

Hit Dice - Humans & 1HD Nonhumans <i>Pachi Lei, Pe Choi, Swamp Folk, Pygmy Folk, Tinaliya</i>				
Level	Warrior	Priest	Magician	Adventurer
I	1+1	1	1	1
II	2	1+3	1+2	1+3
III	3	2+1	2	2+1
IV	4+1	3+3	3	3+3
V	5+1	4+1	3+3	4+1
VI	6+2	5	4	5
VII	7+1	6	5	6
VIII	8+2	7	6+1	7
IX	9+3	8+1	7+1	8+1
X	10+4	9+1	8+1	9+1

Hit Dice - 2HD Nonhumans <i>Hlaka, Hlutrgu, Hlyss, Shunned Ones, Su</i>				
Level	Warrior	Priest	Magician	Adventurer
I	2	2+1	2-1	2+1
II	3	2+3	2+2	2+3
III	4	3	3-1	3
IV	5+1	4	3+3	4
V	6+1	5	4+1	5
VI	7+1	6	5	6
VII	8+3	7+1	6	7+1
VIII	9+3	8	7	8
IX	10+3	9+1	8+1	9+1

Hit Dice - 3HD Nonhumans <i>Shen, Ahoggya</i>				
Level	Warrior	Priest	Magician	Adventurer
I	3	3-1	2+4	3-1
II	4	3+2	3+1	3+2
III	5+1	4	3+4	4
IV	6+3	5	4+1	5
V	7+3	6+1	5+1	6+1
VI	8+3	7	6	7
VII	9+3	8+1	7+1	8+1
VIII	10+1	9	8	9
IX	11+1	10	9	10

Warrior & Adventurer Saving Throws					
Level	Poison	Spells	Paralysis	Eyes	
1-3	12	16	13	15	
4-6	10	14	12	13	
7-9	8	11	10	11	
10+	7	10	9	10	
Priest & Magician Saving Throws					
Level	Poison	Spells	Paralysis	Eyes	
1-4	13	15	14	14	
5-7	11	12	13	12	
8-10	9	9	11	10	
11+	8	7	10	7	

Spellcasting Success <i>Psychic Ability 61-80 = +5%, 81-95 = +10%, 96+ = +15%</i>			
Level I	40%	Level V	80%
Level II	50%	Level VI	85%
Level III	60%	Level VII	90%
Level IV	70%	Level VIII	95%

Morale Checks Based on HD & Percent Remaining <i>Roll number or higher on 2d6</i>									
%	1	1+1	2-3	4-5	6-7	8-9	10-11	12+	
30	8	7	6	5	4	3	2	1	
25	9	8	7	6	5	4	3	2	
20	10	9	8	7	6	5	4	3	
10	11	10	9	8	7	6	5	4	
5	12	11	10	9	8	7	6	5	

Attack Rolls - Humans						
AC	Desc.	Level				
		1-3	4-6	7-9	10-12	13+
1	Iron Plate & Shield	19	16	13	10	7
2	Plate & Shield	18	15	12	9	6
3	Plate Armour	17	14	11	8	5
4	Chainmail & Shield	16	13	10	7	4
5	Chainmail	15	12	9	6	3
6	Leather & Shield	14	11	8	5	2
7	Leather Armour	13	10	7	4	2
8	Shield	12	9	6	3	2
9	No Armour	11	8	5	2	1

Attack Rolls - Nonhumans by HD								
AC	1	1+1	2-3	4-5	6-7	8-9	10-11	12+
1	18	17	16	15	14	13	12	11
2	17	16	15	14	13	12	11	10
3	16	15	14	13	12	11	10	9
4	15	14	13	12	11	10	9	8
5	14	13	12	11	10	9	8	7
6	13	12	11	10	9	8	7	6
7	12	11	10	9	8	7	6	5
8	11	10	9	8	7	6	5	4
9	10	9	8	7	6	5	4	3

Damage Dice vs Enemy Hit Dice								
Level	1	1+1	2-3	4-5	6-7	8-9	10-11	12+
I	1	1	1	1	1	1	1	1
II	1	1	1	1	1	1	1	1
III	1	1	1	1	1	1	1	1
IV	2	1	1	1	1	1	1	1
V	2	2	1	1	1	1	1	1
VI	3	2	2	1	1	1	1	1
VII	3	3	2	2	1	1	1	1
VIII	4	3	3	2	2	1	1	1
IX	4	4	3	3	2	2	1	1
X	5	4	4	3	3	2	2	1

Priests and Adventurers deal damage as one level lower
Magicisans deal damage as two levels lower