

HOBBITS IN THE UNKNOWN

Another minimal way to play D&D

Concept

J.R.R. Tolkien claimed he didn't invented the word Hobbit. So, OD&D players have the moral right to claim it as part of the common heritage of fantasy folklore. *Should any player wish to be one...*

Build a Hobbit

Hobbits never choose to become adventurers. But sometimes, for unexpected reasons, they found themselves in adventure-like situations and can't escape it.

1° Choose an armor. This gives your PC an armor class (AC) and a movement rate (MV).

Armor	AC	MV
Standard Hobbit clothes	9	12
Good old leather jacket	7	9
Shiny sheriff parade armor	5	6
Uncle Rollo's chainmail in the attic	3	3
Left handed objet*	-1	-1

*Anything like a cap, a hat, a pan, a rolling-pin...

2° Roll for hit points, 1d6 per level (HD). So, 1d6 for a Hobbit starting at level 1.

3° Choose three weapons, or two weapons and a shield

Weapon	Description	D
Small weapons	Easily concealable (dagger, sling, ...)	1d4
Range weapon	Bow, crossbow...	1d6
Melee weapon	Sword, hammer,...	1d8
2-handed weapon	Pike, shovel,...	1d10

4° Number of attacks (AT) : When a Hobbit kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Imagine what he was before becoming an adventurer and what happened which put him into that nightmare. Your Hobbit is ready.

Example of character sheet: Marshall Bollo (AC 5 MV 6 HD 3 hp 14 #AT 1 D 1d10 with a Pike).

Fighting

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an orc with AC 6, a 3 level Hobbit needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduces the result from your opponents hit points (hp). At or below 0, monsters are dead, and Hobbits are knocked out. Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

5° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, monsters checks for morale. The DM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

4° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a Hobbit has been sent below 0hp, he may needs a longer rest, or even healing magic like a potion of healing), because he's wounded.

Adventure

1° Stealth & stunts: sneak a monster, hide in shadows, move silently, climb or swim are easier with a lighter armor. For each such an action, roll 1d20 under the character's AC+level+4. So a 4th level Hobbit with a good old leather jacket armor and a left-hand object must roll 14 or under to climb a cliff. For easier actions, the DM may choose 1d10 rather than 1d20.

2° Saving thrown: when such a roll is needed for any reason, roll 1d20 under the character's level, +8. So 4^h level Hobbit must roll under 12 to escape a magical charm from a harpy. This "level+4" rules apply to every other action which aren't covered by the "stealth & stunts" rule, but fits the common adventurers knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d6 points of damage. If it could kill a pony, 2d6. If it's could kill an ogre, 4d6. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one people per spell level, whichever apply best. Damage is treated as in the "danger" section.

PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

Hobbits starts at level 1 (1 Hit Dice). Each time they defeat a monster, by killing him or another method (like avoiding it), they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. Hobbits can never go beyond 4th level.

Gaining a new level means better rolls for fight, save and actions, and 1d6 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

And now, for sure, fight on!

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