

2E Default Options

House Rules (GM)	
<input checked="" type="radio"/> Attack: Fumble/crit tables	Off
<input checked="" type="radio"/> Attack: Damage Bonus on Critical	Double Dice
<input checked="" type="radio"/> CT: Auto-Roll Init Each Round	On
<input checked="" type="radio"/> CT: NPC hit points	Random
<input checked="" type="radio"/> Map: Diagonal distance	Raw
<input checked="" type="radio"/> Party: Use currency weight	On
<input checked="" type="radio"/> PC: Adv. Effect Edit	Disabled

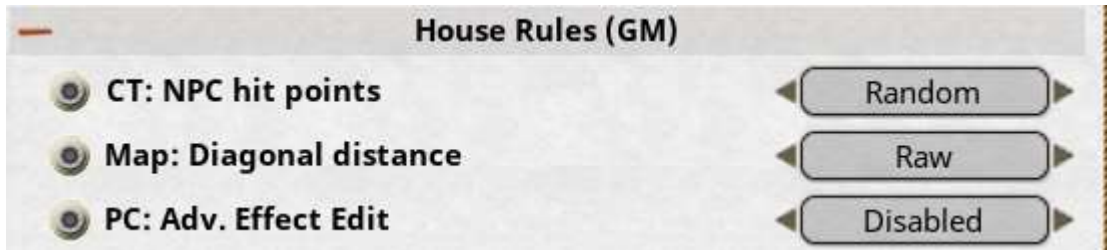
AD&D Optional Rules	
<input checked="" type="radio"/> Armor Damage Points	Off
<input checked="" type="radio"/> Death's Door	On
<input checked="" type="radio"/> Encumbrance	On
<input checked="" type="radio"/> NPC Initiative, Size/Speed Adjustments	On

2E with AD&D Options and House Rules Options

AD&D Options and House Rules

● Combat: Auto-Roll Init Each Round	◀ Off ▶
● Combat: Critical Hit Type	◀ None ▶
● Init: Allow Delaying	◀ On ▶
● Init: Allow Group Ties	◀ On ▶
● Init: Allow Modifiers requires reload for Initiative Size Modifiers option	◀ Off ▶
● Init: Auto NPC initiative	◀ Off ▶
● Init: Die	◀ d10 ▶
● Init: Grouping	◀ Both ▶
● Init: Ordering	◀ Ascending ▶
● Init: Reset on Round Start	◀ On ▶
● Map: Diagonal distance	◀ Raw ▶
● NPC: Hit points	◀ Random ▶
● PC Death: Dead At HP	◀ -10 ▶
● PC Death: Death's Door Threshold	◀ HP 0 to Death -1 ▶
● PC Death: Death's Door requires reload for other PC Death options	◀ On ▶
● PC: Adv. Effect Edit	◀ Disabled ▶
● PC: Allow Ability Checks	◀ On ▶
● PC: Allow Kits	◀ On ▶
● PC: Armor Damage	◀ Off ▶
● PC: Encumbrance	◀ On ▶
● PC: Include Coin Encumbrance	◀ On ▶
● Surprise: Die	◀ d10 ▶
● System: Use OSRIC/1E Data requires reload for Monster Attack Matrices option	◀ Off ▶

OSRIC (not yet released) Default Options



OSRIC (not yet released) with AD&D Options and House Rules Options

AD&D Options and House Rules

● Combat: Auto-Roll Init Each Round	◀ Off ▶
● Combat: Critical Hit Type	◀ None ▶
● Init: Allow Delaying	◀ On ▶
● Init: Auto NPC initiative	◀ Off ▶
● Init: Die	◀ d6 ▶
● Init: Grouping	◀ Both ▶
● Init: Ordering	◀ Ascending ▶
● Init: Reset on Round Start	◀ On ▶
● Init: Swap Group Results (OSRIC)	◀ On ▶
● Map: Diagonal distance	◀ Raw ▶
● NPC: Hit points	◀ Random ▶
● PC Death: Dead At HP	◀ -10 ▶
● PC Death: Death's Door Threshold	◀ HP 0 to Death -1 ▶
● PC Death: Death's Door requires reload for other PC Death options	◀ On ▶
● PC: Adv. Effect Edit	◀ Disabled ▶
● PC: Allow Ability Checks	◀ Off ▶
● PC: Encumbrance	◀ On ▶
● PC: Include Coin Encumbrance	◀ On ▶
● Surprise: Die	◀ d6 ▶
● System: Monster Attack Matrices	◀ OSRIC ▶