

Race/Class Possibilities

Drow Half
 Half

Class

Human Elf Elf Elf
 Orc Orc
 Dwarf
Gnome Halfling
Fighter

•

•

•

•

•

•

•

•

•
Monk

•

•

•

•
Paladin •

•

•

•

•

•
Ranger

-

-

-

-

-

-

- Thief

-

-

-

-

-

-

-

-

-

Magic-User

-

-

-

-

-

- Cleric

-

-

•

•

•

•

•

Enchanter

•

•

•

•

•

•

Minimum Attributes by Class *

Class	Strength	Intelligence	Wisdom	Dexterity	Constitution
Karma					
Fighter					

9

—

6

6

7

6
Monk

15

6

15

15

11

6
Paladin

12

9

13

6

9

17
Ranger

13

13

14

6

14

6
Thief

6

6

-

9

-

- Magic User

-

9

6

6

-

6
Cleric

6

6

9

-

-

6

Enchanter

-

9

6

6

—

6

Minimum Attributes by Race *

Class	Strength	Intelligence	Wisdom	Dexterity	Constitution
Karma					
Human					

6

-

-

-

5

- Draw Elf

-

8

-

7

5

8
Elf

-

8

-

7

5

8
Orc

9

-

-

-

15

-

Halfling

6

6

-

8

10

-

Gnome

6

7

-

-

8

-

Dwarf

8

-

-

-

12

-

Half-Elf

5

4

-

-

5

-

Half-Orc

6

-

-

* (All other bonuses or penalties apply after these minimums.)

Stamina Table

Class	Initial		
Per Level	*Max Bonus		
Fighter	1 - 10	1 - 10	Unlimited
Paladin	1 - 10	1 - 10	Unlimited
Ranger	2 - 16	1 - 8	Unlimited
Monk	2 - 8	1 - 4	3
Thief	1 - 6	1 - 6	3
Magic-User	1 - 4	1 - 4	2
Cleric	1 - 8	1 - 8	3
Enchanter	1 - 6	1 - 6	2

* PCs receive one point of stamina for each point of constitution over 15 in addition to that shown above.

Example: PCs with a 16 constitution receive +1 stamina per level.

PCs with a 17 constitution receive +2 stamina per level,
etc...

Base Special Action Values

Base values by class in percent.*

Class	Fighter	Monk	Paladin	Ranger	Thief	M-User
Cleric						
Enchanter						
Backstab	.	.	.	2	.	.
Bars/Gate/Door	12	10	10	10	.	10
Climb Wall	6	5	6	6	8	2
Critical Hit	5	3	3	3	.	.
Detect Secret	1	2	3	5	15	5
Detect Trap	2	3	2	10	20	3
Disarm Trap	.	5	.	.	15	.
Hear Noise	5	6	5	7	12	5
Hide In Shadows	3	3	.	8	20	.
Move Silently	3	10	3	10	25	10
Pick Lock	.	10	.	.	25	.
Pick Pocket	.	10	.	.	30	.
Read Scroll***	NA	NA	100	NA	-15	100

* Notes on special abilities. Only PC classes that show a base value in the above chart are capable of performing the task in question. Those classes that show NIL (.) are not capable of said task and any modifiers in the following charts do not apply to said class.

*** Thieves are capable of reading magic-user scrolls only. They are NOT capable of creating scrolls. For each experience level of the thief beyond first level they gain a 5% chance to read a magic-user's scroll. If a thief fails to read a scroll the magic of the scroll is lost and it becomes worthless.

Special Action Modifiers

*Strength Modifier

Strength

3 4 5 6 7

17 18 19 20 21
Backstab -5 -4 -3 -2 -1

1 2 3 4 5
Bars/Gate/Door -75 -60 -45 -30 -15

5 10 15 20 25
Climb Wall -75 -60 -45 -30 -15

5 10 15 20 25
Critical Hit -5 -4 -3 -2 -1

1 2 3 4 5
Disarm Trap -10 -8 -6 -4 -2

2 4 6 8 10
Hide In Shadows -5 -4 -3 -2 -1

1 2 3 4 5
Move Silently -5 -4 -3 -2 -1

1 2 3 4 5

*Dexterity Modifier

Dexterity

3 4 5 6 7

	17	18	19	20				
Backstab			-5	-4	-3	-2	-1	
	1	2	3	4				
Climb Wall			-20	-15	-10	-5	-2	
	5	8	11	15				
Disarm Trap			-25	-20	-15	-10	-5	
	5	10	15	20				
Hide In Shadows			-12	-8	-6	-4	-2	
	2	4	6	8				
Move Silently			-10	-8	-6	-4	-2	
	5	10	15	20				
Pick Lock			-25	-20	-15	-10	-5	
	5	10	15	20				
Pick Pocket			-25	-20	-15	-10	-5	
	5	10	15	20				

*Race Modifier

Drow			Human	Elf	Elf	Orc	Halfling	Half Gnome	Half Dwarf
Race									
Elf	Orc								
Backstab		.	+2	+2	-2	+2	-3	-4	+1 -1
Climb Wall		.	+5	.	+3	.	+4	+5	. +2

Detect Secret	. +10	+10	-5	+5	+5	+15	+2	-2
Detect Trap	. +5	-3	+8	+3	.	.	.	+4
Disarm Trap	. +2	-5	+5	+1	.	.	.	+2
Hear Noise	.	.	+10	+5
Hide In Shadows	. +15	-10	+10	.	+5	+5	-5	+5
Move Silently	. +5	+5	-5	+10	-3	-5	+2	-2
Pick Lock	. +3	+3	-5	+10	-3	-5	+1	-2
Pick Pocket	. -10	+3	-15	+15	.	.	+10	-3
Resurrect**	85%	75%	75%	90%	80%	90%	95%	80%
	90%							

** Base chance. The actual chance is increased 1% for each point of constitution of the PC.

*Adjustments apply only to initial attribute scores. Magically altered attributes will not award additional bonuses or penalties.

Saving Throw Adjustments For Race In %

	Human	Elf	Elf	Orc	Halfling	Half Gnome	Half Dwarf
Drow							
Save vs.							
Elf Orc							
Charm	. +25	+25	+45	-10	-5	.	.
Heat	.	.	+5	+5	.	.	.
Cold	. -5	-10	.	+5	+5	. +10	+10
Electric	-10	-10	.
Chemical	. -5	.	.	+5	+5	+15	+5
Mental

.
.
-10	-5
.
+10
-5	-5	.	+10	+5	+5
Magic
Special

Character Gender

Whether a PC is male or female will affect the following attributes:

Males: +1 to Strength, -1 to Dexterity

Females: -1 to Strength, +1 to Dexterity

These factors are applied in addition to attribute adjustments due to racial heritage.

Advancement Charts

Fighters

Level Experience Required

Title	
Level 1.....2,000	Veteran
Level 2.....2,000	Warrior
Level 3.....4,000	Swordsman
Level 4.....10,000	Hero
Level 5.....17,000	Swashbuckler
Level 6.....35,000	Myrmidon
Level 7.....55,000	Champion
Level 8.....125,000	Superhero
Level 9.....125,000	Cavalier
Level 10.....250,000	Lieutenant Knight
Level 11.....250,000	Knight
Level 12.....250,000	Master Knight
Level 13.....250,000	Lordling
Level 14.....250,000	Lord
Level 15.....250,000	Master Lord
Level 16.....250,000	Kingly Lord
Level 17.....250,000	Kingly Lord (with one star...etc.)

Rangers

Level Experience Required

Title	
Level 1.....2,250	Runner
Level 2.....2,250	Strider
Level 3.....5,500	Scout
Level 4.....10,000	Courser
Level 5.....20,000	Tracker
Level 6.....50,000	Guide
Level 7.....75,000	Pathfinder
Level 8.....125,000	Ranger
Level 9.....250,000	Ranger Knight
Level 10.....325,000	Ranger Champion
Level 11.....325,000	Ranger Lord

Level 12.....	325,000	Master Ranger
Level 13.....	325,000	Grand Ranger
Level 14.....	325,000	Supreme Ranger
Level 15.....	325,000	Supreme Ranger (with one Arrow...etc.)

Paladins

Level Experience Required

Title	
Level 1.....	2,750 Gallant
Level 2.....	2,750 Keeper
Level 3.....	6,500 Protector
Level 4.....	12,000 Defender
Level 5.....	21,000 Warder
Level 6.....	50,000 Guardian
Level 7.....	80,000 Chevalier
Level 8.....	175,000 Justiciar
Level 9.....	350,000 Paladin
Level 10.....	350,000 Paladin Knight
Level 11.....	350,000 Paladin Lord
Level 12.....	350,000 Holy Paladin
Level 13.....	350,000 Holy Paladin (with one cross)
Level 14.....	350,000 Holy Paladin (with two crosses)

Monks

Level Experience Required

Title	
Level 1.....	2,250 Novice
Level 2.....	2,500 Initiate
Level 3.....	5,250 Brother
Level 4.....	12,500 Disciple
Level 5.....	25,000 Immaculate
Level 6.....	50,000 Master
Level 7.....	100,000 Superior Master
Level 8.....	150,000 Master of Dragons
Level 9.....	150,000 Master, North Wind
Level 10.....	200,000 Master, West Wind
Level 11.....	250,000 Master, South Wind
Level 12.....	300,000 Master, East Wind
Level 13.....	300,000 Master of Winter

Level 14.....	300,000	Master of Autumn
Level 15.....	300,000	Master of Summer
Level 16.....	300,000	Master of Spring
Level 17.....	300,000	Master of Flowers
Level 18.....	300,000	Master of Flowers (with one blossom)
Level 19.....	300,000	Master of Flowers (with two blossoms)

Thieves

Level Experience Required

Title		
Level 1.....	1,250	Rogue
Level 2.....	2,250	Footpad
Level 3.....	4,500	Cutpurse
Level 4.....	8,000	Robber
Level 5.....	12,000	Burglar
Level 6.....	22,500	Cat Burglar
Level 7.....	35,000	Sneak
Level 8.....	50,000	Master Sneak
Level 9.....	75,000	Filcher
Level 10.....	100,000	Master Filcher
Level 11.....	150,000	Sharper
Level 12.....	200,000	Master Sharper
Level 13.....	200,000	Thief
Level 14.....	200,000	Master Thief
Level 15.....	200,000	Master Thief (with one dagger)
Level 16.....	200,000	Master Thief (with two daggers)

Magic-Users

Level Experience Required

Title		
Level 1.....	2,500	Prestidigitator
Level 2.....	3,500	Evoker
Level 3.....	7,500	Conjurer
Level 4.....	15,500	Theurgist
Level 5.....	22,000	Thaumaturgist
Level 6.....	55,000	Magician
Level 7.....	80,000	Master Magician
Level 8.....	110,000	Warlock
Level 9.....	150,000	Crowned Warlock
Level 10.....	250,000	Sorcerer
Level 11.....	300,000	Necromancer
Level 12.....	375,000	Wizards Apprentice

Level 13.....	375,000	Wizards Assistant
Level 14.....	375,000	Wizard
Level 15.....	375,000	Superior Wizard (White Robe)
Level 16.....	375,000	Superior Wizard (Grey Robe)
Level 17.....	375,000	Superior Wizard (Black Robe)

Clerics

Level Experience Required

Title		
Level 1.....	1,500	Acolyte
Level 2.....	1,500	Adept
Level 3.....	3,000	Priest
Level 4.....	7,000	Curate
Level 5.....	14,500	Perfect
Level 6.....	27,500	Canon
Level 7.....	55,000	Lama
Level 8.....	100,000	Patriarch
Level 9.....	150,000	Bishop
Level 10.....	200,000	Arch Bishop
Level 11.....	250,000	Cardinal
Level 12.....	250,000	Chief Cardinal
Level 13.....	250,000	High Priest
Level 14.....	250,000	Arch Priest
Level 15.....	250,000	Superior Priest
Level 16.....	250,000	Superior Priest (with one sash)
Level 17.....	250,000	Superior Priest (with two sashes)

Enchanters

Level Experience Required

Title		
Level 1.....	2,500	Aspirant
Level 2.....	3,500	Ovate
Level 3.....	7,500	Dabblers
Level 4.....	15,500	Cabalist
Level 5.....	22,000	Visionist
Level 6.....	55,000	Spellbinder
Level 7.....	80,000	Seer
Level 8.....	110,000	Initiate
Level 9.....	150,000	Chief Initiate
Level 10.....	250,000	Master of Initiates
Level 11.....	300,000	Mage

Level 12.....375,000	Arch Mage
Level 13.....375,000	Arch Mage (one crystal)
Level 14.....375,000	Arch Mage (two crystals)
Level 15.....375,000	Arch Mage (three crystals)
Level 16.....375,000	Arch Mage (four crystals)

Spells Known

Magic-Users & Enchanters (Shown for PCs with a 16 Intelligence)

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	3	1	-	-	-	-	-
4	4	2	-	-	-	-	-
5	5	3	1	-	-	-	-
6	6	4	2	-	-	-	-
7	7	5	3	1	-	-	-
8	8	6	4	1	-	-	-
9	9	7	5	2	1	-	-
10	10	8	6	3	1	-	-
11	11	9	7	3	2	1	-
12	12	9	8	4	3	2	-

13	12	10	8	4	3	2	1
14	12	10	9	5	4	3	1
15	12	11	9	5	4	3	2
16	12	11	9	6	5	4	2
17	12	11	10	6	5	4	3
18	12	12	10	7	6	5	3
19	12	12	11	7	6	5	4
20	12	12	11	8	6	6	4
21	12	12	11	8	7	6	5
22	12	12	11	9	7	7	5
23	12	12	11	9	8	7	6
24	12	12	12	10	8	8	6
25	12	12	12	10	9	9	7
26	12	12	12	11	9	9	8
27	12	12	12	11	10	10	9
28	12	12	12	12	10	10	10
29	12	12	12	12	11	11	11
30	12	12	12	12	12	12	12

PCs with an Intelligence above 16 learn @:

with 17 Intelligence as one level higher than shown.

with 18 Intelligence as two levels higher than shown. etc.....

Clerics (Shown for PCs with a 16 Wisdom)

	Spell Level						
Level	1	2	3	4	5	6	7
1	12	-	-	-	-	-	-
2	12	-	-	-	-	-	-
3	12	-	-	-	-	-	-
4	12	12	-	-	-	-	-
5	12	12	-	-	-	-	-
6	12	12	-	-	-	-	-
7	12	12	12	-	-	-	-
8	12	12	12	-	-	-	-
9	12	12	12	-	-	-	-
10	12	12	12	12	-	-	-
11	12	12	12	12	-	-	-
12	12	12	12	12	-	-	-
13	12	12	12	12	12	-	-
14	12	12	12	12	12	-	-
15	12	12	12	12	12	-	-
16	12	12	12	12	12	12	-
17	12	12	12	12	12	12	-
18	12	12	12	12	12	12	-

19 12 12 12 12 12 12 12

PCs with a Wisdom above 16 learn @:
 with 17 Wisdom as one level higher than shown.
 with 18 Wisdom as two levels higher than shown. etc...

Paladins (Shown for PCs with a 16 Wisdom)

Level	Spell Level						
	1	2	3	4	5	6	7
7	12	-	-	-	-	-	-
8	12	-	-	-	-	-	-
9	12	-	-	-	-	-	-
10	12	12	-	-	-	-	-
11	12	12	-	-	-	-	-
12	12	12	-	-	-	-	-
13	12	12	12	-	-	-	-
14	12	12	12	-	-	-	-
15	12	12	12	-	-	-	-
16 (Max)	12	12	12	12	-	-	-

PCs with a Wisdom above 16 learn @:
 with 17 Wisdom as one level higher than shown.
 with 18 Wisdom as two levels higher than shown. etc.....

Strength Modification Table

Strength	Adjustment	To Hit Adjustment	Damage
3	-20%		

	4	-15%	
-1	5	-10%	0
	6	-5%	0
	.	0%	0
	.	0%	0
	.	0%	0
	16	+5%	
+1	17	+5%	
+2	18	+10%	
+3	19*	+10%	
+4	20*	+15%	
+5	21*	+15%	

+6
22* +20%

+7
23* +20%

+8
24* +25%

+9
25* +25%

+10
*Only Fighters, Rangers and Paladins will receive any bonuses for Strengths over 18.

Attacks Per Round

LEVEL	MONK	FIGHTER	RANGER	PALADIN
1				
1/1	1/1			
1/1				

2

1/1 1/1
1/1

1/1
3

1/1 1/1
1/1

1/1
4

3/2 1/1
1/1

1/1
5

3/2 3/2
3/2

1/1
6

3/2 3/2
3/2

3/2
7

2/1 3/2
3/2

3/2
8

2/1 3/2

3/2

3/2
9

2/1 3/2
3/2

3/2
10

2/1 2/1
3/2

3/2
11

5/2 2/1
2/1

3/2
12

5/2 2/1
2/1

2/1
13

5/2 2/1
2/1

2/1
14

5/2 2/1
2/1

2/1
15

3/1 5/2
2/1

2/1
16

3/1 5/2
2/1

2/1
17

3/1 5/2
5/2

2/1
18

3/1 5/2
5/2

5/2
19

7/2 5/2
5/2

5/2
20

7/2 3/1
5/2

5/2
21

7/2 3/1
5/2

5/2
22

7/2 3/1
3/1

5/2
23

4/1 3/1
3/1

5/2
24

4/1 3/1
3/1

3/1

Armor Class Adjustments For Dexterity

Dexterity	*Armor Class Adjustment
1	+5
2	+4
3	+3
4	+2
5	+1
:	0
15	-1
16	-2
17	-3
18	-4

19	-5
20	-6
21	-7

22*	-8
-----	----

* PCs will continue to reduce their armor class by one per point of dexterity over 22.

Armor Class Adjustments For Base Armor Types

Armor Type	Armor Class Adjustment
------------	------------------------

Leather	-1
---------	----

Chain	-3
-------	----

Banded	-5
--------	----

-7
Plate

-9
Gloves

-1
Helm

-1
*Cap

Shield⁰

Cloak⁻²

Gauntlets⁻¹

Boots⁻¹

-1

* Caps do not provide sufficient protection by themselves to reduce armor class, however, many of these items are enchanted to reduce the armor class of the wearer.

* Weapon Damage Table

Permitted	Damage vs.		Damage vs.		Class
Melee Weapons	Small/Medium	Large	#HANDS		
Axe, Battle	1 - 12	1 - 12	2	F,P	
Axe, Pike					

1 - 12

1 - 18 2 F,P
Axe, Stone

1 - 7	1 - 7	1	F,P		
Axe, War	1 - 8	1 - 8	1	F,P,R,MO	
Club	1 - 6	1 - 6	1	F,P,R,C	
Dagger	1 - 4	1 - 3	1	F,P,R,T,MO,M,E	
Dart	1 - 2	1 - 2	1	F,R,MO,T,M,E	
Flail	1 - 8	1 - 6	1	F,P,R,C	
Haleberd	1 - 14	1 - 16	2	F,P	
Hammer, Battle	1 - 8	1 - 8	1	F,P,C	
Hammer, Stone	1 - 7	1 - 5	1	F,P,C	
Hammer, War	1 - 8	1 - 6	1	F,P	
Jo Stick	1 - 6	1 - 6	2	F,MO	
Mace	1 - 6	1 - 6	1	F,P,R,C	
Morning Star	1 - 8	1 - 8	1	F,P,R	
Nunchucka	1 - 6	1 - 4	1	F,MO,T	
Spear	1 - 8	1 - 8	2	F,P,R,MO	
Staff					

	1 - 6	1 - 6	2	ALL	
Staff, Quarter	1 - 5	1 - 5	2	ALL	
Sword, Broad	1 - 8	1 - 10	1	F,P,R	
Sword, Long	1 - 10	1 - 12	1	F,P,R	
Sword, Scimitar	1 - 8	1 - 8	1	F,P,R,MO,T,E	
Sword, Tip	1 - 12	1 - 10	1	F,P,R,MO	
Sword, Two-Handed	1 - 12	1 - 18	2	F,P	
Sword, Short	1 - 6	1 - 8	1	F,P,R,MO,T,E	

Permitted	Damage vs.		Damage vs.		
Missile Weapons	Small/Medium	Large	#HANDS	Class	
Bow	1 - 6	1 - 6	2	F,R,T	
Throwing Axe	1 - 6	1 - 6	1	F,R,MO,T	
Throwing Dagger					

1 - 4	1 - 4	1	F,R,MO,T		
Throwing Hammer	1 - 6	1 - 6	1	F,C	
** Throwing Star	1 - 6	1 - 4	1	F,MO	

This listing includes only NON-magical and NON-unique weapons. Many weapons you will find will be of a magical sort and will do varying amounts of damage.

** These weapons have two attacks per round. Both attacks are at the same target. i.e. Throwing Stars have 2 attacks at 1 - 4 per each combat strike.

Turning Probability for Clerics and Paladins.

Actually, this is more of a formula than a table.

Chance of turning = 30% + 10% X Level of caster - 5% X Monster Level.

This chance applies to each and every undead involved in the battle. If the PC is successful the undead creature will be destroyed. If the PC does a particularly good job at turning, the undead creature will not be destroyed, but actually TURNED. This means the undead will change allegiance, and will now fight on behalf of the cleric or paladin, instead of against them.

Level of Monster
 *Level of Cleric
 1

2

3

4

5

6

7

8

9

10

1 35

30

25

20

15

10

5

∅

∅

∅

2 45

40

35

30

25

20

15

10

5

Ø

3 55

50

45

40

35

30

25

20

15

10

4 65

60

55

50

45

40

35

30

25

20

5 75

70

65

60

55

50

45

40

30

25

6 85

80

75

70

65

60

55

50

45

35

795

90

85

80

75

70

65

60

55

50

8 ∞

∞

95

90

85

80

75

70

65

60
9 ∞

∞

∞

∞

95

90
85

80

75

70
10 ∞

∞

∞

∞

∞

∞
95

90

85

80

11 ∞

∞

∞

∞

∞

∞

∞

∞

95

90

12 ∞

∞

∞

∞

∞

∞

∞

∞

∞

∞

By now you get the pattern, so impress us with your mathematical skills and figure the rest out.

* Paladins gain the ability to turn undead when they reach the 4th level of ability. They turn as a Cleric 3 levels below their own level, so a 4th level Paladin turns as a 1st level Cleric, an 8th level Paladin turns as a 5th level Cleric etc....