

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.