

Ages 10 to adult



Fighter's Player Pack



The BEGINNER'S GUIDE to the



FIGHTER



Advanced Dungeons & Dragons[®]

2nd Edition Game Accessory

The Beginner's Guide to the Fighter

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The Brotherhood of Steel

A knight in armor charging into battle on his trusty steed. A nimble swordswoman holding off hordes of attacking monsters with her flashing blade. A stealthy archer getting the drop on unsuspecting foes . . . these are the very stuff of adventure gaming. It is hardly surprising, therefore, that the fighter is by far the most commonly played character class in the AD&D® game.

There are many reasons for this. Perhaps the most obvious is the simplicity of the fighter's task, at least in its most basic form. After all, hitting monsters with swords, axes, and clubs, or shooting them full of arrows, doesn't necessarily take a whole lot of thought on the part of a player. Thus, the fighter class is ideal for novice gamers or those who simply prefer the straightforward style of play that many fighters favor.

Does this mean that there is nothing more to running a fighter character than this? Not by a long shot. Like so many elements of the AD&D game, the possibilities for fighters are nothing less than endless, beginning with the creation of the character.

Ability Scores: While any fighter will want high Strength and Constitution scores, a high Dexterity is just as important, especially for archers. But it is with the remaining three ability scores that a player can really begin to personalize his or her fighter character.

Characters with low scores in Intelligence, Wisdom, and Charisma are followers, not leaders. He or she may have a heart of gold or be a grumbling bully, but in either case the fighter can be easily manipulated by his or her fellow party members ("Grog— attack!").

By contrast, a character with a high Intelligence score often has a major voice in any plans the party makes, due to his or her strong grasp of tactics and knack of using



strategy to outwit opponents. Such a fighter plans attacks carefully and always calculates the odds before entering a fight, often throwing his or her foe off-balance with unexpected maneuvers. Naturally, this type of character will be constantly on the watch for a chance to study some new weapon or witness the techniques of a master warrior.

A fighter with a high Wisdom score is endowed with a healthy dose of common sense. He or she will not act rashly, or rush into hopeless situations, and knows when to

retreat in order to live to fight another day. Rangers and paladins always have higher-than-average Wisdom scores.

Characters with low Charisma have to let their swords do the talking for them; by contrast, a fighter with a high Charisma score finds it easy to make a good first impression. Simply put, a likeable character is often able to use good looks or charm to make others more willing to follow his or her lead. Thus charismatic fighters are not only popular with members of the opposite sex but often take the role of party leader.

Proficiencies: The careful selection of proficiencies for a warrior can further establish a unique character. The selection of nonweapon proficiencies such as navigation, swimming, and seamanship can easily be used to cast a character in the garb of a pirate or viking raider. A player who wishes his or her fighter to be a dashing swashbuckler might opt for etiquette, gaming, and heraldry; the player of a ranger might choose direction sense, fire-building, and set snares. With careful selection of proficiencies and the purchase of the right equipment to fit the character concept, every player can create a warrior who stands apart from his or her peers.

The Call to Arms

No matter what style of character a player decides to run, there are some elements that all warriors—fighters, paladins, and rangers alike—will have in common. When combat erupts and the time for negotiation is passed, everyone in the adventuring party looks at the warrior to form their first line of defense and give the rest of the player characters time to bring their special talents into play. He or she must buy the vital seconds for others to prepare a crucial spell, care for the wounded, or exploit some special weakness of the enemy.



spears or halberds may set them to receive the charge, impaling the unfortunate berserker—but such are the fortunes of combat.

Still, there are times when a charge is not simply the gambit of a berserker but the most logical means of attack available. For example, a knight on horseback can deliver a devastating amount of damage by charging with a lance. When time is of the essence, one cannot waste time in fancy maneuvers—if an enemy spellcaster has already begun an invocation,

there can be no hesitation or delay if his or her concentration is to be disrupted.

How characters go about this, and the fighting styles they choose, vary as greatly as do the personalities of their players.

Archery: Some fighters prefer to hang back, hurling volleys of arrows or quarrels into the ranks of their enemies. The advantages of such a fighting style, of course, is that it keeps the enemy at a distance. Its main disadvantage is that it leaves the warrior vulnerable to hand-to-hand attack. If someone can get close enough to engage the archer in melee combat, the poor archer's bow or crossbow will be useless, forcing him or her to switch to a backup weapon while under attack. Nevertheless, employing missile weapons are still the tactic of choice for fighters whose Dexterity is greater than their Strength.

Ambushes: While some fighters might think of the ambush as an ignoble tactic employed only by brigands and savages, others recognize it as a highly effective tactic that may enable a small force to triumph over a larger one.

The disadvantage of the ambush lies in the length of time required to set it up and the exactness with which events must proceed. If everything does not go exactly according to plan, then the entire ambush may fall apart. Indeed, the ambush may even be turned against those who planned it, turning a great victory into a crushing defeat.

Charge!: The opposite of the archer who attacks from afar is the berserker who loves hand-to-hand mayhem best. Only at such close quarters can a fighter take full advantage of his or her Strength. In addition, closing with the foe as quickly as possible limits the enemy's ability to use missile fire or magic. Before too many shots can be fired, the charging warrior is upon his or her target, rendering missile weapons useless. Of course, enemies with

Delaying Actions: There comes a time when even the bravest of adventurers is forced to retreat in the face of overwhelming odds. When this happens, it becomes the responsibility of the warriors in the group to hold back the enemy while the weaker members of the party can flee.

If all goes well, the warrior will be able to escape in turn, but death in combat is a risk that any true warrior must accept. To a true warrior, there is no better death than to fall before an enemy, especially if this sacrifice saves his or her companions' lives.

Paladins and Rangers

While the world is full of fighting orders, most of these can be treated as normal fighters. The **ADVANCED DUNGEONS & DRAGONS®** game rules provide for two examples of special fighting classes: paladins and rangers. Players running either of these character types will need to pay special attention to the unique abilities, requirements, and traditions of their chosen class.

Paladins: These holy warriors are by far the most unusual variant of the warrior class. In addition to their combat abilities, paladins enjoy many of the special powers of priests—including the ability to cast spells and turn the undead. Despite the wonderful role-playing possibilities these characters present, there is a tendency for players to typecast paladin characters in one of two simple roles.

The first is the stern guardian of everyone else's morals, a champion of the faith who looks upon all that is not sanctioned by his or her church as evil. Intolerant to a fault, these crusaders find it almost impossible to work with characters of other alignments and often become a liability, not an asset, to the adventuring parties they join.

The second is an overly chivalrous hero, the perfect ideal of knighthood. While easier to get along with than the crusader type, they are dangerously naive and predictable. Such paladins are apt to agree to undertake difficult quests without first questioning the motives of their employers and often get both themselves and their friends in a lot of trouble.

While some players might enjoy running either of these stereotypes, particularly in a humorous campaign, there are many other possibilities that can allow a more inventive player to create a truly memorable hero. For example, most players think of paladins as



coming only from the upper echelons of society, the nobility; a paladin of more humble birth who is deeply concerned with the well-being of folk of all social ranks may open their eyes to the great potential of this class.

While the *Player's Handbook* places some very stern restrictions on the actions of a paladin, it's important that the player remember that these are part of a code of conduct the character *wants* to follow, a way of life he or she deeply believes in—a paladin enjoys giving away wealth just as

much as a thief would enjoy amassing it.

Rangers: These woodland warriors prefer the wilderness to towns and cities and are more comfortable with small groups than large crowds. They are the Robin Hoods, Striders, and Daniel Boones of the AD&D game: expert trackers, masters of woodcraft, and good with animals. Many prefer the longbow to the heavy swords favored by most fighters, and all rangers scoff at the elaborate metal armor treasured by paladins, wearing instead simple leather armor that makes no sound when they are stalking prey.

Rangers get along well with anyone who shares their love of natural settings, but they are implacable foes to those who wantonly harm woodlands, their inhabitants, or indeed any innocent folk. Their empathy with their woodland surroundings is reflected in the fact that high-level rangers gain priest spells affecting plants and animals and often have tame animals or sylvan folk as followers.

Although most rangers live in forests, other variations are possible—a ranger from a cold climate could be modeled on an Inuit hunter, while one from a land of rolling plains could resemble a Sioux scout. Likewise deserts, sea coasts, and mountains can each have specialized ranger-types.

The Character Record Sheet

Included with the *Fighter's Player Pack* is a tablet of 12 character record sheets (often just called character sheets). These provide a simple way for players to keep track of the important information that defines their characters. TSR grants permission to photocopy these sheets for personal use.

These sheets are designed to be easy to use. All of the information on the sheet is grouped into the following blocks for easy reference.

1. Personal Information: In this area the player can record the name he or she makes up for the character, as well as information about the character's race, class, level, and alignment. Additional spaces permit the player to record a general description of his or her character.

2. Ability Scores: This is probably the first area of the character sheet that the player will fill out when creating a new character. It includes spaces for keeping track of a character's ability scores and all of the game modifiers generated by them.

3. Hit Point Record: This portion of the character record sheet is placed where it will be easy to see and use at all times. A character's current hit point total is likely to change frequently during combat, so players should write lightly when recording information on wounds their characters receive.

4. Attack Table: This part of the character record sheet will probably be referenced more often than any other. There is a space to record the character's THACO listing as well as the melee and missile attack modifiers determined by the character's Strength and Dexterity scores.

Once these three boxes at the top are filled in, the player can quickly fill out the table of rolls required to hit various Armor Classes from 10 to -10. It is recommended that no

modifiers be applied when recording the numbers in this column; instead, players should write in the basic roll needed to hit a target of the Armor Class listed.

5. Weaponry Information: In this space the player can record the specifics on the character's favorite weapons, along with the attack penalty the character suffers when using a weapon with which he or she is not skilled. The information is grouped by general notes, attack data, and damage specifications.

6. Armor Class Information: In this block the player can record the type of armor his or her character is wearing, if any, and the effect it has on his or her Armor Class. Space is provided to record the Armor Class the character has when surprised, caught without a shield (if he or she uses one), or attacked from behind. Additional information on bonuses due to Dexterity or magical protections can be recorded in the Other Defenses box.

7. Character Sketch: Artistic players will want to draw a sketch of their character in this box. Others can select one of the portrait stickers included in this kit (or some other piece of artwork) and secure it here to help them visualize their character.

8. Experience Point Record: This space can be used to record the number of experience points (XPs) that the character has accumulated, along with the total needed to advance to the next level. The player can also note here whether his or her character is entitled to the 10% bonus in XPs awarded to characters with exceptional scores in the prime requisite of their chosen class.

9. Saving Throw Table: In this space the player can record all of the saving throws appropriate to the character due to his or her class and level.

The image shows a character record sheet form with several sections and tables. The sections are numbered 1 through 9:

- 1. Personal Information:** Fields for Character Name, Class (Kit), Experience Level, Race & Size, and Hair & Eyes.
- 2. Ability Scores:** A table for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, with columns for Base, Adjusted, and Bonus.
- 3. Hit Points:** A field for Hit Points and a section for Hit Dice (e.g., 1d8, 2d6).
- 4. Attack Table:** A table with columns for THACO, Missile, and Melee, and rows for various Armor Classes from 10 to -10.
- 5. Weaponry Information:** A table for recording weapons, including Weapon Type, Name, Damage, and other details.
- 6. Armor Class:** Fields for Armor Name, Armor Class, and Other Defenses.
- 7. Character Sketch:** A large empty box for drawing or pasting a portrait.
- 8. Experience Points:** Fields for Experience Points and Total Experience Points.
- 9. Saving Throws:** A table for recording saving throws for various types of attacks.

The Character Record Sheet

10. Class Abilities: This area can be used to record important information about the special talents a character has due to his or her class. Paladins, for example, can record their abilities to detect evil and cure diseases, rangers their animal lore, and so forth.

11. Racial Abilities: Any special abilities a character has due to his or her race can be recorded here.

12. Weapon Proficiencies: Players in campaigns that use the optional weapon proficiencies rules should write down those weapons with which their character is skilled. Space is also provided to record the number of slots the character begins the campaign with, as well as the rate at which he or she accrues additional slots. The penalty for using a weapon with which the character is not proficient can be recorded here as well. Following each weapon listing is space for the player to indicate whether his or her character is specialized in the use of that weapon.

13. Nonweapon Proficiencies: Like Block 12, this area is intended for use by those campaigns employing the optional proficiency rules. The number of slots that a character begins with, the number of bonus slots he or she receives for high Intelligence (see the **add'l languages** box in Block 2), and the rate at which he or she acquires new slots can be recorded at the top of the box. The name of each skill selected by a player, the number of slots allocated to it, its relevant ability score, and any needed modifiers to proficiency checks can be recorded on the lines below.

14. Equipment Carried: This block can be used to record all of the equipment that a character takes along on an adventure, as well as the cost and weight of each item. A space at the bottom of the block allows the

player to total the value and weight of the items he or she is carrying. The former is mainly for record-keeping purposes, while the latter is used in conjunction with the rules on movement and encumbrance (Blocks 16 and 17).

15. Wealth: As a character adventures, he or she will gradually accumulate a great deal of wealth. This block allows a player to record the extent of his or her character's treasure. Separate columns are provided to list each different type of coin (cp, sp, gp, &c.), how much coinage is carried by the

character when he or she goes on an adventure, and how much he or she has hidden away in caches. A box at the bottom of the block provides space for the recording of unusual valuable items like gemstones or pieces of jewelry.

16. Encumbrance: For players in campaigns using the optional encumbrance rules, this space records the carrying capacity of a character (as indicated by his or her Strength score). In addition, notes remind the player of the negative effects that encumbrance will have on the character's combat abilities.

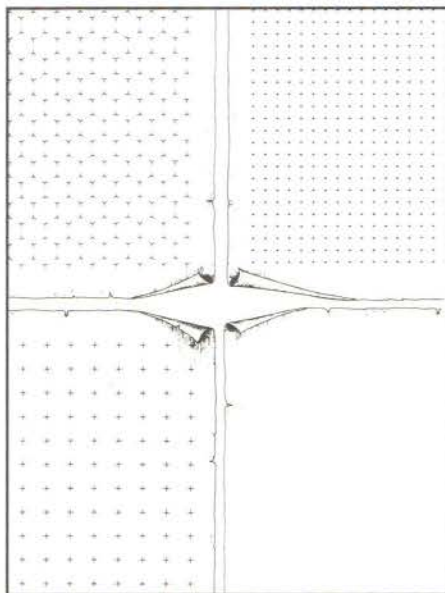
17. Movement: This block contains an easy-to-use table that the player can quickly fill out for reference during play. First, the base movement rate for the character (12 for humans, elves, and half-elves; 6 for dwarves, halflings, and gnomes) is recorded in the heavier block. The first column, which reflects the movement rate of a walking character at the various levels of encumbrance, can then be calculated quickly. Once this is done, the player can determine the rates of movement when his or her character is jogging or running by simply multiplying row by row. Thus, for humans the numbers in the first column will be 12, 8, 6, 4, and 1, while the numbers in the top row will be 12, 24, 36, 48, and 60.

The Mapping Tablet

One of the most useful things included with the Player Pack is a pad of mapping paper. A close look at this tablet will reveal that there are actually **four** types of paper in it. Each of these has a special use and allows the player to keep careful track of his or her character's various adventures. Care has been taken to make the papers in this tablet useful to both players and Dungeon Masters. In addition, TSR grants permission for AD&D game players to photocopy these sheets for personal use, so you'll never run out of them. Just make sure that you don't use your last original, or you won't have a good master left to copy.

A quick look at these sheets will reveal that the grids on them are not composed of solid lines but of a pattern of crosses or triads. This is because a map drawn on a standard sheet of graph or hex paper is difficult to reproduce on a photocopier; the solid lines printed on the paper tend to make the hand-drawn map difficult to read. By contrast, photocopies of maps made on these sheets should be just as readable as the original.

- **Regional Maps (½-inch hexes):** The regional map sheet is covered with a hexagonal grid. These sheets should be used for mapping large geographical areas, like a country. It can be used by players to map unexplored territory as their characters move through it or to lay out a plan of the grounds surrounding a player character's castle. The scales used on these maps will vary with the size of the territory being mapped.
- **Strategic Maps (¼-inch squares):** The next type of paper in the mapping tablet is a simple square grid. It is intended for use in creating a strategic map of a large struc-



ture, such as the dungeon complex beneath a castle. Once a hexagonal regional map has been made of an area, the buildings on (or under) it can be mapped with this type of paper. This is the type of paper that players will generally use when mapping the dungeons they are exploring. In addition, when a character designs and builds a castle, temple, tower, or other large structure, the player can map it with these sheets.

- **Tactical Maps (½-inch squares):**

This paper is intended for use in making maps of smaller areas, usually a close-up shot of some area on a strategic map. Players can use it to make more detailed maps of unusual rooms (tombs, shrines, and the like) that their characters encounter while exploring the dungeons recorded on the strategic maps. Once a player has mapped his or her character's stronghold, he or she can detail the most important areas of it on a tactical map.

The larger size of this grid makes it easy to use with metal miniatures as well. Players who decide to become Dungeon Masters will find these sheets useful for making maps of the rooms in a dungeon where combat is likely to take place. When the characters reach that area, just pull out the map of the area, place it on the table, and let the battle begin!

- **Parchment Blanks:** The last type of paper included in the kit is simply a blank sheet with a border on it that looks like curling parchment. This is intended primarily for those wishing to make props for use during game play. Players and Dungeon Masters can use this to create wanted posters, public notices recruiting followers, crude treasure maps, and similar documents.

Painting Guide

Many gamers find that their role-playing sessions are greatly enhanced by the use of miniature figures. While it is true that a whole book could be written on the many techniques involved in painting figures, the basics can be explained fairly briefly. Remember, though: the best way to become a skilled miniatures painter is to practice.

1. Cleaning: Even the best miniatures will need to be cleaned before they are ready to paint. Start by trimming away any excess metal and carefully filing away obvious seams, especially on the underside of the figure's base. After that is done, the figure should stand steadily on its own.

Once the miniature has been trimmed and smoothed, wash it in warm, soapy water to remove any dirt, grease, or oil. Set the figure out to dry, preferably overnight. After you have cleaned your figures, try to handle them as little as possible.

2. Mounting: It is always best to secure a figure to a base. For human-sized figures, it is customary to use a ½-inch square of poster board. In most cases, epoxy or super-strength glues work best. Of course, always use fast-bonding adhesives with care.

3. Priming: It is best to apply an undercoat, or primer, to your miniatures before painting them. The best all-around primer for miniatures is light gray in color and applied with a spray can. It is best to use a few thin coats of primer rather than a single thicker layer. After you prime your figures, let them dry overnight.

4. Base Colors: After your primed figures are fully dried, it is time to start painting them. It is usually best to start by painting the areas that



are hardest to get at. Another important thing to paint early on are areas of exposed flesh.

For more realistic figures, paint in the shadows in folds of clothing first, using a darker shade that complements the color you have chosen. After that dries, paint the rest of the item with the main color. Now, your figure will have lifelike folds and shadows.

5. Highlighting: When all of your base colors have dried, you can move on to highlighting. Start with a lighter color than the area you plan to high-

light. For example, if you are doing the highlights on a gray cloak, you might use a light gray or maybe even white. After you put the paint on your brush, dab it off with a piece of paper. Be careful not to crush the bristles, but make sure that there is no visible liquid left on the brush. Once that is done, lightly brush the color onto the area you want to highlight.

If you do it right, highlighting will leave you with light traces of paint on the raised areas of the figure.

6. Detailing: After all of your highlights are dry, go back and paint the little details. Now is the time to get the buttons on jackets, rivets on shields, and the like. When all is said and done, the highlights can make an otherwise average figure look outstanding!

7. Protection: When you are done painting your miniature, set it aside and let it dry overnight. Then apply a clear acrylic spray to your miniature to protect it from nicks, scratches, and dirt. Acrylic sealers come in both matte (dull) or gloss (shiny) finishes. Most people use a matte finish to make their figure look as realistic as possible. Use several thin coats of acrylic rather than one heavy one.



Fighter



Ranger



Paladin



Character Name

Class (Kit)

Alignment

Race

Experience Level

Age & Sex

Height & Weight

Hair & Eyes

Distinguishing Features

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Surprise Adjust.	Missile Attack	Defensive Adjust.			
Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Hit Points

Wounds Suffered

Attack Table

Melee Attack	THACO	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn	
Base AC	Surprised AC
Shieldless AC	Rear AC
Other Defenses	

Character Sketch

Experience Points

+10% XP Bonus?
Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Warrior Abilities

Laying on Hands	<input type="text"/>	Attacks/Round	<input type="text"/>
Cure Disease	<input type="text"/>	Spells per Level	
		1st	2nd
		3rd	4th
		<input type="text"/>	<input type="text"/>

Turning Undead

Spells Memorized

Skeleton/1 HD	<input type="text"/>	<input type="text"/>
Zombie	<input type="text"/>	<input type="text"/>
Ghoul/2 HD	<input type="text"/>	<input type="text"/>
Shadow/3-4 HD	<input type="text"/>	<input type="text"/>
Wight/5 HD	<input type="text"/>	<input type="text"/>
Ghast	<input type="text"/>	<input type="text"/>
Wraith/6 HD	<input type="text"/>	<input type="text"/>
Mummy/7 HD	<input type="text"/>	<input type="text"/>
Spectre/8 HD	<input type="text"/>	<input type="text"/>
Vampire/9 HD	<input type="text"/>	Animal Reactions <input type="text"/>
Ghost/10 HD	<input type="text"/>	Hide in Shadows <input type="text"/>
Lich/11+HD	<input type="text"/>	Move Silently <input type="text"/>
Special	<input type="text"/>	

Weapon Proficiencies

Initial Slots	Add'l Slot/lvs	Nonprof. Penalty
<input style="width: 90%;" type="text"/>	<input style="width: 90%;" type="text"/>	<input style="width: 90%;" type="text"/>

Weapon Name	Spec?
<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>
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<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>

Nonweapon Proficiencies

Initial Slots	INT Bonus	Add'l Slot/lvs
<input style="width: 90%;" type="text"/>	<input style="width: 90%;" type="text"/>	<input style="width: 90%;" type="text"/>

Proficiency Name	# Slots	Rel. Ability	Check Mod.
<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Roll number or less on 1d20 to succeed

Equipment

Item Carried	Cost	Wt.
<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>
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<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>
Totals	<input type="text"/>	<input type="text"/>

Racial Abilities

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Wealth

Type (GP Value)	Carried	Cached
<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>
<input style="width: 95%; height: 20px;" type="text"/>	<input type="text"/>	<input type="text"/>
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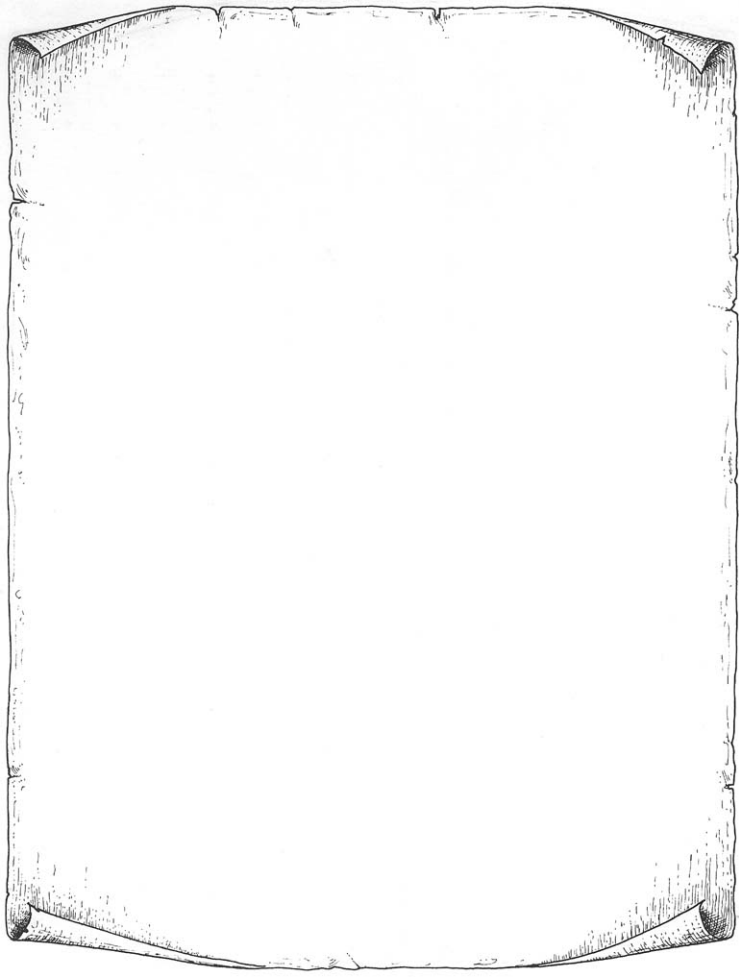
Treasures (Gems, Jewelry, etc.)

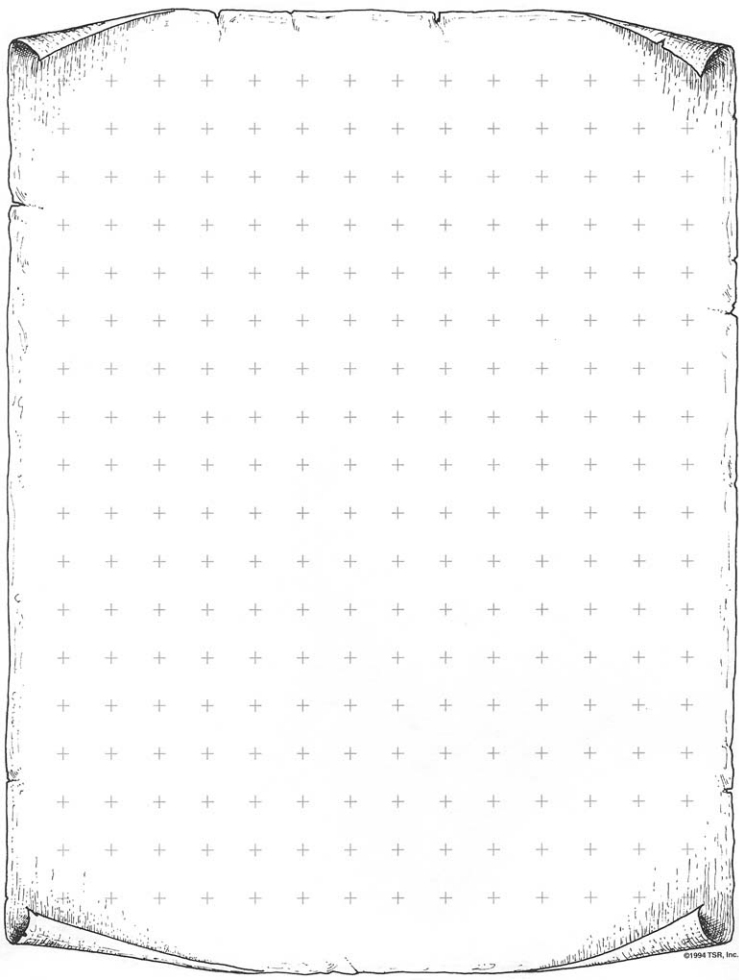
Encumbrance

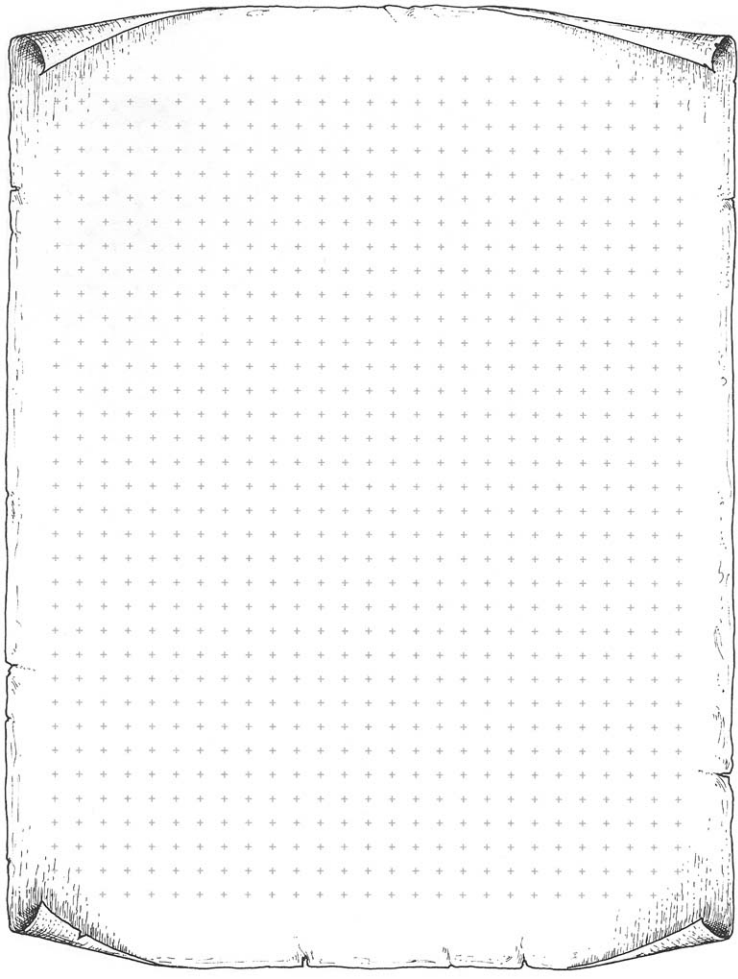
Category	Weight	Combat Effects
None	<input style="width: 90%;" type="text"/>	None
Light	<input style="width: 90%;" type="text"/>	None
Moderate	<input style="width: 90%;" type="text"/>	-1 Attack
Heavy	<input style="width: 90%;" type="text"/>	-2 Attack, +1 AC
Severe	<input style="width: 90%;" type="text"/>	-4 Attack, +3 AC
Maximum	<input style="width: 90%;" type="text"/>	-4 Attack, +3 AC

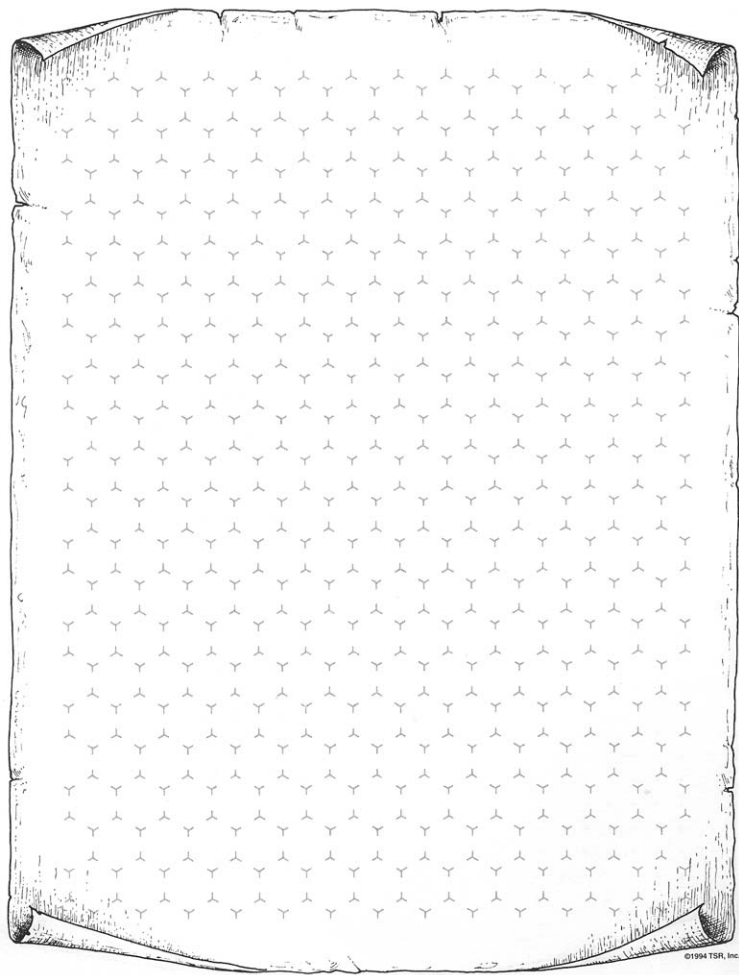
Move Rates

	Walk (x1)	Jog (x2)	Run (x3)	Run (x4)	Run (x5)
None (Base Move)	<input style="width: 90%;" type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Light (2/3 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Moderate (1/2 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Heavy (1/3 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Severe or Max. (Move=1)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>









Fighter, Paladin, and Ranger Abilities by Level

Level	XP	Fighter	Paladin/Ranger	XP	Spells per Day	Paladin	Ranger	Weapon Prof.	Nonweapon Prof.	Attacks per Round	Hit Dice (d10)	XP Experience Points: Weapon/Nonweapon Prof.: Weapon/Nonweapon Proficiencies.
1	0	0	0	0	-	-	-	4	3	1	1	9+33
2	2,000	2,250	2,250	2,250	-	-	-	4	3	1	1	9+30
3	4,000	4,500	4,500	4,500	-	-	-	4	3	1	1	9+27
4	8,000	8,000	9,000	9,000	-	-	-	4	3	1	1	9+24
5	16,000	16,000	18,000	18,000	-	-	-	4	3	1	1	9+21
6	32,000	36,000	36,000	36,000	-	-	-	4	3	1	1	9+18
7	64,000	75,000	75,000	75,000	-	-	-	4	3	1	1	9+15
8	125,000	150,000	150,000	150,000	2	2	2	6	6	3/2	3/2	9+12
9	250,000	300,000	300,000	300,000	1	1	1	6	6	3/2	3/2	9+9
10	500,000	600,000	600,000	600,000	2	2	2	7	7	3/2	3/2	9+6
11	750,000	900,000	900,000	900,000	2	2	2	7	7	3/2	3/2	9+3
12	1,000,000	1,200,000	1,200,000	1,200,000	2	2	2	8	8	3/2	3/2	9
13	1,250,000	1,500,000	1,500,000	1,500,000	2	2	2	8	8	3/2	3/2	9+33
14	1,500,000	1,800,000	1,800,000	1,800,000	3	3	3	9	9	3/2	3/2	333
15	1,750,000	2,100,000	2,100,000	2,100,000	3	3	3	9	9	3/2	3/2	333
16	2,000,000	2,400,000	2,400,000	2,400,000	3	3	3	9	9	3/2	3/2	333
17	2,250,000	2,700,000	2,700,000	2,700,000	3	3	3	9	9	3/2	3/2	333
18	2,500,000	3,000,000	3,000,000	3,000,000	3	3	3	10	10	3/2	3/2	333
19	2,750,000	3,300,000	3,300,000	3,300,000	3	3	3	10	10	3/2	3/2	333
20	3,000,000	3,600,000	3,600,000	3,600,000	3	3	3	10	10	3/2	3/2	333

Fighter's THAC0 and Saving-Throw Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Poison, Paralyzation, Death Magic	14	14	13	13	11	11	10	10	8	8	7	7	5	5	4	4	3	3	3	3
Rod, Staff, Wand	16	16	15	15	13	13	12	12	10	10	9	9	7	7	6	6	5	5	5	5
Petrification, Polymorph*	15	15	14	14	12	12	11	11	9	9	8	8	6	6	5	5	4	4	4	4
Breath Weapon**	17	17	16	16	13	13	12	12	9	9	8	8	5	5	4	4	4	4	4	4
Spell***	17	17	16	16	14	14	13	13	11	11	10	10	8	8	7	7	6	6	6	6

* Excluding polymorph wand attacks.

** Excluding those that cause petrification or polymorph.

*** Excluding those for which another saving-throw type is specified, such as death, petrification, polymorph, etc.

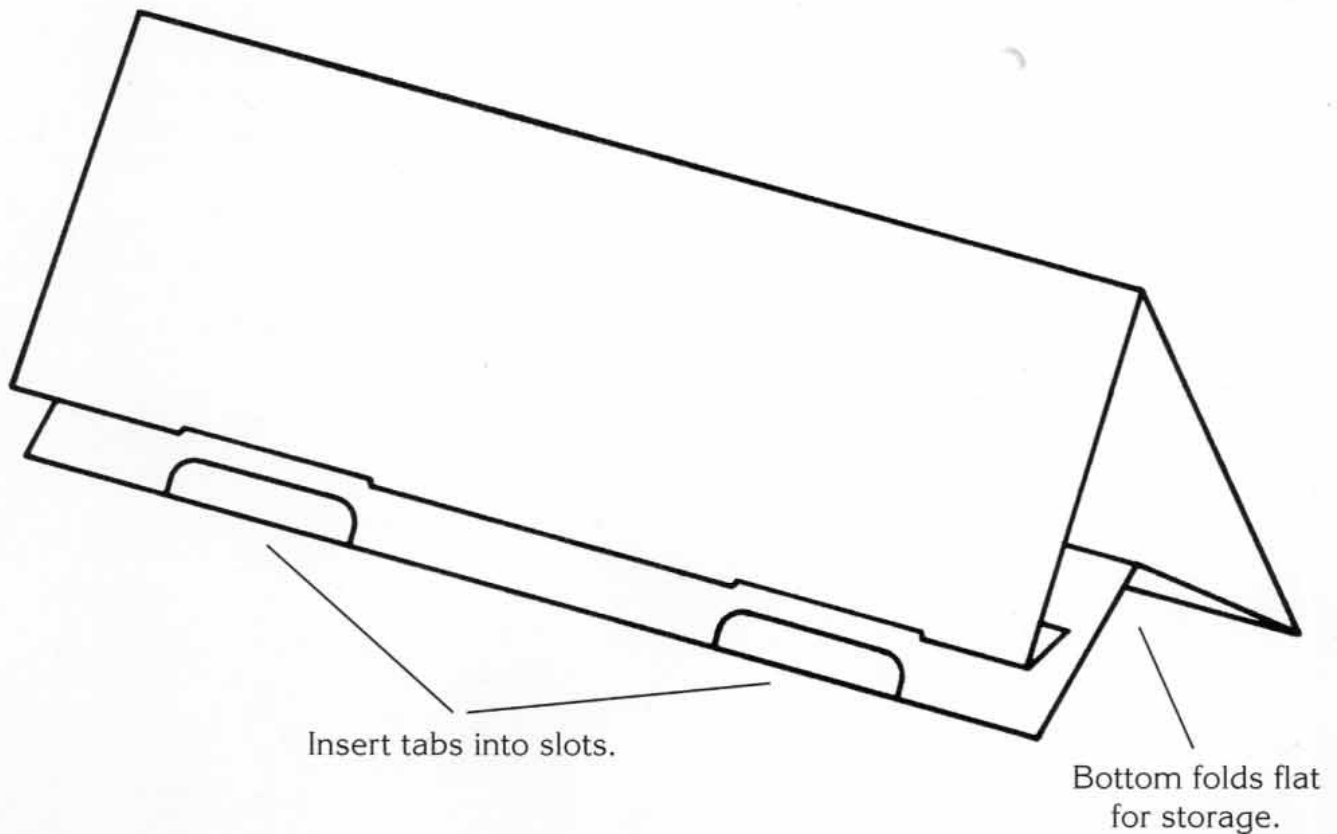
How to Use the Fighter's Screen

This *Fighter's Screen* provides convenient access to tables and lists from the ADVANCED DUNGEONS & DRAGONS® game *Player's Handbook*, and *Complete Fighter's Handbook*.

The *Fighter's Screen* package contains a screen that provides attack numbers (THAC0s) and saving throws for fighter characters in one large-print, combined table. The other side of the screen provides an experience table showing the abilities and powers gained with increasing levels. The screen is assembled by inserting the tabs into the slots as shown in the diagram below. The screen can then fold flat by collapsing the bottom panel for transport to and from your AD&D® game.

Also included are four sheets of reference tables and lists, Permission is given to photocopy these sheets for personal use only.

Assembly and Storage Diagram



JOIN THE ADVENTURE!

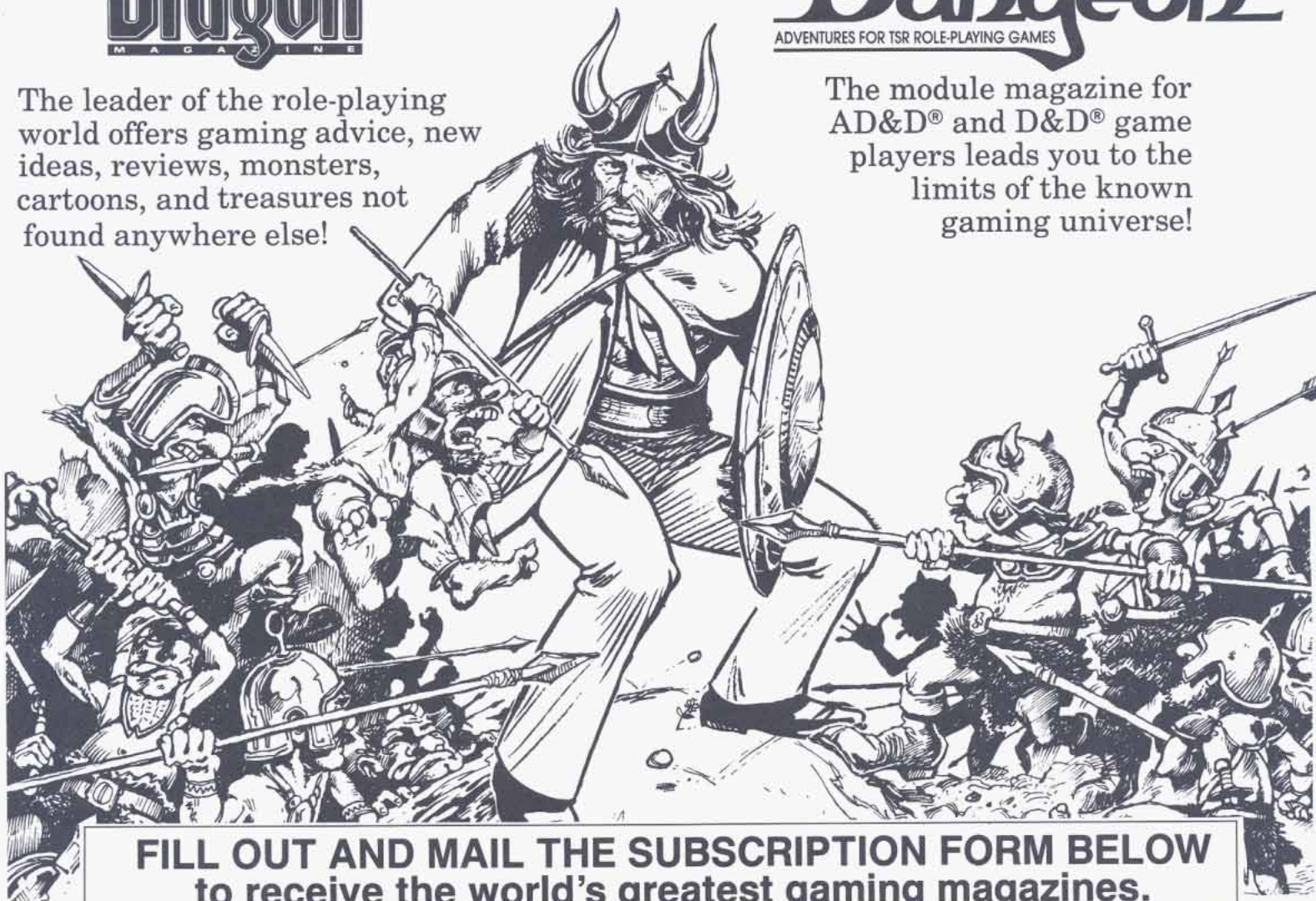
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