

ORIGINAL EDITION DELTA

House Rules Compatible With Original D&D

PLAYER'S RULES (V. 1.04a)

RACES

Humans: No special traits; no level limits. Fee non-combatant hireling.

Dwarves: Infravision 60', resist magic/poison +4, dodge giants +2, find traps +1.

Elves: Infravision 60', multi-classed, hide in woods (4/6), find secrets +1.

Hobbits: Missiles +2, resist magic +4, hide in woods (4/6), no heavy weapons.

CLASSES

Fighters: Use heavy armor, all weapons, fighter feats; attacks +1, hit points d8 per level (hp +3/level after name).

Thieves: Use light armor, light weapons, thief skills; attacks +2/3, hit points d6 per level (hp +2/level after name).

Wizards: Use no armor, dagger only, magic spells; attacks +1/2, hit points d4 per level (hp +1/level after name).

ALIGNMENT

Three Alignments: Lawful, Neutral, or Chaotic. New characters should list either Lawful or Neutral (if Chaotic, then secretly inform the DM).

ABILITIES

Random Abilities: At first level, roll 3d6 in order. Make a single swap of two ability scores of your choice. First hit-die roll of primary class is max value.

EQUIPMENT

Starting Money: 3d6 gold pieces.

TARGET 20

Core Mechanic: For most combat actions, roll d20 + level + modifiers, with success indicated on a total of 20 or more.

ABILITY MODIFIERS

Values: See table to the right for standard modifiers. The sequence continues in each direction (1 point modifier for each 3 ability score points).

Effects: Strength: melee attacks and damage. Intelligence: starting languages (-1 illiterate, -2 limited vocabulary). Wisdom: mental-attack saves. Dexterity: missile attacks and armor class. Constitution: hit die rolls. Charisma: reaction rolls.

Score	Modifier
3-5	-2
6-8	-1
9-12	0
13-15	+1
16-18	+2
19-21	+3
22-24	+4

FIGHTER FEATS

Feats: Fighters can select one feat every 4 levels (starting at 4th) to expand their combat abilities. See the section below for available feats.

THIEF SKILLS

Skills: Thieves have the ability to:

- open locks
- remove traps
- pick pockets
- move silently
- hide in shadows

Success requires rolling $d20 + \text{level} + \text{Dex modifier}$, and scoring 20 or more. Thieves also strike from behind with a move silent check for double damage, and add +1 to hear noises and climb walls checks (increment these bonuses every 4 levels).

WIZARD SPELLS

Spells: Adding a new spell from a captured book or scroll requires a roll of ($d20 + \text{Int} - \text{spell level}$), and scoring 20 or more; this takes one week per spell level. Each spell may only be checked once per level. Roll for all first level spells to determine starting spellbook. Wizards cannot memorize duplicates of any spell.

MOVE RATES

Scale: One turn is 1 minute. One combat round is 10 seconds. One tabletop inch is 5 feet.

Encumbrance	Move	Combat Move
40 or less	120'	40'
41 – 60	90'	30'
61 – 80	60'	20'
81 – 160	30'	10'

WEAPONS

Size Effects: Two handed swords and polearms are too large to be used by hobbits and dwarfs.

Readying: Swords can be drawn and used in a single round; others take a round to ready.

Charging: Lances do double damage when used from a charging mount; polearms get double damage when readied against such a charge.

Missile Weapons: Bows and slings fire every round; crossbows every other. Range is listed as maximum range, medium range is 2/3 listed range, short is 1/3 listed. Hits are at -4 for medium range, -8 for long.

COMBAT

Surprise: A roll of 2 in 6 indicates surprise. Unseen parties (hidden, invisible, elven cloak) add +2. Silenced parties (motionless, undead, move silently, elven boots) add +2. Warning (e.g., light, noise, magic detection) foils surprise.

Initiative: Roll d6 initiative for each side; play goes around the table. On each player's turn they may move, then attack, in that order. Figures must stand still to cast spells, fire missiles, or set polearm for charge.

Attacks: Attacks are made by rolling d20 + attack bonus + AC of target and scoring 20 or more. Monsters use their hit dice for attack bonus.

Saves: Saving throws are made by rolling d20 + level + modifiers (see table) and scoring 20 or more.

Type	Modifier
Spells	0
Breath	+1
Stone	+2
Wands	+3
Death	+4

FIGHTER FEATS

1. **Berserking:** The character has a 3-in-6 chance per melee round to fly into a rage for +2 to hit. No withdrawal is then possible.
2. **Great Cleave:** If the character drops an enemy in melee, then take an immediate, bonus attack. This may result in other, extra attacks.
3. **Great Fortitude:** The character gains a +4 bonus to saves against poison, disease, and death.
4. **Great Strength:** The character adds +2 to Strength.
5. **Iron Will:** The character gains a +4 bonus to saves against mental attacks (including charm, fear, illusions, etc.)
6. **Mounted Combat:** When mounted the character gets +2 to all attacks, and +4 to checks for and against being unhorsed.
7. **Rapid Shot:** Add one attack per round with any missile weapon.
8. **Rapid Strike:** Add one attack per round with any melee weapon.
9. **Toughness:** The character gains +2 hit points per level.
10. **Tracking:** The character has a 4-in-6 chance to track prey. Add +1 for a large party. Subtract -1 for each day's lead, hour of rain, etc.
11. **Two-Weapon Fighting:** The character can fight with a light weapon in the off hand, for an extra attack or a parry (+2 AC) each round.
12. **Weapon Specialization:** Pick one weapon type, and gain +1 to hit and +2 damage with that weapon.

MULTI-CLASSING

Adding Classes: Elves automatically start with the wizard class, plus one more of their choice. To add a new class, a character needs a score of 13 or more in the new prime requisite, and must sacrifice their current top class level.

Restrictions: A character's second class may not advance beyond 8th level, and their third class may not advance beyond 4th level.

Experience: After each adventure, the player must assign earned XP to a single class of their choice.

Benefits: The multi-classed character uses the best entry for armor, weapons, attacks, and saves. Hit points are rolled for each class, with the highest being used. Fighter/wizards may cast spells in leather or chain (melee weapon in one hand, no shield). Thief skills are restricted to leather armor only.

Original Edition Delta is compatible with Original D&D (1974) and similar game systems. The original core rules can be purchased online at DriveThruRPG (search for "Original Edition").

