

Creating a new character

1. Roll for Ability Scores

2. Choose a Class

3. Exchange Ability Score points

Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.

Constitution and Charisma points can never be exchanged with others.

Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).

No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

4. Roll for Hit Points (see Character Classes)

5. Roll for Money (gp = 3d6 x 10)

6. Buy equipment: (see Equipment List)

7. Figure out your:

- a. Armor Class
- b. Character Hit Roll Table
- c. Saving Throws (see Combat)

8. Note adjustments for Ability Scores

9. Give your Character a Name and Alignment

10. Get ready to play

HUMANS	
Class	Prime Requisite
Fighter	Strength
Magic-User	Intelligence
Cleric	Wisdom
Thief	Dexterity

(No minimum scores for human characters)

DEMI-HUMANS		
Class	Minimum Scores	Prime Requisites
Dwarf	Con 9	Str only
Elf	Int 9	Str + Int
Halfling	Con 9 Dex 9	Str + Dex

Complete list: weapons and equipment

WEAPONS	
Item	Cost (in gp)
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow Lt. (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Normal Sword	10
Two-Handed Sword	15
Other Weapons:	
*Mace	5
*Club	3
Pole Arm (two-handed)	7
*Sling with 30 Sling Stones	2
Spear	3
*War Hammer	5

*These weapons may be used by a cleric

ARMOR	
Item	Cost (in gp)
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10

EQUIPMENT	
Item	Cost (in gp)
Backpack	5
Flask of Oil	2
Holy Symbol	25
Holy Water (1 vial)	25
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10' long)	1
Rations:	
Iron Rations (preserved food for 1 person for 1 week)	15
Standard Rations (unpreserved food for 1 person for 1 week)	5
Rope (50' long)	1
Sacks:	
Small	1
Large	2
Spikes (iron, 12) and small Hammer	3
Thieves' Tools	25
Tinder Box (flint, steel, dry wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1
Wolfsbane (1 bunch)	10

(Note: Items will be added to this list in the D&D EXPERT Set.)

Character classes

CLERIC			
Hit Dice: 1d6 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

CLERIC TURNING UNDEAD				
Cleric's Level	Undead Monster			
	Skeleton	Zombie	Ghoul	Wight
1	7	9	11	N
2	T	7	9	11
3	T	T	7	9

FIGHTER		
Hit Dice: 1d8 per level		
XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster

MAGIC-USER			
Hit Dice: 1d4 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second

THIEF		
Hit Dice: 1d4 per level		
XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

THIEF SPECIAL ABILITY TABLE				
Special Ability		Level of Experience		
		1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. "Hear Noise" is determined in a similar way, using 1d6.

DWARF		
Hit Dice: 1d8 per level		
XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster

Detect traps, sliding walls, sloping corridors, new constructions: 2/6
Infravision 60'

ELF			
Hit Dice: 1d6 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

Detect secret or hidden doors: 2/6
Immune to paralysis from ghouls
Infravision 60'

HALFLING		
Hit Dice: 1d6 per level		
XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster

Combat Bonuses:
- 2 bonus to Armor Class when attacked by creatures larger than man-size
+ 1 bonus to the Hit Roll when using any missile (see "Additional Rules")
+ 1 bonus to Individual Initiative

Hide in woodlands 90% success
Hide in dungeon (shadows) 1/3

ENCUMBERED MOVEMENT RATES TABLE			
Encumbrance	Normal Speed	Encounter Speed	Running Speed
	(Feet per turn)	(Feet per round)	
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

Basic Encumbrance: unarmored = 300 cn; armored = 700 cn

A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

CONTAINER VOLUME	
Small sack	200 cn
Backpack	400 cn
Large sack	600 cn
Saddle bag	1000 cn

MULE MOVEMENT/ENCUMBRANCE	
Encumbrance	Movement Rate
up to 3000 cn	120'/turn
3001-6000 cn	60'/turn
6001 cn or more	0

Cleric Spells: First Level

Cure Light Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

Detect Evil

Range: 120'
Duration: 6 turns
Effect: Everything within 120'

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

Light*

Range: 120'
Duration: 12 turns
Effect: Volume of 30' diameter

Protection from Evil

Range: 0
Duration: 12 turns
Effect: The cleric only

Purify Food and Water

Range: 10'
Duration: Permanent
Effect: 1 ration or 6 waterskins

Remove Fear*

Range: Touch
Duration: 2 turns
Effect: Any one living creature

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30'

*Spell may be cast with reverse effects in D&D® EXPERT Rules.

Magic-User Spells: First Level*

Charm Person

Range: 120'
Duration: See below
Effect: One living "person"

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

Light

Range: 120'
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: Volume of 30' diameter

Magic Missile

Range: 150'
Duration: 1 turn
Effect: Creates 1 or more arrows

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The magic-user only

Read Languages

Range: 0
Duration: 2 turns
Effect: The magic-user only

Read Magic

Range: 0
Duration: 1 turn
Effect: The magic-user only

Shield

Range: 0
Duration: 2 turns
Effect: The magic-user only

Sleep

Range: 240'
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40' x 40' area

Ventriloquism

Range: 60'
Duration: 2 turns
Effect: One item or location

Magic-User Spells: Second Level

Continual Light

Range: 120'
Duration: Permanent
Effect: Volume of 60' diameter

Detect Evil

Range: 60'
Duration: 2 turns
Effect: Everything within 60'

Detect Invisible

Range: 10' per Level of the magic-user
Duration: 6 turns
Effect: The magic-user only

ESP

Range: 60'
Duration: 12 turns
Effect: All thoughts in one direction

Invisibility

Range: 240'
Duration: Permanent until broken
Effect: One creature or object

Knock

Range: 60'
Duration: See below
Effect: One lock or bar

Levitate

Range: 0
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: The magic-user only

Locate Object

Range: 60' + 10' per Level of the magic-user
Duration: 2 turns
Effect: One object within range

Mirror Image

Range: 0
Duration: 6 turns
Effect: The magic-user only

Phantasmal Force

Range: 240'
Duration: Concentration
Effect: A volume 20' x 20' x 20'

Web

Range: 10'
Duration: 48 turns
Effect: A volume 10' x 10' x 10'

Wizard Lock

Range: 10'
Duration: Permanent
Effect: One portal or lock

Combat and ability adjustments

COMBAT SEQUENCE TABLE

- A. Each side rolls for initiative, using 1d6.
- B. The side that wins the initiative acts first:
 1. Morale Check (monsters and non-player characters only)
 2. Movement (using speed per round), including Defensive Maneuvers
 3. Missile fire combat (additional)
 - a. Choose targets
 - b. Make Hit Rolls
 - c. Roll Damage for hits
 4. Magic spells
 - a. Choose targets
 - b. Make Saving Throws if necessary
 - c. Apply results immediately
 5. Hand-to-Hand combat
 - a. Choose targets
 - b. Make Hit Rolls
 - c. Roll Damage for hits
- C. The side that loses the initiative then completes all steps given above.
- D. DM handles all retreating, surrender, and other special results.

CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	-1
Roll	10	11	12	13	14	15	16	17	18	19	20

ARMOR CLASS

Armor type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

*A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:	1d6 (1-6) points of damage:
Club	Spear
Dagger	War Hammer
Sling stone	1d8 (1-8) points of damage:
Torch	Sword (normal)
1d6 (1-6) points of damage:	*Battle Axe
*Arrow (long or short bow)	1d10 (1-10) points of damage:
Hand Axe	
Mace	*Pole Arm
*Quarrel (crossbow)	*Two-Handed Sword
Short Sword	

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow, (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

Using Missiles; Remember to adjust for:

1. Dexterity
2. Range
3. Cover
4. Magic

SAVING THROWS

- a. Death Ray or Poison
- b. Magic Wands
- c. Paralysis or Turn to Stone
- d. Dragon Breath
- e. Rods, Staves or Spells

	a	b	c	d	e
Cleric	11	12	14	16	15
Fighter	12	13	14	15	16
Magic-user	13	14	13	16	15
Thief	13	14	13	16	15
Dwarf	8	9	10	13	12
Elf	12	13	13	15	15
Halfling	8	9	10	13	12
Normal Man	14	15	16	17	17

PRIME REQUISITE EXPERIENCE ADJUSTMENT

Prime Requisite	Adjustment to Experience
3-5	-20%
6-8	-10%
9-12	No adjustment
13-15	+5%
16-18	+10%

ABILITY SCORE BONUS AND PENALTIES

Ability Score	Adjustment
3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

INTELLIGENCE ADJUSTMENTS

Intelligence Score	Effect
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	No adjustments; can read and write Common and Alignment languages
13-15	+1 Language
16-17	+2 Languages
18	+3 Languages

CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

HIRING RETAINERS

1. Find NPCs
2. Explain the job, make offer
3. Hire, buy equipment
4. Make retainer sheet