

**COMBINED WEAPONS TABLES (COMPLETE INFORMATION)**

Weapon	Weight in G.P.	Length	Space Required			Speed Factor	Armor Class Adjustment										Damage vs. Opponent	
			S	M	L		2	3	4	5	6	7	8	9	10	Size S or M	Size L	
Awl pike	80	18'	1'			13	-1	0	0	0	0	0	-1	-2	1-6	1-12		
Axe, battle	75	c. 4'	4'			7	-3	-2	-1	-1	0	0	+1	+1	+2	1-8	1-8	
Axe, hand	50	c. 1½'	1'			4	-3	-2	-2	-1	0	0	+1	+1	+1	1-6	1-4	
Bardiche	125	c. 5'	5'			9	-2	-1	0	0	+1	+1	+2	+2	+3	2-8	3-12	
Bec de corbin	100	c. 6'	6'			9	+2	+2	+2	0	0	0	+1	0	0	1-8	1-6	
Bill-guisarme	150	8'+	2'			10	0	0	0	0	0	0	+1	0	0	2-8	1-10	
Bo stick	40	c. 5'	3'			3	-8	-6	-4	-2	-1	0	+1	0	+2	1-6	1-4	
Club	30	c. 3'	1'-3'			4	-5	-4	-3	-2	-1	-1	0	0	+1	1-6	1-4	
Dagger	10	c. 15"	1'			2	-3	-3	-2	-2	0	0	+1	+1	+3	1-4	1-3	
Falchion	80	c. 3½'	3½'			5	-2	-1	0	+1	+1	+1	+1	0	0	2-7	2-8	
Fauchard <sup>c</sup>	60	8'+	2'			8	-2	-2	-1	-1	0	0	0	-1	-1	1-6	1-8	
Fauchard-fork <sup>c</sup>	80	8'	2'			8	-1	-1	-1	0	0	0	+1	0	+1	1-8	1-10	
Fist, bare or open hand	-	2'+	1'			1	-7	-5	-3	-1	0	0	+2	0	+4	1-2	1	
Fist, mailed	-	2'+	1'			1	-6	-4	-3	0	0	0	+2	0	+3	1-3	1-2	
Flail, footman's	150	c. 4'	6'			7	+2	+2	+1	+2	+1	+1	+1	+1	-1	2-7	2-8	
Flail, horseman's	35	c. 2'	4'			6	0	0	0	0	0	+1	+1	+1	0	2-5	2-5	
Foot, bare or soft boot	-	3'+	1'			3	-6	-4	-3	0	0	0	+3	+3	+3	1-3	1-2	
Foot, hard boot	-	3'+	1'			3	-5	-3	-2	0	0	0	+3	+3	+3	1-4	1-3	
Fork, military <sup>a c</sup>	75	7'+	1'			7	-2	-2	-1	0	0	+1	+1	0	+1	1-8	2-8	
Glaive <sup>a c</sup>	75	8'+	1'			8	-1	-1	0	0	0	0	0	0	0	1-6	1-10	
Glaive-guisarme <sup>a c</sup>	100	8'+	1'			9	-1	-1	0	0	0	0	0	0	0	2-8	2-12	
Guisarme <sup>c</sup>	80	6'+	2'			8	-2	-2	-1	-1	0	0	0	-1	-1	2-8	1-8	
Guisarme-voulge <sup>c</sup>	150	7'+	2'			10	-1	-1	0	+1	+1	0	0	0	0	2-8	2-8	
Halberd	175	5'+	5'			9	+1	+1	+1	+2	+2	+2	+1	+1	0	1-10	2-12	
Hammer, lucern <sup>c</sup>	150	5'+	5'			9	+1	+1	+2	+2	+2	+1	+1	0	0	2-8	1-6	
Hammer, war	50	c. 1½'	2'			4	0	+1	0	+1	0	0	0	0	0	2-5	1-4	
Hook fauchard	80	8'+	2½'			9	-2	-2	-1	-1	0	0	0	0	-1	1-4	1-4	
Javelin <sup>a</sup>	20-30	c. 3'-5'	1'			3-5	-3	-2	-2	-1	0	0	+1	0	+2	1-6	1-6	
Jo stick	15	c. 3'	2'			2	-9	-7	-5	-3	-1	0	+1	0	+3	1-6	1-3	
Lance, heavy horse <sup>b</sup>	150	c. 14'	1'			8	+3	+3	+2	+2	+2	+1	+1	0	0	3-9	3-18	
Lance, light horse <sup>b</sup>	50	10'	1'			6	-2	-2	-1	0	0	0	0	0	0	1-6	1-8	
Lance, medium horse <sup>b</sup>	100	12'	1'			7	0	+1	+1	+1	+1	0	0	0	0	2-7	2-12	
Mace, footman's	100	c. 2½'	4'			7	+1	+1	0	0	0	0	0	+1	-1	2-7	1-6	
Mace, horseman's	50	c. 1½'	2'			6	+1	+1	0	0	0	0	0	0	0	1-6	1-4	
Maul	125	c. 4'	5'			8	+1	+1	+1	+1	+1	+1	0	0	-2	1-8	1-8	
Morning star	100-150	3'-5'	4'-6'			7	0	+1	+1	+1	+1	+1	+1	+2	+2	2-8	2-7	
Partisan	80	7'+	3'			9	0	0	0	0	0	0	0	0	0	1-6	2-7	
Pick, footman's	60	c. 4'	4'			7	+2	+2	+1	+1	0	-1	-1	-1	-2	2-7	2-8	
Pick, horseman's	40	c. 2'	2'			5	+1	+1	+1	+1	0	0	-1	-1	-1	2-5	1-4	
Quarter staff	40-50	c. 6'-8'	3'			4	-7	-5	-3	-1	0	0	+1	+1	+1	1-6	1-6	
Ranseur <sup>c d</sup>	50	8'+	1'			8	-2	-1	-1	0	0	0	0	0	+1	2-8	2-8	
Scimitar	40	c. 3'	2'			4	-3	-2	-2	-1	0	0	+1	+1	+3	1-8	1-8	
Spear <sup>a e</sup>	40-60	5'-13'+	1'			6-8	-2	-1	-1	-1	0	0	0	0	0	1-6	1-8	
Spetum <sup>d</sup>	50	8'+	1'			8	-2	-1	0	0	0	0	0	+1	+2	2-7	2-12	
Sword, bastard <sup>f</sup>	100	c. 4½'	4'+			6	0	0	+1	+1	+1	+1	+1	+1	0	2-8	2-16	
Sword, broad	75	c. 3½'	4'			5	-3	-2	-1	0	0	+1	+1	+1	+2	2-8	2-7	
Sword, long	60	c. 3½'	3'			5	-2	-1	0	0	0	0	0	+1	+2	1-8	1-12	
Sword, short	35	c. 2'	1'			3	-3	-2	-2	-1	0	0	+1	0	+2	1-6	1-8	
Sword, two-handed	250	c. 6'	6'			10	+2	+2	+2	+2	+3	+3	+3	+1	0	1-10	3-18	
Trident	50-70	4'-8'+	1'			6-8	-3	-2	-1	-1	0	0	+1	0	+1	2-7	3-12	
Voulge	125	8'+	2'			10	-1	-1	0	+1	+1	+1	0	0	0	2-8	2-8	

<sup>a</sup> Weapon does twice the damage indicated by the die (dice) to larger than man-sized creatures (L) when it is set (firmly grounded) to receive a charging opponent.

<sup>b</sup> Weapon does twice the damage indicated by the die (dice) to creatures of any size when it is employed by an attacker riding a charging mount.

<sup>c</sup> Weapon is capable of dismounting a rider on a successful "to hit" roll.

<sup>d</sup> Weapon is capable of disarming an opponent on a score required to hit AC 8.

<sup>e</sup> Weapon does twice the damage indicated by the die (dice) to any opponent when set (firmly grounded) to receive their charge.

<sup>f</sup> Treat as a longsword if used one-handed for damage and armor class adjustment but not space required nor speed factor, those remain as a bastard sword.

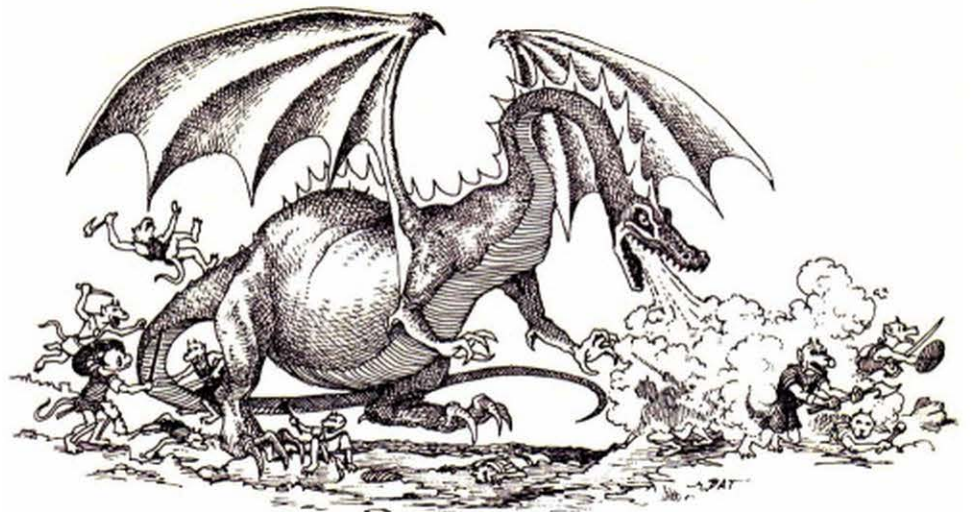
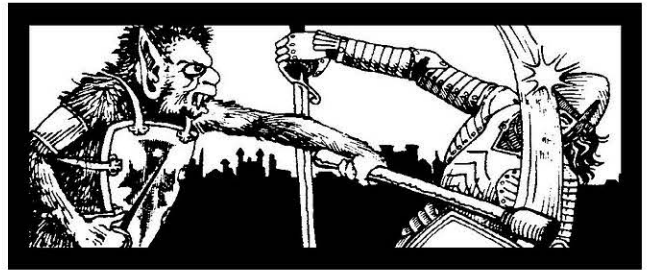
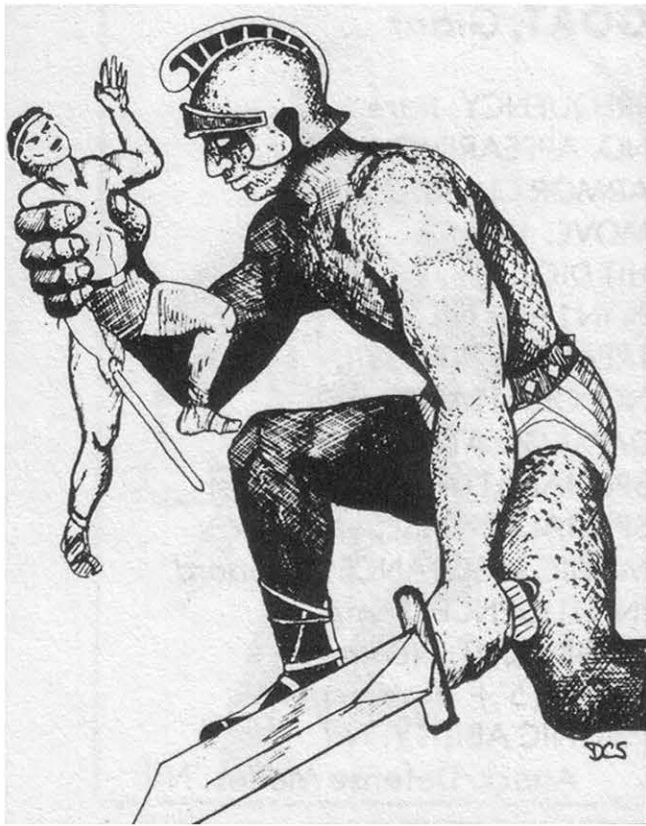
**HURLED WEAPONS AND MISSILES**

Weapon	Weight in G.P.	Fire Rate	Range			Speed Factor	Armor Class Adjustment										Damage vs. Opponent	
			S	M	L		2	3	4	5	6	7	8	9	10	Size S or M	Size L	
Axe, hand	50	1	1	2	3		-4	-3	-2	-1	-1	0	0	0	+1	1-6	1-4	
Bow, composite, long (arrow)	2	2	6	12	21		-2	-1	0	0	+1	+2	+2	+3	+3	1-6	1-6	
Bow, composite, short (arrow)	2	2	5	10	18		-3	-3	-1	0	+1	+2	+2	+3	+3	1-6	1-6	
Bow, long (arrow)	2	2	7	14	21		-1	0	0	+1	+2	+3	+3	+3	+3	1-6	1-6	
Bow, short (arrow)	2	2	5	10	15		-5	-4	-1	0	0	+1	+2	+2	+2	1-6	1-6	
Club	30	1	1	2	3		-7	-5	-3	-2	-1	-1	0	0	0	1-6	1-4	
Crossbow, heavy (quarrel or bolt)	1	½	8	16	24		-1	0	+1	+2	+3	+3	+4	+4	+4	2-5	2-7	
Crossbow, light (quarrel or bolt)	2	1	6	12	18		-2	-1	0	0	+1	+2	+3	+3	+3	1-4	1-4	
Dagger	10	2	1	2	3		-5	-4	-3	-2	-1	-1	0	0	+1	1-4	1-3	
Dart	5	3	1½	3	4½		-5	-4	-3	-2	-1	0	+1	0	+1	1-3	1-2	
Hammer, war	50	1	1	2	3		-2	-1	0	0	0	0	0	0	+1	2-5	1-4	
Javelin	20-30	1	2	4	6		-5	-4	-3	-2	-1	0	+1	0	+1	1-6	1-6	
Sling (bullet)	2	1	5	10	20		-2	-2	-1	0	0	0	+2	+1	+3	2-5	2-7	
Sling (stone)	1	1	4	8	16		-5	-4	-2	-1	0	0	+2	+1	+3	1-4	1-4	
Spear	40-60	1	1	2	3		-3	-3	-2	-2	-1	0	0	0	0	1-6	1-8	

Rate of fire is based on the turn (for table-top miniatures) or the melee round.

Ranges are: S = Short, M = Medium, L = Long. Adjust by -2 at all medium ranges, -5 at all long ranges. **Note:** Ranges are in tens of feet indoors and in tens of yards outdoors.

Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -1 at all medium ranges, -2 at all long ranges.



I.A. ATTACK MATRIX FOR CLERICS, DRUIDS AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker																							
	1-2	3	4-5	6	7-8	9	10-11	12	13-14	15-16	17-18	19+	1-2	3	4-5	6	7-8	9	10-11	12	13-14	15-16	17-18	19+
-10	25	24	23	22	21	20	20	20	20	20	20	19	25	24	23	22	21	20	20	20	20	20	20	19
-9	24	23	22	21	20	20	20	20	20	20	20	19	24	23	22	21	20	20	20	20	20	20	20	18
-8	23	22	21	20	20	20	20	20	20	20	20	19	23	22	21	20	20	20	20	20	20	20	19	17
-7	22	21	20	20	20	20	20	20	20	20	20	19	22	21	20	20	20	20	20	20	20	20	19	16
-6	21	20	20	20	20	20	20	20	20	20	20	19	21	20	20	20	20	20	20	20	20	20	19	15
-5	20	20	20	20	20	20	20	20	20	20	20	19	20	20	20	20	20	20	20	20	20	20	19	14
-4	20	20	20	20	20	20	19	18	17	16	15	14	20	20	20	20	19	18	17	16	15	14	13	13
-3	20	20	20	20	20	19	18	17	16	15	14	13	20	20	20	20	19	18	17	16	15	14	13	12
-2	20	20	20	20	19	18	17	16	15	14	13	12	20	20	20	20	19	18	17	16	15	14	13	11
-1	20	20	19	18	17	16	15	14	13	12	11	10	20	20	19	18	17	16	15	14	13	12	11	10
0	20	19	18	17	16	15	14	13	12	11	10	9	20	19	18	17	16	15	14	13	12	11	10	9
1	19	18	17	16	15	14	13	12	11	10	9	8	20	19	18	17	16	15	14	13	12	11	10	8
2	18	17	16	15	14	13	12	11	10	9	8	7	20	19	18	17	16	15	14	13	12	11	10	7
3	17	16	15	14	13	12	11	10	9	8	7	6	20	19	18	17	16	15	14	13	12	11	10	6
4	16	15	14	13	12	11	10	9	8	7	6	5	20	19	18	17	16	15	14	13	12	11	10	5
5	15	14	13	12	11	10	9	8	7	6	5	4	20	19	18	17	16	15	14	13	12	11	10	4
6	14	13	12	11	10	9	8	7	6	5	4	3	20	19	18	17	16	15	14	13	12	11	10	3
7	13	12	11	10	9	8	7	6	5	4	3	2	20	19	18	17	16	15	14	13	12	11	10	2
8	12	11	10	9	8	7	6	5	4	3	2	1	20	19	18	17	16	15	14	13	12	11	10	1
9	11	10	9	8	7	6	5	4	3	2	1	0	20	19	18	17	16	15	14	13	12	11	10	0
10	10	9	8	7	6	5	4	3	2	1	0	-1	20	19	18	17	16	15	14	13	12	11	10	-1

Missiles: -5 at long range, -2 at medium range.

I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

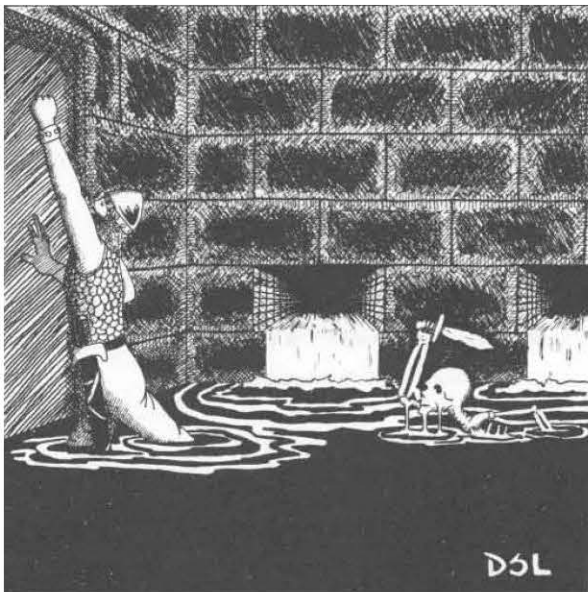
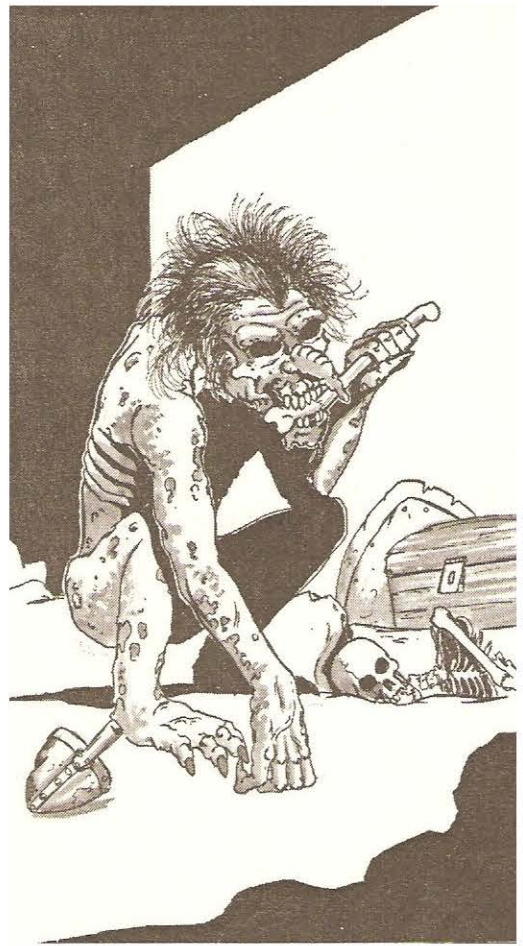
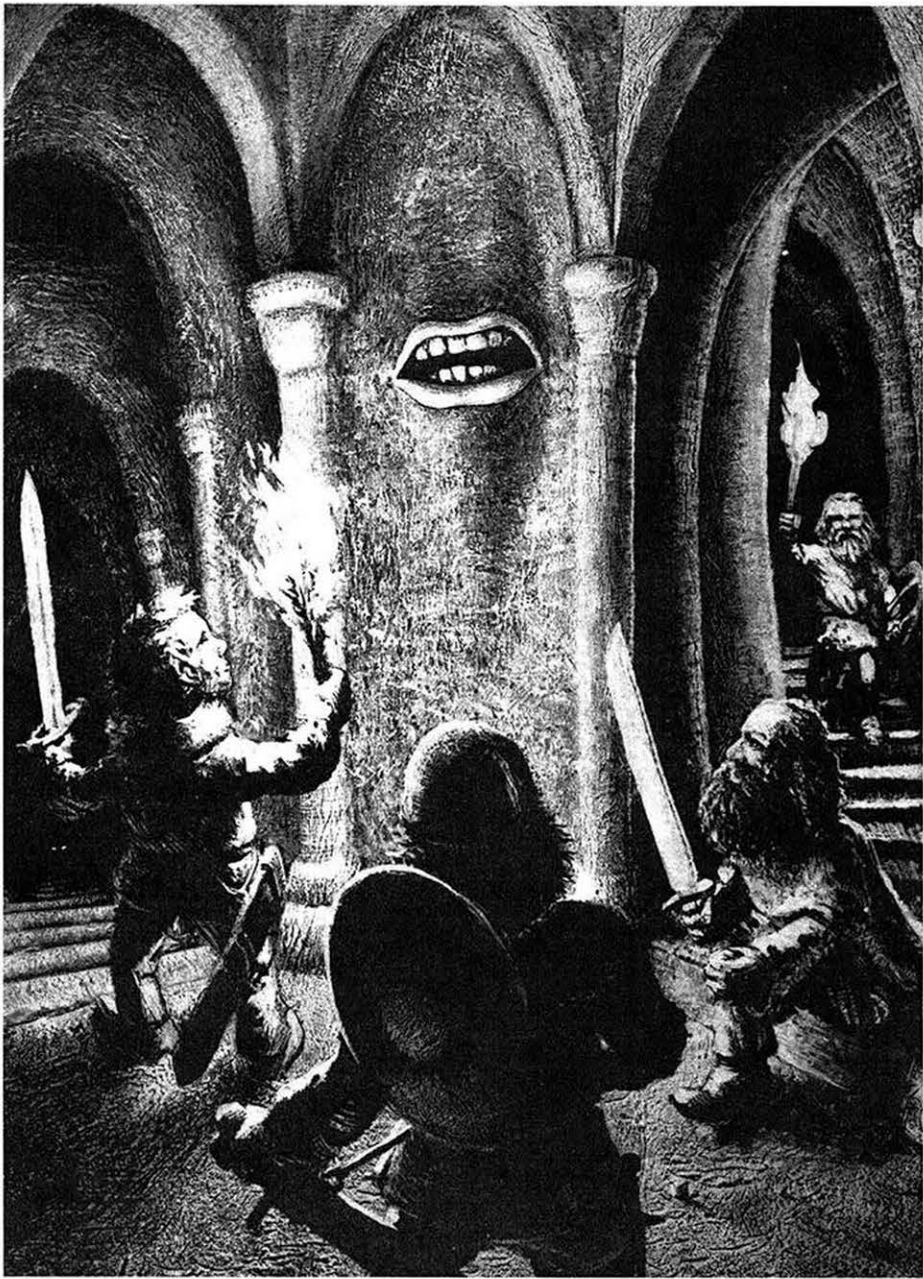
Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker																						
	1-3	4-5	6-7	8-9	10	11-12	13-14	15	16-18	19-20	21+	1-3	4-5	6-7	8-9	10	11-12	13-14	15	16-18	19-20	21+	
-10	26	25	24	23	22	21	20	20	20	20	20	26	25	24	23	22	21	20	20	20	20	20	20
-9	25	24	23	22	21	20	20	20	20	20	20	25	24	23	22	21	20	20	20	20	20	20	20
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-7	23	22	21	20	20	20	20	20	20	20	20	23	22	21	20	20	20	20	20	20	20	20	18
-6	22	21	20	20	20	20	20	20	20	20	20	22	21	20	20	20	20	20	20	20	20	19	18
-5	21	20	20	20	20	20	20	20	20	20	20	21	20	20	20	20	20	20	20	20	19	18	17
-4	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	19	18	16
-3	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	19	18	15
-2	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	19	18	14
-1	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	19	18	13
0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	19	18	12
1	20	19	18	17	16	15	14	13	12	11	10	9	20	19	18	17	16	15	14	13	12	11	10
2	19	18	17	16	15	14	13	12	11	10	9	8	20	19	18	17	16	15	14	13	12	11	9
3	18	17	16	15	14	13	12	11	10	9	8	7	20	19	18	17	16	15	14	13	12	11	8
4	17	16	15	14	13	12	11	10	9	8	7	6	20	19	18	17	16	15	14	13	12	11	7
5	16	15	14	13	12	11	10	9	8	7	6	5	20	19	18	17	16	15	14	13	12	11	6
6	15	14	13	12	11	10	9	8	7	6	5	4	20	19	18	17	16	15	14	13	12	11	5
7	14	13	12	11	10	9	8	7	6	5	4	3	20	19	18	17	16	15	14	13	12	11	4
8	13	12	11	10	9	8	7	6	5	4	3	2	20	19	18	17	16	15	14	13	12	11	3
9	12	11	10	9	8	7	6	5	4	3	2	1	20	19	18	17	16	15	14	13	12	11	2
10	11	10	9	8	7	6	5	4	3	2	1	0	20	19	18	17	16	15	14	13	12	11	1

Missiles: -5 at long range, -2 at medium range.

\*Normal, not magical.

I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS\*

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker																																					
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17+		
-10	26	25	24	23	22	21	20	20	20	20	20	20	26	25	24	23	22	21	20	20	20	20	20	20	26	25	24	23	22	21	20	20	20	20	20	20	20	
-9	25	24	23	22	21	20	20	20	20	20	20	20	25	24	23	22	21	20	20	20	20	20	20	20	25	24	23	22	21	20	20	20	20	20	20	20		
-8	24	23	22	21	20	20	20	20	20	20	20	20	24	23	22	21	20	20	20	20	20	20	20	24	23	22	21	20	20	20	20	20	20	20	20	20		
-7	23	22	21	20	20	20	20	20	20	20	20	20	23	22	21	20	20	20	20	20	20	20	20	23	22	21	20	20	20	20	20	20	20	20	20	20		
-6	22	21	20	20	20	20	20	20	20	20	20	20	22	21	20	20	20	20	20	20	20	20	22	21	20	20	20	20	20	20	20	20	20	20	20	20		
-5	21	20	20	20	20	20	20	20	20	20	20	20	21	20	20	20	20	20	20	20	20	20	21	20	20	20	20	20	20	20	20	20	20	20	20	20		
-4	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20		
-3	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20		
-2	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20		
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0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20		
1	20	19	18	17	16	15	14	13	12	11	10	9	20	19	18	17	16	15	14	13	12	11	10	9	8	20	19	18	17	16	15	14	13	12	11	10		
2	19	18	17	16	15	14	13	12	11	10	9	8	20	19	18	17	16	15	14	13	12	11	10	9	8	7	20	19	18	17	16	15	14	13	12	11	10	
3	18	17	16	15	14	13	12	11	10	9	8	7	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	20	19	18	17	16	15	14	13	12	11	10
4	17	16	15	14	13	12	11	10	9	8	7	6	20	19	18	17	16	15																				



## II. ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number														
	up to 1-1	1-1	1	1+	2+	3+	4-5+	6+	7+	8-9+	10+	11+	12-13+	14-15+	16+
-10	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17
-9	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-7	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-6	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-4	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-1	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
0	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.

Missiles: -5 at long range, -2 at medium range.

### CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender Is Hit By Weapon	Attacker Must Have The Following Hit Only By	OR	Hit Dice Of*
+1 or better	+1 or better		4 + 1 or more
+2 or better	+2 or better		6 + 2 or more
+3 or better	+3 or better		8 + 3 or more
+4 or better	+4 or better		10 + 4 or more

\* This does not apply to characters of any sort.

This provides for magical properties and sizes of the attacking monster. Thus, massive hill giants can effectively attack most creatures, and all other types of giants can affect everything save a few gods.

### INITIATIVE (BiB)

Party's Die	Monster's Die	Surprise Effect
3 to 6	3 to 6	none
1	1	both surprised
2	2	both surprised
1 or 2	3 to 6	party surprised
3 to 6	1 or 2	monster surprised
1	2	party surprised
2	1	monster surprised

### MORALE

#### Morale Checks Made When

Faced by obviously superior force*	check each round
25% of party** eliminated or slain	check at +5%
Leader unconscious	check at +10%
50%+ of party** eliminated or slain	check at +15%
Leader slain or deserts	check at +30%

#### Other Morale Check Modifiers

Each enemy deserting	-5%
Each enemy slain	-10%
Inflicting casualties without receiving any	-20%
Each friend killed	+10%
Taking casualties without receiving any	+10%
Each friend deserting	+15%
Outnumbered & outclassed by 3 or more to 1	+20%

#### MORALE FAILURE

1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

### III. MATRIX FOR CLERICS AFFECTING UNDEAD, *et al.*

Type of Undead	Level of Cleric Attempting to Turn†									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	--	20	19	13	10	7	4	T	T	D
Wraith	--	--	20	16	13	10	7	4	T	D
Mummy*	--	--	--	20	16	13	10	7	4	T
Spectre*	--	--	--	--	20	16	13	10	7	T
Vampire*	--	--	--	--	--	20	16	13	10	4
Ghost*	--	--	--	--	--	--	20	16	13	7
Lich*	--	--	--	--	--	--	--	19	16	10
Special**†	--	--	--	--	--	--	--	20	19	13

† Paladins turn undead *et al.* as a cleric two levels below their level.

### MISSILE FIRE COVER AND CONCEALMENT

TARGET HAS ABOUT	AC
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealment	+1
50% concealment	+2
75% concealment	+3
90% concealment	+4

#### Armor Sizes

01-65	Human or Half-orc
66-85	Elf or Half-elf
86-95	Dwarf
96-00	Gnome or Halfling

25% is cover/concealment to the knees or part of side of body, or a target seen for only ¼ of a round

### ARMOR CLASS TABLE

Type of Armor	AC Rating
None	10
Shield only, or Underarmor gambeson only	9
Leather or Padded armor	8
Studded leather, Ring mail, Gnomish workman's leather	7
Scale mail, Brigandine, Hide armor	6
Chain mail	5
Banded mail, Splint mail, Bronze Plate, Dwarf chain mail	4
Plate mail	3
Field Plate, Dwarfen Plate	2
Full Plate	1

# DUNGEONS DRAGONS®



## Pummeling

1. Roll d20 to hit opponent AC.
2. If a successful hit is made, roll d20 to determine the pummeling result (natural 1s and 20s carry no significance):

Score	Pummeling Result	Damage*
<1	blow misses, opponent may counter	none
1-4	ineffective blow, strike again	none
5-8	glancing blow, off balance	2+STR
9-12	glancing blow, strike again	4+STR
13-16	solid punch, off balance	6+STR
17-20	solid punch, strike again	8+STR
20+	crushing blow, opponent stunned**	10+STR

\* 1 hp recovered per round; if the opponent is brought below 0 hp, he is rendered unconscious for 1 round plus 1 round for each point of negative damage sustained.

\*\* Opponent unable to attack for 1 full round.

### Adjustments to Pummeling Result roll

- a. Add attacker's STR modifier
- b. Subtract defender's DEX modifier
- c. Penalty due to defender's armor:

Helmet	-1	Scale/Chain	-4
Shield	-2	Splint/Banded	-6
Leather/Padded	-2	Plate	-8
Studded/Ring	-3		

## Grappling

1. Roll d20 to hit opponent AC.
2. If a successful hit is made, roll d20 to determine the pummeling result (natural 1s and 20s carry no significance):

Score	Grappling Result	Damage*
1-4	waist clinch, opponent may counter	none
5-8	arm lock or forearm/elbow smash	1+STR
9-11	hand/finger lock or bite	2+STR
12-14	bear hug or trip	3+STR
15-17	headlock or flip or throw	5+STR
18-19	stranglehold or head butt	6+STR
20+	kick/knee/gouge, opponent stunned**	8+STR

\* 1 hp recovered per round; if the opponent is brought below 0 hp, he is rendered unconscious for 1 round plus 1 round for each point of negative damage sustained.

\*\* Opponent unable to attack for 1 full round.

Any hold shown remains in effect from round to round unless the opponent scores a higher result roll, e.g., arm lock breaks a waist cinch, a hand/finger lock breaks an arm lock, and so forth. Damage accrues until a hold is broken or until the holder elects to try for a different hold. The opponent may still inflict damage by lesser hold results.

### Adjustments to Pummeling Result roll

- a. Add attacker's STR & DEX modifiers
- b. Subtract defender's STR & DEX modifiers
- c. Penalty due to defender's armor:

Helmet	-2
Shield	-2
Splint/Banded	-2
Plate	-2

## Overbearing

1. Roll d20 to hit opponent AC.
2. If a successful hit is made, roll d20 to determine the pummeling result (natural 1s and 20s carry no significance):

Score	Overbearing Result	Damage*
1-4	bounced off / avoided, opponent may counter	none
5-8	slip down and grab leg	none
9-12	opponent staggered, attack again	1+STR
13-16	opponent knocked to knees	2+STR
17-20	opponent knocked to hands and knees	3+STR
>20	opponent knocked flat and stunned**	4+STR

\* 1 hp recovered per round; if the opponent is brought below 0 hp, he is rendered unconscious for 1 round plus 1 round for each point of negative damage sustained.

\*\* Opponent unable to attack for 1 full round.

### Adjustments to Overbearing Result roll

- a. Add attacker's STR modifier
- b. Subtract defender's STR & DEX modifiers
- c. Attacker running toward defender: +3

## General Notes

**Situational modifiers:** Dungeon Masters should use common sense in factoring in additional bonuses and penalties beyond those listed (due to significant height and weight differences between attacker and defender, the defender being slowed, stunned, or helpless, and so forth).

**Opponents with weapons used normally:** If the opponent of a pummeling, grappling, or overbearing attack has a weapon, the opponent will always strike first unless the attacker has surprise. Any weapon hit does NO damage, but it does indicate that the attacker trying to pummel, grapple, or overbear has been fended or driven off, and the attack is unsuccessful. The weapon-wielder then has the opportunity to strike at the weaponless opponent "for real", if they so choose.

### Critical Hits\* (natural 20 on to hit roll), roll d12:

1	Double base dice damage
2	Knock down (+2 to hit and lose one attack)
3	Knock back (opponent knocked out of melee range)
4	Blinding target (4 to hit for 1 round)
5	Opponent's weapon saves versus crushing blow or is destroyed
6	Opponent disarmed (weapon knocked out of melee range, 1 round to retrieve)
7	Attacker gets extra attack that round
8	Opponent knocked off balance – opponent's next attack is -2 to hit
9	Opponent loses next attack
10	Opponent's armor damaged (save versus crushing blow or be one AC worse)
11	Opponent stunned for 1 round (+2 to hit and no return attack)
12	Opponent immobilized for round (no movement)

\* Fighters get a saving throw versus breath weapon to avoid the impact of a critical hit.

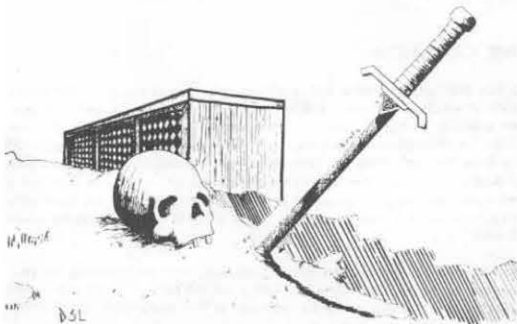
### Critical Misses\*\* (A natural 1 on a "to hit" roll), roll d12:

1	Weapon is dropped
2	Weapon must roll save versus crushing blow or be destroyed
3	Opponent can redirect attack to anyone in the appropriate range
4	Weapon speed is doubled for the next attack
5	Next attack is at -2 to hit (off balance)
6	Attacker loses next round's attack
7	Weapon is stuck in shield/wall/tree etc., BBLG to remove
8	Attacker immobilized for round, no movement
9	Attacker falls (+2 to hit and lose one attack)
10	Attacker collides with target and falls prone
11	Attacker's next attack is randomized amongst all opponents in range
12	Attacker falls out of melee range

\*\* Fighters get a save (versus breath weapon) against all critical miss impacts

# ADVANCED

&



## ENCUMBRANCE LIMITS FOR CHARACTERS (SHOWN IN G.P.)

Strength	Unenc.	Encumbrance Category			
		Normal	Heavy	V. Heavy	Encumbered
3	0-39	40-100	101-350	351-700	701-1,150
4-5	0-49	50-150	151-450	451-800	801-1,250
6-7	0-59	60-200	201-550	551-900	901-1,350
8-11	0-89	90-350	351-700	701-1050	1,051-1,500
12-13	0-119	120-450	451-800	801-1,150	1,151-1,600
14-15	0-139	140-550	551-900	901-1,250	1,251-1,700
16	0-159	160-700	701-1,050	1,051-1,400	1,401-1,850
17	0-169	170-850	851-1,200	1,201-1,550	1,551-2,000
18	0-179	180-1,000	1,001-1,400	1,401-1,700	1,701-2,250
18/01-50	0-189	190-1,100	1,101-1,450	1,451-1,750	1,751-2,500
18/51-75	0-199	200-1,200	1,201-1,500	1,501-1,800	1,801-2,750
18/76-90	0-209	210-1,300	1,301-1,600	1,601-2,000	2,001-3,000
18/91-99	0-219	220-1,400	1,401-1,700	1,701-2,200	2,201-3,500
18/00	0-249	250-1,500	1,501-1,900	1,901-2,400	2,401-4,500

## TYPES OF ARMOR AND ENCUMBRANCE

Armor	Bulk	Weight	Base Move
Banded Mail	bulky	35#	9"
Chain Mail	fairly	30#	9"
Chain Mail, Elfin	non-	15#	12"
Leather	non-	15#	12"
Padded	fairly	10#	9"
Plate Mail	bulky	45#	6"
Ring Mail	fairly	25#	9"
Scale Mail	fairly	40#	6"
Shield, Buckler	non-	3#	-
Shield, Large	bulky	10#	-
Shield, Medium	fairly	8#	-
Shield, Small	non-	5#	-
Shield, Small, Wood	non-	3#	-
Splint Mail	bulky	40#	6"
Studded Leather	fairly	20#	9"

## CAPACITY OF VARIOUS CONTAINERS

Characters will no doubt use a variety of containers to store, carry, or safeguard their belongings. The following is a list of potential containers and their capacity in g.p. of encumbrance, maximum interior dimension, and volume:

Container	Capacity in G.P.	Volume in Cu. Ft.
Backpack	300	3
Box, Wooden, Large	1,000	2
Box, Wooden, Small	500	1
Belt pouch, Large	50	1/2
Belt pouch, Small	25	1/4
Chest, Iron, Large	50,000	50
Chest, Iron, Small	10,000	10
Chest, Wood, Large	50,000	50
Chest, Wood, Small	10,000	10
Coffer, Iron, Large	2,000	2
Coffer, Iron, Small	1,000	1
Purse	25	1/4
Sack, Large	400	4
Sack, Small	100	1
Saddlebag, Large	300	3
Saddlebag, Small	100	1
Shirt, Tied	100	1

Light Source	Bright	Shadow	Burning Time
Torch	40'	80'	6 turns (1 hr)
Lantern	30'	60'	24 turns (4 hrs)*
Bullseye Lantern	80'***	160'***	24 turns (4 hrs)*
Common Lamp	15'	30'	48 turns (8 hrs)*
Candle, tallow	-	5'	6 turns (1 hr)
Candle, wax	5'	10'	12 turns (2 hr)
Light spell (Cleric)	20'	40'	6 turns +1/level
Light spell (MU/III)	20'	40'	1 turn/level
Continual Light spell	60'	120'	infinite

\* Illumination is from burning 1 pint of oil

\*\* Illumination is projected in a cone

## COMMON HEALING SPELLS AND MAGIC ITEMS

Source of Healing	HP Healed
Cure Light Wounds	1-8 (1d8)
Cure Serious Wounds	3-17 (2d8+1)
Cure Critical Wounds	6-27 (3d8+3)
Heal	all but 1-4 (1d4)
Potion of Healing	4-10 (2d4+2)
Potion of Extra Healing	6-27 (3d8+3)
Staff of Curing	6-21 (3d6+3)
Keoghtom's Ointment	9-12 (1d8+4)

## EXPERIENCE POINTS VALUE OF MONSTERS

The following table is for determination of x.p. to be awarded for slain opponent creatures. If the monster is particularly powerful, double the Exceptional Ability Addition may be awarded.

Experience Level or Monster's Hit Dice*	Basic X.P. Value (BXPV)	X.P. Per Hit Point (XP/HP)	Special Ability X.P. Bonus (SAXPB)**	Exceptional Ability X.P. Addition (EAXPA)***
up to 1-1	5	1	2	25
1-1 to 1	10	1	4	35
1+1 to 2	20	2	8	45
2+1 to 3	35	3	15	55
3+1 to 4	60	4	25	65
4+1 to 5	90	5	40	75
5+1 to 6	150	6	75	125
6+1 to 7	225	8	125	175
7+1 to 8	375	10	175	275
8+1 to 9	600	12	300	400
9+1 to 10+	900	14	450	600
11 to 12+	1300	16	700	850
13 to 14+	1800	18	950	1200
15 to 16+	2400	20	1250	1600
17 to 18+	3000	25	1550	2000
19 to 20+	4000	30	2100	2500
21 and up	5000	35	2600	3000

\* Treat peasants/levies as up to 1-1, men-at-arms as 1-1 to 1, and all levels as the n+1 hit dice category.

\*\* Typical special abilities: 4 or more attacks per round, missile discharge, armor class 0 or lower, special attacks (blood drain, hug, crush, etc.), special defenses (regeneration, hit only by special and/or magic weapons), high intelligence which actually affects combat, use of minor (basically defensive) spells.

\*\*\* Typical exceptional abilities: energy level drain, paralysis, poison, major breath weapon, magic resistance, spell use, swallowing whole, weakness, attacks causing maximum damage greater than 24 singly, 30 doubly, 36 trebly, or 42 in all combinations possible in 1 round.

Judicious application of these guidelines will assume that an equitable total number of experience points are given for slaying any given monster. Special ability bonus awards should be cumulative, i.e., a gargoyle attacks 4 times per round and can be hit only by magic weapons, so a double Special Ability X.P. Bonus should be awarded. Likewise, if there are multiple exceptional abilities, the awards should reflect this. If an otherwise weak creature has an extraordinary power, multiply the award by 2, 4, 8, or even 10 or more.

## GRENAD-LIKE MISSILES

### Effect:

Liquid Contents	Area of Effect	Splash	Damage From a Direct Hit
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	special	special

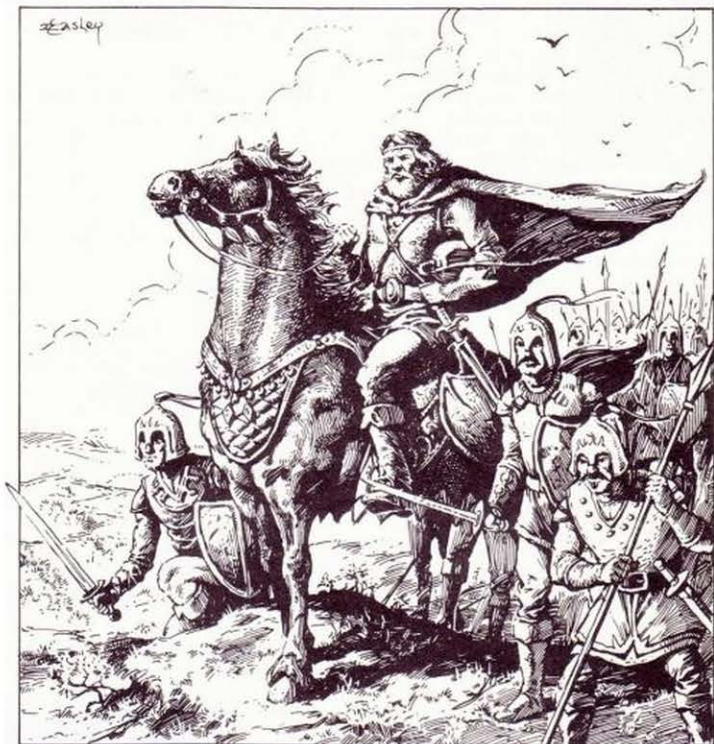
\* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

\*\* Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

## MISSILE FIRE COVER AND CONCEALMENT

TARGET HAS ABOUT	AC
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealment	+1
50% concealment	+2
75% concealment	+3
90% concealment	+4

25% is cover/concealment to the knees or part of side of body, or a target seen for only 1/4 of a round



## SAVING THROW MATRICES

### I. SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class and Experience Level	Attack to be Saved Against					
	Paralyzation, Poison or Death Magic	Petrification or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***	
Clerics <sup>a</sup>	1-3	10	13	14	15	
	4-6	9	12	13	14	
	7-8	8	11	12	13	
	9-10	7	10	11	12	
	11-12	6	9	10	11	
	13-15	5	8	9	10	
	16-17	4	7	8	9	
	18	3	6	7	8	
	19+	2	5	6	7	
	Fighters <sup>b</sup>	0	16	17	18	19
1-2		14	15	16	17	
3		13	14	15	16	
4		12	13	14	15	
5-6		11	12	13	14	
7-8		10	11	12	13	
9		9	10	11	12	
10		8	9	10	11	
11		7	8	9	10	
12		6	7	8	9	
Magic-Users <sup>c</sup>	1-5	14	13	11	12	
	6-8	13	11	9	10	
	9-10	12	10	8	9	
	11-15	11	9	7	8	
	16-17	10	8	6	7	
	18-19	10	7	5	6	
	20	9	6	4	5	
	21+	8	5	3	4	
	Thieves <sup>d</sup>	1-2	13	12	14	15
		3-4	13	12	13	14
5-6		12	11	12	13	
7-8		12	11	11	12	
9-10		11	10	10	11	
11-12		11	10	9	10	
13-14		10	9	8	9	
15-16		10	9	7	8	
17-18		9	8	6	7	
19-20		9	8	5	6	
21+	8	7	4	5		

<sup>a</sup> Excluding polymorph wand attacks.

<sup>\*\*</sup> Excluding those which cause petrification or polymorph.

<sup>\*\*\*</sup> Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

<sup>a</sup> Includes Druids.

<sup>b</sup> Includes Paladins, Rangers, and 0 level types.

<sup>c</sup> Includes Illusionists.

<sup>d</sup> Includes Assassins and Monks.

**N.B.:** A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

### II. SAVING THROW MATRIX FOR MONSTERS

A. All monsters use the matrix for characters.

B. Hit dice equate to Experience Level, with additional pluses in hit points moving the creature upwards by one hit die. Further die levels are added for each increment of four additional points. Therefore, for the purpose of determining saving throw levels, 1 + 1 through 1 + 4 hit dice becomes 2, 1 + 5 through 1 + 8 becomes 3, 2 + 1 through 2 + 4 also becomes 3, 2 + 5 through 2 + 8 becomes 4, etc.

C. Most monsters save as fighters, except:

- Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
- Those with no real offensive fighting capabilities save according to their area of ability — cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upwards, except with regard to **poison** or **death magic**.

### WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons Per Level
CLERIC	2	-3	1/4 levels
Druid	2	-4	1/5 levels
FIGHTER	4	-2	1/3 levels
Paladin	3	-2	1/3 levels
Ranger	3	-2	1/3 levels
MAGIC-USER	1	-5	1/6 levels
Illusionist	1	-5	1/6 levels
THIEF	2	-3	1/4 levels
Assassin	3	-2	1/4 levels
MONK	1	-3	1/2 levels

### III. SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Item Description	Attack Form & Number										
	acid	crushing blow	normal blow	disintegrate	fall	fireball	magical fire	normal fire	frost	lightning	electricity
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1*	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

