

ORIGINAL EDITION DELTA

PLAYER AID CARD

Abilities

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

See OED for functions modified per ability (mostly standard).

Saves

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

Saves are rolled $d20 + \text{level} + \text{modifiers} \geq 20$. Thieves and wizards suffer -2 to paralysis, breath, and death; wands give $+2$ to saves.

Weapons

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

Attacks are rolled $d20 + \text{level} + \text{AC} \geq 20$.

Swords can be drawn & used in one round. Spears give first attack. Axes get $+1$ vs. chain/plate. Clubs get $+2$ vs. plate.

Bows fire every round, crossbows every other. All have max range 30" underground. Penalty -10 medium range (1/3), -20 long (over 2/3). Thrown weapons go 12" (no penalty).

Encumbrance

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

Weight is measured in stone. Carry up to 1/3 Strength score at 12" move; up to 2/3 at 9"; up to full Str at 6".