

Ability Score Modifiers																				
Attribute	Effect	Score																		
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			
STR *Fighter Only	Melee To Hit *	-2		-1		0						+1				+2				
	Damage Modifier *	-1		0						+1				+2	+3					
	Open Doors (d6)	1		1-2						1-3				1-4	1-5					
	Carry (lbs)	-10		-5		0		+5				+10		+15	+30	+50				
DEX *Fighter Only	AC	+1 [-1]						0				-1 [+1]								
	Missile To Hit [Halflings]	-1 [0]						0 [+1]				+1 [+2]								
	Parry (enemy attack roll) *	0												-1	-2	-3	-4	-5		
CON	HP Mod (per HD)	-1						0				+1								
	Raise Dead Survival	50%						75%				100%								
Score		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			
INT	Max Additional Languages	0				1				2			3			4		5		6
	Max Spell Level	4				5				6			7			8		9		
	Learn Spell	30%				40%		45%		50%		55%		65%		75%		85%		95%
	Min-Max Spells / Level	2/4				3/5			4/6			5/8		6/10	7/10	7/All				
WIS	Extra 1st Level Cleric Spell	0												+1						
CHA	Max Special Hirelings	1		2		3		4				5			6		7			
Prime Attr / WIS / CHA XP Bonus		0												+5%						

1/10 PP
=
1 GP
=
2 ep
=
10 sp
=
100 cp

Turn Undead / Level											
Roll 2d10 above value to hit, then 2d6 for total creatures turned											
Undead CL	1	2	3	4	5	6	7	8	9-13	14-18	19+
1	10	7	4	T		D					
2	13	10	7	T		D					
3	16	13	10	4	T		D				
4	19	16	13	7	4	T		D			
5	20	19	16	10	7	4	T		D		
6	-	20	19	13	10	7	4	T		D	
7	-	-	20	16	13	10	7	4	T		D
8	-	-	-	19	16	13	10	7	4	T D	
9	-	-	-	20	19	16	13	10	7	T	
10	-	-	-	-	20	19	16	13	10	4	4
11	-	-	-	-	-	20	19	16	13	7	4
12	-	-	-	-	-	-	20	19	13	10	7
13	-	-	-	-	-	-	-	20	19	13	10

Time & Lights		
Event / Light	Duration	Radius
Turn	10 Minutes	-
Round	1 Minute	-
Lantern Oil	4 hours / 24 turns per pint	30
Torch	1 hour / 6 turns	

Initial Encounter Distance = 1d6 x 10' (x10 outdoors)

Monster Reaction (2d6)	
Result	Reaction
2-6	Hostile
7-9	Neutral
10-12	Friendly

Character Attack Table d20						
20 always hits / 1 always misses						
Hit = d20 + Opponent AC +/- Mods >= THACO						
Hit = d20 + To-Hit +/- Mods >= Opponent AC						
Level	Class					
	Cleric		Fighter		Thief / MU	
	THACO	To-Hit	THACO	To-Hit	THACO	To-Hit
1	19	0	19	0	19	0
2						
3	18	+1	18	+1	18	+1
4						
5	17	+2	17	+2	17	+2
6						
7	16	+3	16	+3	16	+3
8						
9	15	+4	15	+4	15	+4
10						
11	14	+5	14	+5	14	+5
12						
13	13	+6	13	+6	13	+6
14						
15	12	+7	12	+7	12	+7
16						
17	11	+8	11	+8	11	+8
18						
19	10	+9	10	+9	10	+9
20+						
20+	8	+11	6	+13	11	+8

Armor Classes			
Type	Class	Weight	Cost
Unarmored	9 [10]	nil	nil
Leather	7 [12]	25	5 gp
Ring Mail	6 [13]	40	30 gp
Chain Mail	4 [15]	50	75 gp
Plate Mail	3 [16]	70	100 gp
Shield	-1 [+1]	10	15 gp

Monster XP					
CL	Base	CL	Base	CL	Base
A	5	5	240	11	1,700
B	10	6	400	12	2,000
1	15	7	600	13	2,300
2	30	8	800	14	2,600
3	60	9	1,100	15	2,250
4	120	10	1,400	16+	+300 / HD

Combat Order (I):

- 1) Declare Spells
- 2) Initiative
- 3) Winners
- 4) Losers
- 5) Held

Fighting without a light or fighting an invisible enemy incurs a -4 to hit penalty

Fighting with 2 weapons gives +1 to hit on rounds when the attacker has the initiative

Monster Attack Table And Saves d20								
HD / To-Hit	THACO	SV	HD / To-Hit	THACO	SV	HD / To Hit	THACO	SV
< 1	19	18	6	13	11	12	7	3
1	18	17	7	12	9	13	6	3
2	17	16	8	11	8	14	5	3
3	16	14	9	10	6	15	4	3
4	15	13	10	9	5	To-hit stops at +15 Save stops at 3		
5	14	12	11	8	4			

Weapon Damage and Ranges					
* Two Handed					
** Can be wielded with two hands for +1 damage					
*** Does an additional 1 damage / round for next 2 rounds					
**** Vs Undead Only					
Shooting Beyond Range is -2 to hit, max range is 2x					
Weapon	Damage	Weight	Range (x3 outdoors)	RoF	Cost
Arrows (20)	1d6	1	-	-	2 gp
Axe, Battle **	1d8	15			5 gp
Axe, Hand	1d6	5	10 ft	1	1 gp
Bolts, heavy (20)	1d6+1	1	-	-	2 gp
Bolts, light (20)	1d4+1	1d6	-	-	2 gp
Club	1d4	10			nil
Crossbow, heavy	Bolts, heavy	5	80 ft	1/2	20 gp
Crossbow, light	Bolts, light	5	60 ft	1	12 gp
Dagger	1d4	2			2 gp
Dart	1d3	1	15 ft	3	2 sp
Flail *	1d8	10			8 gp
Hammer, war	1d4+1	10			1 gp
Holy Water ****	1d6	1	10 ft	1	25 gp
Javelin	1d6	5	20 ft	1	0.5 gp
Lance	2d4+1	15			6 gp
Longbow	Arrows	5	70 ft	2	60 gp
Mace, heavy	1d6	10			10 gp
Oil, lamp ***	1d4	1	10 ft	1	0.1 gp
Pole Arm *	1d8+1	15			10 gp
Staff *	1d6	10			nil
Shortbow	Arrows	5	50 ft	2	15 gp
Sling	Stones	1	40 ft	1	0.2 gp
Spear **	1d6	10	20 ft	1	1 gp
Stones, sling (20)	1d4	5	-	-	nil
Sword, long	1d8	10			15 gp
Sword, bastard **	1d8	10			20 gp
Sword, short	1d6	5			8 gp
Sword, two-hand*	1d10	15			30 gp

MU	Spell Progression Magic User / Cleric														C		
Class Level	Spell Level MU&E / C														Class Level		
	1	2	3	4	5	6	7	8	9	7	6	5	4	3		2	1
1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1
2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1
3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2
4	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2
5	4	2	1	-	-	-	-	-	-	-	-	-	-	-	-	2	2
6	4	2	2	-	-	-	-	-	-	-	-	-	-	1	1	2	2
7	4	3	2	1	-	-	-	-	-	-	-	-	1	1	2	2	2
8	4	3	3	2	-	-	-	-	-	-	-	-	2	2	2	2	2
9	4	3	3	2	1	-	-	-	-	-	-	-	2	2	3	3	3
10	4	4	3	2	2	-	-	-	-	-	-	-	3	3	3	3	3
11	4	4	4	3	3	-	-	-	-	-	-	-	3	3	4	4	4
12	4	4	4	4	4	1	-	-	-	-	-	-	1	4	4	4	4
13	5	5	5	4	4	2	-	-	-	-	-	-	1	4	4	5	5
14	5	5	5	4	4	3	1	-	-	-	-	-	2	5	5	5	5
15	5	5	5	5	4	4	2	-	-	-	-	-	2	5	5	6	6
16	5	5	5	5	5	5	2	1	-	-	-	-	3	6	6	6	6
17	6	6	6	5	5	5	2	2	-	-	-	-	1	3	6	6	7
18	6	6	6	6	6	5	2	2	1	-	-	-	1	4	7	7	7
19	7	7	7	6	6	6	3	2	2	1	-	-	2	4	7	7	8
20	7	7	7	7	7	7	3	3	2	2	1	-	2	5	8	8	8
21+	8	8	8	7	7	7	4	3	3	3	2	1	3	5	8	8	9

Thief Skills d% (d6 Hear Noises)						
Level	Delicate Tasks	Move Silently	Climb Walls	Hide in Shadows	Open Locks	Hear Noises
1	15	20	85	10		1-3
2	20	25	86	15		
3	25	30	87	20		
4	30	35	88	25		1-4
5	35	40	89	30		
6	40	45	90	35		
7	45	50	91	40		1-5
8	50	60	92	55		
9	60	70	93	65		
10	70	80	94	75		1-6
11	80	90	95	85		
12	90		96	95		
13		100	97			
14			98			
15+			99			
Racial Adjustments						
Dwarf	+10	+5		+5		
Elf		+10		+15		
Halfling	+5	+10		+10		

Movement & Encumbrance			
Up To (lbs)	Base	Combat (base / 3) x 10	Walking / Turn (base x 20) (x2 running)
75	12	40	240
100	9	30	180
150	6	20	120
300	3	10	60

Backstab gives +4 to hit and 2x damage (3x at lvl 5, 4x at lvl 8)

Wilderness Movement	
Description	Rate
Hiking (miles/day)	Base
Forced March (miles / day) 4d6 vs STR check / day	Base x2
Outdoor Combat	Indoor Combat in yds

Class	Saving Throws by Level												Bonuses
	1	2	3	4	5	6	7	8	9	10	11	12+	
Cleric	15	14	13	12	11	10	9	8	7	6	5	4	+2 vs Paralysis / Poison
Fighter	14	13	12	11	10	9	8	7	6	5	4		
Magic User	15	14	13	12	11	10	9	8	7	6	5	+2 vs Spells	
Thief	15	14	13	12	11	10	9	8	7	6	5	+2 vs Devices / Traps / Wands	
Dwarf	By Class												+4 vs Spells
Elf													Immune to Ghoulish Paralysis
Halfling													+4 vs Spells

Chance of Losing Direction / Random Encounter					
Terrain	Lose Direction	Encounter d6	Terrain	Lose Direction	Encounter d6
Clear	10%	1	Rough	30%	1-2
Mountains	50%	1-3	Woodlands		
Hills	20%		Desert	40%	
Swamp	60%		Forests	70%	

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