

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Genre Rules

This PDF contains the endpapers from the printed edition of this book. These pages are provided to PDF customers for use as reference sheets.



**NECROTIC
GNOME**

Paladin Turning the Undead

Level	Monster Hit Dice							
	1	2	2*	3	4	5	6	7-9
3	7	9	11	–	–	–	–	–
4	T	7	9	11	–	–	–	–
5	T	T	7	9	11	–	–	–
6	D	T	T	7	9	11	–	–
7	D	D	T	T	7	9	11	–
8	D	D	D	T	T	7	9	11
9	D	D	D	D	T	T	7	9
10	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	T
13+	D	D	D	D	D	D	D	D

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Successful turning: 2d6 HD of undead are affected. At least one monster is always affected. Excess HD are wasted.

Spell Books and Learning Spells

INT	Beginning Spells	Chance of Copying
3	1	20%
4–5	1	30%
6–7	2	35%
8–9	2	40%
10–12	3	50%
13–14	3	70%
15–16	4	75%
17	4	85%
18	5	90%

Optional Rules

- ▶ Character races
- ▶ Lifting demihuman class/level limits
- ▶ Limits on turning the undead
- ▶ Magic-users and staves
- ▶ Attacking with two weapons
- ▶ Charging into melee
- ▶ Missile attacks on targets in melee
- ▶ Parrying
- ▶ Splash weapons
- ▶ Raising the dead
- ▶ Spell books and learning spells
- ▶ Multiple classes
- ▶ Secondary skills
- ▶ Weapon proficiency

Character Attack Table

Character Type and Level							Attack Roll to Hit AC									
Martial	Semi-Martial	Non-Martial	–3	–2	–1	0	1	2	3	4	5	6	7	8	9	
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10	
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8	
7–9	9–12	11–14	17	16	15	14	13	12	11	10	9	8	7	6	5	
10–12	13–14	–	15	14	13	12	11	10	9	8	7	6	5	4	3	
13–14	–	–	13	13	11	10	9	8	7	6	5	4	3	2	2	

▶ **Martial:** Barbarian, drow, duergar, half-elf, knight, paladin, ranger, svirfneblin.

▶ **Semi-martial:** Acrobat, assassin, bard, druid, half-orc.

▶ **Non-martial:** Gnome, illusionist.

Acrobat/Assassin/Bard Saving Throws					
Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13
9–12	10	11	9	12	10
13–14	8	9	7	10	8

Barbarian Saving Throws					
Level	D	W	P	B	S
1–3	10	13	12	15	16
4–6	8	11	10	13	13
7–9	6	9	8	10	10
10–12	4	7	6	8	7
13–14	3	5	4	5	5

Drow Saving Throws					
Level	D	W	P	B	S
1–3	12	13	13	15	12
4–6	10	11	11	13	10
7–9	8	9	9	10	8
10	6	7	8	8	6

Druid Saving Throws					
Level	D	W	P	B	S
1–4	11	12	14	16	15
5–8	9	10	12	14	12
9–12	6	7	9	11	9
13–14	3	5	7	8	7

Duergar Saving Throws					
Level	D	W	P	B	S
1–3	8	9	10	13	12
4–6	6	7	8	10	10
7–9	4	5	6	7	8
10	2	3	4	4	6

Gnome Saving Throws					
Level	D	W	P	B	S
1–5	8	9	10	14	11
6–10	6	7	8	11	9

Half-Elf Saving Throws					
Level	D	W	P	B	S
1–3	12	13	13	15	15
4–6	10	11	11	13	12
7–9	8	9	9	10	10
10–12	6	7	8	8	8

Half-Orc Saving Throws					
Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13

Illusionist Saving Throws					
Level	D	W	P	B	S
1–5	13	14	13	16	15
6–10	11	12	11	14	12
11–14	8	9	8	11	8

Knight/Ranger Saving Throws					
Level	D	W	P	B	S
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–14	4	5	6	5	8

Paladin Saving Throws					
Level	D	W	P	B	S
1–3	10	11	12	13	14
4–6	8	9	10	11	12
7–9	6	7	8	8	10
10–12	4	5	6	6	8
13–14	2	3	4	3	6

Svirfneblin Saving Throws					
Level	D	W	P	B	S
1–3	8	9	10	14	11
4–6	6	7	8	11	9
7–8	4	5	6	9	7

Acrobat Skills Chance of Success

Level	CS	FA	HS	MS	TW
1	87	10	10	20	60
2	88	15	15	25	65
3	89	20	20	30	70
4	90	25	25	35	75
5	91	30	30	40	80
6	92	35	33	43	85
7	93	40	36	46	90
8	94	45	40	50	95
9	95	50	43	53	100
10	96	55	46	56	100
11	97	60	50	60	100
12	98	65	53	63	100
13	99	70	56	66	100
14	99	75	60	70	100

Assassin Skills Chance of Success

Level	AS	CS	HN	HS	MS
1	0	87	1-2	10	20
2	0	88	1-2	15	25
3	0	89	1-3	20	30
4	-1	90	1-3	25	35
5	-1	91	1-3	30	40
6	-2	92	1-3	33	43
7	-2	93	1-4	36	46
8	-3	94	1-4	40	50
9	-3	95	1-4	43	53
10	-4	96	1-4	46	56
11	-4	97	1-5	50	60
12	-5	98	1-5	53	63
13	-5	99	1-5	56	66
14	-6	99	1-5	60	70

Rolling skill checks: Assassination and falling are not rolled. Hear noise is rolled on 1d6. All other skills are rolled on d%.

Player knowledge: The referee should roll for hide in shadows and move silently, as the thief always believes the attempt to be successful. If the roll fails, the referee knows the thief has been noticed.

Barbarian Skills Chance of Success

Level	CS	HD	MS
1	87	10	20
2	88	15	25
3	89	20	30
4	90	25	35
5	91	30	37
6	92	33	40
7	93	36	42
8	94	40	44
9	95	43	46
10	96	46	48
11	97	50	50
12	98	53	50
13	99	56	50
14	99	60	50

Half-Orc Thieving Skills Chance of Success

Level	HS	MS	PP
1	10	20	20
2	15	25	25
3	20	30	30
4	25	35	35
5	30	40	40
6	36	45	45
7	45	55	55
8	55	65	65

Ranger Tracking Chance of Success

Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%

Racial Ability Score Requirements and Modifiers

Race	STR	INT	WIS	DEX	CON	CHA
Drow	–	Min 9	–	+1	–1	–
Duergar	–	Min 9	–	–	Min 9, +1	–1
Dwarf	–	–	–	–	Min 9, +1	–1
Elf	–	Min 9	–	+1	–1	–
Gnome	–	Min 9	–	–	Min 9	–
Half-elf	–	–	–	–	Min 9	Min 9
Halfling	–1	–	–	Min 9, +1	Min 9	–
Half-orc	+1	–	–	–	+1	–2
Human	–	–	–	–	(+1)*	(+1)*
Svirfneblin	–	–	–	–	Min 9	–

* If using the optional rule for lifting demihuman class and level restrictions.

Class Level Limits by Race

Race	Ac	As	Bb	Bd	Cl	Dr	Fi	Il	Kn	MU	Pa	Ra	Th
Drow	10	10	–	–	11*	–	7	–	9	9	–	9	11
Duergar	9	–	–	–	8*	–	10	–	–	–	–	–	9
Dwarf	9	–	–	–	8*	–	10	–	–	–	–	–	9
Elf	10	10	–	–	7*	8*	7	–	11	11	–	11	10
Gnome	–	6	–	–	7*	–	6	7	–	–	–	–	8
Half-elf	12	11	–	12	5	12	8	–	12	8	12	8	12
Halfling	–	–	–	–	–	6*	6	–	–	–	–	–	8
Half-orc	8	8	–	–	4	–	10	–	–	–	–	–	8
Human	14	14	14	14	14	14	14	14	14	14	14	14	14
Svirfneblin	–	8	–	–	7*	–	6	7	–	–	–	–	8

* At the referee's option, this class/race combination may only exist as NPCs.

Demihuman Racial Resilience

CON	Modifier
6 or lower	–
7–10	+2
11–14	+3
15–17	+4
18	+5

Duergars: Apply the listed modifier to saving throws versus paralysis, poison, spells, and magic wands, rods, and staves.

Dwarves: Apply the listed modifier to saving throws versus poison, spells, and magic wands, rods, and staves.

Gnomes: Apply the listed modifier to saving throws versus spells and magic wands, rods, and staves.

Halflings: Apply the listed modifier to saving throws versus poison, spells, and magic wands, rods, and staves.