

Name:	Tarnasus			-HP-			
Class:	Fighter	Normal:	21	Level:	5		
Race:	Human	Current:		XP:	21,150		
Strength:	17	AAC:	13	-Damage Bonus-			
Intelligence:	13	Save:	10	Melee:	+1	Melee:	+3
Wisdom:	8	Move:	9			Ranged:	+2
Dexterity:	10	Armor:	+4	Weapons:	2 Handed Sword [1d6+1]		
Constitution:	9	Shield:	+0		Hand Axe [1d6]		
Charisma:	14			Spells:	None		
Wealth:	3 gp., 7 sp.						
Gear:	Chain mail, 2 handed sword, 2 hand axes, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

- STR:** If >= 15, Fighters get +5% XP
- INT:** If >= 15, Magic Users get +5% XP
- WIS:** If >= 15, Clerics get +5% XP

General XP Bonuses

- CHA:** If >= 15, 5% XP bonus
- WIS:** If >= 15, 5% XP bonus

Combat Bonuses

- STR:** Melee Hit & Damage Bonus
- DEX:** AAC/AC & Missile Bonus
- CON:** +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon restrictions.

Dwarves

- Gear:** No armor or weapon restrictions.
- Abilities:** *Hard-to-hit:* Receive 1/2 damage

when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground.

ST: +4 ST vs. magic, +1 vs. death and poisons.

Good at: detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Fighter

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

Machine — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1+1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

Name:	Aurora		-HP-		
Class:	Fighter	Normal:	21	Level:	5
Race:	Human	Current:		XP:	21,150
Strength:	12	AAC:	14	-Damage Bonus-	-Hit Bonus-
Intelligence:	13	Save:	10	Melee:	+3
Wisdom:	10	Move:	9		Ranged: +2
Dexterity:	15	Armor:	+4	Weapons:	Short Sword [1d6-1]
Constitution:	9	Shield:	+0		Long Bow [1d6]
Charisma:	15				Dagger [1d6-1]
Wealth:	4 gp. 4 sp.		Spells:	None	
Gear:	Chain mail, short sword, long bow 1 dagger, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days				

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
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Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

- STR:** If >= 15, Fighters get +5% XP
- INT:** If >= 15, Magic Users get +5% XP
- WIS:** If >= 15, Clerics get +5% XP

General XP Bonuses

- CHA:** If >= 15, 5% XP bonus
- WIS:** If >= 15, 5% XP bonus

Combat Bonuses

- STR:** Melee Hit & Damage Bonus
- DEX:** AAC/AC & Missile Bonus
- CON:** +1/-1 HP per HP Bonus

RACES

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Standard race. **Gear:** No armor or weapon restrictions.

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- Gear:** No armor or weapon restrictions.
- Abilities:** *Hard-to-hit:* Receive 1/2 damage

when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground.

ST: +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Fighter

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

Machine — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
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ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

NOTES

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

Sequence

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

Attack Resolution

Hits if \geq defender's AC. **Melee To Hit** = $1d20 + BHB + STR$ Bonus; **Missile To Hit** = $d20 + BHB + DEX$ bonus.

Monster Attacks & Saves

To-Hit Rolls = $1d20 + (\# \text{ Hit Dice, max } +15)$. **ST** = $19 - (\# \text{ Hit Dice})$.

Damage

Melee attacks add **STR** bonus.

Death

When $HP \leq 0$, Character dies.

Healing

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1
5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

Hit Points

1d6/Level hit points (re-roll 1s and 2s for 1st level)

Natural 1's and 20's

Natural 1 = Automatic failure

Natural 20 = Automatic success, double damage.

Name:	Chevron			-HP-			
Class:	Cleric		Normal:	20	Level:	5	
Race:	Human		Current:		XP:	21,150	
Strength:	11	AAC:	13	-Damage Bonus-	-Hit Bonus-		
Intelligence:	8	Save:	11	Melee:	+0	Melee:	+2
Wisdom:	17	Move:	9			Ranged:	+2
Dexterity:	11	Armor:	+0	Weapons:	Sling with 20 stones [1d6]		
Constitution:	10	Shield:	+0		Mace [1d6]		
Charisma:	8			Spells:			
Wealth:	1 gp., 6 cp.						
Gear:	Chain mail, sling with 20 stones, mace, holy symbol, backpack, bedroll, hooded lantern, flint & steel, crowbar, pen & paper, waterskin, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

General XP Bonuses

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

Combat Bonuses

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon

restrictions.

Dwarves

Gear: No armor or weapon restrictions.
Abilities: *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.
Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Cleric

Prime Attribute: Wisdom, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level **Gear:** Any armor. Blunt weapons only. No missile weapons save oil or slings. **ST:** +2 ST vs. poison and paralysis. **Abilities:** Can "turn" the undead causing them to flee (See Turning Undead, Whitebox Page 22). Clerics cast divine spells from the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list.

Cleric Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7

Cleric Spells

LEVEL	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

Sequence

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

Attack Resolution

Hits if \geq defender's AC. **Melee To Hit** = $1d20 + BHB + STR$ Bonus; **Missile To Hit** = $d20 + BHB + DEX$ bonus.

Monster Attacks & Saves

To-Hit Rolls = $1d20 + (\# \text{ Hit Dice, max } +15)$. **ST** = $19 - (\# \text{ Hit Dice})$.

Damage

Melee attacks add **STR** bonus.

Death

When $HP \leq 0$, Character dies.

Healing

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0

Turning Undead Table

Undead HD	Examples	CLERIC LEVEL								
		1	2	4	5	6	7	8	9	
1	Skeleton	10	7	4	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D
5		-	17	15	13	10	7	4	D	D
6	Mummy	-	-	17	15	13	10	7	4	D
7	Spectre	-	-	-	17	15	13	10	7	4
8	Vampire	-	-	-	-	17	15	13	10	7
9-11		-	-	-	-	-	17	15	13	10
12-18	Lich	-	-	-	-	-	-	17	15	13
varies	Demon	-	-	-	-	-	-	-	17	15

2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1
5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

Hit Points

1d6/Level hit points (re-roll 1s and 2s for 1st level)

Natural 1's and 20's

Natural 1 = Automatic failure
Natural 20 = Automatic success, double damage.

DIVINE (CLERIC) SPELLS

For expanded spell see 0e or a 0e retro-clone.

1st Level

- **Cure Light Wounds (Reversible):** Cure $1d6+1$ hit points of wounds.
- **Detect Evil (Reversible):** Reveals evil thoughts/intent or evil items.
- **Detect Magic:** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.
- **Light (Reversible):** Object lights circle with 20 ft. radius, full daylight.
- **Protection from Evil (Reversible):** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters.
- **Purify Food & Water (Reversible):** Purifies food and water for up to 12 people.

2nd Level

- **Bless:** Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be

cast in combat.

- **Find Traps:** Notice traps within 30 feet.
- **Hold Person:** Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration.
- **Speak with Animals:** Can understand and speak with animals.

3rd Level

- **Continual Light (Reversible):** Object lights circle with 120 ft. radius until dispelled, full daylight.
- **Cure Disease:** Cures person of any diseases, including magical diseases.
- **Locate Object:** Senses direction toward an object (specific or type).
- **Remove Curse (Reversible):** Frees subject from a single curse.

NOTES

Name:	Fortis		-HP-		
Class:	Fighter	Normal:	22	Level:	5
Race:	Human	Current:		XP:	21,150
Strength:	18	AAC:	13	-Damage Bonus-	-Hit Bonus-
Intelligence:	9	Save:	10	Melee:	+3
Wisdom:	10	Move:	9		Ranged: +2
Dexterity:	11	Armor:	+4	Weapons:	Long Sword [1d6]
Constitution:	13	Shield:	+0		Dagger [1d6-1]
Charisma:	10			Spells:	None
Wealth:	2 gp. 5 sp.				
Gear:	Chain mail, long sword, 2 daggers, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days				

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
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Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

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Combat Bonuses

- STR:** Melee Hit & Damage Bonus
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RACES

Humans

Standard race. **Gear:** No armor or weapon restrictions.

Dwarves

- Gear:** No armor or weapon restrictions.
- Abilities:** *Hard-to-hit:* Receive 1/2 damage

when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail. **Abilities:** +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

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Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

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Armor

TYPE	MODIFIER	COST
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Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

Name:	Freemish			-HP-		
Class:	Fighter			Normal:	21	Level: 5
Race:	Halfling			Current:		XP: 21,150
Strength:	10	AAC:	14	-Damage Bonus-		-Hit Bonus-
Intelligence:	11	Save:	10	Melee:	+0	Melee: +3
Wisdom:	10	Move:	9			Ranged: +2
Dexterity:	17	Armor:	+4	Weapons:	Short Sword [1d6-1]	
Constitution:	8	Shield:	+0		Sling with 20 stones [1d6]	
Charisma:	11				Dagger [1d6-1]	
Wealth:	2 gp. 5 sp.			Spells:	None	
Gear:	Chain mail, short sword, sling with 20 stones, 1 dagger, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days					

ATTRIBUTE SCORES

Universal Attribute Bonus

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- CON:** +1/-1 HP per HP Bonus

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Elves

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Halflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Fighter

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

Machine — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

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Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

Name:	Frekki		-HP-		
Class:	Fighter	Normal:	21	Level:	5
Race:	Hafling	Current:		XP:	21,150
Strength:	9	AAC:	14	-Damage Bonus-	-Hit Bonus-
Intelligence:	11	Save:	10	Melee:	+3
Wisdom:	10	Move:	9		Ranged: +2
Dexterity:	16	Armor:	+4	Weapons:	Short Sword [1d6-1]
Constitution:	9	Shield:	+0		Short Bow [1d6-1]
Charisma:	11				Dagger [1d6-1]
Wealth:	2 gp. 5 sp.		Spells:	None	
Gear:	Chain mail, short sword, short bow 1 dagger, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days				

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
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15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

- STR:** If >= 15, Fighters get +5% XP
- INT:** If >= 15, Magic Users get +5% XP
- WIS:** If >= 15, Clerics get +5% XP

General XP Bonuses

- CHA:** If >= 15, 5% XP bonus
- WIS:** If >= 15, 5% XP bonus

Combat Bonuses

- STR:** Melee Hit & Damage Bonus
- DEX:** AAC/AC & Missile Bonus
- CON:** +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon restrictions.

Dwarves

- Gear:** No armor or weapon restrictions.
- Abilities:** *Hard-to-hit:* Receive 1/2 damage

when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground.

ST: +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Fighter

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

Machine — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1+1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

NOTES

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

Sequence

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

Attack Resolution

Hits if \geq defender's AC. **Melee To Hit** = $1d20 + BHB + STR$ Bonus; **Missile To Hit** = $d20 + BHB + DEX$ bonus.

Monster Attacks & Saves

To-Hit Rolls = $1d20 + (\# \text{ Hit Dice, max } +15)$. **ST** = $19 - (\# \text{ Hit Dice})$.

Damage

Melee attacks add **STR** bonus.

Death

When $HP \leq 0$, Character dies.

Healing

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1
5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

Hit Points

1d6/Level hit points (re-roll 1s and 2s for 1st level)

Natural 1's and 20's

Natural 1 = Automatic failure

Natural 20 = Automatic success, double damage.

Name:	Kelman			-HP-			
Class:	Cleric		Normal:	19	Level:	5	
Race:	Human		Current:		XP:	21,150	
Strength:	10	AAC:	13	-Damage Bonus-	-Hit Bonus-		
Intelligence:	8	Save:	11	Melee:	+0	Melee:	+2
Wisdom:	15	Move:	9			Ranged:	+2
Dexterity:	11	Armor:	+0	Weapons:	Sling with 20 stones [1d6]		
Constitution:	11	Shield:	+0		Mace [1d6]		
Charisma:	8			Spells:			
Wealth:	1 gp., 6 cp.						
Gear:	Chain mail, sling with 20 stones, mace, holy symbol, backpack, bedroll, hooded lantern, flint & steel, crowbar, pen & paper, waterskin, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

General XP Bonuses

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

Combat Bonuses

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon

restrictions.

Dwarves

Gear: No armor or weapon restrictions.
Abilities: *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.
Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Cleric

Prime Attribute: Wisdom, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level **Gear:** Any armor. Blunt weapons only. No missile weapons save oil or slings. **ST:** +2 ST vs. poison and paralysis. **Abilities:** Can "turn" the undead causing them to flee (See Turning Undead, Whitebox Page 22). Clerics cast divine spells from the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list.

Cleric Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7

Cleric Spells

LEVEL	1	2	3	4	5
1	-	-	-	-	-

2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

Sequence

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

Attack Resolution

Hits if \geq defender's AC. **Melee To Hit** = 1d20 + BHB + STR Bonus; **Missile To Hit** = d20 + BHB + DEX bonus.

Monster Attacks & Saves

To-Hit Rolls = 1d20 + (# Hit Dice, max +15). **ST** = 19 - (# Hit Dice).

Damage

Melee attacks add **STR** bonus.

Death

When HP \leq 0, Character dies.

Healing

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1

Turning Undead Table

Undead HD	Examples	CLERIC LEVEL								
		1	2	4	5	6	7	8	9	
1	Skeleton	10	7	4	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D
5		-	17	15	13	10	7	4	D	D
6	Mummy	-	-	17	15	13	10	7	4	D
7	Spectre	-	-	-	17	15	13	10	7	4
8	Vampire	-	-	-	-	17	15	13	10	7
9-11		-	-	-	-	-	17	15	13	10
12-18	Lich	-	-	-	-	-	-	17	15	13
varies	Demon	-	-	-	-	-	-	-	17	15

5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

Hit Points

1d6/Level hit points (re-roll 1s and 2s for 1st level)

Natural 1's and 20's

Natural 1 = Automatic failure
Natural 20 = Automatic success, double damage.

DIVINE (CLERIC) SPELLS

For expanded spell see 0e or a 0e retro-clone.

1st Level

- **Cure Light Wounds (Reversible):** Cure 1d6+1 hit points of wounds.
- **Detect Evil (Reversible):** Reveals evil thoughts/intent or evil items.
- **Detect Magic:** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.
- **Light (Reversible):** Object lights circle with 20 ft. radius, full daylight.
- **Protection from Evil (Reversible):** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters.
- **Purify Food & Water (Reversible):** Purifies food and water for up to 12 people.

2nd Level

- **Bless:** Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat.
- **Find Traps:** Notice traps within 30 feet.
- **Hold Person:** Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration.

→ **Speak with Animals:** Can understand and speak with animals.

3rd Level

- **Continual Light (Reversible):** Object lights circle with 120 ft. radius until dispelled, full daylight.
- **Cure Disease:** Cures person of any diseases, including magical diseases.
- **Locate Object:** Senses direction toward an object (specific or type).
- **Remove Curse (Reversible):** Frees subject from a single curse.

NOTES

Name:	Master Malloy			-HP-			
Class:	Magic User		Normal:	14	Level:	5	
Race:	Elf		Current:		XP:	21,150	
Strength:	8	AAC:	9	-Damage Bonus-		-Hit Bonus-	
Intelligence:	18	Save:	11	Melee:	+0	Melee:	+1
Wisdom:	10	Move:	9			Ranged:	+1
Dexterity:	10	Armor:	+0	Weapons: Dagger [1d6-1] Staff [1d6*] (Two handed only, +1 to hit)			
Constitution:	9	Shield:	+0				
Charisma:	10			Spells:			
Wealth:	5 gp., 3 sp.						
Gear:	Backpack, staff, 2 daggers, bedroll, spellbook, 10 torches, flint & steel, chalk, 10 ft. pole, mirror, waterskin, signal whistle, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

General XP Bonuses

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

Combat Bonuses

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon

restrictions.

Dwarves

Gear: No armor or weapon restrictions.
Abilities: *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.
Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Hafplings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Magic User

Prime Attribute: Intelligence, 15+ = 5% XP bonus. **Hit Dice:** See table. **Gear:** No armor. Only daggers or staves. **ST:** +2 ST vs. spells.

Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively "preparing" it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book.

Magic User Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	2,500	1+1	14
3	5,000	2	13
4	10,000	2+1	12
5	20,000	3	11
6	40,000	3+1	10
7	80,000	4	9

Name:	Oblik		-HP-		
Class:	Fighter	Normal:	24	Level:	5
Race:	Dwarf	Current:		XP:	21,150
Strength:	15	AAC:	13	-Damage Bonus-	-Hit Bonus-
Intelligence:	9	Save:	10	Melee:	+3
Wisdom:	10	Move:	9	Ranged:	+2
Dexterity:	11	Armor:	+4	Weapons:	Battle Axe [1d6+1]
Constitution:	15	Shield:	+0		Light Crossbow [1d6-1]
Charisma:	10				Dagger [1d6-1]
Wealth:	4 gp. 4 sp.		Spells:	None	
Gear:	Chain mail, battle axe, light crossbow 1 dagger, backpack, bedroll, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days				

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

- STR:** If >= 15, Fighters get +5% XP
- INT:** If >= 15, Magic Users get +5% XP
- WIS:** If >= 15, Clerics get +5% XP

General XP Bonuses

- CHA:** If >= 15, 5% XP bonus
- WIS:** If >= 15, 5% XP bonus

Combat Bonuses

- STR:** Melee Hit & Damage Bonus
- DEX:** AAC/AC & Missile Bonus
- CON:** +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon restrictions.

Dwarves

- Gear:** No armor or weapon restrictions.
- Abilities:** *Hard-to-hit:* Receive 1/2 damage

when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground.

ST: +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.

Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Fighter

Prime Attribute: Strength, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level (1d6 +1 at 1st Level). **Gear:** No armor or weapon restrictions. **ST:** +1 ST vs. death & poisons. **Abilities:** *Combat*

Machine — 1 attack per level per turn vs. foes <= 1 HD

Fighter Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1+1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

Name:	Panacea			-HP-			
Class:	Magic User		Normal:	14	Level:	5	
Race:	Human		Current:		XP:	21,150	
Strength:	8	AAC:	9	-Damage Bonus-		-Hit Bonus-	
Intelligence:	16	Save:	11	Melee:	+0	Melee:	+1
Wisdom:	10	Move:	9			Ranged:	+1
Dexterity:	10	Armor:	+0	Weapons: Dagger [1d6-1] Staff [1d6*] (Two handed only, +1 to hit)			
Constitution:	9	Shield:	+0				
Charisma:	15			Spells:			
Wealth:	5 gp., 3 sp.						
Gear:	Backpack, staff, 2 daggers, bedroll, spellbook, 10 torches, flint & steel, chalk, 10 ft. pole, mirror, waterskin, signal whistle, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

General XP Bonuses

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

Combat Bonuses

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon

restrictions.

Dwarves

Gear: No armor or weapon restrictions.
Abilities: *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.
Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Hafplings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Magic User

Prime Attribute: Intelligence, 15+ = 5% XP bonus. **Hit Dice:** See table. **Gear:** No armor. Only daggers or staves. **ST:** +2 ST vs. spells.

Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively "preparing" it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book.

Magic User Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	2,500	1+1	14
3	5,000	2	13
4	10,000	2+1	12
5	20,000	3	11
6	40,000	3+1	10
7	80,000	4	9

Name:	Physus			-HP-			
Class:	Cleric		Normal:	19	Level:	5	
Race:	Human		Current:		XP:	21,150	
Strength:	9	AAC:	13	-Damage Bonus-		-Hit Bonus-	
Intelligence:	11	Save:	11	Melee:	+0	Melee:	+2
Wisdom:	15	Move:	9			Ranged:	+2
Dexterity:	10	Armor:	+0	Weapons:			Sling with 20 stones [1d6]
Constitution:	10	Shield:	+0				Staff [1d6]*
Charisma:	11			Spells:			(Two handed only, +1 to hit)
Wealth:	1 gp., 6 cp.						
Gear:	Chain mail, sling with 20 stones, staff, holy symbol, backpack, bedroll, hooded lantern, flint & steel, crowbar, pen & paper, waterskin, iron rations for four days						

ATTRIBUTE SCORES

Universal Attribute Bonus

ATTRIBUTE SCORE	DESCRIPTION	BONUS / PENALTY
3 to 6	Below Average	-1 (5%)
7 to 14	Average	-
15 to 18	Above Average	+1 (or 5%)

Overall XP Bonus

Wisdom % Bonus + Charisma % Bonus + Class Prime Attribute % Bonus

Class Based XP Bonuses

STR: If >= 15, Fighters get +5% XP
INT: If >= 15, Magic Users get +5% XP
WIS: If >= 15, Clerics get +5% XP

General XP Bonuses

CHA: If >= 15, 5% XP bonus
WIS: If >= 15, 5% XP bonus

Combat Bonuses

STR: Melee Hit & Damage Bonus
DEX: AAC/AC & Missile Bonus
CON: +1/-1 HP per HP Bonus

RACES

Humans

Standard race. **Gear:** No armor or weapon

restrictions.

Dwarves

Gear: No armor or weapon restrictions.
Abilities: *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Keen Detection:* good at spotting traps, slanting passages, and construction while underground. **ST:** +4 ST vs. magic, +1 vs. death and poisons. **Good at:** detecting underground construction (detection up to referee). **Languages:** Dwarves are able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Gear: No armor save elven chain mail.
Abilities: +1 vs. goblins, orcs, intelligent undead & lycanthropes. Immune to paralysis caused by undead. **Good at:** spotting hidden & concealed doors (detection up to referee). **ST:** +2 ST vs. magic. **Languages:** Elves can speak with gnolls, goblins, orcs, and hobgoblins.

Haflings

Gear: Any weapon or armor. **Abilities:** *Hard-to-hit:* Receive 1/2 damage when attacked by giant-type creatures. *Missile Accuracy:* +2 "to-hit" when firing missile weapons. *Near Invisibility:* **Good at:** moving stealthily in non-combat situations, being hard to spot and moving in almost total silence. **ST:** +4 vs. magic, +1 vs. death and poisons.

CLASSES

Cleric

Prime Attribute: Wisdom, 15+ = 5% XP bonus. **Hit Dice:** 1d6 per level **Gear:** Any armor. Blunt weapons only. No missile weapons save oil or slings. **ST:** +2 ST vs. poison and paralysis. **Abilities:** Can "turn" the undead causing them to flee (See Turning Undead, Whitebox Page 22). Clerics cast divine spells from the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list.

Cleric Advancement

LEVEL	EXPERIENCE	HIT DICE	ST
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7

Cleric Spells

LEVEL	1	2	3	4	5
1	-	-	-	-	-

2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2

ARMOR

Unarmored human: AAC 10[9]. **Converting AC & AAC:** Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Armor

TYPE	MODIFIER	COST
Chain	-4[+4]	30
Leather	-2[+2]	15
Plate	-6[+6]	50
Ring	-3[+3]	25
Shield	-1[+1]	10

XP

Gain XP for killing monsters (cf. Monster descriptions) & gaining treasure (1 gp = 1 XP).

TIME

Turn = 10 minutes, **Combat Round** = 1 minute.

COMBAT

Sequence

1) Both sides roll 1d6 for initiative. 2) Go in initiative order, highest first, ties act simultaneously. 3) Repeat till battle ends, keeping same order each round.

Attack Resolution

Hits if \geq defender's AC. **Melee To Hit** = $1d20 + \text{BHB} + \text{STR Bonus}$; **Missile To Hit** = $d20 + \text{BHB} + \text{DEX bonus}$.

Monster Attacks & Saves

To-Hit Rolls = $1d20 + (\# \text{ Hit Dice, max } +15)$. **ST** = $19 - (\# \text{ Hit Dice})$.

Damage

Melee attacks add **STR** bonus.

Death

When $\text{HP} \leq 0$, Character dies.

Healing

Recover 1 HP per day uninterrupted rest. 4 weeks rest = full recovery.

Base "To Hit" Bonus

LEVEL	FIGHTER	CLERIC	MAGIC USER
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1

Turning Undead Table

Undead HD	Examples	CLERIC LEVEL								
		1	2	4	5	6	7	8	9	
1	Skeleton	10	7	4	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D
5		-	17	15	13	10	7	4	D	D
6	Mummy	-	-	17	15	13	10	7	4	D
7	Spectre	-	-	-	17	15	13	10	7	4
8	Vampire	-	-	-	-	17	15	13	10	7
9-11		-	-	-	-	-	17	15	13	10
12-18	Lich	-	-	-	-	-	-	17	15	13
varies	Demon	-	-	-	-	-	-	-	17	15

5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	3
9	+6	+4	+3

→ **Speak with Animals:** Can understand and speak with animals.

3rd Level

→ **Continual Light (Reversible):** Object lights circle with 120 ft. radius until dispelled, full daylight.

→ **Cure Disease:** Cures person of any diseases, including magical diseases.

→ **Locate Object:** Senses direction toward an object (specific or type).

→ **Remove Curse (Reversible):** Frees subject from a single curse.

MONEY CONVERSION

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

HOUSE RULES

Hit Points

1d6/Level hit points (re-roll 1s and 2s for 1st level)

Natural 1's and 20's

Natural 1 = Automatic failure

Natural 20 = Automatic success, double damage.

DIVINE (CLERIC) SPELLS

For expanded spell see 0e or a 0e retro-clone.

1st Level

→ **Cure Light Wounds (Reversible):** Cure 1d6+1 hit points of wounds.

→ **Detect Evil (Reversible):** Reveals evil thoughts/intent or evil items.

→ **Detect Magic:** Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment.

→ **Light (Reversible):** Object lights circle with 20 ft. radius, full daylight.

→ **Protection from Evil (Reversible):** +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters.

→ **Purify Food & Water (Reversible):** Purifies food and water for up to 12 people.

2nd Level

→ **Bless:** Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat.

→ **Find Traps:** Notice traps within 30 feet.

→ **Hold Person:** Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration.

NOTES