

# SotU \* OMNIBUS v1

Yet another minimal way to play D&D

## Build a PC

**1° Choose a Race:** **Dwarves** are short and cunning, see well in dim light, and can advance only to 6<sup>th</sup> level. **Elves** are slim and wise, see well in dim light, and can advance only to 5<sup>th</sup> level. **Halflings** are small and nimble, and can advance only to 4<sup>th</sup> level. **Humans** are tall and proud, and have no level limit.

**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 superior with surprise. 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) and a movement rate (MV). **Clerics** and **Fighters** can wear any armor. **Thieves** can wear leather armor. **Wizards** may not cast spells while wearing armor or using shields. **Elves** can cast spells while wearing armor but must have one hand free. **Dwarves** and **Halflings** have a MV of 9 in no armor.

Armor	AC	MV
No armor	9	12
Leather armor	7	9
Chainmail	5	6
Plate mail	3	3
Shield	-1	-1

**4° Roll for Hit Points:** Use the 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.

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° 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 6 HD 3 hp 14 #AT 1 D 1d10 with a voulgüe).

## 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 attack modifier, it's a hit. Example: to hit an orc with AC 6, a 3 level fighter needs a 9 or below. A **Cleric's** attack modifier is equal to their level / 2 rounded up. So a level 3 cleric adds +2 to their enemies' AC. **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 adds +2 to their enemies' AC. **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.

**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 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.

**4° Morale:** If outnumbered, after the first death, and when reduced to one-half number or 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.

**5° 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 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.

## Adventure

**1° Stealth & stunts:** sneak a monster, hide in shadows, move silently, pick locks, climb, or swim 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 10 or under to climb a cliff. For easier actions, the GM may choose 1d10 rather than 1d20. **Halflings** gain +4 to to sneak up on monsters and hide in shadows. **Thieves** gain +4 to pick locks.

**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's could kill an ogre, 4d8. No more.

**4° 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, Gnomish, 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.

## 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 his level minus one; with a maximum spell level equal to 1/2 X level. Thus a first level cleric cannot cast spells, and a third level cleric can cast 2 level 1 spells/day. Spell durations are measured in 10 minute (turns) or 10 second blocks of time (rounds). A **wizard** may cast a total number of spells per day equal to his level; with a maximum spell level equal to 1/2 X level rounded up). Thus a 1st level wizard can cast 1 level 1 spell per day, and a 3rd level wizard can cast either 3 level 1 spells/day, or 1 second level spells and 2 first level spell/day. Wizards must choose spells before each adventure.

## 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: Lights 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
2	Bless: 60' Allies gain +1 to hit/morale for 6 turns
2	Find Traps: 30' find normal and magic traps for 2 turns

## 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)
1	Detect Magic: 60' Detect magic for 2 turns
1	Light: Lights 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 encumbrance for 2 turns, immune to magic missiles
2	Detect Invisibility: 10'/level see invisible 5 rounds/level
2	Invisibility: 240' Target Invisible (-4 to be hit) until attacking
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	Lightning Bolt: 240' 5'x60 bolt 1d6/level damage
4	Charm Monster: As charm person but any creature
4	Minor Globe of Invulnerability: 10' radius sphere around caster prevents all 1-3rd level spells (except casters own) 1 round/level.

## Experience

PCs start at level 1 (1 Hit Dice). Each time they defeat a monster, by killing him or another method, they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is the experience multiplier x the current level. **Clerics** and **Thieves** have a multiplier of 1500. **Fighters** have a multiplier of 2000. **Wizards** have a multiplier of 2500. Therefore a level 2 Wizard would need 5000 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 dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.