

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Rules Tome

This PDF contains the endpapers from the printed edition of this book. These pages are provided to PDF customers for use as reference sheets.



**NECROTIC
GNOME**

ADVENTURING

Ability Checks: Roll 1d20

Result: Lower or equal = success.
Difficulty: -4 (easy) to +4 (very difficult).
1s and 20s: 1s always pass, 20s always fail.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Healing

Natural: 1d3hp per day of complete rest
Magical: Takes effect instantaneously.
May be combined with natural healing.

Hiring Retainers: Roll 2d6

CHA modifier: Of hiring PC applies.
Generosity: -2 to +2, based on offer.
Bad reputation: -1 or -2.

Retainer Hiring Reactions

| 2d6 | Result |
|------------|--------------------------------|
| 2 or less | Ill will (-1 to further rolls) |
| 3-5 | Offer refused |
| 6-8 | Roll again |
| 9-11 | Offer accepted |
| 12 or more | Offer accepted, +1 loyalty |

Saving Throws: Roll 1d20

Result: Higher or equal = save succeeds.

Coin Conversion Rates

| | 1 pp | 1 gp | 1 ep | 1 sp | 1 cp |
|-------------|------|------|------|------|-------|
| Value in pp | 1 | 1/5 | 1/10 | 1/50 | 1/500 |
| Value in gp | 5 | 1 | 1/2 | 1/10 | 1/100 |
| Value in ep | 10 | 2 | 1 | 1/5 | 1/50 |
| Value in sp | 50 | 10 | 5 | 1 | 1/10 |
| Value in cp | 500 | 100 | 50 | 10 | 1 |

ENCUMBRANCE

See p23

Treasure Encumbrance in Coins

| Treasure | Weight in Coins |
|---------------------|-----------------|
| Coin (any type) | 1 |
| Gem | 1 |
| Jewellery (1 piece) | 10 |
| Potion | 10 |
| Rod | 20 |
| Scroll | 1 |
| Staff | 40 |
| Wand | 10 |

Basic Encumbrance

| Armour Worn | Movement Rate | |
|--------------|------------------|-------------------|
| | Without Treasure | Carrying Treasure |
| Unarmoured | 120' (40') | 90' (30') |
| Light armour | 90' (30') | 60' (20') |
| Heavy armour | 60' (20') | 30' (10') |

Detailed Encumbrance

| Encumbrance | Movement Rate |
|-------------------|---------------|
| Up to 400 coins | 120' (40') |
| Up to 600 coins | 90' (30') |
| Up to 800 coins | 60' (20') |
| Up to 1,600 coins | 30' (10') |

DUNGEONS

See p28

Sequence Per Dungeon Turn (10m)

1. **Wandering monsters**
2. **Party decides course of actions**
3. **Description:** The referee describes what happens.
4. **End of turn:** Update time records, checking light sources, spell durations, rest.

Wandering Monsters

Chance: Typically 1-in-6 every 2 turns.

Doors

Listening: Base 1-in-6 chance of success.

Shutting: Doors may close after PCs pass.

Stuck: Chance of forcing depends on STR. Failed attempt alerts monsters.

Movement

Exploring the unknown: Characters move their movement rate per turn.

In familiar areas: Referee may allow a faster movement rate.

Resting

Frequency of rest: One turn every hour.

Penalty: -1 to hit and damage rolls.

Searching: 1-in-6 Chance

Area: Particular 10' × 10' area.

Time: Searching takes one turn.

Traps

Chance of triggering: 2-in-6 chance when PC makes action that could trigger.

Types: Room trap, treasure trap. PCs can find room traps by searching.

WILDERNESS

See p30

Sequence Per Wilderness Day

1. **Party decide course of travel**
2. **Losing direction**
3. **Weather:** When waterborne.
4. **Wandering monsters**
5. **Description:** The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
6. **End of day:** Update time records, checking rations, spell durations, rest.

Losing Direction: Roll 1d6

Clear, grasslands: 1-in-6.

Barren, hills, mountains, woods: 2-in-6.

Desert, jungle, swamp: 3-in-6.

Wandering Monsters

Frequency: Typically rolled once per day.

City, clear, grasslands, settled: 1-in-6.

Barren, desert, forest, hills: 2-in-6.

Jungle, mountains, swamp: 3-in-6.

Finding Food

Foraging: Performed alongside travel. 1-in-6 chance of food for 1d6 humans.

Hunting: Sole activity of day. 1-in-6 chance of encountering animals.

Movement

Broken, desert, forest, hills: 33% slower.

Jungle, mountains, swamp: 50% slower.

Maintained roads: 50% faster.

Forced march: 50% faster, rest 1 day after.

Resting

Frequency of rest: One day out of seven.

Penalty: -1 to hit and damage rolls.

ENCOUNTERS

See p34

Encounter Sequence

1. **Determine encounter distance**
2. **Surprise**
3. **Initiative:** Unsurprised sides only.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Encounter Distance

Dungeon: $2d6 \times 10$ feet.

Wilderness: $4d6 \times 10$ yards ($1d4 \times 10$ yards with surprise).

Surprise: Each Side Rolls 1d6

Result: 1 or 2 = surprised.

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Monster Reactions: Roll 2d6

CHA modifier: Of interacting PC applies.

Monster Reaction Roll

| 2d6 | Result |
|------------|---------------------------|
| 2 or less | Hostile, attacks |
| 3–5 | Unfriendly, may attack |
| 6–8 | Neutral, uncertain |
| 9–11 | Indifferent, uninterested |
| 12 or more | Friendly, helpful |

COMBAT

See p40

Sequence Per Combat Round (10s)

1. **Declare spells and retreats**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
 - a. **Monster morale**
 - b. **Movement**
 - c. **Missile attacks**
 - d. **Spell casting**
 - e. **Melee attacks**
4. **Other sides act:** In initiative order.

Morale: Roll 2d6

Result: Higher than morale score: monster surrenders or flees.

When to check: First death on side; side half incapacitated.

Morale scores of 2 or 12: Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

Movement in Melee

Fighting withdrawal: Move backwards at up to half encounter movement rate.

Retreat: Flee at full encounter movement rate. Cannot attack, opponent gains +2 bonus to hit, ignoring shield bonus to AC.

Missile Attacks (>5' Away)

Range: Short: +1 to hit; Long: -1 to hit.

Partial cover: -1 to -4 to hit.

Spell Casting

Sole action: No move or other action.

Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Attacking: Roll 1d20

Modifiers: Melee: STR modifies attack and damage. Missile: DEX modifies attack.

1s and 20s: 1s always miss, 20s always hit.

Attack Matrix by Monster HD or THACO

| | | | | | | Attack Roll to Hit AC | | | | | | | | | |
|------------|---------|----|----|----|----|-----------------------|----|----|----|----|----|----|----|----|--|
| Monster HD | THACO | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| Normal H | 20 [-1] | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | |
| Up to 1 | 19 [0] | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | |
| 1+ to 2 | 18 [+1] | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | |
| 2+ to 3 | 17 [+2] | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | |
| 3+ to 4 | 16 [+3] | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | |
| 4+ to 5 | 15 [+4] | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | |
| 5+ to 6 | 14 [+5] | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | |
| 6+ to 7 | 13 [+6] | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | |
| 7+ to 9 | 12 [+7] | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | |
| 9+ to 11 | 11 [+8] | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | |
| 11+ to 13 | 10 [+9] | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | |
| 13+ to 15 | 9 [+10] | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 2 | |
| 15+ to 17 | 8 [+11] | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | |
| 17+ to 19 | 7 [+12] | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | 2 | |
| 19+ to 21 | 6 [+13] | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | |
| 21+ or > | 5 [+14] | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | |

Monster Saving Throws

| Hit Dice | Death | Wands | Paralysis | Breath | Spells |
|--------------|-------|-------|-----------|--------|--------|
| Normal Human | 14 | 15 | 16 | 17 | 18 |
| 1-3 | 12 | 13 | 14 | 15 | 16 |
| 4-6 | 10 | 11 | 12 | 13 | 14 |
| 7-9 | 8 | 9 | 10 | 10 | 12 |
| 10-12 | 6 | 7 | 8 | 8 | 10 |
| 13-15 | 4 | 5 | 6 | 5 | 8 |
| 16-18 | 2 | 3 | 4 | 3 | 6 |
| 19-21 | 2 | 2 | 2 | 2 | 4 |
| 22 or more | 2 | 2 | 2 | 2 | 2 |

Damage

PCs: 1d6 (optional rule: by weapon).

Melee: STR modifies damage.

Monsters: Indicated in description.

Minimum damage: At least 1.

Death: At 0 hit points or less.

Common Combat Situations

Attacks from behind: Ignore shield AC.

Blind characters: Cannot attack.

Paralysed characters: Can be automatically hit (just roll damage).

Unarmed attacks: 1d2 damage, modified by STR.