SotU * Omnibus v3

Yet another minimal way to play D&D

Concept

A typical old-school D&D module stats list for a monster looks like this: (AC6, MV9', HD 1, hp 4, #AT1, D1-10 by halberd). The idea is that, if it's enough for monsters, it should be enough for PCs too. This light-rule system enables you to play these modules in that way.

Build a PC

1° Choose a Race: Dwarves are short, cunning, and see well in dim light. **Elves** are slim, wise, and see well in dim light. **Halflings** are small, nimble, and stealthy. **Humans** are tall, proud, and quick learners.

2° Choose a Class: Clerics are powerful, devout, and cast magic spells. They have 1d6 per level (HD). **Fighters** are strong, athletic, and superior in combat. They have 1d8 per level (HD). **Thieves** are quick, subtle, and deadly in stealth. They have 1d6 per level (HD). **Wizards** are uncanny, shrewd, and cast magic spells. They have 1d4 per level (HD).

3° Choose an Armor: This determines your PC's armor class (AC), movement rate (MV), and encounter movement rate (EM). **Clerics** and **Fighters** can wear any armor. **Thieves** can wear leather armor. **Wizards** may not cast spells while wearing armor or using shields. **Dwarves** and **Halflings** have a MV of 90 in no armor.

Armor	AC	MV	EM
No armor	9	120	40
Leather armor	7	90	30
Chainmail	5	60	20
Plate mail	3	30	10
Shield	-1	-10	-3

4° Roll for Hit Points: Use the Hit Dice (HD) for your class. So, 1d6 for a **Cleric** starting at level 1, 1d8 for a **Fighter**, etc.

5° Choose your Weapons: Clerics choose two weapons, or one weapon and a shield. Clerics may use only a sling, mace, or hammer. **Fighters** choose three weapons, or two weapons and a shield. Fighters may use any weapon. **Thieves** choose two weapons, or one weapon and a shield. Thieves may use only a bow, dagger, sling, or sword. **Wizards** choose two weapons. Wizards may use only a dagger, sling, or staff (2 handed weapon that deals 1d6 damage). **Dwarves** and **Halflings** cannot use two handed weapons or longbows. **Elves** can use 1-handed swords and bows regardless of class but must have one hand free when casting.

Weapon	Description	D
Small weapons	Easily concealable (dagger, sling, ...)	1d4
Range weapons	Bow, crossbow...	1d6
Melee weapons	Mace, sword, hammer,...	1d8
2-handed weapons	2-Handed sword, polearm, ...	1d10

6° Number of Attacks: (AT) is 1 at start. For **Fighters** it then rises to 2 at level 5, 3 at level 9, and so on. When a **Fighter** kills a monster, he can make another attack at the end of the same round. **Clerics**, **Thieves**, and **Wizards** may attack only once per round. When they kill a monster they do not gain a second attack at the end of the round.

7° Purchase Equipment: Roll 1d6 and multiply that by 10. That is your starting gold pieces (gp). Use that to buy equipment from the table below.

Equipment	GP
Backpack	5
Flask of Oil	2
Flint & Steel	3
Hammer (Small)	2
Holy Symbol	25
Holy Water, Vial	25
Iron Spikes (12)	1
Lantern	10
Mirror (small)	5
Pole, 10'	1
Rations, 1 Person/Week	5
Rope, 50'	1
Sack	1
Thieves Tools	25
Torches (6)	1
Waterskin	1

8° Languages: In addition to common, you know various languages depending on your race. **Dwarves** can speak Dwarf, Common, Gnomish, Goblin, Orcish, and Kobold. **Elves** can speak Common, Elvish, Gnoll, Hobgoblin, and Orcish. **Halflings** can speak Dwarf, Elf, Common, Gnomish, Goblin, Orcish, and Kobold. **Humans** can speak Common and two other languages of their choosing.

9° Choose a Name and Description: Imagine what he was before becoming an adventurer. Your PC is ready.

Example of character sheet: Wayland the Elf Fighter (AC 5 MV 60 HD 3 hp 14 #AT 1 D 1d10 with a voulgue). Languages: Common, Elvish, Gnoll, Hobgoblin, and Orcish. Equipment: Backpack, 2 Rations, Rope, 2 Waterskin.

Adventuring

1° Stealth & stunts: sneaking a monster, hiding in shadows, moving silently, picking locks, climbing, or swimming are easier with a lighter armor. For each such an action, roll 1d20 *under* the character's AC + level. So a 4th level adventurer with a leather armor and a shield must roll 9 or under to climb a cliff. For easier actions, the GM may choose 1d10 rather than 1d20. **Halflings** sneak up on monsters and hide in shadows as if they were 4 levels higher. **Thieves** pick locks as if they were 4 levels higher.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 *under* the character's level + 4. So 7th level adventurer must roll under 11 to escape a magical charm from a harpy. **Dwarves** and **Halflings** make saving throws against magic and poison as if they were 4 levels higher. 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. **Dwarves** note slanting passages, traps, shifting walls and new construction underground as if they were 4 levels higher.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could kill an ogre, 4d8. Etc.

4° Light: Torches give off a 30' radius of light. **Elves** and **Dwarves** have *darkvision* allowing them to see up to 60' in the dark. Monsters are assumed to have darkvision as well in most cases. Creatures that can not see their target suffer a +4 penalty to hit.

5° Time: While adventuring time is measured in turns of 10 minutes. During encounters time is measured in rounds of 10 seconds.

6° Movement: While adventuring movement is measured in feet per turn (10 minutes). This is the MV column on the armor table. So an unarmored character can move 120' per turn. Adventuring movement assumes a slower exploration pace is being used to map, move quietly, and navigate dark conditions. During an encounter the Encounter Movement (EM) is used. So an unarmored adventurer can move 40' per round. Encounter moment assumes the character is moving in short bursts of sprinting. Shields reduce both speeds by the amount given on the armor table. Characters attempting to stealth during encounters move at half speed.

Encounters

1° Surprise: If it is not obvious from the circumstances the GM will roll 1d6 to determine if either side is surprised. If it is a 1 the players are surprised. If it is a 6 the monsters are surprised. A surprised side will not act the first round.

2° Initiative: Each side rolls 1d6. The higher side wins and goes first. Then the other side goes. Initiative is rerolled each round.

3° Diplomacy: An adventurer can attempt to use their words to avoid violence. After telling the GM what they say, the player rolls 1d20 *under* the character's level +4. So a level 2 adventurer would need to roll under a 6. The GM may choose to give the player a bonus or penalty depending on how convincing their argument is. **Humans** make diplomacy checks as if they were 4 levels higher.

4° Attack: Roll 1d20 then subtract your attack modifier and add any additional bonuses or penalties from your race, equipment, or effects. If the result is *under* your opponent's AC, it's a hit. A **Cleric's** attack modifier is equal to their level / 2 rounded up. So a level 3 cleric subtracts 2 from their roll. **Fighters'** and **Thieves'** attack modifiers are equal to their levels. A **Wizard's** attack modifier is equal to their level / 3 rounded up. So a level 4 Wizard subtracts 2 from their roll. *Example:* to hit an orc with AC 6, a level 3 fighter needs to roll below a 9. **Dwarves** gain a -1 bonus to hit Goblins, Orcs and Hobgoblins. They are also skilled against fighting opponents like Ogres, Trolls, and Giants, who have a +4 penalty to hit a dwarf. **Elves** gain a -1 bonus to hit with bows, swords, and are immune to Ghoul paralysis. **Halflings** are deadly with missile weapons, gaining a -3 bonus to hit. Their small size and skill are useful against fighting larger humanoid opponents, who have a +2 (human sized) or +4 (giant sized) penalty to hit.

5° Damage: When you hit an opponent, roll the damage (D) dice. Subtract the result from your opponents hit points (hp). At or below 0, monsters are dead, and PC's are knocked out. Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like. **Thieves** roll 2 damage (D) dice if they have successfully used stealth to remain undetected by their target.

6° Morale: If outnumbered, after the first death, and when reduced to one-half number of hit points, monsters checks for morale. The GM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

7° Rest and bandages: After combat, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may needs a longer rest, or even healing magic like a potion of healing), because he's wounded.

Experience

PCs start at level 1 (1 Hit Dice). Players get 100 experience points per monster's hit dice and 1 experience point per gold piece found, split equally between the party. **Humans** receive 10% additional experience points. The number of experience points needed to level up is the experience multiplier x the current level. **Clerics** and **Thieves** have a multiplier of 1000. **Fighters** have a multiplier of 1500. **Wizards** have a multiplier of 2000. Therefore a level 2 Wizard would need 4000 experience to reach level 3. Gaining a new level means better rolls for fight, save and actions, and more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

Magic

Turn Undead: Instead of attacking, a **cleric** may attempt to turn undead. Roll 1d20 *under* the cleric's level + 4; and add or subtract the undead monster's HD if it is greater or lower than the cleric's level. So a 7th level cleric must roll under 17 to turn a 1 HD skeleton (7th level plus 4 equals 11; cleric is 6 HD higher than a 1 HD skeleton). Each turning attempt effects all undead within a 20' radius.

Casting Spells: A **cleric** may cast a total number of spells per day equal to their level minus one; with a maximum spell level equal to ½ of their level. Thus a first level cleric cannot cast spells, and a third level cleric can cast 2 level 1 spells/day. Clerics can cast any spells from the cleric list appropriate for their level. A **wizard** may cast a total number of spells per day equal to their level; with a maximum spell level equal to ½ of their level (rounded up). Thus a 1st level wizard can cast 1 level 1 spell per day, and a 3 rd level wizard can cast either 3 level 1 spells/day, or 1 second level spells and 1 first level spell/day. Wizards must choose spells before each adventure. Wizards know 1 spell at level 1 and learn 1 additional spell each time they level. They can also learn spells from scrolls and books.

Spell *durations* are measured in 10 minute (turns) or 10 second blocks of time (rounds).

Cleric Spell List

Level	Spell: Range and Effect
1	Cure Light Wounds: touch, Heals 1d6 hp
1	Detect Evil: 120' Detects evil thought/intent for 6 turns
1	Detect Magic: 60' Detect magic for 2 turns
1	Light: 120' Lights a 30' radius for 12 turns
1	Protection from evil: 0' enchanted monsters can't attack, +1 on saves and +1 penalty to hit for evil opponents for 12 turns
2	Bless: 60 ' Allies gain +1 to hit/morale for 6 turns
2	Find Traps: 30' find normal and magic traps for 2 turns
2	Hold Person: 120' Holds 1-4 for 6 turns +1 turn/caster level if the target fails a saving throw
3	Continual Light: 120' Lights a 30' radius until dispelled
3	Cure Disease: touch, negates disease in target
3	Remove Curse: touch, negates curse in target
4	Cure Serious Sounds: touch, Heals 2d6 hp
4	Neutralize Poison: touch, negates poison in a creature
4	Protection from Evil, 10' Radius: 10' see Prot. From Evil
5	Dispel Evil: 30' Dispel any evil sending or spell
5	Quest: 30' Target is given a task it must complete if it fails its saving throw
5	Raise Dead: sight, Target is brought back to life provided it has not been dead longer than 12 days. For each level above 10 that amount increases by 4 days. So a 12th Level cleric can raise a dead target within 20 days.

Wizard Spell List

Level	Spell: Range and Effect
1	Charm Person: 120' Makes victim enamored of caster for 1-20 days minus HD (minimum 1 day) if the target fails a saving throw
1	Detect Magic: 60' Detect magic for 2 turns
1	Light: 120' Lights a 30' radius for 6 + caster level turns
1	Magic Missile: 150' One 1d4+1 damage missile per 3 caster levels (ex - a 4th level wizards makes 2 missiles).
1	Sleep: 240' Puts 2-8 HD (max 4 HD creature)to sleep 2-8 rounds
1	Shield: touch, AC4 protection (AC2 vs missiles) with AC9 MV for 2 turns, immune to magic missiles
2	Detect Invisibility: 10'/level see invisible 5 rounds/level
2	Invisibility: 240' Target Invisible (+4 penalty to be hit) until attacking
2	Detect Thoughts: 60' Hear the thoughts of others for 12 turns
2	Web: 10' Create sticky mass 10' radius , giants break through in 1 round, humans take 2-8 turns.
3	Dispel Magic 60' Remove all magic 60' radius
3	Fireball: 240' 1d6/level damage 20' radius
3	Invisibility, 10' Radius: See Invisibility
3	Lightning Bolt: 240' 5'x60 bolt 1d6/level damage
4	Charm Monster: As charm person but any creature
4	Dimension Door: 10' Target is transported up to 360'
4	Minor Globe of Invulnerability: 10' radius sphere around caster prevents all 1-3 rd level spells (except casters own) 1 round/level
4	Polymorph: 60' Target assumes form of creature of caster's choosing receiving its attributes but retaining its original mind. If cast on self, effect lasts 6 turns + caster level. Otherwise the effect remains until dispelled
5	Animate Dead: sight, Create skeletons or zombies from corpses. Creates 1d6 animated dead for each caster level above 8
5	Conjure Elemental: 240' Conjure 1 water, fire, air, or earth elemental per day. Elemental remains until dispelled but will attack conjurer that is not focusing on controlling it
5	Teleport: Transport target to a location the caster knows. 75% chance of failure if caster only has indirect knowledge of location
5	Wall of Stone: 60' Conjure 2' thick wall of stone with maximum area of 1,000 square feet
6	Death Spell: 240' Within 60' radius kills 2d8 creatures of 7HD or less
6	Project Image: 240' Project image of caster for 6 turns. Spells cast appear to originate from image
6	Reincarnation: Bring target back to life but in a new form
6	Stone to Flesh: 120' Can be used to reverse petrification