

SOTU * REFIRED v4

Another minimal way to play Dungeons & Dragons

Races

Dwarfs are short and cunning, see well in dim light, and have up to 6 HD. **Elves** are slim and wise, see well in dim light, and have up to 5 HD. **Men** are tall and proud, and have up to 7 HD.

Classes

Fighters are strong, athletic and superior in combat. They have d6+2 hp per HD. **Thieves** are quick, subtle and superior with surprise. They have d6 hp per HD. **Wizards** are shrewd, uncanny and cast magic spells. They have d6 hp per HD.

Hit Points

Hit points are rolled each new day. PCs roll 1 HD per level, up to their racial maximum. Each level thereafter adds 2 hp regardless of class. Monsters have 1d6+2 hp per HD.

Starting Out

All PCs begin with regular clothing and a backpack containing a water skin, supplies for a week, a rope, a tinderbox and 6 torches. Additionally, **fighters** begin with brigandine, mail or plate armour and 5 dice of weaponry. **Thieves** begin with brigandine, a jimmy bar, lock picks and 3 dice of weaponry. **Wizards** begin with a spellbook, inkpot, quill and 1 die of weaponry.

Equipment

| Armour | AC | Movement Rate | | |
|--------------|----|---------------|-----|-----|
| | | Dwarf | Elf | Man |
| None | 9 | 9" | 12" | 12" |
| Brigandine | 7 | 9" | 10" | 10" |
| Mail | 6 | 7" | 8" | 8" |
| Plate Armour | 5 | 5" | 6" | 6" |
| Helm | -1 | - | - | - |
| Shield | -1 | - | - | - |

Helms and shields cost 1 die of weaponry each.

| Weapon | Dice | Note |
|-----------------------|------|------------------------------------|
| Axe, Mace, Sword | 2 | - |
| Dagger | 1 | Can be thrown. |
| Flail | 2 | +1 versus shields. Slow. |
| Great sword, Pole axe | 3 | -1 in dungeons. Slow. |
| Spear | 2 | Can be thrown. Cost 1 die. |
| Staff | 1 | - |
| Bow | 2 | Out of arrows on a 1. |
| Crossbow | 3 | Slow. Reload. Out of bolts on a 1. |
| Sling | 1 | Never out of stones. |

The Character Sheet

Invent a name, an appellation, a one line description, a one line background, and your character is ready for adventure!

For example; *Timothy the Gambler* (T2 AC7 MV10" HD2d6 hp6 brigandine, sword, dagger) is a nimble footed wag with an indispensable bag of tricks with cards and dice – all of them perfectly legal, of course!

Combat

Surprise: Either or both sides roll 1d6 to surprise the other. Thieves add +1. 5+ indicates surprise, and the loss of one combat round.

Initiative: Each combatant rolls 1d6. Thieves add +1. Slow weapons are -2. The combatant with the highest initiative strikes first, with others striking in descending order. If multiple attacks, roll for each attack.

Attack: Roll 1d20 + target's AC. **Fighters** add their level, **thieves** add their level with bow, dagger, sling or sword, otherwise add ½ level (rounded down). Monsters add their HD. **Dwarfs** add +1 with axe, **Elves** add +1 with bow. Missile attacks are at -2 versus shields, and at other than short range. 20+ is a hit. **Fighters** attack twice per round if they have at least twice as many levels as their opposition has HD.

Damage: Damage dice are determined by weapon-type, or by HD for monsters. Add 1 damage die on a natural 20. Thieves add 1 damage die per level for melee attacks by surprise. Roll damage dice and sum like results. The greatest sum is the result. **Fighters** add 1 point of damage per two levels for melee attacks. At 0 or fewer hit-points monsters are slain. PCs and important NPCs are incapacitated on a successful save, or otherwise slain. Incapacitated PCs are captured for ransom.

Morale: Both sides roll 1d6 and add +1 per 4 HD of their greatest combatant, +1 for numerical superiority, and +1 for magical or supernatural aid. If either side is doubled they will flee if they lost the combat round. The referee may roll separately for distinct groups, and may interpret other outcomes from the results, such as falling back, surrender, brazen attack, and so on. PCs and major NPCs are not compelled by morale rolls.

Recovery: PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they bind wounds, take refreshments, and so on. Incapacitated PCs take a full day to recover, unless a magical elixir of healing is imbibed, for example.

Saving Throws

Roll 1d20 + level (or HD). **Men** add +2. **Dwarfs** and **Elves** add +3. **Wizards** add a further +1. A 2nd level Elvish wizard, for example, adds +2 (2nd level), +3 (Elf) and +1 (wizard) for a total of +6. A result of 20+ indicates a save.

Dungeoneering

All feats of dungeoneering are attempted by throwing 1d6. A result of 5+ normally indicates success. However, race and class selection can modify this throw by +1 or even +2 in some circumstances.

Fighters add +1 for feats of prowess; Swimming, jumping, forcing doors, lifting gates, chariotteering and so on. **Thieves** add +1 for feats of subterfuge; Sneaking, climbing, cracking locks, disguise, forgery, picking pockets and so on. **Wizards** add +1 for feats of lore; Reading scrolls, operating wands, deciphering runes, addressing nobles in court, concocting potions and so on. **Elves** add +1 for feats of perception; Finding secret doors, discerning strange noises, glimpsing the invisible and so on. **Dwarfs** add +1 for feats of craftsmanship; Stone masonry, carpentry, mining, forging swords, appraising jewellery and so on.

Hazards: Dungeoneering is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Non-combat magic can effect up to 1d6 HD of creatures per spell level, but never any one creature with more HD than the spell level.

Wizards can memorise 1 spell plus 1 spell per level and cast these any number of times per day. The **wizard** chooses what level to cast a memorised spell at, up to his own level. 1d6 is thrown per spell level with each result of 1 or 2 causing 1 hp damage. If so damaged the **wizard** must save or be aged 1 year. If reduced to 0 hp the **wizard** falls into a catatonic slumber from which he cannot be roused for a full day.

Anyone can read a spell from a scroll as a feat of lore – except that a **wizard** need not roll to read a spell he has previously cast from memory. A scroll's spell level is fixed by its author. If anyone other than a **wizard** throws a 1 when reading a scroll the magic backfires and ages the reader by 1 year. Otherwise, a 5+ triggers the magic and consumes the scroll.

Experience

All PCs begin at level 1 with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level. I.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on. There is no limit on how far a PC can advance.

1 XP is earned for each 1 gp worth of treasure looted. 100 XP is earned per hit-die for defeated monsters. XP earned is divided among PCs.

Fight On!