

RULES CYCLOPEDIA ADDENDUM

The purpose of this document is to detail how race and class can be separated when using the D&D Rules Cyclopeda. This document also details very simple class options that can be employed to mimic classes found in other forms of Dungeons and Dragons.

The first section gives details for seven standard player character races that can be used in your game. The ability score requirements for playing a member of that race are listed first. After that, it is noted in each description that a character's prime requisites, experience bonus criteria, and hit dice are always a function of the character's class. The maximum level for all characters is 36th. However, all non-humans have different advancement tables showing the experience points needed for each level. Humans have the fastest advancement tables; they are based on the four human character classes found in the Rules Cyclopeda. Demi-human advancement tables have been derived by taking into account the experience point "addition" each race receives in the Variant Rules section of the Cyclopeda. The allowed armor and weapons are listed for that race next. Any special abilities and damage resistances come after. All languages known by characters of that race are shown next. The last section details the adjustments that apply to a character's saving throws. This number is not a penalty, even though it is negative. Lower the character's saving throw by this amount, with the base saving throw coming from the character's class saving throw chart. Demi-human minimum saving throws are not always '2' either. The lowest saving throw a member of that race can have is shown. For example, dwarves have a -4 adjustment to their Magic Wands saving throw. This means that a dwarven cleric will start with an 8 (12 - 4), a dwarven fighter with a 9 (13 - 4), and a dwarven thief with a 10 (14 - 4). The lowest saving throw that any dwarven character can have in Magic Wands is '3' as listed in the entry for dwarves.

Following this section is a similar section for humanoids. Humanoids have ability score adjustments and maximums, unlike humans and demi-humans. This section is primarily for DMs who may want to create NPCs of humanoid races that also have a character class. The Orcs of Thar gazetteer supplement was used as inspiration.

The five basic classes from the Rules Cyclopeda are detailed next. After this, six multi-class options are listed. Four basic classes are paired with one another to simulate a class that is actually a multi-class as presented in other early forms of D&D. Following these two sections, a number of class options are described. These entail some of the higher level options described, such as knight and druid, that should be made available to 1st level characters. Other options represent simplified "sub-classes" that can be taken as options at 1st level, such as bard, illusionist, and assassin. For hit dice and top out hit points, two values are listed for each class. The first represents the standard hit dice and top out hit points found in the Rules Cyclopeda. The second values represent the higher hit dice found in AD&D. Either can be used, depending on the preference of the DM. A short discussion on using all of the options presented in this document follows. Finally, experience point charts for the various races are given. The illusionist spell list and a note about the mystic's acrobatics special ability ends the document.

Although this document details quite a number of changes and additions, DMs can ignore most of these various options and simply use this document to divorce race from class. If this is desired, use only the dwarf, elf, halfling, and human races along with the cleric, fighter, magic-user, and thief classes. Then you will have sixteen race-class combinations as opposed to the seven that are described in the Rules Cyclopeda.

RACES

DWARF

Ability Score Requirements:	Constitution 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Dwarven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, dwarves are limited to Small and Medium melee/thrown weapons, shortbows, and crossbows.
Special Abilities:	Infravision, 1 in 3 chance to detect traps, sliding walls, sloping corridors, and new construction.
Damage Resistance:	Half damage from spells at 1,400,000 XP.
Languages:	Common, dwarf, gnome, goblin, kobold, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 4
Rod, Staff, or Spell:	-4 / 3

ELF

Ability Score Requirements:	Intelligence 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Elven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision, 1 in 3 chance to detect secret and hidden doors, immunity to ghoul paralysis.
Damage Resistance:	Half damage from dragon breath at 1,600,000 XP.
Languages:	Common, elf, gnoll, hobgoblin, orc, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-0 / 2
Magic Wands:	-0 / 4
Paralysis or Turn to Stone:	-0 / 4
Dragon Breath:	-0 / 3
Rod, Staff, or Spell:	-0 / 3

GNOME

Ability Score Requirements:	Dexterity of 9 or better and a Constitution of 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Gnomish advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, gnomes are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	Infravision, 1 in 3 chance to detect traps, sliding walls, sloping corridors, and new construction, -2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to individual initiative.
Damage Resistance:	Half damage from spells at 300,000 XP. Half damage from dragon breath at 2,100,000 XP.
Languages:	Common, dwarf, gnome, goblin, kobold, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 4
Rod, Staff, or Spell:	-4 / 3

HALFLING

Ability Score Requirements:	Dexterity of 9 or better and a Constitution of 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Halfling advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, halflings are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	-2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to individual initiative, 90% chance to hide motionless in woodlands, 33% chance to hide motionless in dimly lit building interiors.
Damage Resistance:	Half damage from spells at 300,000 XP. Half damage from dragon breath at 2,100,000 XP.
Languages:	Common and alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 5
Rod, Staff, or Spell:	-4 / 4

HALF-ELF

Ability Score Requirements:	Intelligence of 6 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Half-elven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision, 1 in 3 chance to detect secret and hidden doors.
Damage Resistance:	None
Languages:	Common, elf, gnoll, hobgoblin, orc, alignment language.
Saving Throw Adjustments:	None.

HALF-ORC

Ability Score Requirements:	Strength of 6 or better and an Intelligence of 17 or lower.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Half-orcish advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision.
Damage Resistance:	None
Languages:	Common, orc, alignment language.
Saving Throw Adjustments:	None.

HUMAN

Ability Score Requirements:	None.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Humans have the best advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	None.
Damage Resistance:	None.
Languages:	Common, alignment language.
Saving Throws Adjustments:	None.

HUMANOID RACES

When rolling ability scores for humanoids, any score of 17 or 18 in Intelligence and Wisdom is re-rolled until 16 or lower is obtained. After all scores are rolled, apply the racial adjustments.

BUGBEAR

Ability Score Adj./Max:	Str +1/18; Int -3/13; Wis -2/14; Dex +0/18; Con +1/18; Cha +0/18*
Experience Bonus:	By Class. Furthermore, halve all XP earned.
Hit Dice:	Three hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Bugbears use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	None.
Languages:	Bugbear.

GNOLL

Ability Score Adj./Max:	Str +1/18; Int -3/13; Wis -2/14; Dex +1/18; Con +0/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	Two hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Gnolls use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	None.
Languages:	Gnoll.

GOBLIN

Ability Score Adj./Max:	Str -3/15; Int -1/15; Wis +0/16; Dex +1/18; Con +1/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Goblins use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class. Furthermore, goblins are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	Infravision. -1 to attack rolls when fighting in daylight.
Languages:	Goblin.

HOBGOBLIN

Ability Score Adj./Max:	Str +1/18; Int +0/16; Wis +0/16; Dex -1/17; Con +1/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Hobgoblins use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	None.
Languages:	Hobgoblin.

KOBOLD

Ability Score Adj./Max:	Str -4/14; Int -1/15; Wis +0/16; Dex +3/18; Con +0/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Kobolds use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class. Furthermore, kobolds are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	Infravision.
Languages:	Kobold.

OGRE

Ability Score Adj./Max:	Str +2/18; Int -4/12; Wis -1/15; Dex -1/17; Con +1/18; Cha +0/18*
Experience Bonus:	By Class. Furthermore, award one-third normal XP.
Hit Dice:	Four hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Ogres use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	None.
Languages:	Ogre.

ORC

Ability Score Adj./Max:	Str +1/18; Int -3/13; Wis +0/16; Dex -1/17; Con +0/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Orcs use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	Infravision. -1 to attack rolls when fighting in daylight.
Languages:	Orc.

TROLL

Ability Score Adj./Max:	Str +2/18; Int -4/12; Wis -2/14; Dex -2/16; Con +0/18; Cha -2/16*
Experience Bonus:	By Class. Furthermore, award one-fifth normal XP.
Hit Dice:	Six hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Trolls use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	Regeneration (see Troll monster entry in the Rules Cyclopedia).
Languages:	Troll.

* Consider a humanoid's Charisma to be 21 minus the actual Charisma score when dealing with humanoid races and the listed score when dealing with humans and demi-humans. Therefore, "low" Charisma humanoids are the leaders in humanoid society and those who would be able to interact better with humans and demi-humans are the outcasts and freaks.

CLASSES

CLERIC

Prime Requisites:	Wisdom.
Experience Bonus:	If Wis is 13 or better, +5%; if Wis is 16 or better, +10%. If Wis is 6-8, -10%; if Wis is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use cleric advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	Any, plus shield.
Weapons:	No edged or pointed weapons; all other weapons permitted. Racial limitations apply.
Attack Progression:	As cleric.
Saving Throws:	As cleric.
Special Abilities:	See the Rules Cyclopedia for rules concerning clerics.

FIGHTER

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply. Fighters have Basic Mastery in all weapons.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopedia for rules concerning fighters. Fighters (including multi-class fighters) are the only characters who can take advantage of Weapon Mastery. No other characters, including the fighter subclasses, can use Weapon Mastery. Subtract four from the number of slots they receive (0 at 1st level, 1 at 3rd, etc.).

MAGIC-USER

Prime Requisites:	Intelligence.
Experience Bonus:	If Int is 13 or better, +5%; if Int is 16 or better, +10%. If Int is 6-8, -10%; if Int is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d4 with +1 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	None, no shield permitted.
Weapons:	Dagger only.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	See the Rules Cyclopedia for rules concerning magic-users.

MYSTIC

Prime Requisites:	Strength and Dexterity. Both Wisdom and Dexterity must be 13 or higher.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d6 with +2 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Any (lawful, chaotic, or neutral). Most are lawful.
Armor:	None, no shield permitted.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopedia for rules concerning mystics. See the Variant Rules section for progression to 36th level. However, the mystic gains their special abilities at different levels. Consult the Mystic Special Abilities Table. Levels 1 through 6 remain unchanged. For each level above 6th, the mystic must advance three character levels to gain the special abilities shown. This corresponds to 9th level (instead of 7th level), 12th instead of 8th, 15th (9th), 18th (10th), 21st (11th), 24th (12th), 27th (13th), 30th (14th), 33rd (15th) and finally at 36th level the mystic gains the abilities listed for 16th level. The numbers of mystics at higher levels uses this new level scheme (seven each from 18th to 20th, from 21st to 23rd, and 24th to 26th for a total of 21; five each from 27th to 29th, 30th to 32nd, and 33rd to 35th for a total of 15; and three of 36th level). The mystic only has to challenge when reaching levels evenly divisible by three (and thus entering a "band" of levels, like "18th to 20th"). The mystic does gain the fighter combat options upon attaining 9th level (that doesn't change). Also, do allow the mystic's saving throws to improve beyond 16th level.

THIEF

Prime Requisites:	Dexterity.
Experience Bonus:	If Dex is 13 or better, +5%; if Dex is 16 or better, +10%. If Dex is 6-8, -10%; if Dex is 3-5, -20%.
Standard Hit Dice:	d4 with +2 per level after 9th.
Higher Hit Dice:	d6 with +2 per level after 9th.
Maximum Level:	36th, use thief advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	Leather armor only, shield not permitted.
Weapons:	Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As thief.
Saving Throws:	As thief.
Special Abilities:	See the Rules Cyclopedia for rules concerning thieves.

MULTI-CLASSES

The following six multi-class combinations with suggested one-word names are available.

GISH (FIGHTER/MAGIC-USER)

Prime Requisites:	Strength and Intelligence.
Experience Bonus:	If Str and Int are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d7 with +2 per level after 9th. To roll a d7, roll a d8 and re-roll any '8.'
Maximum Level:	36th, use "F/M" advancement charts.
Armor:	Any, plus shield. A gish can cast magical spells while wearing armor or using a shield.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	Better of fighter or magic-user.
Special Abilities:	As fighter and magic-user.

TEMPLAR (FIGHTER/CLERIC)

Prime Requisites:	Strength and Wisdom.
Experience Bonus:	If Str and Wis are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d7 with +2 per level after 9th.
Higher Hit Dice:	d9 with +2 per level after 9th. To roll a d9, roll a d10 and re-roll any '10.'
Maximum Level:	36th, use "F/C" advancement charts.
Armor:	Any, plus shield.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	Better of fighter or cleric.
Special Abilities:	As fighter and cleric.

SCOUT (FIGHTER/THIEF)

Prime Requisites:	Strength and Dexterity.
Experience Bonus:	If Str and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d6 with +2 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use "F/T" advancement charts.
Armor:	Any, plus shield. However, a maximum of leather armor and no shield if performing thieving skills.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	Better of fighter or thief.
Special Abilities:	As fighter and thief.

THEURGE (CLERIC/MAGIC-USER)

Prime Requisites:	Intelligence and Wisdom.
Experience Bonus:	If Int and Wis are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d5 with +1 per level after 9th. To roll a d5, roll a d10 and halve (round up).
Higher Hit Dice:	d6 with +1 per level after 9th.
Maximum Level:	36th, use "C/M" advancement charts.
Armor:	Any, plus shield. A theurge can cast magical spells while wearing armor or using a shield.
Weapons:	No edged or pointed weapons (however, daggers are permitted); all other weapons permitted. Racial limitations apply.
Attack Progression:	As cleric.
Saving Throws:	Better of cleric or magic-user.
Special Abilities:	As cleric and magic-user.

STALKER (CLERIC/THIEF)

Prime Requisites:	Wisdom and Dexterity.
Experience Bonus:	If Wis and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d5 with +2 per level after 9th.
Higher Hit Dice:	d7 with +2 per level after 9th.
Maximum Level:	36th, use "C/T" advancement charts.
Armor:	Any, plus shield. However, a maximum of leather armor and no shield if performing thieving skills.
Weapons:	Any missile weapon; any one-handed melee weapon; any two-handed melee weapon that isn't edged or pointed (such as staff). Racial limitations apply.
Attack Progression:	As cleric and thief.
Saving Throws:	Better of cleric or thief.
Special Abilities:	As cleric and thief.

ROGUE (MAGIC-USER/THIEF)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d5 with +1 per level after 9th.
Maximum Level:	36th, use "M/T" advancement charts.
Armor:	Leather armor only, shields not permitted. A rogue can cast magical spells while wearing leather armor.
Weapons:	Any missile weapon; any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As thief.
Saving Throws:	Better of magic-user or thief.
Special Abilities:	As magic-user and thief.

CLASS OPTIONS

All class options listed below can be taken at 1st level. If the DM permits, options can be chosen at later levels by characters having the class listed in parenthesis. Characters may only choose one option for that class, multiple options are not allowed. For example, a thief can choose to be a bard or an assassin, but not both. Multi-class characters may choose two options, one for each class as long as they are compatible. A fighter/thief cannot, for instance, become a paladin/assassin.

AVENGER (FIGHTER)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Chaotic and/or evil (if the nine alignments are used). Some avengers are "good."
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopedia for rules concerning avengers.

ASSASSIN (THIEF)

Prime Requisites:	Dexterity.
Experience Bonus:	If Dex is 13 or better, +5%; if Dex is 16 or better, +10%. If Dex is 6-8, -10%; if Dex is 3-5, -20%.
Standard Hit Dice:	d4 with +2 per level after 9th.
Higher Hit Dice:	d6 with +2 per level after 9th.
Maximum Level:	36th, use thief advancement charts.
Alignment:	Any (lawful, chaotic, or neutral). All assassins are typically "evil" however.
Armor:	Leather armor only, shield not permitted.
Weapons:	Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As thief.
Saving Throws:	As thief.
Special Abilities:	As thief of two-thirds assassin level (round up). Assassins also have special abilities derived from the Headsman (Thug) monster listed in the Rules Cyclopedia. Assassins of 6th level or higher may disguise themselves and are 90% undetectable in their disguises. At 10th level, assassins may use all three alignment languages. Assassins can surprise on a 1-3 roll of a d6 (not the normal 1-2) if they make preparations beforehand as listed in the Headsman entry. If a prepared assassin gains surprise, an opponent may be slain with a single blow, as a Thug. However, the DM may rule that an assassination attempt cannot be made or is unsuccessful regardless of any roll. Assassins are typically neutral, but can be lawful or chaotic. All are evil, regardless of alignment, as the secret killing of intelligent beings is almost always at odds with the ethos of goodness.

BARD (THIEF)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +2 per level after 9th.
Higher Hit Dice:	d6 with +2 per level after 9th.
Maximum Level:	36th, use thief advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	Leather armor only, shield not permitted.
Weapons:	Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As thief.
Saving Throws:	As thief.
Special Abilities:	As thief of two-thirds bard level (round up), as magic-user of one-third bard level (round down). Bards can cast spells from both the magic-user and illusionist spell lists. Bards can counter the effects of sound-based attacks by playing their instrument. This applies to the attacks of harpies, shriekers, banshees and the like. Bards are immune to sound-based attacks.

BERSERKER (FIGHTER)

Prime Requisites:	Constitution.
Experience Bonus:	If Con is 13 or better, +5%; if Con is 16 or better, +10%. If Con is 6-8, -10%; if Con is 3-5, -20%.
Standard Hit Dice:	d10 with +3 per level after 9th.
Higher Hit Dice:	d12 with +4 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Any (lawful, chaotic, or neutral). Berserkers are almost never lawful.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	Berserker is an option much like paladin and avenger. Lawful berserkers are rare. The berserker's special ability is rage . If the berserker decides to rage, he receives a +2 to attack rolls and damage rolls. A berserker may rage one time per day for every four experience levels (round up). The rage lasts for a number of combat rounds equal to the character's level. The berserker may decide to come out of a rage at any time after initiating it but loses all remaining rounds. Berserkers may become land-owning or traveling fighters at 9th level or above but never any of the fighter sub-class options (such as knight, avenger, or ranger).

DRUID (CLERIC)

Prime Requisites:	Wisdom.
Experience Bonus:	If Wis is 13 or better, +5%; if Wis is 16 or better, +10%. If Wis is 6-8, -10%; if Wis is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use cleric advancement charts.
Alignment:	Neutral only (or at least one neutral component if the nine alignments are used).
Armor:	Leather armor, shield permitted if made of only wood and leather (but see below).
Weapons:	No edged or pointed weapons; all other weapons permitted as long as they are not made of metal (but see below). Racial limitations apply.
Attack Progression:	As cleric.
Saving Throws:	As cleric.
Special Abilities:	See the Rules Cyclopedea for most rules concerning druids. There are a few changes, however. Druids have the ability to use polymorph self (as the magic-user spell) a number of times per day equal to their level divided by three (round down). When using this special ability, druids are limited to taking the forms of normal animals, giant animals, prehistoric animals, humanoids, dragons, or lowlives. All of the druid's equipment melds into the new form, unless it is made of "dead" material. Contrary to what is listed in the Rules Cyclopedea, druids can use "dead" weapons and armor, but are loath to do so because of this limitation. Refer to the Rules Cyclopedea for additional details on the druid class.

ILLUSIONIST (MAGIC-USER)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d4 with +1 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	None, no shield permitted.
Weapons:	Dagger only.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	As magic-user of the same level. However, illusionists have their own spell list, which is distinct from that of magic-users. DMs can use either the AD&D illusionist spell list, with appropriate conversions or the Labyrinth Lord Advanced Edition Companion illusionist spell list. Illusionists use the spell/level chart from the cleric class as a cleric one level higher than their illusionist level. For example, a 1st level illusionist has one 1st level spell per day (as a 2nd level cleric). Note, illusionist do not use cleric spells, they just use the cleric spell/level chart (because illusionist spells go from 1st to 7th level).

KNIGHT (FIGHTER)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopedia for most rules concerning knights. One additional special ability applies. As the most elite of fighters, knights use the monster attack tables when wielding melee weapons. Treat a knight's level as his "hit dice" and use the attack roll table for monsters. If the knight has a Constitution bonus (a positive modifier) then use the "plus" row. For example, a 1st level knight with Constitution 13 uses the "1+ to 2" row and needs an 18 to hit armor class zero with melee weapons. All other rules concerning knights from the Rules Cyclopedia applies.

PALADIN (FIGHTER)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Lawful and/or good (if nine alignments are used). They are almost always "good."
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopedia for rules concerning paladins.

RANGER (FIGHTER)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Neutral only (or at least one neutral component if the nine alignments are used).
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	Ranger is an option much like paladin and avenger. The prerequisites and special abilities of the ranger are listed below: <ol style="list-style-type: none">1. The ranger makes a pact of mutual aid and protection with a neutral druidical order. A ranger must always maintain a neutral component of alignment.2. The ranger gains the ability to detect danger (as the druid spell) as often as once per round simply by concentrating.3. The ranger gains spellcasting ability as a druid of one-third his fighter level (round down) if his Wisdom is 13 or better.4. Rangers gain no ability to turn undead.5. A ranger can travel with a number of hirelings equal to or less than his druid spellcasting level.6. A ranger must assist decent and honest folk (as paladins do). Although he is neutral with respect to law and chaos, he is still good-hearted.7. The DM may determine that the ranger gains additional special abilities that relate to overland travel and woodcraft.

SORCERER (MAGIC-USER)

Prime Requisites:	Charisma.
Experience Bonus:	If Cha is 13 or better, +5%; if Cha is 16 or better, +10%. If Cha is 6-8, -10%; if Cha is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d4 with +1 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Any (lawful, chaotic, or neutral).
Armor:	None, no shield permitted.
Weapons:	Dagger only.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	As magic-user of the same level. Sorcerers use the magic-user spells per level chart but add two additional spells at each spell level they can cast. For example, at 1st level a sorcerer has three 1st level spell slots and at 10th level they have five spell slots for each spell level from 1st to 4th and four spell slots for 5th level spells. However, a sorcerer's spell selection is limited as their magic is innate. They don't have spellbooks. They know a number of spells of each spell level equal to the actual spell slots shown on the magic-user table (meaning they know one 1st level spell at the start of play and at 10th level they will know three spells of each spell level from 1st to 4th and two 5th level spells).

WARLOCK (MAGIC-USER)

Prime Requisites:	Charisma.
Experience Bonus:	If Cha is 13 or better, +5%; if Cha is 16 or better, +10%. If Cha is 6-8, -10%; if Cha is 3-5, -20%.
Standard Hit Dice:	d4 with +2 per level after 9th.
Higher Hit Dice:	d6 with +2 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Any (lawful, chaotic, or neutral). Many are chaotic.
Armor:	Leather armor only, shield not permitted.
Weapons:	Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	As magic-user of the same level. The warlock uses the magic-user spells per day table and gets a number of spell slots equal to what is shown for 1st level spells only (they do not get any of the spell slots shown for 2nd through 9th level spells). These spell slots can be used to cast any of the spells the warlock knows, regardless of spell level. A warlock may rest uninterrupted for six full turns and regain all lost spell slots. All spell slots are also completely regained after a night's rest, like a magic-user. Warlocks may choose their spells from spell lists available in the campaign (usually cleric, illusionist, and magic-user). Warlocks know three spells at 1st level and gain one additional spell per level up to 13th level. At 14th level and higher, they do not gain an additional spell per experience level. Upon gaining each new experience level they may choose a spell of a level they can cast. The maximum spell level a warlock may choose is equal to the maximum spell level that a magic-user of that level can cast (but no higher than 5th level). At levels where a magic-user would gain 6th, 7th, 8th, and 9th level spell slots, the warlock chooses one spell of the appropriate level. Once chosen, this spell may not be changed. They may cast this spell once per day (i.e., only a night's rest allows this spell to be cast again, the one hour rest won't replenish the lost spell).

USING RACES, CLASSES, MULTI-CLASSES, AND CLASS OPTIONS

During character generation, the player has a lot more options now when using the Rules Cyclopeda. Players must choose a race for their character as well as a class or multi-class. Furthermore, there are various class options, normally available at 9th level, that should be considered at start.

Implement these options in the following manner:

1. Choose a race for your character.
2. Decide whether you want a character with a single class or two classes.
3. Choose your class or multi-class.
4. Once you have chosen your class or classes, decide if you want to choose one (or two) option(s) for your character's class(es).

ALLOWED RACE, CLASS, MULTI-CLASS, AND CLASS OPTION COMBINATIONS

RACE

Under these basic rules, there are no racial limitations on class selection. Your DM may have restrictions depending on the nature of the campaign world. Some typical restrictions are listed below.

Dwarf	Limited to cleric, fighter, and thief.
Elf	Limited to cleric, fighter, magic-user, and thief.
Gnome	Limited to cleric, fighter, illusionist (magic-user option), and thief.
Halfling	Limited to cleric, fighter, and thief.
Half-Elf	Limited to cleric, fighter, magic-user, and thief.
Half-Orc	Limited to cleric, fighter, and thief.
Humans	All classes (cleric, fighter, magic-user, mystic, and thief).

Non-humans may choose any multi-class based on two classes that are permitted. A typical restriction for humans is that they may not pursue a multi-class. It is worth repeating that these are merely typical restrictions based on previous versions of D&D. This document does not necessarily advocate using these restrictions.

MULTI-CLASS

Any two of the cleric, fighter, magic-user, and thief classes may be combined as a multi-class. It is suggested that due to the nature of the mystic class, no character should pursue a multi-class option using mystic. However, if the DM desires to use multi-class mystics, then the mystic can take the place of the fighter class in any multi-class combination. Use the appropriate advancement charts (such as "F/M" for mystic/magic-users and "F/C" for mystic/clerics). If a multi-class character takes two classes that have the same advancement chart (like fighter/mystic or warlock/illusionist), double the experience points at each level and apply the demi-human **XP Add** after if the character is a dwarf, elf, gnome, half-elf, or half-orc.

CLASS OPTIONS

All class options are listed below:

Cleric	Land-Owning Cleric, Traveling Cleric, and Druid. These three are mutually exclusive. This means that a cleric can choose only one of these options.
Fighter	Land-Owning Fighter, and Traveling Fighter (Paladin, Knight, Avenger, Berserker, or Ranger). Land-Owning and Traveling are mutually exclusive. Paladin, Knight, Avenger, Berserker, and Ranger are mutually exclusive. This means that a fighter can choose to be a paladin, knight, avenger, berserker, ranger or (eventually) a land-owning fighter, but can choose only one of these options.
Magic-user	Independent Wizard, Magist, and Magus. These three are mutually exclusive. Any of these can be coupled with illusionist, however.
Thief	Land-Owning Thief and Traveling Thief. These two are mutually exclusive. A thief also has the options of being an assassin, bard, or remaining a classic thief. These options are also mutually exclusive. An option from the first set can be combined with an option from the second set, such as "land-owning assassin" and "traveling bard."
Mystic	Mystics have no class options.

CLASS OPTIONS AND MULTI-CLASSES

A character with a multi-class can choose one class option for each of his classes unless the DM deems the two options incompatible. Some examples of possible incompatibility include: choosing a land-owning option from one class and a traveling option from the other; choosing two options with seemingly incompatible alignments (such as paladin/assassin and druid/avenger); and choosing two options that don't "feel right" together (like berserker/magic-user or druid/knight). DMs, as always, reserve the right to allow or forbid any combination of options.

Examples

A simple list of character type examples might prove helpful. Note that these represent just a few of the many options available.

1. Dwarven berserker (a dwarf fighter with the berserker option)
2. Elven druid/magic-user (an elven cleric/magic-user with the druid option)
3. Gnomish illusionist/assassin (a gnomish character that has taken two options)
4. Halfling ranger/thief (a halfling fighter/thief with the ranger option)
5. Half-elven paladin/cleric (a half-elven fighter/cleric with the paladin option)
6. Half-orc fighter (just a straight up half-orc fighter. He can be a land-owner at higher levels)
7. Human illusionist (a human character with the illusionist option)
8. Half-orc avenger/assassin (a nasty character)
9. Human mystic/magic-user (unarmored, unarmed, and exceptionally deadly)

There are many, many combinations and character types that can be created with this system. The DM exercises final authority on what's allowed in the campaign, as ever.

HUMAN ADVANCEMENT CHARTS

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,500	2,000	2,500	1,200	4,500	3,500	3,200	4,000	2,700	3,700
3	3,000	4,000	5,000	2,400	9,000	7,000	6,400	8,000	5,400	7,400
4	6,000	8,000	10,000	4,800	18,000	14,000	12,800	16,000	10,800	14,800
5	12,000	16,000	20,000	9,600	36,000	28,000	25,600	32,000	21,600	29,600
6	25,000	32,000	40,000	20,000	72,000	57,000	52,000	65,000	45,000	60,000
7	50,000	64,000	80,000	40,000	144,000	114,000	104,000	130,000	90,000	120,000
8	100,000	120,000	150,000	80,000	270,000	220,000	200,000	250,000	180,000	230,000
9	200,000	240,000	300,000	160,000	540,000	440,000	400,000	500,000	360,000	460,000
10	300,000	360,000	450,000	280,000	810,000	660,000	640,000	750,000	580,000	730,000
11	400,000	480,000	600,000	400,000	1,080,000	880,000	880,000	1,000,000	800,000	1,000,000
12	500,000	600,000	750,000	520,000	1,350,000	1,100,000	1,120,000	1,250,000	1,020,000	1,270,000
13	600,000	720,000	900,000	640,000	1,620,000	1,320,000	1,360,000	1,500,000	1,240,000	1,540,000
14	700,000	840,000	1,050,000	760,000	1,890,000	1,540,000	1,600,000	1,750,000	1,460,000	1,810,000
15	800,000	960,000	1,200,000	880,000	2,160,000	1,760,000	1,840,000	2,000,000	1,680,000	2,080,000
16	900,000	1,080,000	1,350,000	1,000,000	2,430,000	1,980,000	2,080,000	2,250,000	1,900,000	2,350,000
17	1,000,000	1,200,000	1,500,000	1,120,000	2,700,000	2,200,000	2,320,000	2,500,000	2,120,000	2,620,000
18	1,100,000	1,320,000	1,650,000	1,240,000	2,970,000	2,420,000	2,560,000	2,750,000	2,340,000	2,890,000
19	1,200,000	1,440,000	1,800,000	1,360,000	3,240,000	2,640,000	2,800,000	3,000,000	2,560,000	3,160,000
20	1,300,000	1,560,000	1,950,000	1,480,000	3,510,000	2,860,000	3,040,000	3,250,000	2,780,000	3,430,000
21	1,400,000	1,680,000	2,100,000	1,600,000	3,780,000	3,080,000	3,280,000	3,500,000	3,000,000	3,700,000
22	1,500,000	1,800,000	2,250,000	1,720,000	4,050,000	3,300,000	3,520,000	3,750,000	3,220,000	3,970,000
23	1,600,000	1,920,000	2,400,000	1,840,000	4,320,000	3,520,000	3,760,000	4,000,000	3,440,000	4,240,000
24	1,700,000	2,040,000	2,550,000	1,960,000	4,590,000	3,740,000	4,000,000	4,250,000	3,660,000	4,510,000
25	1,800,000	2,160,000	2,700,000	2,080,000	4,860,000	3,960,000	4,240,000	4,500,000	3,880,000	4,780,000
26	1,900,000	2,280,000	2,850,000	2,200,000	5,130,000	4,180,000	4,480,000	4,750,000	4,100,000	5,050,000
27	2,000,000	2,400,000	3,000,000	2,320,000	5,400,000	4,400,000	4,720,000	5,000,000	4,320,000	5,320,000
28	2,100,000	2,520,000	3,150,000	2,440,000	5,670,000	4,620,000	4,960,000	5,250,000	4,540,000	5,590,000
29	2,200,000	2,640,000	3,300,000	2,560,000	5,940,000	4,840,000	5,200,000	5,500,000	4,760,000	5,860,000
30	2,300,000	2,760,000	3,450,000	2,680,000	6,210,000	5,060,000	5,440,000	5,750,000	4,980,000	6,130,000
31	2,400,000	2,880,000	3,600,000	2,800,000	6,480,000	5,280,000	5,680,000	6,000,000	5,200,000	6,400,000
32	2,500,000	3,000,000	3,750,000	2,920,000	6,750,000	5,500,000	5,920,000	6,250,000	5,420,000	6,670,000
33	2,600,000	3,120,000	3,900,000	3,040,000	7,020,000	5,720,000	6,160,000	6,500,000	5,640,000	6,940,000
34	2,700,000	3,240,000	4,050,000	3,160,000	7,290,000	5,940,000	6,400,000	6,750,000	5,860,000	7,210,000
35	2,800,000	3,360,000	4,200,000	3,280,000	7,560,000	6,160,000	6,640,000	7,000,000	6,080,000	7,480,000
36	2,900,000	3,480,000	4,350,000	3,400,000	7,830,000	6,380,000	6,880,000	7,250,000	6,300,000	7,750,000

DWARF AND HALF-ORC ADVANCEMENT CHARTS

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,700	2,200	2,700	1,400	4,700	3,700	3,400	4,200	2,900	3,900
3	3,400	4,400	5,400	2,800	9,400	7,400	6,800	8,400	5,800	7,800
4	6,800	8,800	10,800	5,600	18,800	14,800	13,600	16,800	11,600	15,600
5	13,000	17,000	21,000	10,600	37,000	29,000	26,600	33,000	22,600	30,600
6	28,000	35,000	43,000	23,000	75,000	60,000	55,000	68,000	48,000	63,000
7	56,000	70,000	86,000	46,000	150,000	120,000	110,000	136,000	96,000	126,000
8	120,000	140,000	170,000	100,000	290,000	240,000	220,000	270,000	200,000	250,000
9	230,000	270,000	330,000	190,000	570,000	470,000	430,000	530,000	390,000	490,000
10	340,000	400,000	490,000	320,000	850,000	700,000	680,000	790,000	620,000	770,000
11	450,000	530,000	650,000	450,000	1,130,000	930,000	930,000	1,050,000	850,000	1,050,000
12	560,000	660,000	810,000	580,000	1,410,000	1,160,000	1,180,000	1,310,000	1,080,000	1,330,000
13	680,000	800,000	980,000	720,000	1,700,000	1,400,000	1,440,000	1,580,000	1,320,000	1,620,000
14	860,000	1,000,000	1,210,000	920,000	2,050,000	1,700,000	1,760,000	1,910,000	1,620,000	1,970,000
15	1,040,000	1,200,000	1,440,000	1,120,000	2,400,000	2,000,000	2,080,000	2,240,000	1,920,000	2,320,000
16	1,220,000	1,400,000	1,670,000	1,320,000	2,750,000	2,300,000	2,400,000	2,570,000	2,220,000	2,670,000
17	1,400,000	1,600,000	1,900,000	1,520,000	3,100,000	2,600,000	2,720,000	2,900,000	2,520,000	3,020,000
18	1,580,000	1,800,000	2,130,000	1,720,000	3,450,000	2,900,000	3,040,000	3,230,000	2,820,000	3,370,000
19	1,760,000	2,000,000	2,360,000	1,920,000	3,800,000	3,200,000	3,360,000	3,560,000	3,120,000	3,720,000
20	1,940,000	2,200,000	2,590,000	2,120,000	4,150,000	3,500,000	3,680,000	3,890,000	3,420,000	4,070,000
21	2,120,000	2,400,000	2,820,000	2,320,000	4,500,000	3,800,000	4,000,000	4,220,000	3,720,000	4,420,000
22	2,300,000	2,600,000	3,050,000	2,520,000	4,850,000	4,100,000	4,320,000	4,550,000	4,020,000	4,770,000
23	2,480,000	2,800,000	3,280,000	2,720,000	5,200,000	4,400,000	4,640,000	4,880,000	4,320,000	5,120,000
24	2,660,000	3,000,000	3,510,000	2,920,000	5,550,000	4,700,000	4,960,000	5,210,000	4,620,000	5,470,000
25	2,840,000	3,200,000	3,740,000	3,120,000	5,900,000	5,000,000	5,280,000	5,540,000	4,920,000	5,820,000
26	3,020,000	3,400,000	3,970,000	3,320,000	6,250,000	5,300,000	5,600,000	5,870,000	5,220,000	6,170,000
27	3,200,000	3,600,000	4,200,000	3,520,000	6,600,000	5,600,000	5,920,000	6,200,000	5,520,000	6,520,000
28	3,380,000	3,800,000	4,430,000	3,720,000	6,950,000	5,900,000	6,240,000	6,530,000	5,820,000	6,870,000
29	3,560,000	4,000,000	4,660,000	3,920,000	7,300,000	6,200,000	6,560,000	6,860,000	6,120,000	7,220,000
30	3,740,000	4,200,000	4,890,000	4,120,000	7,650,000	6,500,000	6,880,000	7,190,000	6,420,000	7,570,000
31	3,920,000	4,400,000	5,120,000	4,320,000	8,000,000	6,800,000	7,200,000	7,520,000	6,720,000	7,920,000
32	4,100,000	4,600,000	5,350,000	4,520,000	8,350,000	7,100,000	7,520,000	7,850,000	7,020,000	8,270,000
33	4,280,000	4,800,000	5,580,000	4,720,000	8,700,000	7,400,000	7,840,000	8,180,000	7,320,000	8,620,000
34	4,460,000	5,000,000	5,810,000	4,920,000	9,050,000	7,700,000	8,160,000	8,510,000	7,620,000	8,970,000
35	4,640,000	5,200,000	6,040,000	5,120,000	9,400,000	8,000,000	8,480,000	8,840,000	7,920,000	9,320,000
36	4,820,000	5,400,000	6,270,000	5,320,000	9,750,000	8,300,000	8,800,000	9,170,000	8,220,000	9,670,000

ELF ADVANCEMENT CHARTS

Level	Cleric	Fighter	M-U	Thief	F/M†	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	2,000	2,500	3,000	1,700	4,000	4,000	3,700	4,500	3,200	4,200
3	4,000	5,000	6,000	3,400	8,000	8,000	7,400	9,000	6,400	8,400
4	8,000	10,000	12,000	6,800	16,000	16,000	14,800	18,000	12,800	16,800
5	16,000	20,000	24,000	13,600	32,000	32,000	29,600	36,000	25,600	33,600
6	33,000	40,000	48,000	28,000	64,000	65,000	60,000	73,000	53,000	68,000
7	70,000	84,000	100,000	60,000	120,000	134,000	124,000	150,000	110,000	140,000
8	150,000	170,000	200,000	130,000	250,000	270,000	250,000	300,000	230,000	280,000
9	250,000	290,000	350,000	210,000	450,000	490,000	450,000	550,000	410,000	510,000
10	350,000	410,000	500,000	330,000	650,000	710,000	690,000	800,000	630,000	780,000
11	450,000	530,000	650,000	450,000	850,000	930,000	930,000	1,050,000	850,000	1,050,000
12	600,000	700,000	850,000	620,000	1,100,000	1,200,000	1,220,000	1,350,000	1,120,000	1,370,000
13	750,000	870,000	1,050,000	790,000	1,350,000	1,470,000	1,510,000	1,650,000	1,390,000	1,690,000
14	900,000	1,040,000	1,250,000	960,000	1,600,000	1,740,000	1,800,000	1,950,000	1,660,000	2,010,000
15	1,050,000	1,210,000	1,450,000	1,130,000	1,850,000	2,010,000	2,090,000	2,250,000	1,930,000	2,330,000
16	1,200,000	1,380,000	1,650,000	1,300,000	2,100,000	2,280,000	2,380,000	2,550,000	2,200,000	2,650,000
17	1,350,000	1,550,000	1,850,000	1,470,000	2,350,000	2,550,000	2,670,000	2,850,000	2,470,000	2,970,000
18	1,500,000	1,720,000	2,050,000	1,640,000	2,600,000	2,820,000	2,960,000	3,150,000	2,740,000	3,290,000
19	1,650,000	1,890,000	2,250,000	1,810,000	2,850,000	3,090,000	3,250,000	3,450,000	3,010,000	3,610,000
20	1,800,000	2,060,000	2,450,000	1,980,000	3,100,000	3,360,000	3,540,000	3,750,000	3,280,000	3,930,000
21	1,900,000	2,180,000	2,600,000	2,100,000	3,300,000	3,580,000	3,780,000	4,000,000	3,500,000	4,200,000
22	2,000,000	2,300,000	2,750,000	2,220,000	3,500,000	3,800,000	4,020,000	4,250,000	3,720,000	4,470,000
23	2,100,000	2,420,000	2,900,000	2,340,000	3,700,000	4,020,000	4,260,000	4,500,000	3,940,000	4,740,000
24	2,200,000	2,540,000	3,050,000	2,460,000	3,900,000	4,240,000	4,500,000	4,750,000	4,160,000	5,010,000
25	2,300,000	2,660,000	3,200,000	2,580,000	4,100,000	4,460,000	4,740,000	5,000,000	4,380,000	5,280,000
26	2,400,000	2,780,000	3,350,000	2,700,000	4,300,000	4,680,000	4,980,000	5,250,000	4,600,000	5,550,000
27	2,500,000	2,900,000	3,500,000	2,820,000	4,500,000	4,900,000	5,220,000	5,500,000	4,820,000	5,820,000
28	2,600,000	3,020,000	3,650,000	2,940,000	4,700,000	5,120,000	5,460,000	5,750,000	5,040,000	6,090,000
29	2,700,000	3,140,000	3,800,000	3,060,000	4,900,000	5,340,000	5,700,000	6,000,000	5,260,000	6,360,000
30	2,800,000	3,260,000	3,950,000	3,180,000	5,100,000	5,560,000	5,940,000	6,250,000	5,480,000	6,630,000
31	2,900,000	3,380,000	4,100,000	3,300,000	5,300,000	5,780,000	6,180,000	6,500,000	5,700,000	6,900,000
32	3,000,000	3,500,000	4,250,000	3,420,000	5,500,000	6,000,000	6,420,000	6,750,000	5,920,000	7,170,000
33	3,100,000	3,620,000	4,400,000	3,540,000	5,700,000	6,220,000	6,660,000	7,000,000	6,140,000	7,440,000
34	3,200,000	3,740,000	4,550,000	3,660,000	5,900,000	6,440,000	6,900,000	7,250,000	6,360,000	7,710,000
35	3,300,000	3,860,000	4,700,000	3,780,000	6,100,000	6,660,000	7,140,000	7,500,000	6,580,000	7,980,000
36	3,400,000	3,980,000	4,850,000	3,900,000	6,300,000	6,880,000	7,380,000	7,750,000	6,800,000	8,250,000

†Note that Elven Fighter/Magic-users use the "legacy" advancement chart, which is more favorable.

GNOME AND HALFLING ADVANCEMENT CHARTS

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,500	2,000	2,500	1,200	4,500	3,500	3,200	4,000	2,700	3,700
3	3,000	4,000	5,000	2,400	9,000	7,000	6,400	8,000	5,400	7,400
4	6,000	8,000	10,000	4,800	18,000	14,000	12,800	16,000	10,800	14,800
5	12,000	16,000	20,000	9,600	36,000	28,000	25,600	32,000	21,600	29,600
6	25,000	32,000	40,000	20,000	72,000	57,000	52,000	65,000	45,000	60,000
7	50,000	64,000	80,000	40,000	144,000	114,000	104,000	130,000	90,000	120,000
8	100,000	120,000	150,000	80,000	270,000	220,000	200,000	250,000	180,000	230,000
9	260,000	300,000	360,000	220,000	600,000	500,000	460,000	560,000	420,000	520,000
10	540,000	600,000	690,000	520,000	1,050,000	900,000	880,000	990,000	820,000	970,000
11	820,000	900,000	1,020,000	820,000	1,500,000	1,300,000	1,300,000	1,420,000	1,220,000	1,420,000
12	1,100,000	1,200,000	1,350,000	1,120,000	1,950,000	1,700,000	1,720,000	1,850,000	1,620,000	1,870,000
13	1,380,000	1,500,000	1,680,000	1,420,000	2,400,000	2,100,000	2,140,000	2,280,000	2,020,000	2,320,000
14	1,660,000	1,800,000	2,010,000	1,720,000	2,850,000	2,500,000	2,560,000	2,710,000	2,420,000	2,770,000
15	1,940,000	2,100,000	2,340,000	2,020,000	3,300,000	2,900,000	2,980,000	3,140,000	2,820,000	3,220,000
16	2,220,000	2,400,000	2,670,000	2,320,000	3,750,000	3,300,000	3,400,000	3,570,000	3,220,000	3,670,000
17	2,500,000	2,700,000	3,000,000	2,620,000	4,200,000	3,700,000	3,820,000	4,000,000	3,620,000	4,120,000
18	2,780,000	3,000,000	3,330,000	2,920,000	4,650,000	4,100,000	4,240,000	4,430,000	4,020,000	4,570,000
19	2,960,000	3,200,000	3,560,000	3,120,000	5,000,000	4,400,000	4,560,000	4,760,000	4,320,000	4,920,000
20	3,140,000	3,400,000	3,790,000	3,320,000	5,350,000	4,700,000	4,880,000	5,090,000	4,620,000	5,270,000
21	3,320,000	3,600,000	4,020,000	3,520,000	5,700,000	5,000,000	5,200,000	5,420,000	4,920,000	5,620,000
22	3,500,000	3,800,000	4,250,000	3,720,000	6,050,000	5,300,000	5,520,000	5,750,000	5,220,000	5,970,000
23	3,680,000	4,000,000	4,480,000	3,920,000	6,400,000	5,600,000	5,840,000	6,080,000	5,520,000	6,320,000
24	3,860,000	4,200,000	4,710,000	4,120,000	6,750,000	5,900,000	6,160,000	6,410,000	5,820,000	6,670,000
25	4,040,000	4,400,000	4,940,000	4,320,000	7,100,000	6,200,000	6,480,000	6,740,000	6,120,000	7,020,000
26	4,220,000	4,600,000	5,170,000	4,520,000	7,450,000	6,500,000	6,800,000	7,070,000	6,420,000	7,370,000
27	4,400,000	4,800,000	5,400,000	4,720,000	7,800,000	6,800,000	7,120,000	7,400,000	6,720,000	7,720,000
28	4,580,000	5,000,000	5,630,000	4,920,000	8,150,000	7,100,000	7,440,000	7,730,000	7,020,000	8,070,000
29	4,760,000	5,200,000	5,860,000	5,120,000	8,500,000	7,400,000	7,760,000	8,060,000	7,320,000	8,420,000
30	4,940,000	5,400,000	6,090,000	5,320,000	8,850,000	7,700,000	8,080,000	8,390,000	7,620,000	8,770,000
31	5,120,000	5,600,000	6,320,000	5,520,000	9,200,000	8,000,000	8,400,000	8,720,000	7,920,000	9,120,000
32	5,300,000	5,800,000	6,550,000	5,720,000	9,550,000	8,300,000	8,720,000	9,050,000	8,220,000	9,470,000
33	5,480,000	6,000,000	6,780,000	5,920,000	9,900,000	8,600,000	9,040,000	9,380,000	8,520,000	9,820,000
34	5,660,000	6,200,000	7,010,000	6,120,000	10,250,000	8,900,000	9,360,000	9,710,000	8,820,000	10,170,000
35	5,840,000	6,400,000	7,240,000	6,320,000	10,600,000	9,200,000	9,680,000	10,040,000	9,120,000	10,520,000
36	6,020,000	6,600,000	7,470,000	6,520,000	10,950,000	9,500,000	10,000,000	10,370,000	9,420,000	10,870,000

HALF-ELF ADVANCEMENT CHARTS

Level	Cleric	Fighter	M-U	Thief	F/M†	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,750	2,250	2,750	1,450	4,250	3,750	3,450	4,250	2,950	3,950
3	3,500	4,500	5,500	2,900	8,500	7,500	6,900	8,500	5,900	7,900
4	7,000	9,000	11,000	5,800	17,000	15,000	13,800	17,000	11,800	15,800
5	14,000	18,000	22,000	11,600	34,000	30,000	27,600	34,000	23,600	31,600
6	29,000	36,000	44,000	24,000	68,000	61,000	56,000	69,000	49,000	64,000
7	60,000	74,000	90,000	50,000	132,000	124,000	114,000	140,000	100,000	130,000
8	125,000	145,000	175,000	105,000	260,000	245,000	225,000	275,000	205,000	255,000
9	225,000	265,000	325,000	185,000	495,000	465,000	425,000	525,000	385,000	485,000
10	325,000	385,000	475,000	305,000	730,000	685,000	665,000	775,000	605,000	755,000
11	425,000	505,000	625,000	425,000	965,000	905,000	905,000	1,025,000	825,000	1,025,000
12	550,000	650,000	800,000	570,000	1,225,000	1,150,000	1,170,000	1,300,000	1,070,000	1,320,000
13	675,000	795,000	975,000	715,000	1,485,000	1,395,000	1,435,000	1,575,000	1,315,000	1,615,000
14	800,000	940,000	1,150,000	860,000	1,745,000	1,640,000	1,700,000	1,850,000	1,560,000	1,910,000
15	925,000	1,085,000	1,325,000	1,005,000	2,005,000	1,885,000	1,965,000	2,125,000	1,805,000	2,205,000
16	1,050,000	1,230,000	1,500,000	1,150,000	2,265,000	2,130,000	2,230,000	2,400,000	2,050,000	2,500,000
17	1,175,000	1,375,000	1,675,000	1,295,000	2,525,000	2,375,000	2,495,000	2,675,000	2,295,000	2,795,000
18	1,300,000	1,520,000	1,850,000	1,440,000	2,785,000	2,620,000	2,760,000	2,950,000	2,540,000	3,090,000
19	1,425,000	1,665,000	2,025,000	1,585,000	3,045,000	2,865,000	3,025,000	3,225,000	2,785,000	3,385,000
20	1,550,000	1,810,000	2,200,000	1,730,000	3,305,000	3,110,000	3,290,000	3,500,000	3,030,000	3,680,000
21	1,650,000	1,930,000	2,350,000	1,850,000	3,540,000	3,330,000	3,530,000	3,750,000	3,250,000	3,950,000
22	1,750,000	2,050,000	2,500,000	1,970,000	3,775,000	3,550,000	3,770,000	4,000,000	3,470,000	4,220,000
23	1,850,000	2,170,000	2,650,000	2,090,000	4,010,000	3,770,000	4,010,000	4,250,000	3,690,000	4,490,000
24	1,950,000	2,290,000	2,800,000	2,210,000	4,245,000	3,990,000	4,250,000	4,500,000	3,910,000	4,760,000
25	2,050,000	2,410,000	2,950,000	2,330,000	4,480,000	4,210,000	4,490,000	4,750,000	4,130,000	5,030,000
26	2,150,000	2,530,000	3,100,000	2,450,000	4,715,000	4,430,000	4,730,000	5,000,000	4,350,000	5,300,000
27	2,250,000	2,650,000	3,250,000	2,570,000	4,950,000	4,650,000	4,970,000	5,250,000	4,570,000	5,570,000
28	2,350,000	2,770,000	3,400,000	2,690,000	5,185,000	4,870,000	5,210,000	5,500,000	4,790,000	5,840,000
29	2,450,000	2,890,000	3,550,000	2,810,000	5,420,000	5,090,000	5,450,000	5,750,000	5,010,000	6,110,000
30	2,550,000	3,010,000	3,700,000	2,930,000	5,655,000	5,310,000	5,690,000	6,000,000	5,230,000	6,380,000
31	2,650,000	3,130,000	3,850,000	3,050,000	5,890,000	5,530,000	5,930,000	6,250,000	5,450,000	6,650,000
32	2,750,000	3,250,000	4,000,000	3,170,000	6,125,000	5,750,000	6,170,000	6,500,000	5,670,000	6,920,000
33	2,850,000	3,370,000	4,150,000	3,290,000	6,360,000	5,970,000	6,410,000	6,750,000	5,890,000	7,190,000
34	2,950,000	3,490,000	4,300,000	3,410,000	6,595,000	6,190,000	6,650,000	7,000,000	6,110,000	7,460,000
35	3,050,000	3,610,000	4,450,000	3,530,000	6,830,000	6,410,000	6,890,000	7,250,000	6,330,000	7,730,000
36	3,150,000	3,730,000	4,600,000	3,650,000	7,065,000	6,630,000	7,130,000	7,500,000	6,550,000	8,000,000

†Note that Half-Elven Fighter/Magic-users advance at a better rate, the mean between elves and humans.

XP ADDS BY RACE

This chart shows you how much to add to the human advancement charts at each level based on the character's race. To get the multiclass advancement tables, add the experience points required by humans for both classes and then add the amounts shown below.

Level	Dwarf	Elf†	Gnome	Halfling	Half-elf†	Half-orc
1	+0	+0	+0	+0	+0	+0
2	+200	+500	+0	+0	+250	+200
3	+400	+1,000	+0	+0	+500	+400
4	+800	+2,000	+0	+0	+1,000	+800
5	+1,000	+4,000	+0	+0	+2,000	+1,000
6	+3,000	+8,000	+0	+0	+4,000	+3,000
7	+6,000	+20,000	+0	+0	+10,000	+6,000
8	+20,000	+50,000	+0	+0	+25,000	+20,000
9	+30,000	+50,000	+60,000	+60,000	+25,000	+30,000
10	+40,000	+50,000	+240,000	+240,000	+25,000	+40,000
11	+50,000	+50,000	+420,000	+420,000	+25,000	+50,000
12	+60,000	+100,000	+600,000	+600,000	+50,000	+60,000
13	+80,000	+150,000	+780,000	+780,000	+75,000	+80,000
14	+160,000	+200,000	+960,000	+960,000	+100,000	+160,000
15	+240,000	+250,000	+1,140,000	+1,140,000	+125,000	+240,000
16	+320,000	+300,000	+1,320,000	+1,320,000	+150,000	+320,000
17	+400,000	+350,000	+1,500,000	+1,500,000	+175,000	+400,000
18	+480,000	+400,000	+1,680,000	+1,680,000	+200,000	+480,000
19	+560,000	+450,000	+1,760,000	+1,760,000	+225,000	+560,000
20	+640,000	+500,000	+1,840,000	+1,840,000	+250,000	+640,000
21	+720,000	+500,000	+1,920,000	+1,920,000	+250,000	+720,000
22	+800,000	+500,000	+2,000,000	+2,000,000	+250,000	+800,000
23	+880,000	+500,000	+2,080,000	+2,080,000	+250,000	+880,000
24	+960,000	+500,000	+2,160,000	+2,160,000	+250,000	+960,000
25	+1,040,000	+500,000	+2,240,000	+2,240,000	+250,000	+1,040,000
26	+1,120,000	+500,000	+2,320,000	+2,320,000	+250,000	+1,120,000
27	+1,200,000	+500,000	+2,400,000	+2,400,000	+250,000	+1,200,000
28	+1,280,000	+500,000	+2,480,000	+2,480,000	+250,000	+1,280,000
29	+1,360,000	+500,000	+2,560,000	+2,560,000	+250,000	+1,360,000
30	+1,440,000	+500,000	+2,640,000	+2,640,000	+250,000	+1,440,000
31	+1,520,000	+500,000	+2,720,000	+2,720,000	+250,000	+1,520,000
32	+1,600,000	+500,000	+2,800,000	+2,800,000	+250,000	+1,600,000
33	+1,680,000	+500,000	+2,880,000	+2,880,000	+250,000	+1,680,000
34	+1,760,000	+500,000	+2,960,000	+2,960,000	+250,000	+1,760,000
35	+1,840,000	+500,000	+3,040,000	+3,040,000	+250,000	+1,840,000
36	+1,920,000	+500,000	+3,120,000	+3,120,000	+250,000	+1,920,000

†Elven and half-elven Fighter/Magic-users are a special case.

ILLUSIONIST SPELL LIST

The illusionist spell list below is taken from the Labyrinth Lord Advanced Edition Companion. Because illusionists in this Rules Cyclopeda Addendum are modeled on the magic-user class, but use the cleric spells/day chart as their illusionist level, plus one. Consult the Labyrinth Lord AEC for spell descriptions.

LEVEL 1

1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2

1. Blindness
2. Blur
3. Deafness
4. Detect Magic
5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3

1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4

1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5

1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6

1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

LEVEL 7

1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

ACROBATICS

The mystic's acrobatics special ability can be added on to another class by raising the experience point total of that class' advancement table. Use the following additions. This would be especially appropriate for thieves if you want to simulate the thief-acrobat class.

Level	XP Add-On	Level	XP Add-On	Level	XP Add-On	Level	XP Add-On
1	+0	10	+90,000	19	+360,000	28	+630,000
2	+500	11	+120,000	20	+390,000	29	+660,000
3	+1,000	12	+150,000	21	+420,000	30	+690,000
4	+2,000	13	+180,000	22	+450,000	31	+720,000
5	+4,000	14	+210,000	23	+480,000	32	+750,000
6	+8,000	15	+240,000	24	+510,000	33	+780,000
7	+16,000	16	+270,000	25	+540,000	34	+810,000
8	+30,000	17	+300,000	26	+570,000	35	+840,000
9	+60,000	18	+330,000	27	+600,000	36	+870,000

Thus, the experience points required for a 36th level human thief-acrobat would be 3,400,000 XP plus 870,000 XP for a total of 4,270,000 XP. The experience point total for a 36th level halfling or gnome fighter/magic-user with acrobatics is 11,820,000 XP and is the most required for 36th level in the entire game.

USING MATERIAL FROM OTHER EDITIONS OF D&D

It is obvious that a wealth of information and additional gaming materials can be gleaned from other editions of D&D, *vis.* AD&D. What should be used from other editions, and how should it be used?

SPELLS

There are thousands of spells detailed for other editions of D&D. All difficulties in converting spells from AD&D or D&D Third Edition cannot be anticipated. When deciding to use a spell, the DM should read the spell description carefully and compare that spell to others in the Rules Cyclopedia of the same level and for the same class. Range, Duration, and Effect are the only spell statistics, all others should be ignored. These statistics should remain the same, if possible. If this is not possible, find spells that are close to the spell you want to use in your campaign and adjust the spell statistics accordingly. Make sure that the new spell is neither too weak nor too powerful and obeys all of the established conventions for spells in the Rules Cyclopedia.

All spells should convert to the same spell level as the source material. For 8th and 9th level cleric and druid spells converted from D&D Third Edition, use the following guideline. Make these spells 7th level and require the cleric or druid to be at least 22nd level to use spells that were formerly 8th level and 27th level to use spells that were formerly 9th level. The precedent for such a guideline is the cleric version of the **wish** spell on page 40 which requires that the cleric be 36th level.

Illusionists in AD&D have seven levels of spells, while specialist illusionists in D&D Third Edition have nine. The spell level of illusionist spells found in AD&D should take precedence over their equivalents in D&D Third Edition. Also check the effects of spells having the same name. The **shades** spell in AD&D is a 6th level illusionist spell and is the equivalent of **shadow conjuration, greater** in D&D Third Edition. The **shades** spell in Third Edition actually has no equivalent in other forms of D&D and would make a good 9th level spell for illusionists in this system. The 7th level illusionist spell **weird** in AD&D and the 9th level illusionist spell **weird** in Third Edition are entirely different spells and both can be used, for instance.

One last note, if the spell already has a version in the Rules Cyclopedia, use that version.

MONSTERS

When using a monster from another version of D&D, make sure that you keep its "power level" the same during the conversion. You can do this by first comparing the instances of one type of monster that appears in both versions (such as hill giant or chimera). The monster chosen should be roughly the same hit dice as the monster that you're converting. You can also check other monster types with similar abilities or roles. Another method is to find two monsters that have equivalents in both the Rules Cyclopedia and the system you're taking the new monster from. One monster should be slightly more powerful while the other slightly less. Once you've converted the monster for use with the Rules Cyclopedia make sure that your creation's power level is still in between the two monsters you chose for comparison.

If a monster already has a version in the Rules Cyclopedia, use that version. Appendix 2 in the Rules Cyclopedia offers good information on conversions from AD&D 2nd Edition.

MAGICAL ITEMS

It should be fairly easy to convert magical items from other forms of D&D. Many magical items are more complicated, but this should not be a problem for most groups. As always, if an item already exists in the Rules Cyclopeda, just use that item. Experience points are never gained for magical items according to the Rules Cyclopeda.

SKILLS

If you wish to use the skills found in D&D Third Edition, then use the following guidelines. Assume that the character has the number of indicated ranks in each skill:

Class Skill Ranks = 3 + 1 rank per level (1st to 12th level) + 1 rank per three levels (13th to 36th)

Cross-Class Skill Ranks = 1 rank per two levels (1st to 12th) + 1 rank per six levels (13th to 36th)

The table below summarizes these formulae:

Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks
1	4	0	10	13	5	19	17	7	28	20	8
2	5	1	11	14	5	20	17	7	29	20	8
3	6	1	12	15	6	21	18	7	30	21	9
4	7	2	13	15	6	22	18	7	31	21	9
5	8	2	14	15	6	23	18	7	32	21	9
6	9	3	15	16	6	24	19	8	33	22	9
7	10	3	16	16	6	25	19	8	34	22	9
8	11	4	17	16	6	26	19	8	35	22	9
9	12	4	18	17	7	27	20	8	36	23	10

To determine whether a skill is a class skill or a cross-class skill, simply find the closest character class in Third Edition matching a character's class as detailed in this Addendum. For multi-classed characters, use the class lists from both classes, but subtract three from each class skill unless it appears on both class skill lists.

FEATS AND CLASS SPECIAL ABILITIES

Most feats from Third Edition are unnecessary, because the game presented in the Rules Cyclopeda is so different from that of Third Edition. However, you may wish to use certain class special abilities to further round out their equivalents in this addendum. Take care that you do not make one class dominate all others. For example, if you were to grant rangers all of the special abilities found in AD&D, they would instantly become better than any other fighting character class. Use class abilities sparingly, if at all, and always tie their acquisition to something actually occurring in the game world. For instance, perhaps a ranger character learns the secret of tracking from an extremely high level ranger and thus, you introduce "tracking" into your campaign.

ALIGNMENT

If you wish to use the two-axis alignment system, you certainly can. Look to AD&D for inspiration on the new alignments for each of your monsters. The recommended alignments for character classes are listed below. You may, of course, allow any alignment desired.

Class	Recommended Alignments	Class	Recommended Alignments
Cleric	Any	Magic-user	Any
Druid	True Neutral	Illusionist	Any
Fighter	Any	Sorcerer	Any
Avenger	any chaotic (most are non-good as well)	Warlock	Any
Berserker	usually non-lawful	Thief	Any (most are non-good)
Knight	Any	Assassin	any evil
Ranger	Neutral Good and True Neutral	Bard	any neutral
Paladin	Lawful Good and Lawful Neutral	Mystic	Any (most are lawful)
		Multi-classed	alignments that will meet both restrictions

EQUIPMENT

Equipment found in other editions should translate directly. If a player must have his fighter use a Bohemian Ear-Spoon, then let him. For weapons, always use the S-M damage. Keep in mind that the armor class system in the Rules Cyclopedia is slightly different than the system found in other forms of D&D. If you want to use an armor type found in another variant of D&D, make sure the AC of that type translates appropriately. Suggested armor classes are listed below. Costs should be based on the cost of the armor providing the same AC in the Rules Cyclopedia. For example, a chain shirt costs the same as scale mail. Encumbrance is likewise the same. Essentially, the game effects of other armor types are the same, it is the flavor that is different. An unarmored character by the Rules Cyclopedia is AC 9. However, in other forms of D&D the unarmored character is AC 10. To account for this difference, two new armor types are created. Padded armor gives its wearer AC 8 and can be worn by all characters except for magic-users. However, AC 9 is granted by heavy clothing, an adventurer's outfit, heavy robes, and the like. It is assumed now that all "unarmored" characters are actually wearing this type of garment, which magic-users can take full advantage of. Thus the "unarmored" AC remains 9. However, for the truly unarmored (the naked, the scantily clad, or the pajama wearer) the DM should make that AC 10. Thus, the 10-point / 9-point AC discrepancy is solved.

Armor	Armor Class	Cost	Enc	Armor	Armor Class	Cost	Enc
Heavy Clothing	9	5 gp	50 cn	Elfin Chain Mail	5	--	200 cn
Padded	8	10 gp	100 cn	Splint Mail	4	50 gp	450 cn
Leather (<i>cuir bouilli</i>)	7	20 gp	200 cn	Banded Mail	4	50 gp	450 cn
Studded Leather	7	20 gp	200 cn	Bronze Plate Mail	4	50 gp	450 cn
Hide	7	20 gp	200 cn	Plate Mail	3	60 gp	500 cn
Ring Mail	7	20 gp	200 cn	Half-Plate	3	60 gp	500 cn
Chain Shirt	6	30 gp	300 cn	Field Plate	2	100 gp	550 cn
Scale Mail	6	30 gp	300 cn	Full Plate (3rd Ed.)	2	100 gp	550 cn
Chain Mail	5	40 gp	400 cn	Full Plate (UA)	1	150 gp	600 cn
Breastplate	5	40 gp	400 cn	Suit Armor	0	250 gp	750 cn

GAME SETTINGS

All of the other D&D game settings can be used with the Rules Cyclopeda coupled with this addendum. There is a class equivalent for all classes found in AD&D (original and 2nd Edition). You must keep in mind that high level characters in the Rules Cyclopeda have higher levels than those in other forms of D&D. After 12th level, a Rules Cyclopeda character has three levels for every level an AD&D character would have. Most classes from Third Edition are represented as well, though the sorcerer class poses some difficulty. All of the important monsters you need are listed in the Rules Cyclopeda. Most game settings contain flavor which can be used with any sort of rules system. Thus, a DM should have no difficulty running a Rules Cyclopeda campaign set in the World of Greyhawk, the Forgotten Realms, or even more exotic settings. Settings that are psionic-heavy, like Dark Sun, may not be especially suitable for a Rules Cyclopeda campaign, however.

MODULES

Modules written for AD&D can be used almost as-is for a Rules Cyclopeda game. NPCs of all classes except for magic-user should have one hit point subtracted per hit die. Keep in mind that traits like ThAC0, saving throws, spells, AC, and other factors are slightly different between editions, but not frightfully so. Using modules from Third Edition would be a greater challenge because the game system is extremely different compared to other forms of D&D existing in the 20th century. For the most part, running an old module shouldn't be a problem.

GAME BOOKS

There are probably thousands of game books pertaining to D&D that can be used for inspiration. Actual changes in rules should not be used, but other types of information might prove useful. For instance, the AD&D 2nd Edition class kits may not be suitable from a rules standpoint, but may be useful for ideas for different character types that can be roleplayed.

DRAGON MAGAZINES

Another source of inspiration are the 360 or so issues of Dragon Magazine. These magazines contain countless character classes, spells, monsters, rulings, modules, and other game materials. Because the differences in earlier D&D are so miniscule, most material should be suitable for a game featuring the Rules Cyclopeda, if the DM wants to add complexity.

FINAL WORD

The intent is not to make the D&D Rules Cyclopeda a lesser clone of AD&D. If you find that you're adding so many rules and drawing so many things from AD&D, you may just want to switch over to that system. The idea is that you start with a campaign that draws straight from the Rules Cyclopeda while adding one change - divorcing character race from character class. After that, as DM, add whatever elements you want to your particular game such that it represents exactly the kind of D&D you want to play. By starting with something simple, you can add complexity as the campaign progresses and as the players are ready for it. With this, you can essentially reinvent D&D, having the progress of your campaign mimic the slow incremental changes that the game has seen over four decades. What you end up with will be uniquely yours and your group's. By the end of a campaign, you will have made an entirely new game just for your group, with its own idiosyncrasies, house rulings, ideas, and flavor. This effort is not unlike the original campaigns that took place in the beginning days of Dungeons & Dragons.