

CLERIC TURNING VERSUS UNDEAD BY TYPE

Cleric Character Level

| Undead Type | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------|----|----|----|----|----|----|----|---|---|
| Skeleton | 7 | T | T | D | D | D | D | D | D |
| Zombie | 9 | 7 | T | T | D | D | D | D | D |
| Ghoul | 11 | 9 | 7 | T | T | D | D | D | D |
| Wight | X | 11 | 9 | 7 | T | T | D | D | D |
| Wraith | X | X | 11 | 9 | 7 | T | T | D | D |
| Mummy | X | X | X | 11 | 9 | 7 | T | T | D |
| Specter | X | X | X | X | 11 | 9 | 7 | T | T |
| Vampire | X | X | X | X | X | 11 | 9 | 7 | T |
| Lich | X | X | X | X | X | X | 11 | 9 | 7 |

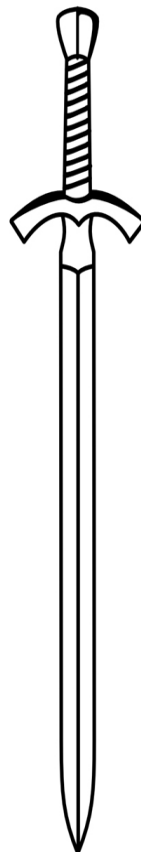
On the table above, a result of X indicates that a turning attempt has no effect; a result of T indicates that a creature is automatically turned away; and a result of D indicates that a creature is automatically destroyed as a result of a turning attempt. A numerical value is the number that a player must roll equal to or greater than on two six-sided dice in order to turn a creature of the specified type.

NATURAL ARMOR CLASS BY RACE

| Character Race | Natural AC |
|----------------|------------|
| Elf | 5 |
| Dwarf | 4 |
| Halfling | 8 |
| Human | 9 |

CLASS LEVEL LIMITS BY RACE

| Character Race | Class Level Limits |
|----------------|--------------------------------|
| Human | All Classes 9 |
| Elf | Fighting Man 4 / Magic User 6* |
| Dwarf | Fighting Man 7 / Thief 7** |
| Halfling | Fighting Man 4 / Thief 6*** |



ARMOR ADJUSTMENTS TO NATURAL ARMOR CLASS

| Armor Type | AC Adjustment |
|-----------------------|---------------|
| No Armor | 0 |
| Shield | -1 |
| Leather Armor | -2 |
| Leather and Shield | -3 |
| Chain Mail | -4 |
| Chain Mail and Shield | -5 |
| Plate Mail | -6 |
| Plate Mail and Shield | -7 |

*Elves advance as *both* a Fighting Man and a Magic User, gaining the best Saving Throws of each class. XP is split between both classes equally. **Dwarves may become either Fighting Men or Thieves. ***Halflings may become either Fighting Men or Thieves.

House Rule: Critical Hits

An unmodified die result of "20" when rolling to hit in combat is considered a Critical Hit, indicating that the attack deals double the normal amount of damage.

House Rule: Killing Blows

You may attempt to deliver a killing blow with a melee weapon to a helpless foe whom you are within striking distance of. This blow counts as a critical hit and, if the opponent survives the damage that is dealt, they must save versus Death (Ray) or die. Non-sentient undead and constructs are immune to such blows.

DIE ROLL NECESSARY FOR A CHARACTER TO HIT IN COMBAT

Opponent Armor Class

| Character Level | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----------------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Normal Man | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
| 1 st - 3 rd | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| 4 th - 6 th | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 |
| 7 th - 8 th | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 |
| 9 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 |

DIE ROLL NECESSARY FOR A MONSTER TO HIT IN COMBAT

Opponent Armor Class

| Monster HD | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|----------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 or Less | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| 1 + X | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 |
| 2 to 3 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 |
| 3 + X to 4 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 |
| 4 + X to 6 + X | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 | 06 |
| 7 to 8 + X | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 | 06 | 05 |
| 9 to 10 + X | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 | 06 | 05 | 04 |
| 11 or More | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 09 | 08 | 07 | 06 | 05 | 04 | 03 |



THIEF ABILITY PROGRESSION BY LEVEL

Thief Ability Name

| Level/Skill Rank | Pick Lock | Disable Trap | Pick Pocket | Move Silently | Hide in Shadows | Hear Noise |
|------------------|-----------|--------------|-------------|---------------|-----------------|------------|
| 1/A | 15% | 10% | 20% | 20% | 10% | 1-2 on d6 |
| 2/B | 20% | 15% | 25% | 25% | 15% | 1-2 on d6 |
| 3/C | 25% | 20% | 30% | 30% | 20% | 1-3 on d6 |
| 4/D | 35% | 30% | 40% | 40% | 30% | 1-3 on d6 |
| 5/E | 45% | 40% | 50% | 50% | 40% | 1-4 on d6 |
| 6/F | 55% | 50% | 60% | 60% | 50% | 1-4 on d6 |
| 7/G | 65% | 60% | 70% | 70% | 60% | 1-5 on d6 |
| 8/H | 75% | 70% | 80% | 80% | 70% | 1-5 on d6 |
| 9/I | 85% | 80% | 90% | 90% | 80% | 1-5 on d6 |



CLERIC SAVE PROGRESSION BY LEVEL

Saving Throw Type

| Character Level | Breath Weapon | Poison or Death Ray | Turned to Stone | Magic Wands | Spell or Magic Staff |
|-----------------|---------------|---------------------|-----------------|-------------|----------------------|
| 1 to 3 | 16 | 11 | 14 | 12 | 15 |
| 5 to 8 | 14 | 09 | 12 | 10 | 12 |
| 9 | 11 | 06 | 09 | 07 | 09 |

NORMAL MAN, FIGHTING MAN, AND THIEF SAVE PROGRESSION BY LEVEL

Saving Throw Type

| Character Level | Breath Weapon | Poison or Death Ray | Turned to Stone | Magic Wands | Spell or Magic Staff |
|-----------------|---------------|---------------------|-----------------|-------------|----------------------|
| Normal Man | 16 | 13 | 15 | 14 | 17 |
| 1 to 3 | 15 | 12 | 14 | 13 | 16 |
| 4 to 6 | 13 | 10 | 12 | 11 | 14 |
| 7 to 8 | 10 | 08 | 10 | 09 | 12 |
| 9 | 08 | 06 | 08 | 07 | 10 |

MAGIC USER SAVE PROGRESSION BY LEVEL

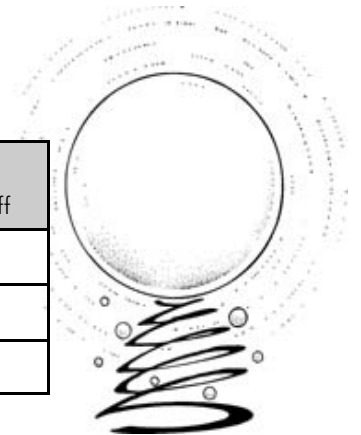
Saving Throw Type

| Character Level | Breath Weapon | Poison or Death Ray | Turned to Stone | Magic Wands | Spell or Magic Staff |
|-----------------|---------------|---------------------|-----------------|-------------|----------------------|
| 1 to 5 | 16 | 13 | 13 | 14 | 15 |
| 6 to 8 | 14 | 11 | 11 | 12 | 12 |
| 9 | 11 | 08 | 08 | 09 | 08 |

DWARF AND HALFLING SAVE PROGRESSION BY LEVEL

Saving Throw Type

| Character Level | Breath Weapon | Poison or Death Ray | Turned to Stone | Magic Wands | Spell or Magic Staff |
|-----------------|---------------|---------------------|-----------------|-------------|----------------------|
| 1 to 3 | 14 | 10 | 12 | 11 | 14 |
| 4 to 6 | 11 | 08 | 10 | 09 | 12 |
| 7 to 9 | 08 | 06 | 08 | 07 | 10 |



EXPERIENCE FOR OVERCOMING OPPONENTS BY HIT DICE

| | | | | | | | | | |
|-----------|-----|------|------|------|------|------|------|------|------|
| Hit Dice: | <1 | 1 | 1+ | 2 | 2+ | 3 | 3+ | 4 | 4+ |
| XP Value | 5 | 10 | 15 | 20 | 25 | 35 | 50 | 75 | 125 |
| XP Bonus | 1 | 3 | 4 | 5 | 10 | 15 | 25 | 50 | 75 |
| Hit Dice: | 5 | 5+ | 6 | 6+ | 7 | 7+ | 8 | 8+ | 9 |
| XP Value | 175 | 225 | 275 | 350 | 450 | 525 | 650 | 750 | 900 |
| XP Bonus | 125 | 175 | 225 | 275 | 400 | 475 | 500 | 625 | 700 |
| Hit Dice: | 9+ | 10+ | 12+ | 14+ | 17+ | 21+ | 24+ | 27+ | 30+ |
| XP Value | 900 | 1100 | 1350 | 1650 | 2000 | 2500 | 2750 | 3250 | 3750 |
| XP Bonus | 700 | 800 | 950 | 1150 | 1500 | 2000 | 2500 | 2750 | 3250 |

CLERIC LEVEL PROGRESSION

| Level & Title | Required XP | Hit Dice | Spells |
|--------------------|-------------|-----------|---------|
| 4 (Vicar) | 6000 | 4-6 sided | 2/1 |
| 5 (Curate) | 12000 | 5-6 sided | 2/2 |
| 6 (Bishop) | 25000 | 6-6 sided | 2/2/1 |
| 7 (Intercessor) | 50000 | 7-6 sided | 2/2/2 |
| 8 (Patriarch) | 100000 | 8-6 sided | 3/2/2/1 |
| 9 (High Patriarch) | 200000 | 9-6 sided | 3/3/2/2 |

FIGHTING MAN LEVEL PROGRESSION

| Level & Title | Required XP | Hit Dice | Attacks/Rnds |
|------------------|-------------|-----------|--------------|
| 4 (Hero) | 8000 | 4-8 sided | 3/2 |
| 5 (Swashbuckler) | 12000 | 5-8 sided | 3/2 |
| 6 (Man at Arms) | 25000 | 6-8 sided | 3/2 |
| 7 (Myrmidon) | 50000 | 7-8 sided | 2/1 |
| 8 (Champion) | 100000 | 8-8 sided | 2/1 |
| 9 (Lord/Lady) | 200000 | 9-8 sided | 2/1 |

MAGIC-USER PROGRESSION

| Level & Title | Required XP | Hit Dice | Spells |
|-------------------|-------------|-----------|-----------|
| 4 (Theurgist) | 10000 | 4-4 sided | 2/2 |
| 5 (Thaumaturgist) | 20000 | 5-4 sided | 2/2/1 |
| 6 (Magician) | 40000 | 6-4 sided | 2/2/2 |
| 7 (Enchanter) | 80000 | 7-4 sided | 3/2/2/1 |
| 8 (Wizard) | 150000 | 8-4 sided | 3/3/2/2 |
| 9 (Warlock) | 300000 | 9-4 sided | 3/3/3/2/1 |

THIEF LEVEL PROGRESSION

| Level & Title | Required XP | Hit Dice | Skills |
|------------------|-------------|-----------|--------|
| 4 (Burglar) | 4800 | 4-4 sided | D |
| 5 (Cutpurse) | 9600 | 5-4 sided | E |
| 6 (Sharper) | 20000 | 6-4 sided | F |
| 7 (Pilferer) | 40000 | 7-4 sided | G |
| 8 (Rogue) | 80000 | 8-4 sided | H |
| 9 (Master Thief) | 160000 | 9-4 sided | I |

House Rule: Non-Combat Task Resolution

When a character attempts to perform any action outside of combat, their player rolls 1d20 and attempts to obtain a result less than the ability rating that governs the action being resolved. If they do so, the character successfully performs the action. If the player fails to produce such a result, their character fails to perform the action. Results are narrated by the DM and the dice roll may be adjusted as he sees fit to reflect environmental conditions that may help or hinder an action attempt.

