

SOTU * REFIRED^{v3}

Another minimal way to play Dungeons & Dragons

Races

Dwarfs are short and cunning, see well in dim light, and have up to 7 HD. **Elves** are slim and wise, see well in dim light, and have up to 6 HD. **Men** are tall and proud, and have up to 9 HD.

Classes

Fighters are strong and athletic, have better attack rolls and have d6+2 hp per HD. **Thieves** are quick and subtle, have better attack rolls with bow, dagger, sling or sword, and have d4+2 hp per HD. **Wizards** are uncanny and shrewd, cast magic spells, and have d4 hp per HD.

Hit Points

Hit points are rolled each new day. PCs roll 1 HD per level, up to their racial maximum. Each level thereafter adds 2 hp regardless of class. Monsters have 1d6+2 hp per HD.

Starting Out

Fighters begin with leather or chain armour and 5 dice of weaponry. **Thieves** begin with leather armour, thieves' tools and 3 dice of weaponry. **Wizards** begin with a spellbook, and 1 die of weaponry.

Equipment

Armour	AC	Movement Rate		
		Dwarf	Elf	Man
None	9	9"	12"	12"
Leather	8	9"	12"	12"
Chain	6	9"	9"	9"
Plate	4	9"	6"	6"
Helm	-1	-	-	-
Shield	-1	-	-	-

Helms and shields cost 1 die of weaponry each.

Weapon	Dice	Note
Axe, Mace, Sword	2	-
Dagger	1	Can be thrown.
Flail	2	+1 versus shields. Slow.
Great sword, Pole axe	3	-1 in dungeons. Slow.
Spear	2	Can be thrown. Cost 1 dice.
Staff	1	-
Bow	2	Out of arrows on a 1.
Crossbow	3	Slow. Reload. Out of bolts on a 1.
Sling	1	Never out of stones.

The Character Sheet

Invent a name, an appellation, a one line description, a one line background, and your character is ready for adventure!

For example; *Edgar the Fierce* (Man F2 AC4 MV9" HD2d6+4 hp13 chain, helm, shield, mace & sling) is a *squint-eyed, thick-limbed, tawny brute. He is the denounced, disinherited son of a minor noble, and a bitter, vengeful bully who lacks any sense of decorum.*

Combat

Surprise: Either or both sides roll 1d20 + AC to surprise the other. 20+ indicates surprise, and the loss of one combat round.

Initiative: Each combatant rolls 1d20 + AC. Slow weapons are -2. The combatant with the highest initiative strikes first, with others striking in descending order.

Attack: Roll 1d20 + target's AC. **Fighters** add their level, **thieves** add their level with bow, dagger, sling or sword, otherwise add ½ level (rounded down). Monsters add their HD. **Dwarfs** add +1 with axe, **Elves** add +1 with bow. Missile attacks are at -2 versus shields, and at other than short range. 20+ is a hit. On a 20 roll an extra damage die.

Damage: Damage dice are determined by weapon-type, or by HD for monsters. Roll damage dice and sum like results. The greatest sum is the result. Damage is subtracted from hit-points. At 0 or fewer hit-points monsters are slain. PCs and important NPCs are incapacitated on

a successful save versus fortitude, or otherwise slain. Incapacitated PCs are captured for ransom.

Morale: Both sides roll 1d20 and add the level (or HD) of their greatest combatant. If either side is doubled they will flee unless they have not yet suffered any loss. The referee may roll separately for distinct groups of monsters, and may interpret other outcomes from the results, such as falling back, surrender, brazen attack, and so on.

Recovery: PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they stanch bleeding, bind wounds, take refreshments, and so on. PCs reduced to 0 (or fewer) hp recover at the much slower rate of 1 hp per turn, unless a magical elixir of healing is imbibed, for example.

Saving Throws

Saves are versus fortitude, reflexes or will-power. Roll 1d20 + level (or HD). **Dwarfs, Men and fighters** each add +2 to saves versus fortitude. **Dwarfs, Elves and thieves** each add +2 to saves versus reflexes. **Elves and wizards** each add +2 to saves versus will-power. A 3rd level Elvish wizard, for example, adds +3 (3rd level), +2 (Elf versus will power) and +2 (wizard versus will power) for a total of +7 to his saving throw versus enchantments. A result of 20+ indicates a save.

Dungeoneering

All feats of dungeoneering are attempted by rolling 1d20 + AC. PCs add ½ their level unless stated otherwise below. Monsters add ½ their HD. A result of 20+ indicates success.

Athletics: Swimming, running, jumping, forcing doors, lifting gates, charioteering, horsemanship and so on are all feats of athletics. **Fighters** add their level rather than ½ their level. **Men** add +2.

Subterfuge: Sneaking, climbing, fiddling locks, hiding, disguise, forgery, picking pockets and so on are all feats of subterfuge. **Thieves** add their level rather than ½ their level. **Dwarfs** add +2.

Lore: Reading spells from scrolls, operating wands, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court and so on are all feats of lore. **Wizards** add their level rather than ½ their level. **Elves** add +2.

Hazards: Dungeoneering is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Wizards can cast spells from memory any number of times per day. Anyone can read a spell from a scroll. Roll 1d20 + AC – spell level. **Wizards** add their level, others add ½ their level or HD. **Elves** add +2 when reading scrolls. 20+ indicates success, otherwise no effect.

Wizards choose what level to cast spells at, up to their own level. A *die roll* of equal to or less than the spell level means the **wizard** is fatigued and cannot use magic (except scrolls) again before a full night's rest.

A scroll's spell level is fixed by the author. Anyone other than a **wizard** who reads a scroll and makes a *die roll* of equal to or less than the spell level causes the magic to backfire. 20+ indicates success and consumes the scroll, otherwise no effect.

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Spells can effect up to one creature per spell level, but never more than one creature with more HD than the spell level.

Experience

All PCs begin at level 1 with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level. I.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on. There is no limit on how far a PC can advance.

1 XP is earned for each 1 gp worth of treasure looted. 100 XP is earned per hit-die for defeated monsters. XP earned is divided among party members.

Fight On!