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Another minimal way to play D&D

Concept

A typical old-school D&D module stats list for a monster looks like this: (AC6, MV9', HD 1, hp 4, #AT1, D1-10 by halberd). The idea is that, if it's enough for monsters, it should be enough for PCs too. This light-rule system enables to play these modules in that way.

Build a PC

As a minimalist option, assumes PC's are dungeon crawlers, delvers and swordsmen. Clerics rules churches and wizards laboratories, or could be villains, but don't venture into dungeons.

1° Choose an armor. This gives your PC an armor class (AC) and a movement rate (MV).

Armor	AC	MV
No armor	9	12
Leather armor	7	9
Chainmail	5	6
Plate mail	3	3
Shield	-1	-1

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose three weapons, or two weapons and a shield

Weapon	Description	D
Small weapons	Easily concealable (dagger, sling, ...)	1d4
Range weapon	Bow, crossbow...	1d6
Melee weapon	Mace, sword, hammer,...	1d8
2-handed weapon	2-Handed sword, polearm, ...	1d10

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. When a PC kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Choose a race, like human, dwarf, hobbit or elf (it has no rules effect, but it adds fun in the game). Imagine what he was before becoming an adventurer. Your PC is ready.

Example of character sheet: Humphrey the bald (AC 5 MV 6 HD 3 hp 14 #AT 1 D 1d10 with a voulgue).

Fighting

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an orc with AC 6, a 3 level adventurer needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduces the result from your opponents hit points (hp). At or below 0, monsters are dead, and PC's are knocked out.

Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

5° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, monsters checks for morale. The DM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

4° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may needs a longer rest, or even healing magic like a potion of healing), because he's wounded.

Adventure

1° Stealth & stunts: sneak a monster, hide in shadows, move silently, climb or swim are easier with a lighter armor. For each such an action, roll 1d20 under the character's AC+level. So a 4th level adventurer with a leather armor and a shield must roll 10 or under to climb a cliff. For easier actions, the DM may choose 1d10 rather than 1d20.

2° Saving thrown: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So 7th level adventurer must roll under 11 to escape a magical charm from a harpy. This "level+4" rules apply to every other action which aren't covered by the "stealth & stunts" rule, but fits the common adventurers knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it's could kill an ogre, 4d8. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one people per spell level, whichever apply best. Damage is treated as in the "danger" section.

PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

PC's starts at level 1 (1 Hit Dice). Each time they defeat a monster, by killing him or another method, they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels.

Gaining a new level means better rolls for fight, save and actions, and 1d8 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

And now, for sure, fight on!

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