



## Reference Charts from D&D® Basic

### Bonuses and Penalties Due to Abilities

Ability Score	Adjustments
3	-3
4-5	-2
6-8	-1
9-12	No adjustment
13-15	+1
16-17	+2
18	+3

**Strength** adjustments apply to "to hit" rolls, damage, and rolls for opening doors. Note that any hit always does at least one point of damage regardless of adjustments.

**Wisdom** adjustments apply to saving throws vs. Magical Attack, *only*, not to non-magical attacks (such as dragon breath or poison).

**Constitution** adjustments apply to the number of hit points rolled with each hit die. No hit die can be adjusted below 1 hit point.

**Dexterity** adjustments apply to "to hit" rolls on missile fire, and to armor class. **Important note:** Penalties for low dexterity **add** to the armor class, while bonuses for high dexterity **subtract** from the armor class.

Intelligence	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages
13-15	Reads and writes native languages, +1 added
16-17	Reads and writes native languages, +2 added
18	Reads and writes native languages, +3 added

Charisma Score	Adjustments to Reactions	Maximum Number of Retainers	Morale of Retainers
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

### Missile Fire Ranges

#### RANGES (in feet):

Weapon Type	Short (+1)	Medium (0)	Long (-1)
Crossbow	5-80	81-160	161-240
Long Bow	5-70	71-140	141-210
Short Bow	5-50	51-100	101-150
Sling	5-40	41-80	81-161
Spear*	5-20	21-40	41-60
Oil* or Holy Water*	5-10	11-30	31-50
Axe* or Dagger*	5-10	11-20	21-30

\*thrown weapons

### Encumbrance

	Item	Weight in coins
<b>Armor:</b>	Chain Mail Armor	400
	Leather Armor	200
	Plate Mail Armor	500
	Shield	100
<b>Axes:</b>	Battle Axe	50
	Hand Axe	30
<b>Bows:</b>	Bow + 20 arrows	30
	Crossbow + 30 quarrels	50
<b>Swords:</b>	Short Sword	30
	Normal Sword	60
	Two-handed Sword	150
<b>Other Weapons:</b>	Club	50
	Dagger	10
	Mace	30
	Pole Arm	150
	Spear	30
	War Hammer	30
	<b>Treasures:</b>	Coin (any type)
Gem	1	
Jewelry (1 piece)	10	
Potion	10	
Rod	20	
Scroll	1	
Staff	40	
Wand	10	
<b>Misc. equipment and provisions:</b>	(including rope, spikes, sacks, wineskin, rations, etc.)	80

### Character Movement

Character Encumbrance:	Normal Move (per turn)	Encounter or Combat Movement	Running Movement
400 coins or less OR unarmored	120'	40'/round	120'/round
401-600 coins OR leather armored	90'	30'/round	90'/round
601-800 coins OR metal armored	60'	20'/round	60'/round
801-1600 coins OR metal armored and carrying treasure	30'	10'/round	30'/round

A player carrying treasure in addition to wearing armor must use the movement speed one line below the normal one. Movement per round will be explained in the section on **Combat** (page X24). **EXAMPLE:** A character wearing leather armor and carrying treasure will move at the rate of 60' per turn.

#### Weights and Movement

<b>Mules:</b>		
maximum load to move at 120'/turn		2000 coins
maximum encumbrance load (move at 60'/turn)		4000 coins

<b>Items:</b>		
1 small sack holds		200 coins
1 large sack holds		600 coins
1 backpack holds		400 coins

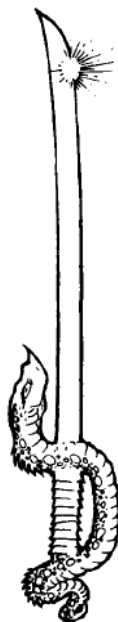
The most that a character can carry is 1600 coins. The most a mule can carry is 4000 coins.

## Combat Sequence

- A.** Each side rolls for initiative (1d6).
- B.** The side that wins the initiative acts first (if simultaneous all actions are performed by each side at the same time):
1. Morale checks, if needed (page B27).
  2. Movement per round, meleed opponents may only move defensively (spell casters may not move *and* cast spells).
  3. Missile fire combat:
    - a. choose targets
    - b. roll 1d20 to hit; adjust result by Dexterity adjustment, range, cover, and magic
    - c. DM rolls damage
  4. Magic spells (roll saving throws, as needed: 1d20).
  5. Melee or hand-to-hand combat:
    - a. choose (or be attacked by) opponents
    - b. roll 1d20 to hit; adjust result by Strength adjustment and magic weapons
    - c. DM rolls damage; adjust result by Strength adjustment and magic weapons
- C.** The side with the next highest initiative acts second, and so on using the order given above, until all sides have completed melee.
- D.** The DM handles any surrenders, retreats, etc. as they occur.

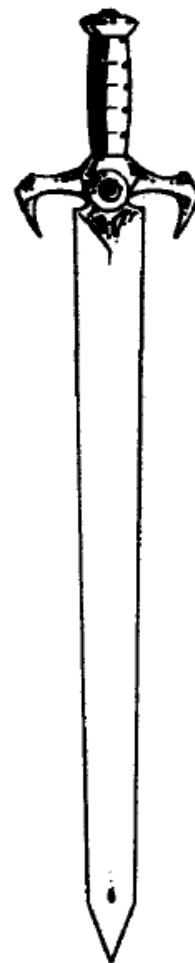
## Base Defense Number by Monster Hit Dice

Monster Hit Dice	ThAC0	Base Defense Number
Normal Man	20	2
up to 1	19	3
1+ to 2	18	4
2+ to 3	17	5
3+ to 4	16	6
4+ to 5	15	7
5+ to 6	14	8
6+ to 7	13	9
7+ to 8	12	10
8+ to 9	11	11
9+ to 11	10	12
11+ to 13	9	13
13+ to 15	8	14
15+ to 17	7	15
17+ to 19	6	16
19+ to 21	5	17
21+ to 23	4	18
23+ to 25	3	19
25+ to 27	2	20
27+ to 29	2	20
29+ to 31	2	20
31+ to 33	2	20
33+ to 35	2	20
35+ and up	1	21



Attack Rolls Table: All Characters

MU	Class & Level			DH**	Armor Class Hit												
	C,T,D	F*			10	9	8	7	6	5	4	3	2	1	0		
Normal Man					10	11	12	13	14	15	16	17	18	19	20		
1-5	1-4	1-3			9	10	11	12	13	14	15	16	17	18	19		
6-10	5-8	4-6			7	8	9	10	11	12	13	14	15	16	17		
11-15	9-12	7-9	A	5	6	7	8	9	10	11	12	13	14	15			
			B	4	5	6	7	8	9	10	11	12	13	14			
16-20	13-16	10-12	C	3	4	5	6	7	8	9	10	11	12	13			
			D	2	3	4	5	6	7	8	9	10	11	12			
21-25	17-20	13-15	E	2	2	3	4	5	6	7	8	9	10	11			
			F	2	2	2	3	4	5	6	7	8	9	10			
26-30	21-24	16-18	G	2	2	2	2	3	4	5	6	7	8	9			
			H	2	2	2	2	2	3	4	5	6	7	8			
31-35	25-28	19-21	I	1	2	2	2	2	2	3	4	5	6	7			
			J	0†	1	2	2	2	2	2	3	4	5	6			
36	29-32	22-24	K	1†	0†	1	2	2	2	2	2	3	4	5			
			L	2†	1†	0†	1	2	2	2	2	2	3	4			
			M	3†	2†	1†	0†	1	2	2	2	2	2	3			
				5†	4†	3†	2†	1†	0†	1	2	2	2	2			
	33-35	25-27		7†	6†	5†	4†	3†	2†	1†	0†	1	2	2			
	36	28-30		9†	8†	7†	6†	5†	4†	3†	2†	1†	0†	1			



Attack Rolls Table: All Monsters

Creature's Hit Dice	Armor Class Hit																		
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
Normal Man	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
Up to 1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
1+ to 2	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
2+ to 3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
3+ to 4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
4+ to 5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
5+ to 6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
6+ to 7	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
7+ to 8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8+ to 9	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
9+ to 11	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11+ to 13	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

### Order of Events in One Game Turn

1. The DM rolls for wandering monsters (1d6; see page B53).
2. The party moves, enters room, listens, and searches.
3. If monsters are *not* encountered, the turn ends. If monsters are encountered, the DM rolls for the Number Appearing.
4. The DM rolls 2d6 to check the distance between the monsters and the party.
5. The DM rolls 1d6 for both the monsters and the party to check for surprise.

The DM and the party roll 1d6 or for initiative to see who moves first.

6. The DM rolls 2d6 for the Monster Reaction.
7. The party and the monsters react:  
If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.  
If one side runs away, the DM should check the chance of Evasion and Pursuit.  
If combat begins, the DM should use the **Combat Sequence** to handle combat.
8. End of Turn. Where necessary, the DM should check the character's remaining hit points, whether or not they need rest (see page B24), any changes in the party's marching order, or possessions, their encumbrance (see page B20), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.



### Experience Points for Monsters Defeated

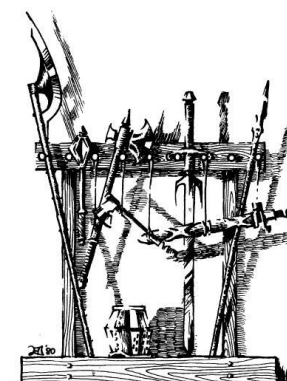
Monster's Hit Dice	Value	Special Abilities Bonus
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21+*	2500	2000

\*For every hit die over 21, 250 points are added to the base value and bonus of the creature.

### Variable Weapon Damage

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-4 (1d4)	Javelin (short throwing spear)
1-4 (1d4)	Staff*
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Lance
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

\*Two-handed weapon



### Armor Table

AC	Armor Type	Cost (gp)	Enc (cn)	Notes
(-1)*	Shield	10	100	D
7	Leather Armor	20	200	D, T
6	Scale Mail	30	300	
5	Chain Mail	40	400	
4	Banded Mail	50	450	
3	Plate Mail	60	500	
0	Suit Armor	250	750	S

\* Subtract 1 from AC if a shield is used.

D A druid can use this type of armor if it contains *no* metal parts or other nonorganic components (parts that have never been alive).

S Suit armor has some very special characteristics; carefully read the description of this type of armor.

T A thief can use this type of armor.