

Welcome to a Role Playing Game. The aim of the game is to make a character and do cool things with other characters. You are free to decide what those things will be...

Making a Character: To make a character; roll attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma), pick a class, pick an alignment, pick stuff (Equipment, Armor and Weapons), pick languages then feel free to describe your Character in as much detail as you like.

Attributes: For each attribute roll 4d6, ignore the lowest rolled dice and add the rest. That number is your attribute value.

Each of your character's attributes gets negative/bonuses to certain things depending on its value:

Strength: Negative/bonus to melee hit, melee damage and forcing doors.

Dexterity: Negative/bonus to Armor Class, ranged attack, ranged damage and thieves skills.

Constitution: Negative/bonus to Hit Points per level.

Intelligence: Negative/bonus number of memorized Magic User (**not Elf**) spells a day (as per spell progression table), bonus to additional learnt languages, at 3 = unable to read and write + broken speech, at 5 or below = unable to read or write, at 8 or below = unable to speak Common.

Wisdom: Negative/bonus to d6 spot trap detection (all classes), negative/bonus to ALL saving throws.

Charisma: Negative/bonus number of memorized Clerics spells a day (as per spell progression table), negative/bonus for Retainers, **See Labyrinth Lord rulebook for details.**

Negative/bonus values are as follows;

3 = -3

4 - 5 = -2

6 - 8 = -1

9 - 12 = 0

13 - 15 = +1

16 - 17 = +2

18 = +3

Character Classes: Pick one, contact me if you want to play something else.

Please note at Level 9 MOST classes gets a Stronghold/Den/Laboratory etc.

Clerics: Holy fighting men.



Hit Points at Level 1 = 6. At each new level roll a d6, add these new Hit Points to current HP maximum (+/- Constitution bonus). This stops at level 10.

Must pick a God and worship it for magic powers. Can wear any armor, Can ONLY use BLUNT weapons.

Can TURN something that their God hates (Rats, Orcs, Plants, People, Ants, etc.), that thing will run away from the cleric.

XP: Level 2 = 1500, each level after that = twice the value of previous level (3000, 6000, 12000, etc).

Dwarfs: 4 foot tall, stout and bearded. Hate Elves. Like digging and treasure.

Requirements: CON = 9. **Maximum level = 12**



Hit Points at Level 1 = 8. At each new level roll a d8, add these new Hit Points to current HP maximum (+/- Constitution bonus). This stops at Level 10.

Can see in the dark up to 60 feet. Can detect traps, false walls, hidden construction or sloped passages on a 1-2 on a d6. Have good resistance against magic.

Can use any weapon and armor EXCEPT two handed weapons and long bows.

XP: Level 2 = 2200, each level after that = twice the value of previous level (4400, 8800, 17600, etc).

Elves: Pointy ears, fey.

Requirements: INT = 9. **Maximum Level** = 10



Hit Points at Level 1 = 6. At each new level roll a d6, add these new Hit Points to current HP maximum (+/-Constitution bonus). This stops at Level 10.

Can wield any weapons and wear any armor. Can cast spells (as magic user of the same level) **No** bonus from Intelligence.

Can see in the dark up to 60 feet. Can detect secret doors on a 1-2 on a d6.

Immune to Paralysis.

XP: Level 2 = 4000, each level after that = twice the value of previous level (8000, 6000, 12000, etc).

Fighters: Humans that are good at fighting.



Hit Points at Level 1 = 8. At each new level roll a d8, add these new Hit Points to current HP maximum (+/-Constitution bonus). This stops at Level 10.

Get an additional attack per round at level 14, and then another attack per round per 5 levels then on.

Can use any weapon or armor.

XP: Level 2 = 2000, each level after that = twice the value of previous level (4000, 8000, 16000, etc).

Halflings: 3 foot tall, furry feet. Like eating and drinking.

Requirements: DEX = 9, CON = 9. **Maximum Level = 8**



Hit Points at Level 1 = 6. At each new level roll a d6, add these new Hit Points to current HP maximum (+/-Constitution bonus). This stops at Level 10.

Cannot use any **Large** or **Two Handed** weapons.

When outside have a 90% chance to **hide** (if there is bushes/trees/rocks etc around). Can also **hide** in shadows when underground on a 1-2 on a d6.

Get +1 To Hit and Damage when using ranged weapons.

Also get a +2 to AC whenever something larger than a Human attacks them.

XP: Level 2 = 2000, each level after that = twice the value of previous level (4000, 8000, 16000, etc).

Magic Users: Wizards, warlocks, and witches.



Hit Points at Level 1 = 4. At each new level roll a d4, add these new Hit Points to current HP maximum (+/-Constitution bonus). This stops at Level 10.

Get a bonus to their spells memorized per level depending on Intelligence value.

Cannot wear any armor or shields and can only wield small weapons.

Must have a spell book to cast spells. Randomly determine initial known spells, additional spells cost the Magic User 500gp per Spell level.

XP: Level 2 = 2500, each level after that = twice the value of previous level (5000, 10000,

20000, etc).

Thieves: Shady bastards.



Hit Points at Level 1 = 4. At each new level roll a d4, add these new Hit Points to current HP maximum (+/-Constitution bonus). This stops at Level 10.

Thieves have access to a Thieves Guild. They can get dodgy information there.

Cannot wear armor heavier than leather and cannot use shields but can use **ANY** weapons.

Thieves can **Backstab**: Sneaking up on an opponent (as in they are not aware of the thief) and stabbing them in the back gives an attack bonus of +4 and multiplies the damage by 2.

Thieves can do the following; Pick Locks, Find and Remove Traps, Pick Pockets, Move Silently, Climb Walls, Hide in Shadows and Hear Noise.

To do any of these the Thief must roll a d20. If the result of the roll + the Level of the Thief + Dexterity bonus of the Thief is **Equal to or Greater than 20** the action is a success!

At level 4 Thieves can read any languages with 80% probability.

At level 10 Thieves can read and cast magical scrolls with 90% accuracy.

XP: Level 2 = 1250, each level after that = twice the value of previous level (2500, 5000, 1000, etc).



Alignment: This is your character's philosophical world view. Pick one of the following; Lawful, Neutral, Chaotic **or** make your own up. Characters get bonus XP for acting according to their alignment.

Equipment:

Characters can hold as many items as they have Strength (ie; If they have Strength of 10, they can carry 10 items.) Items that could realistically "stack" together count as 1 item. **Armor** and **wielded** weapons do **NOT** count towards this total.

Characters start the game with as many things as they can carry (each thing must cost 40gp or less). Characters do not get to keep gold left over from this process, Armor and Weapons count towards this total.

Please see the Labyrinth Lord Rule Book for an Equipment List.

If a Character would like to transport more stuff than they can carry, they may employ pack animals.

Pack Animals MUST be fed every day. Feed costs 1 gp a day. Pack Animals will die after 2 days without feed.

When they are purchased, Pack Animals roll a Dice to see how many things they can carry (as below:)

Donkey = d6 items

Mule = d10 items

Pony = d6+2 items

Horse, draft = d12 +2 items

Horse, riding = d12 + 4 items

Horse, war = d12 + 6 items

Cart = 20 items (must be pulled by a donkey or better).

Wagon = 30 items (must be pulled by a horse or better).

Armor: AC = Armor Class= The number a thing attacking you must roll on or above to hit you, **REMEMBER** you get a bonus to this from Dexterity. See the Labyrinth Lord Rulebook for Cost (ignore the AC values listed there).

Armor AC Value: (AC value in the Labyrinth Lord rule book is in the Descending AC system)

Studded Leather: 13AC

Scale Mail: 14AC

Chain Mail: 15AC

Banded Mail: 16AC

Plate Mail: 17AC

Leather: 12AC

No Armor: 11AC

Shield: +1AC

Weapons: Please consult the Labyrinth Lord Rulebook for weapon costs and damage values.

Languages: Each character starts the game with 2 languages: Common and the language of their Race + any additional languages from Intelligence bonuses. If their Intelligence is below 8 they only speak the language of their Race.

Gameplay Rules:

Combat:

Each opposing group rolls a d6, which ever group rolls highest goes first.

In a combat round a player can; Move a bit **AND** Attack with a weapon, cast a spell or do something not overly complicated.

To Attack: Roll a d20, add the result to your Strength/ Dexterity **and** your To Hit Bonus (derived from class and level, **See table @ bottom of document!**). If the result is greater than or equal to the Armor Class of your target, you have hit! Roll for damage.

Making Attribute Checks: Your character will often have to make an Attribute Checks to do things. To be successful your character must roll less than or equal to the value of the relevant attribute on a d20.

Getting Tired: Characters must rest or they will get fatigued and receive negative penalties to anything they attempt. Magic Users, Elves and Clerics must also rest to gain back their spells. All characters resting for 8 hours regain d4 Hit Points. Hostile creatures may attack as the party rests.

Getting Hungry and Thirsty: Characters must eat and drink something every day. Or they will die.

Getting Stronger: Characters gain Experience Points by; defeating enemies in combat, acquiring treasure and gold through exploration (not commerce) and doing cool things that the GM finds entertaining.

Casting Spells: To cast a spell a character must be able to move their hands and speak. Remember that some spells have Savings Throws.

Breaking Doors: Characters may attempt to smash down breakable doors. They

must roll a 1-2 on a d6 (remember they get a bonus to the result from their Strength). This is **noisy** and **time consuming**.

Spotting Traps: Characters may attempt to spot traps. To do so they must roll a 1 on a d6. (Remember they get a bonus to the result from their Wisdom). This takes **time**.

Hiring Retainers: Characters may hire help in the form of retainers. Characters will have to seek retainers out and offer them Jobs. If they accept the job Retainers cost Gold and XP from the Character who hired them (which goes towards them getting stronger). Retainers are independent beings and will act as such.

Saving Throws: Refer to the Labyrinth Lord Rulebook for Saving Throw Values (roll above said values to not be grievously injured). Your Wisdom bonus is added to whatever you roll when making a Saving Throw.

Darkness: Torches last an hour, a lantern with a flask of oil lasts a day. Trying to do things in the dark is not good.

Criticals and Fumbles: On an attack roll a 20 is a Critical, roll another attack roll and if that hits, you deal double damage. Otherwise you deal the full damage of your weapon. You may also request that something **Special** happens, rather than Double or Full damage (poke out an eye, cut off a limb, etc) If you roll a 1 on an attack roll that is a fumble and something bad happen. Criticals and fumbles are possible on Attribute Checks also.

Dying: If a character is damaged as to be on 0 or less Hit Points they are dying. Each round they must make a Save Vs. Death to see if their injuries cause them further damage. If they fail this Save they take d6 extra points of damage. Each subsequent round the dying character is left without medical aid they continue to attempt Save Vs. Death at a cumulative penalty of 2 (ie, a penalty of 2, then 4, then 6, etc). Additionally the damage caused by a failed Save increases by 1 die type each round (ie, d6,d8,d10, etc). A character going below a negative value of their Hit Points dies. Being stabilized by another character requires the dying character to make an additional Save Vs Death (the cumulative penalty is ignored). If failed they take the appropriate die worth of damage and must attempt to the Save Vs. Death each round until they are successful and are then unconscious but stabilized. Characters successfully passing 3 Save Vs. Death rolls (including cumulative penalties) stabilize themselves through sheer force of will to live.

To Hit Bonus Table for Class/Level: Whenever you roll an attack add the To Hit Bonus (plus your Strength/Dexterity bonus) to the result.

Cleric, Thief Level:	Dwarf, Elf, Fighter, Halfling level:	Magic-user Level:	To Hit Bonus:
1-3	1-2	1-3	1
4-5	3	4-7	2
6-8	4	8-10	3
9-10	5	11-12	4
11	6	13	5
12	7-8	14-15	6
13-14	9	16-18	7
15-16	10-11	19-20	8
17-187	12	21-23	9
10-20	13	24+	10
21+	14		11
	15		12
	16		13
	17		14
	18		15
	19+		16

