

Item	Cr.								
	Acid	Blow	Disen.	Fall	Fire	Fire	Cold	Light	Elec.
Bone or ivory	11	16	19	6	9	3	2	8	2
Cloth	12	--	19	--	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils*	16**	--	19	--	19	17	5	19	16
Paper, etc.	16	7	19	--	19	19	2	19	2
Potions*	15**	--	19	--	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	--	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

* This save does not include the container, only the liquid contents.

** Of course, even though the save is made, the item is probably hopelessly mixed with the acid.

Item	Hit Pt	Modes
Chair	2-9	B, S
Common Leather	2-8	S, P
Glass Bottle	1-2	B
Glass pane or mirror	1	B, S, P
Rope	2-5	S
Wooden door	30-50	S
Wooden pole	2-12	S

HIT DICE VS IMMUNITY

Hit Dice	Hit Creatures requiring
4+1 or more	+1 weapon
6+2 or more	+2 weapon
8+3 or more	+3 weapon
10+4 or more	+4 weapon

Detect noise

Dwarf
15% (3)
Elf
20% (4)
Gnome
25% (5)
Half-Elf
15% (3)
Halfling
20% (4)
Human
15% (3)

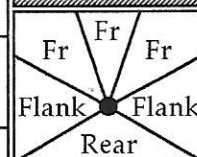
Character group	Level	Paralization, Poison, or Death Magic		Rod, Staff, or Wand		Petrification or Polymorph*		Breath Weapon**		Spell***
		Death	Magic	or Wand	or Polymorph*	Weapon**	Spell***			
Priests	1-3		10		14		13		16	15
	4-6		9		13		12		15	14
	7-9		7		11		10		13	12
	10-12		6		10		9		12	11
	13-15		5		9		8		11	10
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		7		8		12	7
Warriors	1-2		14		16		15		17	17
	3-4		13		15		14		16	16
	5-6		11		13		12		13	14
	7-8		10		12		11		12	13
	9-10		8		10		9		9	11
Wizards	1-5		14		11		13		15	12
	6-10		13		9		11		13	10
	11-15		11		7		9		11	8
	16-20		10		5		7		9	6
	21+		8		3		5		7	4

* 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.

STRENGTH HIT/DAM	DEX Rx Miss. AC	WIS Save	CHA Rx	NP Penalty
2	-3/-2	1 -6 -6 +5	2 -4	Warrior -2
3	-3/-1	2 -4 -4 +5	3 -3	Priest -3
4-5	-2/-1	3 -3 -3 +4	4 -2	Rogue -3
6-7	-1/--	4 -2 -2 +3	5 -1	Wizard -5
16	--/+1	5 -1 -1 +2	6 -1	
17	+1/+1	6 0 0 +1	7 -1	
18	+1/+2	15 0 0 -1	13 +1	
18/01-50	+1/+3	16 +1 +1 -2	14 +2	
18/51-75	+2/+3	17 +2 +2 -3	15 +3	
18/76-90	+2/+4	18 +2 +2 -4	16 +5	
18/91-99	+2/+5	19 +3 +3 -4	17 +6	
18/00	+3/+6	20 +3 +3 -4	18 +7	
			19 +8	



MORALE RATINGS	ROLL 2d10
Creature type	Morale
Non-intelligent monster	18
Animal, normal peaceful	3
Animal, normal predator	7
Animal intelligence monster	12
Semi-intelligence monster	11
Low intelligence	10
Average 0-level human	7
Mobs	9
Militia	10
Green or disorganized troops	11
Regular soldiers	12
Elite soldiers	14
Hirelings	12
Henchmen	15

SITUATIONAL MODIFIERS	Mod
Situation	Mod
Abandoned by friends	-6
Creature has lost 25% of its hp*	-2
Creature has lost 50% of its hp*	-4
Creature is chaotic	-1
Creature is fighting hated enemy	+4
Creature is lawful	+1
Creature was surprised	-2
Creature are fighting wizards or magic-using creatures	-2
Creatures with 1/2 HD or less	-2
Creatures with more than 1/2 HD but less than 1 HD	-1
Creatures with 4 to 8+ HD	+1
Creatures with 9 to 14+ HD	+2
Creatures with 15 HD or more	+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
NPC has been favored	+2
NPC has been poorly treated	-4
No enemy slain	-2
Outnumbered 3 (or more) to 1	-4
Outnumber opponents 3 to 1 (or +)	+2
Unable to affect opponent***	-8
Wizard or magic using creature on same side	+2

*Or a group that has lost that % of creat.
** -1/check required.
***Requiring magic to be struck.