

ADVANCED DUNGEONS & DRAGONS, 2nd Edition

House Rules version 3.13 (2018-07-03)

Ability Scores

Use Method V. Players may reroll all scores, but must use those.

Races

Racial ability requirements are not used. Dwarves are Small. All campaign characters use Table 10 (*PHB*). All races use the following starting age table (but can start older):

Bard or ranger:	20 + 1d4
Cleric, druid, or thief:	18 + 1d4
Fighter:	15 + 1d4
Mage:	24 + 2d8
Paladin:	17 + 1d4
Specialist wizard:	30 + 1d6

Classes

PCs begin with max HP, plus Con modifiers. Multi-classed PCs are limited to 2 classes, cannot mix spellcasting classes (cleric/mage, druid/ranger, etc.), & use the max starting age. Thieves may use these skill values instead of assigning points:

Thief's Skill	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5
Pick Pockets	25%	30%	35%	40%	45%
Open Locks	20%	24%	28%	31%	34%
Find/Remove Traps	20%	25%	30%	35%	40%
Move Silently	15%	21%	27%	33%	39%
Hide in Shadows	10%	15%	20%	25%	30%
Detect Noise	15%	15%	20%	20%	25%
Climb Walls	75%	76%	77%	78%	79%
Read Languages	--	5%	5%	10%	10%

Alignment

Alignment is not used for PCs or NPCs.

Proficiencies

Characters using weapons untrained apply the penalty from Table 34. The Reading/Writing proficiency is part of the Rogue group.

Money & Equipment

Iron & standard rations weigh 5 lbs/day; dry rations weigh 2 lbs/day. Nonmetal P/S weapons break on a natural attack roll of 1. Living expenses may be tracked daily, as below.

Lifestyle	Day	Month
Squalid	1 sp	3 gp
Poor	2 sp	5 gp
Middle-class	2 gp	50 gp
Wealthy	6 gp	200+ gp

Healing jelly (50 gp, 1 lb): When eaten or rubbed on wounds, recipient's natural healing rate is doubled for day. One jar has enough for one Small/Medium creature or two Tiny creatures.

Sap (5 sp, 0.5 lbs, Small, 1d2/1d2 B): With successful called shot to a naked head, causes instant KO (as a punch). Thieves are proficient.

Wagon (5 gp, 70 lbs): Halves puller's MR. Can hold up to 200 lbs.

Magic

All wizards begin with *detect magic* & *read magic* in their spellbooks; specialists also have one spell of their choice from their school. The

player may add up to 4 more spells at 1st level, rolling to learn them. The same or reversed spell may not be prepared twice in one day.

Experience

Experience is awarded for damage (10 XP for every point dealt in battle, 20 XP for every point taken, & the total damage taken on each side multiplied by 20 & divided among that side's participants) and for money & treasure obtained (1 gp = 1 XP).

Combat

Combat rounds are 10 seconds long. ROF for all weapons is capped at 1/1, excluding high-level warriors & specialized fighters.

Vision & Light

Infravision works as night vision; the eyes are considered the "source". Some creatures have ultravision.

Spells

Alignment spells only function with supernatural creatures (djinni, etc.). Spells from an opposing school/sphere may only be cast if they are also part of a permitted school or sphere. *Infravision* may be reversed, becoming *ultravision*.

Optional & Tournament Rules Used

Maximum Number of Spells Per Level

Exceeding Level Limits

Weapon Specialization

Nonweapon Proficiencies

Basic Encumbrance

Parrying

Hovering on Death's Door

Other Rules Sources

Baker & Williams, *Player's Option: Combat & Tactics* (saps)

Gygax, *Dungeon Masters Guide* (class-based starting ages)

Gygax, *Players Handbook* (thief skill progression)

Holmes, *Basic Set* (10-second combat round)

Smolensk, "Experience Solved" (damage-based XP)

Change Log

v. 3.00 (2018-04-16): Initial iteration of version 3.

v. 3.01 (2018-04-17): Reduced font, tightened wording.

v. 3.02 (2018-04-23): Tightened wording & formatting.

v. 3.03 (2018-05-07): Added default thief skills, starting spells, & Luck Points; temporarily removed/relocated helmet rules.

v. 3.04 (2018-05-12): Added maximum hit points at level 1.

v. 3.05 (2018-05-16): Removed missile ROF cap; clarified permitted spell schools & spheres.

v. 3.06 (2018-05-21): Replaced Methods I & III with Method V; added ability score reroll, literacy, & untrained attack penalty.

v. 3.10 (2018-06-14): Based on player input, replaced literacy with NWP. Temporarily removed Luck Points.

v. 3.11 (2018-06-19): Tightened wording; added saps & ration weight.

v. 3.12 (2018-06-27): Added daily living expenses & ROF cap.

v. 3.13 (2018-07-03): Added healing jelly & nonmetal weapons.

Optional & Tournament Rules Used

Chapter 1: Ability Scores

- ☐ Maximum Number of Spells Per Level

Chapter 2: Races

- ☐ *Slow Advancement*
- ☐ *Exceeding Level Limits*

Chapter 5: Proficiencies

- ☐ Weapon Proficiencies (Tournament)
- ☐ Weapon Specialization
- ☐ Secondary Skills
- ☐ Nonweapon Proficiencies

Chapter 6: Money & Equipment

- ☐ Encumbrance
 - ☐ Basic Encumbrance (Tournament)
 - ☐ Specific Encumbrance
 - ☐ Encumbrance & Mounts (Tournament)
- ☐ *Horse Traits*
- ☐ *Armor Made of Unusual Metals*

Chapter 7: Magic

- ☐ Spell Components
- ☐ *Determining Spell Components*
- ☐ *Researching Extra Wizard Spells*

Chapter 8: Experience

- ☐ *Individual Experience Awards*
- ☐ *Training*

Chapter 9: Combat

- ☐ Weapon Type Vs. Armor Modifiers
- ☐ Group Initiative
- ☐ Individual Initiative
- ☐ Weapon Speed & Initiative
- ☐ *Pole Arms & Weapon Frontage*
- ☐ *Shields & Weapon Frontage*
- ☐ *Critical Hits*
- ☐ Parrying
- ☐ *Specific Injuries*
- ☐ *Hovering on Death's Door*
- ☐ *Aerial Combat (Tournament)*
- ☐ *Aerial Combat (Optional)*

Chapter 10: Treasure & Magical Items

- ☐ *Artifacts & Relics*

Chapter 13: Vision & Light

- ☐ Magical Weapons & Light
- ☐ *Infravision*

Chapter 14: Time & Movement

- ☐ Jogging & Running
- ☐ *Terrain Effects on Movement*

Appendix 3: Magical Item Descriptions

- ☐ *Command Words*

An open- or closed-faced helm gives a -1 penalty on surprise checks, while a great helm gives a -2 penalty. Helms are included with purchased armor; not wearing it gives a +1 AC penalty.

Type	Armor	Cost	Weight
Leather helm	Padded to ring mail	1 gp	2 lbs
Cap	Brigandine to scale mail	4 gp	3 lbs
Mail coif	Chain mail	10 gp	5 lbs
Open face	Banded mail to splint mail	12 gp	7 lbs
Basinet/closed	Plate mail or field plate	20 gp	10 lbs
Great helm	Full plate	80 gp	20 lbs

Comeliness	Appearance
0 or lower	Hideous
1-6	Very unattractive
7-9	Unattractive
10-13	Average
14-17	Attractive
18-21	Very attractive
22-25	Gorgeous

1st-level player characters have two Luck Points per session: one to change an opponent's successful attack to a miss, and one to change a failed saving throw to a success. 2nd-level PCs have only one Luck Point per session; 3rd-level PCs have none. If one or both Luck Points were unused, they can be "cashed in" for 100 XP total at the end of the session. No other re-rolls are allowed.

Suggested Rules

Ability Scores: Comeliness

Classes: Monk

Equipment: Helms and helmets

Magic: Level-based casting time

DISEASE:

Sickness and disease have killed far more people than war, and heretofore this fact has been glossed over. Knowing no allegiance or alignment, disease can strike down the highest level characters, as well as non-player characters. When adventuring in the outdoors, players run across all manner of disease breeding grounds, and should run the risks and suffer the consequences. It should be mentioned that times of overcrowding, such as sieges, foster disease to an alarming rate. Rather than turn this into a medical supplement, we will only offer guidelines and a few diseases, as they are meant to add realism and unpredictability to the campaigns. Please note that the inclusion of disease is optional, and primarily concerns the Gamemaster, as it is incumbent upon him to determine if the disease exists. The Disease Chart is only applicable if the disease is determined to exist (exceptions: Advanced Leprosy. Spotted Fever, Crud, Grippe). Herewith are a few nasty illnesses.

Grippe: Simply a blanket term to cover such minor annoyances as colds, flu, belly aches, etc. Optionally, it can be used as the Chaotic reverse of a Cure Light Wound or Bless spell.

Bubonic Plague: Known to history as Black Plague or Black Death, one of the most formidable of diseases. There is a 10% chance that if the victim doesn't succumb, he will be permanently incapacitated. Any person that contracts this disease will infect 90% of the people he comes in contact with. There is a 5% chance that the victim that contracts it will do so only as a carrier, not having it himself. Once survived, the player will have immunity.

Dysentery: Caused by bad water and food exposed to filthy conditions. Once survived, it will never be fatal again, though the player may contract it any number of times.

Cholera: Transmitted by flies or through food and water infected by other victims. 60% of all those exposed will contract it. Hogs may also carry the disease. Cholera is an extremely virulent disease, so the following special conditions must be followed: In any group containing an infected member, 4% will catch it each day, assuming the most stringent precautions are taken (such as they are). If precautions are not taken, the rate is 4/8/12/24/48/all each day. This ratio of spread and fatality is further increased 1% for: inadequate food; presence of swamp; confinement (ship, cell, siege); general inactivity (garrison duty, isolation); existing infection of local population (they already have it); inadequate water. Thus, if all of the above factors did exist, the rate of spread would be 10%/day, with a death rate of 25-35%. Note: The spread of the disease (and all diseases) is based on the REMAINING population, thus, some will NEVER contact it.

Malaria: Found in tropical, subtropical and temperate (during summer only in temperate) swamps. There is an extremely rare bark much relished by Blink Dogs and Displacer Beasts (one of the few things they have in common) that is 90% effective in treating it. There is a 20% chance that anyone that survives it will have recurring spells lasting from 1-10 days, at 25-65% intensity/strength.

Smallpox: The death rate runs 1-30 per 100 population infected. It is extremely infectious (70-90% of those contacted will catch it), and takes from six months to a year to recover fully from. The scars may leave skin discoloration (80%), or severe pockmarks (20%). Discoloration will cause the PERMANENT loss of 1-3 points from the charisma score; pocks 2-7 points.

Tuberculosis: Complete rest and inactivity are the only means of combating this dread disease (other than CURE DISEASE). There is a 10% chance of catching the disease from someone already infected. The only place outside of a dungeon or similar, underground, dank and damp locale, is a crowded city, where the chance remains the same (2%). Death rates vary from 80% without rest to 40% with rest. If survived, there is a 45% chance that the character will lose 1-3 points from his constitution PERMANENTLY.

Typhus: Spread by parasites that thrive during wars, when there is excessive crowding, uncleanness and food shortages, it is particularly virulent during sieges (+15% chance to char's 4%). Twenty-five out of every 100 infected will die. There is a 10% chance for anyone that survives it that they will have a relapse in 3-4 years, and every 5 years thereafter, each relapse as bad as the first. There is no immunity.

Typhoid Fever: Common among soldiers and in populous regions where food or water contaminated by waste are likely to be consumed. Those infected will pass it to 40% of those contacted. There is a 10% chance of only being a carrier. Without treatment (crude as it is) the death rate is 10%. With complications, the death rate is 40%. and 10% with treatment. There is only a 2% chance of death with treatment.

Yellow Fever: Carried by mosquitoes (jungle and swamp areas), there is a 20% chance of spreading it to others contacted. If survived, there is a 10% chance that the victim will lapse into a coma (from which there is a 50% chance they will not return). Once survived, immunity is formed.

Advanced Leprosy: The social disease afflicting all mummies, this is what causes wounds to take longer to heal. It is automatically

contracted on contact with a mummy. If not cured within three days, there is a 95% chance of fatality, with a 2% decrease each successive day. Any character that succumbs to this dread disease may NOT be raised from the dead; they are permanently dead.

Crud: This is analogous to heat rash, athlete's foot, jungle rot and ringworm. It is fostered by hot weather, sweating, irritation (grit, sand, dust, etc.) and generally unpleasant conditions. It is not communicable, nor can a player develop immunity, though he may take precautions (bathing frequently, washing his clothes more often, or using talcum powder).

Spotted Fever: This is the disease transmitted by giant ticks. There is an 80% chance that any given tick will carry it. In addition to the fatality rate, there is a 5% chance of insanity. Once survived, a player develops immunity.