

Darkest Dungeon

— adventurer builds for —

LAMENTATIONS *of the* FLAME PRINCESS WEIRD FANTASY ROLE-PLAYING

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Intro

What is this?: Here, I have created what are essentially ‘pregen’ characters to portray the adventurers found in the game Darkest Dungeon. These were done with as little house-ruling as possible, to stay within the rules-as-written of *‘Lamentations of the Flame Princess’*.

Obviously, adventurers such as the Abomination or Houndmaster don’t fit within a traditional OSR class archetype, so simple solutions have been laid out, typically in **white** text at the bottom.

Why not create new Classes?: You could, easily. OSR games are incredibly customizable. What I aimed to do was show people how *flavor* and not just *classes* can create a unique adventurer.

What about stress, virtues & afflictions?: To keep things simple, on a 2-in-6 chance, I would roll a [d10+5] post-combat or other deadly event. Players would then roll to Save (equal-or-over the number). Any failed saves would suffer from a variety of afflictions, such as:

Paranoid (+1 to be surprised)
Selfish (-1 CHA)
Irrational (-1 WIS)
Fearful (always last in initiative)
Hopeless (-1 DAM)
Abusive (10% chance to attack ally)
Masochistic (immediate damage for 1+lv HP)

Successful rolls would lead to virtues, such as:

Powerful (+1 damage)
Courageous (+2 initiative)
Stalwart (+1 CHA)
Vigorous (+1 CON)
Focused (+1 to hit)

Again, these are just ideas. If used, duration, remedies, implementation etc. should be determined by the Referee.

Enjoy!

Abomination

Class Basis: *Fighter**

Prime Attribute: *STR*

Weapons:

Human: **Manacle Chains** (d4)

Abomination: **Claw** (d8) + **Bile** (d4)

Armor:

Human: **Chain** (AC 16)

Abomination: **Hide** (14)

Starting Items:

Bedroll

Ration [x1]

Waterskin

Manacles

Chain, 20'

Lock [x2]

Small Sack

* Level stats only apply after transformation; This takes 1 full combat round, and ends after combat. Before transforming, treat the Abomination in human form as a level-0 Fighter, regardless of actual level.

Vestals, Lepers and Crusaders will never aid the abomination.

LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

Antiquarian

Class Basis: Specialist*

Prime Attribute: DEX

Weapons:

Melee: Dagger (d4)

Ranged: Vial, poisonous vapor

Vial, magical powder

Vial, holy water (d8)

Armor: Robes (AC 12)

Lv. 1 Skill Point Allocation:

1 Languages

3 Search

Spell Scroll:

Bless

Starting Items:

Bedroll

Ration [x2]

Lantern & Oil

Scrollcase

Gems & Jewelry

Backpack

* Having an Antiquarian in a party increases all treasure value by 25%.

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Arbalest

Class Basis: Fighter

Prime Attribute: DEX

Weapons:

Ranged: Crossbow (Heavy) (d8)

Armor: Chain (AC 16)

Spell Scroll:

Cure Light Wounds

Starting Items:

Bedroll

Ration [x1]

Waterskin

Bolts [x20]

Scrollcase

Backpack



LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

Bounty Hunter

Class Basis: Specialist

Prime Attribute: DEX

Weapons:

Melee: Battleaxe (d8)

Ranged: Grappling Hook (d4)

Armor: Leather (AC 14)

Lv. 1 Skill Point Allocation:

2 Search

2 Stealth

Starting Items:

Bedroll

Ration [x1]

Waterskin

Manacles [x2]

Crowbar

Caltrops

Rope, 50'

Paper (Bounty)

Small Sack



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Crusader

Class Basis: Fighter

Prime Attribute: STR

Weapons:

Melee: Greatsword (dro)

Armor: Chain (AC 16)

Holy Items:

Spell Scroll (*Cure Light Wounds*)

Starting Items:

Bedroll

Ration [x1]

Waterskin

Scroll Case

Holy Book

Holy Symbol, silver

Map, Kingdom

Small Sack

LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Grave Robber

Class Basis: Specialist

Prime Attribute: DEX

Weapons:

Melee: Pickaxe (d6)

Ranged: Throwing Knives [x4] (d4)

Dart, poisoned [x2]

Armor: Leather (AC 14)

Lv. 1 Skill Point Allocation:

1 Search

1 Stealth

2 Tinker

Starting Items:

Specialist's Tools

Bedroll

Ration [x1]

Torch [x3]

Tinderbox

Shovel

Small Sack

Vial, empty



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Hellion

Class Basis: Fighter

Prime Attribute: STR

Weapons:

Melee: Glaive (d10)

Armor: Leather (AC 14)

Starting Items:

Bedroll

Ration [x1]

Waterskin

Tinderbox

Torch [x3]

Rope, 50'

Bottle of Ale [x2]

Backpack

LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Highwayman

Class Basis: Specialist

Prime Attribute: DEX

Weapons:

Melee: Dirk (d4)

Ranged: Pistol, flintlock (d8)

Armor: Leather (AC 14)

Lv. 1 Skill Point Allocation:

1 Sleight of Hand

2 Sneak Attack

1 Tinker

Starting Items:

Shotbag [100]

Specialist's Tools

Bedroll

Ration [x1]

Rope, 50'

Tinderbox

Tobacco

Pipe

Small Sack



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Houndmaster

Class Basis: Specialist

Prime Attribute: CHA

Weapons:

Melee: Cudgel (d6)

Special: Command Hound*

Armor: Leather (AC 14)

Lv. 1 Skill Point Allocation:

2 Bushcraft

2 Search

Starting Items:

Hound (AC 10, HD 1, HP 4, DAM d6, MV 120', ML 9)

Bedroll

Ration [x2]

Waterskin

Chain, 50'

Lock & Key

Whistle

Small Sack

* *Hound* requires a successful morale check to attack; new Hounds require a loyalty roll (3d6+CHA)

No attribute modifiers are added to the Hound's attack.

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Jester

Class Basis: Specialist

Prime Attribute: INT

Weapons:

Melee: Dirk (d4)
Sickle (d6)

Armor: Leather (AC 14)

Lv. 1 Skill Point Allocation:

3 Languages
1 Sneak Attack

Sheet Music (Spell Scroll):

Remove Fear

Starting Items:

Instrument, Lute
Bedroll
Ration [x1]
Scroll Case
Bottle of Wine
Ink & Paper
Small Sack



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

Leper

Class Basis: *Fighter**

Prime Attribute: *STR*

Weapons:

Melee: *Broken Greatsword (dro)*

Armor: *Chain (AC 16)*

Holy Items:

Spell Scroll (Sanctuary)

Starting Items:

Bedroll

Ration [x1]

Waterskin

Scroll Case

Holy Book

Soap

Ink & Paper

Small Sack



** If travelling in a party, there is a 5% chance per day the leprosy will spread to another party member. Save vs poison.*

LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Man-at-Arms

Class Basis: Dwarf

Prime Attribute: CON

Weapons:

Melee: Morningstar (d8)

Armor: Chain (AC 16)

Shield (+1)

Starting Items:

Bedroll

Ration [x2]

Waterskin

Mallet

Tobacco

Pipe

Map, Local

Small Sack

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	ARCHITECTURE
0*	–	1d8	12	10	15	11	14	3 in 6
1	0	1d10	10	8	13	9	12	3 in 6
2	2,200	+1d10	10	8	13	9	12	3 in 6
3	4,400	+1d10	10	8	13	9	12	3 in 6
4	8,800	+1d10	8	6	10	7	10	4 in 6
5	17,600	+1d10	8	6	10	7	10	4 in 6
6	35,200	+1d10	8	6	10	7	10	4 in 6
7	70,400	+1d10	6	4	7	5	8	5 in 6
8	140,800	+1d10	6	4	7	5	8	5 in 6
9	281,600	+1d10	6	4	7	5	8	5 in 6
10	422,400	+3	4	2	4	3	6	6 in 6
11	563,200	+3	4	2	4	3	6	6 in 6
12+	+140,800/lvl	+3	2	2	2	2	4	6 in 6

*NPCs only, all Player Characters begin at Level 1

Occultist

Class Basis: Magic-User

Prime Attribute: INT

Weapons:

Melee: Dagger (d4)

Armor: Robes (AC 12)

Starting Spells:

Read Magic

Summon

Unseen Servant

Bookspeak

Starting Items:

Spellbook

Bedroll

Ration [x1]

Lantern & Oil

Tinderbox

Candle, black



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7	8	9
1	0	1d6	13	13	16	13	14	1								
2	2,250	+1d4	13	13	16	13	14	2								
3	4,500	+1d4	13	13	16	13	14	2	1							
4	9,000	+1d4	13	13	16	13	14	2	2							
5	18,000	+1d4	13	13	16	13	14	3	2	1						
6	36,000	+1d4	11	11	14	11	12	3	2	2						
7	72,000	+1d4	11	11	14	11	12	3	3	2	1					
8	144,000	+1d4	11	11	14	11	12	4	3	2	2					
9	288,000	+1d4	11	11	14	11	12	4	3	3	2	1				
10	432,000	+1*	11	11	14	11	12	4	4	3	2	2				
11	576,000	+1*	9	9	12	9	8	5	4	3	3	2	1			
12	720,000	+1*	9	9	12	9	8	5	4	4	3	2	2			
13	864,000	+1*	9	9	12	9	8	5	5	4	3	3	2	1		
14	1,008,000	+1*	9	9	12	9	8	6	5	4	4	3	2	2		
15	1,152,000	+1*	9	9	12	9	8	6	5	5	4	3	3	2	1	
16	1,296,000	+1*	6	7	8	5	6	6	6	5	4	4	3	2	2	
17	1,440,000	+1*	6	7	8	5	6	7	6	5	5	4	3	3	2	1
18	1,584,000	+1*	6	7	8	5	6	7	6	6	5	4	4	3	2	2
19	1,728,000	+1*	5	6	7	4	4	7	7	6	5	5	4	3	3	2
20	+144,000/lvl	+1*/lvl	5	6	7	4	4	8	7	6	6	5	4	4	3	2

* Constitution modifiers no longer apply

Plague Doctor

Class Basis: Cleric

Prime Attribute: DEX

Weapons:

Melee: Dagger (d4)

Ranged: Vial, 'holy' water (d8)

Vial, oil & fire (d4/d8)

Vial, poisonous gas

Armor: Robes & Mask (AC 12)

Starting Prepped Spell:

Remove Fear

Starting Items:

Bedroll

Ration [x1]

Waterskin

'Holy' Symbol, wood

Wolfsbane

Vial, empty [x3]



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7
1	0	1d6	14	11	16	12	15	1						
2	1,750	+1d6	14	11	16	12	15	2						
3	3,500	+1d6	14	11	16	12	15	3						
4	7,000	+1d6	14	11	16	12	15	3	1					
5	14,000	+1d6	12	9	14	10	12	3	2	1				
6	28,000	+1d6	12	9	14	10	12	3	3	2				
7	56,000	+1d6	12	9	14	10	12	4	3	3	1			
8	112,000	+1d6	12	9	14	10	12	4	3	3	2			
9	224,000	+1d6	10	7	12	8	9	4	3	3	3	1		
10	336,000	+2*	10	7	12	8	9	4	4	3	3	2		
11	448,000	+2*	10	7	12	8	9	5	4	4	3	3	1	
12	560,000	+2*	10	7	12	8	9	5	4	4	3	3	2	
13	672,000	+2*	8	3	8	4	6	5	4	4	4	3	3	1
14	784,000	+2*	8	3	8	4	6	5	5	4	4	3	3	2
15	896,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
16	1,008,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
17	1,120,000	+2*	6	2	6	4	5	6	5	5	5	4	4	3
18	1,232,000	+2*	6	2	6	4	5	6	6	5	5	4	4	3
19	1,344,000	+2*	6	2	6	4	5	7	6	6	5	5	4	4
20+	+112,000/lvl	+2*/lvl	6	2	6	4	5	8	7	7	6	5	5	4

* Constitution modifiers no longer apply

Vestal

Class Basis: Cleric

Prime Attribute: WIS

Weapons:

Melee: Mace (d8)

Armor: Armored Robes (AC 14)

Starting Prepped Spell:

Cure Light Wounds

Starting Items:

Bedroll

Ration [x1]

Waterskin

Holy Book

Holy Water

Holy Symbol, silver

Small Sack



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7
1	0	1d6	14	11	16	12	15	1						
2	1,750	+1d6	14	11	16	12	15	2						
3	3,500	+1d6	14	11	16	12	15	3						
4	7,000	+1d6	14	11	16	12	15	3	1					
5	14,000	+1d6	12	9	14	10	12	3	2	1				
6	28,000	+1d6	12	9	14	10	12	3	3	2				
7	56,000	+1d6	12	9	14	10	12	4	3	3	1			
8	112,000	+1d6	12	9	14	10	12	4	3	3	2			
9	224,000	+1d6	10	7	12	8	9	4	3	3	3	1		
10	336,000	+2*	10	7	12	8	9	4	4	3	3	2		
11	448,000	+2*	10	7	12	8	9	5	4	4	3	3	1	
12	560,000	+2*	10	7	12	8	9	5	4	4	3	3	2	
13	672,000	+2*	8	3	8	4	6	5	4	4	4	3	3	1
14	784,000	+2*	8	3	8	4	6	5	5	4	4	3	3	2
15	896,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
16	1,008,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
17	1,120,000	+2*	6	2	6	4	5	6	5	5	5	4	4	3
18	1,232,000	+2*	6	2	6	4	5	6	6	5	5	4	4	3
19	1,344,000	+2*	6	2	6	4	5	7	6	6	5	5	4	4
20+	+112,000/lvl	+2*/lvl	6	2	6	4	5	8	7	7	6	5	5	4

* Constitution modifiers no longer apply