

AD&D Character Point Generation System (Priority Style)

Concept and idea by *The Mad-Hatter!!!*

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Likewise I encourage “tweaking” and suggestions, so if you have any, please mail me at

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House Rules

Each character get 10 points to spend on the following areas.

<u>Value</u>	<u>Race</u>	<u>Class</u>	<u>Stats Total</u>
0	Human	Fighter	70
1	Gnome, Half-elf	Paladin, Ranger, Thief	75
2	Dwarf, Halfling	Bard, Priest	80
3	Elf	Mage, Psionicist	85
4	nonstandard race	Nonstandard class	90

note: multiclass characters pay as per most expensive class +1 per extra class or sum of class values, whichever is higher.

Extra Points Option Points:

What ever is left of the priority points can be used to buy advantages.

General:

1. One Point:

- Improved THAC0 with one weapon: wizard to rogue to priest to warrior. Warriors can add a +1 to hit with one weapon.
Note: second and third improved THAC0s cost twice and thrice (etc.) respectively.
- Psionic wild talent. Every additional wild talent costs double the last one (1, 2, 4, etc.)
- One luck point (influence die roll by +/- 1 or 5% or reroll single die roll) per day.
- Non standard multiclass combo or nonstandard class for a race.
- Alter class (as per DM class creation rules), XP costs changed as well.
- One extra proficiency slot.
- Extra points for ability scores: 1 per option point spent.
- Single non standard weapon allowed (still must pay proficiency slot).
- Requires only 4 hours of sleep.

2. Two Points:

- Improved hit dice: 1d4 to 1d6 to 1d8 to 1d10 to 1d12. Costs 2 POPs per improvement.
- +1 to HP total per level.
- Single thief Ability.
- Single non standard tight weapon group allowed (still must pay proficiency slots).
- Character requires no sleep. He meditates in a semi-aware (successful INT check to be aware of an event) for 6 hours a night (may not take any sleep related disadvantages).

3. Three Points:

- Single non standard broad weapon group allowed (still must pay proficiency slots).

Class-specific POPs:

- *Fighter*: Aptitude for weapon mastery (1), grand-mastery (2), weapon wizardry (3), in single weapon. Must still pay slots, and is limited to 1 advancement per 3 levels (3, 6, 9, ...).
- *Ranger*: Better armor allowed (standard MS and HiS penalties included)(2), earlier spells(3), extra spheres (1/first, 2/second 3/third, etc.), non standard alignment (1).
- *Paladin*: Earlier spells (3), extra spheres (as per ranger), nonstandard alignment (2).
- *priest*: lay on hands (2), detect evil (3), protection from evil as paladin (2).
- *Wizard*: Better armor* (1 for light, 2 for fairly-bulky, 3 for bulky), intelligence bonus spells as priest (3).
- *Thief*: better armor (penalties reduced by 5%+1/level) (2), extra 5 ability points (1 for 5pts, 2 more for 10, 3 more for 15).
- *Bard*: Better armor** (as mage), charm (as charm person) 5%/level (3), can research spells (2), earlier spells (1).
- *Psionicist*: Better armor (penalties reduced by 1/POP)(1), for telepaths: free contact (2), contact on same round (3), Extra 2 PSP per level(2), Free access to extra discipline*** (3).

* Any armor *except* elfin chainmail gives a 9-AR in 20 chance that the spell will fail, when a natural one means the spell failed

extraordinarily with the following results: roll 1d6;

1-3 Backlash: mage suffers 1d4 per spell level HP of damage (1/2 if save vs. Spells is made).

4-5 Backfire: If spell can affect caster adversely, otherwise as backlash.

6: Misfire: Spell does something completely different, usually adverse (DM's discretion).

In any case there is a double casting time penalty to the spell (except for elfin chain).

** As per mage, except that there is no spell-failure chance upto elfin chainmail. Chainmail or better armor has a 6-AR in 20 chance to fail as above. Thieving abilities' penalties are reduced by 1/level.

*** All power scores in extra sphere are at -2 since less time was invested in learning it.

note: all options are subject to DM's approval.

Disadvantages:

For every 2 points the character invests in POPs, he must also take a disadvantage, since the increased investment in one area left him with a decreased ability in another.

One Point:

- Less proficiency slots (1).
- Can't wear standard armor. Armor allowance is now 1 place lower (bulky to fairly-bulky to light to none). Usage of prohibited armor cause a -1 per armor place, in every action. (fighters prohibited from any armor, wearing fairly-bulky armor are at -2).
- Must sleep 8hrs a night, or be at -1 for all actions for the rest of the day.
- Slightly limited perception: Character at -1 for all perception tests for a single sense.
- Disallowed weapon. Character may never become proficient in this weapon, and if he uses it, the non-proficiency penalty is double (weapon must due at least 1d8hp for warriors (1d6 for rogues, priests or psionicists, or 1d4 for wizards).
- One less proficiency slot.

Two Points:

- Must sleep 10 hours per night or be at -1 for all actions for the rest of the day.
- Insomnia: Must roll vs. Wisdom each night. Failure causes lack of sleep, of 1 hour for every point rolled above wisdom: At -1 per 2 hours slept under 8. A 20 means the character didn't sleep at all and is at -4 for the rest of the day.
- limited perception: as above, except character at -2.
- Worse Hit-Dice (1d10 to 1d8 to 1d4 to 1d3). 2 points per shift.

Three Points:

- Must sleep 8 hours straight all night, or else at -1 for the rest of the day.
- Very limited perception: as above, except character at -3.
- Phobia: Character is afraid of something, and if confronted it must make a wisdom roll at -4 or flee in panic (if character stays in the area, each round a wisdom roll must be made at -4 or character is at -1, cumulative with each round). A natural roll of one, means the character is free of the phobia for the whole day, and a 20 means the character blacks out for 1d4 turns (1d4 rounds if save is made).

- Worse THAC0 (warrior to priest to rogue to wizard). 3pts per shift.

Four Points:

- Single sense doesn't work *at all*. This is a very dangerous limitation to take and should be used only with the DM's discretion
- Wizards and Psionics only: May not use any weapon (character may still use unarmed combat) at all. Weapon proficiencies may be diverted to NWP.
- Powers don't work in certain conditions (dark, light, above ground, below ground, night, day, nature, urban territory).

Notes:

- If player wishes he can ask for a "DM's Special", however the DM needs not inform the character of his/her disadvantage, since he might not be aware of it... <evil grin>
- If player so wishes he may take an additional disadvantage in order to gain bonus options, on a one-per-one basis (rather than the normal one-per-two bonus-disadvantage ratio).

Combat House Rules:

- AC = 22-Dexterity (with minimum of 10).
- Armor: Reduces damage by 9-AR (AR being the previous AC granted by the armor-suit i.e. 5 for chainmail).
- Shield allows parry at +2 for attackers from shields side (front and side; flank at +1 only)
- Magical armor: improves AC according to plusses granted.
- AC granting items (like bracers or robe of the arch-magi): Reduces damage as per new armor rules.
- AC bonus items (like ring of protection): improves AC.

Critical Hits:

On a natural roll of 20, the character scores a critical hit on his opponent. To resolve this, 2 1d10 rolls are made:

- Area: 1: right leg
2: left leg
3: abdomen
4: right hand
5: left hand
6: right arm
7: left arm
8: right-side chest
9: left-side chest
0: head
- Damage: 1-4: light
5-7: moderate
8-9: severe
0 : Deadly.
- Light damage causes the area to cease functioning for 1-2 rounds: **legs**: trip, **abdomen**: fall to hands and knees, **hand**: drop item, **arm**: useless, **chest**: can't breath (-1 for the duration), **head**: fall prone, dizzy.
- Moderate damage: causes area to cease functioning for 1 turn: **legs**: can't stand. **Abdomen**: fall as above, vomiting (at -2 for duration), **hand**: as above, and can't keep hold on anything without passing a dexterity check. **Arm**: as above, and can't lift arm at all (-4 to AC). **Chest**: can't breath, at -2 and must make con check each round or lose consciousness. **Head**: character is knocked out. Goodnight.
- Severe damage: causes area hit to break, tear, or rupture: **legs, arms, hands**: broken. **Abdomen**: internal bleeding, loses 1 HP/round (player doesn't know it), looks like moderate damage. **Chest**: KO for 1d6 turns. **Head**: coma for 1d6 days.
- Deadly damage: **limbs (arms, legs, hands)** are destroyed. If slashing weapon was used they are cut off and character is bleeding 3 HP/round. **Abdomen**: Internals destroyed: character dies in a number of rounds equals to con-1d6. **Chest**: lungs ruptured. Death in 1d3 rounds + hp bonus from constitution. **Head**: instant death (if save vs. Death is made death is delayed by 1d3 rounds).

In any case of death by critical result, magical cure can, prior to departure, if system shock is passed, put character in vegetable state, until Healed (or cured of *all* physical damage), or regenerated. Once awoken, the character is at -1/day of coma/vegetable state, with a minimum of 1, and stats are at a minimum of 3. Character regains stats at 1 point per day.

Multi & Dual Classing:

Multi Classes:

Any one can do either Demihumans multiclassing according to core rules do so with no penalty. Nonstandard class combos cost 1 POP at character creation. Multiclassing can be taken only when creating the character. All human multiclassers must pay 1 POP.

Dual Classes:

Any one can become dual classed. If the ability scores are sufficient, then no penalty incurs. If a character doesn't have a high enough prime requisite(s) in his old class he must spend twice the XP needed to gain second level in his *old* class before he gains the benefits of his new class. If he doesn't have a sufficient score in his new classes' prime requisite(s), he must spend twice the XP needed to gain first level in his *new* class before he gains benefits of his new class. Demihumans must always spend one time the XP needed for first level in the *new* class, before gaining the benefits of the new class. Dual classing characters can gain POPs by taking new disadvantages. No saving over from the character creation is allowed.

In any case, hit points, hit dice, saving throws and THACO are always those of the best class/level. However, a character must spend 20% more XP to gain each level until his new class's level surpasses his old one. This is since his mind is not a clean slate, and he must devote time to keep his old skills as well.

Below Zero HP rule:

character may suffer up to his constitution in HPs after passing zero (a 14 constitution character may be at -14 HP before dying). Character at 0 is unconscious, and character below -5 loses 1 hp per round till death or healing. Cure spells or their like put character at 1 HP. Healing proficiency or any natural healing form puts character at 0. Heal spell or a more powerful spell, puts character at full HP as per spell.

Proficiencies:

Any proficiency used to “save the day” successfully, has a chance to gain a +1 in the next level (25% per “saving the day” occurrence in that level to maximum of 90%).

Likewise any proficiency not used during a level at all will *lose* one (-1 penalty). There is a 5% chance per level the proficiency wasn't used, consecutively, that the proficiency will be lost (thus freeing a proficiency slot for *the following* level).

Finally any character devoting 3 months per proficiency slot cost to studying a new proficiency, and doing *nothing* but study for that skill may learn the proficiency when gaining the following level. If the learning is done the hard way, i.e. by necessity, while adventuring (learning to ride, because your life depends on it) allows the character to gain that proficiency at -5 when gaining the next level. Learning a weapon proficiency necessitates study or combat exclusively with that weapon (when applicable: no need to use the sword you're training with, when you need to shoot a bow, or vice versa), for the whole 3 months or level whichever comes first. Proficiency is at normal level (in any of the above cases the character is intensely training with it).

Note: Only one proficiency may be gained each level (i.e. if you're going to gain a proficiency the following level, in accord with the core rules, then there are no bonuses).

Weapon Mastery

Fighters can continue specialization beyond the first step. Becoming a master grants a further +2 to hit and a +1 to damage. A master may also divide his to hit bonus between the attack roll and the armor class. Masters cause a critical hit on a natural 19 or 20.

Grand Mastery allows a further +1 to hit and +1 to damage, and an extra half attack. In addition the character may reduce the damage he does to improve his initiative. Grand masters cause a critical on a natural 18-20.

Finally, a weapon's wizard may hit any creature, including those requiring a +1 magical weapon to hit. Additionally, a grand master making a called shot with an additional -4 to hit (-8 altogether) scores a critical hit, deciding where he hits.