

ADVANCED DUNGEONS & DRAGONS first edition

Attributes

Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma

- Roll 3d6 twelve times, disregard the six lowest values, place the remaining values as desired

Half-Elf

Infravision 60', improved spot hidden doors, 30% resistance to Sleep and Charm

Multi-class: 2nd level for each class

- Fighter-Cleric, Fighter-Thief
 - Fighter-Cleric uses any weapons and any armor; Fighter-Thief is restricted to thief weapons and leather armor with no shield
 - Roll and sum 4 hit dice for each class; average the two values for total hit points
- Fighter requires Strength 9+, Cleric requires Wisdom 9+, Thief requires Dexterity 9+, Assassin requires Strength 12+, Intelligence 11+, Dexterity 12+
- Fighter is limited to 8th level, Cleric is limited to 5th level, Thief is unlimited

Half-Orc

Infravision 60'

+1 Strength, +1 Constitution, -2 Charisma [does not apply to half-orcs and orcs]

- Maximum Charisma 12 [does not apply to half-orcs and orcs]

Multi-class: 2nd level for each class

- Fighter-Cleric, Fighter-Assassin, Fighter-Thief, Cleric-Assassin, Cleric-Thief
 - Fighter-Cleric uses any weapons and any armor; Fighter-Assassin is restricted to leather armor; Fighter-Thief is restricted to thief weapons and leather armor with no shield; Cleric-Assassin is restricted to leather armor; Cleric-Thief is restricted to thief weapons and leather armor with no shield
 - Roll and sum 4 hit dice for each class; average the two values for total hit points
- Fighter requires Strength 9+, Cleric requires Wisdom 9+, Thief requires Dexterity 9+, Assassin requires Strength 12+, Intelligence 11+, Dexterity 12+
- Fighter is limited to 10th level, Cleric is limited to 4th level, Thief is limited to 8th level, Assassin is unlimited

Human

Two-class: level 1 in starting class, level 3 for current class

- Fighter (Strength), Assassin (Strength, Intelligence, Dexterity), Cleric (Wisdom), Thief (Dexterity)
 - Equipment restrictions apply while using special abilities of a given class
 - Roll 1 hit die for starting class and 3 hit dice for current class; sum for total hit points
- Starting class needs primary abilities 15+, current class needs primary abilities 17+
- No level limits for current class

Alignment (use most restrictive)

	Good	Neutral	Evil
Lawful	Fighter, cleric	Fighter, cleric, thief	Fighter, cleric, assassin, thief
Neutral	Fighter, cleric, thief	Fighter, thief	Fighter, cleric, assassin, thief
Chaotic	Fighter, cleric	Fighter, cleric, thief	Fighter, cleric, assassin, thief

Languages

- Half-Elf: common, alignment language, orcish, elvish, and several other humanoid languages
- Half-Orc: common, alignment language, orcish
- Human: common, alignment language

Ability modifiers

- Strength: Hit probability, Damage adjustment, Weight allowance, Open doors, Bend Bars/Lift Gates
- Intelligence: Additional languages
- Wisdom: Magical attack adjustment, Spell bonus, Chance of spell failure
- Dexterity: Reaction/attack adjustment, Defensive adjustment; the five Thief abilities
- Constitution: Hit point adjustment, System shock survival, Resurrection survival
- Charisma: Maximum number of henchmen, Loyalty base, Reaction adjustment

Saving throws

- Paralysis/Poison/Death magic, Petrification/Polymorph, Rod/Staff/Wand, Breath Weapon, Spell

Attack matrix (Armor Class/Target number)

- Almost everyone: 0/20, 1/19, 2/18, 3/17, 4/16, 5/15, 6/14, 7/13, 8/12, 9/11, 10/10
- 3rd level Fighter: 0/18, 1/17, 2/16/ 3/15, 4/14, 5/13, 6/12, 7/11, 8/10, 9/9, 10/8

Class abilities

- Thief functions, assassination and other alignment languages, clerical spells

Gear

- Money: If one of your classes is Fighter, 50-200 gold pieces, otherwise 30-180 gold pieces
 - Leather armor, +1 dagger, and holy symbols are free
 - Fighter-Cleric receives one +1 weapon of choice instead of the dagger
 - Poison and holy water require a specific church payment and purpose
- Weapons: Proficiency, Speed factor, Armor class adjustment, Damage, Physical qualities
- Armor: Armor class, Physical qualities

Background

- Next of kin (optional)



Church affiliation (required)

- Lawful: The Eternal and Fundamental Ordination
- Chaotic: The Ineffable Disruption of All Being
 - Both provide training, living quarters, and status for service and ritual practice
- Neutral as a first term: minor, tutelary practice
 - Benefits and requirements are minimal

The churches dominate the city and society. Their two mighty headquarters are connected by the Street of the Gods, itself the site of a complicated, mostly-silent holy war. They also permeate the underground waterways and the city politics.

- Guild affiliation (there are hundreds, varying in size and specialties)
 - Fighters, Thieves, Assassins
 - Provides basic living conditions and professional contracts for minimal dues
- Political parties (optional)
 - The Golden Void, the Black Mist, the Emerald Eye, the Crimson Path
 - Improves living conditions and lifestyle for ongoing favors