of rotgut
74-78	Scribe	Dart	Parchment, 10 sheets
79-83	Shaman	Mace	Herbs, 1 lb.
84-85	Soldier	Spear	Shield
86	Squire	Longsword	Steel helmet
87	Tax collector	Longsword	100 cp
88-90	Town crier	Cudgel (as staff)	Horn
91-93	Undertaker	Razor (as dagger)	Tall black hat
94-98	University student	Dagger	Thin book of notes
99-00	Woodcutter	Handaxe	Bundle of wood



**Fighter Occupation Table**

Table 1-7: Occupation Table - Fighter

Roll	Occupation	Trained Weapon†	Trade Goods
01	Animal trainer	Club	Pony
02-03	Armorer	Hammer (as club)	Iron helmet
04-05	Blacksmith	Hammer (as club)	Steel tongs
06	Brewer	Wood Mallet (as club)	Small barrel of beer
07-08	Butcher	Cleaver (as axe)	Side of beef
09-12	Caravan guard	Short sword	Linen, 1 yard
13-14	Charcoalburner	Axe	Sack of charcoal
15	Cheesemaker	Cudgel (as staff)	Stinky cheese
16	Chimneysweep	Pole (as staff)	Large broom
17-18	Coachman	Crossbow	Wide-brimmed hat
19	Cobbler	Awl (as dagger)	Shoehorn
20	Cooper	Crowbar (as club)	Barrel
21	Costermonger	Knife (as dagger)	Sack of fruit
22	Courier	Dagger	Messages (1d3)
23	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
24-25	Executioner	Axe	Leather hood
26	Farmer*	Pitchfork (as spear)	Hen**
27	Ferryman	Long pole (as staff)	60 copper pieces
28	Fisherman	Club	Net
29-31	Forester	Bow	Leather armor
32	Gambler	Dagger	Dice
33	Gongfarmer	Trowel (as dagger)	Sack of night soil
34	Grave digger	Shovel (as staff)	Trowel
35	Guide	Staff	Map
36	Hayward	Staff	Horn
37	Herder	Staff	Herding dog**
38-39	Hunter	Bow, short	Antlers
40	Indentured servant	Staff	Locket
41	Juggler	Dagger	Ceramic spheres, 3
42-43	Keeper of the Hounds	Spear	Dog
44	Lamplighter	Lighting pole (as staff)	Lantern
45-50	Mercenary	Longsword	Hide armor
51	Merchant	Dagger	4 gp, 14 sp, 27 cp
52	Miller	Club	Flour, 1 lb.
53-55	Miner	Pick (as spear)	Candle, 10
56	Molecatcher	Sharpened staff (as spear)	Mole-skin hat
57	Mudlark	Club	Lucky copper piece
58-60	Nightwatchman	Spear	Black cloak
61-62	Noble	Longsword	Gold ring worth 10 gp
63	Ostler	Staff	Bridle
64-66	Outlaw	Short sword	Leather armor
67-68	Porter	Dagger	Bottle of thick beer, 4
69	Prospector	Spear	Copper pan
70	Rake	Longsword	Lady's kerchief
71	Rope maker	Knife (as dagger)	Rope, 100'
72-73	Sailor	Belaying Pin (as club)	Bottle of rotgut
74	Servingwench	Knife (as dagger)	Metal serving tray (as shield)
75-77	Sewerjack	Spear	Tall leather boots
78	Slave	Club	Strange-looking rock
79-80	Smuggler	Sling	Waterproof sack
81-85	Soldier	Spear	Shield
86-88	Squire	Longsword	Steel helmet
89	Taxidermist	Long Needle (as dagger)	Stuffed small creature@
90-91	Teamster	Club	Small whip
92	Tinker	Hammer	Iron pan
93	Torturer	Iron poker (as club)	Rope, 50'
94	Town crier	Cudgel (as staff)	Horn
95	Trapper	Sling	Badger pelt
96	Urchin	Stick (as club)	Begging bowl
97	Vagabond	Walking stick (as staff)	Pet rock
98	Wainwright	Club	Pushcart***
99-00	Woodcutter	Handaxe	Bundle of wood

Rogue Occupation Table

Table 1-8: Occupation Table - Rogue

Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Barber	Razor (as dagger)	Scissors
03-04	Bawd	Dagger	Fancy hat
05-09	Burglar	Dagger	Grappling hook
10-11	Butcher	Cleaver (as axe)	Side of beef
12-13	Chimneysweep	Pole (as staff)	Large broom
14-16	Confidence artist	Dagger	Quality cloak
17-19	Counterfeiter	Club	60 lead coins painted silver
20	Courier	Dagger	Messages (1d3)
21-23	Cultist	Wavy knife (as dagger)	Book of forbidden lore
24-28	Cutpurse	Dagger	Small chest
29	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
30	Executioner	Axe	Leather hood
31	Farmer*	Pitchfork (as spear)	Hen**
32	Fortune-teller	Dagger	Tarot deck
33-35	Gambler	Dagger	Dice
36-39	Goliard	Dagger	Bottle of cheap wine
40-43	Grave robber	Shovel (as staff)	Lantern
44-46	Guild beggar	Sling	Crutches
47-48	Herbalist	Knife (as Dagger)	Herbs, 1 lb
49	Herder	Staff	Herding dog**
50	Hunter	Bow, short	Antlers
51-52	Indentured servant	Staff	Locket
53-55	Jester	Dart	Silk clothes
56	Juggler	Dagger	Ceramic spheres, 3
57-58	Locksmith	Dagger	Fine tools
59	Miner	Pick (as spear)	Candle, 10
60-61	Minstrel	Dagger	Ukulele
62	Molecatcher	Sharpened staff (as spear)	Mole-skin hat
63-64	Mudlark	Club	Lucky copper piece
65-66	Mummer	Mace prop (as club)	Make-up kit
67-70	Outlaw	Short sword	Leather armor
71-72	Prostitute	Dagger	Red cloak
73-75	Rake	Longsword	Lady's kerchief
76	Sailor	Belaying Pin (as club)	Bottle of rotgut
77-78	Servingwench	Knife (as dagger)	Metal serving tray (as shield)
79	Sewerjack	Spear	Tall leather boots
80	Slave	Club	Strange-looking rock
81-82	Smuggler	Sling	Waterproof sack
83	Tax collector	Longsword	100 cp
84	Taxidermist	Long Needle (as dagger)	Stuffed small creature@
85	Teamster	Club	Small whip
86-90	Thug	Brass knuckles (as club)	Collection of a dozen teeth
91-92	Tinker	Hammer	Iron pan
93-94	Torturer	Iron poker (as club)	Rope, 50'
95-97	Urchin	Stick (as club)	Begging bowl
98-00	Vagabond	Walking stick (as staff)	Pet rock

*Wizard Occupation Table*

Table 1-9: Occupation Table - Wizard

Roll	Occupation	Trained Weapon†	Trade Goods
01-06	Alchemist	Staff	Oil, 1 flask
07-10	Apothecary	Hardwood Pestle (as club)	Strange chemicals, 1 lb.
11-15	Astrologer	Dagger	Spyglass
16-17	Barber	Razor (as dagger)	Scissors
18-19	Beekeeper	Staff	Jar of honey
20	Courier	Dagger	Messages (1d3)
21-24	Cultist	Wavy knife (as dagger)	Book of forbidden lore
25-28	Farmer*	Pitchfork (as spear)	Hen**
29-32	Fortune-teller	Dagger	Tarot deck
33	Gambler	Dagger	Dice
34-36	Goliard	Dagger	Bottle of cheap wine
37	Grave digger	Shovel (as staff)	Trowel
38-40	Healer	Club	Healing salve, 1 dose (heals 1 hp)
41-46	Hedge Wizard	Dagger	Hexdoll
47-51	Herbalist	Knife (as Dagger)	Herbs, 1 lb
52	Merchant	Dagger	4 gp, 14 sp, 27 cp
53-57	Midwife	Knife (as dagger)	Blanket, wool
58-60	Miller	Club	Flour, 1 lb.
61-63	Minstrel	Dagger	Ukulele
64	Mudlark	Club	Lucky copper piece
65	Sailor	Belaying Pin (as club)	Bottle of rotgut
66-70	Scribe	Dart	Parchment, 10 sheets
71-76	Street magician	Fake 'Staff of Power' (as staff)	A fluffy white bunny
77-78	Taxidermist	Long Needle (as dagger)	Stuffed small creature@
79-80	Tinker	Hammer	Iron pan
81-82	Undertaker	Razor (as dagger)	Tall black hat
83-88	University student	Dagger	Thin book of notes
89	Urchin	Stick (as club)	Begging bowl
90-00	Wizard's apprentice	Dagger	Black grimoire

**TABLE KEY**

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

@ Roll 1d8 to determine stuffed creature:

(1) bat (2) cat (3) kobold (4) rat (5) skunk (6) snake (7) squirrel (8) woodchuck

\* Roll 1d8 to determine farmer type:

(1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga

\*\* Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6:

(1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule

\*\*\* Roll 1d8 to determine what's in the cart:

(1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks, (7) cabbages, (8) manure

## OCCUPATIONS DEFINED

**Aethermancer:** an aethermancer is an elf who monitors the spirit echoes and ephemeral winds of the ethereal plane. Other elves consult them to determine the best time to enact a ritual, enter into an agreement, begin a long sea voyage, etc. Most other races consider aethermancers to be lunatics.

**Acolyte:** a cleric or priest in training.

**Alchemist:** a sort of medieval chemist who combines primitive science with magic and mysticism. An alchemist's greatest desire is to discover the secrets of immortality.

**Apothecary:** a pharmacist, one who prepares medicines using herbs and other (often questionable) substances.

**Bawd:** a pimp, or the caretaker of a brothel.

**Beadle:** a church or temple assistant who helps the presiding priest complete rituals and functions. Also keeps order during various religious ceremonies.

**Beardgroomer:** a dwarf that exclusively cuts and maintains beards. Because of the importance of beards in dwarven society, beardgroomers are highly respected.

**Borderwarden:** a halfling occupation, borderwardens guard the borders and roads of various halfling communities.

**Chandler:** a maker and seller of candles and soap.

**Charcoalburner:** a type of woodsman who turns wood into charcoal.

**Chimneysweep:** a laborer who clears dust, ash, soot and other obstructions from chimneys.

**Coaler:** a dwarf that transports and distributes coal for furnaces and forges.

**Cobbler:** a shoemaker. Jack the 'Giant Killer' was a cobbler.

**Confidence artist:** a charlatan or swindler.

**Cooper:** a craftsman who makes and repairs barrels.

**Costermonger:** a seller of fruits and vegetables who hawks his products from either a cart or a market stall.

**Cultist:** a worshipper of evil and loathsome powers. A cultist may have repented after seeing too many dark and terrible acts, or he still may be an active participant in his cult.

**Dirgesinger:** dwarven dirges are solemn and mournful songs that lament the passing glory of the dwarves and the many perceived wrongs that have been done to them. Dwarves love to listen to a good dirge especially when they are drinking. A dirgesinger can make a good living singing dirges at funerals, meadhalls, and even weddings (!).

**Engineer apprentice:** the halls and works of the dwarves require exacting measurements and expert engineering, work that is generally under the purview of the Guild of Engineers. A dwarf who wishes to join the Guild and become a true engineer must endure an apprenticeship that can last for decades.

**Fishmonger:** a seller of fish from a cart or a market stall.

**Forgeguard:** a dwarven soldier that guards the caverns and hallways of a dwarf hold. The dwarven equivalent of a militia member.

**Gatewarden:** a dwarven occupation, gatewardens guard the gates and main doorways of a dwarf hold.





**Goliard:** an itinerant scholar or former university student who wanders from university to university to sate his need for knowledge, wine and women (not necessarily in that order).

**Gongfarmer:** a laborer whose has the unpleasant task of carting out night soil (human excrement) from the streets and privies of towns and castles.

**Haberdasher:** a maker and seller of male clothing items.

**Hayward:** an individual who is charged with making sure a village's hedges, ditches and fences are kept in good repair. They also round up stray animals and fine their owners (making the typical hayward rather unpopular).

**Hedge Wizard:** a self-taught rural mage with just enough talent and knowledge to be dangerous.

**Indentured servant:** an individual who has been bound to another individual for a certain period of time, usually to pay off a debt.

**Keeper of the hounds:** a person responsible for a noble's hunting dogs. He or she maintains the kennels and accompanies the dogs when on the hunt.

**Lightbearer:** someone who makes their living accompanying people at night (or in dark tunnels) carrying a torch or lantern.

**Lorekeeper:** dwarven sages that memorize and document the ongoing trials and triumphs of the dwarves. As sages, they are often experts in other fields of study.

**Mendicant:** a wandering priest or friar that is supposed to rely solely on charity as he makes his way in the world. Friar Tuck of *Robin Hood* fame was a mendicant.

**Midwife:** a woman who specializes in delivering babies. Most midwives are also healers.

**Mudlark:** mudlark is the name given to rural orphans who learn to fend for themselves on the fringes of civilization.

**Mummer:** a traveling entertainer whose specialty is acting.

**Nightwatchmen:** a type of town guardsman, a member of the Nightwatch patrols city streets at night looking for criminals and watching for fires.

**Ostler:** a laborer who takes care of horses and other mounts.

**Porter:** a laborer who is employed to carry heavy items.

**Rake:** the son of a rich merchant or oligarch who spends his time in dissolute pursuits.

**Runecaster:** a dwarf fortune teller who uses small, rune-covered chits or tiles. These are dropped in front of the runecaster who then predicts the future by looking over the runes and their relative position to one another.

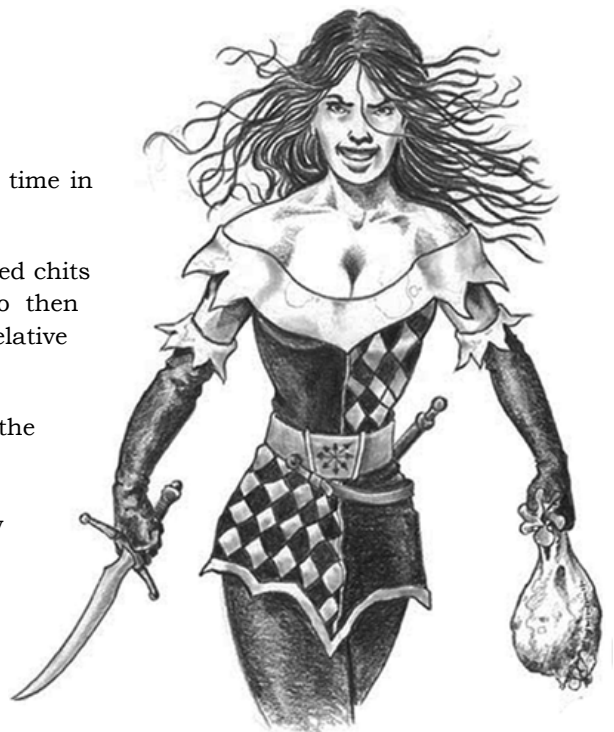
**Sewerjack:** an individual who both maintains and patrols the sewers of certain cities and large towns.

**Shire Reeve:** keeper of the peace and representative of the law (sometimes called a sheriff).

**Spearwielder:** an elven occupation, spearwielders make up the common soldiers of an elf kingdom.

**Taxidermist:** an artisan who stuffs and mounts the skin of a dead creature for display.

**Teamster:** one whose occupation is to drive a team of horses for hauling and delivery.



**Tinker:** a combination merchant and repairman, tinkers wander from village to village selling and trading items and doing odd repair work (mending pots, fixing tools, etc.).

**Town Crier:** an individual who wanders the streets yelling out news, edicts, and even advertisements. He often uses a bell to get attention.

**Treewarden:** elves that care for and protect the ancient trees that grow in the elf realms are known as treewardens.

**Tunnelrunner:** a dwarven messenger who often braves abandoned tunnels and monster infested caves to deliver important messages or small packages.

**Urchin:** often an orphan, an urchin is a poor child or pre-teen who spends most of his or her time on the streets of a town or city.

**Vintner:** a maker and seller of wines.

**Waywatcher:** an elf that specializes in guarding the fey gates and hidden borders of the elf realms.

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