

**MELEE WEAPONS**

Weapon	Speed	Damage	Type	Weight	Size	Wieldiness	Distance	Range
Axe, Battle	7	1d8	Slashing	4 lb.		Versatile (1d10)		
Axe, Great	9	1d12	Slashing	7 lb.	Heavy	Two-handed		
Axe, Hand	4	1d6	Slashing	2 lb.	Light		Thrown	20/60
Club	4	1d4	Bludgeoning	2 lb.	Light			
Club, Great	8	1d8	Bludgeoning	10 lb.		Two-handed		
Dagger	2	1d4	Piercing	1 lb.	Light	Finesse	Thrown	20/60
Fist	1	1	Bludgeoning	--				
Flail, Footman's	7	1d8	Bludgeoning	2 lb.				
Flail, Horseman's	5	1d6	Bludgeoning	1 lb.	Light			
Glaive	8	1d10	Slashing	6 lb.	Heavy	Two-handed	Reach	
Halberd	9	1d10	Slashing	6 lb.	Heavy	Two-handed	Reach	
Hammer, Light	4	1d4	Bludgeoning	2 lb.	Light		Thrown	20/60
Hammer, War	6	1d8	Bludgeoning	4 lb.		Versatile (1d10)		
Lance	7	1d12	Piercing	6 lb.	Special		Reach	
Mace, Footman's	7	1d6	Bludgeoning	4 lb.				
Mace, Horseman's	6	1d4	Bludgeoning	2 lb.	Light			
Maul	12	2d6	Bludgeoning	10 lb.	Heavy	Two-handed		
Morningstar	7	1d8	Piercing	4 lb.				
Pick, Footman's	7	1d8	Piercing	2 lb.				
Pick, Horseman's	5	1d6	Piercing	1 lb.	Light			
Pike	13	1d10	Piercing	18 lb.	Heavy	Two-handed	Reach	
Quarterstaff	4	1d6	Bludgeoning	4 lb.		Versatile (1d8)		
Scimitar	4	1d6	Slashing	3 lb.	Light	Finesse		
Spear	7	1d6	Piercing	3 lb.		Versatile (1d8)	Thrown	20/60
Sword, Bastard	6	1d10	Slashing	5 lb.	Heavy	Versatile (1d12)		
Sword, Broad	5	2d4	Slashing	4 lb.				
Sword, Great	10	2d6	Slashing	6 lb.	Heavy	Two-handed		
Sword, Long	5	1d8	Slashing	3 lb.		Versatile (1d10)		
Sword, Short	3	1d6	Piercing	2 lb.	Light	Finesse		
Trident	7	1d6	Piercing	4 lb.		Versatile (1d8)	Thrown	20/60
Whip	7	1d4	Slashing	3 lb.		Finesse	Reach	

**MISSILE WEAPONS**

Weapon	Speed	Damage	Type	Weight	Size	Wieldiness	Distance	Range
Axe, Hand	4	1d6	Slashing	2 lb.	Light		Thrown	20/60
Blowgun	5	1	Piercing	1 lb.			Ammo/Loading	25/100
Bow, Composite, Long	7	1d8	Piercing	2 lb.	Heavy	Two-handed	Ammunition	150/600
Bow, Composite, Short	6	1d6	Piercing	2 lb.		Two-handed	Ammunition	80/320
Bow, Long	8	1d8	Piercing	2 lb.	Heavy	Two-handed	Ammunition	150/600
Bow, Short	7	1d6	Piercing	2 lb.		Two-handed	Ammunition	80/320
Crossbow, Hand	5	1d6	Piercing	3 lb.	Light		Ammo/Loading	30/120
Crossbow, Heavy	10	1d10	Piercing	18 lb.	Heavy	Two-handed	Ammo/Loading	100/400
Crossbow, Light	7	1d8	Piercing	5 lb.		Two-handed	Ammo/Loading	80/320
Dagger	2	1d4	Piercing	1 lb.	Light	Finesse	Thrown	20/60
Dart	2	1d4	Piercing	1/4 lb.		Finesse	Thrown	20/60
Hammer, Light	4	1d4	Bludgeon	2 lb.	Light		Thrown	20/60
Javelin	4	1d6	Piercing	2 lb.			Thrown	30/120
Net	7	--	--	3 lb.	Special		Thrown	5/15
Sling	6	1d4	Bludgeon	--			Ammunition	30/120
Spear	7	1d6	Piercing	3 lb.		Versatile (1d8)	Thrown	20/60
Trident	7	1d6	Piercing	4 lb.		Versatile (1d8)	Thrown	20/60

## MONSTER ATTACKS AND SAVING THROWS

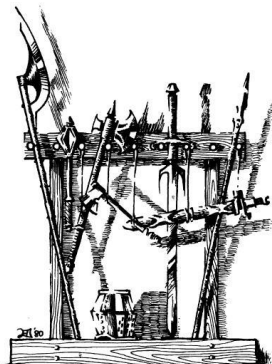
Hit Dice	Attack Bonus	Attack Score	Normal Save	Save Score
up to 1-1	+0	10	18	4
1	+1	11	17	5
2	+2	12	16	6
3	+3	13	15	7
4	+4	14	14	8
5	+5	15	13	9
6	+6	16	12	10
7	+7	17	11	11
8	+8	18	10	12
9	+9	19	9	13
10	+10	20	8	14
11	+10	20	8	14
12	+11	21	7	15
13	+11	21	7	15
14	+12	22	6	16
15	+12	22	6	16
16	+13	23	5	17

## PLAYER ROLLS

Player Roll	Roll	Versus	Result
Attack Roll	d20 + Attack Bonus	≥ 20 – Monster AC	Character Hits Monster
Defense Roll	d20 + Defense Bonus	≥ Monster Attack Score	Monster Misses Character
Power Roll	d20 ± Penalty/Bonus	≥ Monster Save Score	Monster Fails Save
Saving Throw	d20 ± Bonus/Penalty	≥ Player Saving Throw	Player Makes Save

## MATRIX FOR THAUMATURGISTS AFFECTING UNDEAD

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



## MONSTER SAVING THROW ADJUSTMENTS

Save As	P/P/DM	P&P	R/S/W	BW	Spells
Cleric	+3	+1	+1	-1	+1
Fighter	+0	+0	+0	+0	+0
M-U	-2	+0	+3	-1	+3
Thief	-1	+1	+1	-2	+1

## ARMOR CLASS AND DEFENSE BONUS

Armor	AC	DB
None	10	-2
Padded	8	+0
Leather	8	+0
Studded Leather	7	+1
Ring Mail	7	+1
Scale Mail	6	+2
Chain Mail	5	+3
Splint Mail	4	+4
Banded Mail	4	+4
Plate Mail	3	+5
Field Plate	2	+6
Full Plate	1	+7

## INITIATIVE MODIFIERS

Action	Modifier
Attacking with a Weapon	Weapon's Speed
Breath Weapon	+1
Casting a Spell	Casting Time
Innate Spell Ability	+3
Natural Attack	+3 to +6
Small Creature	+3
Medium Creature	+3
Large Creature	+6
Using a Magic Item	+1 to +4
Miscellaneous Magic	+3
Potion	+4
Ring	+3
Rod	+1
Scroll	Casting Time
Staff	+2
Wand	+3

## ATTACK SCORES FOR AD&D CLASSES

Level	Cleric	Fighter	Thief	M-U	Save
1	10	11	10	10	7
2	11	12	11	10	7
3	12	13	11	11	8
4	12	14	12	11	8
5	13	15	12	11	9
6	14	16	13	12	9
7	14	17	13	12	10
8	15	18	14	12	10
9	16	19	14	13	11
10	16	20	15	13	11
11	17	21	15	13	12
12	18	22	16	14	12
13	18	23	16	14	13
14	19	24	17	14	13
15	20	25	17	15	14
16	20	26	18	15	14
17	21	27	18	15	15
18	22	28	19	16	15

## HEROIC ALIGNMENTS

New Alignment	Old Alignment	Color	Values	Weakness	Good-Neutral	Neutral	Evil-Neutral	Evil
Alabastrous	Neutral Good	White	Benevolence / Universalism	Curse of Martyrdom	Resentful	Brutal	Sanctimonious	Martyrlike
Atramentous	Neutral Evil	Black	Achievement / Power	Curse of Vengeance	Spiteful	Brutal	Cruel	Murderous
Ceruleine	Lawful Neutral	Blue	Security / Tradition	Curse of Fanaticism	Resentful	Arrogant	Cruel	Dogmatic
Cinereal	Neutral	Gray	Any Two	Curse of Apathy	Idle	Aloof	Uncaring	Apathetic
Erubescant	Lawful Evil	Red	Power / Security	Lure of Power	Resentful	Arrogant	Overconfident	Tyrannical
Porphyric	Chaotic Evil	Purple	Stimulation / Achievement	Lure of Pleasure	Unreliable	Self-Centered	Hedonistic	Nihilistic
Spessartine	Chaotic Neutral	Orange	Self-Direction / Stimulation	Curse of Anarchy	Unreliable	Self-Centered	Deceitful	Anarchic
Viridescent	Chaotic Good	Green	Universalism / Self-Direction	Lure of Principle	Resentful	Self-Centered	Sanctimonious	Vigilantic
Xanthic	Lawful Good	Yellow	Tradition / Benevolence	Lure of Purity	Resentful	Demanding	Sanctimonious	Puritanical

## GAINING SHADOW

Source of Shadow	Shadow Points	Note
Casting an evil spell	Spell Level	Reversed thaumaturgy spells, "evil" spells, etc.
Claiming an evil item	1	Willfully claiming the item, not accidental claiming
Using an evil item	Spell Level Equivalent	Find the spell level equivalent of the power
Accidental misdeed	0	Also includes unintended consequences
Violent threats	1	Outside of combat; when inappropriate
Lying purposefully	2	Outside of combat; when inappropriate
Manipulating others	2	Including through the use of magic
Cowardice	3	Running when otherwise able to continue fighting
Theft and Plunder	3	Outside of adventuring; when inappropriate
Unprovoked aggression	4	Attacking first when unwarranted
Abusing authority	4	Exercising corruption, abusing a position of trust
Torment and Torture	5	As stated
Murder	5	Killing in normal combat is not murder



## SPELLS PER DAY

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

\* Sorcerers get five 3rd-level spells at 14th level.

## BONUS SPELLS

Ability	1	2	3	4	5	6	7
12	1						
13	2						
14	2	1					
15	2	2					
16	2	2	1				
17	2	2	2				
18	2	2	2	1			
19	2	2	2	2			
20	2	2	2	2	1		
21	2	2	2	2	2		
22	2	2	2	2	2	1	
23	2	2	2	2	2	2	
24	2	2	2	2	2	2	1
25	2	2	2	2	2	2	2

## SPELL SLOT RECOVERY

Spell Slots Regained	Recovery Time
1st	4 hours
2nd	5 hours
3rd	6 hours
4th	7 hours
5th	8 hours
6th	9 hours
7th	10 hours
8th	11 hours
9th	12 hours



## CHARACTER ADVANCEMENT CHART

Level	XP Chart 1	XP Chart 2	XP Chart 3	XP Chart 4	XP Chart 5	Hit Dice	Save	Proficient Save
1	0	0	0	0	0	1	15	11
2	2,000	2,250	2,500	2,750	3,000	2	15	11
3	4,000	4,500	5,000	5,500	6,000	3	14	10
4	8,000	9,000	10,000	11,000	12,000	4	14	10
5	16,000	18,000	20,000	22,000	24,000	5	13	9
6	32,000	36,000	40,000	44,000	48,000	6	13	9
7	64,000	72,000	80,000	88,000	96,000	7	12	8
8	125,000	140,625	156,250	171,875	187,500	8	12	8
9	250,000	281,250	312,500	343,750	375,000	9	11	7
10	500,000	562,500	625,000	687,500	750,000	10	11	7
11	750,000	843,750	937,500	1,031,250	1,125,000	10 + 1x	10	6
12	1,000,000	1,125,000	1,250,000	1,375,000	1,500,000	10 + 2x	10	6
13	1,250,000	1,406,250	1,562,500	1,718,750	1,875,000	10 + 3x	9	5
14	1,500,000	1,687,500	1,875,000	2,062,500	2,250,000	10 + 4x	9	5
15	1,750,000	1,968,750	2,187,500	2,406,250	2,625,000	10 + 5x	8	4
16	2,000,000	2,250,000	2,500,000	2,750,000	3,000,000	10 + 6x	8	4
17	2,250,000	2,531,250	2,812,500	3,093,750	3,375,000	10 + 7x	7	3
18	2,500,000	2,812,500	3,125,000	3,437,500	3,750,000	10 + 8x	7	3
19	2,750,000	3,093,750	3,437,500	3,781,250	4,125,000	10 + 9x	6	2
20	3,000,000	3,375,000	3,750,000	4,125,000	4,500,000	10 + 10x	6	2

## CLASS TRAITS

Class	XP Chart	2nd Level	HD	Top Out	Attack	Best Armor	AC	Weapons	Saves	Spells	Progressions
Assassin	1	2,000	d8	+4	+2 / 3 lv	Scale Mail	6	4	3		Assassin
Barbarian	2	2,250	d12	+6	+1 / 1 lv	Plate Mail	3	5	0		
Bard	4	2,750	d7	+3/+4	+2 / 3 lv	Leather	8	2	2		Thaumaturgy, Thievery
Druid	4	2,750	d6	+3	+1 / 2 lv	Leather	8	2	2		Sorcery, Thaumaturgy
Gish	4	2,750	d8	+4	+2 / 3 lv	Scale Mail	6	4	5		Wizardry (one level behind)
Jack	3	2,500	d6	+3	+2 / 3 lv	Chain Mail	5	3	1		Sorcery, Thievery
Monk	2	2,250	d9	+4/+5	+1 / 1 lv	None	10	2	5		Mystic
Ninja	1	2,000	d5	+2/+3	+2 / 3 lv	None	10	4	5		Mystic, Thievery
Paladin	4	2,750	d9	+4/+5	+1 / 1 lv	Plate Mail	3	2	3		Thaumaturgy (one level behind)
Paragon	Double 3	5,000	d10	+5	+1 / 1 lv	Full Plate	0	10	5	3	Thaumaturgy, Thievery, Wizardry
Ranger	3	2,500	d6	+3	+2 / 3 lv	Chain Mail	5	5	5		(10 Points per Level for Class Traits)
Rogue	4	2,750	d6	+3	+1 / 3 lv	Leather	8	2	1	2	Thievery, Wizardry
Shukenja	3	2,500	d6	+3	+2 / 3 lv	None	10	2	4		Mystic, Thaumaturgy
Sorcerer	1	2,000	d6	+3	+2 / 3 lv	Chain Mail	5	3	3		Sorcery
Thaumaturgist	1	2,000	d6	+3	+1 / 2 lv	Plate Mail	3	3	2		Thaumaturgy
Theurge	5	3,000	d4	+2	+1 / 3 lv	None	10	1	1	4	Thaumaturgy, Wizardry
Thief	1	2,000	d8	+4	+2 / 3 lv	Leather	8	4	4		Thievery
Warlock	4	2,750	d4	+2	+1 / 3 lv	None	10	1	1	5	Sorcery, Wizardry
Warrior	1	2,000	d10	+5	+1 / 1 lv	Plate Mail	3	5	1		
Wizard	1	2,000	d4	+2	+1 / 3 lv	None	10	1	2	9	Wizardry

## MID-LEVEL COSTS

Level	Multiplier	1	2	3	4	5	6	7	8	9	10
1	125	125	250	375	500	625	750	875	1,000	1,125	1,250
2	125	125	250	375	500	625	750	875	1,000	1,125	1,250
3	250	250	500	750	1,000	1,250	1,500	1,750	2,000	2,250	2,500
4	500	500	1,000	1,500	2,000	2,500	3,000	3,500	4,000	4,500	5,000
5	1,000	1,000	2,000	3,000	4,000	5,000	6,000	7,000	8,000	9,000	10,000
6	2,000	2,000	4,000	6,000	8,000	10,000	12,000	14,000	16,000	18,000	20,000
7	3,813	3,813	7,625	11,438	15,250	19,063	22,875	26,688	30,500	34,313	38,125
8	7,813	7,813	15,625	23,438	31,250	39,063	46,875	54,688	62,500	70,313	78,125
9	15,625	15,625	31,250	46,875	62,500	78,125	93,750	109,375	125,000	140,625	156,250
10+	15,625	15,625	31,250	46,875	62,500	78,125	93,750	109,375	125,000	140,625	156,250

