

Reminders, Clarifications, and Revisions to the AD&D System (rev. 06/24/2018)

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I. HIT POINTS

CON HP bonuses/level only apply to HP when you roll dice for HP. When $HP \leq 0$ the character falls unconscious (see *II. Healing*; *III. Near Death*; *Mage: Overcasting*).

II. HEALING

Characters heal 3 HP after a night's rest (doubled with Proficiency check). Non-combat alternative (NCA) healing is optional, working only in a place of relative rest and safety:

- a) *Cure Light Wounds* – $d8$ [Character's hit dice?]. NCA heal 10% +1 HP.
- b) *Cure Serious Wounds* – $2d8+1$. NCA heal 20% +2 HP.
- c) *Cure Critical Wounds* – $3d8+3$. NCA heal 30% +3 HP.

III. DAMAGE AND DEATH

A. Damage: Any character suffering damage ≥ 50 damage in one round must save vs. Death or die (2eDMG).

B. Illusory Damage

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

C. Unconsciousness and Dying

Characters cannot drop below -3 HP in a single round. If $HP \leq 0$, they fall unconscious, with 1 additional HP lost / round. Unconscious characters healed back to positive HP make a SYSTEM SHOCK roll (or die from shock), and regain consciousness in $d6$ turns, after which they need a day's rest and can do little else. The shock of near death wipes spells from the mind. When $HP \leq -10$, a SYSTEM SHOCK roll is made, with each successive round accruing a 20% (cumulative) penalty until the individual fails and dies (see *VII.H. Example*).

D. Death

Being raised from the dead is a draining experience, and a character raised will return at the midpoint one level lower. [Earn xp at 2x rate?]

An individual can die no more times than they have CON points; beyond this they are dead **permanently**. Please note that death is usually 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) stats. (*DRMG 36, p.12*)

E. Level Draining and Loss

Level drain requires an attack. The character's experience points temporarily become the midpoint of the new (lower) level. Levels drained are lost for one week/level.

F. Underwater

Characters can hold their breath $1/3 * CON$ rounds before they run out of air. If the character does not have time to take a breath, the time is cut in half. If the character engages in strenuous activity, the time is cut in half. 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 at the end of a round, the character's HPs reduce to a virtual -10 (if not worse already).

Characters sink $10' - 40' / \text{round}$, depending on encumbrance.

G. Subdual

If intent to subdue is announced, the attacker has a -4 penalty To Hit, and half damage will be "subdual" damage; ineffective against most intelligent opponents (efficacy will not be evident). The chance of subdual is (subdual points)/(total HP)% checked each round. Normal (non-subdual) attacks negate subdual damage.

H. Falling: Falling damage is (distance/10)!d6, i.e. 10 ft is d6, 30 ft is 6d6 (1d6+2d6+3d6), etc. 20d6 max. An Item of Protection will reduce the damage / die by a maximum of 1, to a minimum of 1. Magic armor adds a bonus to Save vs. Death for damage > 50. Items must save for falling 5+’.

I. Poison: Poisoned characters are incapacitated immediately, and reduce to a virtual -3 HP (see *Slow Poison* and *Neutralize Poison*); neutralizing poison removes the virtual damage. Holy Water acts as *Slow Poison* cast by a 1st-level cleric, where the **first** dose must be administered within one turn of poisoning, **and will last one hour. Non-assassin use of poison provides a + 2 save to target (DMG).**

IV. COMBAT

A. Initiative (see Appendix A)

A round is 20 discrete segments (not necessarily equal) determining order of events. A round consists of: deciding an Action, rolling base Initiative (d10), and applying modifiers (weapon speed factor, spell casting time, movement, etc.). Any individual with a total > 20 cannot act until the next round on the segment = (prior initiative – 20).

If a character has yet to act, they can decide to Change their Action once/round. They next act at their base Initiative or current segment (whichever is greater) + 2 + new Initiative roll + cost of new action.

“Wait to respond to a specified event” (such as coming through a doorway) is an Action. If the specific event occurs, the PC can Change their Action and subtract 3 from the next Initiative total (to a min of 1) if responding to that event.

When Surprise occurs, a character can have an initiative bonus/penalty up to a full round, or chance to react immediately.

B. Attack Rolls

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 multiply. 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

Fighters and their subclasses spread their damage across as many targets as they have levels when attacking creatures less than 1 HD. Characters with multiple attacks can make them against adjacent targets or opponents within the field of fire (typically 45 degrees). Characters cannot move and make multiple attacks. Multiple attacks are selected prior to Initiative.

When multiple attacks are the result of natural weapons (ex: claw/claw/bite), the attacks occur simultaneously. 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. Secondary weapons provide a single extra attack. *[Replace multiple attacks with +1 damage/level?? Faster. True Fighter class adding +1/lvl, others +2] [Archers firing into melee have their firing rate reduced by 1?]*

D. Held/Unconscious/Paralyzed/Sleeping

Attacks hit automatically for 2x damage. Attacks not in melee kill on a successful Assassination roll.

E. Parry

A character may substitute individual attacks per round with Parry (remaining attacks then occur at the end of the round). Base initiative must be prior to opponent's total initiative for parry to work. A parry subtracts (half of the defender's level (+1 for single-classed fighters) + STRENGTH To Hit Bonus) from one attack. Multiple attacks can be parried by single-class fighters, with the penalty divided across attacks. Parry is not effective versus missile attacks (except for monks), or rear attacks.

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

F. Movement

Individuals move 10' for each movement " / round in combat. Magical armor is one movement class better than its non-magical counterpart, not to exceed the character's unarmored movement. Movement incurs an init. penalty (see *Appendix A*). Moving characters **get at most a single attack, and** cannot cast spells (DMG, p.65).

Charge: When not engaged **or encumbered**, provides a character: a +2 To Hit bonus; a 50% increase to their MV (max of 24"); and a single attack at the end of movement with a +2 AC penalty, no DEX bonus, and **Initiative is by weapon length**. The opponent inflicts double damage if braced with spear or pole arm. Those charging must stop when they engage. **May only charge once per turn**.

Climb Rope: 20"/round. Doubled for thieves, **doubled for ladder**, halved for heavily encumbered.

Climb Walls: A character climbing walls moves at 1/10 MV (presuming a rough, vertical cliff). Check each 100'.

Evasion: If an evader wins Initiative, they can increase the distance from pursuers by an additional 1" * the Initiative difference, repeated each turn. If the pursuer ends the round having caught up, in the next round the pursuer gets a free attack (armed or unarmed) if the pursuer wins Initiative and continues to follow. If evaders are out of visual range, and in an area of "difficult" terrain, a check is made to see if evasion is successful.

Flee: Move away at up to full movement, providing the opponent a free attack from the rear at +4 but no movement.

Land-based: 12" of movement equals 1.5 mph on normal terrain. On uneven terrain, 12" of flight equals 2.5 mph.

Move Silently: Silent movement is the same rate as normal movement. (DMG).

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.

Swimming: 1/3 of normal movement (**twice that if Unencumbered**), modified by Strength. **Encumbrance: None × 2/Light/Moderate × 1/2/Heavy × 1/4**

Withdraw/Falling Back: Backing away from opponent at 1/3 MV, still attacking if followed. 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.

G. Close Combat (Unarmed)

Close Combat Actions use contested Close Combat Checks (CCCs) to determine success, comparing the CCC scores between the attacker(s) and defender(s). Close Combat can't occur against opponents disparate by more than one size. Close Combat Actions cannot be combined with Weapon Actions. The Non-Weapon Score (NWS) modifier is fixed, and can be calculated in advance:

- **Base THAC0**
- -DEXTERITY Reaction/Attacking bonus (Monsters vary based on AC)
OR (depending on which is better, does not aggregate)
-To Hit STRENGTH bonus

Add the following modifiers when engaged in CC:

- +4 vs. Multiple Attackers in Unarmed Combat
- +1/opponent
- +1 for each opponent's leg beyond two (or +2 for zero legs)

CCC: die + NWS + modifiers, Low to succeed

Close Combat Actions (normally d20):

Unarmed Combat (uses d30): Up to six Attackers can attempt Unarmed Combat, modified by size (smaller than the Defender counts half, larger than the Defender counts double). An armed Defender may make a single free attack when

an unarmed attack is attempted; success does not foil the assistance of that individual attacker. A successful CCC indicates the Attacker and Defender are *Engaged*. Once Engaged and beyond:

- Combatants cannot move, fight other opponents, **be accurately targeted by missile weapons**, or cast spells (unless Verbal only), and are limited to weapons of small size after the first round of combat;
- Combatants gain no defending DEXTERITY AC bonus vs. non-Engaged **melee** attackers;
- Combatants can make one Unarmed Combat Action (as an CCC) each round, including the first:
 - *Incapacitate (EGPH)*:
 1. *Grapple*: Take an Engaged defender to the ground/ grab them.
 2. *Pin* a Grappled defender. Pinned characters are +4 To Hit by other (non-Engaged) attackers. A Pinned defender automatically goes last when comparing Initiative. When Pinned, the only possible action is attempt to Escape. A character pinned from the beginning to the end of a round is *Held*, and helpless (unable to defend themselves or react in any productive way).
 3. *Escape*. Success decreases a Pin to Grapple, a Grappled to Engaged, or Engaged to Breaking Free. Those who break free may not move away that round.
 - *Pummel*: Damage for STR bonus + (d2 vs. small/medium, d3 vs. large, or a small weapon). If a combatant has multiple attacks in a round, the additional attacks can be used to Pummel, even when Engaged. Unconsciousness will not cause further loss of hit points. [*KO on a 1 for d4 rounds*]
 - *Drag*: Drag/Move a Grappled defender 1”.
 - *Shove*: Shove a Grappled defender 5’ away or knock them down, and disengage.

Overrun: One or more characters attempting to push through one or more opponents. Each “line” of opponents counts as one “opponent”. One CCC roll is made for each “line” to pass through, +1 (cumulative) for each successive “line” tried on the same round. Any character attempting to follow must also succeed on a CCC each attempt, or get left behind.

Rush: Push the opponent backwards 5’ + 1’ for each point of difference. Add +1 for each “line” of opponent.

Disarm: Modified by +8 for each Defender’s hand.

H. Weapons

Characters with two weapons divide their STRENGTH bonus between them as they wish.

Bastard Sword: single prof, for one- or two-handed weapon, speed 7. Damage as long sword when single-handed.

Two-handed: battle axe, morning star, footman’s flail, **footman’s mace**, lucern hammer (DRMG #127).

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

Crossbows gain +4 TO HIT, reflecting their increased accuracy, penetration, and damage. Bows add STRENGTH bonus for damage only if constructed for that purpose (and then cannot be drawn by those w/ inadequate strength). Missiles cannot be fired or hurled if the attacker is in melee.

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 ½)

Bow, long & short: d8

I. 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 d3 points of damage when from the back of a normal horse. Foot soldiers with weapons of 10’ or greater have the same chance; the Riding proficiency permits retaining seating with a successful Proficiency Check. Close Combat can also pull a rider off their mount (note the additional feet).

V. SPELL-CASTING

No cantrips. Spell-casters gain no AC DEX bonus when casting. Range for an AoE spell is determined to the center of the AoE (or with exceptional cases, within Ground Zero). Spell-casters taking damage prior to completion of the spell must make a modified Saving Throw vs. Spell or the spell is ruined and lost. **Any physical restriction or heavy encumbrance prevents casting Somatic spells (10% failure if only bulky clothing).** Only spell components of specific material value or importance must be detailed.

Rangers and Paladins who gain spell-casting start as if they were 1st level and do not gain Intelligence or Wisdom bonuses (DRMG #64, #137, #139).

A. Spell Recovery: Spell slots are recovered at 15 min/lvl, maximum of 12 hours of study / day (48 levels of spell).

B. Illusions: Cannot create monsters with more HD than caster experience levels, nor more creatures, and the type of monsters created are limited to those that the caster has observed. Illusory creations stay within the AoE, and attack as the mage's THAC0. Illusory creations disappear when hit or the spell says otherwise, unless the mage specifically focuses on them. Casters may cast illusions to duplicate the effect of any spell they would have the ability to cast. Undead see non-mind illusions. Illusions are of things, not the absence of things. See Spell Notes for damage.

C. 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 one spell per character level. Clerical characters create at half that rate. Multi-classed characters create 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?*] 200 gp /spell lvl/week, for 1 week + 1 week/spell lvl.

D. Spell Timing

Spell casting begins at the beginning of the round, and completes at Initiative. Spells that take < 1 round take effect at completion of 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, 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.

VI. PROFICIENCIES

Proficiency is a non-class, non-level specific ability, and shouldn't allow classes to approach other classes. Fails 19/20.

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 starting non-weapon proficiency slots per INT. Characters do not begin fluent in the array of languages provided for non-humans—these are 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.

B. New Proficiencies

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

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. 1 slot, CHARISMA, NWP

DISTANCE RUNNING: Movement fatigue rolls are doubled/halved, in favor of the character (WG). 1 slot, CON, NWP

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

ENDURANCE: Perform strenuous activities twice as long as the normal character. 1 slot, CON, NWP

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

MONSTER LORE: Provide basic information about Common/Uncommon (-2/-4) monsters. An additional slot permits Rare (-8). 1 slot, INT, NWP

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 once/round. 1 slot, WP

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

SHIELD: Each slot provides an additional -1 AC bonus, for a specific shield size (e.g., small, med., tower). Will not combine with magical shield > +1. 1 slot, WP

SPELLCRAFT: Allows recognizing general spell effect (by School?) as cast or in place with a prof. check (non-mages at -6). Specialists gain a +3 bonus for their school, and a -3 penalty against their opposing school(s). 1 slot, INT, NWP

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. Must rest for 1 turn/ round of sprinting to reset. 1 slot, CON, NWP (WG)

SWIMMING: All characters are assumed to know how to swim. Additional slots will enhance ability. 1 slot, STR, NWP

TRACKING (including Ranger Tracking) is per 2nd Ed. -6 for non-Rangers.

TWO-WEAPON FIGHTING: Characters without this proficiency suffer non-proficient penalties when fighting in melee with two weapons, in addition to the standard DEXTERITY penalties. A second weapon permits only 1 additional attack. Attacking with two weapons incurs a +1 AC penalty. You cannot parry with the secondary weapon. 1 slot, WP

WEAPON SPEED: Decreases Initiative in one weapon by 2. 1 slot, WP

Learning a new/additional language takes one year of study minus one month per Intelligence greater than 12.

C. Weapon Specialization

Individuals of any class but Cavalier or Duelist may specialize in weapons in which they are already proficient. Single-classed Fighters can specialize (once) in a weapon at 1st level for +1 to hit AND damage for each slot (maximum of 3 slots for any one weapon). Non-single-classed-Fighters can specialize (once) in a weapon at 1st level for +1 to hit OR damage for each weapon slot they expend (maximum 2 slots for any one weapon). Specializing in a bow requires an additional slot. Once specialized, single-classed Fighters also gain: UA multiple attacks as; the IAJITSU proficiency.

VII. CHARACTER CLASSES/RACES

Later changes in ability scores do not change class eligibility.

A. Multi-class (max of two, no dual class)

Ability requirements per DRMG #64, p.19. Class abilities do not stack. Level limits will not be imposed, but experience earned in a class where the character is maxed out is halved. 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 classes no longer need to remain a max of one level apart. No bards. [Were there dual-class, time to change is the class age delta.]

B. Paladins

Equipment requirements remain the same. *Detect Evil* becomes an innate ability (i.e., an inner sense for great evil > 8 HD, not necessarily on an individual level). Paladins do not get a bonus for stats.

1st Level: All saving throws +2

1st Level: Heal 2 HP/Level/day. Can be divided across PCs. Costs 1 HP.

1st Level: Ability to Call Light (as a *light* spell) once/day/level in time of need 1" radius/level

1st Level: Cure Disease 1/week per 5 levels
2nd Level: *Detect Evil 60' Radius*
3rd Level: Immune to disease
3rd Level: Turn Undead as 1st level cleric (improves by level)
4th Level: Radiate limited *Protection From Evil 5' Radius* (+1/-1 protection)
5th Level: War-horse
6th Level: Radiate *Protection From Evil 10' Radius* (+2/-2 protection)
9th Level: Cast spells per PHB
9th Level: Heal 3 HP/Level/day. Costs 2 HP
14th Level: Heal 4HP/Level/Day. Costs 2 HP

C. Monks

The monk class uses the *Dragon* magazine article for hit dice and Special Abilities. They attack as Clerics. (Errata)

Monks are able to conduct open hand combat even if grappled or overborne (DMG). Open hand damage is halved against opponents $\geq 10'$ (or otherwise very large) and creatures with a natural AC of 0 or better.

The monk "stun" ability is not cumulative. If an already stunned opponent is stunned by a later attack, the opponent must Save vs. Death or be knocked unconscious for 1-4 rounds. A stunned opponent defends without benefit of DEX or shield, and is +4 to be hit. Monks open hand attacks cannot stun or kill opponents larger than man-size (increases with level, not to exceed hill giant). Undead, Golems and doppelgangers cannot be stunned. [*Opponents gain a Save vs. Paralyze against stun, although for every point beyond 5 more than was needed to hit, the save is at an additional -1 penalty?*]

In addition to PHB, Quivering Palm requires a To Hit roll on an attack. The target saves vs. Death + WISDOM bonus when the monk commands the effect, or is reduced to -3 HP.

For monk combat starting at lvl 12, failure means losing 100,000 xp, and a delay to try again [1 year?].

D. Clerics

All cleric spells need to be preapproved by DM (e.g., 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 (per PHB) for high WISDOM scores. Single-classed clerics may substitute Necromantic spells for memorized spells (based on alignment). Can cast spells with shield.

E. Druids

A druid can assume one animal form/day at 5th level, and three at 7th level. Druids are limited to one mammal, one bird, and one reptile form per day (max INT 6) [DRMG 137]; size can vary from bullfrog or a small bird to as large as a small black bear. 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 or halter) fall off and land at their feet; any carried in a body part common to both forms (mouth, hands, or the like) are still held the same way. Changing form requires mental effort but no casting time, and cannot be disrupted. Assumption of a new form removes 10%-60% of current damage (reverting to normal is not assuming a new form), and takes a round.

Druids get a spell bonus (PHB errata, DRMG #64) for high WISDOM. While the number of spells that can be cast does not increase, the single-classed Druid can memorize twice the normal number (providing a wider selection of spells).

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

Multi-classed druids cannot be part of the druidic hierarchy, so are limited to 11th level.

F. Single-classed Fighters: Special bonuses for weapon specialization. Bonuses for Parry. Spread damage across multiple < 1 HD creatures.

G. Barbarians: Barbarians can adventure with magic-users and clerics at 1st level. Will only use magic armor and/or weapons (and weapons-like) if a non-magical alternative is not present. Does not desire to possess more than two magic items regardless. See DRMG #148 for proficiencies.

H. Magic-Users / Illusionists

Mages get a spell bonus (as clerics' WISDOM) for high INTELLIGENCE.

Casting: Spells are memorized per the PHB. However, single-classed mages can cast any spell in their repertoire if casting: a 1st level spell when less than Level 7 themselves; an additional spell slot of the same level; a spell slot one higher than required; a spell at a level they can cast only one spell. Mages cannot cast spells with somatic components while using a shield. Can cast with dagger or staff in hand.

Acquisition: Spells are initially “learned,” up to the maximum allowable by the mage’s INTELLIGENCE (INT). Learning a new spell requires 1 day/level of the spell and a place of rest for the duration. Spells can only be learned from the mage’s personal spell book. Each new spell must be checked for comprehension, per the PHB (the preferred method is to check ALL spells (player chooses order) as the character gains the spell level). If a mage fails a check for a spell, that spell **cannot** be learned without a change in INT. A decrease in INT means re-checking every known spell, with the potential for spell loss. An increase in INT provides the opportunity to learn spells previously failed.

Once a mage learns the maximum number of spells for a level (see INT in the PHB), learning new spells at that level entails losing old spells. Attempting to learn a new spell beyond current capacity (according to INT), the mage randomly loses one spell at that level—the mage can select ONE spell to be proof against loss.

Adjusting: Range can be decreased as desired. 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; effects (AoE, damage, etc.) adjust to the level the spell is cast. For each level of spell the caster can cast above the original, the effect can be decreased up to two levels. Mages can cast spells as a higher level spell-caster (for purposes of effect) with an additional spell slot/ 2 levels effect.

Overcasting: Mages can overcast spells ~~if they are reading from a book (destroying the page), or~~ if they have used up the required spell slots. Overcasting causes 3 * (level of spell * d4) damage to the caster. [+d4 for multi-classed?]

Example: Fritz, a 6th level mage with 26 HPs desperately wants to cast Fireball (a 3rd level spell), but has used up his memorized Fireball. *WHOOSH* Enemies go up in smoke; Fritz takes 3 * 3d4 damage (for a total of 27), taking him to -1 HP. Fritz goes unconscious. His HP start to drop at the rate of 1/round. At -10 he starts making SYSTEM SHOCK checks each round. Two rounds later, the 40% penalty catches up with him, and he dies.

Enchanting: A 7th level (Enchanter) magic-user may concoct potions with the help of an alchemist, and scribe magic scrolls. Inscribing a scroll requires: the spell be memorized, 100 gp + 100 gp/level of spell (plus cost of spell components), and 1 day/spell level (continuous). For 3x the cost, a scroll can be copy-protected. Upon achieving 12th level (Wizard) they may attempt to enchant items. (Errata)

Spell Books: Creating a new/blank spell book takes 4-7 weeks. Transcribing a spell into a personal spell book (from a scroll or other spell books) requires the spell be understood, takes 1 day + 1 day/spell level, costs 100 gp/lvl of spell in materials, and erases the original. Chance of failure = (20 + spell lvl – character lvl)%. Spell books are worth 200 gp/level. DRMG #147 Inscription. Scroll creation DMG p. 118. **Mages can cast spells they know and can use from a spellbook, destroying the page(s), and possibly others (UA).**

Scrolls: A character can cast a spell of their class from a scroll they do not know and cannot learn.

I. Cavaliers: Weapons of Choice bonuses replaced with “+1 to hit, +2 when mounted; +2 to hit, +3 at 9th level”. No stats increases. No alignment rules. No armor restriction. Immune to Fear, and 1” aura +4 save vs. Fear. No inherent “charge/no retreat”. d10 for HD. Additional Parry abilities. See DRMG #148.

J. Rangers: Only 1 HD at 1st level. When wearing studded leather or less, the ranger can Move Silently as a Thief of the same level when in natural surroundings. DRMG #94 for track ID.

K. Thief: Thieves must "Move Silently" to backstab. Multi-classed thieves backstab with the best THAC0 while meeting race criterion re: weapons when using leather armor and no shield. Backstab multipliers apply only to die roll. Failed FR[Set]T will trigger the trap on the inverse of the chance of success. Pick Pockets is detected if failing by 21% or more. Find/Remove Traps d4 rounds. Pick Locks d4 rounds (up to d10). Can attempt to pick someone's pockets 2x / round. Can use shields (non-backstab). Can use 2e skills determination.

L. Duelist: Treated mostly as Dragon #73. XP Bonus only if facing opponent totally alone. d10 for HP. If receiving weapon (incl. claw, etc.) damage >= current HP, a Save vs. Death will negate the damage, once per rest period. Duelist code forbids a two-weapon advantage over a one-weapon opponent. No Fencing master training.

M. Magic Items: Single-use items (potions, arrows, etc.) do not count against magic-item restrictions. Followers will NOT return/loan magic-items. Magic items in one's fortification are still "possessed."

N. Misc: Characters with spell-level restrictions due to Ability can substitute those slots for a next lower-level spell.

O. Races: Grey/wood/wild/valley/dark elves, grey dwarves, and svirfneblin are not PC races. All move base 12". (A4). **Halflings and gnomes get the same defense bonus as dwarves.**

VII. MISCELLANY

A. Waking Up: When appropriate, characters are allowed to make a WISDOM check to wake up (or remain asleep).

B. Weight: 20 coins = 1 lb or 10 encumbrance. 8 coins per cubic inch (loose), or up to 13,824 / cubic foot. A cubic foot of water weights 62 lbs. A stone statue weighs 3x the non-stone weight. The maximum weight a normal person can carry and still move is 150#, modified by STRENGTH (DMG Appendix O). Using a travois is a 3x multiplier. Combined STRENGTH uses the score determined by the combined unencumbered Weight Allowance (normal = 350).

C. Encumbrance (modified by STRENGTH bonus): Backpack/s. sack/l. sack 40/20/60 lbs.

Light: < = 35# (+ STR modifier) of gear with no great bulk. Leather. No limit on movement.

Moderate: Armor and equipment 35-70# (+ STR modifier) or fairly bulky. Other armors. 9" max movement.

Heavy: Armor and equipment of 71-105# (+ STR modifier) and/or bulky. Scale, splint, plate. 6" max movement.

Severe: 105-150# (+ STR modifier) and/or very bulky. 3" max movement.

Generic encumbrance: [PHB, p. 102. Also see WSG]

- 5#: Each weapon (2 daggers=1 weapon, bow + arrows=2 weapons, grapple=1 weapon, **2-handed=2 weapons**)
- 5/10/15#: Small/normal/large shield (magical has no bulk but is not lighter)
- 15/30/45# : Leather/chain mail/plate (weight halved if magical, and one better on bulk)
- 35#: Backpack with spellbook or "standard" adventuring gear (includes dagger, ¾ full)

Example stats for 16 STR: 70/105/140/140: < Current number> < Light \< Mod. \< Heavy \< Severe

D. Paralysis: Assumed to last 3d4 turns unless stated otherwise (T1).

E. Powers that "renew" on a daily basis renew at dawn, after rest (alternatives are dawn, midnight, dusk, after reset, etc.).

F. When in doubt, numbers round as you expect; 3.1 becomes 3, 3.5 becomes 4. Combining multiplicative powers will, generally, be additive. Doubling an effect that is doubling already will add the two effects together, not multiply them.

Doubled damage includes any magical multipliers.

G. Undead: Turning is not interrupted if the character is attacked **or Silenced**. Turned undead will cease attacking and retreat as long as left alone the next round. A Turned undead provokes a free attack at the end of the round; taking the free attack will (likely) cause the undead to return. Undead turn from lowest to highest HD, move away for 3-12 rounds, and avoid the cleric for one day if otherwise left alone. Failure to Turn Undead disallows further attempts against that group. Unconsciousness of the cleric ends the clerical compulsion.

H. Note the Errata for DMG, PHB, and UA where it does not conflict with the above.

I. Armor takes 10-AC rounds to put on, and half that to take off. Magic armor weighs half its non-magical counterpart. Magical armor is one movement class better than its non-magical counterpart, not to exceed the character's unarmored movement. Magic armor adds a bonus to Save vs. Death for damage > 50.

J. New characters are any method in DMG/UA, twice, drop one set, create another one. Pick. Starting characters will generally be two levels lower. 1st level hit points rolled < average become average.

K. Attunement: Some magic items require attunement to function—rest while focused on the item in physical contact. An item can be attuned to only one creature at a time. Attunement ends if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item.

L. Free Actions: A character gets only one free/bonus action per round, regardless of circumstance.

APPENDIX A: INITIATIVE

CHARACTER ACTION	INIT. MODIFIER
<u>Movement</u>	
Charging (+50% MV, +2 AC, no DEX)	+/- 4
*Turn to Flee (free attack)	-2
Movement (Prevents casting)	
Movement > 10', ≤ ½ Movement (Prevents secondary attack(s))	+4
*Movement > ½ Movement	+8
*Standing Up	Round
<u>Environment</u>	
Hindered (Tangled/Climbing/Held)	+3
On Higher Ground	-1
Set to Receive Charge	-2
<u>Weapon/Magic</u>	
*Use of Weapon	+Weapon Speed¹
Multiple melee targets	+1 for 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	+2
*Casting a Spell⁶	+6 + Spell Lvl (except spells > 1 round = as normal)
*Scroll	As Spell +6
*Other Magic Item	+4
Potion effect	2d4+2
Slowed⁷	-
<u>Other</u>	
Infravision	+5 ⁹
Change Action	2+Init Reroll+Action
Waiting Specific Event	-3
*Wait⁸	+5
*Unarmed Attack/Action, S/M/L	+2/+3/+5

Notes:

***Primary Action – no further actions**

¹SF for bows nocked & ready is +1, +7 for arrows, +10 for quarrels, +4 for most thrown objects. +1/+2 dart. MV (or into melee?), 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) with spell cards

⁷Slowed characters act every other round

⁸Waiting twice is a Primary Action

⁹Choose to swing before or after, prior to init. DMG p.59.

COMBAT SEQUENCE

- I. Announce Actions
- II. Roll d10 Base Initiative
- III. Determine total Initiative
 - Add movement, environment, and/or weapon speed, magic adjustment(s)
- IV. A. Physical Combat
 - Roll “To Hit” (d20)
 - If a Natural 20 or Natural 1, determine whether a critical/fumble (see *V. Attack Rolls*)
 - Add “To Hit” modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.)
 - Add opponent’s AC
 - Compare total to character’s THAC0 (To Hit AC 0)
 - If total ≥ THAC0, you hit. If you hit, calculate damage:
 - Roll dice for damage (determined by weapon).
 - Add damage modifier(s) (STRENGTH, Magical Weapon, Proficiency, etc.)
 - If total < THAC0, you miss.
- IV. B. Spell Casting
 - Hand the GM the Spell card.
 - Note when you complete spell.
 - A mage damaged before completing a spell must roll: (Saving Throw vs. Spell: -Spell Level + Level of Caster - Damage taken) to check for failure.
- V. Wait for your initiative turn
 - When your initiative turn occurs, say your initiative number
 - Tell DM: Either “Hit for X damage” or “Missed”
If a hit, was it a Critical?
- VI. Complete Actions (Movement, Secondary Attacks, etc.)

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

Close Combat Checks (CCCs), low to succeed:
d30 + NWS + 1/opponent [+1/ Opponent leg > 2] +4 vs.
Multiple Attackers

Appendix B: Spell Clarifications

If a spell is cast on an object, and the object moved, the spell effect will move with it. If the spell is cast on a creature, the frame of reference is the planet.

Alarm: 2d4 hours + 1 hour/level

Alter Self: 3d4 rounds + 1 turn/level .

Animate Rock: A 24-cubic-foot boulder has the following statistics: AC 0; MV 3"; HD 10; #AT 1; Dmg 5-30. A statue of the same size with a human shape would have the same armor class and hit dice, but would move at 9" on its legs and strike twice per round for 2-16 hp damage per blow. Neither of the above "rocks" is as good offensively as the elemental a druid could get with a *conjure earth elemental* spell at the same level, but the animated rocks are not balked by water nor dismissed by a *holy word* spell. DRMG 153.

Augury: Can ask whether task will accomplish short-term goal.

Barkskin: Bestows a natural AC 6, and decreases AC by 1 for every 4 levels. Will absorb 4 points of damage + 1 / level of caster, and then vanish.

Bigby spells: AC 0

Call Lightning: Max 12d8 damage

Charm: +1 bonus to save for each point of damage sustained that round.

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

Continual Light: A caster may have as many active as they have levels. [*alternate?* 1 [*duration*]/100 gp gem]. Light is suspended when in Darkness.

Cure Disease: Will also cure lycanthropy when cast by an 11th level cleric. (Cyclopedia)

Cure Insanity: Cleric 4, Druid 3.

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

Dancing Lights: Can move 36"/round. Must stay within 10' radius of each other. (3e)

Detect Magic: Detects plus value on armor and weapons

Dig: Can create non-contiguous holes. Saving throw.

Dispel Magic: Checked for each effect

Divination: If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work (2e).

Enlarge: Does not affect To Hit, but Damage increases by the % of the spell

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. You can see.

Find Familiar. See below.

Fly. Class B. Can carry up to max capacity (DRMG #168). Most spells can be cast while hovering or moving slowly (3" or less).

Descend/Ascend at 2x / ½x. Melee penalty -1/round, max. -3. If moving, treat Short Range as Medium, Medium as Long.

Fireball: max 10d6 damage. AoE 33,000 sq. ft. Expands to use appropriate volume (with little pressure).

Golem: Duration: 1 day /level. One/method of summoning / type

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

Heat Metal: Magic armor Save vs. Magical Fire for no effect (DMG). Disables opponent for rounds 3, 4, and 5.

Hold Portal: Door must be closed.

Improved Phantasmal Force: The AoE can move with the caster at half move.

Invisibility: Will remain invisible until an attack or casting a spell (BECMI). -4 To AC. On an object <= 100 lbs/lvl lasts 1 turn/level.

Footsteps can be seen by infravision for a round or two.

Jump: Can be used more than once/round.

Levitate: Moving the target horizontally requires enough force to move/pull/carry their weight. *Levitate* is relative to current position, and will revert if moved at the usual rate. *Levitate* fails if weight limit exceeded. Levitating targets gain no DEX bonus. Note missile

penalty of -1/round, max. -3, melee penalty 2x missile penalty. Vertical movement requires no other action. 20'/round caster, 10'/round opponent, same round as cast.

Lightning: Max 10d6 damage.

Magic Missile: The target creature must be seen or otherwise detected to be hit. Maximum of 5 missiles. [Alternate? No Max, but saving throw vs spell. DRMG 33]

Massmorph: 1"x1" square / level. Alteration.

Negative Plane Protection: Damage is not doubled on a failed save. Lasts 1 round/level after hit.

Neutralize Poison: Will revive a victim slain by poison if cast within 10 rounds.

When emulating a Spell (Footprints #8)	Level	Spell Damage	Successful Saving Throw
Phantasmal Force	1	1 hp/level of the caster	0
Improved Phantasmal Force	2	1d2 hp/level of the caster	0
Spectral Force	3	1d3 hp/level of the caster	0
Shadow Magic	4	1d6/level of the caster (maximum)	1 hp/level of caster (maximum)

Phantasmal Force (and associated illusions): Must be an illusion of something (not nothing).

Protection from Evil 10': Moves with caster.

Raise Dead: Not limited to humans.

Reflecting Pool: Level 3.

Regenerate: A character fully healed by regenerate is revitalized.(???)

Sanctuary: All or none. (???)

Silence 15' Radius: Sound will pass through the area, just cannot be created (or heard) within. Blocked per *Detect Magic* .

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. +4 to hit. Not cumulative.

Slow Poison: Does not work prophylactically.

Speak with Animals: "Speaking" to animals is a matter of tone, facial expression, and body language. The communication with and/or between semi-intelligent creatures must be very similar, though these latter types might comprehend a few simple words. Animals only know of the Now, the immediate past, and have no conception of the future.

Spike Growth: Cleric Level 4

Spike Stones: Cleric Level 5

Stone to Flesh/Flesh to Stone: Instantaneous. Creates non-magical statues. System Shock check.

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 lever can be pulled, a key can be rotated, an object can be moved, 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.

Tenser's Floating Disc: Water and air do not count as ground.

Tongues: Lasts 1 turn/level.

Transmute Rock to Mud: Affected get Saving Throw. Sink 10'/ full round .

True Sight: Effectively no way of hiding from it (Hide in Shadows included).

Unseen Servant: Do not need to be able to see the servant as long as you can command what you want .

Wall of Fire: While it burns, that which it burns will not set other things on fire. Concentration + 1 round/level. Cannot move and concentrate. "In a ring" creates thin (~6 inches) opaque ring. When cast in an enclosed space, will conform to the space. Conforming doesn't count as going through. When the mobile version is employed, enemies moved into get a Save vs. Spells for half damage.

Web: Does not cause suffocation.

Write: Does not accelerate spell copy.

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.

Find Familiar:

The familiar's hit points are added to the total of the master when within 12". Normal familiars have 2-4 hit points (added to mage's HPs) +1 / caster level. When a familiar dies, the spell caster temporarily loses 2x the familiar's HPs, to be recovered at 1/week.

The familiar has a sensory link to the wizard. While the wizard therefore cannot see out of the familiar's eyes, the wizard has an empathic link with the familiar and can communicate with empathic (basic) commands at the range of 1 mile. A wizard thus also gains +1 on surprise rolls when accompanied by the familiar.

As an alternate to a sensory link (fixed at time of acquisition of familiar), the wizard can see out of familiar's eyes if within 12".

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.

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 d3 for each additional 20 feet, up to a maximum of 6d3.

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 10-20% 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.

For list of familiars see DRMG 084, and Familiar notes DRMG 147.

Appendix C: Magic Items

Potions take effect in 2d4 +1 Initiative segments.

Dust of (Dis)Appearance: Can be washed off with a lot of work .

Ring of Free Action: Wearer unaffected by water for purposes of movement DRMG 166. Affected by Paralysis. DRMG 207

Ring of Water Walking: Wearer rises to the surface at 5"/round.

Decanter of Endless Water: Allows MV 6" underwater, Movement Class: D

Girdle of Giant Strength: 2,000 xp, 25,000 gp

Rope of Entanglement: Attacks as 4 HD

Wand of Wonder: See DRMG 147

Crystal Ball: Can try 1/day

Bag of Holding: Objects come out in the order they were put in (Watt-Evans). Has the mass and volume of its appropriate weight bag. A character can get out from the inside... usually. Given the size of the hole (1.3' wide bag), it's at best case very slow.

Appendix D: Level by Combat

Druids

At such time as a druid attains sufficient XP to advance to 12th level or higher, they may temporarily elevate themselves to that level in preparation for attempting to best the current holder of that level. If they fail in the attempt, they return to the beginning of the lower level. Druids are summoned to meet for combat, should other opportunities not present themselves .

Both are provided two days to purify and put their minds on order (reorganize and relearn spells). They must have enough "Cure" spells prepared to, with certainty, heal their opponent 11 points (Example: 11 CLW for 11 points min, 2 CCW at 12 points min), so they can return them from death's door at the end of the combat. They may not memorize any spells that could result in 'certain death' for their opponent (e.g., "Finger of Death"). They must put aside any potions or scrolls, and must use only their own equipment.

They are then put on vigil, where they have 8 hours to prepare, casting any spells they might want in preparation (summoning, protection), with a sand timer providing them a reasonable estimate of time remaining. They may not rest during this period. Spells may not be cast into the proving ground, but will affect the surrounding area. They both then step through a portal to the proving ground, 32" square. Visibility will vary depending on the density of the forest, ranging from 6" to 24". Combat is complete when either character yields. Characters cannot be forced out or leave the proving ground unintentionally; leaving intentionally counts as a default.

Combat can be in the form of hand-to-hand, spell-casting, or animal-form, at the choice of the defender. For spells, the choice of which spells are to be allowed in combat are decided by the defending druid, and can include any of the spells available to druids. In such competitions, a list of spells (usually more than five, but less than ten) are agreed upon by both combatants. The spell lists for each may be identical, or they may be decided by each druid depending upon the personal preference of each. In any event, both lists must be agreed upon by both combatants, and by the attendant of the rite of ascension. See DRMG 119

Monks

Typically meet starting 2" farther apart than the current movement. Magical equipment is allowed or not depending on those in charge. See UA: Appendix R (Vanquishing) and DRMG #2(4) for combat.

Appendix E: Other notes

? Modify bonuses to match BECMI/5e: 3d6 in order is the Basic way, but they countered that by expanding the range of stats which get bonuses to compensate (+1 for a 13 to 15, +2 for 16 or 17, +3 for 18).