

HOUSE RULES FOR OLD SCHOOL BASIC FANTASY ROLE PLAYING

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Characters:

- Char gen: roll 4d6; drop lowest. Generate 7 numbers; drop lowest. Place anywhere.
- No chaotic PCs
- All MU are assumed to have READ MAGIC in spell book
- Clerics get one attempt to turn a particular group of undead
- Clerics get spells at level 1 (LL rules)
- PC religion is abstract and basically lawful; clerics get no weapon bonus
- All new characters buy armor and weapons pre-game. Other items not included
- All new 1st level characters begin with max HP + CON bonus
- Characters cannot level "in situ," they must train after the adventure
- Training costs: 100 x LEVEL GP
- Training happens at a guild, usually in a town or city
- When leveling, any HP roll may be re-rolled. The second roll must be kept.

Combat:

- For PCs ONLY: 0 HP is unconscious. HP < 0 == dead.
- Unconscious players need to be cured via magic in CONxTurns
- Arrows and bolts are lost in combat. Stones may be recovered

Encumbrance:

- Use LL carrying capacity rules, weight in pounds
- Armor weighs half as much worn
- 50 Coins weigh 1 pound