

ORIGINAL EDITION DELTA

PLAYER AID CARD

Abilities

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

The sequence continues in each direction:
±1 for every 3 ability score points.

Saves

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

Saves are rolled $d20 + \text{level} + \text{modifiers} \geq 20$.
Wands give +2 to saves.

Weapons

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

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

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

Bows fire every round, crossbows every other.
All have indoor range 6"/12"/24" (30/60/120 feet). Medium range is -4, long -8.

Encumbrance

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

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

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