

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

THAUMATURGY SPELLS PER DAY

Level	1	2	3	4	5	6	7
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
16	6	5	5	4	4	3	3
17	6	5	5	5	4	4	3
18	6	6	5	5	4	4	3
19	6	6	5	5	5	4	4
20	6	6	6	5	5	4	4

WIZARDRY 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

SORCERY SPELLS PER DAY

Level	1	2	3	4	5
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
12	5	4	4	3	3
13	5	5	4	4	3
14	5	5	4	4	3
15	5	5	5	4	4
16	6	5	5	4	4
17	6	5	5	5	4
18	6	6	5	5	4
19	6	6	5	5	5
20	6	6	6	5	5

BONUS THAUMATURGY SPELLS

Wisdom	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

BONUS WIZARDRY SPELLS

Intelligence	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

BONUS SORCERY SPELLS

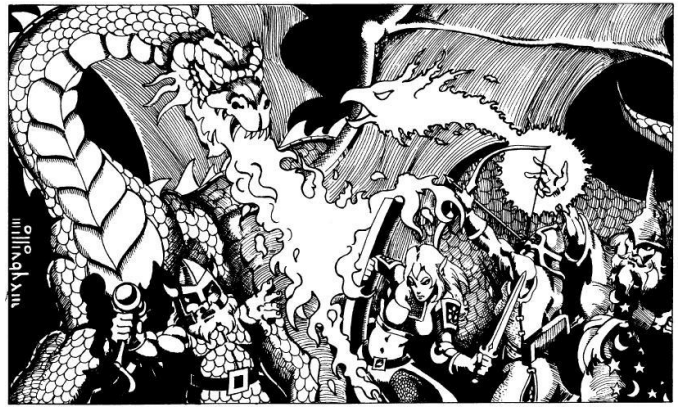
Charisma	1	2	3	4	5
12	1				
13	2				
14	2	1			
15	2	2			
16	2	2	1		
17	2	2	2		
18	2	2	2	1	
19	2	2	2	2	
20	2	2	2	2	1
21	2	2	2	2	2
22	2	2	2	2	2
23	2	2	2	2	2
24	2	2	2	2	2
25	2	2	2	2	2

ABILITY SCORE AND RACIAL MODIFIERS TO THIEF SKILLS

Thief Skill	Ability Modifier	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc
Pick Pockets	+ 5% × Dexterity Modifier		+5%		+10%	+5%	-5%
Open Locks	+ 5% × Dexterity Modifier	+10%	-5%	+5%		+5%	+5%
Find Traps	+ 5% × Wisdom Modifier	+15%		+10%		+5%	+5%
Remove Traps	+ 5% × Dexterity Modifier	+15%		+10%		+5%	+5%
Move Silently	+ 5% × Dexterity Modifier		+5%	+5%		+10%	
Hide in Shadows	+ 5% × Dexterity Modifier		+10%	+5%	+5%	+15%	
Hear Noise	+ 5% × Wisdom Modifier		+5%	+10%		+5%	+5%
Climb Walls	+ 5% × Strength Modifier	-10%		-15%		-15%	+5%
Read Languages	+ 5% × Intelligence Modifier	-5%				-5%	-10%

ARMOR ADJUSTMENTS TO THIEF SKILLS

Thief Skill	None	Padded	Leather	Studded	Ring	Scale	Chain	Elfin	Banded	Splint	Plate Mail	Plate
Pick Pockets	+5%	-30%	+0%	-30%	-40%	-50%	-40%	-20%	-50%	-50%	-75%	-100%
Open Locks	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Find Traps	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Remove Traps	+0%	-10%	+0%	-10%	-15%	-20%	-15%	-5%	-20%	-20%	-40%	-80%
Move Silently	+10%	-20%	+0%	-20%	-40%	-60%	-40%	-10%	-60%	-60%	-80%	-100%
Hide in Shadows	+5%	-20%	+0%	-20%	-30%	-50%	-30%	-10%	-50%	-50%	-75%	-110%
Hear Noise	+0%	-10%	+0%	-10%	-20%	-30%	-20%	-5%	-30%	-30%	-50%	-70%
Climb Walls	+10%	-30%	+0%	-30%	-40%	-90%	-40%	-20%	-90%	-90%	-99%	-100%



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

THIEF SKILLS

Level	Larceny	Athletics	Cyphering
1	30%	85%	5%
2	35%	87%	10%
3	40%	89%	15%
4	45%	91%	20%
5	50%	93%	25%
6	55%	95%	30%
7	60%	97%	35%
8	65%	99%	40%
9	70%	101%	45%
10	75%	103%	

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

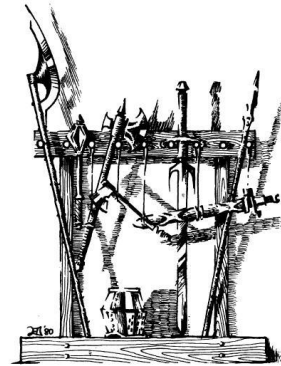
Weapon	Speed	Damage	Type	Weight	Size	Wieldiness	Distance	Range
Axe, Hand	4	1d6	Slashing	2 lb.	Light		Thrown	20/60
Blowgun	5	1	Piercing	1 lb.			Ammo/Loading	25/100
Bow, Composite, Long	7	1d8	Piercing	2 lb.	Heavy	Two-handed	Ammunition	150/600
Bow, Composite, Short	6	1d6	Piercing	2 lb.		Two-handed	Ammunition	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	Bludgeoning	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	Bludgeoning	--			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

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



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

Ammunition: Must have ammunition to use weapon, can spend a minute after a battle to recover half expended ammunition.

Finesse: May use either Strength or Dexterity for both the attack and damage rolls, must use same ability for both rolls.

Heavy: Small creatures have disadvantage on attack rolls.

Light: May use two weapons in combat if both are light, can attack at -2 with the first weapon and at -4 with the second, modified by Dexterity.

Loading: May only fire one piece of ammunition regardless of number of attacks you normally make per round.

Range: Numbers are in feet, first number is the normal range, second number is maximum range, disadvantage on attack rolls past normal range.

Reach: Weapon adds five feet to your reach when you attack with it.

Thrown: May throw the weapon to make a ranged attack, use the same ability modifier you use in melee with the weapon.

Two-handed: Requires two hands to use.

Versatile: May be used with one or two hands, two-handed damage in parenthesis.

MONSTER SAVING THROW ADJUSTMENTS

Save As	P/P/DM	P&P	R/S/W	BW	Spells
Cleric	+2	+0	+0	-2	+0
Fighter	+0	+0	+0	+0	+0
M-U	-3	+0	+4	-1	+3
Thief	-2	+0	+1	-3	+1

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

HIT DICE COSTS

Hit Dice	Points
d1	1
d2	2
d3	3
d4	4
d5	5
d6	6
d7	7
d8	8
d9	9
d10	10

HIT POINT COSTS

Hit Points	Points
+1/2	1
+1	2
+1 1/2	3
+2	4
+2 1/2	5
+3	6
+3 1/2	7
+4	8
+4 1/2	9
+5	10

ARMOR PROFICIENCY

Armor Types	Points
Padded/Leather	2
Studded Leather/Ring Mail	3
Scale Mail	4
Chain Mail	5
Banded Mail/Splint Mail	6
Plate Mail	7
Field Plate	8
Full Plate	9
All Armor (Futuristic, Exotic)	10

ABILITY SCORE INCREASES

Increase	Points
By one (12 or lower)	1
From 12 to 13	1
From 13 to 14	2
From 14 to 15	2
From 15 to 16	3
From 16 to 17	3
From 17 to 18	4

PROGRESSION COSTS

Progression	Points
Mystic	3
Assassin	4
Thievery	4
Sorcery	6
Thaumaturgy	7
Wizardry	10

FEATURE COSTS

Feature	Points
Minor	1
Major	2

PROFICIENCY COSTS

Proficiency	Points
Spell	1
Shield	1
Weapon	1
Save	2

ATTACK BONUS COSTS

Attack Bonus	Points
+1/2	1
+1/3	2
+1/2	3
+2/3	4
+5/6	5
+1	6

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

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
Erubescens	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

MAGIC ITEM CREATION

Level	Experience Points	Maximum XP Value	Sanctum Cost Required (gp)	Upkeep Cost (gp/year)
1	0	0	0	0
2	2,000	10	20	4
3	4,000	20	40	8
4	8,000	40	80	16
5	16,000	80	160	32
6	32,000	160	320	64
7	64,000	320	640	128
8	125,000	625	1,250	250
9	250,000	1,250	2,500	500
10	500,000	2,500	5,000	1,000
11	750,000	3,750	7,500	1,500
12	1,000,000	5,000	10,000	2,000
13	1,250,000	6,250	12,500	2,500
14	1,500,000	7,500	15,000	3,000
15	1,750,000	8,750	17,500	3,500
16	2,000,000	10,000	20,000	4,000
17	2,250,000	11,250	22,500	4,500
18	2,500,000	12,500	25,000	5,000
19	2,750,000	13,750	27,500	5,500
20	3,000,000	15,000	30,000	6,000



SPELL RESEARCH

Minimum Level	Maximum Spell Level	Cost for Spell Level	Research Time (weeks)
1	Cantrip	40 gp	1
2	1st	80 gp	1
3	2nd	160 gp	3
5	3rd	640 gp	5
7	4th	2,560 gp	7
9	5th	10,000 gp	9
11	6th	30,000 gp	11
13	7th	50,000 gp	13
15	8th	70,000 gp	15
17	9th	90,000 gp	17

STRENGTH TABLE

Strength	Ability Modifier	Damage Bonus	Athletics	Lesser Feat	Greater Feat
3	-4	-3	-20%	10%	0%
4	-3	-3	-15%	10%	0%
5	-3	-2	-15%	15%	0%
6	-2	-2	-10%	15%	0%
7	-2	-1	-10%	20%	0%
8	-1	-1	-5%	20%	1%
9	-1	+0	-5%	25%	2%
10	+0	+0	+0%	25%	4%
11	+0	+1	+0%	30%	6%
12	+1	+1	+5%	30%	9%
13	+1	+2	+5%	35%	12%
14	+2	+2	+10%	35%	16%
15	+2	+3	+10%	40%	20%
16	+3	+4	+15%	45%	25%
17	+3	+5	+15%	50%	30%
18	+4	+6	+20%	55%	36%
19	+4	+7	+20%	60%	42%
20	+5	+8	+25%	65%	49%
21	+5	+9	+25%	70%	56%
22	+6	+10	+30%	75%	64%
23	+6	+11	+30%	80%	72%
24	+7	+12	+35%	85%	81%
25	+7	+14	+35%	95%	90%


DEXTERITY TABLE

Dexterity	Ability Modifier	Initiative Modifier	Larceny
3	-4	+4	-20%
4	-3	+3	-15%
5	-3	+3	-15%
6	-2	+2	-10%
7	-2	+2	-10%
8	-1	+1	-5%
9	-1	+1	-5%
10	+0	+0	+0%
11	+0	-1	+0%
12	+1	-1	+5%
13	+1	-2	+5%
14	+2	-2	+10%
15	+2	-3	+10%
16	+3	-3	+15%
17	+3	-4	+15%
18	+4	-4	+20%
19	+4	-5	+20%
20	+5	-5	+25%
21	+5	-6	+25%
22	+6	-6	+30%
23	+6	-7	+30%
24	+7	-7	+35%
25	+7	-8	+35%

INTELLIGENCE TABLE

Intelligence	Ability Modifier	Added Languages	Illusion Immunity	Read Languages
3	-4	0	--	-20%
4	-3	0	--	-15%
5	-3	0	--	-15%
6	-2	0	--	-10%
7	-2	0	--	-10%
8	-1	0	--	-5%
9	-1	1	--	-5%
10	+0	1	--	+0%
11	+0	2	--	+0%
12	+1	2	--	+5%
13	+1	3	--	+5%
14	+2	3	--	+10%
15	+2	4	--	+10%
16	+3	4	--	+15%
17	+3	5	--	+15%
18	+4	5	--	+20%
19	+4	6	1st Level	+20%
20	+5	6	2nd Level	+25%
21	+5	7	3rd Level	+25%
22	+6	7	4th Level	+30%
23	+6	8	5th Level	+30%
24	+7	8	6th Level	+35%
25	+7	9	7th Level	+35%

WISDOM TABLE

Wisdom	Ability Modifier	Magical Defense	Perception	Spell Immunities
3	-4	-4	-20%	
4	-3	-3	-15%	
5	-3	-3	-15%	
6	-2	-2	-10%	
7	-2	-2	-10%	
8	-1	-1	-5%	
9	-1	-1	-5%	
10	+0	+0	+0%	
11	+0	+1	+0%	
12	+1	+1	+5%	
13	+1	+2	+5%	
14	+2	+2	+10%	
15	+2	+3	+10%	
16	+3	+3	+15%	
17	+3	+4	+15%	
18	+4	+4	+20%	
19	+4	+5	+20%	As Legends & Lore
20	+5	+5	+25%	As Legends & Lore
21	+5	+6	+25%	As Legends & Lore
22	+6	+6	+30%	As Legends & Lore
23	+6	+7	+30%	As Legends & Lore
24	+7	+7	+35%	As Legends & Lore
25	+7	+8	+35%	As Legends & Lore

CONSTITUTION TABLE

Constitution	Ability Modifier	Reorx Bonus	System Shock	Resurrection	Poison Save	Regeneration
3	-4	+0	35%	40%	+0	--
4	-3	+1	40%	45%	+0	--
5	-3	+1	45%	50%	+0	--
6	-2	+1	50%	55%	+0	--
7	-2	+2	55%	60%	+0	--
8	-1	+2	60%	65%	+0	--
9	-1	+2	65%	70%	+0	--
10	+0	+2	70%	75%	+0	--
11	+0	+3	75%	80%	+0	--
12	+1	+3	80%	85%	+0	--
13	+1	+3	85%	90%	+0	--
14	+2	+4	90%	95%	+0	--
15	+2	+4	95%	100%	+0	--
16	+3	+4	99%	100%	+0	--
17	+3	+4	99%	100%	+0	--
18	+4	+5	99%	100%	+0	--
19	+4	+5	99%	100%	+1	--
20	+5	+5	99%	100%	+1	1 point / hr
21	+5	+6	99%	100%	+2	2 points / hr
22	+6	+6	99%	100%	+2	3 points / hr
23	+6	+6	99%	100%	+3	4 points / hr
24	+7	+6	99%	100%	+3	5 points / hr
25	+7	+7	99%	100%	+4	6 points / hr

CHARISMA TABLE

Charisma	Ability Modifier	Henchmen	Loyalty Base	Reaction Adjustment
3	-4	0	-20%	-15%
4	-3	1	-15%	-15%
5	-3	1	-15%	-10%
6	-2	2	-10%	-10%
7	-2	2	-10%	-5%
8	-1	3	-5%	-5%
9	-1	3	-5%	+0%
10	+0	4	+0%	+0%
11	+0	4	+0%	+5%
12	+1	5	+5%	+5%
13	+1	5	+5%	+10%
14	+2	6	+10%	+10%
15	+2	6	+10%	+15%
16	+3	7	+15%	+15%
17	+3	7	+15%	+20%
18	+4	8	+20%	+20%
19	+4	8	+20%	+25%
20	+5	9	+25%	+25%
21	+5	9	+25%	+30%
22	+6	10	+30%	+30%
23	+6	10	+30%	+35%
24	+7	11	+35%	+35%
25	+7	11	+35%	+40%