THE CRAWLER HACK

A DCC Inspired Rules Expansion for use with The Black Hack 2e.

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CHARACTER CREATION
FOR 1ST LEVEL CHARACTERS

If you are starting out with 1st *Level Characters* just follow the rules as laid out in the TBH2e. The *Dwarf*, *Elf*, and *Halfling* classes are available to play, and take note of any new abilities applicable to the four base classes.

FOR THE 0-LEVEL FUNNEL

As presented in TBH2e roll 3d6 for each *Attribute*, including the added 7th *Attribute*, *Luck*. If you roll 14+ for an *Attribute* you do not roll for the next, it will be 7 instead. After you roll all 7 *Attributes* you **may not** swap out any two as in the base rules for TBH2e, 3d6 and 7s down the line. All 0-Level Characters begin play with:

- 1d4 *HP*. For Characters with 14+ in Constitution add 1 **HP** to the rolled number.
- *Attack Damage* of 1d4 or 1 if unarmed. *Characters* with a 14+ in **Strength** or *Dexterity* may upgrade their *Attack Damage* with appropriate weapons to 1d6 for one attack in each encounter.
- Roll for one randomly determined piece of equipment from the D66 Common Items table.
- A weapon and possibly useful thing associated with your occupation from the D66 0-Level Occupations table.
- 1d6 Coins

Occupations function like any background in TBH2e. Once per session if the *Player* can justify it and the *GM* agrees they may make an *Attribute Test* with *Advantage* for an *Action* associated with their *Occupation* or **Background.**

0-*Level Characters* may only carry 10 items or a number of items equal to their Strength score, whichever is **lower**.

NEW ATTRIBUTE (LUCK)

During *Character* creation all *Players* will roll 3d6 to determine their *Luck Attribute*. *Luck* may never be raised above this initial number, except for *Thief* and *Halfling Characters*, who may roll to increase *Luck* when they gain a new *Level*.

Any *Character* may spend 4 points of luck to gain *Advantage* on any roll. If this roll would already have *Advantage* due to circumstance or *Character* ability, then the *Player* may roll an additional 1d4 and subtract it from the lowest roll.

Most *Characters* only regain spent luck for special circumstances determined by the *GM*, and any *Character* that survives a session regains one Luck. Additionally, anytime a *Player* rolls a natural 1 on a d20 (automatic/critical success) instead of applying that result they may instead "bank it" adding one point of *Luck* to their score (up to max). They must reroll the *Attribute Test*, keeping the new result. *Thief* and *Halfling Characters* recover *Luck* at rate equal their *Level* every *Day*.

If a 1ST *Level* or higher *PC* is reduced to 0 *HP* they must roll a *Luck Attribute Test* prior to rolling on the *OofA* table. 0 *Level PCs* are simply dead at 0 *HP*. However, a *Player's* last 0 *Level Character* may use these rules. The result of the *Luck Test* will change the *OofA* Roll in the following ways:

- Critical success (natural 1) – Roll with *Advantage* on the *OofA* table.
- Success – Roll normally.
- Failure – Roll with *Disadvantage*.
- Critical failure (natural 20) – Don't roll, you're dead.

D66 COMMON ITEMS

ROLL	ITEM/EQUIPMENT
11	Arrows/Ammo (Ud8)
12-13	Backpack/sack
14-15	Candles (Ud4)
16	Canvas/Cloth
21	10ft chain
22	Chalk
23	Crowbar
24-25	Wineskin
26	Grappling hook
31	Climbing gear
32-33	Flint and steel
34	Garlic/herbs (Ud6)
35	Ink and quill (Ud6)
36	Jug of oil (Ud6)
41	Parchment
42-43	10ft pole
44	Pot and cooking gear
45-46	50ft rope
51-52	Dry rations (Ud8)
53	Wax (Ud4)
54	Whistle
55-56	Iron spikes (Ud6)
61	Small tent
62-64	Torches (Ud6)
65	Shield (+1 Armor Die)
66	Helmet (+1 Armor Die)

MAGIC & SPELLS

Wizards, *Clerics,* and *Elves* - known as *Spellcasters* - have the ability to memorize and cast spells and prayers, chosen from their class list (p.26-27 of TBH2e).

MEMORIZING SPELLS

Once per *Day* a *Spellcaster* may spend an hour memorizing a number of spells or prayers equal to their caster *Level,* from scrolls and books. A *Spellcaster* can only memorize spells or prayers from levels up to and equal to their own caster *Level*. For *Clerics* and *Wizards* the caster *Level* and character *Level* are the same. An *Elf's* caster Level is equivalent to **one-half their current *Level* rounded up.**

D66 OCCUPATIONS

ROLL	OCCUPATION	WEAPON	USEFUL THING?
11	Alchemist	Staff	Oil (*Ud6*)
12	Acolyte	Staff	Holy symbol
13	Barber	Razor	Bag of hair (*Ud4*)
14	Blacksmith	Hammer	Leather apron (*AV*1)
15	Con artist	Dagger	Quality cloak
16	Ditch digger	Shovel	Powdery dirt (Ud6)
21	Dwarf miner	Pickaxe	Lantern (*Ud6*)
22	Dwarf Toymaker	Screwdriver	Brass parts (*Ud4*)
23	Dwarf mason	Hammer	Bricks (*Ud4*)
24	Elf artisan	Very big brush	Clay (*Ud4*)
25	Elf forester	Staff	Herbs (*Ud4*)
26	Elf sage	Dagger	Parchment/Pen
31-32	Farmer	Pitchfork	Live chicken
33	Gambler	Club	Dice
34	Gong farmer	Trowel (Dagger)	Foul smelling sack
35	Halfling cobbler	Leather knife	Leather straps
36	Halfling butcher	Cleaver	Ham (*Ud4*)
41	Healer	Club	Holy water (*Ud4*)
42	Herder	Staff	Dog
43	Hunter	Bow	Arrows (*Ud6*)
44	Jester	Baton	Fancy hat
45	Jeweler	Dagger	Gem (3d8 coins)
46	Mercenary	Sword	Leather armor (*AV*2)
51	Merchant	Dagger	2d8 coins
52	Miller	Club	Flour (Ud6)
53	Noble	Sword	Fancy ring (10 coins)
54	Orphan	Club	Rag doll
55	Rope maker	Knife	Rope, 100ft
56	Shaman	Mace	Herbs (Ud6)
61	Smuggler	Sling	Waterproof sack
62	Soldier	Spear (large)	Helmet
63	Trapper	Sling	Badger pelt
64	Urchin	Stick	Begging bowl
65	Wizard's Apprentice	Dagger	Spell book, empty
66	Woodcutter	Axe	Bundle of wood (Ud4)

CASTING SPELLS

A *Spellcaster* may spend an *Action* on their *Turn* to cast a spell from memory. Once the effects are resolved, the *Spellcaster* should make an *Attribute Test* - adding the spell's level to the roll. If they have already cast the spell this session this *Attribute Test* is made with *Disadvantage*. If they fail, the spell is no longer memorized, and the *Spellcaster* cannot cast the spell until they memorize it again.

When *Turns* are being tracked using *Minutes* a *Spellcaster* may spend an *Action* to attempt to cast a spell or prayer by reading it from a book or scroll. To do so they must make an *Attribute Test* – adding the spell's or prayer's level to the roll. If they succeed, it is cast. If they fail, it misfires, and the Player should roll on the *Magical Side Effects* table (p.43). A Spellcaster can only cast spells up to and equal to their *Spellcaster Level*. Arcane spells use Intelligence and prayers use Wisdom for all Attribute Tests.

An *Elf* or *Wizard* may choose to spend 4 points of *Luck*, or other *Attribute* (*Elf: Dexterity* or *Intelligence*; *Wizard: Strength* or **Dexterity**) to make all rolls associated with casting the spell with *Advantage* and also increase the duration *Usage Die* by one step. *Attributes*, other than *Luck*, recover at a rate of 1 point per day every day the *Spellcaster* does not spend points to enhance magic. *Luck* only recovers at the discretion of the *GM*, or banked on a natural 1. When casting a spell enhanced in this way if any die used in the *Attribute Test* shows a natural 20, and regardless of success or failure, the arcane Spellcaster must make an immediate *Luck Attribute Test*. If this test fails, the player should roll on the *Magical Side Effects* table.

A *Cleric may* always make the *Attribute Test* after a prayer is resolved with A*dvantage*. However, should either die show a natural 20 the *Cleric* has angered their god, losing 4 points of *Luck*, and access to that prayer entirely until proper atonement can be made (as determined by the **GM**).

LEVELS AND EXPERIENCE

TBH2e provides perfectly serviceable rules for *Experience* and gaining *Levels*. These can be used without change. However, the *GM* may elect to use a *Level* advancement and *XP* system more similar to that used in DCC. This will be particularly convenient if using DCC adventure modules published by Goodman Games.

In this *XP* and advancement system a number of *XP* is awarded to each *Character* that participates in an encounter. The GM determines the amount (from 0 to 4 *XP)* based on the relative difficulty of the encounter. The table above offers some suggestions to help the *GM* make this decision. All classes use the same *XP* requirements to advance to the next *Level.*

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

At the discretion of the *GM* any 0-*Level Character* that survives their first adventure may advance to *Level* 1. Upon obtaining **Level** 1 *Characters* select their class and obtain all class features. *Characters* advancing to *Level* 1 from **Level** 0 do not roll to increase *Attributes* (keep what you have) but do roll to increase *HP*. In this case the *Player* may choose to roll the Class's *HD* and add it to their *Level* 0 total or reroll using the **Starting Hit Point (HP)** rules for their *Character* class, whichever would be higher.

XP AWARDS BY ENCOUNTER

0 XP	Pushover encounter. Party loses little or no *HP* and expends little or no resources (spells, equipment, consumables) probably only because they couldn't be bothered to be more clever about it.
1 XP	Easy encounter. Party loses some *HP* and expends some resources, but encounter was otherwise easily overcome.
2 XP	Average encounter. Party loses *HP* and perhaps a *Character* was at significant risk or taken *OofA*. Party needed to expend resources to ensure everyone survived.
3 XP	Difficult encounter. Party was clever about it but still expended significant *HP* and resources. A *Character* may have died or suffered lasting consequences.
4 XP	Deadly encounter. Multiple Characters taken *OofA* or killed. Enough resources expended that party may/should choose to retreat to a place of safety to heal and recover resources.

Note: If the *GM* decides that the encounter should have been more difficult (such as involving powerful foes or other risks) but the party managed to neutralize it through clever play – by all means award more *XP*!

CONVERSIONS
MONSTERS AND NPCS
DCC

DCC monsters don't scale damage and *HD*/*HP* the same way TBH monsters do. The GM can run them pretty much as written if **HP** totals are provided, just use the listed *Damage* and *HP*. To determine the "**powerful foe**" modifier, keep the listed **Damage** and **HP**, just divide **HP** by 4 to determine the HD, then compare this the average damage done by the monster the "every monster" chart. If they line up, great, run with that. If they don't you can split the difference between the two and use this number to modify *Attack* and *Defense Attribute Tests* for the *Characters*. If the monster stat

block does not provide an average *HP*, divide the max *HP* that could be derived from the *HD* by 8.

0E THROUGH 2E D&D

Use the "Every Monster" *HD* and *Damage* table from the TBH2e using the *Creature's* published *HD* from the supplement you are referencing. Special abilities can often be applied more or less as is, or approximations selected from TBH2e core book or Classic Monsters supplement.

3E+D&D AND PATHFINDER

Use the "Every Monster" *HD* and *Damage* table from the TBH2e using the *Creature's* published CR or CL in lieu of *HD* from the supplement you are referencing. Otherwise same as earlier editions.

SKILL AND DIFFICULTY CLASS

When using published modules from systems, such as DCC (or D&D 3e+ and Pathfinder) the *GM* may use the following guidelines to scale difficulty of certain skill and *Attribute Tests*:

BASE ATTRIBUTE "DC 10"	½ ATTRIBUTE "DC 15"	¼ ATTRIBUTE "DC 20"
20	10	
19		5
18	9	
17		
16	8	
15		
14	7	4
13		
12	6	
11		3
10	5	
9		
8	4	
7		
6	3	
5		2
4		
3	2	
2		
1		

DC 5 - No roll necessary, or roll with free *Advantage* if failure is interesting (0-*Level* must roll)

DC 10 - Standard *Attribute Test*

DC 15 - Must roll under 1/2 *Attribute*, rounded up

DC 20 - Must roll under 1/4 A*ttribute*, rounded up

NEW CLASS ABILITIES
WARRIOR
COMBAT SUPERIORITY
Once per Turn a *Warrior* may exchange a high roll on their *Damage Dice* to perform a combat maneuver, the effect of which can be worked out with the *GM*. The hinderances on pg. 11 of TBH2e are a good place to start. At 1st *Level* the *Warrior* may choose to exchange a *Damage* roll of 6 to do this. The range increases by one every four *Levels* (*Level* 4: 5-6; *Level* 8: 4-6).

THIEF
LUCKY
A *Thief* regains a number *Luck* points equal to their *Level* each day, up to their maximum. Additionally, when you gain a new level:
- Roll a d20 once for each *Attribute* (including *Luck*)- if you roll over, it goes up one point, make an extra roll for *Dexterity, Wisdom* or *Luck*.

CLERIC
BANISH UNHOLY
A *Cleric* may spend an *Action* to *Banish* all *Nearby* unholy *Creatures* by testing their *WIS* and adding the *Creatures' HD* to the roll. What constitutes an unholy *Creature* is determined by the *Cleric*'s scriptures and should be agreed upon by the *Player* and *GM*. Otherwise this ability works just as **Banish Undead** does in TBH2e. For full rules see TBH2e p.15.

INVOKING PRAYERS
A *Cleric* may spend an Action on their *Turn* to cast a prayer from memory. Once the effects are resolved, the *Cleric* should make an *Attribute Test* - adding the spell's level to the roll. If they fail, the spell is no longer memorized, and the *Cleric* cannot cast the prayer until they memorize it again. A *Cleric* may always choose to make this *Attribute Test* with *Advantage*. However, should either die show a natural 20 the *Cleric* has angered their god, losing 4 points of *Luck*, and access to that prayer entirely until proper atonement can be made (as determined by the *GM*). Atonement may also restore some or all of the Luck lost to deity disfavor.

WIZARD
CASTING SPELLS
A *Wizard* may spend an Action on their *Turn* to cast a spell from memory. Once the effects are resolved, the *Wizard* should make an *Attribute Test* - adding the spell's level to the roll. If they have already cast the spell this session this *Attribute Test* is made with *Disadvantage*. If they fail, the spell is no longer memorized, and the *Wizard* cannot cast the spell until they memorize it again.

A *Wizard* may choose to spend 4 points of *Luck*, *Strength*, or *Dexterity* to make all rolls associated with casting the spell with *Advantage* and increase the duration *Usage Die* by one step. *Attributes*, other than *Luck*, recover at a rate of 1 point per day every day the *Wizard* does not spend points to enhance magic. *Luck* only recovers at the discretion of the *GM*. When casting a spell enhanced in this way if either die used in the *Attribute Test* shows a natural 20, and regardless of success or failure, the arcane *Wizard* must make an immediate *Luck Attribute Test*. If this test fails, the *Player* should roll on the *Magical Side Effects* table (pg. 43 TBH2e).

NEW CLASSES

DWARF

STARTING STATS

Starting Hit Points (HP) : roll 1d4 + 6
Starting Hit Die (HD) : 1d8
Usable Weapons & Armor : Any and all
Attack Damage : See 'Dwarf Fury'

D6 CLAN HEIRLOOM
1 Cape of goblin scalps
2 Superior metal boots
3 Pocket magnifier
4 Carven bone from a giant's toe
5 Fine crystal figurine
6 Tiny clockwork animal

EQUIPMENT

Every *Dwarf* starts with *traditional clan beard bands* which the *Player* should design.
Also choose to start the game with either A or B:

- **A** – Drake Scale Shirt (*AV*2), a one-handed weapon, shield (+1 *Armor Die*), 2d8 coins, a gem.
- **B** – Boiled giant skin coat (*AV*2), dwarf hat (+1 **Armor Die**), two-handed weapon, 4d6 coins, war paint, list of ancestral enemies

DWARF FURY

A *Dwarf* has a 'pool' of *Damage Dice*
(d6s) equal to their **one-half their HD rounded up**.

- When making an *Attack* distribute any number of these *Damage Dice* among any number of *Nearby* targets.
- For each target the *Player* assigns the *Damage Dice*, the *Player* must come up with an exciting and bespoke narration for the *Attack*.
- Make an *Attribute Test* for each target to see if it is hit, if so, roll the *Damage Dice* assigned to it and reduce its *HP* by that amount.
- The pool of *Damage Dice* resets at the start of the *Dwarf's Turn.*

DEEP BORN

A *Dwarf* never suffers *Panic!* from a lack of *Light* and may continue to make *Close* melee *Attack* and *Defense Attributes Tests* normally even in conditions of no *Light*.

SELF RELIANT

When rolling *Broken Armor Die* a *Warrior* may re-roll results of 1.

COMBAT SUPERIORITY

Once per Turn a *Dwarf* may exchange a high roll on their *Damage Dice* to perform a combat maneuver, the effect of which can be worked out with the **GM**. The hinderances on pg. 11 of TBH2e are a good place to start. At 1st *Level* the *Dwarf* my choose to exchange a *Damage* roll of 6 to do this. The range increases by one every four *Levels* (*Level* 4: 5-6; *Level* 8: 4-6).

TWO-HANDED HACK

When making a melee *Attack* with a large weapon a *Dwarf* rolls 2d4. The *Player* may choose which d4 result to assign to the *Attack Roll*, and the other d4 will be applied to the *Damage Roll*.

WHEN YOU GAIN A NEW LEVEL

Acquire and share a number of *Experiences* equal to your current *HD* to advance a *Level.* When you gain a *Level*:

- Roll a d20 once for each *Attribute* - if you roll over, it goes up one point, make an extra roll for either *Strength* or *Wisdom*.
- Gain 1*HD* - Roll 1d8 to gain that many additional maximum *HP*. Gain 2 additional *HP* at Level 2, 4, 6, 8, 10)
- Gain a *Damage Die* at *Level* 3, 5, 7, 9).
- Increase **Combat Superiority** threat range at *Level* 4, and 8.

Level	Damage Dice	Combat Superiority
1	1	On 6
2	1	On 6
3	2	On 6
4	2	On 5-6
5	3	On 5-6
6	3	On 5-6
7	4	On 5-6
8	4	On 4-6
9	5	On 4-6
10	5	On 4-6

ELF

STARTING STATS

Starting Hit Points (HP) : roll 1d6+ <u>4</u>
Starting Hit Die (HD) : 1d8
Usable Weapons & Armor : All one-handed swords, all bows, daggers, cloth, leather, chain mail, all shields
Attack Damage : See 'Swift Blade and Bow'

D6	ELVEN GIFT
1	Small musical instrument
2	Dew drops from a sacred shrub
3	Mysterious cloak
4	Self tightening belt
5	Extremely comfortable shoes
6	Very good hair

EQUIPMENT

Every *Elf* starts with a *Spellbook* containing **1d4+2 spells of your choosing** from spell levels 1 and 2 (p.26 TBH2e). Also choose to start the game with either A or B:

- **A** - Scale mail (*AV*2), a curved sword, elven draught, 2d8 coins.
- **B** – Traveling clothes (*AV*1), bow & arrows (*U*d8), long knife, 4d6 coins.

SWIFT BLADE AND BOW

An *Elf* has a 'pool' of *Damage Dice* (d6s) equal to **one-half their HD rounded <u>down</u>.**

- When making an *Attack* distribute any number of these *Damage Dice* among any number of *Nearby* (or *Faraway* if using a bow) targets.
- For each target the *Player* assigns the *Damage Dice*, the *Player* must come up with an exciting and bespoke narration for the *Attack*.
- Make an *Attribute Test* for each target to see if it is hit, if so, roll the *Damage Dice* assigned to it and reduce its *HP* by that amount.
- The pool of *Damage Dice* resets at the start of the *Elf's Turn.*

MEMORIZING SPELLS

Once per *Day* an *Elf* can spend an *Hour* memorizing a number of spells equal to **one-half their *Level* rounded <u>up</u>,** from scrolls and books.

An *Elf* can only memorize spells of levels up to and equal to **one-half their current *Level* rounded <u>up</u>** (p.26).

CASTING SPELLS

An *Elf* may spend an Action on their *Turn* to cast a spell from memory. Once the effects are resolved, the *Elf* should make an *Attribute Test* - adding the spell's level to the roll. If they have already cast the spell this session this *Attribute Test* is made with *Disadvantage*. If they fail, the spell is no longer memorized, and the *Elf* cannot cast the spell until they memorize it again. An *Elf* may choose to spend 4 points of *Luck*, *Dexterity*, or *Intelligence* to make all rolls associated with casting the spell with *Advantage* and increase the duration *Usage Die* by one step. An *Elf* may choose to spend 4 points of *Luck*, *Strength,* or *Dexterity* to make all rolls associated with casting the spell with *Advantage* (or as a standard roll if it would have otherwise been at *Disadvantage*) and increase the duration *Usage Die* by one step. *Attributes*, other than *Luck*, recover at a rate of 1 point per day every day the *Elf* does not spend points to enhance magic. *Luck* only recovers at the discretion of the *GM*. When casting a spell enhanced in this way if either die used in the *Attribute Test* shows a natural 20, and regardless of success or failure, the *Elf* must make an immediate *Luck Attribute Test*. If this test fails, the *Player* should roll on the *Magical Side Effects* table (pg. 43 TBH2e).

WHEN YOU GAIN A NEW LEVEL

Acquire and share a number of *Experiences* equal to your current *HD* to advance a *Level.* When you gain a *Level*:

- Roll a d20 once for each *Attribute* - if you roll over, it goes up one point, make an extra roll for either *Dexterity* or *Intelligence*.
- Gain 1*HD* - Roll 1d8 to gain that many additional maximum *HP*.
- Gain a **Damage Die** at *Level* 4, 6, 8, 10).

Level	Damage Dice	Caster Level
1	1	1
2	1	1
3	1	2
4	2	2
5	2	3
6	3	3
7	3	3
8	4	4
9	4	4
10	5	5

HALFLING
STARTING STATS
Starting Hit Points (HP) : roll 1d6+ 2
Starting Hit Die (HD) : 1d6
Usable Weapons & Armor : all one-handed weapons, all small bows, daggers, cloth, leather, chain mail, small shields
Attack Damage : 1d6 or 1d4 if unarmed

D6 KEEPSAKES
1	Cooking pot
2	Special salt you'll never use
3	Portrait of your mother
4	Carved walking stick
5	Letter you have forgotten to deliver
6	Lucky ferret tail

EQUIPMENT
Every **Halfling** starts with a *handsome shirt* in their favorite colors, which the **Player** should design.
Also choose to start the game with either A or B:

- **A** – Reinforced leather waistcoat (**AV**2), short sword, frying pan shield (+1 **Armor Die**), 2d8 coins, overdue library book.
- B – Sturdy woolen jacket (**AV**1), tin helm (+1 **Armor Die**), bow and arrows (Ud8), 3d6 coins, a canary.

DOUGHTY
Once per session a **Halfling** may reroll one failed **Attribute Test** for either **Constitution** or **Wisdom**.

HALFLING LUCK
A **Halfling** may spend 2 points of **Luck** to gain A**dvantage** on all ranged **Attack** and **Defense** rolls until the start of their next **Turn**, or to gain **Advantage** on an **Attribute Test** for the following **Actions**:
- Listening and eavesdropping
- Moving silently and unseen

For all other **Actions** the **Halfling** must pay the usual cost of 4 points of **Luck**.
A **Halfling** regains a number **Luck** points equal to their **Level** each day, up to their maximum.

CAMP COOK
During an **Hours Rest** a **Halfling** can prepare a quick meal of uncommon quality restoring an additional 1d4 of **HP** to all who partake. The **Halfling** must pay 1 **Luck** and a ration **Ud** must be rolled *twice* for every creature fed.

WHEN YOU GAIN A NEW LEVEL
Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level.** When you gain a **Level**:

- Roll a d20 once for each **Attribute** (including **Luck**)- if you roll over, it goes up one point, make an extra roll for **Dexterity, Wisdom** or **Luck**.
- Gain 1**HD** - Roll 1d8 with **Advantage** to gain that many additional maximum **HP.**