Advanced Dungeons and Dragons Revised (AD&DR)

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1 Introduction

Advanced Dungeons & Dragons Revised (AD&DR for short) is a revision of the classic Advanced Dungeons & Dragons game (AD&D, sometimes called "first edition D&D") that first appeared in 1977–79. AD&DR aims to retain the "feel" of the original game as much as possible while making it vastly more playable.

AD&D is a truly inspired creation. For many who grew up with the game, it is still one of the greatest RPGs of all time. Still, because it was an early effort in the genre (and, let's face it, because Gary Gygax, though a creative genius, was no master of clear rules exposition) the game has a lot of warts that make it difficult to play. I see the following difficulties as most significant:

1. **There is no uniform skill system.** Combat functions and specialized class functions like spells and thief skills are laid out in detail, but there is no easy way to handle the limitless and unforeseeable situations that come up during non-combat play, and even during combat. These situations generally involve a player saying "My character does x," where x can be anything from leaping a chasm or swinging from a vine to outwitting a card sharper or bluffing an enemy or strangling a live snake. Can the redoubtable character do it? Unless x neatly fits into one of the class functions or other functions scattered throughout the rules (such as detecting invisibility, bending bars, or listening at doors), the DM needs to make up some rules on the spot. By contrast, a well-developed skill system provides a robust and satisfying way to handle these situations: the GM can just pick a skill, or perhaps two or even three skills, and ask for a roll against the target.

2. **Chances and modifiers are too often expressed as tables and charts.** This makes play awkward, as you've got to look up a chart whenever you want to do something, even for common actions like swinging a sword or making a saving throw. Relatively obscure functions like listening at doors, detecting invisibility, retaining henchmen, and committing assassinations (!) all have their own tables. Adding new functions to the game means yet more tables. It's far better to use numbers notated directly on the character sheet or monster description and simple computations involving those numbers. Late AD&D[1] and Second Edition took a strong step in this direction by introducing skill checks, proficiency checks, and THAC0; AD&DR takes a broadly similar approach that is different in important particulars.

In some respects the original AD&D game feels less like a uniform game system and more like a cobbled-together set of very specific situational rules. While the rules are often brilliant, it is impossible for any ad hoc system like this to cover all situations arising during play. The result is that adventure scenario descriptions usually improvise *yet more rules* to cover the situations presented there. All of this is not very workable. Instead, what's needed is a simple consistent *framework* so that the DM can easily improvise *his or her own way* to resolve whatever situations he can imagine or the players can throw at him. This makes scenario creation easier, as detailed rules do not have to be devised beforehand for each situation. It also makes it much easier to improvise resolutions to unforeseen situations on the spot.

[1] AD&D was a living game that changed quite a bit over the ten or so years it was in print. Here I reserve the term "AD&D" for the game as originally presented in the three core rule books Players Handbook (PHB), Dungeon Masters Guide (DMG), and Monster Manual (MM). I use the term "late AD&D" to refer to later rule books and supplements that added more rules and options, many of which were codified as "Second Edition D&D."

AD&DR attempts to address these mechanical problems while retaining the game of AD&D. It adopts the following broad design principles:

1. **AD&DR is not a new "edition" of D&D.** Unlike the "editions" of D&D that came after the original 1977 game, AD&DR is not a new game. It is AD&D, with some mechanical revisions to make the game more playable. Second Edition is arguably still AD&D, but it codifies many new rules that appeared after the core AD&D books. AD&DR strips away those rules and adopts a different approach, starting with the original core books. Third and Fourth Edition are completely different games. They add a slew of new rules and options that, while quite playable, create a much more complex and tactical game with a very different feel from the original.

2. **I use the core AD&D rule books.** Part of the charm of AD&D is those rule books, which are unparalleled in creating the "feel" of the game. The books are always inspiring even when they are obscure or incomprehensible. Instead of rewriting the rules from scratch (as all the "editions" do, at the cost of a more comprehensible, but dry-as-dust style), I implement revisions and additions on top of the original books, with direct reference to the books.

3. **AD&DR should be easily compatible with existing AD&D materials.** It should be easy to convert from AD&D to AD&DR, for example in using published adventures. Ideally, it should be possible to do this conversion "at sight" or with minimal notes. For instance, I use a d100 instead of a d20 system, but it's easy to convert by multiplying by 5 (and in some cases, like the old AC system that goes the "wrong way," doing a subtraction).

4. **The game should be simple, flexible, and extensible.** Both late AD&D and Second Edition had just too many rules. As noted above, the original AD&D rules were too rigid. However, instead of freeing up the mechanics to help the DM and players handle a variety of situations, the later books piled rules upon rules, adding even more charts, modifiers, and special circumstances so that the game became very cumbersome. The goal here is to avoid all that. The broad theme of this revision is that *simple, flexible rules* are the best for imaginative fantasy play. You don't need very many rules to imagine richly detailed, interesting worlds and situations. And in fact, more often than not too many rules just get in the way.

As an elaboration on point 1, note that there is some tension between the goals of flexibility and fidelity to the original. For example, what do we do with the class-and-level system? In some sense it's outdated (a pure skill system is much more flexible), yet it's such a deeply ingrained part of the game that we can't get rid of it and still lay claim to being AD&D. The compromise I adopt is to engraft a "modern" skill point system on the class and level system, such that by taking skill points only "within your class" you get the "classic" D&D functions (fighter, thief, etc.); while by taking skill points "outside your class" you can build custom classes such as a magic user who can use a sword or a fighter that can cast spells. By moderating the extent to which points "outside your class" are allowed, the DM can exercise control over how much the game adheres to or departs from the "classic" standard.

Mechanically, the most significant departure from AD&D is the use of d100 instead of d20 for things like attacks and saving throws. I find d100 more convenient because there are more gradations of probability (this comes into play when you take averages of skills and abilities) and because it is easy to see the actual probability at a glance. Yes, 13 in a d20 system is the same as 65 in a d100 system, but I believe it's better to do the multiplication beforehand and have that 65 on your character sheet. If you really hate using d100, just divide everything by 5 and round down.

As an elaboration on point 2, I use the core rule books, i.e., the PHB, the DMG, and the monster books (MM, and optionally Fiend Folio and MM II). Unearthed Arcana has some interesting things (like new spells) that are compatible with the rules and can be easily added. The new classes in UA would have to be revised for AD&DR like the core classes, but that should be easy. Later rule books introduced concepts like "nonweapon proficiencies" that gradually migrated the game towards Second Edition. You are of course free to incorporate any concepts from those books that you want (see point 4), though "nonweapon proficiencies" and THAC0 are superseded by the skill and combat system described here.

As an elaboration of point 4, we try to avoid rule and/or table lookup as much as possible during actual play. Note that some rule and/or table lookup is inevitable in a game such as this. However, *rule and table lookup during character generation or scenario preparation is much less intrusive than during play*. This important point sometimes gets overlooked in RPG design. I believe if you want complexity in the game, it's better to relegate that complexity to choices that can be made "offline" then represented in a small, clear set of statistics you can put in your notes and use during play without looking up a lot of other information. AD&DR attempts to adhere to this principle.

The rules given here assume that at least the DM is an experienced role player who is also very familiar with the core AD&D rule books. I don't waste any time here explaining AD&D; that's in the rule books. Nor do I spend a lot of time explaining or elaborating concepts like skill checks that should be familiar to anyone who has played these games, though there should be enough information here to get an idea of how play.

If you are a fan of Gary Gygax's original creation, and you've read this far, I hope you like AD&DR. Read on and enjoy.

2 Core Mechanics

Before getting into the details of the revised game, I present a few words on core mechanics, with regard to both design philosophy and basic approach. The core mechanics of this game owe a lot to two games. The first is Chaosium's RuneQuest by Steve Perrin, Greg Stafford, et al. from the late 1970s and early 1980s. RuneQuest introduced the idea of a uniform percentile skill-based mechanic for all conflict resolution, with "routine" and "non-routine" skill use. Gary Gygax's Lejendary Adventure, a later game that uses percentile-based skills, is clearly influenced by RuneQuest. The second is FASA Star Trek by Guy W. McLimore et al. from the 1980s. FASA Star Trek introduced the ideas of averaging skills with abilities and other skills to get the target to roll against; using 1/2 Ability (or 1/2 of a related skill) in cases where the character does not have the exact skill needed for the job; and having Luck and Psionics as abilities. Both games have clean and simple rules that can handle pretty much any situation in a compelling way.

2.1 The Target Roll Mechanism

The core mechanic of AD&DR is what I call the *target roll mechanism*. This is not a new idea; I've borrowed it from the games mentioned above, as well as others. Even Third Edition D&D has a target roll mechanism, though it works differently than in AD&DR (more on this below).

The mechanism is very simple: the DM picks a target and asks the player to roll against it. The target can be any one of the following:

1. A skill. This kind of roll is sometimes called a Skill Roll.

2. An ability. This kind of roll is sometimes called an Ability Roll. FASA Star Trek calls this a "Saving Roll," but I avoid that usage here because of the conflict with the AD&D "saving throw."

3. An average of one or more skills with one or more abilities.

In this and later sections, I provide specific advice and examples on how to do these things. Note that the target roll mechanism subsumes most of the ad hoc tables, charts, and matrices from the original AD&D rules, though the probabilities listed in those charts are the basis for many of the skill and ability progressions here.

AD&DR uses a "low roll system," meaning that you generally want to roll equal to or less than the target, in contrast to a "high roll system," meaning you want to roll equal to or above the target. The roll is generally a d100, so this is a d100, low-roll system, similar to RuneQuest, Gary Gygax's Mythus and Lejendary Adventure, FASA Star Trek, and other games.

AD&D used a d100, low-roll system for some functions (like thieving functions, assassination, spying, NPC loyalty and morale, and unarmed combat) and a d20, high-roll system for others (like weapon to hit, saving throws, and turning undead). I prefer a d100, low-roll system because it makes it easy to see at a glance what

your chance is: if you need to roll 30 or lower on d100, that's a 30% chance. If you need to roll 15 or higher on d20, that's also a 30% chance (6 out of 20), but it requires a bit of mental calculation to see that. The only time I use a high roll mechanism is for competitive rolls (see below). If you hate low rolls and d100 (but why would you?), just divide everything by 5, subtract from 20, add 1, and use a high roll on d20.

2.2 Ability Rolls

When the target is an ability, I call the roll an Ability Roll. A straight ability roll is like an "ability check" in late AD&D and Second Edition D&D, which was a low roll on d20 against an ability score. In fact, if you take an AD&D ability and multiply it by 5, then a d20 skill check against the old ability is exactly an Ability Roll against the converted ability in AD&DR.

Use pure Ability Rolls where the action is a pure test of ability: e.g., open a door or bend bars (pure STR), leap out of the way (pure DEX), or recall a dimly remembered fact (pure INT). More often an ability will be combined with a skill in some way to get the target; see Section 2.4 below.

2.3 Skill Rolls

A pure skill roll is a good idea when the character is attempting something that's mostly a test of skill, rather than native ability. In most cases, the average of a skill and an ability should be used. For "routine" uses of a skill, any character with at least a skill level of 10 ordinarily does not need to roll. See Section 5 for more details.

2.4 Combined Rolls

Often, the right thing to do is to call for the average of an ability or skill, or one or more abilities with one or more skills. Taking averages requires a bit of computation, but it's a simple computation (usually add and divide by 2) and well worth it. The averages serve two purposes:

1. They factor both the ability and the skill into the chance in a convenient, consistent way. There's no table lookup or additional rules for how the skill affects the ability or vice versa.

2. They automatically handle the cases where the character lacks the relevant skill yet should be allowed an attempt. This happens all the time: characters without Athletics should be able to jump or swim; characters without Ride should be able to ride a horse; even characters without Weapons ability in a pole ax should be able to pick one up and swing it clumsily. Instead of a complicated system like "non-proficiency penalties" (more table lookup!) I just use the consistent rule that if you are allowed to do something, and have no skill, you use 1/2 of the associated ability (i.e., the average of the ability with zero skill). Notice how the chance increases gracefully as skill is added.

Section 5 provides suggestions for skill-ability pairings.

2.5 Competitive Rolls

Sometimes two characters are competing in the use of a skill or ability. For example, an arm wrestling match could be determined with a competitive STR roll. Or a sparring match could be a competitive roll using the average of STR and Weapons (or you could just fight it out, of course). In this case, the DM asks the competing characters to roll d100 plus the relevant ability, skill, or average, and the highest total wins. See Section 5 for more details.

2.6 Random Intervals, or "It's a _____ to meet you!"

An important trick to being a good GM in any game is mastering the art of "random intervals." I remember as a neophyte GM reading the DMG and being daunted by all the different places where it says, in a very

authoritative way, "in this situation roll $x\mathrm{d}y+z$." Its very hard to remember all those intervals in the heat of play. For a beginner, it's even harder to know where those intervals come from, or how to generate your own.

In fact, most times I use a simple trick. First, figure out the set of possible outcomes. Then, assign a rough probability distribution to those outcomes. Then roll dice.

Its amazing how well this simple trick works. For certain core aspects of the game, like hit points and damage, you clearly want to stick to the dice ranges given. But for other things, like encounter distance and even monster morale, it's much easier to form a rough idea in your mind of how likely those monsters are to run away, then check it, than it is to go thumbing through the DMG (p. 67) for the complicated rules on morale there, let alone apply them in real time! (Before I knew any better, I used to do morale calculations on a pocket calculator and drive my poor players crazy.)

Examples of common random intervals include the following:

1. When you need a new person for the PCs to meet, roll d2. On a 1, it's a man, and on a 2, it's a woman. You can roll for age, appearance, etc. this way too. Figure out a plausible age range or set of appearances, assign probabilities, and roll. Its that simple. No need to fuss with complicated NPC charts or tables like the ones at DMG 100–02 (though those are very good for more detailed NPC generation offline, of course).

2. When you need to locate something in physical space, figure out the set of physical intervals (like feet or squares) it could possibly occupy. Count them and distribute the probabilities evenly. The same trick works in two or three dimensions.

3. If you're trying to figure out what an NPC will do, first determine the set of things he or she could plausibly do, given his or her background and personality, then assign rough probabilities and roll. Here you may want to weight the probabilities so more likely outcomes get a larger interval. For example, if a guard sees an armed group of PCs approaching, you might decide its 60% likely he'll stand and fight, 35% likely he'll run to warn his master, and 5% likely he'll pee his pants and surrender.

I think my favorite example of random intervals occurs in the *Futurama* episode where Gary Gygax (playing himself) says "Hello, it's a —," then rolls dice, reads them, and says, "— *pleasure* to meet you!" It's a funny joke, of course, but it's also a perfect example of how these games are played.

2.7 Making Things Up: A GM's Best Friend

As the sections above hopefully make clear, the spirit of the revised game is not to offer yet more detailed rules (AD&D already has too many of those), but to provide a framework and suggestions for *making things up*. Making things up is one of the most fun and rewarding parts of the game, especially for the DM. In my opinion, this kind of freewheeling improvisation is the part of the game that has the life crushed out of it when too many rules are introduced (as in Third Edition). In some respects, this approach hearkens back to the original D&D rules (before AD&D), which started out as a very sketchy set of rules and guidelines around which players and DMs could invent their own games.

Regardless of the game system, it's not too much of an oversimplification to say that the art of being a good GM is the art of *making things up on the spot*. Preparation is important, of course, but improvisation is much more important. This is true even in a game with tons of rules (though too many rules can make improvisation harder, as the players are always objecting and asking, "Where does it say that in the rule book?"). A good improviser will be able to mask holes in his design, while a poor improviser will be hard pressed to run a good game, even with the most careful preparation. A well-run RPG is a lot like a rally in tennis or ping pong, with the players responding to what the GM has already created, and the GM responding to the players' actions to create new things that the players respond to, etc.

As a corollary, *the dice are there to help you make things up*. A good rule of thumb is, if you know the answer, just say it. If you don't know, make up a random interval and roll for it. In fact, that is not a bad summary of the art of GMing.

2.8 A Word on Notation

In what follows, I use the following notation:

1. Often I need to represent one number divided by another. I do this with a slash: for example, DEX/10 means "DEX divided by 10." Whenever games call for integer division like this, there's always the question, "Do we round up or down?" In AD&DR, for simplicity and uniformity, we *always round division down*.

2. To represent "the average of X and Y," where X and Y are numbers like skills or abilities, I write $X@Y$. Thus, Entering/Escaping@DEX means "the average of the Entering/Escaping skill and DEX," i.e., (Entering/Escaping + DEX)/2. Likewise, X@Y@Z means the average of X, Y, and Z, i.e., $(X+Y+Z)/3$.

3. The notation $@X$ means "averaged with X."

3 Character Creation

Character creation in AD&DR is simple and very similar to AD&D. Use the following procedure for creating a new AD&DR character at first level:

1. Choose race, class, and alignment as specified in PHB. Note them on your character sheet. Observe class restrictions for your race and alignment restrictions for your class.

2. Generate ability scores (Section 4), keeping within race and class minimums and maximums, and observing important abilities for your chosen class. Note the scores on your character sheet.

3. Note the racial skills and special abilities for your character (Section 6).

4. Note the automatic skills for your class and choose optional skills (Section 7).

5. Generate starting money for your character as specified in PHB.

6. Purchase arms and equipment using the costs given in PHB, observing the restrictions implied by the skills (e.g., don't buy a pole arm if you don't know how to use it).

7. Write down the key combat information for your character:

   - Hit dice and hit points (as in PHB).
   - Armor class, including dexterity bonus and armor worn (see Section 8).
   - For each weapon wielded in combat, its adjusted to-hit score and damage. For melee weapons, the adjustments vs. AC (optional). For missile weapons, the ranges. Section 8 explains how to calculate the adjusted to-hit score. All of the other information comes directly from PHB.

8. If your character is an arcane spell caster, note the spells in your spell book. For MUs, these are *read magic* plus three (optionally four) spells. For illusionists, there is no *read magic*. See DMG 39.

9. Generate character description, personality, and background in the usual way. Note them on your character sheet. Usually you should work with your DM in generating background for your character; that way your character can be integrated into the campaign.

4 Character Abilities

In AD&DR, abilities are percent scaled and range from 15–90 instead of 3–18. To convert from AD&D, just multiply any given ability by 5. We keep the usual six abilities STR, INT, DEX, WIS, CON, CHA. We also add LUC (luck) and PSI (psionics) as abilities.

4.1 Ability Generation

To generate the six standard abilities, you can use any method you like from AD&D (e.g., as specified on DMG 11), then multiply each ability by 5 when you are done. To generate LUC and PSI, use any method that seems reasonable. One suggested method is as follows:

1. Roll d100 twice and assign to LUC and PSI way you want.
2. For PSI, add 1 point to the total for each 5 points of intelligence, wisdom, and charisma above 60. (Cf. PHB 110).
3. Subtract 20 from PSI (to a minimum score of 1) to represent the fact that significant PSI ability is relatively rare.

4.2 Ability Adjustment

In several places the rules refer to an adjustment based on ability (INT adjustment, STR adjustment, etc.). The adjustment equals $A/10 - 5$, where A is the ability score. Depending on the score, the adjustment may be a bonus (positive), a penalty (negative), or no adjustment (zero).

4.3 Strength

Use the rules at PHB 9, with the following changes:

- **Exceptional Strength.** $18/x$ equals $18.x \cdot 5$ (rounding down), and 18/00 = 95. For example, 18/50 strength equals $18.50 \cdot 5 = 92.5$, which is rounded down to 92.
- **Hit Probability.** Superseded by the rules in Section 8.4.
- **Damage Adjustment.** Use an adjustment of STR/10 – 5 to damage from striking attacks.
- **Open Doors; Bend Bars.** Superseded by the rules in Section 5.15.

4.4 Intelligence

Use the rules at PHB 10, except that the INT requirements for spell level and the chance to know each listed spell are handled as stated in Section 9. Keep the minimum and maximum spells per level if you like; or just adopt a rule that says if you fail to learn a spell you need assistance and/or a new version of the spell to try again.

4.5 Wisdom

Use the rules at PHB 11, except that spell level requirements and spell failure are handled as stated in Section 9, and saves for beguiling, charm, etc. are handled as stated in Section 5.12.

4.6 Dexterity

Use the rules at PHB 11, except that the attacking and defensive adjustments are handled as stated in Section 8, and Table II is superseded in its entirety by the rules given in Section 5.

4.7 Constitution

Use the rules at PHB 12, except that System Shock and Resurrection are target rolls against CON with a 20% bonus.

4.8 Charisma

Use the rules at PHB 13, except that Loyalty Base and Reaction Adjustment are target rolls against Leadership@CHA or Negotiation@CHA (see Section 5).

4.9 Luck

Luck (abbreviated LUC) is an ability of "last resort" for when a character is really in dire straits: faces hopeless odds, has just failed to save against a deadly attack, has just been dealt his death blow, etc. At the DM's discretion, a successful save against LUC can blunt or negate the attack, leave the character alive but barely breathing, or what have you.

LUC is also useful for determining whether something bad (or possibly good) befalls the character, where the probability is not obviously correlated to any skill or ability. For example, if you know monsters are likely to be in a given area, you might want to use LUC to determine whether any happen to be there when the character is passing through.

4.10 Psionics

The Psionics (PSI) ability represents psionic potential, i.e., the native ability of a character to learn the psionic powers described at PHB 110 and following. To use these powers, the character must also develop skill in the various psionic disciplines by adding skill points to the various psionic skills (see Sections 5 and 10 for further information).

5 Character Skills

AD&DR departs from classic AD&D in adding *skills*. Skills are intended to strike a balance between being detailed (allowing for character customization and a certain feel of "realism") and abstract (covering many situations without undue complexity). They are divided into the following twelve groups or bundles of related skills: Arms & Armor, Awareness, Clandestine, Commerce & Manufacture, Diplomacy, Entertainment, Knowledge & Lore, Magic, Movement, Nature, Psionics, and Saving Throws. A list of each skill within the category follows. Some skills are further divided into sub-skills that must be taken separately. For example, there is a separate skill for each weapon.

A short description of each skill is provided. Common pairings of abilities with skills are noted after the skills; see Section 5.13 for more information.

5.1 Arms & Armor

This category is important to all classes who engage in combat, but especially fighters and clerics. The level progressions in the classic combat matrices from DMG 74–75 are reflected as progressions in these skills.

Armor and shield (DEX). Separate skill must be taken for each separate armor and shield, though combat-intensive classes like Fighter automatically receive skill in all. At the DM's discretion, skill with one armor or shield can carry over to a similar one, perhaps with a slight penalty. Armor skill comes into play in two ways. First, with no armor skill, the effectiveness is reduced. See Section 8. Second, the DM may call for a skill roll against armor and/or shield to perform a difficult maneuver, such as jumping around while wearing armor. Armor skill could also be averaged with another skill (such as Athletics or Acrobatics) to perform such feats. The DM should also assess reasonable penalties in cases where armor obviously makes skill use more difficult, e.g., climbing walls or moving silently in metal armor. For actions like these, a penalty of $10 \cdot (8 - \mathrm{AC})$, where "AC" is the AC of the armor worn as shown on PHB 36, is probably a good rule of thumb. For instance, a thief in plate mail (AC 3) would have a penalty of 50%. The DM may also judge that certain actions are impossible, such as trying to swim in metal armor.

Striking weapons (STR). Separate skill must be taken for each weapon. The striking weapons are those given at PHB 38 plus "unarmed" (striking with a fist, grappling, etc.). All classes have unarmed skill plus skill

with at least one other weapon by default. At the DM's discretion, skill with one weapon can carry over to a similar weapon, perhaps with a slight penalty. The basic to hit score for striking weapons is *W*@STR, where *W* is the appropriate Weapons skill. If there is no skill, the score is 1/2 STR, i.e., 0@STR. See Section 8.
Missile weapons (DEX). Separate skill must be taken for each weapon. At the DM's discretion, skill with one weapon can carry over to a similar weapon, perhaps with a slight penalty. The basic to hit score for striking weapons is *W*@DEX, where *W* is the appropriate Weapons skill. If there is no skill, the score is 1/2 DEX. i.e. 0@DEX. See Section 8.

5.2 Awareness

These skills are potentially important for all character classes, but especially thieves, assassins, and rangers.
Deciphering (INT). Includes reading ancient languages and codes. With regard to magical scrolls and tomes, Deciphering might be able to discern what the writing is about, but magical ability is required to make it function (except for curses of course).
Direction Sense (INT). Includes finding compass direction, which way is up, or direction to a known position or destination. Can be used both underground and in the wilderness (or anywhere else, though on another plane there's a penalty because of unfamiliarity).
Discerning (INT, WIS). Includes reading or making things out at a distance, hearing things (including listening at doors), and focused search. Can be used in underground settings to attempt to discern things like direction and distance. Also includes "reading" peoples emotions and motives. Often comes into play after Noticing (q.v.).
Noticing (WIS). Includes noticing any unusual sights, sounds, smells, something amiss, etc. Can be used for noticing unusual stone work, something that's recently changed, the passage of a creature, a noise, an ambush, etc. Can counteract Sneaking in potential surprise situations. In general, Noticing draws your attention to something interesting, while some other skill, like Discerning, Deciphering, or Tracking would be used to find out more information about it.
Tracking (WIS). Basically the tracking function noted at PHB 24 for rangers. Noticing (q.v.) might alert the character to the presence of tracks, but Tracking would be required to follow them.

5.3 Clandestine

These skills are most important for thieves and assassins.
Assassination (INT, DEX). This is the function associated with Assassins in the original AD&D rules. With successful use of this skill, you kill a surprised foe. See PHB 29 and DMG 75 for more details.
Disguise (WIS). Making yourself up to look like someone or something you are not. To judge disguises you can use a Noticing roll to see if an observer notices anything amiss. A successful Noticing would then allow a competitive roll of Disguise vs. Discerning to discover the ruse. The DM should assess a penalty for more difficult disguises, e.g., altering your height, weight, or race.
Entering/Escaping (DEX). Encompasses the traditional thief function of Open Locks. Also escaping from ropes, chains, or bonds.
Sabotage (INT, DEX). Encompasses the traditional thief function of Find/Remove Traps. Also demolition, destruction, laying traps, booby traps, etc. Per DMG 20, there is a bonus of about 10% for laying traps.
Sneaking (DEX). Encompasses the traditional thief functions of Hide in Shadows and Move Silently. Use this skill for anything to do with sneaking around without detection. Often opposed by Noticing (q.v.).
Stealing (INT, DEX). Encompasses the traditional thief function of Pick Pockets. Also used for more elaborate or ambitious attempts to steal things.

5.4 Commerce & Manufacture

Skills in this bundle are useful for dealing in "civilization," e.g., buying and selling. Also for manufacturing items, doing construction, or making field repairs.
Architecture & Engineering (INT). Design of buildings and simple machinery, including siege engines.

Commerce (INT, WIS). Trade, barter, appraisal. Includes knowing how much things are worth and knowing what to say and do to get a good deal. You can use this skill @Law & Customs or Negotiation (q.v.).
Construction (INT, DEX). Procuring materials and hiring labor to build buildings. Design is covered by Architecture & Engineering (q.v.).
Manufacturing (INT, DEX). Making of smaller goods. Design is covered by Architecture & Engineering (q.v.). Includes simple repairs to armor or equipment, with the proper tools.
Tinkering (INT, DEX). Improvising to get something to work, even if the correct tools or materials are not at hand. Includes simple repairs to armor or equipment, with improvised tools. A tinker won't do as good a job as a manufacturer under ideal circumstances, but under non-ideal circumstances the manufacturer may not function at all.

5.5 Diplomacy

These skills are useful for interacting with NPCs of all kinds, both friendly and hostile.
Bluffing (CHA). Use this skill to fool a goblin raiding party into thinking you are friends with their chief (at a penalty of course).
Leadership (CHA). Use this skill to try to influence others. Very important for acquiring and retaining henchmen and followers.
Manners (CHA). Etiquette and proper behavior. Useful in conjunction with Negotiation, to show that you belong.
Negotiation (CHA). Use this skill to try to get your way or resolve a difficult situation. Can be used to haggle over goods or talk down an angry opponent.

5.6 Entertainment

These skills are useful for entertaining others, possibly as a prelude to diplomacy or deception, or as a diversion. Also highly useful for role-playing color. Can you hit that high note? Or hold that liquor? Or win that card game? Let's roll to find out.
Artistic expression (CHA). One for each expression type (singing, lute, etc.). Basic competence in the skill (10 or higher) allows a routine performance. Roll against the skill to attempt to impress an audience or achieve a difficult feat (like a high note or virtuosic passage).
Carousing (CON, CHA). Being the "life of the party," attracting the opposite sex (@CHA); holding your liquor (@CON).
Gambling (INT, WIS). One for each type (cards, etc.). Use competitively to play games against others.
Legerdemain (DEX). Simple illusions and sleight of hand, for entertainment value. Successful use of this skill could influence Negotiation (q.v.). Note that this skill could be used in conjunction with Bluffing (q.v.) to convince an audience that the performer has actual magic powers of the Transmutation or Illusion/Phantasm kind.
Juggling (DEX, CHA). Routine use of this skill encompasses straight juggling of 2–3 balls. More balls or more difficult tricks (e.g., while balancing) require a skill roll, with penalties for increased difficulty.

5.7 Knowledge & Lore

These skills represent a highly simplified form of the sage fields of study given at DMG 32. For consulting actual sages, it is recommended that you use the fields of study given there. But for player character skills, this list seems sufficient without becoming unduly complex.
Chemistry/Alchemy (INT). Making simple compounds. How materials react when combined. Could be used for Potion brewing.
Geography (INT). At the player's option, either a broad knowledge of a wide area or deep knowledge of a specific area.
History (INT). At the player's option, either a broad knowledge or an in-depth knowledge of particular times and peoples.

Laws & Customs (WIS). At the player's option, either a broad knowledge or an in-depth knowledge of particular peoples. Includes common knowledge about religious practices.
Legends & Lore (INT). All the ancient and mysterious things that you have to pore over musty tomes or go to the ends of the earth to find out about. At the player's option, can be focused on particular legends or lore. Includes obscure or forgotten religious knowledge.
Medicine (WIS). Use this skill to treat diseases or trauma. The DM is going to have to improvise the use of Medicine on injured or diseased characters, because AD&D does not have any detailed rules about treating disease or staving off death. One simple rule you could adopt is that if a character is brought below −3 hp, a successful Medicine check is required with penalty of 10% for every hp below 0; otherwise the character keeps bleeding. Cf. DMG 13–14 (disease); 82 (0 or fewer hp).

5.8 Magic

These are the essential functions for spell casters, both divine and arcane. Note that anyone can learn these skills, though only spell casting classes get them automatically in level progression.
Spells, Cleric (WIS). Separate skill must be taken for each type. The types are Abjuration, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Evocation, Illusion/Phantasm, and Necromantic. A Cleric uses this skill to determine how many spells he may cast per day. If the skill is not sufficiently high, he or she also suffers a chance of spell failure. See Section 9.
Spells, Druid (WIS). Separate skill must be taken for each type. The types are Abjuration, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Evocation, Illusion/Phantasm, and Necromantic. A Druid uses this skill to determine how many spells he may cast per day. If the skill is not sufficiently high, he or she also suffers a chance of spell failure. See Section 9.
Spells, Magic User (INT). Separate skill must be taken for each type. The types are Abjuration, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Evocation, Illusion/Phantasm, Necromantic, and Possession. A Magic User uses this skill to determine how many spells he may cast per day. He also uses this skill @INT to see if he can learn a new spell from a spell book or scroll. If the skill is not sufficiently high, he or she also suffers a chance of spell failure. See Section 9.
Spells, Illusionist (INT). Separate skill must be taken for each type. The types are Abjuration, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Evocation, Illusion/Phantasm, and Necromantic. An Illusionist uses this skill to determine how many spells he may cast per day. He also uses this skill @INT to see if he can learn a new spell from a spell book or scroll. If the skill is not sufficiently high, he or she also suffers a chance of spell failure. See Section 9.
Turning Undead. The standard Cleric function. Turning now uses a check against this skill. See Section 8.

5.9 Movement

All skills having to do with moving around, on foot, on mount, or by conveyance.
Acrobatics (DEX). Everything having to do with balance and coordination, including gymnastics, tight rope walking, swinging, leaping, and landing on one's feat. Athletics (q.v.) is used to see if you can jump far or high enough, or run fast enough; while Acrobatics might be used to see whether you land on your feat or in a heap.
Athletics (STR, DEX, CON). Includes all strenuous exercise: running, jumping, swimming, swinging from ropes or vines. If balance is required, use @Acrobatics (q.v.) or require two rolls. For instance, in the Bond movie Casino Royale, Bond used Athletics to leap from a crane to a girder then used Acrobatics to make sure he didn't fall off when he landed.
Climbing (DEX). The standard thief function of Climb Walls.
Riding (DEX). Riding mounts. Horses and similar animals are the most common, but all land, water, and air based mounts are included. Use this skill to stay on your mount, to calm a frightened mount, or to push your mount to keep riding or perform a difficult jump or other maneuver.
Seamanship (WIS). Everything having to do with ships, including navigation, steerage, rigging, sails, oars, maintenance, and provisioning. Use @Commerce if you are trying to evaluate a ship, and @Commerce and/or Negotiation if you are trying to purchase a ship.

5.10 Nature

All skills having to do with the wild.
Animals (WIS). Care and handling of animals, feeding and mating habits, etc. Also hunting, trapping, fishing.
Plants (WIS). Agriculture, identification of plants, separating food from poisonous plants, etc.
Surviving (WIS). Staying alive in the wild. Finding food, building shelter, proper clothing and equipment, improvising equipment when none is available. There is a separate skill for each terrain type and climate.

5.11 Psionics

All the skills having to do with development of a character's psioninc potential (PSI). Characters may add points to these skills if they posses a PSI ability score of at least 10. See Section 10 for further information on the uses of these skills.
Attack Modes. Separate skill must be developed for each separate attack mode (PHB 110). The maximum number of attack modes knowable is given by the table on PHB 110, but use the PSI score in the left-hand column instead of rolling randomly.
Defense Modes. Separate skill must be developed for each separate defense mode (PHB 110). The maximum number of defense modes knowable is given by the table on PHB 110, but use the PSI score in the left-hand column instead of rolling randomly.
Psionic Disciplines. There is one skill for all psionic disciplines; when this skill reaches 10, the character may use a number of major and minor disciplines given in the table on PHB 111, using the skill to index into the left-hand column.

5.12 Saving Throws

In AD&DR, the standard AD&D saving throws (DMG 79) are target rolls against the appropriate skill. In some cases, as noted below, use an average with an ability. See Section 8 for more details.
Paralyzation, poison, or death magic (CON). In most cases, use @CON.
Petrification or polymorph (CON). In most cases, use @CON.
Rod, staff, or wand (DEX, WIS). For beguiling and charm attacks, use this skill @WIS. For avoiding attacks (like *fireball*), use @DEX.
Breath weapon (DEX). Use @DEX.
Spell (DEX, WIS). For beguiling and charm attacks, use @WIS. For avoiding attacks (like *fireball*), use @DEX.

5.13 Guidelines for Skill Use

Skills are the heart of the game, and except for some core areas like combat, the DM is going to have to use reason, imagination, and common sense in deciding how and when they are applied. The beauty of a skill-based system is that the determination is often obvious from the situation and the description of the skill. However, some broad guidelines can be given.

If the skill is 10 or above, routine use of a skill should ordinarily be allowed without any dice roll. If the skill is below 10, you may require a d10 roll even for routine use, with success indicated by a result equal to or below the skill amount. In difficult situations, require a d100 roll, with a result equal to or less than the result indicating success. In many cases, it makes sense to require a roll against the average of the skill (or one or more skills) and one or more abilities. For example, successful use of Artistic Expression could require a roll @CHA; use of Carousing a roll @CON; etc. In the list above, common pairings of abilities with skills are listed in parentheses after the skill, but these are guidelines only — you should improvise and use common sense as the circumstances warrant.

Some tasks may be possible even if there is no score in the relevant skill: for example, anyone should be able to try to do an easy climb, even without climbing skill. In this case, the base chance should be the average of the skill and some ability. Unskilled characters then have a base chance of 1/2 the ability to succeed.

In other cases, the DM may rule that only "trained" skills are allowed: for instance, the DM could rule that only someone with the Entering/Escaping skill can try to pick locks or break bonds. I don't provide detailed rules for what is and isn't "trained only"; the DM should use common sense and taste here. My own preference is to allow most characters an attempt to do most things they want to, perhaps with a roll against LUC first. For instance, a bound character with no Entering/Escaping could be allowed a LUC roll to see if there is some weakness in the ropes or chains that could be exploited. If so, a roll against 1/2 DEX would determine success. If not, the character is out of luck — only an expert with ropes or chains would know what to do.

A good example of a skill that should probably be "trained only" skill is spell casting. Yet even there, you might allow a roll against Luck to see if an unskilled character could read a magic spell book or scroll, perhaps with bizarre and unintended effects!

Finally, circumstance modifiers may always apply. The DM should improvise these using reason and common sense.

5.14 Comptetitive Skill Use

Often skills and abilities are used in a competitive situation: e.g., STR on STR in grappling, or Noticing vs. Sneaking in an ambush situation. In such a case, you can use the following simple method: require each competitor to make a roll of d100 plus the relevant skill, ability, or combination. Instead of requiring the roll to meet a target, compare the two adjusted rolls. The higher one wins. This system can easily be extended to three or more parties who are all contending.

5.15 Standard Adventuring Functions

This section provides some guidelines for converting common functions from AD&D to the AD&DR skill system. Specific class functions (like thief abilities or spell use) are covered in Section 7.

Opening doors, bending bars, etc. All these functions are a simple STR roll. The DM can apply a bonus or penalty as he sees fit. From Strength Table I on PHB 9, we can infer that the penalty for a normal door is about 40%; for bending bars and lifting gates about 60%; and locked, barred, magically held, or wizard locked doors about 80%.

Secret doors. Use a roll against Noticing@WIS (for noticing or finding a secret door) and Entering/Escaping@INT (for figuring out how to trigger a secret door).

Detecting invisibility. This is a roll against Noticing@INT, with a 65% penalty for difficulty.

Listening at doors. Use Noticing@WIS to notice something, Discerning@INT to identify the sound or make out the words.

Surprise and initiative. See Section 8 for specific rules.

Weapon use. For weapons, the "to hit" score is $W@A$, where W is the appropriate Weapons skill, and A is either STR (for striking weapons) or DEX (for missile weapons).

6 Character Races

Character races generally work as stated at PHB 15 and following, except that some special racial abilities are now integrated with skill use. These skills, noted below, supersede the corresponding racial abilities noted in PHB.

6.1 Dwarves

Dwarves receive a +50% racial bonus on skill rolls to detect grade or slope and detect new construction. They receive a +25% racial bonus on skill rolls to detect sliding or shifting walls, pit traps, falling blocks, and to determine depth underground. These can be Discerning or Noticing rolls, as appropriate, possibly @INT or @WIS.

6.2 Elves

Elves receive a roll against Noticing@INT with a 50% penalty to notice a secret door that they are merely passing by. They receive a +25% bonus to Noticing or Discerning when actively searching for secret or concealed doors.

Elves receive a +50% racial bonus to Sneaking (or a score of 50, if Sneaking is not otherwise possessed) in the specific situation where they are attempting to surprise or ambush opponents. Note that the bonus is lost if the elf is accompanied by non-elves and/or wearing metal armor.

6.3 Gnomes

Gnomes receive a +55% racial bonus on skill rolls to detect grade or slope, a +45% bonus on rolls to detect unsafe walls etc., a +35% bonus to detect depth, and a +25% bonus to determine direction of travel. These are ordinarily Discerning rolls.

6.4 Half-Elves

Half-elves have the same bonuses in regard to secret and concealed doors as do elves.

6.5 Halflings

Halflings have a +50% bonus on rolls to determine grade or slope, and a +25% bonus on rolls to determine direction of travel underground.

6.6 Half-Orcs

No skill bonuses.

6.7 Humans

No skill bonuses.

7 Character Classes

Level, experience points, hit dice, and hit points all work the same way in AD&DR as they do in AD&D. Special class powers generally work the same way, except that most class functions like thieving skills and assassination are now skills that can be learned by all. Spell casting and saving throws are like this too!

Weapons, *armor*, and *shields* all require skills for use. Instead of the flat edict on PHB 19 as to what weapons, armor, and shields a given class can use, class and level entitle you to certain "automatic" scores in those skills; but you can purchase other ones. Optionally, the DM can assess penalties for skill or equipment use that is contrary to a class's restrictions. For example, a druid wearing metal armor might should have a penalty to spell use (see Section 9.7). Or a cleric using edged weapons might have an XP penalty, if the teachings of his order, and not merely lack of skill, causes this restriction. These issues are a matter of taste and story/background (for example, how clerical or paladin orders work in your campaign).

Every class gets the following with each new level:

1. Some skill points in specific skills, called *specific class skills*.
2. Some skill points that can be allocated among limited categories of skills appropriate to the class. These are called *general class skills*.
3. Some skill points that can be allocated among any skills. These are called *general skills*.

In the formulas below, L equals class level, I equals INT adjustment (INT/10 – 5), and W equals WIS adjustment (WIS/10 – 5). A formula of the form $a + b \cdot L$ means that the character (1) has skill $a + b$ at level 1 and (2) gains b skill points at each level thereafter. Finally, note that the specific class skills given are a baseline only, subject to increase by the use of other skill points. For example, a first-level Cleric (Section 7.1) has skill 53 in every kind of Armor & Shields, but he or she may also put as many general skill points as desired into one or more armor or shield types. In particular, he or she could add 10 points towards Chain Mail, yielding a skill of 63 for that kind of armor.

Note that by making most functions a skill and allowing per-class skills to be "borrowed" from other classes, we get very flexible character creation. E.g., magic users don't use swords by default but they can buy this skill. In general, the idea here is that without "borrowing" you get the "classic D&D" classes, but with borrowing you can mix and match more flexibly than in classic D&D. Optionally, you can allow some number of specific or general class skill points to be reallocated to general skills; for instance a fighter could forgo learning a new weapon to learn some spell casting. Doing this would make the game diverge more from classic D&D, but it could lead to some interesting character combinations.

7.1 Cleric

Specific class skills.

Armor and shields	All	$50 + 3 \cdot L$
Saving throws	Paralyzation, poison, and death magic	$55 + 3 \cdot L$
	Petrification or polymorph	$40 + 3 \cdot L$
	Rod, staff, or wand	$35 + 3 \cdot L$
	Breath weapon	$25 + 3 \cdot L$
	Spell	$30 + 3 \cdot L$
Magic	Spells, Cleric (All types)	$40 + (3 + W) \cdot L$
	Turning undead	$45 + 15 \cdot L$
Weapons	Unarmed	$50 + 3 \cdot L$
	Two Cleric Weapons*	$50 + 3 \cdot L$
	One Cleric Weapon*, every four levels after first	$50 + 3 \cdot L$

*Club, flail, hammer, mace, or staff.

General class skills. $100 + (20 + I) \cdot L$ on Commerce & Manufacture; Knowledge & Lore; Spells, Cleric
General skills. $50 + (10 + (I/2)) \cdot L$ on any.
Other class abilities. Spells work as stated at PHB 20 with skills as noted above.

7.2 Druid

Specific class skills.

Armor and shields	All leather armor	$50+3\cdot L$
	All wooden shields	$50+3\cdot L$
Saving throws	Paralyzation, poison, and death magic	$55+3\cdot L$
	Petrification or polymorph	$40+3\cdot L$
	Rod, staff, or wand	$35+3\cdot L$
	Breath weapon	$25+3\cdot L$
	Spell	$30+3\cdot L$
Magic	Spells, Druid	$40+(3+W)\cdot L$
	Turning undead	$45+15\cdot L$
Weapons	Unarmed	$50+3\cdot L$
	Two Druid Weapons*,	$50+3\cdot L$
	One Druid Weapon*, every five levels after first	$50+3\cdot L$

*Club, dagger, dart, hammer, scimitar, sling, spear, or staff.

General class skills. $100+(20+I)\cdot L$ on Knowledge & Lore; Nature; Spells, Druid.
General skills. $50+(10+(I/2))\cdot L$ on any.
Other class abilities. The druid has the abilities as stated in PHB 21. Note the 10% bonus on saves versus fire and electrical attacks. Spells work as stated at PHB 21 with skills as noted above.

7.3 Fighter

Specific class skills.

Armor and shields	All	$50+5\cdot L$
Saving throws	Paralyzation, poison, and death magic	$25+5\cdot L$
	Petrification or polymorph	$20+5\cdot L$
	Rod, staff, or wand	$15+5\cdot L$
	Breath weapon	$5+5\cdot L$
	Spell	$10+5\cdot L$
Weapons	Unarmed	$50+5\cdot L$
	Any four	$50+5\cdot L$
	Any one, every five levels after first	$50+5\cdot L$

General class skills. $100+(20+I)\cdot L$ on Armor & Weapons; Awareness; Movement.
General skills. $50+(10+(I/2))\cdot L$ on any.
Other class abilities. Multiple attacks per round (PHB 25).

7.4 Paladin

Specific class skills.

Armor and shields	All	$50+5\cdot L$
*Saving throws**	Paralyzation, poison, and death magic	$35+5\cdot L$
	Petrification or polymorph	$30+5\cdot L$
	Rod, staff, or wand	$25+5\cdot L$
	Breath weapon	$15+5\cdot L$
	Spell	$20+5\cdot L$
Magic	Spells, Cleric (All types, levels 9–20)	$40+(3+W)\cdot(L-8)$
	Turning undead (level 3 onwards)	$55+15\cdot(L-2)$
Weapons	Unarmed	$50+5\cdot L$
	Any four	$50+5\cdot L$
	Any one, every three levels after first	$50+5\cdot L$

*These numbers reflect the paladin's 10% bonus.

General class skills. $100+(20+I)L$ on Armor & Weapons; Awareness; Movement.
General skills. $50+(10+(I/2))L$ on any.
Other class abilities. Multiple attacks per round (PHB 25).

7.5 Ranger

Specific class skills.

Armor and shields	All	$50+5L$
Awareness	Noticing	$25+5\cdot L$
	Tracking	$25+2\cdot L$
Clandestine	Sneaking	$25+2\cdot L$
Magic	Spells, Druid (All types, levels 8–17)	$40+(3+W)\cdot(L-7)$
	Spells, Magic-User (All types, levels 9–17)	$40+(3+I)\cdot(L-8)$
Saving throws	Paralyzation, poison, and death magic	$25+5\cdot L$
	Petrification or polymorph	$20+5\cdot L$
	Rod, staff, or wand	$15+5\cdot L$
	Breath weapon	$5+5\cdot L$
	Spell	$10+5\cdot L$
Weapons	Unarmed	$50+5\cdot L$
	Any four	$50+5\cdot L$
	Any one, every three levels after first	$50+5\cdot L$

General class skills. $100+(20+I)\cdot L$ on Armor & Weapons; Awareness; Movement.
General skills. $50+(10+(I/2))\cdot L$ on any.
Other class abilities. Multiple attacks per round (PHB 25).

7.6 Magic-User

Specific class skills.

Magic	Spells, Magic-User (All types)	$40+(3+I)\cdot L$
Saving throws	Paralyzation, poison, and death magic	$35+L$
	Petrification or polymorph	$40+L$
	Rod, staff, or wand	$50+L$
	Breath weapon	$30+L$
	Spell	$45+L$
Weapons	Unarmed	$50+2\cdot L$
	One Magic-User Weapon*	$50+2\cdot L$
	One Magic-User Weapon*, every six levels after first	$50+2\cdot L$

*Dagger, dart, or staff.

General class skills. $100+(20+I)\cdot L$ on Commerce & Manufacture; Knowledge & Lore; Spells, Magic-User.
General skills. $50+(10+I/2)\cdot L$ on any.
Other class abilities. As stated at PHB 25, with magic skills as given above.

7.7 Illusionist

Specific class skills.

Magic	Spells, Illusionist (All types)	$40+(3+I)\cdot L$
Saving throws	Paralyzation, poison, and death magic	$35+L$
	Petrification or polymorph	$40+L$
	Rod, staff, or wand	$50+L$
	Breath weapon	$30+L$
	Spell	$45+L$
Weapons	Unarmed	$50+2\cdot L$
	One Illusionist Weapon*	$50+2\cdot L$
	One Illusionist Weapon*, every six levels after first	$50+2\cdot L$

*Dagger, dart, or staff.

General class skills. $100+(20+I)\cdot L$ on Commerce & Manufacture; Knowledge & Lore; Spells, Illusionist.
General skills. $50+(10+I/2)\cdot L$ on any.
Other class abilities. As stated at PHB 26, with magic skills as given above.

7.8 Thief

Specific class skills.

Armor & Shields	All leather armor (no shields)	$50+5\cdot L$
Awareness	Deciphering (level 4 onwards)	$20+5\cdot(L-3)$
	Discerning	$10+2.5\cdot L$
	Noticing	$10+2.5\cdot L$
Clandestine	Entering/Escaping	$25+4\cdot L$
	Sabotage	$20+5\cdot L$
	Sneaking	$15+6\cdot L$
	Stealing	$30+5\cdot L$
Movement	Acrobatics	$15+6\cdot L$
	Athletics	$15+6\cdot L$
	Climbing	$85+L$
Saving throws	Paralyzation, poison, and death magic	$40+1.25\cdot L$
	Petrification or polymorph	$45+1.25\cdot L$
	Rod, staff, or wand	$35+2.5\cdot L$
	Breath weapon	$25+1.25\cdot L$
	Spell	$30+2.5\cdot L$
Weapons	Unarmed	$50+2.5\cdot L$
	Two Thief Weapons*	$50+2.5\cdot L$
	One Thief Weapon*, every four levels after first	$50+2.5\cdot L$

*Club, dagger, dart, sling, or sword.

General class skills. $100+(20+I)\cdot L$ on Awareness; Clandestine; Diplomacy; Entertainment; Movement.
General skills. $50+(10+I/2)\cdot L$ on any.
Other class abilities. As stated at PHB 26 and following, except that the primary function skills are as given above.

7.9 Assassin

Specific class skills.

Armor & Shields	All leather armor	$50+5\cdot L$
	All shields	$50+5\cdot L$
Awareness	Deciphering (level 7 onwards)	$20+5\cdot(L-6)$
	Discerning (level 3 onwards)	$10+2.5\cdot(L-2)$
	Noticing (level 3 onwards)	$10+2.5\cdot(L-2)$
Clandestine	Assassination	$50+5\cdot L$
	Disguise	$30+5\cdot L$
	Entering/Escaping (level 3 onwards)	$25+4(L-2)$
	Sabotage (level 3 onwards)	$20+5\cdot(L-2)$
	Sneaking (level 3 onwards)	$15+6\cdot(L-2)$
	Stealing (level 3 onwards)	$30+5\cdot(L-2)$
Movement	Acrobatics (level 3 onwards)	$15+6\cdot(L-2)$
	Athletics (level 3 onwards)	$15+6\cdot(L-2)$
	Climbing (level 3 onwards)	$85+(L-2)$
Saving throws	Paralyzation, poison, and death magic	$40+1.25\cdot L$
	Petrification or polymorph	$45+1.25\cdot L$
	Rod, staff, or wand	$35+2.5\cdot L$
	Breath weapon	$25+1.25\cdot L$
	Spell	$30+2.5\cdot L$
Weapons	Unarmed	$50+2.5\cdot L$
	Any three	$50+2.5\cdot L$
	Any one, every four levels after first	$50+2.5\cdot L$

General class skills. $100+(20+I)\cdot L$ on Awareness; Clandestine; Diplomacy; Entertainment; Movement.
General skills. $50+(10+I/2)\cdot L$ on any.
Other class abilities. As stated at PHB 28 and following, except that the primary function skills are as given above.

7.10 Monk

Specific class skills.

Armor & Shields	All	$50+5\cdot L$
Awareness	Discerning	$10+2.5\cdot L$
	Noticing	$10+2.5\cdot L$
Clandestine	Entering/Escaping	$25+4\cdot L$
	Sneaking	$15+6\cdot L$
Movement	Acrobatics	$15+6\cdot L$
	Athletics	$15+6\cdot L$
	Climbing	$85+L$
Saving throws	Paralyzation, poison, and death magic	$40+1.25\cdot L$
	Petrification or polymorph	$45+1.25\cdot L$
	Rod, staff, or wand	$35+2.5\cdot L$
	Breath weapon	$25+1.25\cdot L$
	Spell	$30+2.5\cdot L$
Weapons	Unarmed	$50+3\cdot L$
	One Monk Weapon*,	$50+3\cdot L$
	One Monk Weapon*, every four levels after first	$50+3\cdot L$

*Bo sticks, club, crossbow, dagger, hand axe, javelin, jo stick, pole arm, spear, or staff.

General class skills. $100+(20+I)\cdot L$ on Awareness; Clandestine; Movement.
General skills. $50+(10+I/2)\cdot L$ on any.
Other class abilities. As stated at PHB 30 and following, with skills noted above.

7.11 Multiclass Characters (PHB 32)

Use the racial restrictions on multiclass combinations if you like. Divide experience points evenly between the classes as stated at PHB 16 and elsewhere. Whenever the character gains a new level in either class, he or she gains hit points as stated at PHB 19, plus the class benefits listed below.

Specific class skills. In general, a multiclass character gets all the specific class skills of each of his or her classes at level L, where L is the level of the class. For instance, a fighter 2/magic-user 1 gets fighter skills at $L = 2$ and magic-user skills at $L = 1$. The two exceptions are Weapons skill and any specific class skill that appears in two or more of the class descriptions above:

1. In the case of Weapons skill, the character progresses in number of weapons and weapon skill at the most favorable rate of any of the classes. For instance, a fighter/magic-user progresses in weapons as a fighter. The character may choose any weapon available to any of the classes. For instance, a cleric/magic-user may choose any cleric weapon or any magic-user weapon.

2. In the case of a specific class skill that appears in two or more of the classes, the character gets only the more favorable one (if it is unclear what counts as "more favorable," just let the player choose).

General class skills. A multiclass character with N classes and L total class levels gets $100+(20+I)\cdot(L-N+1)$ general class skill points that he can spend on any general class skills allowed to any of his classes. For instance, a fighter 2/magic user 1 ($L = 3$, $N = 2$) gets $100+(20+I)\cdot 2$ general class skill points that he can spend on any of Armor & Weapons; Awareness; Movement; Commerce & Manufacture; Knowledge & Lore; and Spells, Magic-User.

General skills. A multiclass character with L total class levels gets $50+(10+I/2)\cdot L$ general class skills.

Other class abilities. A multiclass character has all the class abilities of all his or her classes.

7.12 Characters with Two or More Classes (PHB 33)

At the point of switching to class C, the character retains whatever skills and abilities he attained in previous classes, though optionally he is prohibited from using them until he has achieved sufficient experience in class C (PHB 33). He also gains new skills and abilities as follows, where L is the level attained in class C:

Specific class skills. Examine each specific class skill of C in turn. Let S be the existing score for that skill from previous class levels (if the skill does not already exist, then $S = 0$), and let V be the value that precedes the plus sign in the level progression for the skill. If S is less than or equal to V, then the character progresses normally in that skill for class C and level L. Otherwise, replace V with S in the level progression for that skill.

For instance, suppose a 10th level magic-user has the minimum Weapons skill of 70 in each of unarmed, dagger, and staff and knows no other weapons, and he switches to fighter. As a fighter, he is entitled to unarmed plus four of any weapon at $50+5\cdot L$. Suppose he chooses sword, dagger, bow, and fauchard as his new weapons. Because of his previous skill of 70 in unarmed and dagger, he progresses at $70+5\cdot L$ in those skills. The other weapons are previously unknown, so he progresses at $50+5\cdot L$ in those. If at the point of switching to fighter he had 75 in dagger and 15 in fauchard, he would progress at $75+5\cdot L$ and $50+5\cdot L$, respectively.

General class skills. A character with two or more classes receives $(20+I)\cdot L$ skill points in general class skills for the newest class, where L is the level in the new class.

General skills. A character with two or more classes receives $(I/2)\cdot L$ skill points in general skills, where L is the level of the newest class.

Other class abilities. A character with two or more classes has all the abilities of all his classes, except that he may be prohibited from using the old class abilities for a time as stated at PHB 33.

7.13 Bard

A bard is a character with three classes: fighter, thief, and bard (PHB 117). A bard of level L has all the skills and abilities he previously attained as a fighter and as a thief, plus the following:

Knowledge & Lore	Legends & Lore	$4 \cdot L$
Saving throws	Paralyzation, poison, and death magic	$3 \cdot L$
	Petrification or polymorph	$3 \cdot L$
	Rod, staff, or wand	$3 \cdot L$
	Breath weapon	$3 \cdot L$
	Spell	$3 \cdot L$
Magic	Spells, Druid (All types)	$S^* + (3 + W) \cdot L$
Weapons	Unarmed	$S^{**} + 3 \cdot L$
	Two Bard Weapons***	$S^{**} + 3 \cdot L$
	One Bard Weapon***, every five levels after first	$S^{**} + 3 \cdot L$

*40 or prior skill, whichever is higher
**50 or prior skill, whichever is higher
***Club, dagger, dart, hammer, scimitar, sling, spear, or staff.

General class skills. $(20 + I) \cdot L$ on Knowledge & Lore; Nature; Spells, Druid
General skills. $(10 + I/2) \cdot L$ on any.
Other class abilities. As stated at PHB 117 and following. Note that the bard's "Legend Lore" ability (PHB) is now represented as a score in Legends & Lore (AD&DR skill), and it adds to whatever score the bard already had for that skill. However, in determining the bard's chances for "item knowledge," as described at PHB 118, we use only the skill acquired as a bard. Other functions, including college, languages, charm percentage, and singing, work as described in PHB.

8 Combat

8.1 Sequence of Play

We use the one-minute round composed of ten six-second segments. It's a bit unrealistic to say you only get one attack per minute (even if it's only one of several "real" attacks), but this rule is deeply ingrained in AD&D.

8.2 Surprise and Encounter Distance

We get rid of the standard d6 surprise roll. Roll for surprise only in one of two situations:

1. One side is actively laying an ambush or sneaking around. In this case, use one side's Sneaking ability, perhaps opposed by the other side's Noticing (if there's no prior knowledge of something amiss) or Discerning (if the other side is on guard or investigating).

2. The circumstances make it obvious that one side would detect the other first. E.g., one side is making a lot of noise or casting light around, and the other side is silent and/or dark.

If surprise is warranted, give one round of "free" actions to the surprising party. Actions occur in the round with the timing described in the following section, but the surprised party has to wait until the next round to act.

Use the rules on DMG 62 regarding encounter distance if you like. I usually find that encounter distance is obvious from the terrain or surroundings, the direction the parties are approaching each other, etc. For example, if there's a turn in the hallway, that's where they'll meet. Otherwise, detection will occur at the limit of light, or sound, or whatever. This is a good example of a random interval (see Section 2.6) that you can usually just make up on the spot.

8.3 Action Sequence

Actions occur *segment by segment*. In one round, you can do up to ten segments of action. The timing of actions is governed by (1) when your actions start in a round and (2) how long each action takes.

8.3.1 When Actions Start

At the outset of combat, each side rolls d10, and each individual participant subtracts his DEX/10 from the result, with a minimum of 1. The final result is the segment on which that character starts his action every round. In the case of ties, the actions start simultaneously. Cf. DMG 63.

8.3.2 How Long Actions Take

Every action has a *duration* (how long it takes) of one or more segments. An action is treated as occurring "all at once" at the end of its duration (i.e., the segment on which it started plus the segments of its duration). If the total is greater than 10, the action carries over into the next round. For purposes of specifying durations, we divide actions into the following categories: weapon attacks, movement, spell casting, psionics, and all other actions (including reading scrolls and using magic items).

8.3.3 Weapon Attacks (Including Unarmed and Monster Attacks)

A weapon attack takes as many segments as its speed factor (see PHB 38). For example, a character who starts an attack with a voulge (SF 10) on segment 4 won't complete the attack until segment 4 of the next round ($4 + 10 = 14$). If a weapon doesn't have a listed speed factor (including missile attacks), use a SF of 5. Use a SF of 5 for monster attacks as well (unless with a weapon).

You are generally limited to one attack action (including spell casting and offensive use of magic devices) per round, unless you are entitled to multiple attacks. Multiple attacks can occur if you are a high-level fighter (PHB 25) or monk (PHB 31); you are using two weapons (DMG 70); you are using a missile weapon with a "rate of fire" over 1 (PHB 38); or you are a monster with multiple attacks in your description (MM). For duration purposes, treat the multiple attacks as a single attack with the highest (slowest) speed factor of any of the attacks. For example, a sword and dagger combo uses the sword's SF.

For simplicity, multiple attacks occur all at once, on the segment when they are all complete (contrary to what it says at DMG 62–63 about interleaving attacks). For example, a character who starts shooting on segment 4 can launch two bow shots on segment 9. If you like, space the attacks out across their duration: for instance, the bow shots occur on segments 6.5 and 9. This seems like unnecessary complexity though.

8.3.4 Movement

Movement is resolved segment by segment, following the rules on PHB 102. For example, a movement rate of 6" resolves to 6 feet per segment.

8.3.5 Spell Casting

Spell casting actions take the amount of time stated in their description. For example, if a spell has a casting time of "1 segment" and it starts on segment 3, then it takes effect on segment 4. Similarly, if the time is 5 segments and the casting starts on segment 9, then the spell takes effect on segment 4 of the next round. Note the rules at DMG 65 about forfeiting your dexterity bonus and being hit while you are casting a spell. We observe those!

8.3.6 Psionics

Psionic actions include attack, defense, and use of psionic disciplines. Attack and psionic discipline actions take one segment each and occur as part of the character's combat turn. Defense actions use up a segment of the defender's actions in the round, but they occur on the same segment as the action being defended against.

For example, suppose psionic A starts acting on segment 3 of the round, and psionic B starts acting on segment 5. If A attacks B psionically on segment 4, B can immediately respond with a psionic defense, even though segment 4 is before his normal action sequence.

Contrary to what it says at DMG 79, a psionic attack is like a normal attack or spell casting action, in that only one per round is allowed.

8.3.7 Other Actions

The DM has to determine how many segments other actions take, like opening a pouch or drinking a potion. Five segments is a good rule of thumb for offensive or defensive actions like scroll or magic item use. 1–3 segments is a good rule of thumb for short actions like unslinging a backpack or searching for a potion (though these are separate actions of course). See DMG 119 for some nice rules on the timing of drinking potions that can be imported directly into AD&DR. Keep in mind that a segment is 6 seconds and use common sense.

8.3.8 Combined Actions

Different actions may be freely combined within a round, subject to the limitation of ten segments and at most one attack action in a round. For example, suppose you have movement rate 6", you're attacking with a club (SF 4), and your actions start on segment 3. Then you can move 12' (2 segments, till segment 5), attack for 4 segments (till segment 9), then move 24' (4 more segments, till your next action on segment 3 of the next round).

To keep the round sequence simple, if you don't have enough segments left in your round to perform a particular action, you can't start it that round. The only exception is that if the entire action takes more than a round, and it's the only thing you are doing that round, then you can start the action. For example, if you've moved for 6 segments, you cannot perform a 5 segment attack action that round (though you could keep moving, or do other things for a total of four or fewer segments). However, if you start casting a spell with a casting time of "1 turn," then you have to start it on your initiative, and it takes effect on your initiative 10 rounds later.

Note that this system requires the DM to keep careful track of what is happening when. For example, if Character A starts an attack with SF 4 on segment 2, and Character B an attack with SF 1 on segment 3, Character B's action will be completed first. Similarly, if one character is moving, drinking a potion, etc., and is also under attack, you must keep careful track of the timing. In particular, it is possible for one character's action to be "interrupted" by another's, particularly where movement is concerned. For example, if one character starts 5 segments of movement on segment 1, and another character starts an attack with SF 2 on segment 2, then on segment 4 the moving character must defend the attack (in the middle of his move).

The complexity of the system is bounded, however, because you need only do this accounting for pairs of characters that are interacting. For example, if one character is attacking on one side of a room and another is attacking or moving on the other side, the order doesn't matter. For interdependent actions, it will often make sense to ask multiple characters what they are doing, then resolve the actions simultaneously using the timing given above. (This seems more like real combat than the "action-reaction" style of old-style D&D.)

8.4 To-Hit Score

Determine a character's to-hit score against a target as follows:

1. The base to-hit score H for striking attacks is W@STR, where W is the character's Weapons ability for the appropriate weapon. The base to-hit score H for missile attacks is W@DEX.

2. Let A be the defender's armor class (see below). The to-hit score is $H - A$, adjusted by any situational modifiers and magic item enhancements.

Like everything else, to-hit is a low target roll, i.e., you have to roll equal to or less than the to-hit score on d% to score a successful hit.

8.5 Armor Class

In AD&DR, Armor Class (AC), like everything else, is expressed as a percentage. To convert from AD&D, first multiply the old AC by 5 and subtract it from 50. Then, if the dexterity bonus to armor is not already represented in the AC of the character or creature, adjust the AC by the 5 times DEX adjustment, i.e., $5 \cdot (\text{DEX}/10 - 5) = \text{DEX}/2 - 25$.

For example, a man with DEX 50 wearing no armor (AC 10 in the old system) has AC $50-10\cdot5+50/2-25=0$, while a man with DEX 60 wearing plate mail (AC 3 in the old system) has AC $50-5\cdot3+60/2-25=40$. An orc whose AC 6 (MM 76) already takes into account both armor and dexterity has AC $50-6\cdot5=20$. The armor class of the defender is subtracted from the attacker's base to-hit score in resolving attacks (see Section 8.4).

The previous paragraph assumes the defender has a skill of at least 40 in the armor he is wearing. If the defender's skill in using the armor is less than 40, subtract the skill from 40 and reduce the armor bonus by the result, to a minimum of 10 bonus. For example, a defender with DEX 50 wearing plate mail and with no skill in using that armor has an effective armor bonus of 10. Do the same thing for shields, but reduce the bonus by (20 – skill).

8.6 Other Modifiers

Magical enhancements, situational adjustments, and any other attack and defense adjustments from AD&D are easily converted to AD&DR. Just multiply by 5: e.g., +1 in AD&D is +5 in AD&DR, while −1 in AD&D is −5 in AD&DR. To negate a defender's DEX bonus (e.g., for flanking attacks, see DMG 28), adjust AC down by DEX/2 – 25 if the defender's DEX is over 50.

8.7 Unarmed Combat

The old "pummel, grapple, overbear" rules (DMG 72–73) are interesting but too complex to be playable, so I abandon them in AD&DR. Instead, do the following:

- *Pummel.* This is just an unarmed strike as shown at PHB 38. Damage is 1–4 + STR bonus. Double your STR bonus if striking with mailed fist or pommel.
- *Grapple.* Make an unarmed strike attack. If you succeed, you're grappling. You can immediately try to overbear (see below) or hold the defender immobile. On his action, the defender can try to overbear you or break the grapple with a competitive STR check.
- *Overbear.* Grapple first, then make a competitive STR check against the defender. If you succeed, you can move the defender up to half your speed or wrestle him one position (standing to kneeling, kneeling to prone, prone to pin). If a check fails, then the winner of the next check can start wrestling this way. A pinned character is effectively helpless until the hold is released.

8.8 Saving Throws

Use the Saving Throws skills to resolve character saving throws as stated in Section 5.12. For monster saving throws, see Section 11.

For item saving throws, the table and accompanying rules at DMG 80 are nice, but they are quite complicated and violate the principle of minimizing table lookup during play. Optionally, replace that table with the following simpler rules:

1. Battle equipment (swords, shields, etc.) doesn't ordinarily break through normal use. However, if a character makes a very bad attack roll (e.g., 95–00), ask for a roll against LUC. Failure means that his weapon breaks. You can do the same thing for armor and shields using very bad saving throw rolls by defenders.
2. For attacks against vulnerable targets (like a *fireball* against cloth or paper), increase the range of "bad rolls" from 5% to as much as 50%, depending on how vulnerable the target is.
3. For situations where a character wants something to break (like a hurled flask of oil), either assume it does break or optionally use a 5–10% chance of its not breaking.
4. The *disintegrate* spell is a special case. Ordinarily, require a "good" roll of 01–05 to save against it, with a bonus of up to 10% for especially hard or invulnerable substances.

8.9 Turning Undead

Every undead or other monster that can be affected by turning has a Turning Defense equal to $2.5 \cdot H$, where H represents the monster's hit dice. The cleric's Turning Undead skill minus the Turning Defense represents the chance of turning the undead. If the chance is 100 or more, the monster is automatically turned or influenced; and if it is 150 or higher, the monster is destroyed or dominated.

9 Spell Casting

Every spell in AD&DR has a class (MU, illusionist, cleric, or druid) and a type (Abjuration, Conjuration/Summoning, etc.). Both come from the spell descriptions in PHB. To cast a particular spell, you need skill in that spell's class and type. For instance, skill in MU Spells, Abjuration only entitles you to cast MU Abjuration spells, not any other MU spells or any other Abjuration spells.

Anyone with a score in the appropriate Spells skill can cast spells of that class and type; you don't have to be of the character class. However, if you are of the character class, then it is much easier to get a good score in the spell skill, and especially in a range of different spell types (it's hard to learn spells if you're a fighter!).

9.1 Caster Level (CL)

To determine what spells a character may cast, and to determine level-based spell effects (like the hit dice of a *fireball*) we need to determine the character's *caster level* (CL) for each distinct spell casting skill, his CL for the spell casting class, and his CL for any spell he wishes to cast. In AD&DR, CL is based on spell casting skill, not class level.

9.1.1 CL Associated with Skill

If the skill for a particular class and type is less than 10 (including 0), then the CL is 0. If the skill is 10 or more but less than 45, then the CL is 1, but there is a chance of spell failure (see below). Otherwise, subtract 40 from the skill and divide by five; the result is the CL. For example, a MU with skill 55 in Abjuration and 50 in Conjuration/Summoning has CL 3 in Abjuration and CL 2 in Conjuration/Summoning. It is usually best to note the CL for each spell casting skill directly on the character sheet, next to the skill, though the CL can be easily recomputed on the fly if necessary.

9.1.2 CL Associated with Class

The caster's CL for a given class is the *lowest* of the caster's CLs in the class. For example, the magic-user discussed before would use level two, assuming that is his lowest level among all Magic-User spell types; while a fighter with skill 45 in evocation and no other casting skill would use CL 0 for the class.

9.1.3 CL Associated with Spell

If a spell has one type in its listing, then the caster's CL for that spell is his CL for that class and type. If a spell has two or more types in its listing, then the CL for that spell is the *minimum* of the caster's CLs for all the types. For example, the MU described above would use CL 2 for casting any spell that had type Abjuration, Conjuration/Summoning.

9.2 Maximum Spell Level (MSL)

Associated with each CL is the *maximum spell level* (MSL), which is the maximum spell level available to that CL. To compute MSL from CL, use the table on PHB 20 and following that corresponds to the spell casting class. Find the "level" row for the CL in the table. Then find the highest position that has a number (not a dash) in it. This is the MSL corresponding to that CL for that class. Compute the MSL associated with each

spell casting skill, spell casting class, and spell by first finding the CL as explained in the previous section, and then computing the MSL from the CL.

9.3 Available Spells

In AD&DR we say that a spell is *available* to a caster if the caster is powerful enough (has high enough MSL) to cast it. A spell is available if its level is L and the caster's MSL for that spell is L or greater. For example, in the example above, second level Abjuration spells are available (CL 3, MSL 2), but only first level spells with Conjuration/Summoning in their types (CL 2, MSL 1) are available.

9.4 Acquisition of Spells

As in AD&D, magic-user and illusionist spells must be inscribed in a spell book. Any character with CL at least one in MU or illusionist casting (any type) receives a spell book with the first-level spells stated at DMG 39. Further spells must be acquired through other spell books, scrolls, research, etc. See PHB 10; DMG 39, 115–16. To acquire a spell from a scroll or spell book, the MU or illusionist must roll vs. S@INT, where S is the Spells skill for the class and type to which the spell belongs. To research a new spell, see DMG 115–16. A caster may only acquire spells that are available (see Section 9.3); otherwise he does not have sufficient knowledge to copy the spell into his book.

Clerics don't keep a spell book; they get their spells by praying. See PHB 40. However, if you use the optional "no preparation" rule for spell use (see the next section), then you may want to require clerics and druids to learn spells and keep track of known spells (possibly in a spell book) as well.

9.5 Spell Levels per Day

Every character with skill in a spell casting class has a total number of spell levels in that class that he can cast each day. To determine the total levels for a class, find the row corresponding to the caster's CL for that class in the table on PHB 20 and following associated with the class, and sum the value of the entries appearing in the row. Treat CL 0 as CL 1 for this purpose only. If a cleric is entitled to bonus spells (PHB 11), add all the bonus levels into this sum. The caster may cast this many *total levels* of available spells per day, without any restriction on the distribution of levels. For example, if the level entry is "2 1," then the caster may cast two first level and one second level spell, or three first level spells, in a day. This system is different from AD&D, which restricts the level distribution as well as the total levels per day. The AD&DR system effectively gives "mana" (or "spell points") equal to the sum of the level entries; the points recharge every day; and casting a spell costs as many points as its level.

Note this means that a character's spell abilities cannot become too unbalanced. For instance, suppose a first level magic user with a base 46 score in each spell casting skill raises his abjuration magic skill to 70, leaving the other skills unchanged. Because his lowest skill is 46, his CL for the class is 1. Therefore, he can cast at most one first level spell per day (as per the table on PHB 26), so only first-level abjuration spells are allowed, even with the score of 70. However, this caster is particularly good at abjuration, so any first-level abjuration spells are cast at CL $(70 - 45)/5 = 5$ for purposes of any level-dependent spell effects.

9.6 Spell Use and Preparation

Every day, a spell casting character (i.e., a character with sufficient skill in some class and type of spell casting) may cast spells such that (1) each spell is *known* (this requirement applies only to magic-user and illusionist spells; see Section 9.4); (2) each spell is *available* to the caster (see Section 9.3); and (3) the total levels of all spells do not exceed the caster's allowed levels per day (see Spell Levels per Day).

In AD&D, spell casters must prepare their spells each day, i.e., they must select beforehand which spells are available for use that day. This means that if a MU runs into a locked door but did not prepare knock that day, he is out of luck — even if the spell is in his spell book. This problem can be particularly awkward in the middle of a dungeon crawl, where it is hardly feasible to "camp out" for a whole day to regain spells! Similarly,

a cleric who knows divination spells but did not prepare them that day is out of luck if divination is required. On the other hand, a cleric who prepares divination but never uses it may be giving up vital healing slots.

If you want more flexibility in spell use, just let all casters choose their spells at the point of use, without requiring memorization or preparation beforehand. If you use this system, then you should probably limit clerics and druids, as well as magic-users and illusionists, to using only "known" spells; otherwise they would have too much freedom: they could just open up the spell tables and pick any one of the listed spells at the point of use. Some planning or preparation should be required after all! Use the same rules as illusionists do for learning spells, but use WIS wherever INT is called for.

Alternatively, if you don't want clerics and druids to have to maintain a spell book, keep track of known spells, etc., just let them prepare twice as many levels as they are entitled to cast each day, and let them cast any of those prepared spells (even duplicates, if desired) up to the maximum allowed levels. That way, for example, the cleric can prepare divinations for the day on the off chance that they might be useful, without giving up vital healing slots.

9.7 Spell Failure

Usually spells just work, so long as the requirements above are met, and subject to saving throws and the target's magic resistance, as explained in the AD&D rules. But occasionally spells may fail. If a spell casting attempt fails, then no spell effect occurs, but the daily spell points are still used up, the spell casting segments are still used up in combat, etc.

First, spells may fail in the ordinary way for AD&D if the caster has a low INT or WIS score. See PHB 33.

Second, if a character with skill less than 45 attempts to cast a spell, he can do so successfully only if he makes a target roll against S@INT (for Magic-Users and Illusionists) or S@WIS (for Clerics and Druids), where S is the casting skill. Failure to make the roll means the spell attempt fails. For a spell with more than one type, use the lowest skill in applying this rule. For example, a MU with 30 in evocation and 40 in alteration would need to roll against 30@INT to successfully cast an alteration/evocation spell.

Third, if an arcane spell caster or druid is wearing metal armor or shield and attempts to cast a spell with a somatic component, there is an additional chance of spell failure equal to the AC of the metal armor or shield. Note that non-human fighter-MUs are apparently immune from this effect!

10 Psionics

This section explains how to convert the AD&D psionics system for use in AD&DR. Note the rules at PHB 116 for multiple psionic operations and recovery of psionic strength points; we use those unmodified.

10.1 Psionic Strength

A character's psionic strength equal to twice his PSI score. Psionic ability is twice psionic strength, i.e., four times PSI. As noted in the PHB, half of psionic ability is attack strength and half is defense strength.

10.2 Attack and Defense Modes

Separate skill must be developed for each attack and defense mode that the character wishes to use. See Section 5.11. Per DMG 76 and following, there are three ways that attack and defense modes can come into play: (1) psionic attack vs. psionic defense; (2) psionic attack vs. defenseless psionic; and (3) psionic blast upon non-psionic.

10.2.1 Psionic Attack vs. Psionic Defense

To resolve psionic attacks vs. psionic defense for all attack forms but Mind Crush, use a competitive roll of d100 + A@PSI vs. d100 + D@PSI, where A@PSI is the average of the attacker's skill in the attack mode and his PSI ability, and D@PSI is the average of the defender's skill in the attack mode and his PSI ability. If the

attacker wins the roll, the defender loses a number of points of defense strength equal to the number of points spent on the attack mode minus the number spent on the defense mode. If the difference is zero or less, no points are lost. For example, a successful Psionic Blast vs. a Mind Blank inflicts 19 defense points, while a successful Mint Thrust vs. Intellect Fortress inflicts zero points. When a psionic's defense strength reaches zero, he becomes defenseless (see below).

To resolve Mind Crush, calculate A@PSI $-$ D@PSI $- P \cdot 5$, where P is the number of points spent on the defense mode. If the result is above zero, that is the chance for the attacker to kill the defender, to a maximum 25% chance.

10.2.2 Psionic Attack vs. Defenseless Psionic

This isn't going to happen often, so just use the table at DMG 77. It's complicated but cool. For this purpose, a "defenseless psionic" is anyone with a PSI score of 10 or higher that is not putting up a psionic defense. Note this means that a character with high native PSI who doesn't know any defenses (because of lack of skill) is potentially very vulnerable!

10.2.3 Psionic Blast upon Non-Psionic

Give the defender a roll against INT@WIS, using the adjustments for range and other factors given at DMG 78 if desired. If the defender makes the roll, there is no effect. If he fails, use the table on DMG 78 to find out what happens. Again, it's complicated but cool; and psionic combat is rare enough that it seems reasonable to use this cumbersome mechanism to resolve it.

10.3 Psionic Disciplines

Psionic disciplines work as stated in PHB. When a character's skill in Psionic Disciplines (see Section 5.11) reaches 10, he has access to the number of minor and major psionic disciplines stated in the table on PHB 111, except that we use the character's skill instead of a d100 roll to index into the left-hand column. When a character gains access to new disciplines through skill increase, he can choose any new discipline. Optionally, the DM can require access to a psionic character or NPC who can teach the new discipline.

Let S be the character's Psionic Disciplines score. When using a minor psionic discipline, if S@PSI is less than 20, then there is a chance of $20 - S$@PSI of failure for any attempt to use a minor discipline. For major disciplines, do the same thing, but use 40 instead of 20 as the cutoff.

11 NPCs and Monsters

Here I present a few remarks about how to handle NPCs and monsters in the game. Mostly, the handling of NPCs and monsters is obvious from the AD&D rules and the rule revisions described above. However, sometimes we need to know information about an NPC or monster (mostly having to do with skills) that would not appear in the MM or in standard AD&D scenario notes.

11.1 NPCs

For important NPCs, you can do a detailed character creation, giving them a full range of abilities and skills. For secondary NPCs, you can just give them the specific class skills to which they are entitled (computing and jotting down this information takes one minute at best) and throw away the other skill points. You can do the same thing for NPCs appearing in published AD&D adventures, or add general class skills and skills if you like.

Often in AD&D we encounter the "zero level man at arms." In AD&DR this is just a fighter with $L = 0$ and hit points as suggested at DMG 88.

11.2 Monster Abilities

From a monster's description in the Monster Manual, we can deduce its INT score as follows:

1. Read the Intelligence rating (Low, Animal, etc.) out of the monster description.
2. Get the corresponding numerical range from p. 6 of the MM.
3. Use an average score from the range, or roll for an exact number if desired.
4. Convert the 3–18 score to a percentile score by multiplying by 5.

For example, a typical bone devil (intelligence Very) has an INT score of $11.5 \cdot 5 = 57$.

For other abilities, in some cases the ability is known (for example, giant strength — see DMG 126). Otherwise, assume a base ability of $40 + 3 \cdot \text{HD}$. You can adjust this total in specialized cases as appropriate For example, $65 + 3 \cdot \text{HD}$ for WIS seems appropriate for tribal spell casters (DMG 40); or in some cases you can deduce a strength score from attack and damage bonuses. If desired, you can vary monsters by giving them a spread of $25 + 3\text{d}10 + 3 \cdot \text{HD}$, but this detail usually isn't necessary. For monsters with psionic powers, divide the given psionic strength by 4 to get the PSI ability.

Monsters usually don't have LUC — that's only for player characters who need to survive to keep having adventures!

11.3 Monster Skills

For most monsters, only Weapons skill is important. For a weapon that a monster would ordinarily use (e.g., natural attacks, or weapons appearing in its description), give monsters a Weapons skill of $60 + 5 \cdot \text{HD}$. Creatures with fewer than 1 Hit Die have a Weapons ability of 60. After averaging with the base STR or DEX score (Section 11.2), this gives a base to-hit score of $50 + 4 \cdot \text{HD}$.

For monsters that cast spells, give them skill equivalent to a caster whose level is either the monster's HD score or the minimum level necessary to cast the monster's spells, whichever is higher.

For monsters with psionic powers, assume that a monster has skill in each listed attack and defense mode at 50% of its PSI ability. If desired, you can custom-craft a monster's psionic skills to match those of the adventuring party.

11.4 Monster Saving Throws

For simplicity, monsters save as fighters. Optionally use the more complicated rule at DMG 79. It's easy to convert these rules using the information given in Section 7.

11.5 NPC and Monster Statistics

In keeping with the theme of avoiding table lookup, it is best to note key statistics like to-hit scores and saving throws for NPCs and monsters directly in your scenario notes. In converting published AD&D adventures to AD&DR, you can prepare some supplemental notes with this information. It should take a few minutes per encounter at most and will save time during play. In a pinch, you can use the information given above to reconstruct the information the monster or NPC description.