

General Rules:

- 1. Keep a log.
- 2. The DM makes rulings and generally uses the rules from the 1981 Basic/Expert D&D Rules by Moldvay and Cook as presented in Old School Essentials by Gavin Norman.
- 3. Ask the DM if you find a contradiction, but do not demand.
- 4. If you ask "Can I ___?" the DM will take it as if you are trying.
- 5. If you do something cool, the DM may give you a Luck Token - you may have 1 at a time and they don't carry over so use it. (SD)

Luck Tokens:

- 1. You may only have one luck token at a time - so use them.
- 2. A Luck Token may be turned in to reroll a roll you just rolled (you must use the new result).
- 3. A Luck Token may be turned in to force the DM to reroll a roll they just rolled (they must use the new result).
- 4. A luck token may be turned in to regain a lost spell. See spellcasting rules.

Attack Rolls, Saving Throws, and Ability Checks:

- 1. Ability Checks - Percentile and x-in-6 type ability checks remain to be so.
- 2. Attack Rolls - We're using ascending AC - the general method for converting from THAC0 is to subtract THAC0 from 19.
- 3. Saving Throws - Roll a d20 - DC is the saving throw listed on your character sheet.
- 4. Ability Checks - to do a roll under ability check, roll a d20 and roll under your ability score. To convert to DC, the DC is 21 and your ability score is your modifier. State this to the DM and wait for acknowledgement before rolling.

Advantage/Disadvantage:

- 1. Roll 2d20 instead of one and take the better/worse of the two results. The DM may have you use this mechanic instead of a flat bonus. (5e)

Character Creation:

- 1. Ask the DM before you create a character.
- 2. Use one of the following arrays:
 - a. 14 11 11 11 10 10
 - b. 14 14 11 11 10 7
 - c. 16 11 11 10 10 7
- 3. Assign scores where you want them.
- 4. Reroll 1's on the initial hit die.
- 5. Negative Con Modifiers don't affect hit points. (SD)
- 6. Log your hit die separately.
- 7. Characters start with 3d6x10 gold (minimum 105).

Leveling Up:

- 1. Keep a Log.
- 2. Ask the DM before you level up. They may ask you to hold back a level if your character level will be too high to continue the current adventure or the one after that.
- 3. Roll 6 d20 down the line of your ability scores. If your d20 roll beats your ability score, your ability score goes up 1 point.
- 4. Recalculate your Con modifier.
 - a. Negative Con Modifiers don't affect hit points.
- 5. Reroll all your hit dice.
 - a. If your hit dice score is higher than your old hit dice score, use the new score. Otherwise it just improves by 1.
- 6. Add this to your new Con modifier multiplied by your new level.
- 7. This is your new total maximum HP.
- 8. Even if you've lost points in your constitution, your HP always increases by at least 1.

Class Restrictions and Bonuses:

- 1. Only the classes in the Classic Fantasy Rules Tome.
- 2. Clerics cast as if they're 1 level higher than what's on the table through spell level 3. See the table for the corrected scaling.
- 3. Fighters are better at hitting things at level 1 than other classes. See table on next page..
- 4. Fighters have a 19-20 crit range at level 1, 18-20 at level 5, 17-20 at level 9. (DCC)

Ability Score Modifiers:

Ability Score	Modifier
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18+	+3

To Hit Bonuses:

Lvl	Fighter	Demi-human	Cleric / Thief	Magic-User
1	1	0	0	0
2	2	0	0	0
3	3	1	0	0
4	4	2	1	0
5	5	3	2	1
6	5	4	2	2
7	6	5	3	2
8	7	5	4	2
9	7	6	5	3
10	8	7	5	4
11	8	7	5	5
12	9	8	6	5
13	9	-	7	5
14	10	-	7	5

Cleric Spell Table:

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	1	-
7	3	3	2	1	1
8	3	3	3	2	1
9	4	4	3	2	2
10	4	4	4	3	2
11	5	5	4	3	3
12	5	5	5	4	3
13	6	5	5	4	4
14	6	5	5	5	4

Characters are unlikely to ever go past Level 5.

CC: Carcass Crawler
SD: Shadowdark
DCC: Dungeon Crawl Classics
5e: 5th edition D&D

Spellcasting:

1. After you run out of spell slots for a day, when you want to cast a spell (you must have previously cast that spell that day), roll a D20 and add your spellcasting modifier. If you meet or beat 10 + the spell's level, it succeeds. If not, the spell fails and you can't cast that spell again until the next day or you spend a luck token to attempt again. If you get a critical failure, the DM will have you roll on the mishap table from Shadowdark and take the mishap or pay penance if you are a Cleric. (SD adapted)

Combat:

1. No attacks of opportunity unless the DM says there's an attack of opportunity - usually this is if you try to walk by an enemy that is not engaged. Attacks of opportunity halt movement. In short, you can't use the lack of attacks of opportunity to go past the fighters and melee the casters.
2. Strength modifiers apply to damage rolls, but if you hit, minimum damage is 1 (unless there is some other immunity).
3. Helmets shall be dented - Your character has a helmet. During the first session you spend 10G on a helmet. If an enemy gets a critical hit on you, the crit becomes a normal hit and you only take normal damage. Your helmet is destroyed. You must immediately spend 10G to replace it, but you may get that gold back if you find another helmet in the dungeon. You do not get this benefit back until you go back to town or find a replacement helmet. This benefit is no longer available once you reach level 4.
4. A crit is max attack damage +1. If your normal damage would be 1d8, you would just do 9 damage.
5. A crit fumble has a 10% chance of hitting each ally in danger of being hit, including yourself. You are always in danger. The DM also has a fumble table.

Death:

1. Immediately roll 1d4 + Con modifier (not counting negative modifiers). In that many combat rounds, you die - unless someone stabilizes you to 0hp (Wis check). You roll a natural 20 and return to 1hp. If you are not dead at the end of combat, you are stabilized unless the DM rolls 1-in-6 - at which time rounds resume.
2. If your character dies, you may start a new character with half the XP of your previous character.

Your character is smarter than you are:

1. Of course your character remembered to buy that mundane item while in town. If you forgot to buy up to one of any mundane item then your character didn't forget for double the normal price while in the field/dungeon - as long as the DM allows it.
2. Allowing this is up to the GM's discretion at the time you want to use it. If you didn't buy torches, the GM may not allow it. The GM probably won't deny you a 10 foot pole or a grappling hook,, but for other things you may have to explain why your character wouldn't have forgotten it.

Encumbrance:

1. You get gear slots equal to your strength (minimum 10).
2. Fighters can add their constitution modifier to that number.
3. Some things take more than 1 gear slot. Ask the DM. Big weapons take 2, and leather armor is 1, but chain is 2, and plate is 3.
4. You can carry up to 100 coin size items (coins, rings, gems) for free in your backpack. After that you have to use slots in groupings up to 100 items.
5. You can overcarry, but then you move at half speed.
6. You need a backpack to carry more than you can carry in your hands, but the backpack doesn't take up a slot.
7. A bag of holding adds 10 slots to your backpack.
8. Buy a backpack.

Fighters roll for one of the following combat talents at 1st, 5th, and 10th levels (CC):

1. Cleave: When in melee with multiple foes, if the fighter strikes a killing blow, they may immediately make another attack against a second foe. The second attack roll is penalized at -2.
2. Defender: When the fighter is in melee with a foe, any attacks the foe makes at characters other than the fighter are penalized at -2.
3. Leader: Mercenaries or retainers under the fighter's command and within 60' gain a +1 bonus to morale/loyalty. All the fighter's allies within 60' gain a +1 bonus to saves against fear effects.
4. Main gauche: When fighting with a dagger in the off hand (in place of a shield), the fighter may choose each combat round to gain a +1 bonus to AC or to attack rolls.
5. Slayer: The fighter gains a +1 bonus to attack and damage rolls when in combat with foes of a specific type. The type of enemy must be chosen when this talent is selected. (Examples: undead, clerics, dragons, giants, etc.)
6. Weapon specialist: The fighter is an expert with a specific type of weapon chosen by the player (e.g. maces, two-handed swords, longbows, etc.). They gain a +1 bonus to attack and damage rolls using this type of weapon.

There is a bank in town:

1. You can store coin there in increments of 100 gold and bequeath it to your next character.
2. The local government keeps 50% when your next character gets it.

You can sell magic items:

1. If at the end of a session an unused Magic item is in the party's possession, it's sold to the local magic emporium for it's AD&D 1e value, but is only worth the experience the party would have gotten for the gold.
2. It may be later available in a shop.