

White Box FMAG – House Rules

Player's Section

Character Creation

- Referee rolls ability scores.
- Players pick race and class, and can swap points into prime requisites as per OD&D (Clerics STR/3:1, Fighters and Clerics INT/2:1, Fighters WIS/3:1, MUs WIS/2:1, no ability lowered below 9). These are real point swaps.
- Players choose an equipment pack (see below) and buy any other equipment they might want and can afford using the minimal funds that come with the pack. In some cases they will need to pool their gold to buy additional equipment.
- Rules are available free in PDF format here:
<http://www.rpgnow.com/product/190631/White-Box--Fantastic-Medieval-Adventure-Game>

Attributes

We are using the universal attribute bonus (UAB) table in the Whitebox rules, this gives the following bonuses or penalties, I've added a carrying bonus or penalty (used with STR – note 'cn' is 'coins'):

- 3-6: -1 (-600cn)
- 7-14: 0
- 15-18: +1 (+600cn)

STR: Fighters only get a damage bonus (all classes get penalty) on melee and hand-hurled weapons (spear, dagger, hand axe, hammer, sling). All classes get adjustment to open doors rolls, and +/-600cn carry weight for purposes of movement.

DEX: All classes get a bonus to-hit with missile weapons.

CON: All classes get a bonus to hit-points per hit-die.

Classes

Fighter

- Fighters are the only class to get a bonus to damage from strength.
- Fighters get a +1 base-hit-bonus (BHB) at first level (rather than no hit bonus).

Magic-Users (MUs)

- MUs can use the dagger or staff as a weapon.
- At first level MUs get a spell book with all first level spells, at subsequent levels they gain spells automatically in their spell books as per the spells-per-day progression chart (a different spell book is used for each level of spells). They must acquire anything else through spellbooks, scrolls, tutelage or research. Example: A 7th-level M-U advancing to 8th-level would add one 3rd level spell and one 4th level spell to his spellbooks.
- Spells on a scroll can be copied to a spellbook (and disappear from the scroll as if cast), if they are of a level the MU is able to cast.
- When rested, a MU can re-memorize their spells for the day after an hour of study.
- MUs can parry with a staff only for a +1 defensive bonus, in lieu of an attack.

Clerics

- Same rules for spell recovery as for MUs.
- Clerics do not have spellbooks, rather they have access to the entire list of spells at each level, and pray/meditate for what spells they will memorize each day.

All classes

- Bind wounds: Any character can bind wounds of another after a combat. This cures 1d3 HP, but can never heal a character to full HP.
- Hit points are rolled fresh at each level gain, with a minimum gain of +1.

Races

Non-humans

- Halflings and Dwarves cannot use two-handed swords, long bows or polearms.

Dwarves

- Dwarves of average or higher intelligence (9+) can speak Gnome, Goblin, Orc and Kobold.
- Dwarves can be Clerics of up to 7th level.
- Dwarves can see in the dark up to 60 feet, assuming no other light source

brighter than moonlight is nearby.

Halflings

- Halflings of average or higher intelligence (9+) can speak Elvish.
- Halflings cannot hide or move silently in metal armor.

Elves

- Elves of average or higher intelligence (9+) can speak Gnome, Goblin, Orc and Hobgoblin.
- Elves get +1 to-hit with any bow, and do not incur any penalties for moving on foot and firing a bow in the same round.
- Elves can be Fighters, MUs, or a Fighter/MU multi-class. In the case of the latter, experience is earned for one or the other class during any given adventure. When an Elf gains a level, HP are rolled anew for the class in question, with a minimum gain of +1. When multiclassed, they can use any armor or weapons, but can only cast spells in magical armor or Elven chain. Scrolls can be used while wearing any armor, however.

Movement & Encumbrance

A large sack can carry 1200 coins, a backpack 600 coins, and a small sack 400 coins. 20 coins of any type weigh one pound.

You can carry a "normal" amount of armor, weapons and gear, plus 1200 coins (60 lbs) – no more. Those with STR 15 or more can carry 1800 coins, and those with a STR of 6 or less can carry 600 coins. Dwarves and Halflings start one step lower on the movement table (at 9"), but do not go below 3".

Example – Dux the human Fighter wears chain armor, has a strength of 16, and carries 800gp. His base move is 9", until he accumulates 1800gp, at which point his move is 6" and he can carry no more.

Example – Grundle the human Magic-User has no armor, a strength score of 8, and carries 1200gp. His base move is 9" and he can carry no more.

Normal dungeon movement (cautious, mapping) is the base rate x 2 in tens of feet per turn. So a base move of 12" is 240 feet per turn. PCs can move thrice that when running (so 12" is 240 x 3 = 720 feet per turn), but no mapping is possible. In combat, the base move divided by 3 is the tens of feet a PC can move per combat round. So a base move of 9" is $9/3 \times 10 = 30$ feet per round.

Indoor (1" = 10 feet)

Armor Type	Base Move	Walk	Run	Combat
None OR leather	12	24"	72"	4"
Chain OR leather/none + max coin weight	9	18"	54"	3"
Plate OR Chain + max coin weight	6	12"	36"	2"
Plate + max coin weight	3	6"	18"	1"

Outdoor (1" = 10 yards)

Weight	Base Move	Walk (x1, miles/day)	Forced March (x2, miles/day)	Combat (/3, per round)
None OR leather	12	12	24	4"
Chain OR leather/none + max coin weight	9	9	18	3"
Plate OR Chain + max coin weight	6	6	12	2"
Plate + max coin weight	3	3	6	1"

Equipment Packs

Procedure: Players each get the basic pack, plus a small amount of gold and silver, and can choose one pack for their class. Additional packs can be purchased with any extra money.

Basic pack for all classes: Backpack, bedroll, waterskin, traveling cloak, flint and steel, five days trail rations, large sack, belt pouch with 2d6 gold, 2d6 silver.

Class Packs

Fighter pack #1: Plate mail, helmet, battle axe, dagger.

Fighter pack #2: Chain mail, helmet, spear, short bow, quiver with 20 arrows.

Cleric pack #1: Chain mail, helmet, shield, morning star, sling & 20 stones, wooden holy symbol.

Cleric pack #2: Leather armor, helmet, mace, sling & 20 stones, wooden holy symbol, one vial holy water.

Magic-User pack #1: Spellbook, two daggers, 50gp.

Magic-User pack #2: Spellbook, staff, scroll of one 1st-level spell, scroll case.

Thief pack #1: Leather armor, thieves' tools, short sword, light crossbow, case & 30 bolts.

Thief pack #2: Leather armor, thieves' tools, long sword, dagger, sling & 20 stones.

Additional Packs

Adventurer: Mule, saddle bags (30GP).

Dungeoneer pack #1: Lantern, five pints oil (20GP).

Dungeoneer pack #2: 50' hemp rope, hammer & 12 iron spikes, six torches, large sack, two pints oil (11GP).

Dungeoneer pack #3: Six torches, crowbar, large sack (8GP).

Dungeoneer pack #4: Six torches, 10' pole, large sack (4GP).

Referee's Section

- The ascending AC combat table is used, with the change that Fighters get a +1 BHB at first level (rather than no hit bonus).
- Missile weapons can be recovered with a roll of the equal or next lower die, so if a PC fired seven arrows, the result of a d6 roll will be how many can be re-used or recovered.
- Daggers and hammers can be used as missile weapons (same range as a hand axe).
- Missile weapons cannot be fired into melee without risk of hitting an ally. Roll randomly for a target, then roll to-hit with normal bonuses.
- Players must give a statement of intent prior to the initiative roll.
- Surprise is 1-2 on d6, or as situation merits, 1" - 3" distance if uncertain.
- Intelligent opponents gain +1 to-hit against armored foes who do not wear a helmet (note this does not apply to unarmored characters).
- Initiative is d6 per side, adjusted by a DEX or other bonus (or penalty) individually. For the first round only, the longer weapon gains first attack. Same sized-weapons roll d6 as normal.
 - Combatants are normally allowed one action per round, i.e. full move, cast spell, missile or melee attack.
 - Stationary archers with a short or long bow can fire twice per round. Light crossbows and slings fire once per round, heavy crossbows once every other round.
 - A half-move can be taken before or after melee or missile attacks. Such attacks are at -2 to-hit and limited to one shot per round, but Elves on foot can half-move and fire bows once per round with no penalty.
 - Spells can be interrupted by a successful attack on a spellcaster and are lost in such cases.
- Four man-sized creatures can attack a single PC in a 10-foot space, shields have no effect on AC in the rear or opposite flank attack positions.
- Rear attacks or attacks on fleeing enemies are at +2 to-hit, and shields are not factored into AC. Fleeing a combat gives the opponent a free attack,

regardless of initiative. A 'fighting retreat' is slower (half movement rate), but does not open one to the free attack. Of course, one's opponent might choose to close the distance in that case.

- PCs at zero or negative HP must make a roll to survive: CON + HP. So if Truk the Fighter is reduced to -2 HP, and has a CON of 13, he must roll $13 - 2 = 11$ or less on a d20. If they survive they have 1 HP and cannot regain more without magical healing or a full day's rest.
- Humanoid monsters or Fighters with initiative or surprise can charge into melee at twice normal move rate for first attack only and gain +2 to-hit. If they miss, they suffer a +2 to the next attack(s) against them.
- Spears do 2d6 damage when set against an initial charge from an opponent.
- Spears and polearms can attack from the second rank.