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Race

A peasant may be of any race. Only minor racial bonuses (such as infravision)--not class race bonuses--apply.

Hit Dice

The Hit Die for a peasant is d4.

Level Bonus

Peasants are simple folk. The peasant applies his or her level bonus for multiple purposes. The level bonus applies to: to hit rolls, saves, and skill checks.

Action Die

As an action during a round, a peasant may make an attack with a weapon, cast a spell, or use a skill. An appropriate Ability Score Modifier and the Level Bonus plus any burned Luck of the peasant are usually added to the Action Die roll.

Weapon Proficiency

At first level, a peasant is proficient with improvised weapons, all peasant tools (listed on occupation chart in DCC RPG rulebook), as well as: daggers, short and long swords, short and long bows, maces, staves, spears and javelins, slings, flails, hammers, and clubs.

A peasant will prefer a weapon that appears to be a tool of a trade rather than an actual weapon, and has an increased fumble die (natural 1 to 2 fumbles) for weapons obviously intended for combat. This does not apply to hunter's bows and other items used for non-combat based occupations.

Peasant's Luck

Peasants who make it past Level 0 are very lucky indeed.

By burning a Luck point, the peasant may use the current Luck Modifier (prior to the point being spent) instead of another Ability Modifier. This is in replacement of, not in addition to.

As an action, a peasant can make a roll using the Level Bonus + Luck Mod in order to see if certain events occur or change (see below). The DC of the roll is up to the Judge's discretion depending on the situation at hand and for what the player is rolling. When using a roll to persuade, the peasant may opt to use PER Mod instead of Luck.

Peasant luck is recovered at the rate of the peasant's Level Bonus per long rest.

Servant's Entry

Sometimes there are entryways and passages known only to the lower classes and ignored by all others. There may be a chance that there is an entryway or exit that the peasant can find.

Servant's Quarters

Peasants can usually find a place to rest or hide, to bide their time. This roll can be used to find a place and also persuade fellow peasants to allow the character and his or her companions a

brief place to rest and/or hide until trouble blows over. However, especially given an application of pressure from opposing forces, this hospitality is not indefinite.

Scrounging/Making Do/Leftovers/Another Man's Trash

A roll can be made by the peasant to find some useful but discarded item, including food or drink. Also can be used as persuasion on other peasants to provide the party with food, drink, serviceable but crude items, etc.

Peasants are particularly good at finding torches and improvised weapons, especially when forming a mob. If it is at all conceivable that such an item is nearby, Judges should handwave the roll.

No One of Consequence/Hiding in Plain Sight

When dealing with a non-peasant, peasants are usually considered unimportant and beneath notice. If the peasant wants to hide in plain sight, he or she may roll using Luck Mod or PER Mod instead of AGI to attempt to simply not be noticed.

However, when trying to persuade nobles and others, these bonuses become penalties, as peasants are not taken seriously. Whichever Ability Mod is worst for the player, combined with the Level Bonus, is used.

This roll may be made after the fact, once, if not already made for a particular issue. That is, the party steals something from a noble. The peasant did not make a roll to not be noticed. The noble confronts the party. The peasant may roll to be considered no one of consequence and simply dismissed. There is no way a simple peasant could get passed my guards! Or, psh, a insignificant underling, not worth consideration. Let him go. He can tell others what happens to those who steal from the mighty so-and-so.

That Didn't Hit Me

A peasant who makes it to 1st level and beyond is extremely lucky and has a penchant for survival.

If the Peasant Deed has not been used this combat turn, the peasant can use a Peasant Deed Die roll to avoid a hit which would have killed him or her. The player rolls the Peasant Deed Die (don't roll the DC 13 check as per a normal Peasant Deed, just the Peasant Deed Die). If the roll result is the highest for the die or the peasant burns a number of Luck points equal to the die type, the blow misses the peasant and hits someone else.

Upon success, nearby characters must make a Reflex save against the result of the attack roll or higher. Upon failure, that one character takes the damage instead.

This attempt uses up the peasant's Deed Die for the combat turn.

Nearby PCs may make contested Luck rolls to determine the order of the Reflex saves.

Peasant Die or... A Little Goes a Long way

Peasants are good making do with what little they have. This is peasant McGuyvering.

When finding a crude yet serviceable weapon or armor and wishing to improve it, the peasant may spend a day or more (Judge's discretion) to do the following:

Roll Peasant Die and remember this value. (A lower value may always be taken by choice.)
Add 10 to it to create the DC to roll against.

Roll the Action Die. Add the Level Bonus + INT Mod to the roll, and check the result against the DC. If successful, the peasant may use the rolled Peasant Die (without the +10, that was just for the DC) as a bonus to apply to the item.

For armor, add the Peasant Die to the AC Bonus. This AC Bonus total is also the new Check Penalty for the armor. Use the weapon damage die chart below to determine the addition to the Fumble Die for the armor.

Armor with an original AC Bonus and Check Penalty of 2 and a Fumble Die of d8, given a +7 (from Peasant Die roll) would now have a AC Bonus and Check Penalty of 9, and a Fumble Die of d12 (+2 on the dice chain from d8: d8->d10->d12).

Most improvised weapons have a damage die of 1d2 to 1d4.

For weapons, use the following chart for improved damage dies:

Roll	Result
1-5	+1 Die
6-8	+2 Die
9-11	+3 Die
12+	+4 Die

This may be done once per item, and the item must be of poor, peasant-level quality. The bonuses only apply when used by peasants.

This is ability double-edged sword, however. If a peasant tries to use an item unfit for peasants (high in quality), the peasant must roll and apply the Peasant Die as a penalty to the item. Henceforth, the item will carry this penalty.

For simple items with multiple uses or durations, when the item is worn out, the peasant may attempt a DC 10 check to see if a Peasant Die can apply. It is the Judge's discretion to interpret the result (in terms of duration or uses added). A burned out torch, for instance, may be rejuvenated for die times 10 minutes of use.

A peasant may also attempt to rig or fix a simple item by making a DC 10 check. The Peasant Die may be applicable for number of additional uses before breakage at the Judge's discretion.

Peasant Deed Die

(Differs from and inspired by that of Daniel Bishop,
<http://ravencrowking.blogspot.ca/2013/11/peasant-deeds.html>)

Once per combat turn, a peasant may make a Peasant Deed Die roll with no modifiers. If the roll equals the highest result for the die, then the deed is successful. Upon success, the peasant may apply the Level Bonus (again, if already applied) to any particular roll. It can be a to hit, damage, save, or skill check. If it is a to-hit roll to which the bonus will apply and the attack rolls succeeds, the peasant may enact a Mighty Deed (but no bonus to the damage roll, just the to-hit) as a Warrior given a 3 of the Deed Die roll.

Hedge Magic

Peasants can use simple hedge magic to produce minor magical results. Because hedge magic is so simple, failure never results in losing the spell, but it does result in both misfire and minor corruption. The player must specify how the spell is being cast (with a doll made with hair of the target used as stuffing or using a candle flame and a magic circle drawn with chalk, etc.), and the caster must have physical components necessary to produce results. That is, to affect someone the caster would need an item owned by that someone. To do magic with fire, an actual fire must be used, etc.

Hedge magic spell checks are made using the Action Die + INT Mod + Level Bonus.

Hedge magic usually requires foresight and preparation. To affect someone, some personal artifact must be acquired and held or that someone must be within view and earshot.

Peasants can Spellburn as Wizards.

Peasants cannot counterspell.

Natural twenty means the Level Bonus is applied twice instead of once to the spell check.

See [Hedge Magic Spell](#) at end of document.

Healing

Peasants can heal up to 1d3 + a Peasant Die of damage if they roll a DC 13. Use the peasant's Level Bonus plus the following modifiers for the check:

Praying to Deity for Healing	PER Mod
Using a Poultice or Other Remedy (must have item available)	INT Mod
Using Whatever's Available	Luck Mod

The peasant can fail Level Bonus times per day before having to temporarily burn 2 attribute points to attempt again.

A roll of Natural 20 means 4 + max possible result of Peasant Die points are healed.

Attribute points burned for healing recover at a rate of 1 point per long rest.

Stealth and Thievery

For challenges with a DC less than 16 (DCs up to and including 15), peasants can attempt to use the following thief skills at their Level Bonus + appropriate Ability Modifier: move silently, hide, detect traps (simple), disarm traps (simple), pick locks (simple), and climb (in general but not sheer surfaces).

Natural 20 means that DC limit is lifted, and the roll automatically succeeds.

Raise Rabble

Once a day per location (city, village, town), a peasant may attempt to raise a mob, given that there are a number of malcontented peasants available. DC check is Judge's Discretion. Roll is made with PER Mod.

If successful, record the roll result to gather the mob. Morale checks will be made against this DC.

A peasant can gather a mob of Peasant Die times 4 peasants to his or her cause (a result of zero means one peasant is rallied).

Peasant Class Table

Level	Level Bonus	Peasant Die	Peasant Deed Die	Action Die	Crit Die/Table
1	+1	1d2 - 1	1d7	1d20	1d6/l
2	+1	1d2	1d7	1d20	1d7/l
3	+1	1d2	1d6	1d20	1d8/l
4	+2	1d3	1d6	1d20	1d9/l
5	+2	1d3	1d5	1d22	1d10/l
6	+3	1d4	1d5	1d22	1d12/l
7	+3	1d3 + 1	1d4	1d22	1d14/l
8	+4	1d4 + 1	1d4	1d24	1d16/l
9	+4	1d5 + 1	1d3	1d24	1d20/l
10	+5	1d6 + 1	1d3	1d24	1d24/l

Hedge Magic Spell

Hedge Magic	
Level 1:	Range: Level Bonus times 20'
	Duration: Varies
	Casting Time: 1 Action
	Requirements: Special, material components as per desired result, type of spell.
	General: Caster creates relatively minor magical effect using primitive magical techniques such as sympathetic magic or other folk magical methods. Spell can have one relatively minor intended effect (ex.: cause damage, scry, hex, charm, buff, etc.).
	Manifestation: 1d6 1) a gust of cold wind blows which carries upon it strange and fearsome whispers and laughter, small invisible hands pinch, poke, and tug at those present, 2) caster's outline briefly burns with an eerie pale violet fire, 3) tears of blood drop from caster's eyes, which turn solid black, 4) the ground shakes and spectral, immaterial hands reach up to grasp everyone in a 20' radius, causing grave chills in those touched, 5) a small demon appears on the caster's shoulder and laughs before disappearing at the end of the spell, 6) caster's entire form becomes a black, backlit silhouette, except for his face which is lit from the bottom by a bright light which changes in color
	Corruption: One minor effect upon failure.
	Misfire: If cast upon a foe, the spell effects either caster or a friend. If cast on a friend, the spell has the opposite of the intended effect or has some other kind of detrimental effect related to what was intended.
Spell Check	Result
1-11	Failure. Misfire and Minor Corruption.
12-13	Minor success. Can inflict Level Bonus pts of damage. Scrying can determine 1 mundane fact about target. Hex can cause -1 to a roll. Buff +1 for one action. Etc.
14-17	Moderate success. Spell inflicts 1d4 + Level Bonus pts of damage. Scrying can determine 1d3 important facts (location of target, what target is currently doing, who target is with, etc.). Hex or buff can cause 1d3 + Level Bonus penalty/bonus for 1d4 rounds (or turns or hours depending on desired effect, Judge's discretion).
18-19	Great success. Spell inflicts 2d4 + Level Bonus pts of damage. Scrying can determine 2d3 + Level Bonus important facts and caster can see the location of the target through the scrying device (bowl of inky water, crystal

	ball, etc.) as if standing above the target. Hex or buff for 2d3 + Level Bonus for 1d6 + Level Bonus rounds.
20+	Unbelievable success. Can have the result of any level single 1 Wizard spell with using the spell check rolled (as long as the spell effect is reasonably similar to the initial stated intention of caster). Or as 18-19 result, adding a +4 bonus. If scrying, the caster can move around the location of the target as there for up to 10 minutes and may know the general thoughts and feelings of the target.