

1/2, or less	1-1	1+2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+
20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5

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

Punching: +3 à l'initiative, normal thaco vs AC, if successful then consult table for damage and %KO (gauntlet add 1 to damage, strength bonus apply) only 25% of damage is real damage, a character can state he doesn't do any damage if he wants.

Wrestling: +3 à l'initiative, both hands free, no shield, if attacker in armor then apply penalty,

Situation Modifier	Situation Modifier
Hasted -2	Creature size
Slowed +2	Tiny 0
On higher ground -1	Small +3
Set to receive charge -2	Medium +3
Wading or slippery footing +2	Large +6
Wading in deep water +4	Huge +9
Foreign environment +6	Gargantuan +12
Hindered (tangled, held,) +3	Innate spell ability +3
Waiting +1	Magical items
Attacking with weapon WS	Miscellaneous magic +3
Breath weapon +1	Potion +4
Casting a spell CT	Ring +3

Armure	AC	SI	PI	BI
Leather, Padded, Hide	8	0	+2	0
Studded	7	-2	-1	0
Ring Mail	7	-1	-1	0
Brigantine	6	-1	-1	0
Scale Mail	6	0	-1	0
Chain Mail	5	-2	0	+2
Splint Mail	4	0	-1	-2
Banded Mail	4	-2	0	-1
Plate Mail	3	-3	0	0
Field Plate	2	-3	-1	0
Full Plate	1	-4	-3	0

penalty for "held" do not apply to wrestlers, only to those attacking with a weapon, normal thaco and AC, damage is 1+ strength bonus while continued hold cause cumulative damage each round, move with* are continued unless broken by "throw", "gouge" or a successful use of a weapon.

Situation	Mod
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping, held	@*
Defender stunned, prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Rods	+1
Scroll	CT
Stave	+2
Wand	+3

Wrestling in armor	Penalty
Studded leather	-1
Chain, ring and scale mail	-2
Banded, splint and plate mail	-5
Field plate armor	-8
Full plate armor	-10

Overbearing: Normal attack roll modified by +/- 4 for every size level, -2 for every leg beyond two. If the roll succeeds, opponent is pulled down. He may be pinned if further successful overbearing attack are made each round (no prone mod). Add +1 for every attacker beyond the first to the thaco of the weakest. Adjust size for the biggest.

Taking Cover: Cover gives saves bonus, not concealment.

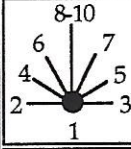
Cover	Concealment
25%	-2
50%	-4
75%	-7
90%*	-10

Weapon Vs Non-lethal: Weapon holder attack first and +4 to hit regardless of initiative. If he survives, the non-lethal attacker can make his attack. Those involved in grappling or wrestling are limited to weapons of small size after the first round of combat.

Non-lethal weapon attack: Only with swords and axes. -4 penalty. Damage is 50% normal, half of which is temporary, lasting one turn after the fight is over and causing unconsciousness if below zero.

Missile	Area of effect	Direct hit dam.	Splash dam.
Acid	1' diameter	2d4 hp	1 hp
Holy Water	1' diameter	d6+1 hp	2 hp
Oil (lit)	3' diameter	2d6/1d6 hp	1d3 hp
Poison	1' diameter	Special	Special

Undead type	1	2	3	4	5	6	7	8	9	10-11	12-13	14+
Skeleton or 1HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*
Ghoul or 2HD	16	13	10	7	4	T	T	D	D	D*	D*	D*
Shadow or 3-4HD	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight or 5HD	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	20	19	16	13	10	7	4	T	T	D	D	
Wraith or 6HD	20	19	16	13	10	7	4	T	T	D		
Mummy or 7HD	20	19	16	13	10	7	4	T	T			
Spectre or 8HD	20	19	16	13	10	7	4	T				
Vampire or 9HD	20	19	16	13	10	7	4					
Ghost or 10HD	20	19	16	13	10	7						
Lich or 11+HD	20	19	16	13	10							
Special	20	19	16	13								



Roll	Punch	Dam.	%KO	Wrestle
20+	Haymaker	2	10	Bear hug *
19	Wild swing	0	1	Arm twist
18	Rabbit punch	1	3	Kick
17	Kidney punch	1	5	Trip
16	Glancing blow	1	2	Elbow smash
15	Jab	2	6	Arm lock *
14	Uppercut	1	8	Leg twist
13	Hook	2	9	Leg lock
12	Kidney punch	1	5	Throw
11	Hook	2	10	Gouge
10	Glancing blow	1	3	Elbow smash
9	Combination	1	10	Leg lock *
8	Uppercut	1	9	Headlock *
7	Combination	2	10	Throw
6	Jab	2	8	Gouge
5	Glancing blow	1	3	Kick
4	Rabbit punch	2	5	Arm lock *
3	Hook	2	12	Gouge
2	Uppercut	2	15	Headlock *
1	Wild swing	0	2	Leg twist
1-	Haymaker	2	25	Bearhug *

Cl. Method	Onset	Strength	Cl. Method	Onset	Strength		
A	Inject	10-30 mn	15/0	I	Ingest	2-12 mn	30/15
B	Inject	2-12 mn	20/1-3	J	Ingest	1-4 mn	Death/20
C	Inject	2-5 mn	25/2-8	K	Contact	2-8 mn	5/0
D	Inject	1-2 mn	30/2-12	L	Contact	2-8 mn	10/5
E	Inject	0	Death/20	M	Contact	1-4 mn	20/5
F	Inject	0	Death/0	N	Contact	1 mn	Death/25
G	Ingest	2-12 hr	20/10	O	Inject	2-24 mn	Paralytic
H	Ingest	1-4 hr	20/10	P	Inject	1-3 hr	Debilative

Locks
1d10-L+Q
Wretched
(A) +30%
-3 rnd
Poor
(B) +15%
-2 rnd
Good
(C) +0%
+0 rnd
Excellent
(D) -20%
+2 rnd
Superior
(E) -40%
+4 rnd
Masterful
(F) -60%
+6 rnd

* Hold can be maintained from round to round, until broken.