

THACO	Martial Semi-	Non-
19	1-2	1-3
18	3	3-4
17	4	5
16	5	6-7
15	6	8
14	7-8	9-10
13	9	11-12
12	10-11	13-14
11	12	
10	13	
9	14	

Martial: Barbarian, Dwarf, Elf, Fighter, Half-Elf, Halfling, Knight, Paladin, Ranger.
 Semi-martial: Acrobat, Assassin, Bard, Cleric, Druid, Half-Orc, Thief.
 Non-martial: Gnome, Illusionist, Magic-User.

THIEVES' SKILLS									
LV	CS	TR	HN	HS	MS	OL	PP		
1	87	10	1-2	10	20	15	20		
2	88	15	1-2	15	25	20	25		
3	89	20	1-3	20	30	25	30		
4	90	25	1-3	25	35	30	35		
5	91	30	1-3	30	40	35	40		
6	92	40	1-3	35	45	45	45		
7	93	50	1-4	45	55	55	55		
8	94	60	1-4	55	65	65	65		
9	95	70	1-4	65	75	75	75		
10	96	80	1-4	75	85	85	85		
11	97	90	1-5	85	95	95	95		
12	98	95	1-5	90	96	96	105		
13	99	97	1-5	95	98	97	115		
14	99	99	1-5	99	99	99	125		

Underlined skills are modified by DEX

Mounts	Animal	Cost	Unencumbered			Encumbered		
			M/d	Mv	Max	M/d	Mv	Max
	Horse (draft)	40 q	18	90' (30')	4,500	9	45' (15')	9,000
	Horse (riding)	75 q	48	240' (80')	3,000	24	120' (40')	6,000
	Horse (war)	250 q	24	120' (40')	4,000	12	60' (20')	8,000
	Mule	30 q	24	120' (40')	2,000	12	60' (20')	4,000
	Pony	30 q	24	120' (40')	2,000	12	60' (20')	4,000
	Pony (war)	100 q	18	90' (30')	2,500	9	30' (10')	5,000

RANGER	Ranger Sp.	Paladin Sp.	Gnome Spells	Half-Elf Spells	Bard Spells	Cleric Spells	Druid Spells	M-U /Ill. /Elf* Spells
LV Tracking	LV 1 2 3	LV 1 2 3	LV 1 2 3 4	LV 1 2 3 4	LV 1 2 3 4	LV 1 2 3 4 5	LV 1 2 3 4 5	LV 1 2 3 4 5 6
1	20%	8 1 — —	9 1 — —	1 1 — — —	1 — — — —	1 — — — — —	1 1 — — — —	1 1 — — — — —
2	30%	9 2 — —	10 2 — —	2 2 — — —	2 1 — — —	2 1 — — — —	2 2 — — — —	2 2 — — — — —
3	40%	10 2 1 —	11 2 1 —	3 2 1 — —	3 2 — — —	3 2 — — — —	3 2 1 — — —	3 2 1 — — — —
4	50%	11 2 2 —	12 2 2 —	4 2 — — —	4 3 — — —	4 2 1 — — —	4 2 2 — — —	4 2 2 — — — —
5	60%	12 2 2 1	13 2 2 1	5 2 1 — —	5 3 1 — —	5 2 2 — — —	5 2 2 1 1 —	5 2 2 1 — — —
6	70%	13 3 2 1	14 3 2 1	6 2 2 — —	6 3 2 — —	6 2 2 1 1 —	6 2 2 2 1 1	6 2 2 2 — — —
7	80%	14 3 2 2		7 2 2 — —	7 3 3 — —	7 2 2 2 1 1	7 3 3 2 2 1	7 3 2 2 1 — —
8	90%			8 2 2 1 —	8 3 3 1 —	8 3 3 2 2 1	8 3 3 3 2 2	8 3 3 2 2 — —
9	100%			9 3 2 1 —	9 3 3 2 —	9 3 3 3 2 2	9 4 4 3 3 2	9 3 3 3 2 1 —
10+	110%			10 3 2 2 —	10 3 3 3 —	10 4 4 3 3 2	10 4 4 4 3 3	10 3 3 3 3 2 —
				11 3 2 2 1	11 3 3 3 1	11 4 4 4 3 3	11 5 5 4 4 3	11 4 3 3 3 2 1
				12 3 3 2 1	12 3 3 3 2	12 5 5 4 4 3	12 5 5 5 4 4	12 4 4 3 3 3 2
					13 3 3 3 3	13 5 5 5 4 4	13 6 5 5 5 4	13 4 4 4 3 3 3
					14 4 4 3 3	14 6 5 5 5 4	14 6 6 5 5 5	14 4 4 4 4 3 3

Ranger or barbarian foraging succeeds 2 in 6.
 Ranger or barbarian hunting frind prey 5 in 6.

SAVING THROWS: D: death, poison; W: wands; P: petrify, paralysis; B: breath attacks; S: spells, rods, staves																							
Dwarf / Halfling					Elf / Half-Elf					Acrobat/Assassin/Bard/Thief					Cleric / Druid								
Lv	D	W	P	B	S	Lv	D	W	P	B	S	Lv	D	W	P	B	S	Lv	D	W	P	B	S
1-3	8	9	10	13	12	1-3	12	13	13	15	15	1-4	13	14	13	16	15	1-4	11	12	14	16	15
4-6	6	7	8	10	10	4-6	10	11	11	13	12	5-8	12	13	11	14	13	5-8	9	10	12	14	12
7-9	4	5	6	7	8	7-9	8	9	9	10	10	9-12	10	11	9	12	10	9-12	6	7	9	11	9
10-12	2	3	4	4	6	10-12	6	7	8	8	8	13-14	8	9	7	10	8	13-14	3	5	7	8	7
Fighter / Knight / Ranger					Paladin					Barbarian					Illusionist / Magic-User								
Lv	D	W	P	B	S	Lv	D	W	P	B	S	Lv	D	W	P	B	S	Lv	D	W	P	B	S
1-3	12	13	14	15	16	1-3	10	11	12	13	14	1-3	10	13	12	15	16	1-5	13	14	13	16	15
4-6	10	11	12	13	14	4-6	8	9	10	11	12	4-6	8	11	10	13	13	6-10	11	12	11	14	12
7-9	8	9	10	10	12	7-9	6	7	8	8	10	7-9	6	9	8	10	10	11-14	8	9	8	11	8
10-12	6	7	8	8	10	10-12	4	5	6	6	8	10-12	4	7	6	8	7						
13-14	4	5	6	5	8	13-14	2	3	4	3	6	13-14	3	5	4	5	5						

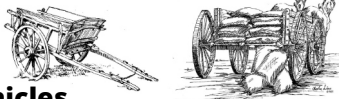
ASSASSIN'S SKILLS									
LV	AS	CS	HN	HS	MS				
1	0	87	1-2	10	20				
2	0	88	1-2	15	25				
3	0	89	1-3	20	30				
4	-1	90	1-3	25	35				
5	-1	91	1-3	30	40				
6	-2	92	1-3	33	43				
7	-2	93	1-4	36	46				
8	-3	94	1-4	40	50				
9	-3	95	1-4	43	53				
10	-4	96	1-4	46	56				
11	-4	97	1-5	50	60				
12	-5	98	1-5	53	63				
13	-5	99	1-5	56	66				
14	-6	99	1-5	60	70				

ACROBAT'S SKILLS									
LV	CS	FA	HS	MS	TW				
1	87	25	10	20	60				
2	88	25	15	25	65				
3	89	25	20	30	70				
4	90	33	25	35	75				
5	91	33	30	40	80				
6	92	33	33	43	85				
7	93	33	36	46	90				
8	94	50	40	50	95				
9	95	50	43	53	100				
10	96	50	46	56	100				
11	97	50	50	60	100				
12	98	66	53	63	100				
13	99	66	56	66	100				
14	99	75	60	70	100				

BARBARIAN'S SKILLS				
LV	CS	HD	MS	
1	87	10	20	
2	88	15	25	
3	89	20	30	
4	90	25	35	
5	91	30	37	
6	92	33	40	
7	93	36	42	
8	94	40	44	
9	95	43	46	
10	96	46	48	
11	97	50	50	
12	98	53	50	
13	99	56	50	
14	99	60	50	

HALF-ORCS' SKILLS				
LV	HS	PP	MS	
1	10	20	20	
2	15	25	25	
3	20	30	30	
4	25	35	35	
5	30	40	40	
6	36	45	45	
7	45	55	55	
8	55	65	65	

Skills
 AS: Assass.: mod. vs death S-T
 FA: Falling dam. >10' % reduction
 TW: Tightrope walking (% each 60')
 HD: Hide in undergrowth
 CS: Climb Shear (% each 100')
 TR: Find/remove treasure trap
 HN: Hear noise
 MS: Move silently
 OL: Open lock (one try only)
 PP: Pick pockets (-5% per level > 5)
 roll of 2x % means noticed



Land vehicles					Pulled by				
Vehicle	Cost	M/d	Mv	Max					
Cart	100 q	12	60' (20')	4,000	1	draft horse or 2 mules			
Cart				8,000	2	draft horses or 4 mules			
Wagon	200 q	12	60' (20')	15,000	2	draft horses or 4 mules			
Wagon				25,000	4	draft horses or 8 mules			

TURN UNDEAD									
LV	1	2	2*	3	4	5	6	7-9	
1	7	9	11	—	—	—	—	—	
2	T	7	9	11	—	—	—	—	
3	T	T	7	9	11	—	—	—	
4	D	T	T	7	9	11	—	—	
5	D	D	T	T	7	9	11	—	
6	D	D	D	T	T	7	9	11	
7	D	D	D	D	T	T	7	9	
8	D	D	D	D	D	T	T	7	
9	D	D	D	D	D	D	T	T	
10	D	D	D	D	D	D	D	T	
11+	D	D	D	D	D	D	D	D	

Paladins turn undead as a cleric 2 level lower:
 3rd level paladin = 1st level cleric.
 Elves only have spells up to 5th level and are limited to 10th level of experience.

