

# DUNGEON CRAWL CLASSICS RPG WHAT TO ROLL

Keep in mind that all rolls/checks could additionally be modified by circumstances (e.g., Attack Roll modifiers, Morale Check modifiers, ebb and flow of magic), Luck or class-specific abilities (e.g., Thief's Backstab, Spellburn, Mercurial Magic effects).

Check	What to Roll	Versus <sup>^</sup>
<b>Melee Attacks*!</b>		
Warrior, Dwarf	Action Die + Deed Die + Strength Modifier + Favored Weapon (Luck Modifier)	Defender's AC
All Other Classes	Action Die** + Attack Bonus + Strength Modifier	Defender's AC
Dwarf Shield Bash†	1d14 + Deed Die + Strength Modifier	Defender's AC
Grappling	Action Die + higher of Agility or Strength Modifier + Size Advantage (+4/multiple)	Opposed Roll
<b>Ranged Attacks!</b>		
Warrior, Dwarf	Action Die + Deed Die + Agility Modifier + Specific Weapon (Luck Modifier)	Defender's AC
All Other Classes	Action Die** + Attack Bonus + Agility Modifier	Defender's AC
<b>Initiative</b>		
Warrior	1d20 (or 1d16 if using a 2-handed weapon) + Agility Modifier + Class Level	--
All Other Classes	1d20 (or 1d16 if using a 2-handed weapon) + Agility Modifier	--
<b>Critical Hits</b>		
All Classes	Crit Die (per Class Level) + Luck Modifier	Table (82-86)
<b>Fumbles</b>		
All Classes***	Fumble Die (per Armor worn) + Reverse of Luck Modifier	Table (80)
<b>Spell Checks</b>		
Cleric	Action Die + Personality Modifier + Caster Level	Spell Table
Wizard†	Action Die + Intelligence Modifier + Caster Level	Spell Table
Elf†	Action Die + Intelligence Modifier + Caster Level + Favored Spell (Luck Modifier)	Spell Table
Thief (scrolls only) †	Cast From Scroll Die + Intelligence Modifier	Spell Table
All Other Classes (scrolls only) †	1d10	Spell Table
<b>Class-related Checks</b>		
Turn Unholy	Action Die + Personality Modifier + Caster Level + Luck Modifier	Table (97)
Lay on Hands	Action Die + Personality Modifier + Caster Level	Alignment (31)
Divine Aid	Action Die + Personality Modifier + Caster Level	DC (358)
Deity Disapproval	xd4 + Reverse of Luck Modifier (x = Spell Check value)	Table (122-123)
Thieving Skills & Halfling Stealth†	Action Die + Thieving Skill Modifier	DC
Corruption#	1d10 - Spell Level + Luck Modifier	Table (116-119)
Mercurial Magic	1d100 + (Luck Modifier x 10)	Table (112-115)
Learning a New Spell	1d20 + Intelligence Modifier + Caster Level	DC 10 + Spell Level
<b>Skill Checks</b>		
Trained†	1d20 + Relevant Ability Modifier	DC
Untrained†	1d10 + Relevant Ability Modifier	DC
Remain Mounted (Trained)†	1d20 + Agility Modifier	DC 10
Remain Mounted (Untrained)†	1d10 + Agility Modifier	DC 10
<b>Miscellaneous Checks</b>		
Luck Check	1d20	Under Luck Ability
Saving Throw	1d20 + Ability Modifier	DC or Spell Check
Concentration Check	1d20 + Will Modifier	DC 11
Morale Check	1d20 + Will Modifier	DC 11

\* Charging characters add +2 to this result and lower their Armor Class by -2 until their next turn.

\*\* A Wizard can only use his second Action Die to cast a spell.

\*\*\* Warriors and Dwarfs may burn a point of Luck to avoid rolling on the Fumble Table.

# Wizards may burn a point of Luck to avoid rolling on the Corruption Table.

† Physical activities and the casting of Wizard spells are subject to Armor Check penalties.

‡ Does not require an Action Die and can be performed in addition to his base Action Dice.

! Attacks made with an untrained weapon suffer -1 die to the Action Die.

^ Numbers in parenthesis refer to the page number(s) of relevant tables in the Dungeon Crawl Classics rulebook.

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>.