

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

Adaptation Guidelines v1.4

Compatible Games

The old-school gaming scene is sitting on a secret: a huge number of games, despite having different brand names on their covers, are highly compatible! This cross-compatibility between many games means that a great wealth of adventures, campaign settings, and rules supplements can be used with *Old-School Essentials*.

The Basic/Expert Rules

Old-School Essentials is 100% compatible with the 1981 edition of the world's most popular fantasy RPG, commonly known as the Basic/Expert edition (B/X for short). Any material published for the Basic/Expert rules can be used directly with *Old-School Essentials*. Decades of adventure are at your fingertips!

Other Editions

Additionally, material published for all 20th century editions of the world's most popular fantasy RPG (for example, the classic Advanced edition from the 1970s) is also largely compatible with *Old-School Essentials*.

The rules of other editions do differ somewhat from the Basic/Expert rules, so some amount of adaptation work may be required in order to use these materials with *Old-School Essentials*. This is not recommended for beginning players, but for those who are familiar with the rules, such adaptation is not complicated.

Other Old-School Games

Over the last decade, a large number of old-school adventure games have been published, many of which—like *Old-School Essentials*—are also closely compatible with the Basic/Expert rules. Material published for any game that is compatible with the Basic/Expert rules is easy to use with *Old-School Essentials*.

Some of the most popular old-school games which are closely compatible with the Basic/Expert rules are *Basic Fantasy RPG* (by Chris Gonnerman), *Lamentations of the Flame Princess* (by James Edward Raggi IV), and *Swords & Wizardry* (by Matt Finch). This document provides notes on how these systems vary from the Basic/Expert rules.

AC CONVERSIONS

One of the main points of variance between the different games mentioned above is the way they handle Armour Class. The following table gives a quick conversion guide.

Armour Class Conversion Table					
Armour Type	B/X	OSE	BFRPG	LotFP	S&W
None	9	9 [10]	11	12	9 [10]
Shield only	8	8 [11]	12	13	8 [11]
Leather	7	7 [12]	13	14	7 [12]
Leather + shield	6	6 [13]	14	15	6 [13]
Chainmail	5	5 [14]	15	16	5 [14]
Chainmail + shield	4	4 [15]	16	17	4 [15]
Plate mail	3	3 [16]	17	18	3 [16]
Plate mail + shield	2	2 [17]	18	19	2 [17]
	1	1 [18]	19	20	1 [18]
	0	0 [19]	20	21	0 [19]
	-1	-1 [20]	21	22	-1 [20]
	-2	-2 [21]	22	23	-2 [21]
	-3	-3 [22]	23	24	-3 [22]

B/X: Basic/Expert; **OSE:** Old-School Essentials; **BFRPG:** Basic Fantasy RPG;
LotFP: Lamentations of the Flame Princess; **S&W:** Swords & Wizardry



FURTHER INFO

LINKS

For more information on the games mentioned:

Old-School Essentials: necroticgnome.com

Basic Fantasy RPG: basicfantasy.org

Lamentations of the Flame Princess: lotfp.com

Swords & Wizardry: froggodgames.com

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Swords & Wizardry is copyright Matthew J. Finch.