

Table 1: STRENGTH

Ability Score	Hit Prob.	Damage Adj.	Weight Allow.	Max. Press	Open Doors	Bend Bars/ Lift Gates
1	-5	-4	1	3	1	0%
2	-3	-2	1	5	1	0%
3	-3	-1	5	10	2	0%
4-5	-2	-1	10	25	3	0%
6-7	-1	None	20	55	4	0%
8-9	Normal	None	35	90	5	1%
10-11	Normal	None	40	115	6	2%
12-13	Normal	None	45	140	7	4%
14-15	Normal	None	55	170	8	7%
16	Normal	+1	70	195	9	10%
17	+1	+1	85	220	10	13%
18	+1	+2	110	255	11	16%
18/01-50	+1	+3	135	280	12	20%
18/51-75	+2	+3	160	305	13	25%
18/76-90	+2	+4	185	330	14	30%
18/91-99	+2	+5	235	380	15(3)	35%
18/00	+3	+6	335	480	16(6)	40%
19	+3	+7	485	640	16(8)	50%
20	+3	+8	535	700	17(10)	60%
21	+4	+9	635	810	17(12)	70%
22	+4	+10	785	970	18(14)	80%
23	+5	+11	935	1,130	18(16)	90%
24	+6	+12	1,235	1,440	19(17)	95%
25	+7	+14	1,535	1,750	19(18)	99%

Table 5: WISDOM

Magical Ability Score	Defense	Chance Bonus of Spell Failure	Spell Immunity
1	-6	80%	—
2	-4	60%	—
3	-3	50%	—
4	-2	45%	—
5	-1	40%	—
6	-1	35%	—
7	-1	30%	—
8	0	25%	—
9	0	20%	—
10	0	15%	—
11	0	10%	—
12	0	5%	—
13	0	0%	—
14	0	0%	—
15	+1	0%	—
16	+2	0%	—
17	+3	0%	—
18	+4	0%	—
19	+4	0%	—

Table 2: DEXTERITY

Magical Ability Score	Reaction Adj.	Attack	Defensive Adj.
1	-6	-6	+5
2	-4	-4	+5
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7	0	0	0
8	0	0	0
9	0	0	0
10-14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+2	+2	-4
19	+3	+3	-4
20	+3	+3	-4
21	+4	+4	-5
22	+4	+4	-5
23	+4	+4	-5
24	+5	+5	-6
25	+5	+5	-6

Table 3: CONSTITUTION

Ability Score	Hit Point Adjustment	System Shock	Resurrection Survival	Poison Save	Regenerator
1	-3	25%	30%	-2	Nil
2	-2	30%	35%	-1	Nil
3	-2	35%	40%	0	Nil
4	-1	40%	45%	0	Nil
5	-1	45%	50%	0	Nil
6	-1	50%	55%	0	Nil
7	0	55%	60%	0	Nil
8	0	60%	65%	0	Nil
9	0	65%	70%	0	Nil
10	0	70%	75%	0	Nil
11	0	75%	80%	0	Nil
12	0	80%	85%	0	Nil
13	0	85%	90%	0	Nil
14	0	88%	92%	0	Nil
15	+1	90%	94%	0	Nil
16	+2	95%	96%	0	Nil
17	+2	97%	97%	0	Nil
18	+2 (+4)*	99%	100%	0	Nil
19	+2 (+5)*	99%	100%	+1	Nil
20	+2 (+5)**	99%	100%	+1	1/6 turns
21	+2 (+6)***	99%	100%	+2	1/5 turns
22	+2 (+6)****	99%	100%	+2	1/4 turns
23	+2 (+7)*****	99%	100%	+3	1/3 turns
24	+2 (+7)*****	99%	100%	+3	1/2 turns
25	+2 (+7)*****	100%	100%	+4	1/1 turn

Table 4: INTELLIGENCE

Ability Score	# of Lang.	Spell Level	Chance to Learn Spell	Max. # of Spells/Lvl	Spell Immunity
1	0*	—	—	—	—
2	1	—	—	—	—
3	1	—	—	—	—
4	1	—	—	—	—
5	1	—	—	—	—
6	1	—	—	—	—
7	1	—	—	—	—
8	1	—	—	—	—
9	2	4th	35%	6	—
10	2	5th	40%	7	—
11	2	5th	45%	7	—
12	3	6th	50%	7	—
13	3	6th	55%	9	—
14	4	7th	60%	9	—
15	4	7th	65%	11	—
16	5	8th	70%	11	—
17	6	8th	75%	14	—
18	7	9th	85%	18	—
19	8	9th	95%	All	1st-lvl illusions
20	9	9th	96%	All	2nd-lvl illusions
21	10	9th	97%	All	3rd-lvl illusions
22	11	9th	98%	All	4th-lvl illusions
23	12	9th	99%	All	5th-lvl illusions
24	12	9th	100%	All	6th-lvl illusions
25	15	9th	100%	All	7th-lvl illusions

Magical Ability Score	Defense	Chance Bonus of Spell Failure	Spell Immunity
1	-6	80%	—
2	-4	60%	—
3	-3	50%	—
4	-2	45%	—
5	-1	40%	—
6	-1	35%	—
7	-1	30%	—
8	0	25%	—
9	0	20%	—
10	0	15%	—
11	0	10%	—
12	0	5%	—
13	0	0%	—
14	0	0%	—
15	+1	0%	—
16	+2	0%	—
17	+3	0%	—
18	+4	0%	—
19	+4	0%	—

Cause fear, Charm person, Command, Friends, Hypnotism
Forget, Hold person, Ray of enfeeblement, Scare
Fear
Charm monster, Confusion, Emotion, Fumble, Suggestion
Chaos, Feeblemind, Hold monster, Magic jar, Quest Gens, Mass suggestion, Rod of rulership
Antipathy/sympathy, Death spell, Mass charm

Table 22: WIZARD SPECIALIST REQUIREMENTS

Specialist Abjurer	School Abjuration	Race H	Minimum Ability Score	Opposition School(s) Alteration & Illusion
Conjurer	Conj./Summ.	H, 1/2 E	15 Wis	Gr. Divin.
Diviner	Gr. Divin.	H, 1/2 E, E	16 Wis	Conj./Summ.
Enchanter	Ench./Charm	H, 1/2 E, E	16 Cha	Invoc./Evoc. & Necromancy
Illusionist	Illusion	H, G	16 Dex	Necro., Invoc./Evoc., Abjur.
Invoker	Invoc./Evoc.	H	16 Con	Ench./Charm & Conj./Summ.
Necromancer	Necromancy	H	16 Wis	Ench./Charm & Ench./Charm
Transmuter	Alteration	H, 1/2 E	15 Dex	Abjuration & Necromancy

Gnome

Warrior Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13 & up	2/round

Table 15: WARRIOR MELEE ATTACKS

PER ROUND
Determine approx. depth
Determine approx. direction
Determine underground
Determine underground

Dwarf

Minimum Ability
Detect grade or slope
Detect unsafe walls, ceiling, and floors
Determine approx. depth
Determine approx. direction
Determine underground

Elf/Half-Elf

Secret or concealed doors are difficult to hide from half-elves, just as they are from elves. Merely passing within 10 feet of a concealed door (one hidden by obstructing curtains, etc.) gives the half-elfen character a one-in-six chance (roll a 1 on 1d6) of spotting it. If the character is actively seeking to discover hidden doors, he has a one-in-three chance (roll a 1 or 2 on 1d6) of spotting a secret door (one constructed to be undetectable) and a one-in-two chance (roll a 1, 2, or 3 on 1d6) of locating a concealed door.

Table 9: CONSTITUTION SAVING

THROW BONUSES
Constitution Score 4-6
7-10
11-13
14-17
18-19

Table 6: CHARISMA

Ability Score	Maximum # of Henchmen	Loyalty Base	Reaction Adjustment
1	0	-8	-7
2	1	-7	-6
3	1	-6	-5
4	1	-5	-4
5	2	-4	-3
6	2	-3	-2
7	3	-2	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	0
14	6	+1	+1
15	7	+3	+2
16	8	+4	+3
17	10	+6	+5
18	15	+8	+7
19	20	+10	+8
20	25	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14

Weapons									
Item	Cost	Weight (lb.)	Size	Type†	Speed Factor	Damage			
Arquebus ***	500 gp	10	M	P	15	5-M, 1d10			
Battle axe	5 gp	7	M	S	7	1d8			
Blowgun	5 gp	2	L	P	5	—			
Barbed Dart	1 sp	+	S	P	—	1d3			
Needle	2 cp	+	S	P	—	1d2			
Bow	—	—	—	—	—	1			
Composite long bow	100 gp	3	L	—	7	—			
Composite short bow	75 gp	2	M	—	6	—			
Flight arrow	3sp/12	+	S	P	—	—			
Long bow	75 gp	+	L	P	8	1d6			
Sheet arrow	3 sp/6	3	L	P	—	—			
Short bow	30 gp	2	S	P	—	1d8			
Club	—	3	M	B	7	—			
Crossbow	—	3	M	B	4	1d6			
Hand quarrel	1 gp	+	S	P	—	1d3			
Hand crossbow	300 gp	3	S	P	5	—			
Heavy quarrel	2 sp	+	S	P	—	—			
Light crossbow	50 gp	14	M	P	10	1d4 + 1			
Light quarrel	1 sp	+	S	P	—	—			
Dagger or dirk	33 gp	7	S	P	7	1d4			
Dart	2 gp	1	S	P	2	—			
Footman's flail	5 sp	1/2	S	P	2	1d3			
Footman's mace	15 gp	15	M	B	2	1d3			
Footman's pick	8 gp	10	M	B	7	1d6 + 1			
Hand or throwing axe	8 gp	6	M	P	7	1d6 + 1			
Harpoon	1 gp	5	M	S	7	1d6 + 1			
Horseman's flail	20 gp	6	L	P	7	2d4			
Horseman's mace	8 gp	5	M	B	6	2d6			
Horseman's pick	5 gp	6	M	B	6	1d4 + 1			
Horseman's javelin	7 gp	4	M	P	5	1d4			
Knife	5 sp	2	M	P	4	1d4			
Lance @	5 sp	1/2	S	P/S	4	1d6			
Heavy horse lance	15 gp	15	L	P	2	1d3			
Light horse lance	6 gp	5	L	P	8	—			
lousing lance	20 gp	20	L	P	10	1d8 + 1			
Medium horse lance	10 gp	10	L	P	7	1d3-1			
Marcatlcher **	30 gp	8	L	P	7	1d6 + 1			
Morning star	10 gp	12	M	B	7	1d6 + 1			
Polearm	—	—	—	—	—	—			
Awl pike #	5 gp	12	L	P	7	2d4			
Barbed	7 gp	12	L	P	13	1d6			
Bec de corbin	8 gp	10	L	P	13	1d12			
Bill-guisarme	7 gp	15	L	P/B	9	2d4			
Fauchard	7 gp	15	L	P/B	9	2d4			
Fauchard-tork	5 gp	7	L	P/S	10	1d8			
Glaive *	8 gp	9	L	P/S	8	1d6			
	6 gp	8	L	S	8	1d8			
						1d10			

Table 61: TURNING UNDEAD									
Type or Hit Dice	Level of Priest†								
Of Undead	1	2	3	4	5	6	7	8	9
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	10-11
Zombie	13	10	7	4	T	T	D	D*	12-13
Ghoul or 2 HD	16	13	10	7	4	T	T	D*	14+
Shadow or 3-4 HD	19	16	13	10	7	4	T	D	D*
Ghost or 5 HD	20	19	16	13	10	7	4	T	D*
Wight	20	19	16	13	10	7	4	T	D
Wraith or 6 HD	—	—	20	19	16	13	10	7	T
Mummy or 7 HD	—	—	20	19	16	13	10	7	T
Spectre or 8 HD	—	—	20	19	16	13	10	7	T
Vampire or 9 HD	—	—	—	—	20	19	16	13	10
Ghost or 10 HD	—	—	—	—	20	19	16	13	10
Undead or 11+ HD	—	—	—	—	—	20	19	16	13
Special **	—	—	—	—	—	—	20	19	16

* An additional 2d4 creatures of this type are turned.

Weapons									
Item	Cost	Weight (lb.)	Size	Type†	Speed Factor	Damage S-M L			
Claive-guisarme *	10 gp	10	L	P/S	9	2d4 2d6			
Guisarme	5 gp	8	L	S	8	2d4 1d8			
Guisarme-voulge	8 gp	15	L	P/S	10	2d4 2d4			
Halberd	10 gp	15	L	P/S	9	1d10 2d6			
Hook fauchard	10 gp	8	L	P/S	9	1d4 1d4			
Lucern hammer #	7 gp	15	L	P/B	9	2d4 1d6			
Military fork *	5 gp	7	L	P	7	1d8 2d4			
Partisan	10 gp	7	L	P	9	1d6 1d6 +1			
Raneur #	6 gp	8	L	P	8	2d4 2d4			
Spectrum #	5 gp	7	L	P	8	1d6 +1 2d6			
Quarterstaff	5 gp	12	L	S	10	2d4 2d4			
Scourge	—	4	L	B	4	1d6 1d6			
Sickle	1 gp	2	S	—	5	1d4 1d2			
Sling	6 sp.	3	S	S	4	1d4 +1 1d4			
Sling bullet	1 cp.	1/2	S	B	6	—			
Sling stone	—	—	S	B	—	1d4 +1 1d6 +1			
Spear	8 sp	5	M	P	6	1d4 1d4 1d8			
Staff sling	2 sp	2	M	—	11	—			
Sword	—	—	—	—	—	—			
Bastard sword	—	—	—	—	—	—			
One-handed	25 gp	10	M	S	6	1d8 1d12			
Two-handed	25 gp	10	M	S	8	2d4 2d8			
Broad sword	10 gp	4	M	S	5	2d4 1d6 +1			
Khopesh	10 gp	7	M	S	9	2d4 1d6			
Long sword	15 gp	4	M	S	5	1d12 1d8			
Scimitar	15 gp	4	M	S	5	1d8 1d8			
Short sword	10 gp	3	S	P	3	1d6 1d8			
Two-hand, sword	50 gp	15	L	S	10	1d10 3d6			
Trident	15 gp	5	M	P	7	1d6 +1 3d4			
Warhammer	2 gp	6	M	B	4	1d4 +1 1d4			
Whip	1 sp	2	M	—	8	1d2 1			
Paralyzation,									
Character Class and Experience Level	Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath	Spell***				
Priests	1-3	10	14	13	16	15			
	4-6	9	13	12	15	14			
	7-9	7	11	10	13	12			
	10-12	6	10	9	12	11			
	13-15	5	9	8	11	10			
	16-18	4	8	7	10	9			
	19+	2	6	5	8	7			
Rogues	1-4	13	14	12	16	15			
	5-8	12	12	11	15	13			
	9-12	11	10	10	14	11			
	13-16	10	8	9	13	9			
	17-20	9	6	8	12	7			
	21+	8	4	7	11	5			
Warriors	0	16	18	17	20	19			
	1-2	14	16	15	17	16			
	3-4	13	15	14	16	16			
	5-6	11	13	12	13	14			
	7-8	10	12	11	12	11			
	9-10	8	10	9	9	11			
	11-12	7	9	8	8	10			
	13-14	5	7	6	5	8			
	15-16	4	6	5	4	7			
	17+	3	5	4	4	6			
Wizards	1-5	14	11	13	15	12			
	6-10	13	9	11	13	10			
	11-15	11	7	9	11	8			
	16-20	8	5	7	9	6			
	21+	8	3	5	7	4			

Table 45: MISSILE WEAPON RANGES

		Level																		
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Group		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	
Rogue	20	20	19	19	18	18	17	16	16	16	15	15	14	14	13	13	12	12	11	
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	

	Weapon	ROF	S	Range M	L	Type	Cost	Wgt (lb.)
	Argubus	1/3	5	15	21	Banded mail	200 gp	35
	Blowgun	2/1	1	2	3	Brigandine	120 gp	35
20	Comp. long bow, flight arrow	2/1	6	12	21	Bronze plate mail	400 gp	45
11	Comp. long bow, sheet arrow	2/1	4	8	17	Chain mail	75 gp	40
1	Comp. short bow	2/1	5	10	18	Field plate	2000 gp	60
1	Longbow, flight arrow	2/1	7	14	21	Full plate	4,000-10,000 gp	70
14	Longbow, sheet arrow	2/1	5	10	17	Helmet	30 gp	10
						Great helm	—	—

Target is:	Cover	Concealment	Situation	Mod
25% hidden	-2	-1	Attacker on higher ground	
50% hidden	-4	-2	Defender invisible	
75% hidden	-7	-3	Defender off-balance	Autom
90% hidden	-10	-4	Defender sleeping or held	
			Defender stunned or prone	
			Defender surprised	

Officer	Club	1	2	4	3	Hide	15	30
+1	Hand crossbow	1	2	4	6	Leather	8 BP	10
-4	Heavy crossbow	1/2	8	16	24	Padded	4 BP	15
+2	Light crossbow	1	6	12	18	Plate mail	600 BP	50
0	Dagger	2/1	1	2	4	Ring mail	100 BP	30
Alc*	Da	3/1	1	2	3	Scale mail	120 BP	40
+1	Hammer	1	1	2	3			
+4	Hand axe	1	1	2	3			

Table 14: WARRIOR EXPERIENCE LEVELS

Level	Fighter	Paladin/ Ranger	Hit Dice (d10)
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+15
15	1,750,000	2,100,000	9+18
16	2,000,000	2,400,000	9+21
17	2,250,000	2,700,000	9+24
18	2,500,000	3,000,000	9+27
19	2,750,000	3,300,000	9+30
20	3,000,000	3,600,000	9+33

Table 17: PALADIN SPELL PROGRESSION

Level	1	2	3	4
9	1	1	1	1
10	2	2	1	1
11	3	2	1	1
12	4	2	2	1
13	5	2	2	1
14	6	3	2	1
15	7	3	2	1
16	8	3	3	2
17	9*	3	3	3
18	9*	3	3	3
19	9*	3	3	3
20*	9*	3	3	3

Table 23: PRIEST EXPERIENCE LEVELS

Level	Cleric	Druid	Hit Dice (d8)
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
10	450,000	125,000	9+
11	675,000	200,000	9+
12	900,000	300,000	9+
13	1,125,000	750,000	9+
14	1,350,000	1,500,000	9+
15	1,575,000	3,000,000	9+
16	1,800,000	3,500,000	9+
17	2,025,000	500,000*	9+
18	2,250,000	1,000,000	9+
19	2,475,000	1,500,000	9+
20	2,700,000	2,000,000	9+

Table 24: PRIEST SPELL PROGRESSION

Priest Level	1	2	3	4	5	6*	7**
1	1	1	1	1	1	1	1
2	2	2	1	1	1	1	1
3	3	3	2	1	1	1	1
4	4	4	3	2	1	1	1
5	5	5	4	3	2	1	1
6	6	6	5	4	3	2	1
7	7	7	6	5	4	3	2
8	8	8	7	6	5	4	3
9	9	9	8	7	6	5	4
10	10	10	9	8	7	6	5
11	11	11	10	9	8	7	6
12	12	12	11	10	9	8	7
13	13	13	12	11	10	9	8
14	14	14	13	12	11	10	9
15	15	15	14	13	12	11	10
16	16	16	15	14	13	12	11
17	17	17	16	15	14	13	12
18	18	18	17	16	15	14	13
19	19	19	18	17	16	15	14
20	20	20	19	18	17	16	15

Table 20: WIZARD EXPERIENCE LEVEL

Level	0	Wizard Level	1	2	3	4	5	6	7	8	9
1	2,500	5,000	3	3	3	3	3	3	3	3	3
2	10,000	20,000	4	4	4	4	4	4	4	4	4
3	20,000	40,000	5	5	5	5	5	5	5	5	5
4	40,000	60,000	6	6	6	6	6	6	6	6	6
5	60,000	90,000	7	7	7	7	7	7	7	7	7
6	90,000	135,000	8	8	8	8	8	8	8	8	8
7	125,000	250,000	9	9	9	9	9	9	9	9	9
8	150,000	375,000	10	10	10	10	10	10	10	10	10
9	175,000	750,000	11	11	11	11	11	11	11	11	11
10	200,000	1,125,000	12	12	12	12	12	12	12	12	12
11	225,000	1,500,000	13	13	13	13	13	13	13	13	13
12	250,000	1,875,000	14	14	14	14	14	14	14	14	14
13	275,000	2,250,000	15	15	15	15	15	15	15	15	15
14	300,000	2,625,000	16	16	16	16	16	16	16	16	16
15	325,000	3,000,000	17	17	17	17	17	17	17	17	17
16	350,000	3,375,000	18	18	18	18	18	18	18	18	18
17	375,000	3,750,000	19	19	19	19	19	19	19	19	19
18	400,000	4,125,000	20	20	20	20	20	20	20	20	20

Table 35: SPECIALIST ATTACKS PER ROUND

Fighter Level	1-6	7-12	13+
Melee Weapon	3/2	2/1	5/2
Light X-bow	1/1	1/1	2/1
Heavy X-bow	1/2	1/1	3/2
Thrown Dagger	3/1	4/1	5/1
Thrown Dart	4/1	5/1	6/1
Other (Non-bow Missiles)	3/2	2/1	5/2

Table 32: BARD SPELL PROGRESSION

Bard Level	1	2	3	4	5	6
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9
10	10	10	10	10	10	10
11	11	11	11	11	11	11
12	12	12	12	12	12	12
13	13	13	13	13	13	13
14	14	14	14	14	14	14
15	15	15	15	15	15	15
16	16	16	16	16	16	16
17	17	17	17	17	17	17
18	18	18	18	18	18	18
19	19	19	19	19	19	19
20	20	20	20	20	20	20

Table 30: BACKSTAB DAMAGE MULTIPLIERS

Thief's Level	1-4	5-8	9-12	13+
Damage Multiplier	x 2	x 3	x 4	x 5

Table 27: THIEVING SKILL RACIAL ADJUSTMENTS

Skill	Dwarf	Elf	Gnome	Half-elf	Halfling
Pick Pockets	+10%	+5%	—	+10%	+5%
Open Locks	+15%	—	+5%	+5%	+5%
Find/Remove Traps	+10%	+10%	+10%	+10%	+10%
Move Silently	+5%	+5%	+5%	+5%	+5%
Hide in Shadows	+5%	+5%	+5%	+5%	+5%
Detect Noise	+5%	+5%	+5%	+5%	+5%
Climb Walls	—	—	—	—	—
Read Languages	—	—	—	—	—

Table 28: THIEVING SKILL DEXTERITY ADJUSTMENTS

Dexterity	Pick Pockets	Open Locks	Remove Traps	Find/Move Silently	Hide in Shadows
9	+15%	+10%	+10%	+10%	+10%
10	+10%	+5%	+5%	+5%	+5%
11	+5%	—	—	—	—
12	—	—	—	—	—
13-15	—	—	—	—	—
16	+5%	+5%	+5%	+5%	+5%
17	+10%	+10%	+10%	+10%	+10%
18	+15%	+15%	+15%	+15%	+15%
19	+20%	+20%	+20%	+20%	+20%

Table 29: THIEVING SKILL ARMOR ADJUSTMENTS

Skill	No Armor	Elven Chain*	Padded or Studded Leather
Pick Pockets	+5%	+20%	+30%
Open Locks	—	—	—
Find/Remove Traps	—	—	—
Move Silently	+10%	+10%	+10%
Hide in Shadows	+5%	+5%	+5%
Detect Noise	—	—	—
Climb Walls	+10%	+10%	+10%
Read Languages	—	—	—

* Bards (only) in non-elven chain mail suffer an additional -5% penalty.

Table 34: PROFICIENCY SLOTS

Group	Weapon Proficiencies			Nonweapon Proficiencies		
	Initial	#Levels	Penalty	Initial	#Levels	
Warrior	4	3	-2	3	3	
Wizard	1	6	-5	4	3	
Priest	2	4	-3	4	3	
Rogue	2	4	-3	3	4	

Character Class	Proficiency Groups	Hit Point Range
Fighter	Warrior, General	1d8+1
Paladin	Warrior, Priest, General	1d8+1
Ranger	Warrior, Wizard, General	2d4
Cleric	Priest, General	1d2
Druid	Priest, Warrior, General	1
Mag	Wizard, General	Common Leather
Illusionist	Wizard, General	Glass Bottle
Thief	Rogue, General	Class Pane, Mirror
Bard	Rogue, Warrior, Wizard, General	Rope
		Wooden Door
		Wooden Pole

Hit Points of Items

Table 39: TRACKING MODIFIERS			Table 46: ARMOR CLASS RATINGS		
Terrain	Mod.		AC		
Soft or muddy ground	+4				
Thick brush, vines, or reeds	+3				
Occasional signs of passage, dust	+2				
Normal ground, wood floor	0				
Rocky ground or shallow water	-10				
Every two creatures in the group	-1				
Every 12 hours since trail was made	-5				
Every hour of rain, snow, or sleet	-6				
Poor lighting (moon or starlight)	-5				
Tracked party attempts to hide trail	-5				

Type of Armor	Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield, studded leather, or ring mail armor	7
Studded leather or ring mail + shield, brigandine, scale mail, or hide armor	6
Scale mail or hide + shield, chain mail	5
Chain mail + shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, or bronze plate mail + shield, plate mail	3
Plate mail + shield, field plate	2
Field plate armor + shield, full plate	1
Full plate armor + shield	0

Chance to Hear Noise by Race

	Dwarf 15% (3)	Elf 20% (4)	Gnome 25% (5)	Human 15% (3)
Weight Cap.	Half-elf 15% (3)	Halfing 20% (4)		
Backpack	50 lbs.	3' x 2' x 1'		
Basket, large	20 lbs.	2' x 2' x 2'		
Basket, small	10 lbs.	1' x 1' x 1'		
Belt pouch, large	8 lbs.	6" x 8" x 2"		
Belt pouch, small	5 lbs.	4" x 6" x 2"		
Chest, large	100 lbs.	3' x 2' x 2'		
Chest, small	40 lbs.	2' x 1' x 1'		
Sack, large	30 lbs.	2' x 2' x 1'		
Sack, small	15 lbs.	1' x 1' x 8"		
Saddle bags, large	30 lbs.	18" x 1' x 6"		
Saddle bags, small	20 lbs.	1' x 1' x 6"		

ROGUE

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Appraising	1	Intelligence	0
Blind-fighting	2	Intelligence	NA
Disguise	1	Charisma	-1
Forgery	1	Dexterity	-1
Gaming	1	Charisma	0
Gem Cutting	2	Dexterity	-2
Juggling	1	Dexterity	-1
Jumping	1	Strength	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	-1
Reading Lips	2	Intelligence	-2
Set Snares	1	Dexterity	-1
Tightrope Walking	1	Dexterity	0
Tumbling	1	Dexterity	0
Ventriloquism	1	Intelligence	-2

WARRIOR

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Intelligence	0
Armorer	2	Intelligence	-2
Blind-fighting	2	Intelligence	NA
Booyer/Fletcher	1	Dexterity	-1
Charoetearing	1	Dexterity	+2
Endurance	2	Constitution	0
Gaming	1	Charisma	0
Hunting	1	Wisdom	-1
Mountainneering	1	NA	NA
Navigation	1	Intelligence	-2
Running	1	Constitution	-6
Set Snares	1	Dexterity	-1
Survival	2	Intelligence	0
Tracking	2	Wisdom	0
Weaponsmithing	3	Intelligence	-3

WIZARD

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	-3
Gem Cutting	2	Dexterity	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	-2
Navigation	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Wisdom	-2

Table 37: NONWEAPON PROFICIENCY GROUPS

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Agriculture	1	Intelligence	0
Animal Handling	1	Wisdom	-1
Animal Training	1	Wisdom	0
Artistic Ability	1	Wisdom	0
Blacksmithing	1	Strength	0
Brewing	1	Intelligence	0
Carentry	1	Strength	0
Cobbling	1	Dexterity	0
Cooking	1	Intelligence	0
Dancing	1	Dexterity	0
Direction Sense	1	Wisdom	+1
Etiquette	1	Charisma	0
Fire-building	1	Wisdom	-1
Fishing	1	Wisdom	-1
Heraldry	1	Intelligence	0
Languages, Modern	1	Intelligence	0
Leatherworking	1	Intelligence	0
Mining	2	Wisdom	-3
Pottery	2	Dexterity	-2
Riding, Airborne	2	Wisdom	-2
Riding, Land-based	1	Wisdom	+3
Rope Use	1	Dexterity	0
Seamanship	1	Dexterity	+1
Seamstress/Jailor	1	Dexterity	-1
Singing	1	Charisma	0
Stonemasonry	1	Strength	-2
Swimming	1	Strength	0
Weather Sense	1	Wisdom	-1
Weaving	1	Intelligence	-1

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	-3
Healing	2	Wisdom	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	-1
Navigation	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

Item Saving Throws

Creature Type	Morale
Non-intelligent monster	18
Animal, normal and peaceful	3
Animal, normal predator	7
Animal intelligence monster	12
Semi-intelligent monster	11
Low intelligence	10
Average O-level human	7
Mobs	9
Militia	10
Green or disorganized troops	11
Regular soldiers	12
Elite soldiers	14
Hirelings	12
Henchmen	15

Table 50:

Player Characters are:
different Three

Situation	Modifier
Abandoned by friends	-6
Creature lost 25% of its hp*	-4
Creature lost 50% of its hp*	-2
Creature is chaotic	-1
Creature is fighting hated enemy	+4
Creature is lawful	+1
Creature was surprised	-2
Creatures are fighting wizards or magic-using foes	-2
Creatures with ½ HD or less	-2
Creatures with greater than ½ HD, but less than 1 HD	-1
Creatures with 4 to 8+ HD	+1
Creatures with 9 to 14+ HD	+2
Creatures with 15 or more HD	+3
Defending home	+3
Defensive terrain advantage	+1
Each additional check required in round**	-1
Leader is of different alignment	-1
Most powerful ally killed	-4
Most powerful ally killed	+2
NPC has been favored	+2
NPC has been poorly treated	-4
No enemy slain	-2
Outnumbered by 3 or more to 1	-4
Outnumber opponent 3 or more to 1	+2
Unable to affect opponent***	-8
Wizard or magic-using creature on same side	+2

Grenadelike Missile Effects

Damage from Direct Hit	Splash Damage
2-8 hp	1 hp
2-7 hp	2 hp
2-12/1-6 hp	1-3 hp
special	special

Standard Modifiers to Initiative

Military Occupations

Archer	4 gp
Artillerist	4 gp
Bowman, mounted	4 gp
Cavalry, heavy	10 gp
Cavalry, light	4 gp
Crossbowman, medium	6 gp
Crossbowman, heavy	3 gp
Crossbowman, light	2 gp
Crossbowman, mounted	4 gp
Engineer	150 gp
Footman, heavy	2 gp
Footman, irregular	5 sp
Footman, light	1 gp
Footman, militia	5 sp
Handgunner (optional)	6 gp
Longbowman	8 gp
Marine	3 gp

Treasure Types

LAIR TREASURES						
Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Gems	Art Objects
A	1,000–3,000 25%	200–2,000 30%	1,000–6,000 40%	300–1,800 35%	10–40 60%	2–12 50%
B	1,000–6,000 50%	1,000–3,000 25%	200–2,000 25%	100–1,000 25%	1–8 30%	1–4 20%
C	1,000–10,000 20%	1,000–6,000 30%	—	100–600 10%	1–6 25%	1–3 20%
D	1,000–6,000 10%	1,000–10,000 15%	1,000–3,000 50%	100–600 15%	1–10 30%	1–6 25%
E	1,000–6,000 5%	1,000–10,000 25%	1,000–4,000 25%	300–1,800 25%	1–12 15%	1–6 10%
F	—	3,000–18,000 10%	1,000–6,000 40%	1,000–4,000 15%	2–20 20%	1–8 10%
G	—	—	2,000–20,000 50%	1,000–10,000 50%	3–18 30%	1–6 25%
H	3,000–18,000 25%	2,000–20,000 40%	2,000–20,000 55%	1,000–8,000 40%	3–30 50%	2–20 50%
I	—	—	—	100–600 30%	2–12 55%	2–8 50%
INDIVIDUAL AND SMALL LAIR TREASURES						
J	3–24	—	—	—	—	—
K	—	3–18	—	—	—	—
L	—	—	—	2–12	—	—
M	—	—	2–8	—	—	—
N	—	—	—	1–6	—	—
O	10–40	10–30	—	—	—	—
P	—	10–60	—	1–20	—	—
Q	—	—	—	—	1–4	—
R	—	—	2–20	10–60	2–8	1–3
S	—	—	—	—	—	1–8 potions
T	—	—	—	—	2–16	—
U	—	—	—	—	90%	1–6 80%
V	—	—	—	—	—	Any 2
W	—	—	5–30	1–8	2–16 60%	1–8 50%
X	—	—	—	—	—	Any 2
Y	—	—	200–1,200	—	1–6	—
Z	100–300	100–400	100–600	100–400	2–12	Any 3

Gem Table

D100 Roll	Base Value	Class	Caster Level Difference	Total Failure	Reverse or Harmful Effect
01–25	10 gp	Ornamental	1–3	95%	5%
26–50	50 gp	Semi-precious	4–6	85%	15%
51–70	100 gp	Fancy	7–9	75%	25%
71–90	500 gp	Precious	10–12	65%	35%
91–99	1,000 gp	Gems	13–15	50%	50%
100	5,000 gp	Jewels	16 and up	30%	70%

Spell Failure

Objects of Art

Source	Radius	Burning time
Beacon lantern	240 ft.*	30 minutes/pint
Bonfire	50 ft.	1/2 hour/armload
Bullseye lantern	60 ft.*	2 hours/pint
Campfire	35 ft.	1 hour/armload
Candle	5 ft.	10 minutes/inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hours/pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 minutes
Weapon **	5 ft.	As desired

Table 63: LIGHT SOURCES

D100 Roll	Value
01–10	10–100 gp
11–25	30–180 gp
26–40	100–600 gp
41–50	100–1,000 gp
51–60	200–1,200 gp
61–70	300–1,800 gp
71–80	400–2,400 gp
81–85	500–3,000 gp
86–90	1,000–4,000 gp
91–95	1,000–6,000 gp
96–99	2,000–8,000 gp
100	2,000–12,000 gp

Individual Class Awards

Warrior	Award
Per Hit Die of creature defeated	10 XP/level
Priest	
Per successful use of a granted power	100 XP
Spells cast to further ethos	100 XP/spell level*
Making potion or scroll	XP value
Making permanent magical item	XP value
Wizard	
Spells cast to overcome foes or problems	50 XP/spell level
Spells successfully researched	500 XP/spell level
Making potion or scroll	XP value
Making permanent magical item	XP value
Rogue	
Per successful use of a special ability	200 XP
Per gold piece value of treasure obtained	2 XP
Per Hit Die of creatures defeated (bard only)	5 XP

Creature Experience Point Values

Hit Dice or Level	XP Value
Less than 1–1	7
1–1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or more	3,000 + 1,000 per Hit Die over 13

Table 32:

Hit Dice Value Modifiers

Ability	Hit Die Modifier
Armor Class 0 or lower	+1
Blood drain	+1
Breath weapon (20 or less pts. max. dmg.)	+1
Breath weapon (over 20 pts. max. dmg.)	+2
Causes disease	+1
Employs psionic devotions/sciences	+1/+2
Energy drain	+3
Flies	+1
Four or more attacks a round	+1
Greater than normal hit points	+1
High Intelligence	+1
Hit only by magical/silver weapons	+1
Immunity to any spell	+1
Immunity to any weapon, including 1/2 damage	+1
Invisible at will	+1
Level 2 or greater spells	+1
Level 3 or greater spells	+1
Magic resistance (0-50%/51-100%)	+1/+2
Missile weapons	+1
Multiple attacks causing 30+ points of damage	+2
Paralysis	+2
Petrification	+3
Poison	+2
Possesses magical items usable against PCs	+1
Regeneration	+1
Single attacking causing 20+ points of damage	+2
Special defense form, unlisted	+1
Special magical attack form, unlisted	+2
Special non-magical attack form, unlisted	+1
Swallows whole	+2
Weakness or fear	+2