

# B/X D&D Changelist

## I. Stats

- All stats are generated using 3d6 straight. Players may then make one swap if desired.
- No XP modifier for prime requisites.
- Maximum hit points are granted at 1<sup>st</sup> level.

## II. Races

Classes have been split into race and class.

### Human

- No extra requirements or abilities.

### Dwarf

- Requires Constitution of 9 or greater.
- May not be magic-users.
- Cannot use large weapons including two-handed swords, pole-arms, and long bows.
- Dark-vision 60'.
- +1 to detect traps, false walls, hidden construction, or sloped passages.
- +2 save vs. breath attacks, +3 save vs. wands, +4 on all other saves.

### Elf

- Requires Intelligence of 9 or greater.
- Dark-vision 60'.
- +1 to detect secret doors.
- Immune to ghoulish paralysis.
- May begin play as level 1/1 multi-class character, provided one class is magic-user.

### Halfling

- Requires Dexterity and Constitution of 9 or greater.
- Cannot use large weapons including two-handed swords, pole-arms, and long bows.
- 90% chance to hide in wilderness.
- 2-in-6 chance to hide when underground.
- +1 initiative when alone or with all halflings.
- +1 to all missile attacks.
- +2 AC vs. creatures greater than human size.
- +2 save vs. breath attacks, +3 save vs. wands, +4 on all other saves.

## III. Classes

Core classes include Cleric, Fighter, Magic-User, and Thief.

XP progression is based on race. Humans progress at XP rate listed for the core class. Dwarves and halflings require 10% more XP, elves require 20% more XP.

There is no level limit for a single classed character.

Two special classes (Ranger and Paladin) are available but restricted to human only and may never multi-class, as they represent rigid human organizations whose members are trained from childhood.

### Cleric and Magic-User

Clerics and Magic-Users use the following tables for spell progression:

Cleric Level	Spell Level					Magic-User Level	Spell Level							
	1	2	3	4	5		1	2	3	4	5	6		
1	1	-	-	-	-	1	1	-	-	-	-	-	-	-
2	2	-	-	-	-	2	2	-	-	-	-	-	-	-
3	2	1	-	-	-	3	3	1	-	-	-	-	-	-
4	3	2	-	-	-	4	4	2	-	-	-	-	-	-
5	3	3	1	-	-	5	4	2	1	-	-	-	-	-
6	3	3	2	-	-	6	4	2	2	-	-	-	-	-
7	3	3	2	1	-	7	4	3	2	1	-	-	-	-
8	3	3	3	2	-	8	4	3	3	2	-	-	-	-
9	4	4	3	2	1	9	4	3	3	2	1	-	-	-
10	4	4	3	3	2	10	4	4	3	3	2	-	-	-
11	5	4	4	3	2	11	4	4	4	3	3	-	-	-
12	6	5	5	3	2	12	4	4	4	4	4	1	-	-
13	6	6	6	4	2	13	5	5	5	4	4	2	-	-
14	6	6	6	5	3	14	5	5	5	4	4	3	-	-

### Paladin

Paladins are just like fighters which require 25% more XP per level to advance. Paladins require a 12 or greater in Strength, Wisdom, and Charisma. They gain following additional abilities:

- Detect Evil 60' at will, requires concentration for at least 1 full round.
- +2 to all saving throws.

- Protection from Evil once per day. This becomes 10' radius at 9<sup>th</sup> level.
- Lay Hands once per day to heal 2 hp / level of the paladin.
- Cure Disease once per month, twice per month at 5<sup>th</sup> level, once per week at 10<sup>th</sup> level.
- Immune to all diseases.
- Turn undead as cleric of 2 levels lower starting at level 3.

## Ranger

Rangers are just like fighters which require 25% more XP per level to advance. Rangers require a 12 or greater in Strength and Wisdom, and a 9 or higher in Charisma. They gain following additional abilities:

- +1 damage per 3 levels against evil humanoids (goblins, gnolls, kobolds, etc.)
- Ranger Skills

**Ranger Skills Table**

Level	Tracking	Move Silently	Direction Sense	Wilderness Survival
1	23	23	17	5+
2	27	27	23	5+
3	30	30	27	4+
4	37	37	31	4+
5	40	40	35	4+
6	43	43	45	3+
7	53	53	55	3+
8	63	63	65	3+
9	73	73	75	3+
10	83	83	85	2+
11	93	93	95	2+
12	95	95	97	2+
13	97	97	99	2+
14+	99	99	99	2+

Wilderness survival checks are made on a d6, success will provide food for 1d6 people for the day while traveling in the wilderness. If the entire day is spent hunting (no travel), an additional +1 may be applied to the roll. A roll of 1 always fails.

## IV. Multi-classing

Players may take on additional core classes (not including Ranger or Paladin) upon reaching 2nd level. They may never have more than three total classes, nor ever be both a cleric and a magic-user. A character's second class can never exceed level 8, his third class is capped at level 4.

- Must sacrifice single highest level of experience, XP is pro-rated at time of multi-classing.
- Must have a 9 or higher in the prime requisite of the new class.
- Must track all stats (XP, hit points, etc.) for each class. Always pick the current highest value as the actual value. May choose highest value for saves for each individual save.
- Must choose at the start of each adventure which XP pool XP earned will go towards.
- May use all abilities of any class. May not cast magic-user spells in armor heavier than chain mail. May not use thief skills in armor heavier than leather.

## V. Money

Values are all decreased by one factor of 10. Costs of equipment should either be divided by 10, or changed to one unit lower (eg. 7 sp becomes 7 cp). Electrum coins are still worth 5 sp. Starting money for new characters is 3d6 gp (after reduction).

Coins weigh 1 pound per 100.

## VI. Encumbrance

Strict encumbrance rules are enforced. As the weight of coins has been reduced (100 per pound), weight should be calculated in pounds rather than coins. Weights in the text should be divided by 10 to convert to pounds, decimal places may be tracked.

**Movement and Encumbrance Table**

Encumbrance	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' / round	120' / round
41 to 60 lbs.	90'	30' / round	90' / round
61 to 80 lbs.	60'	20' / round	60' / round
81 to 160 lbs.	30'	10' / round	30' / round

## VII. Languages

There are no Alignment based languages.

## VIII. Spells

Spells require a full night (8 hours) of rest to memorize. It takes 1 hour to memorize all spells for the day.

Casters must have one hand free and be able to talk to cast spells. Casting a spell takes a full round, no movement allowed.

Magic-Users must roll d20 less than or equal to Intelligence to learn a spell. Failure to learn a spell cannot be retried until the magic-user gains a level.

A starting magic-user should check against all 1<sup>st</sup> level spells to determine starting spells. Mulligans are allowed should every roll fail. This does not count as an attempt to learn for 1<sup>st</sup> level. Multi-classing into magic-user does not grant any automatic spells.

All spells may be saved against including **Sleep**. Only the **Magic Missile** spell grants no save.

The spell **Silence 15' Radius** does not prevent the target from speaking nor from casting spells.

The following additional spells are added to the spell list:

### **Speak with Dead**

Level 3 Cleric Spell

Range: 30'

Duration: 1 turn

A spell which allows the user to converse with a dead body, the cleric being able to ask three questions. Note that the length of time the creature has been dead will be a consideration. Up to 7th level Clerics can only converse with recent dead (within 1-4 days); up to 14th level Clerics can converse with creatures dead 1-4 months).

## IX. Combat

### Attack Rolls

All characters have a base attack bonus determined by class and level:

- Fighters (plus Paladins and Rangers) gain +1 per level.
- Clerics and Thieves gain +1 every other level.
- Magic-Users gain +1 every third level.

Attack rolls are made by rolling a d20, adding all bonuses including base attack bonus. The DM adds target AC to this value, and if it is equal to or greater than 20, a hit is scored.

### Initiative

Group initiative is used, each side rolls a d6 and play proceeds clockwise around the table. The DM may make same value rolls re-roll or do simultaneous action at his discretion.

### Missile Attacks

Missile ranges are divided into only two categories: long and short. Short range is anything equal to or less than half maximum range. Long range shots are made at -4.

### Death

When a character reaches 0 hp, a critical wound is rolled. This may include anything from a sprain or broken bone to instantaneous death. If a character suffering from a critical wound is struck for any amount of damage, he dies. A cleric may cast Cure Light Wounds on a character to heal a critical wound, in which case no hit points are restored. Healing of critical wounds will not restore lost limbs, but will prevent death from blood loss in this case.