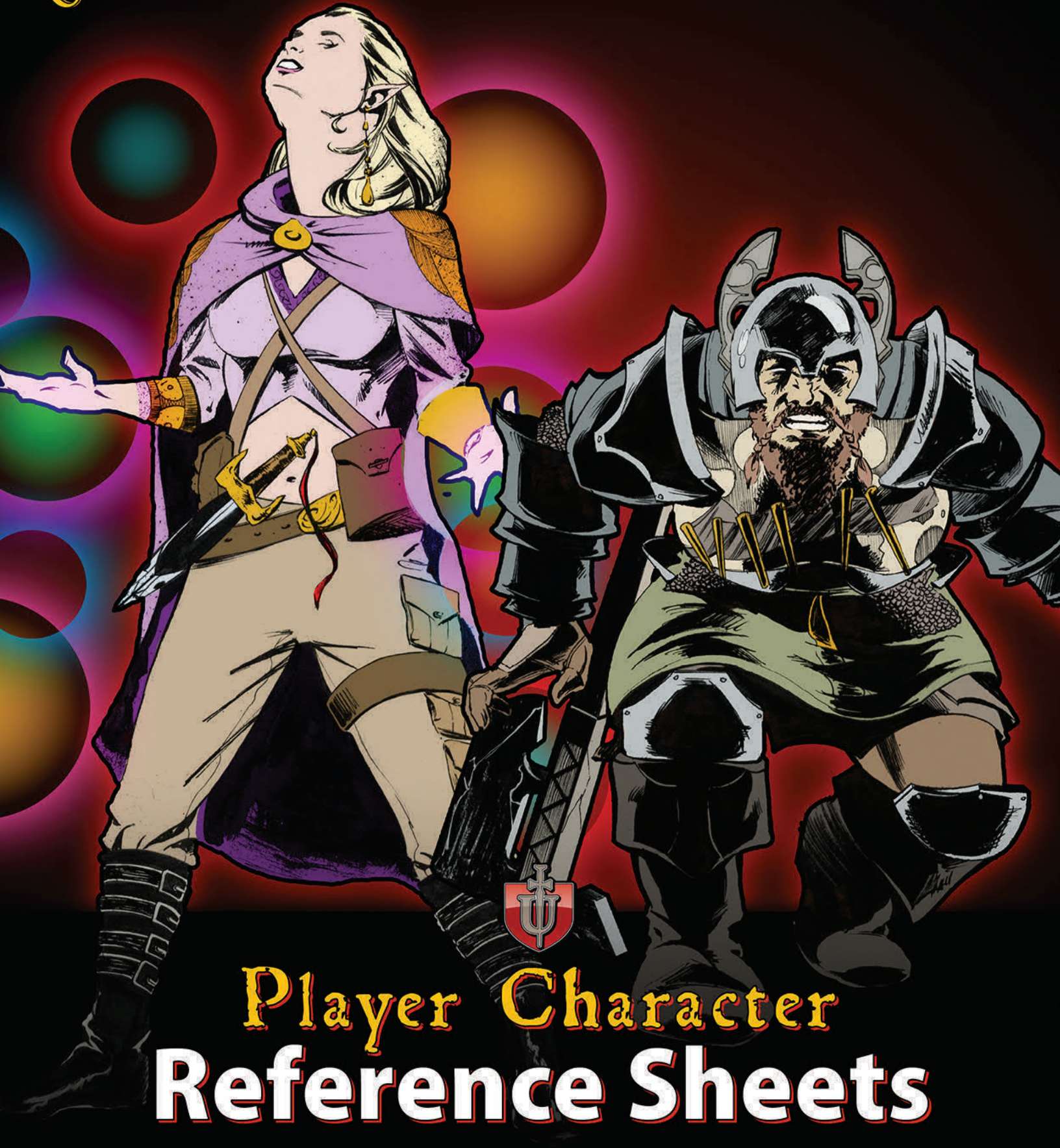


Designed for
OSRIC™

Forms-activated PDF game aid

Requires Adobe Reader™ 8.0 or later



Requires use of the OSRIC™ source reference document. Also compatible with First Edition fantasy-roleplaying game systems.

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NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES MODIFIERS				
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS																					
AIMED MAGIC ITEM:		DEATH, PARALYSIS, POISON:						SPELLS:						NOTES:							
BREATH WEAPON:		PETRIFACTION, POLYMORPH:																			
'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					
Notes:																					

ARMOR						
ARMOR:	SHIELD:		OTHER:	AC:		
Notes:						
WEAPONS			DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:						
SECONDARY WEAPON:						
MISSILE WEAPON:						
OTHER:						
Notes:						

WEALTH & TREASURE		
CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		
Other magical or unique:		

[illegible][illegible]

OTHER	(hirelings, henchmen, etc)
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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

ABILITY SCORES

STRENGTH

Strength	Bonus to Hit	Bonus to Damage	Encumbrance Adjustment (in lbs)	Minor Tests, e.g. forcing doors (chance on d6)	Major Tests, e.g. bending bars and lifting portcullis (chance on d%)
3	-3	-1	-35	1	0
4-5	-2	-1	-25	1	0
6-7	-1	0	-15	1	0
8-9	0	0	0	1-2	1
10-11	0	0	0	1-2	2
12-13	0	0	+10	1-2	4
14-15	0	0	+20	1-2	7
16	0	+1	+35	1-3	10
17	+1	+1	+50	1-3	13
18	+1	+2	+75	1-3	16
18.01-18.50	+1	+3	+100	1-3	20
18.51-18.75	+2	+3	+125	1-4	25
18.76-18.90	+2	+4	+150	1-4	30
18.91-18.99	+2	+5	+200	1-4 (1 in 6 extraordinary success)	35
19	+3	+6	+300	1-5 (1 in 6 extraordinary success)	40

DEXTERITY

Dexterity Score	Surprise Bonus	Missile Bonus to Hit	AC Adjustment
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+3	+3	-4
19	+3	+3	-4

CONSTITUTION

Constitution Score	Hit Point Bonus per Die	Survive Resurrection/ Raise Dead (d%)	Survive System Shock (Minor Test) (d%)
3	-2	40	35
4	-1	45	40
5	-1	50	45
6	-1	55	50
7	0	60	55
8	0	65	60
9	0	70	65
10	0	75	70
11	0	80	75
12	0	85	80
13	0	90	85
14	0	92	88
15	+1	94	91
16	+2	96	95
17	+2 (+3 for Fighters, Paladins, and Rangers)	98	97
18	+2 (+4 for Fighters, Paladins, and Rangers)	100	99
19	+2 (+5 for Fighters, Paladins and Rangers)	100	99

INTELLIGENCE

Intelligence Score	Maximum Additional Languages
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	6
18	7
19	8

WISDOM

Wisdom Score	Mental Saving Throw Bonus
3	-3
4	-2
5	-1
6	-1
7	-1
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	+1
16	+2
17	+3
18	+4
19	+5

CHARISMA

Charisma Score	Maximum Henchmen	Loyalty Bonus (d%)	Reaction Bonus (d%)
3	1	-30	-25
4	1	-25	-20
5	2	-20	-15
6	2	-15	-10
7	3	-10	-5
8	3	-5	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+5
14	6	+5	+10
15	7	+15	+15
16	8	+20	+25
17	10	+30	+30
18	15	+40	+35
19	20	+50	+40

CHARACTER RACES

DWARFS

Starting Age*:

- Cleric 250 + 2d20
- Fighter 40+5d4
- Thief 75+3d6

Racial Limitations:

- Strength 8/18
- Dexterity 3/17
- Constitution 12/19
- Intelligence 3/18
- Wisdom 3/18
- Charisma 3/16

Level Limitations:

- Assassin 9
- Cleric 8
- Druid N/A
- Fighter 9 (Str 18), 8 (Str 17), 7 (Str 16 or less)
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

ELVES

Starting Age:

- Cleric: 500 + 10d10
- Fighter: 130+5d6
- Magic User: 150+5d6
- Thief: 100+5d6

Racial Limitations:

- Strength 3/18
- Dexterity 7/19
- Constitution 8/17
- Intelligence 8/18
- Wisdom 3/18
- Charisma 8/18

Level Limitations:

- Assassin 10
- Cleric 7
- Druid N/A
- Fighter 7 (Str 18), 6 (Str 17), 5 (Str 16 and below)
- Illusionist N/A
- Magic User 11 (Int 18+), 10 (Int 17), 9 (Int 16 and below)
- Paladin N/A
- Ranger N/A
- Thief Unlimited

GNOMES

Starting Age:

- Cleric 300 + 3d12
- Fighter 60+5d4
- Magic User 100+2d12
- Thief 80+5d4

Racial Limitations:

- Strength 6/18
- Dexterity 3/18
- Constitution 8/18
- Intelligence 7/18
- Wisdom 3/18
- Charisma 3/18

Level Limitations:

- Assassin 8
- Cleric 7
- Druid N/A
- Fighter 6 (Str 18), 5 (Str 17 and below)
- Illusionist 7 (One of Dex or Int 18+ and the other 17+), 6 (Dex and Int 17), 5 (Dex or Int under 17)
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

HALF ELVES

Starting Age:

- Cleric 40 + 2d4
- Fighter 22+3d4
- Magic User 30+2d8
- Thief 22+3d8

Racial Limitations:

- Strength 3/18
- Dexterity 6/18
- Constitution 6/18
- Intelligence 4/18
- Wisdom 3/18
- Charisma 3/18

Level Limitations:

- Assassin 11
- Cleric 5
- Druid N/A
- Fighter 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Illusionist N/A
- Magic User 8 (Int 18+), 7 (Int 17), 6 (Int 16 and below)
- Paladin N/A
- Ranger 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Thief Unlimited

HALFLINGS

Starting Age:

- Fighter 20+3d4
- Druid 40+3d4
- Thief 40+2d4

Racial Limitations:

- Strength 6/17
- Dexterity 8/19
- Constitution 10/18
- Intelligence 6/18
- Wisdom 3/17
- Charisma 3/18

Level Limitations:

- Assassin N/A
- Cleric N/A
- Druid 6
- Fighter 4
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

HALF-ORCS

Starting Age:

- Cleric 20+1d4
- Fighter 13+1d4
- Thief 20+2d4

Racial Limitations:

- Strength 6/18
- Dexterity 3/17
- Constitution 13/19
- Intelligence 3/17
- Wisdom 3/14
- Charisma 3/12

Level Limitations:

- Assassin 15
- Cleric 4
- Druid N/A
- Fighter 10
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief 7 (Dex 17), 6 (Dex 16 and below)

HUMANS

Starting age:

- Cleric 20+1d4
- Fighter 15+1d4
- Mage 24+2d8
- Thief 20+1d4

Level Limitations:

- Assassin 15
- Cleric Unlimited
- Druid 14
- Fighter Unlimited
- Illusionist Unlimited
- Magic User Unlimited
- Paladin Unlimited
- Ranger Unlimited
- Thief Unlimited

CHARACTER CLASSES

ASSASSIN

The Assassin Character

Minimum Scores: Str 12, Dex 12, Con 6, Int 11, Wis 6
Hit Die Type: d6 (max 15)
Alignment: Any evil
Experience bonus: None
Armour/Shield Permitted: Leather or studded leather only (shields allowed)
Weapons Permitted: Any
Weapon Proficiencies: 3 + 1 every 4 levels
Penalty to hit for non-proficiency: -3
Weapon Specialisation: N/A

Assassin Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,600	2	
3	3,000	3	

Level	Base Experience Points Required	Hit Dice (d6)	Notes
4	5,750	4	The assassin may recruit assassins as henchmen
5	12,250	5	
6	24,750	6	
7	50,000	7	The assassin may recruit thieves as henchmen
8	99,000	8	
9	200,500	9	
10	300,000	10	Master Assassin
11	400,000	11	
12	600,000	12	
13	750,000	13	The assassin may recruit henchmen of any class
14	1,000,000	14	
15*	1,500,000	15	

*Level 15 at 1,500,000 experience points is the ceiling for assassins. Any further experience points gained by a character of this level are simply lost.

Assassin Saving Throw Table

Level	Type of Saving Throw				
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

Assassin To Hit Table

Lvl	Roll required to hit Armour Class																			
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
13-15	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5

CLERIC

The Cleric Character

Minimum Scores: Str 6, Dex 3, Con 6, Int 6, Wis 9, Cha 6
Hit Die Type: d8 (max 9)
Alignment: Any
Experience bonus: Wisdom 16+
Armour/Shield Permitted: Any

Weapons Permitted: Blunt only—club, flail, hammer, mace, oil, staff; clerics may hurl hammers, clubs, or oil, but may not employ other missile weapons
Weapon Proficiencies: 2 + 1 every 3 levels
Penalty to hit for non-proficiency: -3
Weapon Specialisation: N/A

Cleric Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spells by Level						
				1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	1,550	2		2	-	-	-	-	-	-
3	2,900	3		2	1	-	-	-	-	-
4	6,000	4		3	2	-	-	-	-	-
5	13,250	5		3	3	1	-	-	-	-
6	27,000	6		3	3	2	-	-	-	-
7	55,000	7		3	3	2	1	-	-	-
8	110,000	8		3	3	3	2	-	-	-
9	220,000	9	High Priest(ess)	4	4	3	2	1	-	-
10	450,000	9+2*		4	4	3	3	2	-	-
11	675,000	9+4*		5	4	4	3	2	1	-
12	900,000	9+6*		6	5	5	3	2	2	-
13	1,125,000	9+8*		6	6	6	4	2	2	-
14	1,350,000	9+10*		6	6	6	5	3	2	-
15	1,575,000	9+12*		7	7	7	5	4	2	-
16	1,800,000	9+14*		7	7	7	6	5	3	1
17	2,025,000	9+16*		8	8	8	6	5	3	1
18	2,250,000	9+18*		8	8	8	7	6	4	1
19	2,475,000	9+20*		9	9	9	7	6	4	2
20	2,700,000	9+22*		9	9	9	8	7	5	2
21	2,925,000	9+24*		9	9	9	9	8	6	2
22	3,150,000	9+26*		9	9	9	9	9	6	3
23	3,375,000	9+28*		9	9	9	9	9	7	3
24	3,600,000	9+30*		9	9	9	9	9	8	3

* Constitution hp adjustments no longer apply

Each level gained thereafter requires 225,000 experience points and grants +2 hit points.

Cleric Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Cleric To Hit Table

	Roll required to hit Armour Class																				
Lvl	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

DRUID

The Druid Character

Minimum Scores:	Str 6, Dex 6, Con 6, Int 6, Wis 12, Cha 15
Hit Die Type:	d8 (max 14)
Alignment:	Neutral only
Experience bonus:	Wisdom and Charisma 16+
Armour/Shield Permitted:	Leather only, wooden shields only
Weapons Permitted:	Club, dagger, dart, hammer, oil, scimitar, sling, spear, staff
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-4
Weapon Specialisation:	N/A

Druid Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spells by Level						
				1	2	3	4	5	6	7
1	0	1	Druid's Knowledge; Wilderness Movement	2	-	-	-	-	-	-
2	2,000	2		2	1	-	-	-	-	-
3	4,000	3		3	2	1	-	-	-	-
4	8,000	4	Immunity to Fey Charm; Shapeshift	4	2	2	-	-	-	-
5	12,000	5		4	3	2	-	-	-	-
6	20,000	6		4	3	2	1	-	-	-
7	35,000	7	High Druid	4	4	3	1	-	-	-
8	60,000	8		4	4	3	2	-	-	-
9	90,000	9		5	4	3	2	1	-	-
10	125,000	10	Archdruid	5	4	3	3	2	-	-
11	200,000	11		5	5	3	3	2	1	-
12	300,000	12		5	5	4	4	3	2	1
13	750,000	13	Supreme Druid	6	5	5	5	4	3	2
14*	1,500,000	14		6	6	6	6	5	4	3

* 14th level (at 1,500,000 experience points) is the ceiling for druids. Any further experience points the druid receives will simply be lost.

Druid Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-14	9	11	5	8	10

Druid To Hit Table

Level	Roll required to hit Armour Class																			
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

FIGHTER

The Fighter Character

Minimum Scores:	Str 9, Dex 6, Con 7, Int 3, Wis 6, Cha 6
Hit Die Type:	d10 (max 9 hit dice)
Alignment:	Any
Experience bonus:	Strength 16+
Armour/Shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	4 + 1 every 2 levels
Penalty to hit for non-proficiency:	-2
Weapon Specialisation:	Optional

Fighter Level Advancement

Level	Base Experience Points Required	Hit Dice (d10)	Notes
1	0	1	
2	1,900	2	
3	4,250	3	
4	7,750	4	
5	16,000	5	
6	35,000	6	
7	75,000	7	Bonus attacks
8	125,000	8	
9	250,000	9	Lord (Lady)
10	500,000	9+3*	
11	750,000	9+6	

* Constitution-based hp adjustments no longer apply
Each level gained thereafter requires 250,000 additional experience points and gains 3hp.

Fighter Saving Throw Table

Level	Type of Saving Throw				
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Fighter To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

ILLUSIONIST

The Illusionist Character

Minimum Scores:	Str 6, Dex 16, Int 15, Wis 6, Cha 6	Weapons Permitted:	Dagger, dart, oil, staff
Hit Die Type:	d4 (max 10)	Weapon Proficiencies:	1 + 1 per 5 levels
Alignment:	Any	Penalty to hit for non-proficiency:	-5
Experience bonus:	None	Weapon Specialisation:	N/A
Armour/Shield Permitted:	None		

Illusionist Level Advancement

Level	Base Experience Points Required	Hit Dice (d4)	Notes	Spell Level						
				1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	2,500	2		2	-	-	-	-	-	-
3	4,750	3		2	1	-	-	-	-	-
4	9,000	4		3	2	-	-	-	-	-
5	18,000	5		4	3	1	-	-	-	-
6	35,000	6		4	3	2	-	-	-	-
7	60,250	7	May hire followers	4	3	2	1	-	-	-
8	95,000	8		4	3	2	2	-	-	-
9	144,500	9		5	3	3	2	-	-	-
10	220,000	10	Master of Phantasms	5	4	3	2	1	-	-
11	440,000	10+1*		5	4	3	3	2	-	-
12	660,000	10+2*		5	5	4	3	2	1	-
13	880,000	10+3*		5	5	4	3	2	2	-
14	1,100,000	10+4*		5	5	4	3	2	2	1
15	1,320,000	10+5*		5	5	4	4	2	2	2
16	1,540,000	10+6*		5	5	5	4	3	2	2
17	1,760,000	10+7*		6	5	5	4	3	3	2
18	1,980,000	10+8*		6	6	5	4	4	3	2
19	2,200,000	10+9*		6	6	5	5	5	3	2
20	2,420,000	10+10*		6	6	6	5	5	4	2
21	2,640,000	10+11*		6	6	6	6	5	4	3
22	2,860,000	10+12*		6	6	6	6	5	5	3
23	3,080,000	10+13*		6	6	6	6	6	5	4
24	3,300,000	10+14*		6	6	6	6	6	6	5

* Constitution-based hp adjustments no longer apply.
Each level gained thereafter requires 220,000 experience points and grants +1 hit point.

Illusionist Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Illusionist To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

MAGIC USER

The Magic User Character

Minimum Scores:	Str 3, Dex 6, Int 9, Wis 6, Con 6, Cha 6	Armour/Shield Permitted:	None
Hit Die Type:	d4 (max 11)	Weapons Permitted:	Dagger, dart, oil, staff
Alignment:	Any	Weapon Proficiencies:	1 + 1 per 5 levels
Experience bonus:	Int 16+	Penalty to hit for non-proficiency:	-5
		Weapon Specialisation:	N/A

Magic User Level Advancement

Level	Base Experience Points Required	Hit Dice (d4)	Notes	Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1		1	-	-	-	-	-	-	-	-
2	2,400	2		2	-	-	-	-	-	-	-	-
3	4,800	3		2	1	-	-	-	-	-	-	-
4	10,250	4		3	2	-	-	-	-	-	-	-
5	22,000	5		4	2	1	-	-	-	-	-	-
6	40,000	6		4	3	2	-	-	-	-	-	-
7	60,000	7	Eldritch Craft	4	3	2	1	-	-	-	-	-
8	80,000	8		4	3	3	2	-	-	-	-	-
9	140,000	9		4	4	3	2	1	-	-	-	-
10	250,000	10		4	4	3	2	2	-	-	-	-
11	375,000	11	Wizard	4	4	4	3	3	-	-	-	-
12	750,000	11+1*	Eldritch Power	5	4	4	3	3	1	-	-	-
13	1,125,000	11+2*		5	5	4	3	3	2	-	-	-
14	1,500,000	11+3*		5	5	5	4	4	2	1	-	-
15	1,875,000	11+4*		5	5	5	4	4	3	2	-	-
16	2,250,000	11+5*	Mage	5	5	5	4	4	3	2	1	-
17	2,625,000	11+6*		5	5	5	5	5	4	3	2	-
18	3,000,000	11+7*	Archmage	5	5	5	5	5	4	3	2	1
19	3,375,000	11+8*		5	5	5	5	5	5	4	3	1
20	3,750,000	11+9*		5	5	5	5	5	5	4	3	2
21	4,125,000	11+10*		6	6	5	5	5	5	4	4	2
22	4,500,000	11+11*		6	6	6	6	5	5	5	4	2
23	4,875,000	11+12*		6	6	6	6	6	6	5	4	3
24	5,250,000	11+13*		6	6	6	6	6	6	6	5	3

* Constitution-based hp adjustments no longer apply.
Each level gained thereafter requires 375,000 experience points and grants +1 hit point.

Magic User Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Magic User To Hit Table

Level	Roll required to hit Armour Class																			
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4

PALADIN

The Paladin Character

Minimum Scores:	Str 12, Dex 6, Con 9, Int 9, Wis 13, Cha 17	Armour/Shield Permitted:	Any
Hit Die Type:	d10 (max 9)	Weapons Permitted:	Any
Alignment:	Lawful Good only	Weapon Proficiencies:	3 + 1 every 2
Experience bonus:	Str and Wis 16+	Penalty to hit for non-proficiency:	-2
		Weapon Specialisation:	Optional rule—as fighter

Paladin Level Advancement

Level	Base Experience Points Required	Hit Dice (d10)	Notes	Spell Casting	Spells by Level			
				Level	1	2	3	4
1	0	1		0	-	-	-	-
2	2,550	2		0	-	-	-	-
3	5,500	3	Turn Undead	0	-	-	-	-
4	12,500	4	Warhorse	0	-	-	-	-
5	25,000	5		0	-	-	-	-
6	45,000	6		0	-	-	-	-
7	95,000	7		0	-	-	-	-
8	175,000	8	Bonus Attacks	0	-	-	-	-
9	325,000	9	Knight	1	1	-	-	-
10	600,000	9+3*		2	2	-	-	-
11	1,000,000	9+6*		3	2	1	-	-
12	1,350,000	9+9*		4	2	2	-	-
13	1,700,000	9+12*		5	2	2	1	-
14	2,050,000	9+15*		6	3	2	1	-
15	2,400,000	9+18*		7	3	2	1	1
16	2,750,000	9+21*		8†	3	3	1	1
17	3,100,000	9+24*		8†	3	3	2	1
18	3,450,000	9+27*		8†	3	3	3	1
19	3,800,000	9+30*		8†	3	3	3	2
20	4,150,000	9+33*		8†	3	3	3	3
21	4,500,000	9+36*		8†	4	3	3	3
22	4,850,000	9+39*		8†	4	4	3	3
23	5,200,000	9+42*		8†	4	4	4	3
24	5,550,000	9+45*		8†	4	4	4	4

* Constitution-based hp adjustments no longer apply
† 8th is the ceiling spell casting level for paladins; they may never cast spells as a High Priest or Priestess does.
Each level gained thereafter requires 350,000 additional experience points and gains 3hp.

NB: Paladins do not gain bonus cleric spells for having high wisdom. This ability is limited to “true” priests, i.e. clerics or druids.

Paladin Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-2	14	15	12	13	15
3-4	13	14	11	12	14
5-6	11	11	9	10	12
7-8	10	10	8	9	11
9-10	8	7	6	7	9
11-12	7	6	5	6	8
13-14	5	3	3	4	6
15-16	4	2	2	3	5
17-18	3	2	2	2	4
19+	2	2	2	2	3

Paladin To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

RANGER

The Ranger Character

Minimum Scores:	Str 13, Dex 6, Con 14, Int 13, Wis 14, Cha 6	Armour/Shield Permitted:	Any
Hit Die Type:	d8 (max 11 at 10th level)	Weapons Permitted:	Any
Initial Hit Die:	2*	Weapon Proficiencies:	3 + 1 every 2
Alignment:	Any good	Penalty to hit for non-proficiency:	-2
Experience bonus:	Str, Int, and Wis 16+	Weapon Specialisation:	Optional rule—as fighter

Ranger Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spell Casting Level	Druid Spells			Mage Spells	
					1	2	3	1	2
1	0	2		0	-	-	-	-	-
2	2,250	3		0	-	-	-	-	-
3	4,500	4		0	-	-	-	-	-
4	9,500	5		0	-	-	-	-	-
5	20,000	6		0	-	-	-	-	-
6	40,000	7		0	-	-	-	-	-
7	90,000	8	May employ followers	0	-	-	-	-	-
8	150,000	9	Bonus attacks	1	1	-	-	-	-
9	225,000	10		1	1	-	-	1	-
10	325,000	11	Ranger Lord (Lady)	2	2	-	-	1	-
11	650,000	11+2*		2	2	-	-	2	-
12	975,000	11+4*		3	2	1	-	2	-
13	1,300,000	11+6*		3	2	1	-	2	1
14	1,625,000	11+8*		4	2	2	-	2	1
15	1,950,000	11+10*	Bonus attacks	4	2	2	-	2	2
16	2,275,000	11+12*		5	2	2	1	2	2
17	2,600,000	11+14*		5	2	2	2	2	2
18	2,925,000	11+16*		6†	3	2	2	2	2
19	3,250,000	11+18*		6†	3	2	2	3	2
20	3,575,000	11+20*		6†	3	3	2	3	2
21	3,900,000	11+22*		6†	3	3	2	3	3
22	4,225,000	11+24*		6†	3	3	3	3	3
23	4,550,000	11+26*		6†	4	3	3	3	3
24	4,875,000	11+28*		6†	4	3	3	4	3

* Constitution-based hp adjustments no longer apply
† 6th is the ceiling spell casting level for rangers.
Each level gained thereafter requires 325,000 additional experience points and gains 2hp.

NB: Rangers do not gain bonus druid spells for having high wisdom. This ability is limited to “true” priests, i.e. clerics or druids.

Ranger Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Type of Saving Throw			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Ranger To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

THIEF

The Thief Character

Minimum Scores:	Str 6, Dex 9, Con 6, Int 6, Cha 6
Hit Die Type:	d6
Initial Hit Die:	1
Alignment:	Any neutral or any evil
Experience bonus:	Dex 16+
Armour/Shield Permitted:	Leather or studded leather only, no shields
Weapons Permitted:	Club, dagger, dart, oil, sling, single-handed swords (except bastard swords)
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialisation:	N/A

Thief Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,250	2	
3	2,500	3	
4	5,000	4	
5	10,000	5	
6	20,000	6	
7	40,000	7	
8	70,000	8	
9	110,000	9	
10	160,000	10	Master Thief; may read scrolls
11	220,000	10+2*	
12	440,000	10+4*	

*Con-based hp adjustments no longer apply
Each level thereafter requires 220,000 experience points and grants +2 hit points.

Thief Saving Throw Table

Type of Saving Throw					
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

Thief To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Thief Skills Table—Base chance

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
1	80%	25%	10%	20%	20%	30%	35%	1%
2	82%	29%	13%	25%	25%	34%	39%	5%
3	84%	33%	16%	30%	30%	38%	43%	10%
4	86%	37%	19%	35%	35%	42%	47%	15%
5	88%	41%	22%	40%	40%	46%	51%	20%
6	90%	45%	25%	45%	45%	50%	55%	25%

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
7	91%	49%	28%	50%	50%	54%	59%	30%
8	92%	53%	31%	55%	55%	58%	63%	35%
9	93%	57%	34%	60%	60%	62%	67%	40%
10	94%	61%	37%	65%	65%	66%	71%	45%
11	95%	65%	40%	70%	70%	70%	75%	50%
12	96%	69%	43%	75%	75%	74%	79%	55%
13	97%	73%	46%	80%	80%	78%	83%	60%
14	98%	77%	49%	85%	85%	82%	87%	65%
15	99%	81%	52%	90%	90%	86%	90%	70%
16	99%	85%	55%	91%	91%	90%	91%	75%
17	99%	89%	58%	92%	92%	92%	92%	80%
18	99%	91%	61%	93%	93%	93%	93%	85%
19	99%	93%	64%	94%	94%	94%	94%	90%
20	99%	95%	67%	95%	95%	95%	95%	92%
21	99%	97%	70%	96%	96%	96%	96%	94%
22	99%	99%	73%	97%	97%	97%	97%	96%
23	99%	99%	76%	98%	98%	98%	98%	98%
24	99%	99%	79%	99%	99%	99%	99%	99%

Thief Skills Table—Dexterity adjustments

Dexterity	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
9	-	-15%	-	-10%	-20%	-10%	-15%	-
10	-	-10%	-	-5%	-15%	-5%	-10%	-
11	-	-5%	-	-	-10%	-	-5%	-
12	-	-	-	-	-5%	-	-	-
13	-	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-	-
16	-	-	-	-	-	+5%	-	-
17	-	+5%	-	+5%	+5%	+10%	-	-
18	-	+10%	-	+10%	+10%	+15%	+5%	-
19	-	+15%	-	+15%	+15%	+20%	+15%	-

Thief Skills Table—Racial Adjustments

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
Dwarf	-10%	+15%	-	-	-5%	+15%	-	-5%
Elf	-5%	+5%	+5%	+10%	+5%	-5%	+5%	+10%
Gnome	-15%	-	+5%	-	-	+10%	-	-
Half-elf	-	-	-	+5%	-	-	+10%	-
Halfling	-15%	-	+5%	+15%	+15%	-	+5%	-5%
Half-orc	+5%	+5%	+5%	-	-	+5%	-5%	-10%
Human	+5%	-	-	-	-	+5%	-	-

Note: Subject to the GM's discretion, no combination of adjustments can reduce a thief's chance of success in a thieving skill below 1% or increase it above 99%. In other words, there is always a small chance of success or risk of failure unless the GM decides the circumstances are exceptional.

EQUIPMENT

Item	Weight	Cost
Ale, pint	1	1 sp
Backpack	10 (empty)	2 gp
Barrel	30 (empty)	2 gp
Bedroll	5	2 sp
Bell	-	1 gp
Belt	-	5 sp
Blanket, woollen	2	5 cp
Block and tackle	5	5 gp
Boots, soft	3	1 gp
Boots, heavy	5	2 gp
Bottle (wine), glass	1	2 gp
Box (empty)	15	1 gp
Bracer, leather (archery)	1	8 sp
Caltrops	2	1 gp
Candle, beeswax	-	1 cp
Canvas (per sq. yd)	1	1 sp
Cauldron and tripod	15	2 gp
Chain (per 10 ft)	10	30 gp
Chalk, piece	-	1 cp
Chest (empty)	25	2 gp
Cloak	2	3 cp
Crowbar	5	2 gp
Dice, bone, pair	-	5 sp
Dice, loaded, pair	-	5 gp
Doublet, linen	1	3 gp
Firewood (per day)	20	1 cp
Fish hook	-	1 sp
Fishing net (per 25 sq. ft)	-	1 sp
Flask (leather)	-	3 cp
Flint and steel	-	1 gp
Gloves, kidskin, pair	½	3 gp
Gown, woollen	1	5 cp
Gown, linen	1	3 gp
Gown, silk	1	50+ gp
Grappling hook	4	1 gp
Hammer (tool, not war)	2	5 sp

Item	Weight	Cost
Holy symbol, silver	1	25 gp
Holy symbol, pewter	1	5 gp
Holy symbol, wooden	1	6 sp
Horse, cart	N/A	15 gp
Horse, nag	N/A	8 gp
Horse, palfrey	N/A	40+ gp
Horse, rouncey	N/A	25 gp
Horse, war, heavy	N/A	500+ gp
Horse, war, light	N/A	200+ gp
Horse, war, medium	N/A	350+ gp
Hose	-	1 gp
Iron spikes, dozen	5	1 gp
Ladder (per 10 ft)	20	5 sp
Lamp (bronze)	1	1 sp
Lantern, bullseye	3	12 gp
Lantern, hooded	2	7 gp
Lock	1	20+ gp
Manacles	2	15 gp
Mirror (small steel)	½	20 gp
Mirror (small silver)	½	45 gp
Mule	N/A	18 gp
Musical instrument	1+	5+ gp
Needle and thread	-	3 cp
Oil (lamp) (per pint)	1	1 sp
Ox	N/A	15 gp
Parchment (per sheet)	-	2 sp
Pin (cloak)	-	4 sp
Piton	½	1 sp
Pole (per 10 ft)	8	2 sp
Pony	N/A	12 gp
Pot, iron	10	5 sp
Pouch, belt, large	2 (empty)	4 sp
Pouch, belt, small	1 (empty)	2 sp
Quill (pen)	-	1 sp
Quiver (holds 12 arrows)	1 (empty)	1 gp
Quiver (holds 24 arrows)	2 (empty)	25 sp

Item	Weight	Cost
Quiver (holds 12 bolts)	1 (empty)	12 sp
Quiver (holds 24 bolts)	2 (empty)	3 gp
Rations, standard (per day)	2	2 gp
Rations, trail (per day)	1	6 gp
Reins, bit and bridle	5	2 gp
Robe, linen	1	3 gp
Robe, silk	1	60+ gp
Rope, hemp (per 50 ft)	10	1 gp
Rope, silk (per 50 ft)	5	10 gp
Sack, small	½ (empty)	9 cp
Sack, large	1 (empty)	15 cp
Saddle and stirrups	20	10 gp
Satchel	5 (empty)	1 gp
Scrollcase, bone	½	4 gp
Scrollcase, leather	½	1 gp
Shoes, common	1	5 sp
Shoes, noble	1	30+ gp
Shovel	8	2 gp
Signal whistle	-	8 sp
Skillet	5	1 gp
Soap (per lb)	1	5 sp
Spell book (blank)	5	25 gp
Tent	20	10 gp
Thieves' Tools	1	30 gp
Torch	1	1 cp
Tunic, woollen	1	5 cp
Tunic, banqueting	1	10+ gp
Twine, linen (per 100 ft)	½	8 cp
Vellum (per sheet)	-	3 sp
Wagon, small	N/A	100 gp
Wagon, large	N/A	250 gp
Water, holy (per vial)	½	25 gp
Waterskin (3 pint)	1 (empty)	1 gp
Whetstone	½	2 cp
Wine, pint	1	5 sp

Master Weapon Table

Weapon type	Damage vs Small or Medium	Damage vs Large	Encumbrance	Cost
Arrows	1d6	1d6	4 (per dozen)	2 gp (per dozen)
Axe, battle	1d8	1d8	7	5 gp
Axe, hand	1d6	1d4	5	1 gp
Bolt, heavy crossbow	1d6+1	1d6+1	4 (per dozen)	4 gp (per dozen)
Bolt, light crossbow	1d4+1	1d4+1	2 (per dozen)	2 gp (per dozen)
Club	1d4	1d3	3	2 cp
Dagger	1d4	1d3	1	2 gp
Dart	1d3	1d2	½	2 sp
Flail, heavy	1d6+1	2d4	10	3 gp
Flail, light	1d4+1	1d4+1	4	6 gp
Halberd	1d10	2d6	18	9 gp
Hammer, war, heavy	1d6+1	1d6	10	7 gp
Hammer, war, light	1d4+1	1d4	5	1 gp
Javelin*	1d6	1d4	4	5 sp
Lance*	2d4+1	3d6	15	6 gp
Mace, heavy	1d6+1	1d6	10	10 gp
Mace, light	1d4+1	1d4+1	5	4 gp
Morning star	2d4	1d6+1	12	5 gp
Pick, heavy	1d6+1	2d4	10	8 gp
Pick, light	1d4+1	1d4	4	5 gp
Pole arm*	1d6+1	1d10	8	6 gp
Sling bullet	1d4+1	1d6+1	4 (per dozen)	1 gp (per dozen)
Sling stone	1d4	1d4	2 (per dozen)	Free
Spear*	1d6	1d8	5	1 gp
Staff	1d6	1d6	5	Free
Sword, claymore/bastard	2d4	2d8	10	25 gp
Sword, broad	2d4	1d6+1	8	10 gp
Sword, long	1d8	1d12	7	15 gp
Sword, scimitar	1d8	1d8	5	15 gp
Sword, short	1d6	1d8	3	8 gp
Sword, two-handed	1d10	3d6	25	30 gp
Trident*	1d6+1	3d4	5	4 gp

* Long-hafted, pointed weapons, such as the spear, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge and the foe actually charges. The lance inflicts double damage when used by a character riding a charging heavy warhorse or similar animal; if the attacker is mounted on a normal riding or cavalry horse, the damage should be reduced.

Missile Weapon Table

Weapon Type	Damage vs Small or Medium	Damage vs Large	Rate of Fire (in shots per round)	Range (-2 to hit per increment)	Encumbrance	Cost
Axe, hand	1d6	1d4	1	10 ft	5	1 gp
Bow, long †	1d6	1d6	2	70 ft	12	60 gp
Bow, short †	1d6	1d6	2	50 ft	8	15 gp
Club	1d4	1d3	1	10 ft	3	2 cp
Composite bow, long †	1d6	1d6	2	60 ft	13	100 gp
Composite bow, short †	1d6	1d6	2	50 ft	9	75 gp
Crossbow, heavy*	1d6+1	1d6+1	½	60 ft	12	20 gp
Crossbow, light	1d4+1	1d4+1	1	60 ft	4	12 gp
Dagger	1d4	1d4	2	10 ft	1	2 gp
Dart	1d3	1d2	3	15 ft	½	2 sp
Hammer	1d4+1	1d4	1	10 ft	5	1gp
Javelin	1d6	1d4	1	20 ft	2	5 sp
Sling	1d4+1 or 1d4	1d6+1 or 1d4	1	35 ft	½	5 sp
Spear	1d6	1d8	1	15 ft	5	1 gp

* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all—GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon. Otherwise the strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears).

ARMOUR

Armour Table 1

Armour Type	Encumbrance*	Max Move Rate	Effect on AC (base AC 10)	Cost
Banded	35 lbs	90 ft	-6	90 gp
Mail hauberk or byrnie (chain)	30 lbs	90 ft	-5	75 gp
Mail, elfin (chain)	15 lbs	120 ft	-5	Not sold
Leather	15 lbs	120 ft	-2	5 gp
Padded gambeson	10 lbs	90 ft	-2	4 gp
Plate	45 lbs	60 ft	-7	400 gp
Ring	35 lbs	90 ft	-3	30 gp
Scale or lamellar	40 lbs	60 ft	-4	45 gp
Shield, large	10 lbs	N/A	-1	15 gp
Shield, medium	8 lbs	N/A	-1	12 gp
Shield, small	5 lbs	N/A	-1	10 gp
Splint	40 lbs	60 ft	-6	80 gp
Studded	20 lbs	90 ft	-3	15 gp

* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.

Armour Table 2

Type of Armour	AC Rating
None	10
Shield only	9
Leather or padded armour	8
Studded leather or ring	7
Scale or lamellar	6
Mail hauberk or byrnie	5
Banded armour	4
Plate	3

HEIGHT AND WEIGHT (OPTIONAL RULE)

Dwarf Male			
d%	Description	Height	Weight
01-10	Small	3 ft 9 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	4 ft 1 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	4 ft 2 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	4 ft 2 in + 1d4 in	160 lbs + 1d20 lbs
86-95	Tall	4 ft 6 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	4 ft 9 in + 1d4 in	170 lbs + 1d20 lbs

Dwarf Female			
d%	Description	Height	Weight
01-15	Petite	3 ft 7 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	3 ft 11 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	4 ft 0 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	4 ft 0 in + 1d4 in	130 lbs + 1d20 lbs
86-95	Tall	4 ft 4 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	4 ft 7 in + 1d4 in	140 lbs + 1d20 lbs

Elf Male			
d%	Description	Height	Weight
01-15	Small	4 ft 7 in + 1d4 in	70 lbs + 1d20 lbs
16-45	Slim	4 ft 11 in + 1d4 in	80 lbs + 1d20 lbs
46-75	Normal	5 ft 0 in + 1d4 in	90 lbs + 1d20 lbs
76-80	Stout	5 ft 0 in + 1d4 in	95 lbs + 1d20 lbs
81-95	Tall	5 ft 4 in + 1d4 in	95 lbs + 1d20 lbs
96-00	Outsize	5 ft 7 in + 1d4 in	100 lbs + 1d20 lbs

Elf Female			
d%	Description	Height	Weight
01-15	Petite	4 ft 3 in + 1d4 in	64 lbs + 1d20 lbs
16-45	Svelte	4 ft 7 in + 1d4 in	72 lbs + 1d20 lbs
46-75	Normal	4 ft 8 in + 1d4 in	80 lbs + 1d20 lbs
76-80	Curvy	4 ft 8 in + 1d4 in	85 lbs + 1d20 lbs
81-95	Tall	5 ft 0 in + 1d4 in	85 lbs + 1d20 lbs
96-00	Outsize	5 ft 3 in + 1d4 in	90 lbs + 1d20 lbs

Gnome or Halfling Male			
d%	Description	Height	Weight
01-10	Small	2 ft 10 in + 1d3 in	50 lbs + 1d20 lbs
11-25	Slim	3 ft 1 in + 1d3 in	55 lbs + 1d20 lbs
26-55	Normal	3 ft 2 in + 1d3 in	60 lbs + 1d20 lbs
56-85	Stout	3 ft 2 in + 1d3 in	65 lbs + 1d20 lbs
86-95	Tall	3 ft 5 in + 1d3 in	65 lbs + 1d20 lbs
96-00	Outsize	3 ft 7 in + 1d3 in	70 lbs + 1d20 lbs

Gnome or Halfling Female			
d%	Description	Height	Weight
01-15	Petite	2 ft 8 in + 1d3 in	42 lbs + 1d20 lbs
16-30	Svelte	2 ft 11 in + 1d3 in	45 lbs + 1d20 lbs
31-65	Normal	3 ft 0 in + 1d3 in	50 lbs + 1d20 lbs
66-85	Curvy	3 ft 0 in + 1d3 in	55 lbs + 1d20 lbs
86-95	Tall	3 ft 3 in + 1d3 in	55 lbs + 1d20 lbs
96-00	Outsize	3 ft 5 in + 1d3 in	60 lbs + 1d20 lbs

Half-Elf Male			
d%	Description	Height	Weight
01-10	Small	5 ft 1 in + 1d4 in	105 lbs + 1d20 lbs
11-30	Slim	5 ft 5 in + 1d4 in	115 lbs + 1d20 lbs
31-70	Normal	5 ft 6 in + 1d4 in	125 lbs + 1d20 lbs
71-80	Stout	5 ft 6 in + 1d4 in	135 lbs + 1d20 lbs
81-95	Tall	5 ft 10 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	6 ft 1 in + 1d4 in	145 lbs + 1d20 lbs

Half-Elf Female			
d%	Description	Height	Weight
01-15	Petite	4 ft 9 in + 1d4 in	80 lbs + 1d20 lbs
16-30	Svelte	5 ft 1 in + 1d4 in	90 lbs + 1d20 lbs
31-65	Normal	5 ft 2 in + 1d4 in	100 lbs + 1d20 lbs
66-85	Curvy	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
86-95	Tall	5 ft 6 in + 1d4 in	110 lbs + 1d20 lbs
96-00	Outsize	5 ft 9 in + 1d4 in	120 lbs + 1d20 lbs

Half-Orc Male			
d%	Description	Height	Weight
01-10	Small	5 ft 3 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	5 ft 7 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	5 ft 8 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	5 ft 8 in + 1d4 in	165 lbs + 1d20 lbs
86-95	Tall	6 ft 0 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	6 ft 3 in + 1d4 in	170 lbs + 1d20 lbs

Half-Orc Female			
d%	Description	Height	Weight
01-15	Petite	4 ft 10 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	5 ft 3 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	5 ft 3 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 7 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	5 ft 10 in + 1d4 in	140 lbs + 1d20 lbs

Human Male			
d%	Description	Height	Weight
01-10	Small	5 ft 4 in + 1d4 in	140 lbs + 1d20 lbs
11-30	Slim	5 ft 8 in + 1d4 in	155 lbs + 1d20 lbs
31-70	Normal	5 ft 9 in + 1d4 in	170 lbs + 1d20 lbs
71-80	Stout	5 ft 9 in + 1d4 in	185 lbs + 1d20 lbs
81-95	Tall	6 ft 1 in + 1d4 in	185 lbs + 1d20 lbs
96-00	Outsize	6 ft 4 in + 1d4 in	200 lbs + 1d20 lbs

Human Female			
d%	Description	Height	Weight
01-15	Petite	4 ft 11 in + 1d4 in	105 lbs + 1d20 lbs
16-30	Svelte	5 ft 3 in + 1d4 in	115 lbs + 1d20 lbs
31-65	Normal	5 ft 4 in + 1d4 in	125 lbs + 1d20 lbs
66-85	Curvy	5 ft 4 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 8 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	5 ft 11 in + 1d4 in	145 lbs + 1d20 lbs

These tables provide base height and weight. Then roll 1d6; on a "1", subtract 1d4 in and 1d20 lbs, and reroll. On a "6", add 1d4 in and 1d20 lbs, and reroll. Continue rolling until a 2, 3, 4, or 5 appears. Discard any nonsensical results.