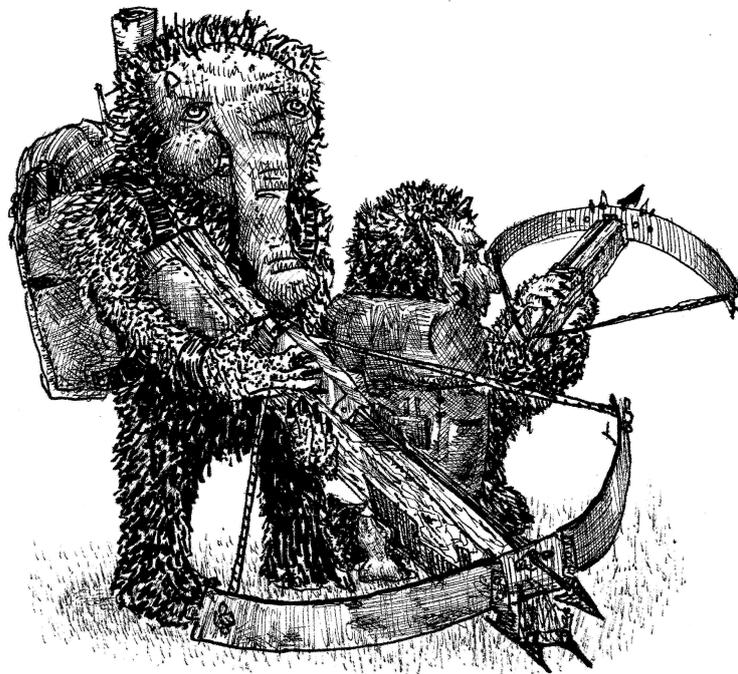


This document contains alternative rules for using half-breed race templates in DCC, with descriptions of various half-breed types and a system for randomizing 0-level genealogies.



Half-Breeds & Mongrels

Description: Due to DCC's distinctly OSR logic and the *race-as-class* approach to character creation, including half-breed characters may sound blasphemous to some, but the author has always been rather partial to exploring the concept. The below system approaches half-breed backgrounds as templates to be applied on top of existing rules instead of alternate class options, and includes a some simple mechanics to assure that such characters remain suitably rare.

There are actually two systems described below: true half-breeds are the immediate results of relations between parents of varied races, while mongrelbred characters suffer from some unusual remnant or taint in their genealogy. Consequently, the two differing templates have varied mechanics to apply them during character creation, and fit in different tones of game-world.

As the downside of being half-bred generally is a feeling of not-fitting and not-belonging, Judges are encouraged to explore these themes as much as they feel comfortable. However, in a world where any gongfarmer can become a powerful reaver or magic-user provided they survive a meat-grinder event, these themes of social discord may seem irrelevant. The ruleset below approaches more "traditional" half-breed heritages as simple minor bonuses, while the rules for mongrelbred characters should be seen as minor additional penalties for new characters.

Half-breeds at character creation: When creating 0-level characters, roll a d20 for each and consult Table A below. Players may spend points from *the character's permanent maximum Luck score to increase or decrease the result.*

Table A: Half-breeds		
Character race	D20 result = 1	D20 result = 20
<i>Human</i>	Half-orc	Half-elf
<i>Elf</i>	Half-elf	Elfling
<i>Dwarf</i>	Dwarfling	No effect
<i>Halfling</i>	Dwarfling	Elfling

This system leads into roughly 10% of the population being of mixed heritage. Judges running worlds with more or less half-breeds among the general populace should feel free to increase or decrease the relevant values.

Half-elf: Half-elves are humans with an elven parent, or elves with a human parent, not quite at home in either world. Some people simply call them changelings, as the heritage of the Elflands makes them slender, pale and sickly when compared to their hearty human brothers and sisters. Treat half-elf characters as humans with 30' infravision and the elven vulnerabilities inherited from their elven parent (DCC rulebook pg. 57).

Half-orc: Often the results of the many horrors of war, half-orcs must bear the mark of their parentage openly: tusks, beast-like features and an unusually discolored skin mark them as not quite human. Their beady eyes gleam in the firelight, and they're prone to unusual violence. Treat half-orcs as humans with 15' infravision (DCC rulebook pg. 57), who double the bonuses and penalties for charging (DCC rulebook pg. 96).

Dwarfling: The inevitable result of dwarves enjoying hard drink and halflings getting lucky, dwarflings are the result of relations between a dwarf and a halfling. Smaller than full-grown dwarves, with silken beards and unusually fuzzy foot-hair, dwarflings often find life in the burrows too peaceful, and working in mine-complexes too organized. *If rolled for a dwarf,* the character is small in size and can function as a good luck charm, but loses dwarven underground skills (DCC rulebook pg. 60). *If rolled for a halfling,* replace character's class attack modifier with a deed die like a dwarf and increase infravision by 30', but lose the halfling's stealth abilities (DCC rulebook pg. 52).

Elfling: Elven desires can be downright fey, and their love sometimes leads to unusual relations. Elflings are the result of inquisitive halflings getting lost and finding love in the Elflands, or long-lived elves looking for peace among the smallfolk. Resembling small, hairy-footed elves, elflings are surprisingly common. *If rolled for an elf* the character is small in size and can function as a good luck charm (DCC rulebook pg. 60). *If rolled for a halfling* increase infravision by 30', gain elven immunities, vulnerabilities and heightened senses (DCC rulebook pg. 57).

Mongrelbreeds at character creation: Degenerate and strange, mongrelbreeds are brought about by communion with unseemly creatures or the tainted blood running in some degenerate and furtive societies. People of questionable breeding can be found in all walks of life, living unfortunate lives.

When generating characters, the Judge rolls a die sized equal to the players present +1 (eg. d4 for a table of three players, d5 for a table of four, and so on). The result -1 indicates the number of mongrelbreeds found among the 0-level characters. Which characters are mongrelbred can be rolled at random or decided by the Judge; the templates below are probably easiest to apply on human characters. Note that the templates below do not necessarily tell anything about the character's immediate relations; the effects below may skip generations, or simply affect singular individuals in a family.

Once mongrelbred characters have been decided, choose or roll on the following table for their detailed genealogy.

Table B: Mongrelbreeds	
D5	Heritage
1	<i>Deeptouched</i> : In secluded shoreside societies, strange families with wide mouths and buiging eyes set far apart worship forgotten deities and eldritch spirits. Deeptouched characters hear the call of the deep beckoning them in dark dreams: they roll all checks related to the deep water or eldritch magics on +1d, but are at -1d on rolls to resist idol magic.
2	<i>Fey-bred</i> : Changelings in the truest sense of the word, fey-bred character have been raised in the Elflands. This has permanently changed their understanding of the world, but also stunted their ability to function in the mundane. Fey-bred characters have immunities to certain magical effects hand heightened senses (like elves, DCC rulebook pg. 57) but roll all occupational skill checks at -2d.
3	<i>Goblinkin</i> : Sharp teeth, long noses and other distinctly goblinoid features mar a goblinkin for life: their low breeding is obvious to everyone. Goblinkin have 30' infravision and roll all Will saves and morale rolls on -1d.
4	<i>Lizardblood</i> : The remnants of unseemly communion between men and the snake-people and lizardfolk of the antediluvian age, lizardblooded characters have clearly reptilian qualities to them, and their odd appetites often unnerve their fellows. Lizardblooded characters are callous, cold and bloodthirsty, gaining a +1d on all social checks involving intimidation, threats or intrigue, but suffer a -1d penalty to saves against cold or heat.
5	<i>Ogrish</i> : Tainted with the degenerate heritage of cavemen and troglodytes, characters of an ogrish blood are large, dumb and violent. They roll all melee damage rolls on +1d, but become enraged when brought down to half their total HP or below, enraged ogrish characters attack the nearest target blindly until unconscious or dead.
6	<i>Void-soul</i> : Children of families who've lived near cursed ground or tainted ruins for too many generations are sometimes born with a touch of dark magic behind their sunken eyes. Void-souled individuals appear to be without souls: their cold bodies may be mistaken as undead by both the living and the dead (do not appear on infravision, may be ignored by undead beings; additional effects up to the Judge), and roll corruption rolls on -1d on the table.