

# ORIGINAL EDITION DELTA

## PLAYER AID CARD (V. 1.04)

### ABILITIES

Score	Modifier
3-5	-2
6-8	-1
9-12	0
13-15	+1
16-18	+2
19-21	+3
22-24	+4

The sequence continues in each direction (1 point for each 3 ability points).

### SAVES

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

Saves are made by rolling  $d20 + \text{level} + \text{modifiers}$  and scoring 20 or more.

### WEAPONS

Type	Size		
	Light	Medium	Heavy
Sword	Dagger (1d4)	Sword (1d8)	2-H Sword (1d10)
Spear	Spear (1d6)	Polearm (1d8)	Lance/Pike (1d8)*
Axe	Hand Axe (1d6)	Battle Axe (1d8)	Halberd (1d10)
Club	Mace (1d6)	Morning Star (1d8)	Flail (1d8)**

### ENCUMBRANCE

Items	Weight
Light weapon, helmet, bow, arrows, rope, skins, spikes, torches, lantern	1/3
Medium/heavy weapon, leather, shield, staff, pole, rations, 1K coins	1
Chain mail	2
Plate mail	4

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".

### COMBAT

Attacks are made by rolling  $d20 + \text{attack bonus} + \text{AC of target}$  and scoring 20 or more.

**Missile Weapons:** Bows and slings fire every round, crossbows every other. Indoor range is 30/60/120 feet; hits are at -4 for medium range, -8 for long. Damage is 1d6 for arrows/quarrels, 1d4 for slings.