

Cleric								
Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	13	17	19	No	No	No	No	No
2	11	15	18	20	No	No	No	No
3	9	13	17	19	No	No	No	No
4	7	11	15	18	20	No	No	No
5	5	9	13	17	19	No	No	No
6	3	7	11	15	18	20	No	No
7	2	5	9	13	17	19	No	No
8	T	3	7	11	15	18	20	No
9	T	2	5	9	13	17	19	No
10	T	T	3	7	11	15	18	20
11	D	T	2	5	9	13	17	19
12	D	T	T	3	7	11	15	18
13	D	D	T	2	5	9	13	17
14	D	D	T	T	3	7	11	15
15	D	D	D	T	2	5	9	13
16	D	D	D	T	T	3	7	11
17	D	D	D	D	T	2	5	9
18	D	D	D	D	T	T	3	7
19	D	D	D	D	D	T	2	5
20	D	D	D	D	D	T	T	3

First Level Clerical Spells	Second Level Clerical Spells	Third Level Clerical Spells
1 Cure Light Wounds*	1 Bless*	1 Continual Light*
2 Detect Evil	2 Charm Animal	2 Cure Blindness
3 Detect Magic	3 Find Traps	3 Cure Disease*
4 Light*	4 Hold Person*	4 Growth of Animals
5 Protection from Evil	5 Resist Fire	5 Locate Object
6 Purify Food and Water	6 Silence 15' radius	6 Remove Curse*
7 Remove Fear*	7 Speak with Animals	7 Speak with Dead
8 Resist Cold	8 Spiritual Hammer	8 Striking

Fourth Level Clerical Spells	Fifth Level Clerical Spells	Sixth Level Clerical Spells
1 Animate Dead	1 Commune	1 Animate Objects
2 Create Water	2 Create Food	2 Blade Barrier
3 Cure Serious Wounds*	3 Dispel Evil	3 Find the Path
4 Dispel Magic	4 Insect Plague	4 Heal
5 Neutralize Poison*	5 Quest*	5 Regenerate
6 Protection from Evil 10' radius	6 Raise Dead*	6 Restoration
7 Speak with Plants	7 True Seeing	7 Speak with Monsters
8 Sticks to Snakes	8 Wall of Fire	8 Word of Recall

Cleric Saving Throws					
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	12	14	13
10-11	8	9	11	13	12
12-13	7	8	11	13	12
14-15	7	8	10	12	11
16-17	6	7	10	12	11
18-19	6	7	9	11	10
20	5	6	9	11	10

Magic User Saving Throws					
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	13	14	13	15	14
4-5	12	13	12	15	13
6-7	12	12	11	14	13
8-9	11	11	10	14	12
10-11	11	10	9	13	11
12-13	10	10	9	13	11
14-15	10	9	8	12	10
16-17	9	8	7	12	9
18-19	9	7	6	11	9
20	8	6	5	11	8

First Level Magic-User Spells	
1	Charm Person
2	Detect Magic
3	Floating Disc
4	Hold Portal
5	Light*
6	Magic Missile
7	Magic Mouth
8	Protection from Evil
9	Read Languages
10	Shield
11	Sleep
12	Ventriloquism

Second Level Magic-User Spells	
1	Continual Light*
2	Detect Evil
3	Detect Invisible
4	ESP
5	Invisibility
6	Knock
7	Levitate
8	Locate Object
9	Mirror Image
10	Phantasmal Force
11	Web
12	Wizard Lock

Third Level Magic-User Spells	
1	Clairvoyance
2	Darkvision
3	Dispel Magic
4	Fireball
5	Fly
6	Haste*
7	Hold Person*
8	Invisibility 10' radius
9	Lightning Bolt
10	Protection from Evil 10' radius
11	Protection from Normal Missiles
12	Water Breathing

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Fourth Level Magic-User Spells	
1	Charm Monster
2	Confusion
3	Dimension Door
4	Growth of Plants*
5	Hallucinatory Terrain
6	Ice Storm
7	Massmorph
8	Polymorph Other
9	Polymorph Self
10	Remove Curse*
11	Wall of Fire
12	Wizard Eye

Fifth Level Magic-User Spells	
1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Feeblemind
5	Hold Monster*
6	Magic Jar
7	Passwall
8	Telekinesis
9	Teleport
10	Wall of Stone

Sixth Level Magic-User Spells	
1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Flesh to Stone*
5	Geas*
6	Invisible Stalker
7	Lower Water
8	Projected Image
9	Reincarnate
10	Wall of Iron

Ability Score	Bonus /Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

GM Screen
By: Scott J.M.
“PeelSeel2”
Abraham

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Thief Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen
1	25	20	30	25	80	10	30
2	30	25	35	30	81	15	34
3	35	30	40	35	82	20	38
4	40	35	45	40	83	25	42
5	45	40	50	45	84	30	46
6	50	45	55	50	85	35	50
7	55	50	60	55	86	40	54
8	60	55	65	60	87	45	58
9	65	60	70	65	88	50	62
10	68	63	74	68	89	53	65
11	71	66	78	71	90	56	68
12	74	69	82	74	91	59	71
13	77	72	86	77	92	62	74
14	80	75	90	80	93	65	77
15	83	78	94	83	94	68	80
16	84	79	95	85	95	69	83
17	85	80	96	87	96	70	86
18	86	81	97	89	97	71	89
19	87	82	98	91	98	72	92
20	88	83	99	93	99	73	95

Hearing noise

- * 2 in 6 for demi-humans
- * 1 in 6 for humans
- * Thieves may use their Hear Noise skill instead

Opening doors

- * 2 in 6
- * Adjusted by Strength
- * Never less than 1 in 6
- * Never greater than 5 in 6

Finding traps

- * 2 in 6 for dwarfs
- * 1 in 6 for others
- * Thieves may use their F&RT skill instead

Triggering traps

- * 2 in 6
- * Damage usually automatic
- * Monsters may (at DM discretion) never trigger traps

Finding secret doors

- * 2 in 6 for elves
- * 1 in 6 for others

Fighter Level	Cleric or Thief Level	Magic-User Level	Monster Hit Dice	Attack Bonus
NM			less than 1	+0
1	1-2	1-3	1	+1
2-3	3-4	4-5	2	+2
4	5-6	6-8	3	+3
5-6	7-8	9-12	4	+4
7	9-11	13-15	5	+5
8-10	12-14	16-18	6	+6
11-12	15-17	19-20	7	+7
13-15	18-20		8-9	+8
16-17			10-11	+9
18-20			12-13	+10
			14-15	+11
			16-19	+12
			20-23	+13
			24-27	+14
			28-31	+15
			32 or more	+16

Fighter Saving Throws					
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	12	13	14	15	17
2-3	11	12	14	15	16
4-5	11	11	13	14	15
6-7	10	11	12	14	15
8-9	9	10	12	13	14
10-11	9	9	11	12	13
12-13	8	9	10	12	13
14-15	7	8	10	11	12
16-17	7	7	9	10	11
18-19	6	7	8	10	11
20	5	6	8	9	10

Thief Saving Throws					
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8

Adjusted Die Roll	Result
2 or less	Immediate Attack
3-7	Unfavorable
8-11	Favorable
12 or more	Very Favorable

Adjusted Die Roll	Result
2 or less	Refusal, -1 on further rolls
3-5	Refusal
6-8	Try again
9-11	Acceptance
12 or more	Acceptance, +1 to Loyalty

Encounter Movement	Wilderness Movement
(Feet per Round)	(Miles per Day)
10'	6
20'	12
30'	18
40'	24
50'	30
60'	36
70'	42
80'	48
90'	54
100'	60
110'	66
120'	72

Armor Type	Cost	Weight	AC
No Armor	0 gp	0	11
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Monster Hit Dice	XP Value	Special Ability Bonus
less than 1	10	3
1	25	12
2	75	25
3	145	30
4	240	40
5	360	45
6	500	55
7	670	65
8	875	70
9	1,075	75
10	1,300	90
11	1,575	95
12	1,875	100
13	2,175	110
14	2,500	115
15	2,850	125
16	3,250	135
17	3,600	145
18	4,000	160
19	4,500	175

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Terrain	Adj.
Jungle, Mountains,	x1/3
Desert, Forest, Hills	x1/2
Clear, Plains, Trail	x2/3
Road (Paved)	x1

Ability Roll	Target
Level	Target
0-1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7



	(behind)	
	0	
7	8	9
5	Target	6
2	3	4
	1	
	(in front)	

Weapon	Cost	Size	Weight	Dmg.
Axes				
Great Axe	14 gp	L	15	1d10
Battle Axe	7 gp	M	7	1d8
Hand Axe	4 gp	S	5	1d6

Bows				
Shortbow	25 gp	M	2	1d6
Shortbow Arrow	1 sp		0.1	
Silver* Shortbow Arrow	2 gp		0.1	
Longbow	60 gp	L	3	1d8
Longbow Arrow	2 sp		0.1	
Silver* Longbow Arrow	4 gp		0.1	
Light Crossbow	30 gp	M	7	1d6
Light Quarrel	2 sp		0.1	
Silver* Light Quarrel	5 gp		0.1	
Heavy Crossbow	50 gp	L	14	1d8
Heavy Quarrel	4 sp		0.1	
Silver* Heavy Quarrel	10 gp		0.1	

Daggers				
Dagger	2 gp	S	1	1d4
Silver* Dagger	25 gp	S	1	1d4

Swords				
Shortsword	6 gp	S	3	1d6
Longsword/Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10

Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Mace	6 gp	M	10	1d8
Maul	10 gp	L	16	1d10

Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1	1d4
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10
Sling	1 gp	S	0.1	
Bullet	1 sp		0.1	1d4
Stone	n/a		0.1	1d3
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8

Basic Fantasy

Role-Playing Game

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Dagger	10	20	30
Hammer	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear	10	20	30

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	Hardness / HP	Cost (gp)
Canoe	15' x 4'	1/2 ton	1	40' (A)	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20' (E)	45	8 / 75	10,000
Carrack	60' x 20'	135 tons	20	30' (F)	50	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20' (D)	40 / 25	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30' (E)	45 / 25	10 / 120	30,000
Raft/Barge	per 10' x 10'	1 ton	2	40' (B)	20	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20' (D)	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30' (B)	25	6 / 8	600
Sailboat	40' x 8'	5 tons	1	40' (C)	40	7 / 20	2,000

Item	Cost	Weight
Backpack	4 gp	*
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern, Hooded	8 gp	2
Map or scroll case	1 gp	½
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3
Writing ink (per vial)	8 gp	*

Seaman Type	Cost
Captain	300 gp
Navigator	200 gp
Sailor	10 gp
Rower	3 gp



d~	Wind Conditions	Sailing
01-05	Becalmed	x0
06-13	Very Light Breeze	x1/3
14-25	Light Breeze	x1/2
26-40	Moderate Breeze	x2/3
41-70	Average Winds	x1
71-85	Strong Winds	x1 1/3
86-96	Very Strong Winds	x1 1/2
97-00	Gale	x2

d12	Wind Direction
1	Northerly
2	Northeasterly
3	Easterly
4	Southeasterly
5	Southerly
6	Southwesterly
7	Westerly
8	Northwesterly
9-12	Prevailing wind direction for this locale

Vehicle	Length x width*	Weight	Cargo	Movement	Hardness / HP	Cost (gp)
Chariot	15' x 6'	300 lbs	750 lbs	120' (B)	10 / 10	400
Coach	30' x 8'	1,000 lbs	2,000 lbs	60' (C)	6 / 12	1,500
Wagon	35' x 8'	2,000 lbs	4,000 lbs	40' (D)	6 / 16	500

Weapon	Cost	Rate of Fire	Attack Penalty	Damage	Short Range (+1)	Medium Range (+0)	Long Range (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'

Item	Cost	Weight
Horse, Draft	120 gp	
Horse, War	200 gp	
Horse, Riding	75 gp	
Pony*	40 gp	
Pony, War*	80 gp	
Bit and bridle	15 sp	3 lbs.
Horseshoes & shoeing	1 gp	10 lbs.
Saddle, Pack	5 gp	15 lbs.
Saddle, Riding	10 gp	35 lbs.
Saddlebags, pair	4 gp	7 lbs.

