

Combat Reference Sheet

HIT ROLL CHART

Class and Level/HD				Target's Armor Class																			
Monst	F/DH	C/T	MU	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
Normal Man				11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
up to 1	1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	
1+ to 2				9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	
2+ to 3	4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	
3+ to 4				7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	
4+ to 5	7-9	9-12	11-15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21	22	
5+ to 6	B			5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21	22	
6+ to 7	10-12	13-16	16-20	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21	
7+ to 8	D			3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
8+ to 9	13-15	17-20	21-25	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
9+ to 11	F			2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
11+ to 13	16-18	21-24		2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
13+ to 15	H			2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
15+ to 17	19-21			2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
17+ to 19	J			1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
19+ to 21	22-24			0*	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	
21+ to 23	L			1*	0*	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow (lt.)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

- Blind Prone, and Stunned characters have a -4 to all saves.
- Melee attacks on paralyzed characters automatically hit, but do not automatically kill.
- Ranged attacks against paralyzed creatures are made at AC 9.
- *Cure light wounds* can be used to remove paralysis but will remove no damage.

Hit Roll Modifiers

Attack from behind	+2 (ignore shield)
Attacker can't see target	-4
Large creature vs halfling	-1
Target exhausted	+2
Attacker exhausted	-2
Double speed (haste)	+2
Attacking prone character	+4
Prone	-2
Stunned	-4
Blindness/Darkness	-6
Attacking invisible creature	-6
Starvation	-2 to -6

AC Modifiers

4x speed (double haste)	-2
Blindness/Darkness	+4
Stunned	+4

FIGHTER

Saving Throw	1-3	4-6	7-9	10-12	13-15	16-18	19-21	21-24
Death/Poison	12	10	8	6	6	5	5	4
Wands	13	11	9	7	6	6	5	5
Paralysis/Stone	14	12	10	8	7	6	6	5
Breath	15	13	11	9	8	7	6	5
Rod/Staff/Spell	16	14	12	10	9	8	7	6

Normal Man

14
15
16
17
17

CLERIC

Saving Throw	1-4	5-8	9-12	13-16	17-20	21-24
Death/Poison	11	9	7	6	5	4
Wands	12	10	8	7	6	5
Paralysis/Stone	14	12	10	8	6	5
Breath	16	14	12	10	8	6
Rod/Staff/Spell	15	13	11	9	7	5

THIEF

Saving Throw	1-4	5-8	9-12	13-16	17-20	21-24
Death/Poison	11	9	7	6	5	4
Wands	12	10	8	7	6	5
Paralysis/Stone	14	12	10	8	6	5
Breath	16	14	12	10	8	6
Rod/Staff/Spell	15	13	11	9	7	5

DWARF

1-3	4-6	7-9	10-12	1-3	4-6	7-9	10
8	6	4	2	12	8	4	2
9	7	5	3	13	10	7	4
10	8	6	4	13	10	7	4
13	10	7	4	15	11	7	3
12	9	6	3	15	11	7	3

ELF

1-3	4-6	7-8	1-5	6-10	11-15	16-20	21-24
8	5	2	13	11	9	7	5
9	6	3	14	12	10	8	6
10	7	4	13	11	9	7	5
13	9	5	16	14	12	10	8
12	8	4	15	12	9	6	4

HALFLING

1-3	4-6	7-8	1-5	6-10	11-15	16-20	21-24
8	5	2	13	11	9	7	5
9	6	3	14	12	10	8	6
10	7	4	13	11	9	7	5
13	9	5	16	14	12	10	8
12	8	4	15	12	9	6	4

MAGIC-USER

1-3	4-6	7-8	1-5	6-10	11-15	16-20	21-24
8	5	2	13	11	9	7	5
9	6	3	14	12	10	8	6
10	7	4	13	11	9	7	5
13	9	5	16	14	12	10	8
12	8	4	15	12	9	6	4