

# CAVERNS AND CATACOMBS

## Level 0 Character Sheet

Player Name: \_\_\_\_\_ Character Name: \_\_\_\_\_  
Race: \_\_\_\_\_ Starting Occupation: \_\_\_\_\_

ATTRIBUTES	Score	Modifier	RACIAL FEATURES
Strength	_____	_____	_____
Dexterity	_____	_____	_____
Constitution	_____	_____	_____
Intelligence	_____	_____	_____
Wisdom	_____	_____	_____
Charisma	_____	_____	DAMAGE DIE (d4) SPEED _____

SKILLS	HIT POINTS
_____	_____
_____	CONDITIONS _____
_____	_____

INVENTORY \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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_____	_____

INVENTORY \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## CREATING A CHARACTER

When you start a new game of *Caverns and Catacombs*, you'll need to create a "band of hopefuls" – four level zero characters that must survive a deadly dungeon to be eligible to reach level 1 and gain access to an adventurer class.

1. **Record Your Name:** It is important to know whose character this is.
2. **Choose a Character Name:** Pick a name from the name list or make up your own.
3. **Roll for Random Race:** Use the random race table to determine your race.
4. **Record Racial Features:** Your race comes with several special features. Write those down.
5. **Roll for Random Occupation:** Your character isn't an adventurer yet. They have a mundane job. What is it?
6. **Record Occupation Information:** Your Starting Occupation begins with a free Skill, a weapon, and a few pieces of equipment.
7. **Roll Attributes:** Use the attribute rolling table to determine your attribute scores and modifiers. Adjust any scores per your racial features.
8. **Determine Starting HP:** Your Hit Points at game start are equal to your Constitution score (not the modifier – the score).
9. **Create Another Character:** You should have four characters to start the game with.

## PLAYING THE GAME

**Rolling the Dice:** The DM will let you know when it's time to roll the dice. The players always roll – the DM never rolls. There are three types of rolls: attribute checks, saving throws, and damage rolls.

**Attribute checks** are for when your character is acting – trying to accomplish something or surmount an obstacle that is risky, opposed, or difficult. **Saving throws** are for when your character is reacting – avoiding, evading, enduring, resisting, or otherwise trying to defy some kind of danger. These two rolls work the same way, but are differentiated for clarity.

**When you roll an attribute check or saving throw**, sum 2d10 and add the modifier from the Attribute that is most relevant to the situation.

- **On 20+, you get a Critical Success.** You do it superbly, with some kind of extra benefit.
- **On 15-19, you get a Success.** You do it, no problem.
- **On 11-14, you get a Partial Success.** You kind of do it, with some kind cost, choice, or new threat.
- **On 2-10, you get a Fail.** You botch the action and must deal with the consequences immediately.

**If you have a Skill** that is also relevant to the roll, go ahead and add another +1. Skills represent knowledge as well as application – not just doing the thing, but knowing about the thing in general.

**Damage rolls** are performed when a creature takes damage. When you inflict weapon damage on a creature, roll 1d4+STR for melee and 1d4+DEX. When an enemy inflicts damage on you, the DM will either tell you how much damage you take or will tell you what dice to roll as damage against your character.

**Weapons and Armors** have special tags. Any armor you are wearing that could help against the attack reduces incoming damage by its **Defense**. Your armor also determines your **Speed** (March -> Jog -> Run -> Sprint). Weapons have **tags** that describe what range they're useful at as well as various other descriptors that imply what it might be like to use that weapon.

**You go into your first dungeon with four characters – many will perish in the depths below!** Those who survive their first dungeon become your options for continued play. Choose a character from the survivors to become your Main Character. Follow the instructions for **Becoming an Adventurer!**