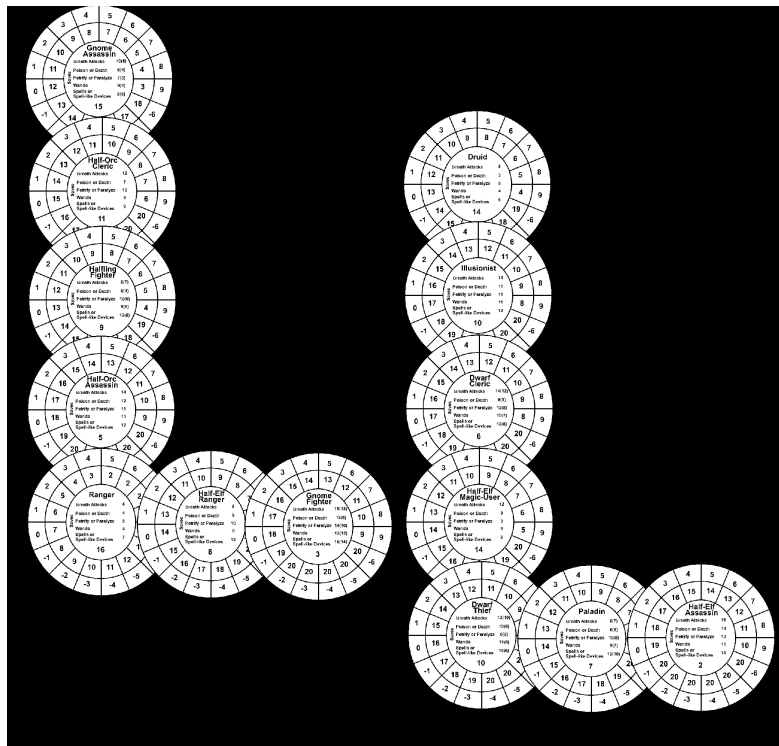


WHEELIES FOR ADVANCED LABYRINTH LORD PLAYERS I: ASSASSIN, DRUID, HALFLING, ILLUSIONIST, MONK, PALADIN AND RANGER



**Wheelies
For
Advanced Labyrinth Lord Players**

**Put together by
Unbalanced Dice Games**

**Numbers from the game
Labyrinth Lord and Advanced Edition Companion**

Wheelies For Advanced Labyrinth Lord Players v.1

Wheelies are round charts that contain the following bits of information. Their to help players of the Advanced Edition Companion/Labyrinth Lord game, or even the Labyrinth Lord, who want the information the Wheelies contain in front of them. The Wheelies are divided into three parts: 2 outer rings and an inner circle.

The inner circle:

Top: Class

Middle: Saving throws based on the class level.

Bottom: Class level

The outer rings:

First circle: AC

Second circle: The 20 sided dice roll to hit that AC based off of the class level.

The following pages contains Wheelies for Assassin, Druid, Monk, Ranger, Paladin, Illusionist, Gnome + classes, Dwarf + classes, Half-Orc + classes, Halfling + classes and Elf + classes. The race + classes have limits set in Advanced Edition Companion. But the Wheelies go higher in case the players do not use those limits. There are 3 books dividing all these class/race combos up.

Saving throw bonuses for the following classes/races are factored in: Paladin, Gnome, Dwarf and Halfling. Their saving throw number has the bonus subtracted from it. So if a Paladin has a breath attack save of 14 it will show up as 14(12) in the Wheelie. The first number is the unaltered save. The number in the parentheses is the first with the +2 bonus the Paladin gets subtracted from it. If it goes below 0 this is expressed as a negative number. While a 1 in most cases would be adequate there will be times when the real negative number would be better. Penalties and bonuses get added to saving throws in the game so the real saving throw number needs to be expressed. These books don't deal with multiclassing.

1 page for each level. All the numbers are based off of what's in the books.

Fun!

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