

## EXAMPLE TABLES

### HOW GREAT?

This table uses embedded  $\LaTeX$  markup in the CSV. To do this, call `text_to_tex.py` with the `-dont-escape-content` argument.

### HOW GREAT IS THIS?

1d4	How Great?
1	Great
2	Great
3	Great <sup>2</sup>
4	Ok

### ASCENDING & DESCENDING ARMOUR CLASS

Note that *D&D B/X* and related retro-clones such as *Labyrinth Lord*, and *Scarlet Heroes* are base 9 descending systems. *Advanced D&D 1e* is base 10 descending.

Ascending	Descending (base 9)	Descending (base 10)
-2	22	21
-1	21	20
0	20	19
1	19	18
2	18	17
3	17	16
4	16	15
5	15	14
6	14	13
7	13	12
8	12	11
9	11	10
10	10	9
11	9	8
12	8	7
13	7	6
14	6	5
15	5	4
16	4	3
17	3	2
18	2	1
19	1	0
20	0	-1
21	-1	-2
22	-2	-3

### SIMULATING D64 FROM 2D8

d8/d8	1	2	3	4	5	6	7	8
1	2	16	8	45	23	35	20	12
2	24	51	3	17	27	21	42	25
3	7	40	29	47	4	64	59	6
4	19	54	60	58	41	38	61	10
5	15	62	39	31	52	56	53	33
6	36	55	63	49	22	30	37	13
7	46	32	48	28	18	50	57	44
8	11	34	5	43	26	14	9	1

## OVERLOADED ENCOUNTER DIE

Based on the Necropraxis *Overloading the Encounter Die* blog post. Each  $n$  turns, roll a d6 against the encounter table.

Note that this table uses the `tableheading` macro.

### DUNGEON ENCOUNTER

Roll	Action
1	Encounter or trap!
2	Perception. There is something to see, hear, smell, feel, or taste.
3	Unusual Event. Roll 1d6 again. <ul style="list-style-type: none"><li>1 to 2 Unexpected or weird non-combat encounter</li><li>3 to 6 Something context-specific</li></ul>
4	Exhaustion. Rest or take penalties.
5	Torch or lantern takes 1 durability.
6+	Nothing.

## TRAVEL DISTANCES

Example showing how to add table footnote text.

Based on the *D&D 5e Travel Pace* rules, this gives hexes per day traveled for both three and six mile hexes. Note that difficult terrain will reduce these distances, while traveling on good roads may increase them.

Pace	mph <sup>a</sup>	mpd <sup>b</sup>	3-mile hpd <sup>c</sup>	6-mile hpd <sup>c</sup>
Fast	4	30	10	5
Normal	3	24	8	4
Slow	2	18	6	3

<sup>a</sup> Miles per hour    <sup>b</sup> Miles per day    <sup>c</sup> Hexes per day