

ORIGINAL EDITION DELTA

House Rules Compatible with Original D&D

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RACES

Humans: No special traits; no level limits.

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

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

Halflings: Resist magic +4, fire missiles +2, hide in woods (4/6), small weapons.

CLASSES

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

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

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

ALIGNMENT

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

ABILITIES

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

EQUIPMENT

Starting Money: Starting money (3d6×10) and equipment prices are in silver pieces. Chain mail costs 50, and plate mail costs 200.

CORE MECHANIC

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

ABILITY MODIFIERS

Values: See table to the right for standard modifiers. The sequence continues in each direction (± 1 for every 3 ability score points).

Effects: Strength: melee attacks and damage. Intelligence: secret door and trap detection. Wisdom: mental-attack saves. Dexterity: missile attacks and armor class. Constitution: rolls for hit points. Charisma: reaction rolls.

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

FIGHTER FEATS

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

THIEF SKILLS

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

WIZARD SPELLS

Spells: Wizards start with a spellbook containing all 1st-level spells (up to 10). Adding a new spell from a captured book or scroll requires a roll of $d20 + \text{level} + \text{Int}$ modifier, and scoring 20 or more. This takes one week, or one week per level if creating a brand-new spell (and likely significant expense for spell research). Wizards cannot memorize duplicates of any spell.

MOVE RATES

Scale: For man-to-man action, one round lasts about 10 seconds. One tabletop inch indicates 5 feet.

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

Movement: Characters can carry stone weight of up to $1/3$ their Strength score at 12" move rate; up to $2/3$ at 9"; and up to full Strength at 6".

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

WEAPONS

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

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

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

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

Clubs: Maces, hammers, morning stars, and flails get +2 vs. enemies in plate mail. The flail (two-handed) additionally ignores any target shield.

Bows: Bows can be fired every round; slings and crossbows every other round. Indoors, all missile weapons have an effective range of 6"/12"/24" (30/60/120 feet; assume a 10' ceiling). Hits are at -4 for medium range, -8 for long range.

Thrown: A dagger, hand axe, hammer, or spear may be thrown up to 12" (60 feet) indoors. Use modifiers for range as above (short or medium range only).

Halfings: Small creatures such as halfings require two hands to use medium weapons (e.g., sword, battle axe, morning star). They cannot use large weapons (flail, polearm, lance, pike, halberd, two-handed sword, longbow, heavy crossbow).

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

Die Weapons

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

COMBAT

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

Initiative: Roll d6 initiative for each side (re-roll ties); play goes around the table. A first round allows any spells and missiles (but no movement). Later rounds permit each character to move, and then immediately attack. Figures must stand to fire missiles, cast spells, ready spears, and reload slings and crossbows (but not to throw).

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

Saves: Saving throws are made by d20 + level + modifiers (see table) and scoring 20 or more. Wands give +2 to saves.

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

MISCELLANEOUS RULES

Climbing: Base 2-in-6; add Dex bonus, +1 for spikes, -1 per encumbrance level. On success, climb move rate in feet; failure by over 2 is a fall. Modify by 1 or 2 points for very hard or easy surfaces (handholds, smooth, slippery, etc.)

Combat Modifiers: Attacks against the rear (unseen), or targets encumbered, off-balance, etc. are at +2 to hit (no shield bonus). Attacks that are silent and unseen, vs. stunned, stationary, partly bound, etc., are at +4 to hit. Helpless targets are hit at +6 by missile fire, or automatically hit in melee for max damage.

Critical Hits: On natural 1 or 20, a possible fumble or critical hit occurs; the victim saves vs. stone or consults a special table. Natural 20 also counts as 30 to-hit.

Detection: All characters have a base 2-in-6 chance, plus Int bonus, to find secret doors, find traps, listen at doors, etc.

Exploring: Time in the dungeon can be approximated by actual playing time. Roll monster checks every 10 minutes not in combat; searching a small room completely for secrets (all members roll) takes 30 minutes (3 checks). Nominal searching movement is inches×100 ft per hour; times ten through a mapped area; double for fleeing (jog).

Falling: Damage is 1d6 per 10 feet for a normal fall (earth, wood). Decrease for yielding surfaces (water, snow, mud); increase for hard ones (metal, stone).

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

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

Magic to Hit: Every natural 4 HD permit striking as magic +1 to hit.

Oil, Burning: Lamp oil cannot be burned in the open as a weapon.

Saving Throws: All harmful spells give a save (half damage or no effect).

Shots at Groups: If an attack roll is less than 10 (before AC addition), then the DM may roll d20 to hit one other target in line with the shot (no bonus but AC).

Shots at Long Distance: If ceiling height permits, then longer bowshots can be made, but only against groups (20+); roll target randomly, but range penalty is waived.

Spell Duration: The standard "turn" indicated for spell durations, powers, potions, etc. is 1 minute in length (assume 5 rounds per turn).

Thief Skills: These are hard to accomplish but powerful. Pick pockets gets most desired item (e.g., ring on finger); remove traps failure doesn't trigger trap; move silently from behind gets backstab; still hide in shadows gets auto-surprise, etc.

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

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

APPENDIX A: FIGHTER FEATS

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

APPENDIX B: MULTI-CLASSING

Adding Classes: Elves automatically start with the wizard class, plus one more of their choice. To add new classes, any character needs an ability of 16 or more in the new prime requisite, and must sacrifice their current top class level.

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

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

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

APPENDIX C: HIGH-LEVEL GENERATION

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

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

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

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

Magic Items: Characters should be checked for magic items at 1-in-10 per level (for NPCs, 1-in-20). Fighters and thieves check for (1) sword, (2) armor, (3) potion, (4) miscellany (weapon, ring, or misc.). Wizards check for (1) potion, (2) scroll, (3) wand, (4) miscellany (weapon, ring, or misc.). Items start at +1 (or basic type); check again at $\frac{1}{2}$ (round down) for +2 (medium or 2-dose potion, etc.); and again at $\frac{1}{4}$ for +3. Multi-classed roll for each class, taking best in a category (maximum 5 items total).