

ORIGINAL EDITION DELTA

House Rules Compatible with Original D&D

by Daniel R. Collins (version 0.8)

RACES

Humans: No special traits; no level limits.

Dwarves: Infravision 60', resist magic +4, dodge giants +2, find traps +1.

Elves: Infravision 60', multi-classed (wiz+1), hide in woods (4/6), find secrets +1.

Halflings: Strength -3, resist magic +4, fire missiles +2, hide in woods (4/6).

CLASSES

Fighters: Hits d8, atks +1 per level; heavy armor, all weapons, fighter feats.

Thieves: Hits d6, atks +2/3 per level; light armor, light weapons, thief skills.

Wizards: Hits d4, atks +1/2 per level; no armor, dagger only, magic spells.

ALIGNMENT

Three Alignments: Lawful, Neutral, or Chaotic. New characters should list either Lawful or Neutral (secretly inform the DM if the character is actually Chaotic).

ABILITIES

Random Abilities: Abilities are rolled 3d6, in order; then swap any two (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma).

EQUIPMENT

Starting Money: Starting money (3d6x10) and equipment prices are in "silver pieces" (not gold). A *potion of healing* can be bought for 50 sp.

TIME & DISTANCE

Scales: For man-to-man action, we assume that one "turn" or round lasts 10 seconds. One "inch" scale indicates 5 feet indoors (or 10 yards outdoors).

CORE MECHANIC

Target 20: Many actions will be checked for success by rolling d20 + level + modifiers, with success indicated on a total of 20 or more.

ABILITY MODIFIERS

Modifier Amounts: Average abilities 9-12 have no modifier; every 3 points above or below give a ± 1 modifier to applicable rolls. See the table to the right.

Modified Functions: Strength modifies melee attacks and damage. Intelligence modifies searching for traps and secret doors. Wisdom affects mental-attack saving throws. Dexterity modifies missiles attacks and armor class. Constitution modifies rolls for hit points. Charisma affects reaction rolls.

Score	Modifier
3-5	-2
6-8	-1
9-12	0
13-15	+1
16-18	+2

FIGHTER FEATS

Feats: Fighters can select one feat every 4 levels (starting at 4th) to expand their combat abilities. See the Appendix for available feats.

THIEF SKILLS

Skills: Thieves have the ability to (1) open locks, (2) remove traps, (3) pick pockets, (4) move silently, and (5) hide in shadows; success requires rolling $d20 + \text{level} + \text{Dex modifier}$, and scoring 20 or more. Thieves also strike silently from behind for double damage, and add +1 to hear noises (increment these bonuses every 4 levels).

MAGIC SPELLS

Spells: Wizards start with a spellbook containing all 1st-level spells (up to 10). Adding a new spell from a captured book or scroll requires a roll of $d20 + \text{level} + \text{Int modifier}$, and scoring 20 or more. This takes one day per spell level, or one week per level if creating a brand-new spell (and likely significant expense for spell research).

MULTI-CLASSING

Adding Classes: To add a new class, a character needs an ability of 16 or more in the new prime requisite, and must sacrifice their current top class level.

Experience: At the start of each adventure, the player states which class they are training in, and all XP is awarded to that class.

Benefits: The multiclassed character uses the best entry for hits, attacks, saves, armor, and weapons; they can freely use abilities from any class (feats, skills, spells, etc.). Fighter/wizards may cast spells in leather or chain (melee weapon in one hand, no shield); thief skills are restricted to leather armor only.

Monsters: Monsters use the same rules; base hit dice are taken as Fighter levels with 6-sided hits.

WEAPONS & ARMOR

Damage: See the table to the right for base weapon damage.

Swords: Daggers, swords, and two-handed swords can be drawn from the scabbard and used to attack in the same round. (Others require a round to ready.)

Spears: Spears, lances, polearms, and pikes get a free attack if readied against an onrushing attacker in the correct direction. They cannot be used against a close enemy.

Axes: Hand axes, battle axes, and halberds gain +1 to hit chain or plate armor.

Clubs: Maces, flails, and morning stars get +2 to hit opponents in plate mail.

Bows: Bows can be fired every round; slings and crossbows take one round to reload between shots. Underground, missile weapons all have an effective range of 30" (assume 10' ceiling). Attacks are -10 to hit at medium range (over 1/3; 50') and -20 to hit at long range (over 2/3; 100'). Note: Thieves can only use a sling or light crossbow.

Throwing: A spear, dagger, or hand axe may be thrown up to 12" underground. No range modifiers apply for these attacks.

Helmets: A helmet must be worn with any armor type, or a one-step AC penalty is assessed. A helmet provides AC7 with shield, AC8 alone.

Die	Weapons
d4	Dagger, sling
d6	Hand axe, mace, spear, arrow, quarrel
d8	Sword, battle axe, morning star, flail, pole arm, lance, pike
d10	Halberd, two-handed sword

MOVEMENT

Encumbrance: Equipment carried is measured in stone weight. See the table to the right for examples.

Movement Rate: A character can carry stone weight of up to 1/3 their Strength score at 12" move rate; up to 2/3 at 9"; and up to full Strength at 6". Optionally, a character may carry up to twice Strength at a 3" rate.

Weight	Items
4	Plate mail
2	Chain mail
1	Leather, shield, polearm, halberd, pike, 2-handed sword, morning star, flail, battle axe, staff, pole, standard rations, 1000 coins
1/3	Helmet, sword, spear, handaxe, mace, bow, arrows, rope, spikes, waterskin, torches, lantern, iron rations

COMBAT

Surprise: Generally, a roll of 2 in 6 indicates surprise. Warning (great light, noise, ESP) makes this impossible. Unseen parties (hide in shadows, invisible, elven cloak) add +2. Silenced parties (still ambush, move silently, elven boots) add another +2. A party with surprise gets one free round, then automatic initiative.

Initiative: Roll d6 initiative for each side (reroll ties); play goes around the table. The first round permits no movement, but any other attacks or actions. Later rounds allow each party to move and attack, in order. Figures must stand to fire missiles, cast spells, ready spears, and reload slings and crossbows (but not to throw).

Attacks: Attacks are made by rolling d20 + attack bonus + AC of target and scoring 20 or more. Monsters use their hit dice for attack bonus.

Saves: Saving throws are made by rolling d20 + level + modifiers and scoring 20 or more (see table). Thieves and wizards suffer -2 to paralysis, breath, and death; wands give +2 to saves.

Type	Modifier
Spells	0
Breath	+1
Stone	+2
Paralysis	+3
Death	+4

MISCELLANEOUS RULES

Climbing: Base 2-in-6; add Dex bonus, +1/4 thief levels, -1 per encumbrance level. On success, climb move amount in feet; missing by more than 2 indicates a fall. Applies for "standard" surfaces (old dungeon wall, bare rope, pole, cliff, stockade, etc.). Add up to ±2 for easier or harder climbs (handholds, smooth, slippery, etc).

Combat Modifiers: Horsemen get +2 AC versus footmen (unless they have long spears or missiles). Unseen or rear attacks get +2; unseen and silent attacks get +4. Helpless targets are automatically hit for max damage.

Critical Hits: On a natural "1" or "20", possible fumble/critical hit occurs; the victim saves vs. paralysis or consults a special table.

Exploring: Normal speed is move x20 feet per 10 minutes (assumes basic exploring, mapping, vigilance). Multiply x2 if not mapping, x4 if following known route.

Falling: Damage from falling is 1d6 per 10 feet fallen. This assumes a fall onto earth or wood; decrease damage for yielding surfaces (water, snow, mud), and increase damage for very hard ones (metal, stone, etc.)

Healing: Natural healing recovers ½ level in hit points every day after the first. Critical hits will take longer to heal (if ever).

Invisibility vs. Scent: Assume that creatures with scent ability (hounds, cloud giants, etc.) detect invisible & silenced creatures 2-in-6.

Magic to Hit: Every natural 4 HD equate to +1 magic to hit.

Memorizing Spells: Wizards cannot memorize copies of a single spell.

Thief Weapons: Thieves are limited to the dagger, sword, sling, light crossbow.

Treasure: Convert to a "silver standard": Read all values in gold as silver. Divide coin treasures by 10. Award 1XP per 1 sp value taken.

Zero Hit Points: Save vs. death. Success indicates waking in 1-6 exploring turns, still at 0 hp and incapacitated; any healing allows normal activity. Hits while unconscious require save vs. death with penalty equal to damage (likely max).

APPENDIX A: HIGH-LEVEL GENERATION

Levels: When making a party above 1st level for a one-off game, the normal level limits are not good balancing factors. Humans should be created at +1 level. Wizards must have a minimum Intelligence of 10+highest spell level.

Abilities: Levels 1-4 roll abilities as normal. Levels 5-8 reroll any two scores. Levels 9+ roll 4d6 (drop lowest), plus other modifiers.

Equipment: Assume that higher-level characters can take any mundane item (except ships).

Magic Spells: Wizards should generate a random spellbook of 4-10 spells per usable level (more for higher Intelligence); the most useful will be memorized.

Magic Items: Characters should be checked for magic items at 1-in-10 per level (for NPCs, 1-in-20). Fighters and thieves check for (1) sword, (2) armor, (3) potion, (4) weapon, ring, or miscellaneous item. Wizards check for (1) potion, (2) scroll, (3) wand, (4) weapon, ring, or miscellaneous item. Items are +1 (or other low-level type); for a +2 item (or 2-dose potion) roll again at 1%/level (+10% over 10th); for a +3 item roll yet again at 1%/level (no other bonus).

APPENDIX B: FIGHTER FEATS

1. **Great Cleave:** Whenever the character drops an enemy in melee combat, he gets an immediate, bonus attack. This may result in other, extra attacks.
2. **Great Fortitude:** The character gains a +4 bonus to saves against poison, disease, and death magic.
3. **Great Strength:** The character adds +2 to Strength.
4. **Iron Will:** The character gains a +4 bonus to saves against mental attacks (including charm, fear, illusions, etc.)
5. **Mounted Combat:** Any attacks made from horseback are at +1 to hit. Also, the character can urge their mount to +50% speed for up to 6 turns.
6. **Rapid Shot:** The character can get one extra attack per round with any missile weapon.
7. **Rapid Strike:** The character can get one extra attack per round with any melee weapon.
8. **Running:** The character can add +50% speed when running, and can maintain this rate for 8 hours.
9. **Toughness:** The character gains +2 hit points per level.
10. **Tracking:** The character has a 4-in-6 chance of tracking prey. Add +1 for soft ground, and each 10 creatures being tracked; -1 for hard ground, and each day elapsed (or hour of rain); -2 if the target hides its trail.
11. **Two-Weapon Fighting:** The character can fight with a light melee weapon in the off hand (up to d6 damage). Each round, the character can opt for either an extra attack or a parry (+1 AC) with the off-hand weapon.
12. **Weapon Specialization:** The character picks one weapon type, and gains +1 to hit and +2 damage with that weapon.