

DCC RPG

A SYSTEM FOR 20 PC LEVELS

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This system can make the players feel that they are progressing more rapidly and maybe even lulls them into a false sense of power, especially if they have grown used to the 20 character levels scale of D&D and its derivative games. All this is well and good...

In reality, this system offers little more than a way for a PC to gain a few additional HPs and a possible Ability score increase on attaining these interstitial levels. The extra levels are in effect inserted into the existing DCC RPG 10-level system. We might as well call them "pseudolevels" (but don't tell the players that). This way **no** breaking of the mechanics, alterations of PC class tables or any other rules modifications need to be made.

XP	Lvl	CL	Effect
10	1	1	Per Rulebook for class level 1
30	2		½ HD gain; Luck check for Abil incr.
50	3	2	Per Rulebook for class level 2
80	4		½ HD gain; Luck check for Abil incr.
110	5	3	Per Rulebook for class level 3
150	6		½ HD gain; Luck check for Abil incr.
190	7	4	Per Rulebook for class level 4
240	8		½ HD gain; Luck check for Abil incr.
290	9	5	Per Rulebook for class level 5
350	10		½ HD gain; Luck check for Abil incr.
410	11	6	Per Rulebook for class level 6
480	12		½ HD gain; Luck check for Abil incr.
550	13	7	Per Rulebook for class level 7
630	14		½ HD gain; Luck check for Abil incr.
710	15	8	Per Rulebook for class level 8
800	16		½ HD gain; Luck check for Abil incr.
890	17	9	Per Rulebook for class level 9
990	18		½ HD gain; Luck check for Abil incr.
1090	19	10	Per Rulebook for class level 10
1200	20		½ HD gain; Luck check for Abil incr.

TABLE EXPLANATION

XP: Experience Point threshold for the level indicated.

Lvl: Pseudolevels with DCC "actual" level-ups in bold type.

CL: Effective Class Level of the PC for rules purposes (spellcasting, thief skills, etc.)

Effect: Benefits upon attainment of the listed level. For the inserted pseudolevels this means that the PC rolls half of his HD *type* for HP gain (modified by Stamina as usual), i.e. 1d6 for a Warrior, 1d2 for a Wizard, 1d5 for a Dwarf and so on.

More importantly, the PC also gets to make a Luck check; on a success one of his Abilities increases by 1 (player/Judge choice, or determine randomly). Judge discretion whether Luck scores should be allowed to increase in this way.