

Revisions to the AD&D System (rev. 3/19/2011)

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I. HIT POINTS

Hit Points (HP) represent both luck/skill and physical damage. HPs get divided into physical BODY POINTS (BP), and skill/luck SKILL POINTS (SP). Hit Points \leq CONSTITUTION + CHARACTER LEVEL are considered BP, the remainder (if any) SP.

Damage is normally to SP first. However, hits by 5 or more than needed (or saving throw failure of 5 or more) are "Exceptional," and inflict half of the damage directly to BP (rounded down). When BP \leq 0 the individual falls unconscious (see *II. Healing; III. Unconsciousness and Death; V.C. Mages. Example*).

CON HP bonuses/level only apply when you roll dice for HP.

II. HEALING

A. Natural Healing

BP will not heal naturally until the day after all SP are healed. SP heal Character Level/day; BP heal (CON bonus+1)/day, max 3. Non-magical healing goes towards SP first.

B. Clerical Healing

Non-combat method is optional, works only in a place of relative rest and safety:

- a) *Cure Light Wounds* - Will not cure BP until all SP are cured. d8. Non-combat heals 10% +1 of base HP.
- b) *Cure Serious Wounds* - Half of the points go to BP, half to SP, the difference in odd numbers goes towards SP. Points left over from BP will cure SP. 2d8+1. Non-combat heals 20% +2 of base HP.
- c) *Cure Critical Wounds* - All points to BP first. 3d8+3. Non-combat heals 30% +3 of base HP, BP first.
- d) *Heal* - Heals all but 1-4 SP.

C. Other Magical Healing

Magical healing effects (i.e., POTION OF HEALING, KEOGHTOM'S OINTMENT, Paladins' innate ability) heal BP first; any remaining healing goes towards SP.

III. NEAR DEATH

A. Damage

Any character suffering damage \geq 50 damage in one round must save vs. Death or die, per DMG.

B. Illusory Damage

If a character takes enough illusory damage to "die," they collapse in a faint. A SYSTEM SHOCK roll should be made. If the character survives, they will regain consciousness in d3 turns with the illusory damage healed.

C. Subdual

Characters can attack to subdue, but it will not work against most intelligent opponents (efficacy will not be evident). If intent to subdue is announced, half damage will be "subdual" damage. The character has a -4 penalty to his attack roll.

Normal (non-subdual) attacks will negate subdual damage. The chance of subdual is (subdual points)/(total HP)% checked each round.

D. Dying

If $BP \leq 0$, the individual falls unconscious, and must make a SYSTEM SHOCK roll (or die from shock). At $BP \leq 0$, 1 additional BP is lost / round, although SP will be lost (at the rate of 1, 2, 4, 8, etc.) before decreasing the remaining BP. When $BP \leq -10$, a SYSTEM SHOCK roll is made, with each successive round accruing a 20% (cumulative) penalty until the individual fails, and they die. (see *V.C Mages.Example*). Unconscious characters who are healed > 0 BP will regain consciousness in d6 turns.

E. Death

??Being raised from the dead is a draining experience, and a character raised will return at the midpoint for experience one level lower.??

An individual can die no more times than they have CONSTITUTION points; beyond this they are dead **permanently**. Please note that death is almost always a correctable condition--the proper application of diplomacy and gold *royals* should reverse the problem. *Raise Dead*, *Reincarnation*, and *Resurrection* checks are made against (CON - # deaths) CON stats. ?The PHB indicates you lose the CON permanently.?

F. Level Draining and Loss

Levels lost due to magical attacks or contact with the undead are lost for one week/level. The character's experience points become the midpoint of the new (lower) level. Experience points gained during that time are lost.

G. Holding One's Breath

A character can hold their breath $1/3 * CON$ rounds (rounded up) before they run out of air. If the character does not have time to take a breath, the time is cut in half (rounded up). If the character engages in strenuous activity, the time is cut in half (rounded up). If the character runs out of air, they make CON checks each round with a +2 cumulative penalty before they go unconscious. If underwater and unconscious, the character's HPs reduce to -3 (if not worse already).

IV. COMBAT

A. Initiative (see Appendix A)

A round is 20 discrete segments (not necessarily equal) to determine sequencing. Characters begin a round by deciding an Action and roll base Initiative (d10), then apply modifiers (weapon speed factor, spell casting time, movement, etc.) to determine their total Initiative. Any individual with an Initiative > 20 cannot act until the next round on the segment = (prior initiative - 20). Multiple attacks occur after all primary attacks.

Characters can Change their Action (**once/round**) at or after their base Initiative. They next act at (current segment when they determine action + 2 + new Initiative roll + cost of new action).

Wait is an Action. At the end of their base Initiative, characters end their Wait and Change Action (perhaps to Wait again). Waiting twice is a Primary Action. Wait for a specific event that occurs subtracts 3 from the next Initiative roll (to a min of 1).

B. Attack Rolls

Exceptional Hits: Any TO HIT roll that is 5 or more than required scores half damage directly to BP.

Experienced combatants are more likely to score critical hits, and less likely to fumble. When a non-required natural 20 (critical hit) or a 1 (critical miss) is rolled on the primary/first attack, roll TO HIT again:

Natural 20's (Critical Hits): In the case of a 20, a critical hit occurs if a second roll would be an unmodified hit. If the 2nd roll (and subsequent rolls) is/are 20's, keep checking -- the effects are cumulative. On a critical hit, something special happens (Ex: extra attack, double damage, max damage, etc.)

Natural 1's (Critical Misses): In the case of the 1, if the second roll would be an unmodified miss, then a critical miss occurs. Subsequent 1s are also cumulative. On a critical miss, "something bad happens" (DM's discretion). Possibilities include: dropped weapon, lost initiative next round, hit companion, etc.

C. Multiple Attacks

Characters with multiple melee or ranged attacks can make them against multiple opponents as long as the opponents are within the field of fire (typically 45 degrees). Multiples are selected prior to Initiative, and in melee incur a +1 init penalty for each. Fighters and their subclasses may spread their damage across as many targets as they have levels in the case of creatures less than 1 HD. You cannot move and make multiple attacks.

When multiple attacks are the result of natural weapons (ex: claw/claw/bite), the attacks all occur at the same time. When attacks are true multiples (one weapon, many attacks), subsequent attacks are at the end of the round, in the same order as the initial attack.

D. Parry

A character may substitute individual attacks per round with Parry (any remaining actual attacks then occur at the end of the round). The defender's base initiative must be before the attacker(s) total initiative for parrying to work. A Parry subtracts (half of the defender's level (rounded down) +1 for single-classed fighters + STRENGTH To Hit Bonus) from one attack. Multiple attacks can be parried, although the penalty is then divided across attacks. Only single-class fighters can Parry across multiple attackers. Parry is not effective versus missile attacks (except for monks) or rear attacks.

If the defender parries a potential Critical, the parry instead subtracts from the attacker's second roll (the roll that determines whether the attack is a critical success or failure).

E. Movement

Individuals move 10' for each movement " / round in combat. The farther the move, the greater the initiative penalty (see *Appendix A*); Characters firing missile weapons while moving $\leq \frac{1}{2} MV$ have their fire rate halved. Magical armor is one movement class speed (3") any type (non-, fairly-bulky, bulky, etc.) better than its non-magical counterpart, not to exceed the characters unarmored movement

Move Silently: A Thief (or Monk) moving silently has their movement rate reduced to 1/3 MV.

Climb Walls: A character climbing walls moves at 1/10 MV (presuming a rough, vertical cliff).

Sprinting: Requires proficiency. Move at 2x normal for 5 rounds (combat) or 1.5 times normal for 10 turns (non-combat), max of 24". Possibility of failure, see **Proficiencies**. Only possible in non- or fairly-bulky armor.

Charge: Gains a character a +2 To Hit bonus, a 50% increase to their MV (max of 24"), and enables them to make an attack at the end of his/her full movement with a +1 AC penalty, no DEXTERITY AC bonus, and a +2 Initiative penalty. The opponent gains a -2 Initiative bonus, and inflicts double damage if braced with spear or pole arm. You cannot Charge when already engaged.

Withdraw: Backing away from opponent at 1/3 MV, still attacking. If two characters are fighting a single opponent and one of them decides to withdraw, the remaining character can block the advance of the opponent.

Flee: To flee, a character moves away at up to full movement. This provides their opponent a free attack (regardless of Initiative), but no movement. If a fleeing character wins Initiative, they can increase the distance from pursuers by 1" * the difference in the initiative. This is repeated each turn. Note if their movement rates are different, it still can be hard to pull away.

Land-based: 12” of movement is equal to 1.5 mph. When on uneven terrain, 12” of flight movement is equal to 2.5 mph.

F. Close Combat (Unarmed)

An armed defender may make a free attack when an unarmed attack is attempted. Close Combat Actions aren't made against opponents disparate by more than two sizes. Up to six people can attempt a Close Combat Action, modified by size (one size category smaller than the defender counts half, one size category larger than the defender counts double). Close Combat Actions cannot be combined with Weapon Actions, and use Close Combat Checks (CCCs) to determine success:

CCC: $d20 \pm NWS \pm modifiers$, high to succeed.

The following determines a character's Non-Weapon Score (NWS):

- **+DEXTERITY Reaction/Attacking bonus (Monsters vary based on AC)**
- **-THAC0**
- **+To Hit STRENGTH bonus (does not aggregate)**

And the following modifiers:

- **+2 for each defender's personal leg beyond two (or +2 for zero legs)**
- **± 2 for each size difference (S/M/L/H). Should be figured for the largest attacker.**
- **+1/attacker beyond the first, but using the Primary/Best attacker's NWS.**

Note: The first three modifiers are fixed, and can be calculated in advance as the Non-Weapon Score (NWS).

Note2: Don't forget to add the multiple attacker bonus for multiple attackers.

Rush: Permits you to push the defender backwards 5' + 1' for each point the roll is exceeded. The defender must be within one Size of the attacker. There is a -2 cumulative penalty for each "line" of defenders. Size is of benefit to the attacker.

Overrun: Push past/through one or more defenders. You attempt one CCC roll for each "line" of defenders. There is a -2 cumulative penalty for each successive line tried in the same round. There is +2 bonus for each person following the attacker performing the same action if the defenders are equal in size or less, although the follower must also succeed, or get left behind. Size is of benefit to the attacker.

Disarm: A CCC (modified also by +4 for a larger weapon, and +4 for each additional hand).

Unarmed Combat: A successful CCC indicates the attacker and defender are immediately grappling. Size is a benefit to the defender ("The bigger they are the harder they fall" rule).

Once grappling and beyond:

- Combatants cannot move, fight other opponents, or cast spells (unless only Verbal components), and are limited to weapons of small size after the first round of combat;
- Combatants gain no defending DEXTERITY AC bonus vs. non-grappling attackers;
- You can make one of three unarmed actions (as an CCC) each round, including the first:
 1. *Unarmed combat damage* (d2 vs. small/medium, d3 vs. large). If the attacker has multiple attacks in a round, the additional attacks can be used to damage.
 2. *Overbear:* Take a Grappled character to the ground.
 3. *Pin* an Overborn opponent. Pinned characters are +4 To Hit by other (non-grappling) attackers. A character pinned from the beginning to the end of a round is Held, and helpless. A Pinned defender automatically goes last when comparing Initiative. When Pinned, the only possible action is attempt to *Escape*.
 4. *Escape.* Success decreases a Pin to Overbear, an Overbear to a Grapple, or a Grapple to Breaking Free. Characters who break free may not move that round.

G. Weapons

Crossbows gain +4 TO HIT, reflecting their increased accuracy, penetration, and damage (hits are more likely to affect BP). Crossbows/bows add STRENGTH bonus for damage only if constructed for that purpose (and then cannot be drawn by those w/ inadequate strength). Missile weapons do the following damage:

Crossbow, pistol: d4 (fire rate 1)

Crossbow, light: 2d4 (load by placing foot in stirrup and drawing, fire rate 1)

Crossbow, heavy: 3d4 (load with a manual crank, fire rate 1/2)

Bow, long & short d8

H. Riding

Any time a rider hits another mounted creature with a melee weapon 3' or longer and rolls a natural 20, the other creature is knocked from the saddle, suffering 1d3 points of damage (if from the back of a normal horse). Foot soldiers with weapons of 10' or greater have the same chance. Riders with Riding proficiency can retain their seating with a successful Proficiency Check. Close Combat can also determine pulling a rider off their mount.

V. SPELL-CASTING

Spell-casters taking damage after base Initiative but prior to completion must make a Saving Throw vs. Spell, modified: $d20 + \text{Lvl of Caster} - \text{Spell Level} - \text{Damage taken}$ or their spell is ruined and lost.

A. Mage Spell Initial Acquisition

Spells are initially "learned," up to the maximum number/level allowable by the mage's INTELLIGENCE. Learning a spell requires 1 day/level of the spell. Spells can only be learned from the mage's personal spell book.

Each new spell must be checked to assure that the mage can comprehend the spell, per the PHB. The easiest method is to check ALL spells as the character gains the level. Once a mage fails a check for a spell, that spell **cannot** be learned, without a change in his/her INTELLIGENCE. A decrease in INTELLIGENCE means checking every known spell again, with the potential for spell loss. An increase in INTELLIGENCE gives the mage the chance to relearn spells previously failed.

Once a mage learns the maximum number of spells for a level (see INTELLIGENCE in the PHB), learning new spells at that level entails losing old spells. Upon learning a new spell that is beyond current mental capacity (according to INTELLIGENCE), the mage randomly loses one of the spells that he currently has learned at that level--the mage can select ONE spell in his repertoire of that same level to be proof against loss.

B. Spell Recovery

Spell slots are recovered as indicated in the DMG/PHB (15 min/lvl), maximum of 12 hours of study / day (48 levels of spell).

C. Mage Spell Casting

Spells are learned per the PHB. However, mages can cast any spell in their repertoire if using: a 1st level spell, an additional spell slot of the same level, a spell slot one higher than that required to cast the spell, a spell at a level they can cast only one spell, or an overcast spell.

Spell-casters can overcast spells if they have used up all available spell slots, or are reading from a book. Overcasting causes $2 * (\text{level of spell} * d4)$ damage, subtracted half each from BP and SP.

Example: Fritz, a 6th level mage with 24 HIT POINTS, CONSTITUTION 8 (14 BP, 8 SP), and 8 BP of damage already, wants to cast a FIREBALL (a 3rd level spell) desperately, but has used up all of his memorized Fireball. *WHOOSH* Enemies go up in smoke; Fritz takes $2 * 3d4$ damage (for a total of 12), taking him to 2 SP, 0 BP. Fritz goes unconscious. The shock of going unconscious doesn't kill him outright, and 2 rounds (and 2 SP) later, his BP start to drop at the rate of 1/round. At -10 he starts making SYSTEM SHOCK checks each round. The second round after that, the 40% penalty catches up with Fritz, and he dies.

Mages can cast spells as a lower level spell-caster (for purposes of effect) IF the caster can cast spells at a higher level than the intended spell. Range can then be decreased as desired; other effects (AoE, damage, etc.) adjust to the level the spell is cast at. For each level of spell the caster can cast above the original, the effect can be decreased up to two levels.

Note: Range for an AoE spell is determined to the center of the AoE.

Non-spell-casting classes that gain spell-casting cast those spells based off their actual level. (A 9th level ranger casting Magic Missile would cast five missiles, not one).

D. Counterspells

To cast a counterspell, the spell caster must a) have a lower base Initiative, and b) recognize the spell with a successful INTELLIGENCE check (modified by the spell's and caster's level). Only the same spell can counter itself (with a few exceptions, like *Haste* and *Slow*). If the other spell caster is within range, both spells negate.

Dispel Magic can also be used as a counterspell, without identifying the opposing caster's spell. Success is determined by rolling $d20 + \text{own lvl.} > 11 + \text{opposing caster lvl.}$

E. Mage Spell Books

Creating a new/blank spellbook takes 4-7 weeks. Transcribing spells into a spellbook (from a scroll or other spellbooks) takes 1 day + 1 day/spell level and costs 100 gp/lvl of spell in materials. Chance of failure = $(20 + \text{spell lvl} - \text{character lvl})\%$ (Scroll creation DMG p. 118). Arcana, p. 79 covers book capacity.

F. Spell Creation

New spells can be researched ("created") on a level by level basis. The creator must be able to cast at least one spell at the level higher than the level of the spell being created. A mage character actively adventuring and without extensive resources can research only one spell per character level. Clerical characters create at half that rate. Multi-classed characters research spells at half the normal rate for each spell-casting class, and require that the creator be able to cast at least two spells at the level higher than that of the spell being created. Successful spell creation requires a roll as per the possibility of learning a spell. (or DMG p. 115?)

G. Spell Timing

Spells that take < 1 round take effect at the point of finishing casting. Spells that take one round go off the next round at base initiative. Spells that take two rounds to cast go off the third round on base initiative, etc. Spells that have a delayed or ongoing effect (such as *Summon*) start their counter the round after casting, and then take effect on the appropriate round at base Initiative. So if a spell takes one round to take effect, it would occur the next round.

VI. PROFICIENCIES

Proficiency as a non-class, non-level specific ability. Shouldn't allow classes to approach other classes.

A. Gaining Proficiencies

Multi-class characters start with the best number in each category (weapon/non-weapon), and thereafter gain proficiency slots at the best rate of the two (or more) classes.

Characters gain additional non-weapon proficiency slots as per INTELLIGENCE. Characters do NOT automatically start out fluent in the array of languages provided for non-humans--these are suggested languages the character has had the opportunity to learn; non-proficient knowledge is broken at best. Non-humans gain their racial language and Common at no cost.

For each additional proficiency slot spent on the same proficiency, chances of success increase by 2 (10%).

B. New Proficiencies

AMBIDEXTERITY: Perform normal tasks with either hand (defers the two-weapon DEXTERITY penalty). Must be selected upon character generation. 2 slots, Non-weapon Prof.

BRIBERY: While anyone may attempt to bribe someone else, those with this skill will be able to determine a "fair" price and avoid a potential double-cross. Whenever a character without bribery skill attempts to use this skill, they must make a CHARISMA check at -4. Failure indicates that the bribe is refused and that the character may be turned over to the Watch for his actions. 1 slot, Non-Weapon Prof. CHARISMA, 0 modifier.

CARTOGRAPHY: Reading and creation of maps. 1 slot, Non-weapon Prof., INT, +1 bonus.

Dagger and Thrown Dagger are the same proficiency, although thrown dagger does not include STRENGTH bonus, and specialization is for one or the other.

DISTANCE RUNNING: All movement fatigue rolls are doubled/halved, in favor of the character (WG). 1 slot, CON, Non-weapon Prof.

DODGE: Decrease AC by 1. Works only for non-bulky armor (leather) or less. Will not work in conjunction with a SHIELD proficiency or class-enhanced AC. 2 slots, Non-weapon Prof.

ENDURANCE: Perform strenuous activities twice as long as the normal character. 1 slot, Non-weapon Prof.

HERALDRY: With this skill, it is possible to deduce another knight's allegiances, family history, and record of previous deeds or crimes. 1 slot, Non-weapon Prof.

IAJITSU (Quick Draw): Draw a specified weapon (by hand) or shield (by size) with no initiative penalty. Those with IAJITSU for two different weapons may change between them with a decreased penalty. 1 slot, WP/NWP

LIP READING: One language. 1 slot, INTELLIGENCE, Non-weapon Prof.

OFF-HAND WEAPON: Weapon proficiency is by hand. Weapons to be used in the second/off hand require a separate proficiency. Off-hand weapons can be used only once/round. 1 slot, Weapon Prof.

PARRY: Subtracts additional -1 from one opponent's To Hit when parrying. 1 slot, Weapon Prof.

SHIELD: Provides an additional -1 AC bonus with shield, for a specific shield size (e.g., small, med., tower). Each extra slot provides an additional -1 AC bonus. 1 slot, Weapon Prof.

SPELLCRAFT: Allows non-mages to recognize general spell effect (with a prof. check) as cast or those in place. Specialists gain a +3 bonus for their school, and a -3 penalty against their opposing school(s). 1 slot, Non-weapon Prof.

SPRINTING: Move at 2x normal for 5 rounds (combat) or 1.5 times normal for 10 turns (non-combat), max 24". Prof. checks enable 1 round/check after that, w/ a +3 (cum.) penalty. Failure indicates fatigue (can continue); two failures indicates exhaustion. 1 slot, Non-weapon Prof. (WG)

TRACKING (including Ranger Tracking) is per 2nd Ed.

TWO-WEAPON FIGHTING: Characters without this proficiency suffers non-proficient penalties if attempting to fight in melee with two weapons, in addition to the standard DEXTERITY penalties. A second weapon permits only 1 additional attack, regardless of the normal number of attacks a character is permitted. Attacking with two weapons incurs a +1 AC penalty. You cannot parry with the secondary weapon. 1 slot, Weapon Prof.

WEAPON SPEED: Decreases Initiative in one weapon by 1. 1 slot, Weapon Prof.

C. Weapon Specialization

Individuals OF ANY CLASS (but Cavalier, who has Weapon of Choice) may specialize in weapons in which they are already proficient. Only single-classed fighters can specialize (once) in a weapon at first level. Non-single-classed-fighters gain a bonus of +1 to hit OR +1 to damage for each slot they expend (maximum 2 additional slots for any one weapon), whereas single-classed fighters gain +1 to hit AND damage for each slot (maximum of 3 additional slots for any one weapon). Once specialized (total of 2 or more slots), single-classed fighters gain multiple attacks as per UA Weapon Specialization, and the IAJITSU proficiency.

VII. CHARACTER CLASSES

A. Multi-class (there is no dual-class)

Level limits will not be imposed, but there will be a higher experience point cost. Experience point costs will be 25% higher for a human to multi-class.

If a multi-classed character reaches the “maximum” level in one class, the two classes no longer need to remain a max of one level apart. Experience earned in a class where the character is maxed out is halved.

Mages cannot cast spells with somatic components while using a shield. Mages should remember to use initiative modifiers for drawing and sheathing weapons before they cast.

B. Paladins

Equipment requirements remain the same. *Detect Evil* becomes an innate ability (i.e., an inner sense); this is for great evil, not necessarily on an individual level. Following is the revised abilities list.

1st Level: All saving throws at +1

1st Level: Can accelerate healing to 2 x normal rate on 1 individual/day

2nd Level: Ability to Call Light (as a *light* spell) once/day/level in time of need. 1” radius/level.

2nd Level: Can *Detect Evil* 10’ Radius

3rd Level: Immune to disease.

3rd Level: Can heal 1 HP/Level/day, BP first. Costs 1 SP to perform.

3rd Level: Standard paladin ability to Turn Undead as 1st level cleric (improves by level).

4th Level: Cure Disease 1/week per 3 levels

4th Level: Radiate limited effectiveness *Protection From Evil* 5’ Radius (+1/-1 protection)

5th Level: War-horse

5th Level: *Detect Evil* 60’ Radius

6th Level. Can Heal 2 HP/Level/Day, BP first. Costs 1 BP to perform.

6th Level: Radiate standard *Protection From Evil* 10’ Radius (+2/-2 protection)

7th Level: All saving throws at +2

9th Level: Can cast spells per PHB. Can Heal 3 HP/Level/day, BP First. Can be divided among characters. Costs 2 SP (or 1 BP if no SP).

14th Level: Can Heal 4HP/Level/Day, BP First. Can be divided. Costs 1 HP, SP first.

C. Monks

The monk class is treated mostly as per the *Dragon* magazine article. They gain the same hit dice, abilities, movement, and AC. They do NOT gain the XP table. They maintain the PHB magic item restriction. They attack with the Cleric chart.

Monks are able to conduct open hand combat until stunned or unconscious even if grappled or overborne (DMG).

Open hand damage is halved (rounding up) against opponents 10’ or more in height (or otherwise very large) and against creatures with a natural AC of 0 or better.

The “stun” ability is not cumulative. Monks cannot stun or kill opponents larger than man-size with open hand attacks. That size increases with level, not to exceed hill giant. Undead, Golems and doppelgangers are not affected by stun. Attackers are +4 To Hit against Stunned opponents. The kill ability reduces the target to 0 BP (although they might still have SP).

In addition to PHB, Quivering Palm requires a To Hit roll. The target saves vs. Death + WISDOM bonus when the monk commands the effect.

For monk combat to advance, failure means losing 100,000 xp, and a delay in being able to try again (1 year?).

D. Clerics

All cleric spell choices need to be preapproved by DM (i.e., the Gods), and sometimes the gods know what you need better than you do (and sometimes they're just perverse). Clerics get a spell bonus (as indicated in the PHB) for high WISDOM scores. Clerics may substitute Healing spells for memorized spells when single-classed.

Any failure to Turn Undead disallows further attempts against that group. Turned undead will move away for 3-12 rounds.

E. Druids

Druids are limited to one mammal, one bird, and one reptile form per day (max INT 6). The druid's equipment melds into her new form and becomes nonfunctional. When reverting to normal, objects reappear. New items worn in animal form (such as a saddle, rider, or halter) fall off and land at her feet; any that she carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Changing form requires some mental effort but no casting time, and cannot be disrupted. Assumption of a new form removes 10%-60% of current damage. Reverting to normal does not count as assuming a new form.

Druids get a spell bonus (as indicated in the PHB) for high WISDOM scores. While the number of spells that can be cast does not increase, the Druid can memorize twice the normal number (thus providing a slightly wider selection of spells at the time of casting) when single-classed.

Treat the Druid as five years younger than his actual age for the purpose of determining age category.

F. Single-classed Fighters

Gain bonus for weapon specialization. Gain bonus for Parry. Can spread damage across multiple < 1 HD creatures.

G. Barbarians

Will only use magic armor and/or weapons (and weapons-like) if a non-magical alternative is not present. May possess no more than two magic items regardless.

H. Magic-Users

Magic users get a corresponding spell bonus (as clerics' WISDOM bonus) for high INTELLIGENCE.

H. Magic Items

Potions do not count against those classes with a magic-item restriction. Magic items can be distributed to followers, but followers will NOT return or loan magic-items. Magic items left in one's fortification are still "possessed".

VII. MISCELLANY

A. Falling

Falling damage is computed as a factorial (distance/10)!d6, i.e. 10 ft is d6, 20 ft is 3d6 (1d6 + 2d6), 30 ft is 6d6 (1d6+2d6+3d6), etc. There is a 20d6 maximum; anyone falling past this takes damage to BP first. Of each 10', one d6 goes to BP. Items of Protection reduce the damage / die by 1 for each plus of protection, to a minimum of 1 (WG).

B. Waking Up

When appropriate, Characters are allowed to make a Wisdom check to wake up.

C. Weight

20 coins = 1 lb.

APPENDIX A: INITIATIVE

CHARACTER ACTION	INIT. MODIFIER	COMBAT SEQUENCE
<u>Movement</u>		
Charging (adds 50% to MV)	+/- 2	I. Announce Actions
Turn to Flee (free attack)	-2	II. Roll d10 Base Initiative (The point you <i>start</i>)
Changing melee opponent	+3	III. Determine total Initiative
Movement ≤ 10'	+0	<ul style="list-style-type: none"> • Add movement, environment, and/or weapon speed, Magic adjustment(s).
Movement > 10', ≤ ½ Movement (Prevents secondary attack(s))	+4	IV. A. Physical Combat
*Movement > ½, < Full (No spell/atk) +8		<ul style="list-style-type: none"> • Roll “To Hit” (d20)
*Full Movement (No spell/attack) +10		<p>If a Natural 20 or Natural 1, determine whether a critical/fumble (see <i>V. Attack Rolls</i>)</p> <ul style="list-style-type: none"> • Add “To Hit” modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.) • Add opponent’s AC • Compare total to character’s THAC0 (To Hit AC 0) <p>If total ≥ THAC0, you hit. If you hit, calculate damage:</p> <ul style="list-style-type: none"> • Roll dice for damage (determined by weapon). • Add damage modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.) • If by ≥ 5, it’s Exceptional. <p>If total < THAC0, you miss.</p>
<u>Environment</u>		
Hindered (Tangled/Climbing/Held)	+3	IV. B. Spell Casting
On Higher Ground	-1	<ul style="list-style-type: none"> • Hand the GM the Spell card. • Note when you start and complete spell.
Set to Receive Charge	-2	<p>If mage hit while casting, make (Saving Throw vs. Spell + Spell Level - Lvl of Caster + Damage taken) to check for failure.</p>
Wounded, BP < ½ Total BP	+4	V. Wait for your initiative turn
*All BP Lost	+20	<ul style="list-style-type: none"> • When your initiative turn occurs, say your initiative number • Tell DM: Either “Hit for X damage” or “Missed” <p>If a hit, was it a Critical AND/OR Exceptional?</p>
<u>Weapon/Magic</u>		
*Use of Weapon	+Weapon Speed¹	VI. Complete Actions (Movement, Secondary Attacks, etc.)
Multiple melee targets	+1 each, End of Round	
Draw Weapon ^{2,4}	+4	
Change Weapon ^{3,4}	+10	
Sheath Weapon ^{4,5}	+6	
Drop Weapon	+2	
Pick up Weapon	+8	
Parry	0	
*Turn Undead	+6	
*Breath Weapon	+1	
*Casting a Spell⁶	+2 + Spell Lvl	
(except spells > 1 round = as normal)		
*Scroll	As Spell +4	
*Other Magic Item	+4	
Hasted	-2	
Slowed⁷	+4	
<u>Other</u>		
Change Action	2+Init Reroll+Action	
Holding Specific Reaction	-3	
*Wait⁸	-	
Respond to question	+2	
*Unarmed Attack/Action, S/M/L	+2/+3/+5	

Notes:

- *Primary Action – no further actions**
- ¹SF for bows nocked & ready is +1, +5 for arrows, +6 for quarrels, +4 for most thrown objects. +2/+4 dart. MV, fire rate halved.
- ²Characters with IAJITSU do not suffer this modifier.
- ³Characters with IAJITSU in *both* weapons are only +5.
- ⁴Changing/drawing weapons prevents 2nd attack.
- ⁵Characters with IAJITSU have this halved.
- ⁶(+4 + Spell Lvl) without spell cards
- ⁷Slowed characters act every other round
- ⁸Waiting twice is a Primary Action

*Damage during casting: Save vs. Spell,
d20 - Spell Level + Lvl of Caster - Damage taken*

*Close Combat Checks (CCCs), high to succeed:
d20 + ([To Hit STRENGTH] [DEX React/attack [- THAC0])
[±2 / Size] [+ 1 / Addtl. Attacker] [+2/ Leg > 2]*

Spells:

Augury: Can ask whether task will accomplish goal.

Color Spray: In a mixed HD situation, will affect lowest HD first. Saving Throw at -2.

Cure Serious Wounds: Cleric, 3rd level, not 4th.

Entangle: By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area for the duration of the spell. The grasses, weeds, bushes, even trees wrap, twist and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful Save Vs Spell can escape, moving at 50% per round until out of the AoE. Exceptionally large/strong creatures may suffer little or no distress from this spell, dependent upon the type and strength of the plants entangling the creature. 3rd level druids are immune to the effect.

Fireball: max 10d6 damage

Haste: As written with the following exceptions: Affects only 1 creature. When the spell expires, the affected creature must rest, performing nothing more strenuous than a slow walk, for one turn for each round they were hasted. Can be countered with Slow, and will negate Slow. Additional attacks/actions are at the end of the round.

Heat Metal: Magic armor save vs. magical fire for no effect (DMG). Disables opponent for rounds 3, 4, and 5.

Lightning: max 10d6 damage.

Magic Missile: The target creature must be seen or otherwise detected to be hit. Maximum of 5 missiles.

Rock to Mud: Affected get Saving Throw.

Sleep: Save negates. In a mixed HD situation, affects 2d8 HD, from low to high (using Sleep table). AoE

Slow: Slowed creatures can perform only one primary action every other round (always last), with movement spread across two rounds. Slow cancels Haste. Initiative the 2nd round is normal. In the round the character is Slow'd, if they haven't gone, double their Initiative, and determine their action from there.

Telekinesis: Two possible effects: Moving objects around, and "violently thrusting" them. Range is 1"/level. When cast against an individual to move them, they would get a save, but not when thrust.

Moving objects: Objects can be telekinetically manipulated as if with one hand. For example, a level can be pulled, a key can be rotated, an object can be turned, etc. (as long as the force is within the limits of the spell). You might even be able to untie simple knots. Objects moved this way would be at 2"/round in any directions within range.

Violent Thrust/Pull: Considered a <1 round effect, so an object would hit the round you cast, in a straight line. You need to roll to hit if aimed at something, with range S/M/L 2", 1v1", 2 x 1v1" Objects would cause damage ranging from 1 hp per 25 lbs moved (aka 1 hp/level) for lightweight or flimsy objects (such as a barrel), to 1d6 damage per 25 lbs for hard, large, dense objects. Simply hurling a person directly (against a wall for example) will have the same effect as a 20' fall, but you could do that to full range.

Tongues: Lasts 1 turn/level.

True sight: Effectively no way of hiding from it (Hide in shadows included).

Wall of Fire: While it will burn things, the things it burns will not set other things on fire. Concentration + 1 round/level. When cast in an enclosed space, will conform to the space. In a ring creates thin (~ 6 inches), opaque, ring of fire. Confirming doesn't count as going through. Cannot move and concentrate.

X-ray Vision: a) it takes at least one round to penetrate something (or more if it would be more)

- b) once you penetrate something, the next round you can see to the full extent/range of the x-ray.
- c) You don't need light or other effect to be able to see; you just can.

Special Effects (Illusion):

Level: 1	Components: V,S
Range: Caster	Casting time: 1 round
Duration: Special	Saving Throw: None

This spell permits the caster to enjoy the capability to produce minor magical effects related to one spell they have currently memorized (specified at time of casting). For example, a magic user who has fireball memorized might be able to make smoke come from his ears when annoyed, or smell slightly of brimstone. A sorceress with gust of wind memorized might have her hair constantly blowing in an otherwise non-existent breeze. These effects do not cast or use up the spell it is related to. This spell lasts 6 turns/level, or until the spell is cast. Special effects are always minor, cantrip-like effects.

Find Familiar:

When a familiar dies, the spell casters temporarily loses 2x its hitpoints, to be recovered at 1hp/day.

Hearing is described as either good (significantly better than human) or superior (the kind of hearing that locates the slightest sound at 50 paces) taking into account sensitivity, audible frequency range, and ability to locate direction. Animals with good hearing have a 10 to 20 percent better chance of locating invisible or hidden creatures (based on hearing alone, when it applies) than creatures with normal hearing – depending on conditions. Those with superior hearing will be about twice as good.

Animals with olfactory (smelling) abilities above the human norm have the same improved chances of noting hidden enemies as those with good hearing, depending on circumstances and on how good they are at identifying scents. In addition, those with a good sense of smell can track about half as well as a ranger. Those with superior capability can track equally as well as a ranger. The conditions under which tracking is possible, and any information gained by tracking, will of course differ for familiars and rangers, according to their physical and mental capabilities.

Visual ability involves several different aspects. All animals generally have wider fields of vision than humans, but where this is especially so it has been noted. Such animals should be harder to sneak up on, negating surprise in some situations. Color vision is present only in diurnal animals, and as a general rule, diurnal animals that are active only in dim light do not see color well, if at all. Animals that see well in poor light also tend to have poor acuity, since sharpness of vision and sensitivity to light are opposed to one another. This means that animals with sharp vision will have poorer-than-human night sight. In addition, animals with night vision will not see as clearly as a human in good light. Those animals with night vision can see either one (good) or two (superior) classes better than human on the following scale: daylight, twilight, full moon, half moon, starlight, and cloudy with no moon. By this rough measure, an owl (superior) sees as clearly under a full moon as a human does by day. Remember that there must be at least some light for night vision to be effective.

All small familiars take little damage from a fall because the strength of their bones and flesh is greater in proportion to their weight than in humans. In addition, a familiar's body has a greater surface area in proportion to its weight. Therefore, it will reach terminal velocity much sooner than a human body. The upshot of all these assertions is that a rat can probably survive a fall from the roof of a house (and may even be undamaged by the experience). Small animals should receive 0-3 points of damage (1d4 -1) from a fall of 20 feet or less and another 1-3 points (½d6, rounded down) for each additional 20 feet, up to a maximum of 6d3.

All familiars gain an intelligence rating of 4 (the highest semi-intelligent rating), plus some limited ability to plan for the future as humans do. Such intelligence will be qualitatively different from that of humans and demi-humans, however; these animals will not be able to learn speech, not as a human would understand it, anyway. When a magic-user dies, for whatever reason, the familiar attached to that magic user dies, too. This explains why familiars are "absolutely faithful." Indirectly causing or allowing a master to die means suicide for a familiar; therefore, the health and well-being of a familiar's master should be the creature's utmost concern.