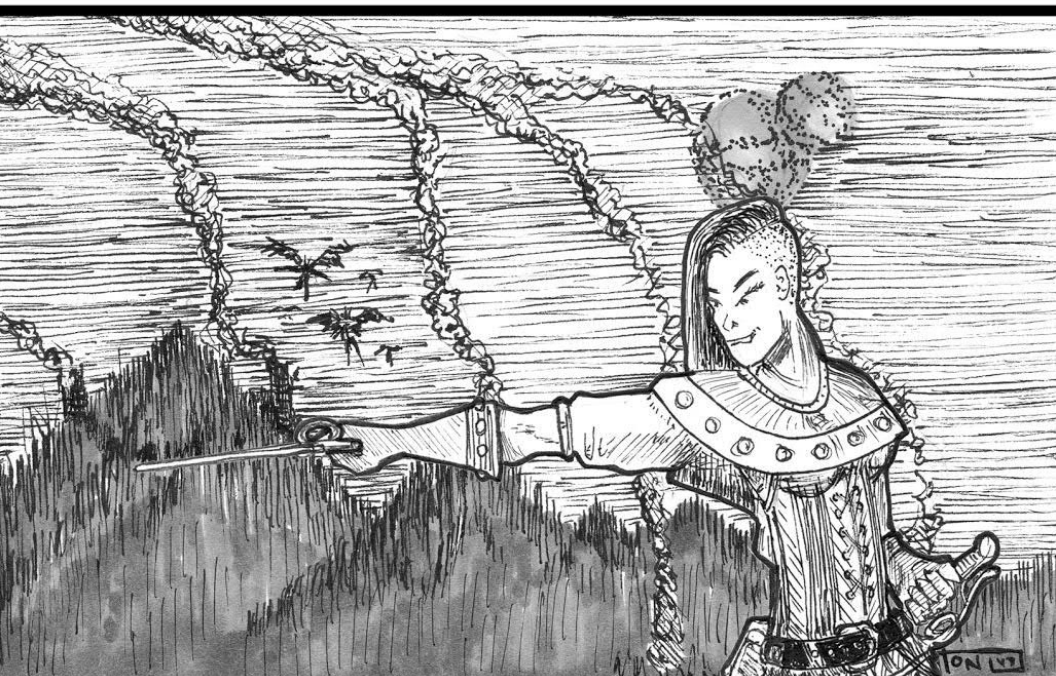


MEANDERINGS



Issue #1 - August 2017
Weapons & Deeds

COMPATIBLE WITH
**DCC
RPG**

Patrons for the inaugural Limited Numbered & Signed edition.

First Ranger (My first Patron, Thanks Tony!)

Anthony Farina

First Men (These are the first men, my early backers.)

Paul Sheppard

Jason Skavlebo

Get rewards! Join the ranks today!

The iconic character from the cover.

Ahsra Bloodlorne

Chaotic Warrior (2nd level)

Occupation: Woodcutter

Strength: 14 (+1)

Agility: 11 (0)

Stamina: 11 (0)

Personality: 7 (-1)

Intelligence: 15 (+1)

Luck: 16 (+2)

HP: 16; Speed: 30; Init: 2

Ref: 1; Fort: 1; Will: -1



Base Attack Mod: d4

Attack Dice: 1d20; Crit Die/Table: 1d14/III

Occupation Weapon: Handaxe melee d4+1 (dmg 1d6+1+deed roll)

Main Weapon: Longsword melee d4+3 (dmg 1d8+3+deed roll)

Secondary Weapon: Dagger melee d4+1 (dmg 1d4+1+deed roll)

AC: (13) (Studded Leather (+3) Check penalty (-2) Fumble die (d8))

Equipment: Lantern (10 gp), Cards

Funds: 2pp, 47 gp, 8 sp, 13cp. Emerald worth 200gp.

Lucky sign: Fox's cunning (Find/disable traps) (+2)

Languages: Common, Halfling

Warrior trait: Lucky weapon - Longsword

Ahsra is a foul-mouthed cut throat. Quick to anger, and quicker to right any slight she perceives. She removed the hand of a fellow woodcutter when he decided to grab a quick squeeze of her slender frame. Ahsra finds herself employed as an enforcer with the Goldvein Brewers Association, also known as the front for the Thieves' Guild. Ahsra is a sadist, she enjoys inflicting pain, and others know and fear her for it.

Character stats generated by the Upper Level Character generator on the Purple Sorcerer website. https://puplesorcerer.com/create_upper.php

MEANDERINGS

*"You are the master of weapons,
A dealer of death with mighty deeds,
by axe, by sword, by arrow.
One by one,
Your enemies fall."*

Welcome to the inaugural issue of Meanderings. The theme of this issue is Weapons & Deeds.

In this issue, we present weapon tables for all of the standard weapons in the Core Rulebook. We also present a mechanic for using luck to power deeds, whether to boost a Warrior's deed, or to allow a non-warrior access to a Mighty Deed. We present an article for trading a static attack bonus to gain a deed die.

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RPG**

