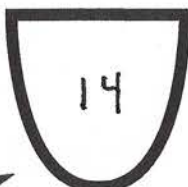


DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name The Eastern Lands
 Occupation Thief
 Place of Origin Class

Title Beggar
 Alignment Neutral Speed 30'
 Level 1st XP



Armor
Class



Hit Points
Max: 9

Combat Basics

Initiative: +2
 Action dice: d20
 Attack: +0
 Crit die: d10
 Crit table: II

Weapons

Sling +20 stones
 2 short swords
 Dagger

Equipment

Leather Armor
 Thieves' Tools
 2 small sacks
 chalk
 Lantern
 2 flasks of oil
 Flint + Tinder

Treasure

Armor

Strength

Modifier: 10

Melee Attack

Melee Damage

Agility

Modifier: +2 17

+3 Ref Save

Missile Attack

Missile Damage

+2

Stamina

Modifier: +1 13

+2 Fort Save

Character Portrait or Symbol

Personality

Modifier: 11

+0 Will Save

Luck

Modifier: 12

Lucky Roll

Melee Dmg

Intelligence

Modifier: 10

Languages

LANKHMARESE (Low, High), HORBORIXIC

Thief Abilities

Luck Die	d <u>3</u>	Disable trap	+ <u>3</u>
Backstab	+ <u>0</u>	Forge document	+ <u>5</u>
Sneak silently	+ <u>5</u>	Disguise self	+ <u>0</u>
Hide in shadows	+ <u>3</u>	Read languages	+ <u>0</u>
Pick pocket	+ <u>5</u>	Handle poison	+ <u>0</u>
Climb sheer surfaces	+ <u>5</u>	Backstab	+ <u>0</u>
Pick lock	+ <u>3</u>	Cast spell from scroll	+ <u>d12</u>
Find trap	+ <u>1</u>		

Notes

Two-Weapon Fighter: May Dual-Wield as Half-ings
 Outcast: Hated by fellow Easterners.

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Lankmar Thief
Occupation Class
Place of origin

Beggar
Title Neutral 30'
Alignment Speed
1st
Level XP



Armor Class



Hit Points
 Max: 8

Combat Basics

Initiative: +1
Action dice: d20
Attack: +0
Crit die: 1d10
Crit table: II

Weapons

Short bow + 20 arrows
 Dagger
 Short sword

Equipment

Thieves Tools
 Two small sacks
 50' of rope
 Grappling Hook

Treasure

40 gold nicks

Armor

Leather Armor

Strength

Modifier: 12

Melee Attack

Melee Damage

Agility

Modifier: +1

14

+2

Ref Save

Missile Attack

Missile Damage

+1

Stamina

Modifier: 10

10

+1

Fort Save

Personality

Modifier: -1

7

-1

Will Save

Luck

Modifier: +1

13

Lucky Roll

Hit Points

Intelligence

Modifier: 10

10

Languages

Lankmarese (Low, High)

Character Portrait or Symbol

Thief Abilities

Luck Die	<u>d 3</u>	Disable trap	<u>+ 2</u>
Backstab	<u>+ 1</u>	Forge document	<u>+ 4</u>
Sneak silently	<u>+ 4</u>	Disguise self	<u>+ -1</u>
Hide in shadows	<u>+ 2</u>	Read languages	<u>+ 0</u>
Pick pocket	<u>+ 4</u>	Handle poison	<u>+ 0</u>
Climb sheer surfaces	<u>+ 4</u>	Backstab	<u>+ 1</u>
Pick lock	<u>+ 2</u>	Cast spell from scroll	<u>+ d12</u>
Find trap	<u>+ 1</u>		

Notes

Noble Birth: x2 starting money, +1d to Personality checks when dealing with those of lower social standing.
 Blackmailed: UNKNOWN enemy regularly demands 1d4x10 gold nicks or reveals an embarrassing secret

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Mingol Steppes Warrior

Occupation

Class

Place of Origin

Wildling

Title

Neutral 25'

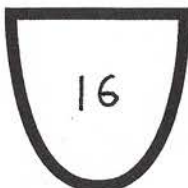
Alignment

Speed

1st

Level

XP



Armor
Class



Hit Points

Max: 10

Combat Basics

Initiative: +1

Action dice: d20

Attack: d3

Crit die: 1d12

Crit table: III

Weapons

Scimitar

Short bow + 20 arrows

Dagger

Equipment

Backpack

Two small sacks

50' Rope

Grappling Hook

Crowbar

Treasure

Armor

Chain Mail

Shield

Strength

Modifier: +2

16

Melee Attack

+2

Melee Damage

+2

Agility

Modifier: —

9

+1

Ref
Save

Missile Attack

—

Missile Damage

+2

Stamina

Modifier: —

12

+1

Fort
Save

Personality

Modifier: -1

8

-1

Will
Save

Luck

Modifier: -1

6

Lucky Roll

of
Languages

Intelligence

Modifier: +1

13

Languages

Mingolese, Lankhmarese (low)

Character Portrait or Symbol

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: Polearm

Add class level to initiative, Mighty Deeds of Arms

Notes

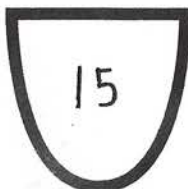
Healer: +1 to hit point total regained when helping treat another when recuperating. Poisoned PCs may make a second saving throw to avoid poison effects if treated within 3 rounds of failing initial save.

Hindered: -1 to random ability score. This is permanent.

Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Wildling
Title Neutral
Occupation Warrior
Class 1st
Place of Origin 1st
Alignment 1st
Speed XP



Armor Class



Hit Points
 Max: 9

Combat Basics

Initiative: +1
Action dice: d20
Attack: d3
Crit die: 1d12
Crit table: III

Weapons

Battle Axe
 Hand Axe
 Dagger

Equipment

Backpack
 Torches (6)
 Flint + Steel
 50' Rope
 Crowbar

Treasure

Armor

Chainmail

Strength

Modifier: +2

16

Melee Attack

+2

Melee Damage

+2

Agility

Modifier: —

10

+1

Ref Save

Missile Attack

—

Missile Damage

+2

Stamina

Modifier: —

11

+1

Fort Save

Personality

Modifier: -1

6

-1

Will Save

Luck

Modifier: —

10

Lucky Roll

Will Saves

Intelligence

Modifier: -1

8

Languages

Larkhmarose (low, high), Forest Tongue

Character Portrait or Symbol

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: Mace

Add class level to initiative, Mighty Deeds of Arms

Notes

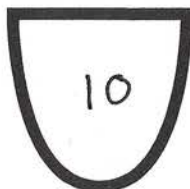
Skilled in Criminal Arts: Knows three Thief Skills: Hide in Shadows +1, Climb Sheer Surfaces +1, and Find Trap +1

Tainted Bloodline: Has the sea-green eyes and delicate scales of a Mer-person. Appearance is easily remembered by others + Alchemists and Wizards may seek his blood, hair, flesh, etc. for magical experimentation.

Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name The Cold Waste **Class** Wizard
Occupation Wizard
Title Astrologist **Speed** 30'
Alignment Neutral
Level 1st **XP**



Armor Class



Hit Points
Max: 5

Combat Basics

Initiative: +0
Action dice: d20
Attack: +0
Crit die: 1d6
Crit table: I

Weapons

Crossbow +24 bolts
 Dagger

Equipment

Candles (6)
 Flint + Steel
 Mirror, Small
 2 small Sacks
 Waterskin
 Bone Flute
 Spell book

Treasure

Armor

Strength

Modifier:

12

Melee Attack

Melee Damage

Agility

Modifier:

11

+1

Ref Save

Missile Attack

Missile Damage

Stamina

Modifier: +1

14

+1

Fort Save

Character Portrait or Symbol

Personality

Modifier: -1

7

+0

Will Save

Luck

Modifier:

11

Lucky Roll

Missile Attacks

Intelligence

Modifier: +2

16

Languages

Northpeak, Mongolish,
 Lankhmarese (low, High) Quarmlonian

Wizard Spells & Abilities

Base spell check: +3

Familiar:

Patron(s):

Corruption:

Other Notes: Markial Training (has d3 dead die with crossbow and can perform mighty deeds with that weapon)

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Color Spray	1	+3	None
Magic Shield	1	+3	Water must be poured on hands
Enlarge	1	+3	Caster becomes Hungry -2 to Per.
Detect Magic	1	+1	None
Ropework	1	+3	Bone Flute must be played
Mending	1	+3	Nausea -2 to rolls for 1 rd. after casting

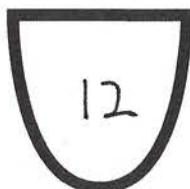
Prove to Sea-Sickness: -2 to all Rolls when at sea

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Astrologist

Name Lankhmar Wizard Title Neutral 30'
 Occupation Class Alignment Speed
 Place of origin 1st
 Level XP



Armor
Class



Hit Points
Max: 3

Combat Basics

Initiative: +2
 Action dice: 120
 Attack: +0
 Crit die: 1d6
 Crit table: ±

Weapons

Club
 Crossbow + 24 bolts
 Dagger

Treasure

Equipment

2 small Sacks
 Bag of Runes
 Ceremonial Drum
 Waterskin of Foul Broth
 (8 draughts)
 Wooden Mallet
 Iron Spikes (6)
 Spellbook

Armor

Strength

Modifier: 11

Melee Attack

Melee Damage

Agility

Modifier: +2

+3

Ref
Save

Missile Attack

Missile Damage

+2

Stamina

Modifier: 9

+0

Fort
Save

Character Portrait or Symbol

Personality

Modifier: +1

+2

Will
Save

Luck

Modifier: 12

Lucky Roll

Poison Saves

Intelligence

Modifier: +2

16

Languages

Quarmallian, Kleshic
 Lankhmarese (low, high), Mingolish,

Wizard Spells & Abilities

Base spell check: +3

Familiar: _____

Patron(s): _____

Corruption: _____

Other Notes: Gifted (+1 to random Ability), Bad Reputation
(despised by Lankhmar Sorcerers' Guild)

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Ward Portal	1st	+3	Caster must drink foul broth
Flaming Hands	1st	+3	None
Force. Manip.	1st	+3	Caster must arrange Runes
Magic Missile	1st	+3	Caster must beat drum
Detect Magic	1st	+1	None
Rope work	1st	+3	None

Wizard

DCC Lankhmar Free RPG Day Optional Rules

by Michael Curtis (1st draft)

DCC Lankhmar is designed to be 100% compatible with the *Dungeon Crawl Classics RPG*. The 2016 Free RPG Day adventure “The Madhouse Meet” can be played using standard DCC RPG DCC RPG characters and the rules. However, groups wishing to experience a “literary style” DCC Lankhmar adventure, one that strives to emulate the stories of Fafhrd and the Gray Mouser, can use the following rule options. These options will be further elaborated on in the forthcoming DCC Lankhmar boxed set.

Fleeting Luck

Adventurers in Nehwon often wonder if they are merely the playthings of the gods. Luck flows fast and furious in DCC Lankhmar, allowing the PCs to pull off stunning victories only to run afoul of the whims of the gods a moment later. To replicate this, DCC Lankhmar uses *fleeting Luck*.

Fleeting Luck is a form of temporary Luck that act as normal Luck points, but can be lost at any moment. PCs are encouraged to spend fleeting Luck early and often, as they never know when it will vanish.

- Each PC begins the game with 1 point of fleeting Luck. We recommend the judge use some form of marker such as glass beads, poker chips, coins, or similar tokens to track fleeting Luck. Fleeting Luck is awarded to a PC each time the character achieves a critical success (usually rolling a natural 20 on an action die), role-plays in a manner that invokes the world of Nehwon and the stories of Fritz Leiber, performs cool (or foolish) actions, or when the judge deems the PC deserves recognition. Adventures may also stipulate when the PCs receive fleeting Luck points.
- There is no limit to the amount of fleeting Luck a PC may have at any time. A PC’s fleeting Luck total is added to his Luck ability score when making Luck checks (e.g. a PC with a Luck score of 11 and three points of fleeting Luck has an effective Luck score of 14).
- Fleeting Luck can be spent to modify a PC’s die roll as normal Luck does or it can be spent to aid another PC on a 1:1 basis. Any PC can spend his fleeting Luck to aid another and multiple PCs can assist a single party member if desired.
- Thieves roll their Luck die whenever they spend fleeting Luck to aid themselves. The sole exception to this rule is when using Luck as Healing (see below).

Fleeting Luck vanishes whenever a critical failure occurs, usually in the form of a natural “1” on an action die. Fleeting Luck is not lost if the “1” result does not result in failure, such as when rolling to determine initiative score or when attempting to roll under one’s Luck score when making a Luck check.

Whenever a PC rolls a critical failure, **ALL** the PCs lose their fleeting Luck. Every player returns all fleeting Luck tokens to the judge and they must start earning fleeting Luck anew.

Judge's Advice: You should award a point of fleeting Luck anytime an opportunity presents itself. The more fleeting Luck you give out, the more the players will spend it, resulting in the types of hijinks and escapades that Fafhrd and the Gray Mouser would applaud. Encourage the players to nominate each other as deserving a point of fleeting Luck whenever they deem another's actions as worthy of reward.

Luck as Healing

The cleric class does not exist on Nehwon in "literary style" DCC Lankhmar games. While there are many with the title of priest, none of them can call directly on their god to produce divine magical effects. The following rule system is to be used in DCC Lankhmar campaigns where the cleric class is unavailable to the players.

Using Luck to Heal Wounds

A PC can take a momentary break during a combat to catch their breath, examine their injuries, and otherwise rouse themselves to keep fighting. By taking a round to inspect their wounds, the character perceives he isn't as badly injured as he first believed and can dive back into battle partially restored.

A PC wishing to catch their breath can perform no other action that round aside from inspecting his injuries. He can still move up to his Speed while catching his breath. A PC who spends the round checking his injuries can spend 1 Luck point (permanent or fleeting) and regain a number of hit points equal to a roll of his class Hit Die plus Stamina modifier (minimum 1 hp). An unconscious or dying PC cannot spend the round catching his breath and can only be revived with the aid of an ally.

Only a single Luck point may be spent when examining his injuries during a fight; spending multiple Luck points has no effect and thief and halfling class abilities allowing them the benefit of multiple Luck points with a single expenditure do not apply in this case. However, a PC can spend additional Luck points above the initial point to add to his hit die roll as normal when determining the number of hp regained.

A PC can only inspect his wounds once during any given combat, but may do so whenever he'd normally have an action during the combat round. PCs that do not catch their breath and heal during a battle must wait to recuperate after the fight has ended.

Obviously, an injured PC can never regain hit points greater than his maximum hit point total either through inspecting their wounds or by recuperating as described below.

Rousing Dying Characters

When a PC is reduced to zero or less hit points, he is incapacitated and begins dying. He cannot spend Luck points to regain hit points, but an ally can save his life by staunching his wounds. Another PC can stabilize the dying character as his action for the round. A stabilized PC is considered to have zero hit points and unconscious.

Once the battle is ended, the unconscious PC can spend 1 Luck point to regain a single hit point and become conscious. He can then recuperate as described below if he has not already recuperated that day. If he has already utilized his recuperation, he remains at 1 hit point but regains health by natural healing and possibly magical or herbal potions is available.

Recuperating

A PC can take time after combat has ended to properly dress his wounds, rest, drink a restorative, and otherwise regain his stamina and health. This is called recuperating.

It takes 1d3 turns to recuperate. Should anything interrupt this period, the PC regains no lost hit points and must start anew. Once this time elapses, the PC spends 1 Luck point (permanent or fleeting) and regains hit points equal to a roll of his class hit die + Stamina modifier + level. If the PC is receiving treatment from another with the Healer benison, he also adds the healer's level to the total number of regained hit points.

A PC can recuperate once per level per day. After he has utilized his daily recuperation, he must have a full night's rest before he can again recuperate from his injuries.

Restoratives

Injured characters can sometimes consume strong spirits or herbal concoctions as part of the recuperating process. These draughts increase the amount of hit points recovered. More information on restoratives can be found in the DCC Lankhmar boxed set. In "The Madhouse Meet" adventure, one area hold Eevamarensee Emerald wine. If this spirit is consumed while recuperating, the PCs regain hit points equal to their maximum hit die total + Stamina modifier + level. A Warrior, for example, would heal 12 + Stamina modifier + level hit points.

Spell Stipulations

Mercurial magic works somewhat differently in Nehwon. Wizards learn unique methods of working their magic, often employing ritual tools, substances, movements, etc. to invoke a spell's power. These are called spell stipulations.

Any wizard unable to utilize or perform his normal spell stipulation when casting a spell requiring them suffers a -1d penalty to their spellcheck. Spell stipulations are noted on the wizard character sheets under "Mercurial Effects & Notes" and are usually written as "Caster must [spell stipulation]."