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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character Attack Rolls** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Class & Level** | | | | | | **Armor Class Hit** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **MU** | **C,E,H,T** | | | **D,E,G,F,R** | | **19** | | **18** | | **17** | | **16** | | | **15** | | **14** | | **13** | | **12** | | **11** | | **10** | | **9** | | **8** | | **7** | | **6** | | **5** | | **4** | | **3** | | **2** | | **1** | | **0** |
| Normal Men (NM) | | | | | | 2 | | 2 | | 3 | | 4 | | | 5 | | 6 | | 7 | | 8 | | 9 | | **10** | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | **20** |
| 1-5 | | 1-4 | | 1-3 | | 2 | | 2 | | 2 | | 3 | | | 4 | | 5 | | 6 | | 7 | | 8 | | **9** | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | **19** |
| 6-10 | | 5-8 | | 4-6 | | 2 | | 2 | | 2 | | 2 | | | 2 | | 3 | | 4 | | 5 | | 6 | | **7** | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | **17** |
| 11-15 | | 9-12 | | 7-9 | | 0\* | | 1 | | 2 | | 2 | | | 2 | | 2 | | 2 | | 3 | | 4 | | **5** | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | **15** |
| 16-20 | | 13-16 | | 10-12 | | 2\* | | 1\* | | 0\* | | 1 | | | 2 | | 2 | | 2 | | 2 | | 2 | | **3** | | 4 | | 5 | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | **13** |
| 21-25 | | 17-20 | | 13-15 | | 4\* | | 3\* | | 2\* | | 1\* | | | 0\* | | 1 | | 2 | | 2 | | 2 | | **2** | | 2 | | 3 | | 4 | | 4 | | 6 | | 7 | | 8 | | 9 | | 10 | | **11** |
| 26-30 | | 21-24 | | 16-18 | | 6\* | | 5\* | | 4\* | | 3\* | | | 2\* | | 1\* | | 0\* | | 1 | | 2 | | **2** | | 2 | | 2 | | 2 | | 3 | | 4 | | 5 | | 6 | | 7 | | 8 | | **9** |
| 31-35 | | 25-28 | | 19-21 | | 8\* | | 7\* | | 6\* | | 5\* | | | 4\* | | 3\* | | 2\* | | 1\* | | 0\* | | **1** | | 2 | | 2 | | 2 | | 2 | | 2 | | 3 | | 4 | | 5 | | 6 | | **7** |
| 36 | | 29-32 | | 22-24 | | 10\* | | 9\* | | 8\* | | 7\* | | | 6\* | | 5\* | | 4\* | | 3\* | | 2\* | | **1\*** | | 0\* | | 1 | | 2 | | 2 | | 2 | | 2 | | 2 | | 3 | | 4 | | **5** |
|  | | 33-35 | | 25-27 | | 10\* | | 10\* | | 10\* | | 9\* | | | 8\* | | 7\* | | 6\* | | 5\* | | 4\* | | **3\*** | | 2\* | | 1\* | | 0\* | | 1 | | 2 | | 2 | | 2 | | 2 | | 2 | | **3** |
|  | | 36 | | 28-30 | | 10\* | | 10\* | | 10\* | | 10\* | | | 10\* | | 9\* | | 8\* | | 7\* | | 6\* | | **5\*** | | 4\* | | 3\* | | 2\* | | 1\* | | 0\* | | 1 | | 2 | | 2 | | 2 | | **2** |
|  | |  | | 31-33 | | 12\* | | 11\* | | 10\* | | 10\* | | | 10\* | | 10\* | | 10\* | | 9\* | | 8\* | | **7\*** | | 6\* | | 5\* | | 4\* | | 3\* | | 2\* | | 1\* | | 0\* | | 1 | | 2 | | **2** |
|  | |  | | 34-36 | | 14\* | | 13\* | | 12\* | | 11\* | | | 10\* | | 10\* | | 10\* | | 10\* | | 10\* | | **9\*** | | 8\* | | 7\* | | 6\* | | 5\* | | 4\* | | 3\* | | 2\* | | 1\* | | 0\* | | **1** |
| **Character Attack Rolls** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Class & Level** | | | | | | | **Armor Class Hit** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **MU** | | | **C,E,H,T** | | **D,E,G,F,R** | | **-1** | | **-2** | | **-3** | | **-4** | **-5** | | **-6** | | **-7** | | **-8** | | **-9** | | **-10** | | **-11** | | **-12** | | **-13** | | **-14** | | **-15** | | **-16** | | **-17** | | **-18** | | **-19** | | **-20** | |
| Normal Men (NM) | | | | | | | 20 | | 20 | | 20 | | 20 | 21 | | 22 | | 23 | | 24 | | 25 | | 26 | | 27 | | 28 | | 29 | | 30 | | 30 | | 30 | | 30 | | 30 | | 31 | | 32 | |
| 1-5 | | | 1-4 | | 1-3 | | 20 | | 20 | | 20 | | 20 | 20 | | 21 | | 22 | | 23 | | 25 | | 25 | | 26 | | 27 | | 28 | | 29 | | 30 | | 30 | | 30 | | 30 | | 30 | | 31 | |
| 6-10 | | | 5-8 | | 4-6 | | 18 | | 19 | | 20 | | 20 | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | | 24 | | 25 | | 26 | | 27 | | 28 | | 29 | | 30 | | 30 | | 30 | | 30 | |
| 11-15 | | | 9-12 | | 7-9 | | 16 | | 17 | | 18 | | 19 | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | | 24 | | 25 | | 26 | | 27 | | 28 | | 29 | | 30 | | 30 | |
| 16-20 | | | 13-16 | | 10-12 | | 14 | | 15 | | 16 | | 17 | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | | 24 | | 25 | | 26 | | 27 | | 28 | | 29 | |
| 21-25 | | | 17-20 | | 13-15 | | 12 | | 13 | | 14 | | 15 | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | | 24 | | 25 | | 26 | | 27 | |
| 26-30 | | | 21-24 | | 16-18 | | 10 | | 11 | | 12 | | 13 | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | | 24 | | 25 | |
| 31-35 | | | 25-28 | | 19-21 | | 8 | | 9 | | 10 | | 11 | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | | 22 | | 23 | |
| 36 | | | 29-32 | | 22-24 | | 6 | | 7 | | 8 | | 9 | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | | 20 | | 21 | |
|  | | | 33-35 | | 25-27 | | 4 | | 5 | | 6 | | 7 | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | | 20 | | 20 | |
|  | | | 36 | | 28-30 | | 2 | | 3 | | 4 | | 5 | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | | 20 | | 20 | |
|  | | |  | | 31-33 | | 2 | | 2 | | 2 | | 3 | 4 | | 5 | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | | 18 | | 19 | |
|  | | |  | | 34-36 | | 2 | | 2 | | 2 | | 2 | 2 | | 3 | | 4 | | 5 | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | 15 | | 16 | | 17 | |
| **Notes:** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| \* Misses only on a natural 1. Add the number shown to the total damage done any attack that hits. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2. Amor classes worse than 9 are possible due to Dexterity and magical penalties. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Turning Undead Table (Roll 2d6)** | | | | | | | | | | | | | | | | | |
| **Cleric’s Level** | | | | | | | | | | | | | | | | | |
| Undead | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9-10** | **11-12** | **13-14** | **15-16** | **17-20** | **21-24** | **25-28** | **29-32** | **33-36** |
| Skeleton | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# | D# |
| Zombie | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# |
| Ghoul | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# |
| Wight | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D |
| Wraith | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D |
| Mummy | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D |
| Spectre | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D |
| Vampire | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D |
| Phantom | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D |
| Haunt | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D |
| Spirit | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D |
| Nightshade | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D |
| Lich | - | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | T | T |
| Special | - | - | - | - | - | - | - | - |  | - | - | 11 | 9 | 7 | T | T | T |
| 7, 9, or 11 needed to successfully turn target undead | | | | | | | | | D+ automatically destroyed 3d6 HD of undead | | | | | | | | |
| T automatically turned, 2d6 HD of undead, lowest first | | | | | | | | | D# automatically destroyed 4d6 HD of undead | | | | | | | | |
| D automatically destroyed 2d6 HD of undead, lowest first | | | | | | | | |  | | | | | | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Monster Reaction Table (Roll 2d6)** | | | |
| 2-3 | Monster attacks | 10-11 | Monster is neutral: roll next round at +4 |
| 4-6 | Monster is aggressive: roll next round at -4 | 12 | Monster is friendly |
| 7-9 | Monster is cautious: roll next round |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Monster Attack Rolls** | | | | | | | | | | | | | | | | | | | | |
| **Armor Class Hit** | | | | | | | | | | | | | | | | | | | | |
| Creature’s Hit Dice | **19** | **18** | **17** | **16** | **15** | **14** | **13** | **12** | **11** | **10** | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** | **0** |
| Normal Man | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | **10** | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | **20** |
| ≤1 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | **9** | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | **19** |
| 1+ to 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | **8** | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | **18** |
| 2+ to 3 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | **7** | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | **17** |
| 3+ to 4 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | **6** | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | **16** |
| 4+ to 5 | 0\* | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | **15** |
| 5+ to 6 | 1\* | 0\* | 1 | 2 | 2 | 2 | 2 | 2 | 3 | **4** | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | **14** |
| 6+ to 7 | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | 2 | 2 | **3** | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | **13** |
| 7+ to 8 | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | 2 | **2** | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | **12** |
| 8+ to 9 | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | **2** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | **11** |
| 9+ to 11 | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | **2** | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | **10** |
| 11+ to 13 | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | **2** | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | **9** |
| 13+ to 15 | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | **2** | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | **8** |
| 15+ to 17 | 8\* | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | **1** | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | **7** |
| 17+ to 19 | 9\* | 8\* | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | **0\*** | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | **6** |
| 19+ to 21 | 10\* | 9\* | 8\* | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | **1\*** | 0\* | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | **5** |
| 21+ to 23 | 10\* | 10\* | 9\* | 8\* | 7\* | 6\* | 5\* | 4\* | 3\* | **2\*** | 1\* | 0\* | 0\* | 2 | 2 | 2 | 2 | 2 | 3 | **4** |
| 23+ to 25 | 10\* | 10\* | 10\* | 9\* | 8\* | 7\* | 6\* | 5\* | 4\* | **3\*** | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | 2 | 2 | **3** |
| 25+ to 27 | 10\* | 10\* | 10\* | 10\* | 9\* | 8\* | 7\* | 6\* | 5\* | **4\*** | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | 2 | **2** |
| 27+ to 29 | 10\* | 10\* | 10\* | 10\* | 10\* | 9\* | 8\* | 7\* | 6\* | **5\*** | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | 2 | **2** |
| 29+ to 31 | 11\* | 10\* | 10\* | 10\* | 10\* | 10\* | 9\* | 8\* | 7\* | **6\*** | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | 2 | **2** |
| 31+ to 33 | 12\* | 11\* | 10\* | 10\* | 10\* | 10\* | 10\* | 9\* | 8\* | **7\*** | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | 2 | **2** |
| 33+ to 35 | 13\* | 12\* | 11\* | 10\* | 10\* | 10\* | 10\* | 10\* | 9\* | **8\*** | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | 1 | **2** |
| ≥ 35+ | 14\* | 13\* | 12\* | 11\* | 10\* | 10\* | 10\* | 10\* | 10\* | **9\*** | 8\* | 7\* | 6\* | 5\* | 4\* | 3\* | 2\* | 1\* | 0\* | **1** |
|  | Armor Class Hit | | | | | | | | | | | | | | | | | | | |
| Creature’s Hit Dice | **-1** | **-2** | **-3** | **-4** | **-5** | **-6** | **-7** | **-8** | **-9** | **-10** | **-11** | **-12** | **-13** | **-14** | **-15** | **-16** | **-17** | **-18** | **-19** | **-20** |
| Normal Man | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | 31 | **32** |
| ≤1 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | **31** |
| 1+ to 2 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | **30** |
| 2+ to 3 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | **30** |
| 3+ to 4 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | **30** |
| 4+ to 5 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | **30** |
| 5+ to 6 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | **30** |
| 6+ to 7 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | **29** |
| 7+ to 8 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | **28** |
| 8+ to 9 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | **27** |
| 9+ to 11 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | **26** |
| 11+ to 13 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | **25** |
| 13+ to 15 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | **24** |
| 15+ to 17 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | **23** |
| 17+ to 19 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | **22** |
| 19+ to 21 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | **21** |
| 21+ to 23 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | **20** |
| 23+ to 25 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | **20** |
| 25+ to 27 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | **20** |
| 27+ to 29 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | **20** |
| 29+ to 31 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | **20** |
| 31+ to 33 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | **19** |
| 33+ to 35 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | **18** |
| ≥ 35+ | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | **17** |
| **Note** | | | | | | | | | | | | | | | | | | | | |
| \* Only misses on a natural 1. Add the numbers shown to the total damage done by the attack. | | | | | | | | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ability Modifier | | Strength | Intelligence | Wisdom | Dexterity | Constitution | Charisma | Maximum  Retainers | Retainer  Morale |
| 3  4-5  6-8  9-12  13-15  16-17  18 | -3  -2  -1  -  +1  +2  +3 | Melee attacks  Melee damage  Thrown damage  Open Doors  Saves vs Paralysis, Turn to Stone\* | Extra Languages  Extra Skills  Saves vs  Mind Attacks  (charm, confusion, control, fear, feeblemind, sleep…)\* | Save vs Spells | Armor Class  Missile Weapons  Saves vs Wands, Dragon Breath\* | Hit Points  Saves vs Poison\* | Social Reaction  Max Retainers  Retainer Morale | 1  2  3  4  5  6  7 | 4  5  6  7  8  9  10 |
| \*Optional save modifiers from RC p266 | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Combat Sequence Table** | | | | | | |  | **Weapons Table** | | | | | |
|  | | | | | | |  | **Weapon Type** | **Damage** | **Range** | **Cost** | **Enc** | **Notes** |
| A. *Initiative:* Each side rolls a d6 to determine | | | | | | |  |  |  | **S/M/L** | **(gp)** | **(cn)** |  |
| Initiative. (Optional: every player rolls a d6) | | | | | | |  | Ammunition |  |  |  |  |  |
| B. *Highest roll goes.* | | | | | | |  | (see ammunition table) |  |  |  |  |  |
| 1. *Morale (Optional):* Monsters and NPCs roll | | | | | | |  | **Axes** |  |  |  |  |  |
| Morale Checks. Saving throws vs ongoing | | | | | | |  | Battle axe | 1d8 |  | 7 | 60 | (r), 2H, M |
| effects are also taken | | | | | | |  | Hand axe | 1d6 | 10/20/30 | 4 | 30 | (r), S |
| 2. *Movement:* Anyone who wishes to move do | | | | | | |  | **Bows** |  |  |  |  |  |
| so now. | | | | | | |  | Short bow | 1d6 | 50/100/150 | 25 | 20 | (a),(m),2H,M |
| 3. *Missile Combat:* Anyone using missiles or | | | | | | |  | Long bow | 1d6 | 70/140/210 | 40 | 30 | (a),(m),2H,L |
| Thrown weapons do so now. | | | | | | |  | Light crossbow | 1d6 | 60/120/180 | 30 | 50 | (a),(m),(s),2H,M |
| a. Choose a target | | | | | | |  | Heavy crossbow | 2d4 | 80/160/240 | 50 | 80 | (a),(m),(s),2H,L |
| b. Make an attack roll | | | | | | |  | **Bludgeoning Weapons** |  |  |  |  |  |
| c. Roll damage as needed | | | | | | |  | Blackjack | 1d2 |  | 5 | 5 | (c),(r),(s),S |
| 4. *Magic:* Spellcasters may cast their spells. | | | | | | |  | Club | 1d4 |  | 3 | 50 | (c),(r),M |
| a. Choose the target(s) | | | | | | |  | Throwing hammer | 1d4 | 10/20/30 | 4 | 25 | (c),(t),M |
| b. Spell targets make saving throws if needed | | | | | | |  | War hammer | 1d6 |  | 5 | 50 | (c),(r),M |
| c. DM applies results to targets | | | | | | |  | Mace | 1d6 |  | 5 | 30 | (t),(r),M |
| 5. *Melee:* Anyone making melee attacks do | | | | | | |  | Staff | 1d6 |  | 5 | 40 | (c),(r),(w),2H,M |
| a. Choose target(s) | | | | | | |  | Torch | 1d4 |  | 1/6 | 20 | (c),(r),S |
| b. Make attack rolls | | | | | | |  | **Daggers** |  |  |  |  |  |
| c. Roll damage as needed | | | | | | |  | Normal | 1d4 | 10/20/30 | 5 | 10 | (t),(w),S |
| C. *Next (highest) side goes.* Ties go at same time | | | | | | |  | Silver | 1d4 | 10/20/30 | 30 | 10 | (t),(w),S |
| D. *Special Rules:* DM announces any special | | | | | | |  | Stiletto | 1d3 | 10,20,30 | 3 | 5 | (t),(w),S |
| results. | | | | | | |  | **Pole Weapons** |  |  |  |  |  |
|  | | | | | | |  | Halberd | 1d10 |  | 7 | 150 | (s),2H,L |
| **Attack Roll Modifiers Table** | | | | | | |  | Javelin | 1d6 | 30/60/90 | 1 | 20 | (t),M |
| **Circumstances** | | | | **Attack Roll Modifier** | | |  | Lance | 1d10 |  | 10 | 180 | (s),(v),L |
| Behind target | | | | +2 (ignores enemy shield) | | |  | Pike | 1d10 |  | 3 | 80 | (s),(v),2H,L |
| Cannot see target | | | | -4 | | |  | Polearm | 1d10 |  | 7 | 150 | (s),2H,L |
| Larger than man size | | | | -2 | | |  | Poleaxe | 1d10 |  | 5 | 120 | (s),2H,L |
| Monster attacking halfling | | | | -1 | | |  | Spear | 1d6 | 20/40/60 | 3 | 30 | (t),(v),L |
| Target exhausted | | | | +2 | | |  | Trident | 1d6 | 10/20/30 | 5 | 25 | (s),(t),M |
| Attacker exhausted | | | | -2 | | |  | **Swords** |  |  |  |  |  |
|  | | | | | | |  | Short sword | 1d6 |  | 7 | 30 | (r),S |
| **Armor Ratings** | | | | | | |  | Normal (Long) sword | 1d6 |  | 10 | 60 | (r),M |
| **Type** | | **AC** | **Cost** | | **Enc** | **Notes** |  | Elven sword | D6+1 |  | 8000 | 30 | (s),M |
| Shield | | -1\* | 10 | | 100 | D |  | Bastard sword (1H) | 1d6+1 |  | 15 | 80 | (r),HH,L |
| Leather | | 7 | 20 | | 200 | D,T |  | Bastard sword (2H) | 1d8+1 |  | (r),2H,L |
| Scale mail | | 6 | 30 | | 300 |  |  | Rapier | 2d4+1 |  | 15 | 40 | (r),M |
| Chain mail | | 5 | 40 | | 400 |  |  | Swordstick | 1d6 |  | 10 | 20 | (r),S |
| Banded mail | | 4 | 50 | | 450 |  |  | Two Handed (Great) | 1d10 |  | 15 | 100 | 2H,L |
| Plate mail | | 4 | 60 | | 500 |  |  | **Other Weapons** |  |  |  |  |  |
| Suit Armor | | 0 | 250 | | 750 | S |  | Bagh nakh | 1d4 |  | 45 | 10 | (s),s |
| \* Subtract 1 from AC when shield is used | | | | | | |  | Blowgun, up to 2 feet | - | 10/20/30 | 3 | 6 | (a),(m),(s),(w),S |
| D druids may use if there are only organic parts | | | | | | |  | Blowgun, >2 feet | - | 20/25/30 | 6 | 15 | (a),(m),(s),(w),2H,M |
| S suit armor has special characteristics read | | | | | | |  | Bola | 1d2 | 20/40/60 | 5 | 5 | (s),(t),M |
| the description carefully. | | | | | | |  | Boomerang | 1d2 | 40/80/160 | 10 | 50 | (m),(s),(t),M |
| T thieves may use this armor | | | | | | |  | Cestus | 1d3 |  | 5 | 10 | (s),S |
|  | | | | | | |  | Chakram | 1d6 | 10/20/30 | 1 | 5 | (m),(w),S |
| **Shield Weapons** | | | | | | |  | Holy Water | 1d8 | 10/30/50 | 25 | 1 | (c),(s),(t),(w),S |
| **Type** | **Damage** | | | **Cost** | **Enc** | **Notes** |  | Net | - |  | (n) | (n) | (s),(t),(w),M/L |
| Horned | 1d2 | | | 15 | 20 | (s),S |  | Burning oil | 1d8 | 10/30/50 | 2 | 10 | (c),(s),(t),(w),S |
| Knife | 1d4+1 | | | 65 | 70 | (s),S |  | Thrown rock | 1d3 | 10/30/50 | 1/10 | 10 | (c),(t),(w),S |
| Sword | 1d4+1 | | | 200 | 185 | (s),(v),M |  | Sling | 1d4 | 40/80/160 | 2 | 20 | (c),(m),(w),S |
| Tusked | 1d4+1 | | | 200 | 275 | (s),2H,L |  | Whip | 1d2 |  | 1/ft | 10/ft | (s),(w),M |
|  | | | |  | | |  |  |  |  |  |  |  |
| Chance of Creating a Magic Item: ((INT + Level) x 2) – (Spell level x 3) = \_\_\_%  Magic Armor Cost: (List price x Enc) /3. Minimum 3,000gp  Magic Weapon Cost: List: List Price x Enc x 5 for initial enchantment  Spell enchantments are Spell Level x 1,000gp  Additional enhancements are at half price for next level. | | | | | | | | | | | | | |
|  | | | |  | | |  |  |  |  |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapons Table Notes** | | | | | | | | | | | | |  | Savings Throw Tables | | | | | |
| (a) | The fully loaded weapon is used for encumbrance. | | | | | | | | | | | |  |  | DR, P | MW | P,TtS | DB | R,S,S |
|  | (Bow with20 arrows, etc). | | | | | | | | | | | |  | **Cleric/Druid** | | | | | |
| (c) | Clerics may use this weapon. If the weapon is nonmetal | | | | | | | | | | | |  | 1-4 | 11 | 12 | 14 | 16 | 15 |
|  | druids may as well. | | | | | | | | | | | |  | 5-8 | 9 | 10 | 12 | 14 | 13 |
| (m) | Missile weapon only, never used for melee. | | | | | | | | | | | |  | 9-12 | 7 | 8 | 10 | 12 | 11 |
| (n) | Net’s cost is 1sp/sqft. A net’s Enc is 1cn/sqft. A 6’ x 6’ | | | | | | | | | | | |  | 13-16 | 6 | 7 | 8 | 10 | 9 |
|  | net would cost 36sp and weigh 36cn. | | | | | | | | | | | |  | 17-20 | 5 | 6 | 6 | 8 | 7 |
| (r) | This weapon may be thrown only by a creature at | | | | | | | | | | | |  | 21-24 | 4 | 5 | 5 | 6 | 5 |
|  | Expert Mastery or higher. | | | | | | | | | | | |  | 25-28 | 3 | 4 | 4 | 4 | 4 |
| (s) | This weapon has special features. Read carefully. | | | | | | | | | | | |  | 29-32 | 2 | 3 | 3 | 3 | 3 |
| (t) | This is a hand weapon that may be thrown. | | | | | | | | | | | |  | 33-36 | 2 | 2 | 2 | 2 | 2 |
| (v) | This weapon may be set vs a charge. | | | | | | | | | | | |  | **Fighter/Mystic** | | | | | |
| (w) | Magic Users may use this weapon with DM approval. | | | | | | | | | | | |  | (Normal Man) | 14 | 15 | 16 | 17 | 17 |
| HH | This weapon may be used one or two handed. | | | | | | | | | | | |  | 1-3 | 12 | 13 | 14 | 15 | 16 |
| 2H | 2H This weapon requires two hands to use. Halflings | | | | | | | | | | | |  | 4-6 | 10 | 11 | 12 | 13 | 14 |
|  | may not use these weapons. | | | | | | | | | | | |  | 7-9 | 8 | 9 | 10 | 11 | 12 |
| S | Small weapon | | | | | | | | | | | |  | 10-12 | 6 | 7 | 8 | 9 | 10 |
| M | Medium weapon | | | | | | | | | | | |  | 13-15 | 6 | 6 | 7 | 8 | 9 |
| L | Large weapon | | | | | | | | | | | |  | 16-18 | 5 | 6 | 6 | 7 | 8 |
|  | | | | | | | | | | | | |  | 19-21 | 5 | 5 | 6 | 6 | 7 |
| **Terrain Effects on Movement Table** | | | | | | | | | | | | |  | 21-24 | 4 | 5 | 5 | 5 | 6 |
| **Terrain** | | | | | | | | | | | **Movement** | |  | 25-27 | 4 | 4 | 5 | 4 | 5 |
| Road (ignores other types but mud/snow) | | | | | | | | | | | 1 1/2 | |  | 28-30 | 3 | 4 | 4 | 3 | 4 |
| Trail | | | | | | | | | | | 1 1/2 | |  | 31-33 | 3 | 3 | 3 | 2 | 3 |
| Clear, city, grassland | | | | | | | | | | | Normal | |  | 34-36 | 2 | 2 | 2 | 2 | 2 |
| Forrest, mud, snow | | | | | | | | | | | 2/3 | |  | **Magic User** | | | | | |
| Hill, desert, broken terrain | | | | | | | | | | | 2/3 | |  | 1-5 | 13 | 14 | 13 | 16 | 15 |
| Mountain, swamp, jungle | | | | | | | | | | | 1/2 | |  | 6-10 | 11 | 12 | 11 | 14 | 12 |
|  | | | | | | | | | | | | |  | 11-15 | 9 | 10 | 9 | 12 | 9 |
| **Encumbrance and Movement Table** | | | | | | | | | | | | |  | 16-20 | 7 | 8 | 7 | 10 | 6 |
| **Enc (cn)** | | | **Normal** | | | **Encounter** | | | **Running** | | | |  | 21-24 | 5 | 6 | 5 | 8 | 4 |
|  | | | | **(ft/turn)** | | **(ft/round)** | | | | **(ft/round)** | | |  | 25-28 | 4 | 4 | 4 | 6 | 3 |
| 0-400 | | | | 120 | | 40 | | | | 120 | | |  | 29-32 | 3 | 3 | 3 | 4 | 2 |
| 401-800 | | | | 90 | | 30 | | | | 90 | | |  | 33-36 | 2 | 2 | 2 | 2 | 2 |
| 801-1200 | | | | 20 | | 20 | | | | 60 | | |  | **Thief** | | | | | |
| 1201-1600 | | | | 30 | | 10 | | | | 30 | | |  | 1-4 | 13 | 14 | 13 | 16 | 15 |
| 1601-2400 | | | | 15 | | 5 | | | | 15 | | |  | 5-8 | 11 | 12 | 11 | 14 | 13 |
| 2401+ | | | | 0 | | 0 | | | | 0 | | |  | 9-12 | 9 | 10 | 9 | 12 | 11 |
|  | | | | | | | | | | | | |  | 13-16 | 7 | 8 | 7 | 10 | 9 |
|  | | DR,P | | | MW | | P,TtS | DB | | | | R,S,S |  | 17-20 | 5 | 6 | 5 | 8 | 7 |
| **Elf/Rakasta** | | | | | | | | | | | | |  | 21-24 | 4 | 5 | 4 | 6 | 5 |
| 1-3 | | 12 | | | 13 | | 13 | 15 | | | | 15 |  | 25-28 | 3 | 4 | 3 | 4 | 4 |
| 4-6 | | 8 | | | 10 | | 10 | 11 | | | | 11 |  | 29-32 | 2 | 3 | 2 | 3 | 3 |
| 7-9 | | 4 | | | 7 | | 7 | 7 | | | | 7 |  | 33-36 | 2 | 2 | 2 | 2 | 2 |
| 10 | | 2 | | | 4 | | 4 | 3 | | | | 3 |  | **Dwarf/Gnome** | | | | | |
| **Halfling** | | | | | | | | | | | | |  | 1-3 | 8 | 9 | 10 | 13 | 12 |
| 1-3 | | 8 | | | 9 | | 10 | 13 | | | | 12 |  | 4-6 | 6 | 7 | 8 | 10 | 9 |
| 4-6 | | 3 | | | 6 | | 7 | 9 | | | | 8 |  | 7-9 | 4 | 5 | 6 | 7 | 6 |
| 7-8 | | 2 | | | 3 | | 4 | 5 | | | | 4 |  | 10-12 | 2 | 3 | 4 | 4 | 3 |