

CHARACTERS

1. Ability Scores: Roll 3d6 six times then arrange to your liking. Max HP at 1st level.

2. Races:

Humans: Can be any class. Can reduce one score by 2 then improve another by 1. No ability score may be reduced below 9 or increase Prime Class Ability score to 15.

Demihumans: Have their racial abilities plus only they may multi-class.

3. Multi-Classing

All the character's classes are chosen at 1st level.

- **Advancing in Level:** Add ½ the required XP of the class with the lower XP requirement to the XP requirement of the class with the higher. For example, a Magic-User/Thief would need 3,125 XP (2,500 XP + 1,250 XP/2) to reach Level 2.
- **Prime Attribute:** To gain an XP bonus for Prime Attributes, the PC must have 15 or better in the Prime Attribute for all their classes.
- **HP:** Average the HP rolls of each class.
- **Attack Bonus:** Use the better.
- **Saving Throw:** Use the worst but use each of the classes bonuses.
- **Magic-User Spells & Armor:** Still can't cast in armor

4. Alignments: Use the 5 point alignment system:

Lawful Good		Chaotic Good
	Neutral	
Lawful Evil		Chaotic Evil

3. Traits: Common things that adventurers do based on an x in d6 chance according to the character's ability scores.

Score	Roll
3 to 5	1 in d6
6 to 8	2 in d6
9 to 12	3 in d6
13 to 16	4 in d6
17 to 18	5 in d6

- *Athletics (Average of STR and DEX):* Jumping, acrobatics, climbing etc.
- *Bind Wounds:* (Average of DEX and Wis) If successful, the number rolled is the amount healed.
- *Listen:* Based on Race/Class. (Humans: 1, Non-Humans: 2)
- *Open Doors (STR):* Includes lift or move heavy objects.
- *Parlay (CHA):* How well the character is at social interaction. Doesn't replace roleplaying.
- *Surprise-Avoid:* Based on Race/Class.
- *Secret Doors:* Based on Race/Class. (Elves 2/4), Others: 2
- *System Shock (CON):* Survive being brought back from the dead.
- *Wits(Average INT and WIS):* Get a Clue. Notice stuff.

5. Why are you cool? Each player character gets a +1 bonus to something specific (HP, Attack, Save, AC, etc) or an extra "skill"(Roll 1d6: 1=1 in 6, 2-5=2 in 6, 6=3 in 6). Talk it out. Up to GM approval.

COMBAT & STUFF

Damage: +3 bonuses become an additional dice. categories:

Two Weapon Fighting: +1 to-hit. Fighters (and other martial types) roll both weapons' damages and take the best. Others average the damage.

Shattered Shields and Sundered Helms: Sacrifice your shield and avoid the damage from an attack. Sacrifice your helmet and turn a crit into a normal hit.

Critical Hits: Natural 20. Roll an extra d6 of damage. The extra d6 (and only that one) may "explode".

Fumbles: Whatever makes sense at the time.

Attacks of Opportunity: Fleeing character makes a Saving Throw. Fail and take 1d6 damage. If the attacker is higher Level/HD, apply the difference as a damage bonus. Apply the +3 Bonus Rule. Any special conditions of the attack such as poison, paralyzation, level drain, other damage bonuses and so on do not apply.

Death & Dying: Die at -10 HP. When negative bleed out 1 HP/Round.

Doing Stuff: This is going to be judgment call on the GM's part. Attempts would fall into three

1. Nope: The character doesn't have the training.

2. Snowball's Chance: Sure try. Roll 2d6 and only succeed on the roll of double 1's.

3. Sure give it shot: 1 in 6.

Encumbrance: Characters can carry they Strength Score number of items. And have half their Dexterity Score number of quick items. Quick items can be "readied" without taking an action (digging thru a backpack) but still count towards the total number of items carried.

- 100 Coins (1 Thing)
- Armor (Armor bonus Things)
- 1-Handed Weapon (1 Thing)
- Shield (1 Thing)
- 2-Handed Weapon (2 Things)
- 20 ammo (1 Thing)
- 2 Potions/Scrolls (1 Thing)
- Other stuff (Usually 1 Thing)