Strength	To Hit	Damage	Weight	Open Doors
3-4	-2	-1	-100	1
5-6	-1	+0	-50	1
7-9	+0	+0	+0	1-2
10-12	+0	+0	+50	1-2
13-15	+1	+0	+100	1-2
16	+1	+1	+150	1-3
17	+2	+2	+300	1-4
18	+2	+3	+500	1-5

Intelligence	% Chance to Know	Min #	Max #	Max Level
3-4	20%	2	3	5th
5-7	30%	2	4	5th
8-9	40%	3	5	5th
10-11	50%	4	6	5th
12	50%	4	6	6th
13	65%	5	8	6th
14	65%	5	8	7th
15	75%	6	10	7th
16	75%	6	10	8th
17	85%	7	All	8th
18	95%	8	All	9th

Constitution	Hit Point Bonus	Resurrection Survival	Chance of Surviving Spells
3-6	-1*	30%	35%
7-10	+0	50%	55%
11-12	+0	75%	80%
13-14	+0	85%	90%
15	+1	90%	95%
16	+1	95%	98%
17	+2	98%	99%
18	+3	99%	100%

Dexterity	Missile Attack Bonus	Armor Class Adjustment
3-8	-1	+0
9-12	+0	+0
13-14	+1	+0
15	+1	-1
16	+1	-2
17	+1	-3
18	+1	-4

Charisma	Maximum # of Retainers	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	+0
10-12	4	+0
13-15	5	+1
16-17	6	+2
18	12	+4

Units of Time:
When not in combat, time is counted in **turns** of 10 minutes each. During combat the time scale shifts to **rounds**. A round is an amount of time necessary to complete the actions allowed, up to a minute at most. For the sake of simplicity, every ten rounds or fraction thereof should be considered a full turn.

Units of Distance:
All distances are given in **scale inches**. One scale inch is equal to 10 feet in indoor or underground environments, and 10 yards in outdoor situations.

Encounter Distance & Vision:
A torch or lantern effectively illuminates a 30 foot radius area. If the situation is not obvious to the referee, it may be desirable to use dice, as follows: 2d4 times 10 feet without **surprise** (see below), or 1d4 times 10 feet if both sides are surprised.

Surprise:
When potential combatants encounter each other unexpectedly, one or both sides might be surprised. The referee rolls a six-sided die for each side, with a result of 1-2 indicating surprise

Reaction Rolls:
When intelligent creatures meet in a dungeon or wilderness environment for the first time, a reaction roll may be required. The referee should roll 2d6 for the monster's reaction (the players, of course, direct their own character's actions).

Die Roll	Reaction
2-5	Negative Reaction (May Attack)
6-8	Uncertain Reaction
9-12	Positive Reaction

The referee may make adjustments to this roll as needed, for example if a bribe is offered or a credible threat is made (which might instead force a morale check, as explained below).

Initiative and Round Order:
Each round, each side in combat rolls a six-sided die. Whichever side rolls highest acts first. In the case of a tie, both sides may act simultaneously, or the referee may choose to require a re-roll.

Movement:
When in combat rounds, characters and creatures normally move up to one-third of their given movement rate in inches per turn each combat round. Characters or creatures who choose not to attack may instead run twice this amount, or two-thirds of the normal movement rate per turn.

Morale:
During combat, when a group of non-player characters or intelligent monsters have lost some of their numbers or otherwise might be feeling a bit worried about their tactical position, the referee should roll a **morale check** on two six-sided dice. Note that *unintelligent* monsters do not roll morale checks; they merely fight until slain. For all others, refer to the following table:

Die Roll	The Enemy…
2	Routs: turns tail and runs
3-5	Attempts to retreat
6-8	Continues to fight if odds are still favorable otherwise attempts to retreat
9-11	Fights on
12	Fights until slain, no further rolls needed

Weapons

Weapon	Space Required	DMG vs Man	DMG vs Large	Short Range	Medium Range	Long Range
Battle Axe	4'	1d8	1d8			
Composite Bow		1d6	1d6	8"	16"	24"
Dagger		1d4	1d3	1"	2"	3"
Flail	6'	1d8	1d8			
Halberd	6'	1d10	2d6			
Hand Axe		1d6	1d4	1"	2"	3"
Heavy Crossbow		1d6	1d6	8"	16"	24"
Horse Bow		1d6	1d6	6"	12"	18"
Lance (mounted)	6'	1d8	2d12			
Light Crossbow		1d6	1d6	6"	12"	18"
Long Bow		1d6	1d6	7"	12"	21"
Mace, Pick, Hammer	4'	1d6	1d4			
Morning Star	5'	1d8	1d6			
Pike	6'	1d8	1d12			
Pole Arm	6'	1d8	1d12			
Short Bow		1d6	1d6	5"	10"	15"
Sling		1d4	1d6	5"	10"	15"
Spear (thrown or thrust)		1d6	1d8	2"	4"	6"
Spear (set vs charge)		1d10	2d8			
Spear (thrust vs charge)		1d8	1d12			
Sword		1d8	1d12			
Two Handed Sword		1d10	3d6			

Attack Matrix

Fighter Level	MagicUser Level	Cleric/Thief Level	Monster Hit Dice	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
1	1-3	1-2	1	10	11	12	13	14	15	16	17	18	**19**	20	21	22	23	24
2-3	4-5	3-4	2	9	10	11	12	13	14	15	16	17	**18**	19	20	21	22	23
4	6-7	5-6	3	8	9	10	11	12	13	14	15	16	**17**	18	19	20	21	22
5	8-9	7-8	4	7	8	9	10	11	12	13	14	15	**16**	17	18	19	20	21
6	10-11	9-10	5	6	7	8	9	10	11	12	13	14	**15**	16	17	18	19	20
7-8	12-13	11-12	6	5	6	7	8	9	10	11	12	13	**14**	15	16	17	18	19
9	14-15	13-14	7	4	5	6	7	8	9	10	11	12	**13**	14	15	16	17	18
10	16-17	15-16	8	3	4	5	6	7	8	9	10	11	**12**	13	14	15	16	17
11	18-19	17-18	9	2	3	4	5	6	7	8	9	10	**11**	12	13	14	15	16
12-13	20-21	19	10-11	2	2	3	4	5	6	7	8	9	**10**	11	12	13	14	15
14	22	20	12-13	2	2	2	3	4	5	6	7	8	**9**	10	11	12	13	14
15		21	14-15	2	2	2	2	3	4	5	6	7	**8**	9	10	11	12	13
16		22	16-17	2	2	2	2	2	3	4	5	6	**7**	8	9	10	11	12
17-18			18-19	2	2	2	2	2	2	3	4	5	**6**	7	8	9	10	11
19			20-21	2	2	2	2	2	2	2	3	4	**5**	6	7	8	9	10
20			22-23	2	2	2	2	2	2	2	2	3	**4**	5	6	7	8	9
21-22			24+	2	2	2	2	2	2	2	2	2	**3**	4	5	6	7	8

Cleric vs. Undead Table

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	9	16	18	20	N	N	N	N
2	2	9	16	18	20	N	N	N
3	T	2	9	16	19	20	N	N
4	T	T	2	9	16	19	20	N
5	D	T	T	2	9	16	19	20
6	D	D	T	T	2	9	16	19
7	D	D	D	T	T	2	9	16
8	D	D	D	D	T	T	2	9
9	D	D	D	D	D	T	T	2
10	D	D	D	D	D	D	T	T
11	D	D	D	D	D	D	D	T
12 or more	D	D	D	D	D	D	D	D

Thief Skills :

Level	Open Locks	Remove Traps	Pick Pocket or Move Silently	Hide in Shadows	Hear Noise	Climb Walls
1	15%	10%	20$	10%	1-2	87%
2	20%	15%	25%	15%	1-2	88%
3	25%	20%	30%	20%	1-3	89%
4	35%	30%	35%	30%	1-3	90%
5	40%	35%	45%	35%	1-3	91%
6	45%	40%	55%	45%	1-3	92%
7	55%	50%	60%	50%	1-3	93%
8	65%	60%	65%	55%	1-3	93%
9	75%	70%	75%	65%	1-4	94%
10	85%	75%	85%	75%	1-4	94%
11	87%	80%	90%	85%	1-4	95%
12	89%	82%	92%	90%	1-4	95%
13	91%	84%	93%	91%	1-4	96%
14	92%	86%	94%	92%	1-4	96%
15	93%	88%	95%	93%	1-5	97%
16	94%	90%	96%	94%	1-5	97%
17	95%	92%	97%	95%	1-5	98%
18	96%	94%	98%	96%	1-5	98%
19	97%	96%	99%	97%	1-5	99%
20	98%	98%	100%	98%	1-5	99%
21	99%	100%	100%	99%	1-6	100%
22	100%	100%	100%	100%	1-6	100%

Non-human characters vary from the scores above as follows

Thief Ability	Dwarf	Elf	Halfling	Half-Elf
Open Lock	+5%	+0%	+10%	+0%
Remove Traps	+15%	+0%	+5%	+0%
Pick Pockets	+5%	+5%	+5%	+5%
Move Silently	+5%	+10%	+10%	+5%
Hide in Shadows	+0%	+15%	+10%	+5%
Hear Noise	+0	+0	+1	+0

Movement & Encumbrance

Maximum Load	Movement Rate
Up to 750 coins	12"
Up to 1,500 coins	9"
Up to 3,000 coins	6"

Fighters Saving Throws:

Level	Death Poison	Wands	Stone	Dragon	Staves
1	12	13	14	15	16
2-3	11	12	13	14	15
4-5	10	11	12	13	14
6-7	9	10	12	13	14
8	8	9	10	11	12
9	8	9	10	10	12
10	7	8	9	9	11
11	6	7	8	8	10
12	5	6	7	7	9
13	4	5	6	6	8
14+	4	5	5	5	8

Clerics Saving Throws:

Level	Death Poison	Wands	Stone	Dragon	Staves
1	11	12	14	16	15
2	11	12	14	16	14
3	10	11	13	15	14
4	10	11	13	15	13
5	9	10	12	14	12
6	9	10	11	14	12
7	8	9	11	13	11
8	7	8	10	12	10
9	6	7	9	11	9
10	6	7	9	10	9
11	5	6	8	10	8
12	4	6	8	9	8
13+	3	5	7	8	7

Magic-Users & Thieves Saving Throws:

Level	Death Poison	Wands	Stone	Dragon	Staves
1	13	14	14	16	15
2	13	14	13	16	15
3	13	14	13	15	14
4	12	13	12	15	14
5	12	13	12	15	13
6	11	12	11	14	12
7	11	12	11	14	11
8	11	12	11	13	11
9	10	11	10	13	10
10	9	10	9	12	9
11	8	9	8	11	8
12	8	9	8	11	7
13	8	9	8	10	7
14	7	8	7	10	6
15	6	7	6	9	5
16+	5	6	5	8	3