

This document contains alternate birth augur and lucky roll rules for DCC.

### *Alternate Auguries and Auspicious Events*

**Description:** The below table can be used instead of the birth augur table in the DCC rulebook. It contains an expanded and tweaked list of possible birth augur lucky effects. It is designed to make the lucky roll system more significant, at least in fleshing out a character’s past before they became heroes.

During character creation, after rolling attributes, roll d30 on the below table. The Judge reads the statement or question in the *Auspicious event* column, and the modified effect depends on the character’s response. In the case of multiple characters rolling the same result Judge’s are encouraged to vary the event statement, however slightly, so as not to reveal the effect results.

There are two ways to apply modifiers to lucky effects:

- *All babes are born lucky:* Apply a bonus of +1 or the character’s Luck modifier to lucky effect, whichever is higher. Note that some effects call to double or triple the bonus.
- *It’s a harsh world:* Apply the character’s initial Luck modifier to effect, note that some results call to double or triple the bonus. This method may sometimes cause hefty negative modifiers, as well as some special case situations.

<b><i>Alternate auguries</i></b>			
<b>D30</b>	<b><i>Auspicious event</i></b>	<b><i>Result</i></b>	
1	<i>Your ancestors were the barbaric wizard kings of old: their blood gives you power.</i>	<i>Kings of old:</i> All damage rolls modified.	
2	<i>Which knight won: the one with the unerring blade, or the with the sure step?</i>	<i>Blade:</i> Melee attack rolls modified.	<i>Step:</i> Fumble table results modified as double, positive Luck mod counts as reduction.
3	<i>Which hunters brought in the most game: the ones with the steady hands, or the ones with the keen eyes?</i>	<i>Hands:</i> Ranged attack rolls modified.	<i>Eyes:</i> All perception rolls modified (including <i>Find traps</i> ).
4	<i>You got into a fight with a big bully as a child: did you beat them down or throw rocks at them?</i>	<i>Beatdown:</i> Melee damage rolls modified.	<i>Rocks:</i> Ranged damage rolls modified.
5	<i>You were born under lucky stars, and auspicious auguries blessed your birth.</i>	<i>Lucky auguries:</i> Modifier applied as a bonus to maximum Luck.	

6	<i>A soothsayer once asked you: would you rather have a run away or bear the brunt of the blow?</i>	<i>Run away:</i> Movement speed modified, +5' per point of modifier.	<i>Brunt of the blow:</i> Hit points modified, apply modifier on character creation and each level up.
7	<i>The light of the stars shines on the seventh son of the seventh son. Are you content to bask in their glory or would you rather decipher their lore?</i>	<i>Bask in glory:</i> Apply modifier to Luck modifier, this effect remains despite Luck score changes.	<i>Lore:</i> Caster level increased and corruption rolls reduced by modifier.
8	<i>Your life has been blessed by incredible fortune.</i>	<i>Incredible fortune:</i> Apply modifier to chosen attribute, player's choice.	
9	<i>Your family started a great revolt. Was the first blow struck by a tool or a fist?</i>	<i>Tool:</i> Attack and damage rolls with 0-level starting weapon modified.	<i>Fist:</i> Unarmed, grappling and subdual attack and damage rolls modified.
10	<i>Are you a jack of all trades or a master of one?</i>	<i>Jack of trades:</i> Number of occupations modified.	<i>Master of one:</i> All skill checks modified (includes thief skills).
11	<i>A few weeks ago, you were locked in a barn while drinking. Did you slip out or bust out?</i>	<i>Slip out:</i> Find & disable traps and pick locks skills modified; unskilled characters gain the skills as thieves.	<i>Bust out:</i> All Strength checks modified.
12	<i>You got lost in a cave: did you find the long or the short way out?</i>	<i>Long way:</i> Infravision modified, +5' per increment: Luck mod +1 is +5' of infravision.	<i>Short way:</i> Finding secret doors is modified; unskilled characters gain skill as elves.
13	<i>As a child, a witch cursed you: did you curse them back or ward yourself?</i>	<i>Curse them:</i> All spell checks modified.	<i>Ward off:</i> Saving throws vs. spells modified.
14	<i>You were thunderstruck and recovered stronger. Were the powers you gained eldritch or natural?</i>	<i>Eldritch:</i> Magic damage rolls modified.	<i>Natural:</i> All attack rolls modified.
15	<i>Your family was blessed. Was it by the gods or by their own hard work?</i>	<i>Gods:</i> Turn unholy rolls increased and disapproval rolls decreased by modifier.	<i>Work:</i> Strength score modified.
16	<i>You were ill as a child: did you recover because of faith or family?</i>	<i>Faith:</i> Healing received and done modified (applies to lay on hands rolls and attribute heals).	<i>Family:</i> Hit point and stat recuperation modified, character heals faster.
17	<i>Did you inherit the family treasures or did you follow your mother's advice?</i>	<i>Inheritance:</i> Apply modifier to weapon (player's choice, as warrior's <i>Lucky Weapon</i> ), gain inherited weapon.	<i>Mother's advice:</i> All saving throws modified.
18	<i>If curiosity killed the cat, did satisfaction bring it back?</i>	<i>Killed:</i> Apply modifier as triple to saves vs. traps.	<i>Brought back:</i> Intelligence score modified.
19	<i>A scorpion asked you to cross the water. Were you an obedient raft, or did you deviously dive?</i>	<i>Raft:</i> Apply modifier as triple to saves vs. poison.	<i>Dive:</i> Personality score modified.
20	<i>Were you tough or nimble as a child?</i>	<i>Tough:</i> Stamina score modified.	<i>Nimble:</i> Apply modifier as double to Reflex saves.

21	<i>You walked into a nasty trap. Did you suffer it through gritted teeth or did someone save you?</i>	<i>Gritted teeth:</i> Apply modifier as double to Fortitude saves.	<i>Saved:</i> Apply modifier to rounds to bleed out.
22	<i>Are you stubborn or suave?</i>	<i>Stubborn:</i> Apply modifier as double to Will saves.	<i>Suave:</i> Apply modifier as triple to social checks (including haggling and bartering).
23	<i>You were tried by the gods.</i>	<i>Tried:</i> Roll twice for event.	
24	<i>A bard once told you a story. Was the winner the elf with her fast strike, or the dwarf with his shield held high?</i>	<i>Elf:</i> Apply modifier as double to initiative.	<i>Dwarf:</i> Apply modifier to armor class.
25	<i>You were born on a lucky date and a halfling blessed your house.</i>	<i>Lucky halfling:</i> Apply modifier to Luck score.	
26	<i>Did the other children fear you because the never landed a blow, or because you hit them too hard?</i>	<i>Never landed:</i> Apply modifier to Agility score.	<i>Hit too hard:</i> Apply modifier as double to crit table rolls.
27	<i>The other children were enthralled: did you sneak away or withstand the song?</i>	<i>Sneak:</i> Apply modifier to sneak and hide, unskilled characters gain the ability as halflings.	<i>Withstand:</i> Apply to modifier as triple to saves vs. mind effects.
28	<i>Your grandfather was a wizard. Did you like him or avoid him?</i>	<i>Like him:</i> Mercurial magic rolls modified.	<i>Avoid:</i> EXP required to level reduced by thrice the modifier.
29	<i>A drunken man once inquired: is the pen mightier than the sword?</i>	<i>Pen:</i> Modifier applied as double to known languages.	<i>Sword:</i> Modifier applied to weapon proficiencies (player's choice, applied at 1 <sup>st</sup> level).
30	<i>Your soul was a powerful monk in its previous life, who chose their reincarnation.</i>	<i>Reincarnation:</i> Player may choose auspicious event from results 1-29, hide the result columns while choosing.	

Table A: Alternate auguries and lucky effects