

# Advanced Dungeons & Dragons®

## HOUSE RULES

By Jason Vey

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### SPECIAL REFERENCE WORK

**A compendium of rules alterations, additions, clarifications, and rulings for players and Dungeon Masters of First Edition fantasy games, based on the original AD&D rules by Gary Gygax and Dave Arneson**

This document is never finalized; it will be updated and modified as we encounter situations in play; when this happens all players will receive a copy of the revised version for their records.

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## CHARACTER ABILITIES

**Strength:** Only Fighters, Paladins, Rangers, Cavaliers, and Barbarians may roll percentile dice for exceptional strength. All other classes of character are restricted to a standard score of 18, except in the case of racial bonuses (See "General," below).

**Intelligence:** Characters of an arcane spellcasting class, Magic User or Illusionist, should consult **Wisdom Table II: Adjustments for Clerics**, on page 11 of the **Player's Handbook**, using their Intelligence score rather than Wisdom. This will yield a chance of spell failure for low Intelligence scores, as well as bonus spells per day for high intellect.

**General:** Players are granted 82 points with which to build their character. These points may be spread on a 1:1 basis among ability scores, with two restrictions: only one ability score may be assigned a score of 18, and no ability may be assigned a score of lower than 9 without DM approval.

Racial bonuses to ability scores can increase an ability above 18; in the case of half-orcs this allows a non-fighter to gain exceptional strength, or a fighting class to add +10% to their exceptional strength roll. Only if exceptional strength goes over 18/00 can a character gain Strength 19.

## ABILITY CHECKS AND NONWEAPON PROFICIENCIES

When attempting any action not covered by the rules, we will default to a simple ability check to determine success or failure. The player will roll 2d10, attempting to achieve a result under his ability score. In situations where the degree of success is important, such as checks opposed by other characters, whoever achieves success by a wider margin "wins."

Each slot possessed in a Nonweapon Proficiency reduces the roll result by 1.

On a result of 20 on the 2d10 roll, before any Nonweapon Proficiency reductions are accounted for, the player rolls an additional d10, generating a result from 0 to 9 (rather than

the standard 1-10) and adds this result to the 20. This makes it possible to check abilities over 19.

For fighters checking exceptional strength, if the die roll comes up 18, a percentage check attempting to get under the exceptional score is necessary.

Finally, every character receives a bonus to ability checks in two abilities, called **avored abilities**. The first of these is always the Prime Requisite of his class (if a class has two Prime Requisites, choose one), and a second being an ability of the player's choosing. When making ability checks in these two abilities, the player gains a bonus equal to 1 per four levels of experience, beginning at level 1. Thus, at levels 1, 4, 8, 12, 16, 20, etc., the character gains a +1 (or -1, as it were) bonus to all ability checks made in his favored abilities. This bonus applies to nonweapon proficiency checks as well as general ability checks, but not to combat, AC, or other ability-related statistics.

Under no circumstances will a character ever have more than two favored ability bonuses; for multi-classed characters with two classes, the favored abilities must be the prime requisites of each class. For multi-classed characters with three classes, two of the three (player's choice) will be favored.

## CHARACTER RACES

### RACIAL LEVEL LIMITS

Racial level limits will be ignored; any race can advance to any level in an allowed class. In addition, with a very good back story, any race may progress in any class, though in some extreme cases such as dwarven magic users, restrictions may be imposed. The following expansions are automatically approved:

Dwarves may now progress as cavaliers or paladins, provided they meet the class prerequisites. Dwarven cavaliers and paladins generally use war goats rather than war horses.

Elves may now progress as druids, rangers, cavaliers, and paladins, provided they meet the class prerequisites



*Half-elves* may progress in any class, a gift from their human parentage

*Half-Orcs* may progress as monks

*Halfings*, being possessed of an indomitable spirit which belies their size, may progress in any class.

## HUMANS

Because humans no longer have the advantage of being the only race capable of advancing to any level in any class, all human characters now gain one bonus Proficiency (Weapon or Non-Weapon), and a 5% bonus to all granted experience. The adaptability and drive of humans allows them to advance faster and learn more skills than their longer-lived and consequently less driven allies.

## ELVES

Elves are automatically considered proficient in the use of the long and short sword, and in all bows, regardless of class; however, Elves serving in classes that are not normally allowed the use of these weapons do not gain the +1 racial bonus when using a sword or bow; the allowed proficiency replaces the bonus in such cases.

## HALFLINGS

Halfings gain a +1 to hit with a sling or any thrown weapon, and use short bow ranges when using thrown weapons or slings.

## CHARACTER CLASSES

### GENERAL

All classes begin with maximum hit points at first level.

### ASSASSINS

Assassins are not required to be of an evil alignment; however, they may not be of a good alignment given that their profession involves cold-blooded killing.

**Infiltration:** Assassins gain the ability to infiltrate a society, stronghold, or organization through espionage and interpretation of members therein. At first level, the chance to successfully infiltrate an organization is 50% if the task is easy (spying from a distance or gaining very general information); for difficult or extraordinary missions the percentage chance decreases by 20% cumulative; thus, 30% for a difficult mission requiring some personal contact or to gain maps, documents, plans, etc., and 10% for an extraordinary mission requiring deep cover and full infiltration of the organization, gaining security clearances, etc. At each level after first, this ability increases by 5%, and multiple checks may be required throughout the Assassin's mission to determine continued success. A simple mission to enter a stronghold, gain a map showing disposition of troops, and escape might require three checks, for example, each representing one stage of the mission. Checks will be modified based on the level of NPC's interacted with and the player's ability to role play the situation.

**Thief Skills:** Assassins may, at first level, Hide and Move Silently as a thief, these skills at a flat 15% proficiency (modified by race and Dexterity). At third level, Assassins gain 110 points with which to purchase thief skills, similar to a first level thief, and modified as a thief by race and dexterity bonuses (if any). Thereafter, all skills improve at 5% per level.

**Assassins and Poison Use by PCs:** The use of poison by player characters is not considered automatically an evil act; sleep- and paralysis-inducing poisons being fairly merciful in their application are not evil by rote. Poisons which are slow acting, painful, kill instantly, or cause other debilitating effects may be considered evil (or at least non-lawful) to use, this determined situationally.

## CLERICS AND DRUIDS

Clerics gain an additional weapon, special abilities, and additional spells to their repertoire based upon the deity which they serve, as detailed in the **Greyhawk Adventures** sourcebook. In some cases, detailed within the book, an associated XP cost goes along with these powers, resulting in slower clerical advancement. If a player portraying a cleric chooses to follow a non-Greyhawk-specific deity from **Deities and Demigods**, or a nonhuman deity from **Unearthed Arcana**, these additional abilities and any associated XP cost will be agreed upon by the player and the DM.

Druids, as a special class of cleric, gain the tracking special ability as clerics of Ehlonna, on page 10 of the **Greyhawk Adventures** sourcebook, and gain the "Stalk" spell granted to clerics of Ehonna, but do not gain Ehlonna's favored weapons (except elves, who as listed above are automatically proficient in swords and bows as a factor of their race); likewise they are not subject to the 5% experience penalty suffered by Ehlonna's clerics and advance as standard for druids.

It is worth noting that Elven druids will not employ swords except those manufactured from ironwood, as this violates their druidic oath. If a dire situation arises in which the elven druid must use a sword, he will take it up only until the emergency is passed, and then will instantly relinquish it. To do otherwise would cost him his druidic abilities until the sword is relinquished and his oath restored. Elven druids may, however, freely use swords fashioned from ironwood without fear of violating their oath.





## FIGHTERS

Fighters may, upon reaching a level where their weapon specialization increases (that is, levels 7 and 13), may opt, rather than advancing their current weapon specialization, to add a new specialization in a second (or third) weapon. Any new specialization added begins at first level of proficiency, providing 3/2 attacks, +1 to hit, and +2 to damage. If the fighter then chooses to improve one of his specializations at level 13, it is treated as a level 7 improvement. Double specialization is possible in any or all specialized weapons, with each double specialization costing a single extra weapon proficiency slot.

**Into the Press:** To "beef up" the class a bit so as to maintain some semblance of equality with Cavaliers and Paladins, fighters gain combat specialty when battling "minions." beginning at third level, when fighting creatures with less than half their hit dice, fighters gain an extra attack per melee. At tenth level this increases to two additional attacks per round when fighting creatures of less than half their hit dice, and at level Sixteen, the fighter gains three additional attacks per round when fighting creatures of less than half their hit dice. These extra attacks are in addition to any attacks the fighter would normally have. Thus, a tenth level fighter fighting a group of 5 HD creatures would have three attacks every round, and one additional on

every other round to represent the normal 3/2 attack pattern of a tenth level fighter. These extra attacks are only applicable against creatures of the requisite hit dice.

## RANGERS

Instead of gaining weapon specialization, rangers may choose to specialize in two-weapon combat, thus reducing penalties for fighting with two weapons as detailed in the **Dungeon Master's Guide**, page 70. At first level, all penalties for fighting with two weapons are reduced by 1, resulting in -1 for the primary hand and -3 for the off-hand (offset by dexterity). At seventh level, reduce penalties by one again, and at thirteenth level, rangers do not suffer any penalties at all for fighting with two weapons.

A ranger may also opt to choose two weapon fighting at any time in lieu of advancing weapon specialization; however, if at seventh level the ranger chooses to take two weapon fighting rather than advancing, for example, his long sword specialization, this two weapon fighting is not counted as seventh level, but first; it only reduces penalties for fighting such by 2.

A two weapon fighting specialization can never provide bonuses to hit; it can only combine with dexterity to offset penalties. Attacking with two weapons provides one extra attack per melee round, but the secondary weapon must be a dagger, hand axe, knife, footman's mace, spiked buckler, or any other weapon that is *less than 2' in length*. If the ranger chooses to double-specialize in two-weapon style, he may add weapons up to 2 1/2' in length.

## MAGIC USERS AND ILLUSIONISTS

Magic Users and Illusionists may cast cantrips with impunity; these do not need to be memorized on a daily basis.

Beginning spells in a Magic User or Illusionist spellbook are determined as follows: cantrips are freely chosen, the number of which to be determined as detailed on page 80 of **Unearthed Arcana**. Next, the player consults **Intelligence Table II** on page 10 of the **Player's Handbook** to determine the minimum number of spells known per level. This number of spells is freely chosen by the player to be present in the Magic User or Illusionist spell book. Finally, for all remaining first-level spells, the player rolls the magic-user's % chance to know each listed spell against each first-level spell on the magic-user (or illusionist, as the case may be) spell tables, after the player chooses the minimum number of spells known. Thereafter, the player repeats this process upon every new spell level gained; thus, a magic user reaching third level with 16 Intelligence may choose 7 second-level spells to automatically have present in his spell book, and will roll percentile dice against all remaining spells, with a 65% chance that each will be listed.

## THIEVES

Thieves gain 195 points at first level to distribute amongst their thieving skills *before Dexterity and racial modifiers are added*; no single skill may be awarded more than 80 points. Thereafter, all thief skills increase at a flat rate of 5% per level of experience. Thief Skills may rise to a maximum of 125%; this accounts for penalties imparted to the thief's skill based

on the level and talent of his opponent (it is more difficult, for example, to disarm a trap set by a tenth level thief with a high intelligence than it is to disarm a trap set by a third level thief with the mental capacity of a head of cabbage).

In addition, Thieves also gain the ability to Infiltrate, as per the assassin, but are required to allot points to this ability if they wish to use it (they do not get the base 50% chance that Assassins do).

Thieves may wear up to studded leather armor without suffering penalties to their thieving skills.

**Back Stabbing:** Thieves may perform a back stab maneuver against any living creature with a discernible anatomy within one size of themselves (See "size levels" under **Combat**) that is unaware or in a disadvantageous position. When in melee combat, a thief may make a Dexterity check against his opponent's Intelligence, Wisdom, or Dexterity check (whichever is highest) to put himself in a position to make such an attack. If the thief is "ganging up" on an opponent with one or more of his allies (see "Ganging Up," under **Combat**, below), he may automatically maneuver into Back Stab position. In either case, a thief in melee combat may only back stab once; thereafter the opponent is aware of his tactics and may counter them effectively.

## MULTI-CLASSED CHARACTERS

### NOTES ON DUAL-CLASS AND MULTI-CLASSING

There are two options when a player decides his character should have more than one class, these not restricted by race. The first option is multi-classing. This allows a character to be made up of more than one class when initially created. The second option is dual-classing. Dual-classing allows a character to acquire another class later on in their career.

### MULTI-CLASSING

#### CHOOSING THE CLASSES

1. Any class can combine with any other class, barring alignment restrictions and as long as the selected classes are not of the same prime attribute (i.e. wizard/illusionist, fighter/ranger, etc. are prohibited).
2. Up to three classes can be chosen for humans and two for demi-humans.
3. The classes chosen must correspond to a prime attribute.
4. The Max Hit Points for each class at first level are averaged, rounding up.

#### ADVANCING LEVELS

1. All experience points are divided equally amongst the classes chosen for the character. For example, if a fighter/thief were to receive 250 experience points, 125 is applied to the fighter class and 125 to the thief class. All fractions are dropped.
2. A character progresses in one class as soon as he or she acquires enough experience points to do so.

3. When advancing a level, use the Hit Die type for the class one advanced in to determine the number of hit points gained. DO NOT divide this hit die by the number of classes.

4. The total character level of a multi-class character equals the level of all classes gained. So a 4th/4th level thief/fighter is a 6th level character for purposes of saving throws.

#### RESTRICTIONS

1. Multi-classed characters use the best "to hit" bonus of their classes.
2. Multi-classed characters use the least restrictive weapons list for their classes.
3. Multi-classed characters use the most restrictive armor list of their classes.
4. Multi-classed characters *cannot* combine abilities. For example, a fighter's extra attack indicates that the character can make an extra normal attack -- not that he or she can use that extra attack to deflect missiles as a monk, make a back attack as a thief, or inspire as a knight.
5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

### DUAL-CLASSING

Dual-classing is similar to multi-classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual-classing, the player's character begins with one class, then decides to change careers (so to speak) and add a different class.

#### ACQUIRING CLASSES

1. The character must start with one class.
2. The character must progress at least one level in the starting class before adding an additional class to his character.
3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice (i.e. one can be a wizard/illusionist, assassin/thief, etc.). A character can have a maximum of three classes but before adding a new class, the character must progress at least one level in the previous class.
4. Before adding the class and its abilities, the character must undergo training. This can be done during "down time" between adventures, but requires a minimum of one month to accomplish. Furthermore, the character must be working with another character or non-player character of the class to be added, and that trainer must be of at least 3rd level.

If done during adventuring, before taking the new class, he or she must earn experience points equal to those required for the new class to reach 2nd level. Only after this number of experience points have been earned does the character acquire those class abilities.

5. Once a level has been attained in the new class, the player may only advance in one class at a time.

6. When advancing a level, use the Hit Die type for the class one advanced in to determine the number hit points gained. Using the fighter/thief above, the player rolls a d6 for hit points when adding the new class (thief).

7. The total character level is the sum of all the class levels. So a 4th/ 4th level thief/fighter is an 8th level character.

### RESTRICTIONS

1. Dual-classed characters use the best "to hit" bonus of their classes.

2. Dual-classed characters use the least restrictive weapons list for their classes.

3. Dual-classed characters use the most restrictive armor list of their classes.

4. Dual-classed characters *cannot* combine abilities. For example, a fighter's extra attack indicates that the character can make an extra normal attack — not that he or she can use that extra attack to deflect missiles as a monk, make a back attack as a thief, or inspire as a knight.

## MAGIC AND SPELLS

### SAVING THROWS

Saving throws will have a modifier based upon the difference between the level of the character making the save, and the level of the character casting the spell or creating the condition to be saved against. In some cases this will result in a more difficult save for PC's; in others it will result in an easier save. Regardless, the work will remain on the DM's head, as I will apply bonuses and penalties when saves are made.

### SPELL COMPONENTS

I am of two minds on spell components. It can be irritating beyond belief to have a DM make you double-check to see if you have a pinch of sulfur to cast Fireball. On the other hand, spell components are a very important flavor element that is all too often overlooked in favor of Magic Users as "the kewl powerz class." But wherein lies the middle ground? Certainly spells with expensive and rare components such as 1000 gp worth of diamond dust must be tracked as an important balancing factor in the power they grant. But moldy leather gloves, while inexpensive, give the image of a strange, almost alien person gathering bizarre, smelly, or distasteful items that he carries on various pouches scattered over his person. That's what a wizard is meant to be. Strange, alien, mysterious, bizarre, and yes, a bit creepy.

Right now I'm leaning towards making you track specific components to a degree. Of course components with a stated gold piece value must always be tracked. In addition, unusual items should be tracked. That is to say, there's no need to say your wizard carries a small piece of iron with him. The aforementioned dried leather glove, on the other hand, should be listed on your sheet, and your

character should absolutely be on the lookout for material components for spells. If you come across a small piece of iron in your travels, make sure you grab it; after all, to your wizard that's useful. You should absolutely be gathering scrapes from a dung pile if you have Incendiary Cloud on your spell list.

That being said, substantial items like the "leather glove and small devise consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned from an alloyed metal of copper and zinc" for **Bigby's Clenched Fist** will not necessarily be automatically consumed upon casting of the spell; such items will have a 50% chance of surviving spell casting to be used again. Items such as dust, pinches of spice or seeds, or items with a set gold piece value, on the other hand, will always be consumed when used.

The major point I want to get at here is that magic users should pay attention, track unusual components, and *play the process of gathering components whenever possible*. I'm not going to be a tyrant about it, but it's vital to playing a magic user and I may throw an occasional XP bonus your way for playing it to the hilt.

### SPECIFIC SPELLS

**Detect Magic:** According to the **DMG**, Detect Magic only reveals the strength of a magical aura, and not the type of magic used to create it. This seems to be contradicted in certain other sources, such as adventure modules, which describe the types of magic aura that can be detected. I will allow you to make an Intelligence Check (for Wizards and Illusionists) or Wisdom Check (for Clerics and Druids) to detect the type of magical aura in place. You will gain a bonus to this check equal to the level of mage or cleric that cast the spell. However, magic users will not be able to detect clerical aura types, and the same holds true for clerics and arcane types. If a magic user detects magic upon an item or area imbued with divine magic, he will simply know that the magical aura is weak, moderate, or powerful divine magic (and vice versa with clerics to arcane magic).

**Identify:** This spell does not require a 100 gp pearl as a material component; rather, the material component is a sprinkling of oil and spring water over the items to be identified. Likewise, rather than taking eight hours to identify the properties of one magic item, the spell takes one hour to cast per item to be identified, to a maximum of eight items. It will not identify artifacts and is limited only to more "mundane" magical items.

**Read Magic:** Read magic is now a class ability, not a spell, and is part and parcel of every *spell casting class*. It does not need to be memorized as part of your daily spell allotment. Activating the ability requires one segment, and can be done as part of activating a scroll or spell book.

### REVERSIBLE SPELLS

Spell casters do not need to memorize reversible spells as separate spells; they may choose at any time to cast a spell or its reverse as the situation demands.



## ALIGNMENT

No evil alignments are permitted for Player Characters.

## COMBAT

A few basic modifications and clarifications are in order for combat.

### TIME AND THE COMBAT ROUND

A combat melee round is 1 minute in length, this divided when needed into ten, 6-second segments. Ten rounds is a Turn. Following this, time is simply measured in hours and days as normal. Each attack roll represents a single chance to score a telling hit in a series of jukes, thrusts, slashes, dodges, and ripostes within the space of that 1-minute period.

Certain spells take less than a round to cast (Magic Missile has a casting time of 1 segment, for example). In such cases, the Magic User may cast up to two spells in a round, provided their total casting time does not exceed 10 segments. In no instance may more than two spells be cast in a single round, even if there are still segments left; a magic user must compose himself following the casting of a spell, and this accounts for the limit.

### SURPRISE

Surprise will be rolled on a d10, with the normal chance of surprise occurring on 1-3. Rangers and characters with special abilities who are surprised only on a roll of 1 now are surprised on 1-2. If one or both parties are surprised, the surprising party will have a single "surprise round" in which to freely act before initiative is rolled as normal. If necessary to track, the actual "real-time" length of this "round" is equal to the difference in segments between the two dice rolls. Thus, a party surprises a group of monsters. The party's roll is 6; the monsters roll a 1. The actual length of their "surprise round" is 5 segments, though they act as though they had a full round's worth of time.

### CREATURE SIZES

In first edition, the only creature sizes were small, medium, and large. We will be adding tiny, huge, and colossal to these categories, though this will likely come into play mostly for reference sake, since we will be abstracting most combat. For purposes of back stabbing, Halflings are considered small creatures; all other player character races are medium.

### INITIATIVE

Initiative will be rolled on a 10-sided die, adding any Dexterity bonus and subtracting any weapon speed, with the order of action proceeding from highest to lowest. When necessary, the difference between any two d10 results is equal to the number of segments between actions. Thus, if fighter A rolls a 10 and fighter B rolls a 6, Fighter A goes on segment 1 of the round, 4 segments before Fighter B. For purposes of segment-division, 10 is the highest considered roll. If, for example, Fighter A rolls a 12 after

bonuses and Fighter B gets an 11, then Fighter A goes less than a segment before Fighter B (less than 6 seconds).



### MOVEMENT

Movement in AD&D seems complex and sketchy, mostly because it's scattered between the PHB and three different sections in the DMG. Mostly it considers encumbrance and bases movement off of a flat 9" per round rate. Contrary to popular opinion, the symbol for inches is used to define movement solely as a standard point of reference, as movement outdoors is different than movement indoors (roughly double). Thus, rather than saying that a fireball has an effective area of 20 ft. indoors and 40 ft. outdoors, it simply has an area of 2".

Movement, as earlier stated, is based on a flat scale of 9", assuming average (70#) encumbrance. For up to 35# of encumbrance (or armor up to studded leather), movement is 12". For up to 105#, movement is 6", and for any more than this movement is 3-4" with no running possible. This includes armor, and is modified by strength; thus, a character with a 15 strength (+100#) has a 12" movement up to 135#, 9" movement up to 170#, etc. More information can be found in the PHB, pages 101-102.

Armor grants base movement as follows:

**Banded, Chain, Padded, or Studded Leather:** 9"

**Elfin chain or Leather:** 12"

**Scale, Plate and mail, Field Plate, Full Plate, Splint:** 6"

Magic armor increases movement by one level (from 6-9, from 9-12).

*Strength does not modify movement base for armor; armor restricts movement due to bulk and physical interference, not just from weight.*

I will not be taking encumbrance into account unless it gets to be unreasonable (if you're carting around a knapsack full to bursting with potions and scrolls, two large sacks and three small sacks, all filled with spare weapons, armor, valuable art, gems, and coinage, then we'll talk about encumbrance. Just try and keep it reasonable and it won't be an issue). When movement is a factor, which won't be often given the one minute melee round, we will base it upon armor worn, and the factor that's missing in the rulebook: race. Being different sizes and having different natural levels of grace, each race increases or decreases its movement accordingly, as follows.

- Half-Orcs and Elves:** +1"
- Humans and Half-Elves:** +0"
- Dwarves:** -1"
- Gnomes and Halflings:** -2"

Elves are considered, despite their small stature, to move faster than humans due to their natural balance and grace. When adventuring or traveling, the group is always assumed to be moving at the speed of its slowest member unless otherwise stated.

### WEAPON VS. ARMOR TYPE

These rules seem more complicated than they are. The AC listing on your character sheet refers only to the type of armor worn by the opponent, thus when facing an opponent wearing no armor, even if it is a monster with a natural armor bonus, always use the AC 10 column when determining "To Hit" bonuses.

When the DM informs you what armor your opponent is wearing, consult the chart to determine which column to reference for determining "To Hit" bonuses. For example, normal plate mail imparts an AC of 3. When attacking someone wearing plate mail, reference the AC 3 column on

your character sheet for the weapon you're using, and add or subtract that bonus or penalty to your die roll.

Armor types and their associated AC are listed on page 26 of **Unearthed Arcana**, but for ease of reference I have included **Table I**. Magical bonuses to armor have no effect on the weapon type, only the specific type of armor itself does. Thus even +2 magical Plate Mail would be attacked by referencing the AC 3 column. To save space, no "+ shield" entries are included on this table, but for purposes of weapon type in combat, if an opponent carries a shield, increase effective AC for weapon type by 1. Thus, an opponent wearing leather armor and carrying a shield should be treated as having AC 7 rather than 8. If the opponent wears magical +2 leather and carries a magical +2 shield, his AC is *still* treated as 7 for purposes of weapon type vs. armor.

**TABLE I: ARMOR AND AC TYPES**

Armor Worn	AC
None	10
Shield Only	9
Leather or Padded	8
Studded leather, ring mail	7
Scale mail	6
Chainmail	5
Splint, banded, or bronze plate mail	4
Plate mail	3
Field Plate	2
Full Plate	1

### THACO

THACO was introduced in the first edition **Dungeon Master's Guide** in the **Alphabetical Monster Listing**, mostly for DM usage in simplifying NPCs and monsters. However, the



progression does exist in the combat matrices for character classes; it is simply not implicit and while it does cease to be linear at low levels for negative armor classes, this is not an issue that will affect game play. Thus, to speed up play and cut down on the frequency of chart referencing, I will give all of you your THACO equivalent. As a refresher, when engaging in combat, simply subtract your modified "To Hit" roll from your THACO; this will tell you what AC you have hit. For example, if you have a THACO of 18, and your modified roll to hit an opponent is 16, you have hit AC 2. If you had rolled a 19, on the other hand, you have then hit AC -1.

## CRITICAL HITS

Whenever a character's "To Hit" roll comes up a natural 20, double damage is inflicted. For Thieves performing "Back Stab" maneuvers, on a roll of natural 20, increase the damage multiplier by one; attacks normally dealing double damage now deal triple, etc.

## CRITICAL MISSES

When a character's "To Hit" roll comes up a natural 1, he has fumbled, and something bad may be about to happen. Roll a second 20-sided die, modifying by the bonus granted by any magical weapon. If the modified result of this roll is less than 10, the character has thrown his weapon 1d4x5 feet in a random direction determined by the roll of 1d8. If the modified roll comes up less than 4, the weapon is instead broken. If the result is over 10, the character simply misses.

## GANGING UP

When more than one character attacks a single opponent, all attackers gain a bonus equal to their total number. Thus, if four characters attack a single orc, all four characters gain +4 to their attack rolls. There is a maximum limit of four attackers on a single medium-sized foe at any one time; more than this becomes cumbersome rather than helpful as attackers get in each others' way. For large opponents, the total attackers allowed is 6, and for huge and larger, the total allowed is eight, though "gang up" bonuses still cap at +4.

## PARTING SHOTS

Parting shots, as we know them, are in the first edition **Dungeon Master's Guide**, page 70, "Breaking off from Melee." Whenever a character disengages from an unfinished combat, his opponent may make a single attack at him, treating the fleeing party as being stunned and attacked from the rear. This means the attack gains +4 to hit and thieves may attempt a Back Stab. In our game, characters may opt to negate this free attack by performing a "Fighting withdrawal," but opponents may always negate a fighting withdrawal by choosing to move with the character, continuing combat as they move.

Also, in those situations in which we use miniatures to track movement, any time a character attempts to move past an enemy (within 1") who is not already in melee without stopping to fight, the enemy gets the option to attack just as though making a parting shot.

## WEAPONLESS COMBAT

Rather than using the odd percentile system for weaponless combat included in the **Dungeon Master's Guide**, weaponless combat (brawling) will be scored as any other combat, with all combatants assumed to be proficient in the use of hands and feet. Hands deal 1d4 damage, half of which is always subdual and half real, and feet deal 1d6, half subdual and half real. Monks, of course, deal full real damage with hands and feet, and unlike other characters, can choose to deal all subdual damage if they desire.

