

Borderlands House Rules

Updated: 2/11/2012

Labyrinth Lord and *Advanced Edition Companion* are the base rules for the campaign. These are modified as follows:

Ability Scores

Roll 4d6 and total the top three dice six times. Arrange these scores as desired.

You must meet all minimum ability scores before adjustments to choose a particular class. For example, you must have rolled a 17 and assigned it to Charisma to be a paladin.

Ability score adjustments are allowed as described on LL p. 7 and AEC p. 6.

Ignore the different ability limitations based on gender.

Races and Classes

You may choose any race and class combination allowed by either LL or AEC. You may play a dwarf, elf, or halfling race-class as described in LL. Multi-classing is allowed as described on AEC p. 24.

Level Limits

Demi-human characters advance as normal to the level limits appropriate to their class as shown in LL and AEC. Single-classed characters can exceed the racial limits by two levels without penalty. Advancement beyond that point, or beyond the normal limit for dual-classed characters, imposes a -10% penalty to earned experience. Penalties for dual-classed characters apply after the experience is divided between their classes and may apply to the classes unevenly if the character has not reached the normal limit in one or more of their classes. Experience bonuses for high ability scores may offset this penalty.

Hit Dice Acquisition

Single-classed characters start with the maximum hit points available to their character from hit dice and constitution modifiers. Multi-class characters total the maximum hit points for each of their classes and their hit point modifier for constitution and divide by their number of classes for starting hit points.

Each time a single-classed character gains a level, the player rolls the appropriate number of hit dice for their character. Adjustments for constitution are added as normal. The total is the character's new hit point total. A character must increase their hit point total by a minimum of 1 plus their constitution modifier each level. If a character has a negative constitution modifier, they must gain at least 1 hp per level.

For multi-classed characters, each time the character gains a level in any class, the player rolls the appropriate number of hit dice for all of the character's classes. The constitution modifier is applied to the class with the highest number of levels. The dice and constitution bonuses are then totaled and the total is divided by the

number of classes the character has. For multi-class characters, they must increase their hit point total by at least 1 each level. If the character's constitution is higher than 16, they must gain at least 2 hit points per level.

In cases where a player rolls less than their current hit points (before the level increase) on the hit dice, they add the minimum to their character's hit points.

Once a character has reached the maximum number of hit dice for a given class, the player no longer rolls for hit points. Additional hit points are gained as shown for that particular class. A multi-class character that has achieved maximum hit dice receives the appropriate number of hit points divided by the number of classes the character has. Fractions are retained for later addition but do not count toward the character's current total hit points.

Secondary Skills

Roll for secondary skills on the table on AEC p. 21.

Alignment

Characters will be Lawful, Neutral, or Chaotic. Do not use Good and Evil. Given the nature of the campaign, most characters should be Lawful or Neutral. Chaos and Law are fundamental and primal. Think of them the way they are portrayed in *Warhammer* or the Elric novels. Chaos is bent on destroying society.

Age

Roll your character's starting age as described on AEC p. 23. Apply the ability adjustments for your starting age as appropriate. Remember to apply all of the adjustments for every category up to your current age.

Your maximum age will be determined randomly by the DM. Aging from magic or attacks will reduce or increase your maximum age as appropriate.

Height and Weight

Players may randomly determine their character's height and weight using the tables on AEC p. 151.

Character Inheritance

You may specify an heir for your character. The heir must be the same race as your previous character to claim the inheritance.

Beginning Spells

Magic-users start with read magic plus two other first-level spells and one second-level spell in their spell books.

Character and Party Levels

Any new character joining the party will start at first level or one level below the level of the lowest-level current party member.

Retainers

Characters may hire retainers as described on LL pp. 46-47. If a character dies during an adventure, the player may opt to "promote" one of that character's retainers as their new character. The retainer does not gain additional experience by being promoted, but does thereafter earn full experience. If the prior character is subsequently raised from the dead, the player has the option of continuing play using either character. If they revert to their prior character, the promoted henchman may become a henchman again if they are still lower level than their employer. If they opt to continue playing as the henchman, their prior character can be retired or stationed in a safe area as a "reserve" character. They retain all of their equipment. A prior player character that was not a henchman to start will not serve as a henchman.

Initiative

At the beginning of each combat round, each player will roll initiative using 1d10 plus their character's DEX modifier for initiative. High rolls will act first.

Critical Hits

On a successful to hit roll of 20, you have the chance of scoring a critical hit. If a second to hit roll (including all bonuses to hit) is successful, you have scored a critical hit and automatically cause maximum damage with that attack.

Hit Points and Character Death

Characters reduced to 0 or fewer hit points have a chance to avoid death. Make a saving throw versus Death. If you succeed, the character has 1 hit point but is incapacitated. The character may have scars or other repercussions from their brush with mortality.

Combat Options

The combat option rules for helmets, parrying, subdual damage, and two-weapon fighting will be used as written on AEC p. 142.

Shields Shall be Splintered

A character armed with a shield gets the usual benefit to their armor class. Any time a character armed with a shield takes damage in combat, they can opt instead to allow the shield to take the brunt of the blow. The character takes no damage from the attack. If the shield is a normal shield, it is destroyed. If the shield is a magical shield, it loses one "plus." Once a magic shield loses all of its plusses, it is a normal shield. A character can restore magical plusses to a shield by contracting an appropriately-skilled armorer and/or magic-user to repair it.

This rule can be used to stop all damage from a magical attack as well. If the character fails a save versus magic against a damaging spell, they can sacrifice their shield as described above to take half damage from the attack.

Item Saving Throws

Item saving throws will be used when appropriate.

Carousing

Characters can receive 2 xp for each 1 gp of treasure they spend carousing, up to 100 gp per level. The character must be in a town or other settled area to carouse. There is a 1 in 6 chance that such a revel will result in a mishap. Mishaps will be determined by rolling 1d30 on the Carousing Table.

D30 Rule

Once per session each player may opt to roll a d30 in place of whatever die or dice the situation normally calls for. The choice to roll the d30 must be made before any roll. The d30 cannot be rolled for generating character statistics or hit points.

Psionics

Determine if a character has psionics

The character must have an Intelligence score of 13+. There is a 1 in 30 chance the character is psionic. A Wisdom and/or Charisma score of 16+ increases the chance by +1. This bonus is cumulative. 3 in 30 is the highest chance a character could have of being psionic.

Psionic Powers

Psionic characters have four powers – mind blast (like a mind flayer), ESP (like the spell), charm person (like the spell), and telekinesis (like the spell). A character may use a number of powers per day (total, not each) equal to their level divided by three.

To attack, declare which psionic power you are using. Psionic powers function like spells with a casting time of 1. The target makes saving throws as appropriate. If a target of a psionic power makes a successful saving throw, the psionic character is stunned for 3 rounds if the power is used in combat or 3 turns for any other use of a power. If the target fails, the power functions as described in the appropriate spell description.

Mind Blast affects an area 60' long and 5' wide. All creatures in the area are affected and must make a saving throw or suffer the appropriate effect as follows:

Intelligence of Opponent	Saving Throw at Range			Effect
	1-2"	3-4"	5-6"	
3-4	19	19	17	Death
5-7	17	16	15	Coma, 3 days
8-10	15	14	13	Sleep, 1 hour
11-12	13	12	11	Stun, 3 turns
13-14	11	10	9	Confuse, 5 turns
15-16	9	8	7	Enrage, 7 turns
17	7	6	5	Feeblemind
18	5	4	2	Feeblemind

Counterspells

A magic-user may use his or her arcane knowledge to attempt to neutralize an opponent's spell. This is referred to a counter-spell or spell duel. To engage in a duel a magic-user must be able to see the attacking magic-user and he or she must have at least one magic spell, of any type and level, memorized. Cleric spells cannot be countered. Any condition which would prevent a magic-user from casting a spell would likewise prevent the countering of a spell by that magic-user.

To resolve a spell duel, compare the level(s) of the countering magic-user(s) with the spell-casting magic-user; then consult the table below and roll 2d6. Your roll must equal the number from the table or higher to succeed.

Counterspelling Magic-User is (compared to casting Magic-User):

Equal or higher level	7 or better
1 level lower	8 or better
2 levels lower	9 or better
3-4 levels lower	10 or better
5-6 levels lower	11 or better
7 or more levels lower	12

Attempting a counter-spell fully occupies a magician's powers and concentration. Engaging in a spell duel negates any further action or spell use by both participants for the remainder of that round.

If the counterspelling magic-user succeeds in his attempts (makes the roll), the cast spell is negated. The original caster "loses" the spell as if he/she had successfully cast it and must make a saving throw versus spells.

If the counterspelling magic-user fails in his attempt to counter the spell, the original caster successfully casts their spell. The counterspelling magic user must make a saving throw versus spells.

In either situation, if the save is unsuccessful, consult the table below. Add 1 to the dice result for each 2 levels the casting magic-user has higher than the countering magic-user.

2d6 Roll	Result (+1 for each 2 levels that casting MU's level is higher than countering MU)
2	Unconscious 1d4+1 rounds
3	1d4+1 points damage
4	Charmed - under control of winner of the duel
5-7	Confusion (1d4+1 rounds)
8-10	Forget one spell (randomly chosen by DM)
11	Forget all spells
12+	Feeblemind (equivalent of 3 INT until next rest, all spells forgotten)

Updates:

2/11/12: Added Hit Dice Acquisition, Hit Points and Character Death, and Counterspells rules.