0.5-	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	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	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

Modifiers to Initiative:

Speed factor	Modifier
1	-2
2-3	-1
4-9	0
10-12	+1
13+	+2

Creature size	
Tiny	-2
Small	-1
Medium	-1
Large	0
Huge	0
Gargatuan	+1

Spells:	
Int or Wis	as Dex rev.

Magical Items	
Misc.	-1
Potion	+1
Ring	-2
Rods	-1
Scroll	CT
Stave	-1
Wand	-1

Saving-throws:

Cl	Lv	Po	R	Pe	B	S
Z	0	16	18	17	20	19
Wa	1	14	16	15	17	17
	3	13	15	14	16	16
	5	11	13	12	13	14
	7	10	12	11	12	13
	9	8	10	9	9	11
	11	7	9	8	8	10
	13	5	7	6	5	8
	15	4	6	5	4	7
	17+	3	5	4	4	6
P	1	10	14	13	16	15
	4	9	13	12	15	14
	7	7	11	10	13	12
	10	6	10	9	12	11
	13	5	9	8	11	10
	16	4	8	7	10	9
	19+	2	6	5	8	7
R	1	13	14	12	16	15
	5	12	12	11	15	13
	9	11	10	10	14	11
	13	10	8	9	13	9
	17	9	7	8	12	7
	21+	8	6	4	11	5
Wi	1	14	11	13	15	12
	6	13	9	11	13	10
	11	11	7	9	11	8
	16	10	5	7	9	6
	21+	8	3	5	7	4

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 (no dex or shield)	+2
Charge (no dex & AC -1)	+2

Missiles fire modifiers:

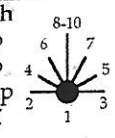
	Cover*	Concealment
25%	-2	-1
50%	-4	-2
75%	-7	-3
90%**	-10	-4

* Cover gives S-T bonus
** 1/2 or no damage on saves

Undead type	1	2	3	4	5	6	7	8	9	10	12	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								

* An additional 2d4 over the 2d6 normally turned.

Missile	Area	Direct hit	Splash
Acid	1' ø	2d4	1 hp
H. Water	1' ø	d6+1	2 hp
Oil (lit)	3' ø	2d6/1d6	1d3 hp
Poison	1' ø	SPC	SPC



Dist (ft)
S: 1d6
M: 1d10
L: 2d10

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Magical items:

Potions: Delay: 1d4+1 seg (oils: 2d4+2 segments)
duration: 4+1d4 turn *
Scrolls: Min lv +1 (min 6)
Rings: Level: 12th *
Staves: Level: 8th *
Wands: Level: 6th *
* Unless otherwise stated.

Scroll use:

5% by level difference between actual lv & lv needed to cast.

Diff.	Total	Rev.
1-3	95%	5%
4-6	85%	15%
7-9	75%	25%
10-12	65%	35%
13-15	50%	50%
16+	30%	70%

Locks

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

Monster	Strength
Hill Giant	19
Stone Giant	20
Frost Giant	21
Fire Giant	22
Cloud Giant	23
Storm Giant	24
Titan	25

MCl U	Poison Type	Strength 1	Strength 2	Strength 3	Onset time (rounds)	Run time	Damage fail save	Dam save
Sp	AAA	10gp/+4	25gp/+2	50gp/+0	1-8	3 hp/rd	3-12 hp	0
Lv	AA	25gp/+4	50gp/+2	100gp/+0	1	4 hp/rd	8hp	0
1 1 1	A	25gp/+4	50gp/+2	100gp/+0	1-6	5 hp/rd	5-20hp	0
2 3 3	B	100gp/+2	250gp/+0	500gp/-2	1-4	5 hp/rd	5-30hp	0
3 5 5	C	250gp/+2	500gp/+0	1000gp/-2	1-3	5 hp/rd	5-40hp	0
4 7 7	D	1000gp/+0	2500gp/-2	5000gp/-4	1	5 hp/rd	5-60hp	0
5 9 9	E	2500gp/+0	5000gp/-2	7500gp/-4	1/10	10 hp/rd	death	0
6 12 11	F	2500gp/+0	5000gp/-2	7500gp/-4	1-2	1 round	death	0
7 14 14	G	5000gp/+0	7500gp/-2	10000gp/-4	1/10	1 seg.	death	0
8 16 -	S	250gp/+2	500gp/0	1000gp/-2	1-2	1 round	Sleep (3-18rd)	0
9 18 -	P	250gp/+2	500gp/0	1000gp/-2	1-2	1 round	Paralysis	0

Strength	Hit	Dam	Weight	Doors	BB/LG
1	-5	-4	1	1	0%
2	-3	-2	1	1	0%
3	-3	-1	5	2	0%
4-5	-2	-1	10	3	0%
6-7	-1		20	4	0%
8-9			35	5	1%
10-11			40	6	2%
12-13			45	7	4%
14-15			55	8	7%
16		+1	70	9	10%
17	+1	+1	85	10	13%
18	+1	+2	110	11	16%

Strength	Hit	Dam	Weight	Doors	BB/LG
18/01-50	+1	+3	135	12	20%
18/51-75	+2	+3	160	13	25%
18/76-90	+2	+4	185	14	30%
18/91-99	+2	+5	235	15(3)	35%
18/00	+3	+6	335	16(6)	40%
19	+3	+7	485	16(8)	50%
20	+3	+8	535	17(10)	60%
21	+4	+9	635	17(12)	70%
22	+4	+10	785	18(14)	80%
23	+5	+11	935	18(16)	90%
24	+6	+12	1235	19(17)	95%
25	+7	+14	1535	19(18)	99%

Dex	Missile	AC
1	-6	+5
2	-4	+5
3	-3	+4
4	-2	+3
5	-1	+2
6		+1
7-14		
15		-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Wis	Save	Failure
1	-6	80%
2	-4	60%
3	-3	50%
4	-2	45%
5	-1	40%
6	-1	35%
7	-1	30%
15	+1	0%
16	+2	0%
17	+3	0%
18	+4	0%
19	+4	0%

Crystal ball use:

	Chance
Personally well known	100%
Personally known slightly	85%
Pictured	50%
Part of in possession	50%
Garnment in possession	25%
Well informed of	25%
Slightly informed of	20%
On another plane	-25%

Teleport

Destination is	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casualy	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Weigth allowed is 250 lbs + 150 lbs per level above the 10th.

Armure	AC	Sl	Pi	Bl
Leather, Padded	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

1 league = 2.5 miles | 1 acre = 210' x 210'
1 league = 4 km | 1 acre = 64m x 64m

Prices	Liquid	Weight
low = .8-.9	16 fl oz = 1 pt	16 dr = 1 oz
ave. = .9-1.1	2 pt = 1 qt	16 oz = 1 lb
high = 1.1-1.3	4 qt = 1 gl	2000 lb = 1 t
high+ = 1.3-1.5	50 gl = 1 hg	1 lb = 0.454 kg

Pummeling, grappling & overbearing attack tables: Base Score:

Strength \ Dexterity	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
3	20	20	20	20	20	19	19	19	19	18	18	18	17	17	16	15	14
4-6	20	20	20	20	19	19	19	18	18	18	17	17	16	15	14	13	12
7-9	20	20	20	19	19	19	18	18	17	17	16	15	14	13	12	11	10
10-12	20	20	19	19	18	17	16	15	14	13	12	11	10	10	10	10	10
13-14	20	19	19	18	17	16	15	14	13	12	11	10	10	10	10	9	8
15-16	19	19	18	17	16	15	14	13	12	11	10	10	10	10	9	8	7
17-18	19	18	17	16	15	14	13	12	11	10	10	10	10	9	8	7	6
18/01-75	18	17	16	15	14	13	12	11	10	10	10	9	8	7	6	5	4
18/76-99	17	16	15	14	13	12	11	10	10	9	8	7	6	5	4	3	2
18/00	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

G & O: Attacker's minus defender's factor

Height	Weight	Mass category	Factor
1'6"-	-10 lbs	Miniature	10
3'	-25 lbs	Tiny	9
4'	-50 lbs	Very small	8
5'	-100 lbs	Small	7
5'6"	-150 lbs	Small-medium	6
6'6"	-200 lbs	Medium	5
7'	-275 lbs	Large-medium	4
9'	-375 lbs	Large	3
12'	-500 lbs	Very large	2
15'	-750 lbs	Massive	1
15'1"+	751+ lbs	Trenmendous	0

Modifiers to base scrore:	P	G	O
Opponent slowed/attacker hasted (each):	-2	-1	-1
Opponent hasted/attacker slowed (each):	+2	+1	+1
Opponent stunned:		-4	-4
Opponent helpless:		-1	-6
Opponent move over 12:		+1	+2
Using wooden butt or mailed fist:		-1	
Using metal pommel:		-2	
Opponent braced:			+2

Opponent wearing:	P	G	O
Leather or padded:	+2		
Ring, scale or studded:	+4		-1
Chain, splint or banded:	+7	+2	-2
Plate:		+3	-2
Shield:		+1	
Helm, open face:	+1		
Helm, nasal guard:	+2		
Helm, visored:	+4		

Notes to overbearing:
* 3 seg. to stand, no combat until standing.
** 2 seg. to stand, no combat until standing.
*** 1 seg. to stand, -2 to hit until standing.
**** -1 to hit for 1-2 rd.

d20	P	Pummeling:	G	Grappling result	O	Overbearing result
1	12	Stunned 2-5 rd	11	Stranglehold (80% stun. 1-3 rd)	6	Knocked flat, stun. 2-5 rd *
2-3	10	Stunned 1-4 rd	9	Headlock (60% stun. 1-2 rd)	5	Knocked to hands & knees, stun. 1-4 rd **
4-6	8	Stunned 1-2 rd	7	Bearhug (40% stun. 1 rd)	5	Knocked to knees, stun. 1-2 rd ***
7-9	7	none	6	Full nelson	4	Off-balanced stun. 1 rd ****
10-12	6	none	4	Half nelson	4	Off-balanced ****
13-15	4	none	3	Arm lock	3	Off-balanced ****
16-17	3	none	2	Elbow lock	3	none
18-19	2	none	2	Body clinch	2	none
20	1	none	1	Clinch	1	none