Game play in the *Dungeon Crawl Classics Role Playing Game* starts at 0 level: untrained, uneducated peasants. Most of these characters die pitiful deaths in a dungeon. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

1. Roll ability scores. See page 18.

2. Determine 0-level occupation. See page 21.

3. Choose an alignment. See page 24.

4. Purchase equipment. See page 70.

5. Attempt to survive your first dungeon. If you survive and reach 10 XP, you advance to 1st level. At this point, you choose a class. See page 27.

6. Based on the class chosen, you may know some spells. See page 104.
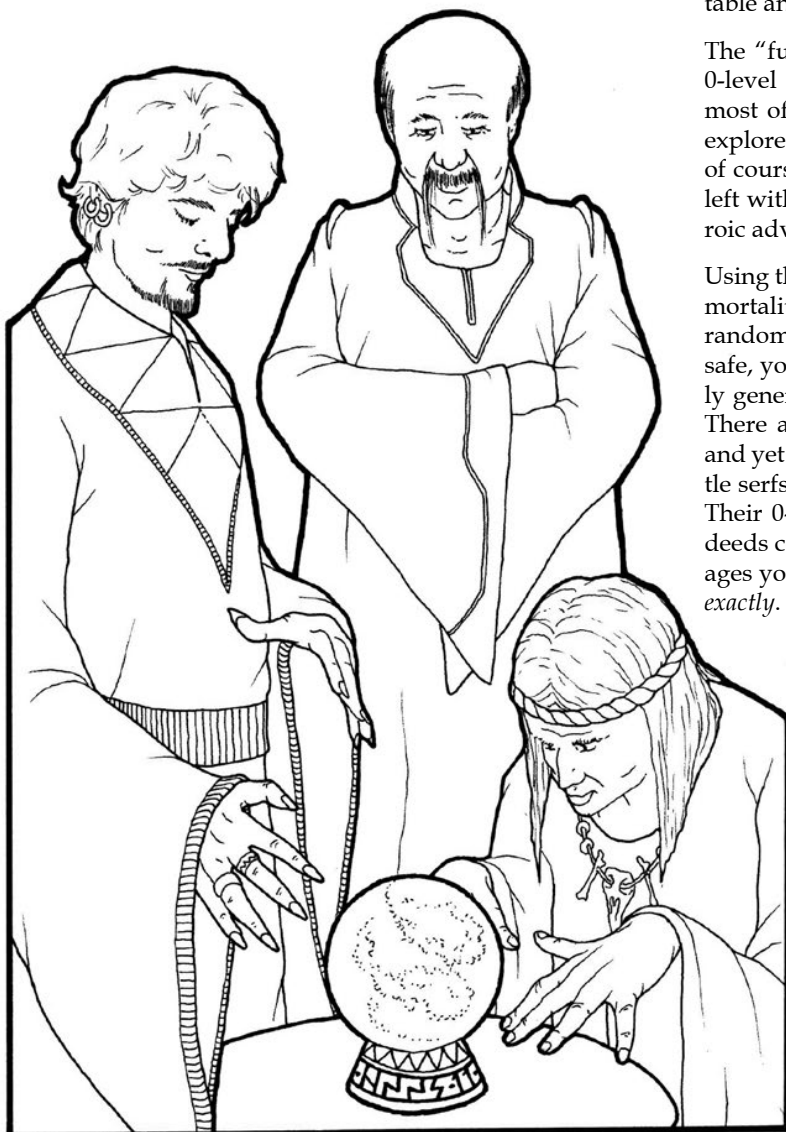
THE CHARACTER CREATION FUNNEL

Some role playing games codify "game balance" in an abundance of character options. The DCC RPG takes an anachronistic approach to this concept by pursuing an even playing field through *randomization* rather than *complexity*. The character creation steps that follow generate a play style unlike anything you have experienced in the last twenty-odd years – provided you follow the steps precisely. Omit any element, and you'll find that the process does not work. Here is why.

DCC RPG generates characters using what the author refers to as a "funnel." First, each *player* generates at least two, and possibly as many as four, 0-level characters. It is critical that the characters be generated using the process as described: completely random ability scores, random occupation, random Luck modifier, and random equipment. Each player ends up with an assortment of characters who could potentially serve as several different classes. When all characters are generated, have the players go around the table and introduce their 0-level peons to their peers.

The "funnel" takes place in 0-level play. During the first 0-level game, it is expected each player will lose some or most of his characters. When mere peasants and yeomen explore deadly dungeons, a high mortality rate is a matter of course. By the end of the first game, the players will be left with a motley crew of survivors, and this group of heroic adventurers becomes the 1st-level party.

Using this method of highly random character results, high mortality rates, and player choices as to which of their randomly-generated characters takes risks and which stays safe, you, the judge, will find you have a party of randomly generated characters in which the players have agency. There are essentially no opportunities for min-max play, and yet players find themselves attached to their plucky little serfs who have done such amazing deeds at low levels. Their 0-level exploits will define them forever with great deeds completed at great risk. The author strongly encourages you to begin play using the method as described here *exactly*. Give it a chance; you may find you like it.

FUNKY DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of dice, as well as what the author refers to as "Zocchi dice." As an experienced gamer, you undoubtedly own the following standard array of dice: d4, d6, d8, d10, d12, d20, and d%. DCC RPG also makes use of "Zocchi dice" in the following configurations: d3, d5, d7, d14, d16, d24, and d30. You may purchase these dice from your local game store (ask them to special order if they do not already stock them), and from www.goodman-games.com and impactminiatures.com (as well as other select sites).

It is easy to substitute for the "funky dice" with a regular dice set. For a d3, roll 1d6 and divide by two; for a d5, roll 1d10 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the die-facing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. For d30, roll 1d10 with a 6-sided control die: add +0 on 1-2, +10 on 3-4, and +20 on 5-6.

THE DICE CHAIN

One of the most fun aspects of using funky dice in a rules set is getting to roll those dice! Many traditional RPGs utilize modifiers to dice rolls as a way to express improved success or failure in an action. For example, an attack with an off-hand weapon may incur a -4 penalty, or an attack against a motionless opponent may grant a +4 bonus.

DCC RPG utilizes this traditional modifier system but also employs a system of swapping out die types where the modifier is sufficiently large. Although d20 is the core die mechanic in the game, there are times when the player may be instructed to roll a d16 or a d24 instead, depending on whether the action has an improved or reduced chance of success.

Sometimes there will be multiple "dice swaps" impacting a die. For example, a spellcaster may be particularly good at one kind of magic, granting him an improved die, and he may also be operating under the influence of a magic item that grants him a further improved die. The system for moving "up and down" different die types is known as the dice chain.

The dice chain is represented as follows:

d3 – d4 – d5 – d6 – d7 – d8 – d10 – d12 – d14 – d16 – d20 – d24 – d30

Whenever the rules instruct the player to use an *improved die*, his dice choice moves one step to the right, culminating in a d30 (the largest die that can be used). When the rules instruct the player to use a *reduced die*, his dice choice moves one step to the left, culminating in a d3 (the smallest die that can be used). Multiple steps can switch the die type two or more steps, and combined improved and reduced results can offset each other. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.

ABILITY SCORES

A character is defined in broad terms by six ability scores. For character creation, roll 3d6 for each ability score listed below in the order of Strength, Agility, Stamina, Personality, Intelligence, and Luck.

In DCC RPG character creation, you always roll 3d6, and you always roll and apply the scores in that same order. You do not roll more dice and drop the lowest die, you do not use a point-based buy system, and you do not assign ability scores in any order other than that defined above.

Why are we so explicit in the declaration of ability score process? Because you are an experienced gamer, and you know many other ways to determine ability scores. The open beta process revealed that ability score generation is the very first rule to be overridden by many players. This is your game and you should feel free to adapt it as you wish. We do encourage you to "buck tradition" and try at least one game using the precise method described here (3d6 straight down the line). It's a blast from the past, and something you probably haven't attempted in a decade or more. However, should you decide to house-rule otherwise, we expect this to be the place you begin.

Your character's score of 3-18 includes a modifier, as shown on table 1-1. This modifier applies to select rolls as described below.

Strength: Physical power for lifting, hurling, cutting, and dragging. Your Strength modifier affects melee attack and damage rolls. Note that a successful attack always does a minimum of 1 point of damage regardless of Strength. Characters with a Strength of 5 or less can carry a weapon *or* a shield but not both.

Agility: Balance, grace, and fine motion skills, whether in the hands or the feet. Your Agility modifier affects Armor Class, missile fire attack rolls, initiative rolls, and Reflex saving throws, as well as the ability to fight with a weapon in each hand.

Stamina: Endurance, resistance to pain, disease, and poison. Your Stamina modifier affects hit points (even at level 0) and Fortitude saving throws. Note that a character earns a minimum of 1 hit point per character level regardless of Stamina. Characters with a Stamina of 5 or less automatically take double damage from all poisons and diseases.

Personality: Charm, strength of will, persuasive talent. Personality affects Willpower saving throws for all characters. Personality is vitally important to clerics, as it affects the ability to draw upon divine power and determines the maximum spell level they can cast, as shown on table 1-1.

Intelligence: Ability to discern information, retain knowledge, and assess complex situations. For wizards, Intelligence affects spell count and maximum spell level, as noted on table 1-1. For all characters, Intelligence affects known languages, as described in Appendix L. Characters with an Intelligence of 7 or less can speak only Common, and those with an Intelligence of 5 or less cannot read or write.

Luck: "Right place, right time;" favor of the gods, good fortune, or hard-to-define talent. Players would be well advised to understand the goals of gods and demons that shape the world around them, for they are but pawns in a cosmic struggle, and their luck on this mortal plane can be influenced by the eternal conflict that rages around them. Luck affects several elements of the game, as follows:

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

* Minimum of 1 spell.
** Based on Intelligence for wizards and Personality for clerics.

"With 8 INT you won't go far as a wizard, John, but as a warrior you can still earn a fine salary of 4d6 GP!"

- After rolling 3d6 to determine a player's Luck score, roll on table 1-2 to determine which roll is affected by the character's Luck modifier. This "lucky roll" is modified by the character's *starting* 0-level Luck modifier (for good or bad) in addition to all other normal modifiers. In some cases, the "lucky roll" is completely useless because the character chooses a class where it is not applicable.

- Note that the lucky roll modifier does *not* change over time as the character's Luck changes. For example, if a character's Luck modifier is +1 and his lucky roll is spell checks, he receives a +1 modifier to all spell checks henceforth. This modifier does not change if his Luck score changes.

- The character's Luck modifier affects other rolls in the game: critical hits, fumbles, corruption, and select other rolls, as described henceforth. In addition, Luck modifies a different element of play for each character class, as described in the class descriptions.

- Characters can burn off Luck to survive life-or-death situations. Any character can permanently burn Luck to give a one-time bonus to a roll. For example, you could burn 6 points of Luck to get a +6 modifier on a roll, but your Luck score is now 6 points lower.

- Characters can make Luck checks to attempt feats that succeed based on Luck alone. The judge will provide the specifics of any attempt, but the attempt is usually resolved by rolling equal to or less than the character's Luck score on 1d20.

- For all characters, Luck may be restored over the course of their adventures, and this restoration process is loosely linked to the character's alignment. Characters that act against their alignment may find themselves suddenly unlucky. Those who swear an oath to a patron of their newly desired alignment may find the change easier.

- Thieves and halflings have a particular affinity with luck. These classes renew their Luck score at a defined rate, as discussed in their class descriptions.

TABLE 1-2: LUCK SCORE

d30	Birth Augur and Lucky Roll
1	Harsh winter: All attack rolls
2	The bull: Melee attack rolls
3	Fortunate date: Missile fire attack rolls
4	Raised by wolves: Unarmed attack rolls
5	Conceived on horseback: Mounted attack rolls
6	Born on the battlefield: Damage rolls
7	Path of the bear: Melee damage rolls
8	Hawkeye: Missile fire damage rolls
9	Pack hunter: Attack and damage rolls for 0-level starting weapon
10	Born under the loom: Skill checks (including thief skills)
11	Fox's cunning: Find/disable traps
12	Four-leafed clover: Find secret doors
13	Seventh son: Spell checks
14	The raging storm: Spell damage
15	Righteous heart: Turn unholy checks
16	Survived the plague: Magical healing*
17	Lucky sign: Saving throws
18	Guardian angel: Savings throws to escape traps
19	Survived a spider bite: Saving throws against poison
20	Struck by lightning: Reflex saving throws
21	Lived through famine: Fortitude saving throws
22	Resisted temptation: Willpower saving throws
23	Charmed house: Armor Class
24	Speed of the cobra: Initiative
25	Bountiful harvest: Hit points (applies at each level)
26	Warrior's arm: Critical hit tables**
27	Unholy house: Corruption rolls
28	The Broken Star: Fumbles**
29	Birdsong: Number of languages
30	Wild child: Speed (each +1/-1 = +5'/-5' speed)

If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.
** *Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.*
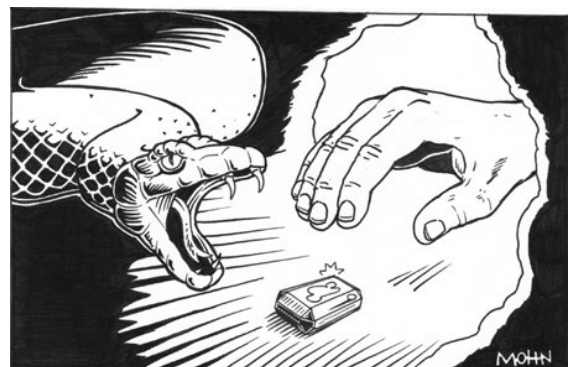
SAVING THROWS

The DCC RPG uses three saving throws: Fortitude, Reflex, and Willpower. To make a saving throw, a character rolls 1d20, adds his modifier(s), and compares the result to a target number (DC). If the result is equal to or greater than the DC, the save is made. If not, dire effects may ensue.

Fortitude represents resistance to physical threats, such as poisons, gasses, acids, and stunning damage. A character's Stamina modifier influences his Fort save.

Reflex represents resistance to reaction-based threats, such as ducking a swinging axe trap, leaping aside as a doorway collapses, and twisting away from a dragon's flaming breath. A character's Agility modifier influences his Ref save.

Willpower represents resistance to mind-influencing threats, such as spells that charm or control, psychic effects that cause sleep or hypnosis, and mental domination. A character's Personality modifier influences his Will save.

All 0-level characters start with a base modifier of +0 to all saving throws, which is subsequently influenced by their ability modifiers. As characters gain class levels, their saving throws increase.
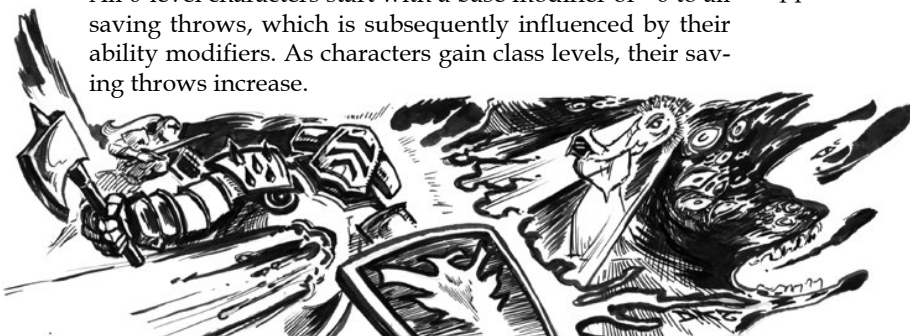
LANGUAGES

All characters know the Common tongue. For each point of Intelligence modifier, a character knows one additional language associated with the circumstances of his upbringing. These additional languages are established at 0-level. Dwarves, elves, and halflings with Int 8+ automatically know their racial languages as well.

Upon advancing to 1st level, a character may learn additional languages. Thieves learn a secret language called cant. Demi-humans learn one additional language. Wizards learn one additional language per point of Int modifier.

Additional languages commonly known include those of centaurs, giants, gnomes, goblins, and kobolds. Wizards may know magical languages and the animal tongues. More details on languages can be found in Appendix L.

0 LEVEL

All characters start at 0 level. Most will die in a dungeon, alone and unknown. The few who survive eventually choose a class in which to advance.

All 0-level characters start with the following:

- 1d4 hit points, modified by Stamina
- 5d12 copper pieces
- 0 XP
- One randomly determined piece of equipment (see table 3-4)
- One randomly determined occupation
- Based on the occupation:
  - Possession of one weapon and training in its use
  - Possession of some trade goods
- A +0 modifier to attack rolls and all saving throws; note that 0-level characters use a crit die of 1d4 on crit table I

As the character earns experience points, his XP total advances. When his XP total reaches 10, he may choose a class.

OCCUPATION

Your character once toiled away at mundane tasks, and his family and peers still do. Whether alongside his family or apprenticed to a master, a character's former occupation provides a set of skills. These skills may be useful to a character only as a fallback when he emerges crippled from the dungeon, but they are useful nonetheless. These skills also include training in a rudimentary weapon of some kind. Roll d% on table 1-3 to determine a character's background. Unless noted otherwise, a character is human.

Note that a character's occupation need not be determined randomly. If a player has a strong sense of the character's background, he should feel free to use it. Starting trained weapon and trade goods can be determined thematically with the judge's approval.

Demi-humans at level 0: Characters whose 0-level result includes a demi-human race must advance in class as that demi-human. For example, a dwarven miner levels up as a dwarf. 0-level demi-humans are able to utilize select racial traits as follows: dwarves have infravision and a base speed of 20'; elves are sensitive to iron and have heightened senses; and halflings have infravision and a base speed of 20'. Refer to the dwarf, elf, and halfling class descriptions for more information on these abilities. 0-level demi-humans speak Common plus their racial language, with additional languages gained as they level up. Just as all characters gain improved abilities and, sometimes, additional languages when they reach level 1, demi-human characters polish their natural talents through adventuring.

TABLE 1-3: OCCUPATION

Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03	Armorer	Hammer (as club)	Iron helmet
04	Astrologer	Dagger	Spyglass
05	Barber	Razor (as dagger)	Scissors
06	Beadle	Staff	Holy symbol
07	Beekeeper	Staff	Jar of honey
08	Blacksmith	Hammer (as club)	Steel tongs
09	Butcher	Cleaver (as axe)	Side of beef
10	Caravan guard	Short sword	Linen, 1 yard
11	Cheesemaker	Cudgel (as staff)	Stinky cheese
12	Cobbler	Awl (as dagger)	Shoehorn
13	Confidence artist	Dagger	Quality cloak
14	Cooper	Crowbar (as club)	Barrel
15	Costermonger	Knife (as dagger)	Fruit
16	Cutpurse	Dagger	Small chest
17	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
18	Dock worker	Pole (as staff)	1 late RPG book
19	Dwarven apothecarist	Cudgel (as staff)	Steel vial
20	Dwarven blacksmith	Hammer (as club)	Mithril, 1 oz.
21	Dwarven chest-maker	Chisel (as dagger)	Wood, 10 lbs.
22	Dwarven herder	Staff	Sow**
23-24	Dwarven miner	Pick (as club)	Lantern
25	Dwarven mushroom-farmer	Shovel (as staff)	Sack
26	Dwarven rat-catcher	Club	Net
27-28	Dwarven stonemason	Hammer	Fine stone, 10 lbs.
29	Elven artisan	Staff	Clay, 1 lb.
30	Elven barrister	Quill (as dart)	Book
31	Elven chandler	Scissors (as dagger)	Candles, 20
32	Elven falconer	Dagger	Falcon
33-34	Elven forester	Staff	Herbs, 1 lb.
35	Elven glassblower	Hammer (as club)	Glass beads
36	Elven navigator	Shortbow	Spyglass
37-38	Elven sage	Dagger	Parchment and quill pen
39-47	Farmer*	Pitchfork (as spear)	Hen**
48	Fortune-teller	Dagger	Tarot deck
49	Gambler	Club	Dice
50	Gongfarmer	Trowel (as dagger)	Sack of night soil
51-52	Grave digger	Shovel (as staff)	Trowel
53-54	Guild beggar	Sling	Crutches
55	Halfling chicken butcher	Hand axe	Chicken meat, 5 lbs.
56-57	Halfling dyer	Staff	Fabric, 3 yards
58	Halfling glovemaker	Awl (as dagger)	Gloves, 4 pairs
59	Halfling gypsy	Sling	Hex doll
60	Halfling haberdasher	Scissors (as dagger)	Fine suits, 3 sets
61	Halfling mariner	Knife (as dagger)	Sailcloth, 2 yards
62	Halfling moneylender	Short sword	5 gp, 10 sp, 200 cp
63	Halfling trader	Short sword	20 sp
64	Halfling vagrant	Club	Begging bowl
65	Healer	Club	Holy water, 1 vial
66	Herbalist	Club	Herbs, 1 lb.
67	Herder	Staff	Herding dog**
68-69	Hunter	Shortbow	Deer pelt
70	Indentured servant	Staff	Locket
71	Jester	Dart	Silk clothes

Table 1-3: Occupation, continued

Roll	Occupation	Trained Weapon†	Trade Goods
72	Jeweler	Dagger	Gem worth 20 gp
73	Locksmith	Dagger	Fine tools
74	Mendicant	Club	Cheese dip
75	Mercenary	Longsword	Hide armor
76	Merchant	Dagger	4 gp, 14 sp, 27 cp
77	Miller/baker	Club	Flour, 1 lb.
78	Minstrel	Dagger	Ukulele
79	Noble	Longsword	Gold ring worth 10 gp
80	Orphan	Club	Rag doll
81	Ostler	Staff	Bridle
82	Outlaw	Short sword	Leather armor
83	Rope maker	Knife (as dagger)	Rope, 100'
84	Scribe	Dart	Parchment, 10 sheets
85	Shaman	Mace	Herbs, 1 lb.
86	Slave	Club	Strange-looking rock
87	Smuggler	Sling	Waterproof sack
88	Soldier	Spear	Shield
89-90	Squire	Longsword	Steel helmet
91	Tax collector	Longsword	100 cp
92-93	Trapper	Sling	Badger pelt
94	Urchin	Stick (as club)	Begging bowl
95	Wainwright	Club	Pushcart***
96	Weaver	Dagger	Fine suit of clothes
97	Wizard's apprentice	Dagger	Black grimoire
98-100	Woodcutter	Handaxe	Bundle of wood
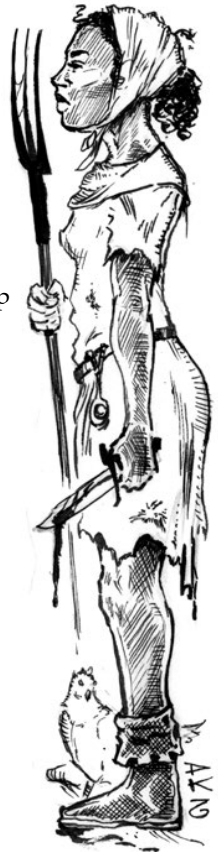
† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

* 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 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.

WEAPON TRAINING

All 0-level characters are trained in the one weapon they possess from their former occupation. If a 0-level character handles multiple weapons over his career, he is considered trained in the *last* weapon he fought with. At 1st level, a character gains training in additional weapons, based on the class he chooses.

Generally, using a weapon without training imposes an attack penalty. However, this penalty is waived for 0-level characters. It is assumed that their naturally poor combat abilities reflect equal incompetence with the martial use of all weapons. (Not to mention that in playtests, applying the attack penalty increases the 0-level death rate to absurd proportions.)

TRADE GOODS

Novice adventurers typically hail from mundane backgrounds. The economics of a feudal setting involve more barter than coinage. The typical farmer or woodcutter may sustain his family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on table 1-3. These may be useful in the dungeon or may provide a starting point for trading up to a better status in life. In addition to their trade goods, each 0-level character starts with one randomly determined piece of adventuring equipment. Roll 1d24 on table 3-4 (page 73) for each character.

You will discover that 0-level characters individually possess almost no useful equipment. Begin play with a properly sized party (at least 15 PCs), and you will quickly learn what "wealth by attrition" means and how it applies to low-level play.

ALIGNMENT

In the beginning, there was the Void, where the Old Ones dreamed. In their dreams were Law and Chaos, inherent forces of unity and entropy. Through endless opposition these forces of unity and entropy elected champions who became gods, who in turn formed planes of existence that reflected their principles. On one such plane resides your trivial existence, tiny next to the vastness of Aéreth, even tinier next to the vastness of the cosmos. But you are connected back to the greater universe and the endless struggle by a fundamental choice: do you back the forces of Law or the forces of Chaos?

Alignment is a choice of values. In its simplest form it determines behavior. In higher forms it determines allegiance to a cosmic force. Characters choose an alignment at 0 level, and this choice determines their options for the rest of their lives.

Alignment functions on many levels, but there are two primary extremes: lawful and chaotic, with the balance of neutrality between. A character chooses one of these three alignments at 0 level.

Lawful characters believe fundamentally in unity and prioritize the values of mankind: order, authority, loyalty, and charity. They support organized institutions and "do what is right." They have a moral conscience that points them toward the appropriate action. Fundamentally, lawful characters choose the path of mankind over the path of supernatural dominance. At higher levels, lawful characters find themselves interacting with celestials, angels, demi-gods, and powerful Lords of Law. In mundane life, there are many shades of lawful behavior, and not all lawful characters agree on the same course of action at any time; though they invariably unite when mankind is threatened by outside forces.

Chaotic characters believe fundamentally in entropy and seek constantly to undermine or rule those around them. They are willing to disrupt the natural order of things – including established governments, guilds, and relationships – if they see a material benefit in doing so. They are open to agreements with supernatural powers, even if such agreements risk the primacy of man by allowing strange beings into the material plane. Fundamentally, chaotic characters choose the path of greatest personal power and success over any greater principle. At higher levels, chaotic characters find themselves aligned with demons and devils, sinister monsters, extraplanar creatures, and the supernatural Chaos Lords. In mundane life, chaotic behavior covers a wide spectrum of chicanery, subterfuge, aggression, and power politics, and chaotic characters are always looking for an advantage over their peers.

Neutral characters have not taken a stand between Law and Chaos. Neutrality is the balance of nature, the timelessness of eternity, and the nothingness of space. It can also reflect the neutrality of those who came before Law and Chaos: the Old Ones, the great Cthulhu, and the empty Void, and the emptiness of the time before gods. Neutrality between Law and Chaos can reflect a measured morality – balancing costs and benefits, without strong principles one way or the other. It can also reflect ambivalence or indifference. Fundamentally, neutral characters make choices based not on loyalty, values, or self-advantage, but by evaluating each and every opportunity that comes along. At higher levels, neutral characters find themselves aligned with elementals, extraplanar un-dead, and astral and ethereal beings.

The eternal struggle between Law and Chaos is real. Gods and demons battle on other planes for superiority, and the actions of man give those entities power. Make your choice carefully, for it will become increasingly important as you become more powerful.
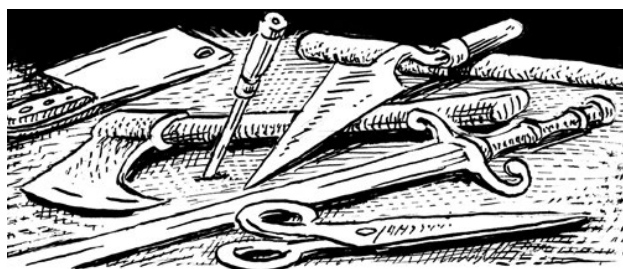
LEVEL ADVANCEMENT

As a character completes adventures, he practices his skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level.

DCC RPG takes a different approach to experience points than the historical precedent and its modern interpretation. There is certainly a strong case for the historical approach which the author calls a "fiddly" system – a calculation-based method that accurately captures the abilities of a creature in a final XP-based number. There is also a case for an "encounter calculation" system – such as that used in 3E – that scales the XP awarded for each encounter based on the relative power of the characters and provides an ability to calculate the appropriate challenge rating of a set of opponents.

Another perspective is provided by Appendix N. The heroes of Appendix N did not always face enemies suitable to their power level nor did they proceed on a predictable path to greater competencies. Occasionally, they fled their enemies -- better to stay alive and fight another day. And as they advanced in power – for example, from wanderer to mercenary to king – they never quite knew exactly when the next opportunity for advancement would present itself.

The author has made one last consideration in his choice of XP system. As gamers grow older and must squeeze their sessions into complicated lives involving families, jobs, and other time commitments, the most enjoyable elements of the game must rise to the top. Bookkeeping related to XP tracking is not one of those elements.

Therefore, DCC RPG uses an extremely simple XP system. If this system is not to your liking, the author encourages you to adapt one of the many "fiddly" systems existing from prior and current editions. However, I urge you to give this system a try, as I suspect it will ease your game play experience considerably.

Basics of the XP System: The DCC RPG experience system works as follows:

- All character classes use the same advancement table.

- Each *encounter* is worth from 0 to 4 XP, and those XP are not earned merely by killing monsters, disarming traps, looting treasure, or completing a quest. Rather, successfully surviving encounters earns the characters XP in DCC RPG. A typical encounter is worth 2 XP, and the system scales from 0 to 4 depending on difficulty.

- All characters that participate in the encounter receive the same XP.

- The judge determines how much XP is awarded.

- Characters level up when they reach the XP threshold for the next level.

- The level thresholds become progressively higher. The number of "average adventures" required to advance to each subsequent level is higher than the preceding level.

The XP Table: The table below shows the experience points required for each level.

As an optional rule, consider allowing any 0-level characters that survive their first adventure to automatically advance to 1st-level and 10 XP. Zero-level adventures are a harrowing, deadly experience with particularly high fatality rates. As long as each player controls a portfolio of multiple 0-level PCs, such a play style can be fun. However, too many games with a 0-level character exchange novelty for enforced cowardice.

A 1st-level character retains his hit points from level 0, and gains new hit points according to his class. All characters of 1st-level or higher thus have their class hit dice *plus* 1d4 hit points from level 0.

TABLE 1-4: XP LEVEL THRESHOLDS

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when he reaches 10 XP, a 2nd-level warrior when he reaches 50 XP, a 3rd-level warrior when he reaches 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090