

# ORIGINAL EDITION DELTA

## House Rules Compatible With Original D&D

### PLAYER'S RULES (V. 1.04)<sup>1</sup>

#### RACES

**Humans:** No special traits; no level limits.

**Dwarves:** Infravision 60', resist magic +4, dodge giants +4, 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.<sup>2</sup>

#### 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).<sup>3</sup>

#### ALIGNMENT

**Three Alignments:** Lawful, Neutral, or Chaotic. New characters should list either Lawful or Neutral (if Chaotic, then secretly inform the DM).<sup>4</sup>

#### ABILITIES

**Random Abilities:** At first level, roll one selected ability 2d6+6, others 3d6 in order. For the first hit die, re-roll any results of "1" or "2".<sup>5</sup>

#### EQUIPMENT

**Starting Money:** Starting money (3d6×10) and equipment prices are in silver pieces. Plate mail costs 200, chain 50, and a silver dagger 30.<sup>6</sup>

#### TARGET 20

**Core Mechanic:** For most combat actions, roll d20 + level + modifiers, with success indicated on a total of 20 or more.<sup>7</sup>

## 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).<sup>8</sup>

**Effects:** Strength: melee attacks and damage. Intelligence: secret door and trap detection. 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 (1) open locks, (2) remove traps, (3) pick pockets, (4) move silently, and (5) 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).<sup>9</sup>

## WIZARD SPELLS

**Spells:** Wizards start with a spellbook containing all 1st-level spells. Adding a new spell from a captured book or scroll requires a roll of  $d20 + \text{level} + \text{Int modifier}$ , and scoring 20 or more; this takes one week per spell level. Wizards cannot memorize duplicates of any spell.<sup>10</sup>

## MOVE RATES

**Scale:** One turn is 1 minute. One combat round is 10 seconds. One tabletop inch is 5 feet.<sup>11</sup>

**Encumbrance:** Gear carried is measured in stone weight. See table to the right for values.<sup>12</sup>

**Movement:** Characters can carry stone weight of up to 1/3 their Strength score at 12" move rate; up to 2/3 at 9"; and up to full Strength at 6".<sup>13</sup>

Items	Weight
Light weapon, helmet, bow, arrows, rope, skins, spikes, torches, lantern	1/3
Medium/heavy weapon, leather, shield, staff, pole, rations, 1K coins	1
Chain mail	2
Plate mail	4

## WEAPONS

See the matrix below for melee weapon damage and special effects. <sup>14</sup>

Type	Size		
	Light	Medium	Heavy
Sword	Dagger (1d4)	Sword (1d8)	2-H Sword (1d10)
Spear	Spear (1d6)	Polearm (1d8)	Lance/Pike (1d8)*
Axe	Hand Axe (1d6)	Battle Axe (1d8)	Halberd (1d10)
Club	Mace (1d6)	Morning Star (1d8)	Flail (1d8)**

**Size Effects:** Light weapons can be thrown 12" (60 feet). Medium weapons are one-handed for men, two-handed for hobbits. Heavy weapons and polearms are two-handed for men, and unusable by hobbits.

**Type Effects:** Swords can be drawn and used in a single round; others take a round to ready. Spears get a free attack on closing, but cannot be used in close contact. Axes get +2 to hit chain or plate mail. Clubs get +4 vs. plate. <sup>15</sup>

**Special Effects:** Lances do double damage when used from a charging mount; pikes get double damage when readied against such a charge (\*). Flails ignore any opponent shield bonuses (\*\*). <sup>16</sup>

**Missile Weapons:** Bows and slings fire every round; crossbows every other. Indoor range is 6"/12"/24" (30/60/120 feet; assume 10' ceilings); hits are at -4 for medium range, -8 for long. Damage is 1d6 for arrows/quarrels, 1d4 for slings. <sup>17</sup>

**Race/Class Restrictions:** Hobbits can only use light or medium melee weapons, slings, shortbows, and light crossbows. Thieves are skilled in light melee weapons, normal swords, slings, and light crossbows. <sup>18</sup>

## 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. <sup>19</sup>

**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 ready pikes.

**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. <sup>20</sup>

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. <sup>21</sup>
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. <sup>22</sup>
12. **Weapon Specialization:** Pick one weapon type, and gain +1 to hit and +2 damage with that weapon. <sup>23</sup>

## 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 16 or more in the new prime requisite, and must sacrifice their current top class level. <sup>24</sup>

**Experience:** After each adventure, the player can divide up earned XP between their classes however they wish.

**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. <sup>25</sup>

*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").*



## NOTES AND REFERENCES

1. This document is freely available at <http://www.oedgames.com/>. It is designed to allow printing of only pages 1-4 for players at the table; that is, using a single letter-sized sheet of paper, without endnotes. For various citations of the associated blog, visit <http://deltasdnd.blogspot.com/>.
2. The elf rule on multi-classing was the result of a poll (see blog 10/18/10; 48% agreement). We also tried slow movement for dwarves & hobbits, but that tested & polled negatively (3/20/10; 64% against).
3. Hit dice shortcut: Roll d6+1 for fighters, d6-1 for wizards.
4. New players often need clarification on alignments. Lawful PCs want civilization expanded and peaceful; Chaotic want civilization broken down and destroyed; Neutral seek a balance between the two, or simply don't care. See works of Anderson (*Three Hearts and Three Lions*) and Moorcock; blog 2/23/11 and 10/23/14. Note that creatures hearing an opposing alignment language automatically attack (Vol-1, p. 12). Gygax in *Dragon* #9 remarks on the possibility of reporting a fake alignment.
5. These boosts reflect the statistical bias (filtering) of surviving 0-level. See blog posts 8/7/14 and 5/4/15.
6. Compare the copper, silver, gold pieces to English pence, groats, and nobles (respectively 1/8s and 1/4L). Note that pounds and shillings were never medieval coins (see blog 3/30/10, 5/19/10). Real-world medieval costs can be reasonably converted as silver = shillings × 3; this has approximately been applied to armor. For silver weapons history, see blog 1/25/16.
7. For more information on the Target 20 mechanical system, visit the website at: <http://www.oedgames.com/target20/>.
8. The 3d6 ability distribution has a standard deviation of about 3 (2.96), so this modifier represents the statistical z-score (number of standard deviations from the mean). Shortcut for high scores: subtract 10 and divide by 3.
9. Per Sup-I, "remove traps" deals only with small devices (poison needles, etc.). No special reading abilities are included here.
10. Reasons for no duplication of spells: (1) More like stories of Jack Vance (*Dying Earth*), (2) more balanced (no squatting on one overpowered spell), (3) more interesting variety of effects in-game, (4) easier bookkeeping. Note that in Gygax modules usually only a few cleric spells (cures) are actually duplicated (and hence: a balance issue with NPCs). Compare to a dramatic treatment where any power/trick usually gets used only once per episode.
11. The time scale matches original *Chainmail* turns of 1 minute, with a shorter round increment for melee (e.g., Fatigue rules). See blog 7/9/12.
12. For the benefits of stone units for encumbrance, see blog (4/15/07, 9/29/10). Optionally, assess all swords as one class lighter.
13. The standard per-round speed is equivalent to a jog (4 mph); walking would be half this speed, running double. No bonus for "charge" movement.
14. Damage parameters are basically the same as in the Sup-I variant (counting Man-sized only), or Moldvay Basic. See blog 2/24/09, 4/8/14.

15. Sword & spear usage is interpolated from original sources (see first blow rules by weapon class in *Chainmail*; see weapon space required in Sup-I). Axe & club modifiers are inspired by CM/Sup-I (there we generally find that axes get +1 to chain, clubs get +1 to chain and +2 to plate; doubled here for CM-to-D&D conversion). The axe & club modifiers assume that cracking manufactured armor will injure much softer flesh underneath; for large, tough monsters (dragons, giants, etc.) the epidermis & organs are equally tough, so these bonuses do not apply. The halberd represents any two-handed poleaxe-type weapon (bardiche, lochaber axe, etc.; see TSR #2, p. 6). A hammer or military pick are equivalent to a mace (see Sup-I, p. 15).
16. *Chainmail* gives charging horses a bonus of 1 die per figure (see p. 17, "impetus"). Sup-I gives the extra damage to spears vs. charge (p. 15). AD&D PHB gives double damage to lances & spears (p. 37). Cook Expert gives double damage to lances. Flail effect is taken from Wikipedia.
17. Bow modifiers assume a moving target; note +6 combat modifier if immobile (see blog articles 8/30/10, 3/7/11, 4/14/14, 2/16/15). Rates of fire are interpolated from Chainmail, where bows fire 2/turn, light crossbows 1/turn, and heavy crossbows ½/turn (when standing). In theory we might also give – 2 to arrows vs. leather (see blog entry 5/6/11), or higher bonuses for large shields (see DMG p. 28, or SCA combat archery materials). Slings are considered very effective with training (see blog 5/29/17).
18. For sizes, see AD&D PHB notes (p. 19) and also 3E size rules. Thief weapons vary greatly by edition (see blog 6/12/17).
19. Parties with light never surprise monsters except via a door (Vol-3, p. 9). Auto-initiative seems implied in Vol-3, p. 10 (wyvern example), but this is counter-indicated by examples in *The Strategic Review* #2 (p. 3), B/X, AD&D, etc. Undead are always silent (Vol-3, p. 9; Sup-II, p. 1).
20. This mechanic for saves is somewhat harsher at the lowest levels, and more generous at the highest levels, than Vol-1. Wizards/thieves should get –2 to breath, death, and paralysis, but this was always dropped in play. See blog 9/3/09 for charts and analysis regarding the saving throw tables in Vol-1.
21. Compare to Berserkers (Vol-2), *Dragon* #3 (p. 27), and the 3E Barbarian.
22. Parrying is in *Chainmail* (p. 25-26); note that value is more than a shield.
23. These feats first appeared as "Warrior Boons" in *Fight On!* Magazine #9 (Spring 2010). The intent is to consolidate fighter options like extraordinary strength (Sup-I, p. 7), multiple attacks (AD&D PHB p. 25), weapon specialization (UA p. 18), various subclasses (ranger, barbarian, cavalier), etc. Note that each feat here has the effect of two 3E-style feats.
24. Paul S. reports players taking 2<sup>nd</sup> class early and leaving it at 0 XP; but not enforcing the 16 ability requirement (from Vol-1, p. 10).
25. Consider the many examples of Gygaxian elven fighter/wizards in chain (but not plate); e.g., throughout the GDQ modules, and also encounters in the *World of Greyhawk* (1983 boxed set Glossography p. 4). We assume that bows & shields get in the way of spell casting.