

# ATTRIBUTES

Roll 3d6 for each attribute – strength, dexterity, constitution, intelligence, wisdom, charisma.

ATTRIBUTE	MODIFIER
3-4	-2
5-7	-1
8-13	0
14-16	+1
17-18	+2

## STRENGTH

A measure of the character's power. Modifier to:

- melee attack rolls
- melee damage rolls
- feats of strength (e.g. open doors)

## DEXTERITY

Measure's the character's agility and reflexes. Modifier to:

- armor class (AC)
- missile attack rolls

## CONSTITUTION

The character's health, durability, vitality. Modifier to:

- each Hit Die (HD) roll

## INTELLIGENCE

The character's knowledge prior to play. It does not measure the character's memory nor ability to solve problems; It is the player's wits that matter. Modifier to:

- all saving throws vs. spell
- difficulty of saving throws for arcane spells cast by the character

## WISDOM

The character's willpower and strength of spirit. It does not measure the character's common sense and judgement; That is the player's responsibility. Modifier to:

- all saving throws vs. non-spells
- difficulty of saving throws for wisdom spells cast by the character

## CHARISMA

The character's potential for leadership and the respect of the character's authority. It is not personality nor appearance. Modifier to:

- hiring rolls
- loyalty rolls
- parlay rolls

# LEVEL 1

FEATURES	CLERIC	DWARF	FIGHTER	THIEF	WIZARD
Armor	any	any	any	leather	none
Backstab	-	-	-	+4/x2	-
Base to Hit Bonus	+0	+0	+0	+0	+0
Base MV	12	9	12	12	12
Bind wounds (1 turn)	1d6 HP	1d6-4 HP	1d6-2 HP	1d6-4 HP	1d6-4 HP
Cleave	No	No	Yes	No	No
Climbing	1 in 6	1 in 6	1 in 6	5 in 6	1 in 6
Detect secret doors	1 in 6	4 in 6	1 in 6	2 in 6	1 in 6
Hit Points	1d6	1d6+2	1d6+1	1d6	1d6
Listen	1 in 6	2 in 6	1 in 6	3 in 6	1 in 6
Read Unknown Languages	no	no	no	4 in 6	3 in 6
Saving Throw	14	13	15	15	15
Saving Throw Bonus	+2 vs. death/-poison	+2 vs. poison/spells	+2 vs. death/-poison	+2 vs. traps	+2 vs. spells
Shield	any	any	any	none	none
Spells	-	-	-	-	1 1st
Thievery	-	-	-	1 in 6	-
Turn Undead	Yes	No	No	No	No
Weapon Damage, Medium	1d6	1d6	1d6	1d6	2W6
Weapon Damage, Light	2W6	1d6	1d6	1d6	2W6
Weapon Damage, Ranged	2W6	1d6	1d6	1d6	2W6
Weapon Damage, Two-Handed	1d6	2B6	2B6	1d6	1d6
XP to level 2	1500	2250	2000	1250	2500

# STARTING OUT

## DICE NOTATION

- 1d6 - Roll 1 six-sided die
- 2W6 - Roll 2 six-sided die, keep worse result
- 2B6 - Roll 2 six-sided die, keep better result

## WIZARD SPELLS

- **Charm Person** Range: 30 ft, Duration: until dispelled, Save: negates, Affects: 1 living humanoid of human-size or smaller ; Caster is treated as trusted friend.
- **Detect Magic** Range: 60 ft, Duration: 30 minutes; Caster senses location of magic within range
- **Hold Portal** Range: 30 ft, Duration: 1 hour; Magically holds a door or gate for the duration.
- **Light** Range: 60 ft, Duration: 1 hour; Target produces light as a torch (30 ft radius)
- **Magic Missile** Range: 150 ft; A magic dart hits the target for 1d6 points of damage, no save.
- **Sleep** Range: 240 ft, Affects: 2d6+3 HD of creatures, Duration: Referee's discretion; Affected creatures enter an enchanted slumber

## THIEVERY

While all characters can sneak about; a successful thievery check

means even the most careful listener won't hear the thief. Also represents skill in picking locks.

## TURN UNDEAD

Brandish your holy symbol and roll 3d6. Consult the following table. If the roll is successful, those creatures within 60 ft are turned – fleeing or cowering for 3d6 combat rounds.

HD	EXAMPLE	3D6
1	Skeleton	10+
2	Zombie	13+
3	Wight	15+
4	Wraith	17+

## STARTING EQUIPMENT

You get both your class specific gear and an adventuring pack of your choice.

### CLASS SPECIFIC GEAR

- **Cleric** Mace, wooden holy symbol, chain armor, and shield (AC 15)
- **Dwarf** One-handed weapon, crossbow, chain armor, and shield (AC 15) \*\*or\*\* Two-handed weapon, crossbow, chain armor (AC 14)
- **Fighter** One-handed weapon, bow, chain armor, and shield (AC 15) \*\*or\*\* Two-handed weapon, bow, chain armor (AC 14)
- **Thief** One-handed weapon, leather armor (AC 12)
- **Wizard** Spellbook (choose 1 spell, one at random), staff

## ADVENTURE PACKS

Choose one of the following:

- **Pack 1** Backpack (holds 25 lbs treasure), sack (holds 25 lbs treasure), bedroll, flint & steel, 6 torches (burn 1 hour, 30 ft radius light), 50 ft rope, crowbar, 7 days rations, and a water skin
- **Pack 2** Backpack (holds 25 lbs treasure), sack (holds 25 lbs treasure), bedroll, flint & steel, hooded lantern with 2 pints lantern oil (burn 4 hours, 30 ft radius light), hammer, 12 iron spikes, 10 ft pole, 7 days rations, and a water skin
- **Pack 3** Backpack (holds 25 lbs treasure), sack (holds 25 lbs treasure), bedroll, flint & steel, 6 torches (burn 1 hour, 30 ft radius light), a torchbearer (HP 2, AC 10, Move 12, Attack none, Carry torch, Loyalty 7+Charisma modifier), 7 days rations, and a water skin

### OLD SCHOOL

While the current state of the rules does not deal with character advancement, it is something that bears discussion.

For each gold piece of treasure **spent in town**, the character gains 1 XP. Characters also gain XP for defeating monsters. However, the distribution of treasure XP to monster XP is about 4 to 1.

In other words, the vast majority of XP comes from treasure; **plan accordingly**.

Take time to **draw maps**. Some things may only be discovered by reviewing the map.

And don't assume that encounters are balanced. **Play smart**. Know when to drop treasure and run!

If you have time, download [Matt Finch's free PDF "Quick Primer for Old School Gaming"](#)

# ADVENTURING

MOVEMENT	SPEED	RESULTS
Sneaking	MV x 10'per turn	As walking but able to move with stealth.
Walking	MV x 20'per turn	Mapping and careful observation of the surroundings are possible.
Running	MV x 40'per turn	No mapping permitted. Characters always surprised, unable to surprise, and will draw attention to themselves.
Combat	MV / 3 x 10'per round	Dashing around, battling foes, or fleeing.

ENCUMBRANCE	MODIFIER
Chain mail or greater	-3 MV
Each 25 + (Strength modifier x 10) pounds of treasure	-3 MV
Excessive amounts of gear (Referee's discretion)	-3 MV

## NOTES ON ENCUMBRANCE

- Coins, gems, and jewelry each weigh 0.1 pounds.
- Dwarves ignore the first two penalties to movement.
- Thieves ignore the first penalty to movement due to treasure.

## TIME DURING EXPLORATION

A dungeon exploration turn is 10 minutes.

- Each turn of exploration each character may take an action (see below).
- Each 6 turns, all characters must rest (or take -1 to all rolls).
- Each 3 turns, the Referee will roll for random encounters.

## CHARACTER TURN ACTIONS

- Search a 10 ft x 10 ft area
- Bind another character's wounds (only in the turn after a combat)
- Disable a trap
- Move
- Resolve an encounter

## ENCOUNTER

1. Establish Encounter Distance (2d6x10 ft) (if applicable)
2. Check Surprise (2 in 6) (if applicable)
3. Check Reaction (if applicable) [2d6 - 2: hostile, 3-5: unfavorable, 6-8: cautious, 9-11: favorable, 12: friendly]
4. Check for Random Encounter (1 in 6, appears in 1d6 rounds)
5. Check Morale (2d6) [> 9: opposition retreats]
6. Declare Intent (Spell name, missile fire, melee, charge, etc.)
7. Roll Initiative (1d6 for each side in the conflict)
8. Winning side resolves actions (Missile, Magic, Move, Melee), losing side resolves actions
9. If a pending random encounter arrives, go to step 4; Otherwise, go to step 5.

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