

AD&D 1st Edition Homebrew

Homebrew v1.0 by Ken Cooney

The original AD&D 1st edition has many limitations. Not every race could be every class. Races had minimums and maxes for various stats and female's max strength was 17. Classes had minimum stat requirements. Only fighters could use potions. All these are terrible! So, a homebrewing we shall go.

Q: Why homebrew instead of using AD&D 2nd edition? A: I hate THACO (what you needed to roll to hit armor class 0). WAY too much math involved to see if you even hit someone!

Races

The race types remain the same. The difference is any race can be any class. Races are: Dwarf, elf, gnome, half-elf, halfling, half-orc, human. Rather than max/min case, we can do adjustments to the 6 stats depending on the race.

Walking speed is 30 feet unless specified.

Dwarf:

+1 CON, -1 CHA

Languages: common and dwarf (gnome, goblin, kobold, and orc are additional language options)

+1 to attack Orcs, Half-Orcs, Goblins, and Hobgoblins.

Larger monsters get -4 to hit dwarves

Save vs wands, staves, rods, spells, poison: CON 4-6: +1, CON 7-10: +2, CON 11-13: +3, CON 14-17: +4, CON 18: +5

Walking speed: 25 feet

Mining abilities:

- Detect grade or slope in passage: 1-5 on 1d6
- Detect new tunnel/passage construction: 1-5 on 1d6
- Detect sliding/shifting walls or rooms: 1-4 on 1d6
- Detect stonework traps, pits, and deadfall: 1-3 on 1d6
- Determine approximate depth underground: 1-3 on 1d6

Elf:

+1 DEX or INT, -1 CON or STR

Languages: common and elf (gnome, halfling, goblin, hobgoblin, orc, and groll are additional language options)

Infravision up to 60 feet

+1 attack bonus when using a bow, short sword, or long sword.

Additional 90% resistance to sleep and all charm related spells. +2 resistance to enchantment

Notice concealed door: 1 on D6. **Find concealed door:** 1-3 on D6. **Find secret door:** 1-2 on D6.

Opponent: -4 to surprise (if not wearing metal armor and elf within 90' of party member not wearing metal armor), -2 to opponent surprise (same restriction above and if a door must be moved)

Gnome:

+1 INT, -1 WIS

Languages: Common, Gnome (dwarf, halfling, goblin, kobold, and burrowing mammal are additional languages)

Save vs wands, staves, rods, spells: CON 4-6: +1, CON 7-10: +2, CON 11-13: +3, CON 14-17: +4, CON 18: +5

Walking speed: 25 feet

Half-Elf:

+1 INT or WIS, -1 STR or CHA

Additional 30% resistance to sleep and all charm related spells.

Everything else same as elf

Halfling:

+1 DEX, -1 STR

Languages: common, halfling (dwarf, elf, gnome, goblin, orc additional languages)

Save vs wands, staves, rods, spells, poison: CON 4-6: +1, CON 7-10: +2, CON 11-13: +3, CON 14-17: +4, CON 18: +5

+1 attack using sling/thrown weapon

Walking speed: 25feet

Opponent: -4 to surprise (if not wearing metal armor and elf within 90' of party member not wearing metal armor), -2 to opponent surprise (same restriction above and if a door must be moved)

15% chance to have Infravision up to 60 feet. 25% chance to have Limited Infravision up to 30 feet.

Detect grade or slope of passage: 1-3 on D4, detect direction underground: 1-3 D6.

Half-Orc:

+1 STR, +1 CON, -1 CHA

Languages: Orc, common (goblin, hobgoblin, dwarf, ogre additional languages)

Save vs poison: CON 4-6: +1, CON 7-10: +2, CON 11-13: +3, CON 14-17: +4, CON 18: +5

Darkvision

Human:

You can choose to increase one stat by 1 and decrease one stat (other than CHA) by 1

Classes

The classes remain the same (however, I feel that it doesn't make sense to have an assassin). Also, the Bard is WAY too confusing! First he's a fighter for 5 levels, and a thief for 5 levels, and then becomes a druid? For now, a bard is a mix between a fighter and a druid and can use any musical instrument. I'll homebrew Bard stuff some more in a later edition of my homebrew rules.

Anyway, classes are: cleric, druid, fighter, paladin, ranger, magic-user, illusionist, thief, assassin, monk, and bard. Typically assassins don't make sense in a campaign unless the party is all aligned evil. Paladins still should have a high charisma (I'd say at least 15).

Monks cannot wear armor and are proficient in martial arts weapons including staff.

Class info can be found at this URL (again, ignore min stat, max stat, race limitations):

<http://www.mjyoung.net/dungeon/char/step002.html>

Weapon proficiencies for each class:

<http://www.mjyoung.net/dungeon/char/step010.html>

Hit dice:

Fighters (incl paladin, ranger): d10

Clerics (incl druid, bard): d8,

Thieves (incl assassins): d8*

Magic-Users (incl illusionist): d6*

Monk: d10*

*these are changes from the original AD&D 1e

Starting money: 100gp per level (subtract cost of weapons, armor, and items)

Rolling stats

There is a decent roller here:

<https://www.dragonsfoot.org/fe/articles/1echargen.shtml>

Just use the website for the stat roller.

Essentially, you can do any of the following:

Roll twelve 3d6. Keep the top 6 and distribute accordingly.

Roll six 3d6 for each stat in order. Keep the highest.

Roll six 4d6 and distribute accordingly. Then you get 5 points to add to any stats (none can exceed 18).

Stat adjustments

Same as listed in the book

Strength

http://ancientcrossroads.com/adnd_tools/str_table.htm

Intelligence

http://ancientcrossroads.com/adnd_tools/int_table.htm

Wisdom

http://ancientcrossroads.com/adnd_tools/wis_table.htm

Dexterity

http://ancientcrossroads.com/adnd_tools/dex_table.htm

Constitution

http://ancientcrossroads.com/adnd_tools/con_table.htm

Charisma

http://ancientcrossroads.com/adnd_tools/cha_table.htm

Spells

http://pandaria.rpgworlds.info/cant/rules/adnd_spells.htm

Items

Armor

<http://www.mjyoung.net/dungeon/char/equip001.html>

Weapons

<http://www.mjyoung.net/dungeon/char/equip002.html>

<https://panzerleader.wordpress.com/2012/01/25/the-weapons-of-first-edition-add-players-handbook/>

Clothes

<http://www.mjyoung.net/dungeon/char/equip003.html>

Misc

<http://www.mjyoung.net/dungeon/char/equip006.html>