2E Default Options

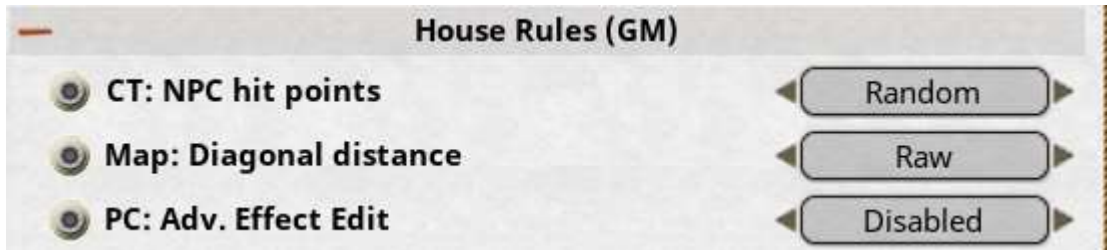| House Rules (GM)	
Attack: Fumble/crit tables	Off
Attack:Damage Bonus on Critical	Double Dice
CT: Auto-Roll Init Each Round	On
CT: NPC hit points	Random
Map: Diagonal distance	Raw
Party: Use currency weight	On
PC: Adv. Effect Edit	Disabled
AD&D Optional Rules	
Armor Damage Points	Off
Death's Door	On
Encumbrance	On
NPC Initiative, Size/Speed Adjustments	On

2E with AD&D Options and House Rules Options

AD&D Options and House Rules

⚙ **Damage: Critical Hit Type**	◄ None ►
⚙ **Damage: Fumble/Crit Tables**	◄ Off ►
[requires a critical hit type]	
⚙ **Init: Allow Delaying**	◄ On ►
[reload/restart after changing]	
⚙ **Init: Die**	◄ d10 ►
[reload/restart after changing]	
⚙ **Init: Grouping**	◄ Both ►
[ignores/overrides init mods]	
⚙ **Init: Grouping: Allow Ties**	◄ On ►
[requires init grouping not NEITHER]	
⚙ **Init: Grouping: Swap Results**	◄ Off ►
[requires init grouping BOTH]	
⚙ **Init: Modifiers: Mods**	◄ On ►
⚙ **Init: Modifiers: NPC Size Mods**	◄ On ►
[requires init mods ON]	
⚙ **Init: Ordering**	◄ Ascending ►
⚙ **Init: Round Start: Auto-Reset Init to 0**	◄ On ►
⚙ **Init: Round Start: Auto-Roll All**	◄ Off ►
[ignores/overrides auto-roll npc]	
⚙ **Init: Round Start: Auto-Roll NPC**	◄ Off ►
⚙ **Map: Diagonal distance**	◄ Raw ►
⚙ **NPC: Auto Hit Points**	◄ Random ►
⚙ **PC Death: At Death's Door**	◄ Off ►
⚙ **PC Death: At Death's Door Threshold**	◄ HP 0 to Death -1 ►
[requires at death's door ON]	
⚙ **PC Death: Dead At HP**	◄ -10 ►
[requires at death's door ON]	
⚙ **PC: Adv. Effect Edit**	◄ Disabled ►
⚙ **PC: Allow Ability Checks**	◄ On ►
[reload/restart after changing]	

OSRIC (not yet released) Default Options

House Rules (GM)

CT: NPC hit points		Random
Map: Diagonal distance		Raw
PC: Adv. Effect Edit		Disabled

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

AD&D Options and House Rules

Option	Value
⊙ **Damage: Critical Hit Type**	◄ None ►
⊙ **Init: Allow Delaying** [reload/restart after changing]	◄ On ►
⊙ **Init: Grouping**	◄ Both ►
⊙ **Init: Round Start: Auto-Reset Init to 0**	◄ On ►
⊙ **Init: Round Start: Auto-Roll All** [ignores/overrides auto-roll npc]	◄ Off ►
⊙ **Init: Round Start: Auto-Roll NPC**	◄ Off ►
⊙ **Map: Diagonal distance**	◄ Raw ►
⊙ **NPC: Auto Hit Points**	◄ Random ►
⊙ **PC Death: At Death's Door**	◄ On ►
⊙ **PC Death: At Death's Door Threshold** [requires at death's door ON]	◄ HP 0 to Death -1 ►
⊙ **PC Death: Dead At HP** [requires at death's door ON]	◄ -10 ►
⊙ **PC: Adv. Effect Edit**	◄ Disabled ►
⊙ **PC: Allow Ability Checks** [reload/restart after changing]	◄ Off ►
⊙ **PC: Encumbrance**	◄ On ►
⊙ **PC: Encumbrance: Include Coin Weight** [requires encumbrance ON]	◄ On ►
⊙ **System: Monster Attack Matrices**	◄ OSRIC ►