Hit Dice - Humans & 1HD Nonhumans Pachi Lei, Pe Choi, Swamp Folk, Pygmy Folk, Tinaliya							
Level	Warrior	Priest	Magician	Adventurer			
1	1+1	1	1	1			
II	2	1+3	1+2	1+3			
III	3	2+1	2	2+1			
IV	4+1	3+3	3	3+3			
٧	5+1	4+1	3+3	4+1			
VI	6+2	5	4	5			
VII	7+1	6	5	6			
VIII	8+2	7	6+1	7			
IX	9+3	8+1	7+1	8+1			
Χ	10+4	9+1	8+1	9+1			

Hit Dice - 2HD Nonhumans Hlaka, Hlutrgu, Hlyss, Shunned Ones, Ssu									
Level	Warrior	Priest	Magician	Adventurer					
1	2	2+1	2-1	2+1					
П	3	2+3	2+2	2+3					
Ш	4	3	3-1	3					
IV	5+1	4	3+3	4					
V	6+1	5	4+1	5					
VI	7+1	6	5	6					
VII	8+3	7+1	6	7+1					
VIII	9+3	8	7	8					
IX	10+3	9+1	8+1	9+1					

Hit Dice - 3HD Nonhumans Shen, Ahoggya								
Level	Warrior Priest Magician Adventu							
1	3	3-1	2+4	3-1				
П	4	3+2	3+1	3+2				
III	5+1	4	3+4	4				
IV	6+3	5	4+1	5				
٧	7+3	6+1	5+1	6+1				
VI	8+3	7	6	7				
VII	9+3	8+1	7+1	8+1				
VIII	10+1	9	8	9				
IX	11+1	10	9	10				

Warrior & Adventurer Saving Throws									
Level	Level Poison Spells Paralysis Eyes								
1-3	12	16	13	15					
4-6	10	14	12	13					
7-9	8	11	10	11					
10+	7	10	9	10					

Priest & Magician Saving Throws									
Level	Poison	Spells	Paralysis	Eyes					
1-4	13	15	14	14					
5-7	11	12	13	12					
8-10	9	9	11	10					
11+	8	7	10	7					

Spellcasting Success Psychic Ability 61-80 = +5%, 81-95 = +10%, 96+ = +15%						
Level I	40%	Level V	80%			
Level II	50%	Level VI	85%			
Level III	60%	Level VII	90%			
Level IV	70%	Level VIII	95%			

Morale Checks Based on HD & Percent Remaining Roll number or higher on 2d6									
%	1	1+1	2-3	4-5	6-7	8-9	10-11	12+	
30	8	7	6	5	4	3	2	1	
25	9	8	7	6	5	4	3	2	
20	10	9	8	7	6	5	4	3	
10	11	10	9	8	7	6	5	4	
5	12	11	10	9	8	7	6	5	

	Attack Rolls - Humans									
AC	Desc.	1-3	4-6	Level 7-9	10-12	13+				
1	Iron Plate & Shield	19	16	13	10	7				
2	Plate & Shield	18	15	12	9	6				
3	Plate Armour	17	14	11	8	5				
4	Chainmail & Shield	16	13	10	7	4				
5	Chainmail	15	12	9	6	3				
6	Leather & Shield	14	11	8	5	2				
7	Leather Armour	13	10	7	4	2				
8	Shield	12	9	6	3	2				
9	No Armour	11	8	5	2	1				

Attack Rolls - Nonhumans by HD									
AC	1	1+1	2-3	4-5	6-7	8-9	10-11	12+	
1	18	17	16	15	14	13	12	11	
2	17	16	15	14	13	12	11	10	
3	16	15	14	13	12	11	10	9	
4	15	14	13	12	11	10	9	8	
5	14	13	12	11	10	9	8	7	
6	13	12	11	10	9	8	7	6	
7	12	11	10	9	8	7	6	5	
8	11	10	9	8	7	6	5	4	
9	10	9	8	7	6	5	4	3	

Damage Dice vs Enemy Hit Dice									
Level	1	1+1	2-3	4-5	6-7	8-9	10-11	12+	
- 1	1	1	1	1	1	1	1	1	
II	1	1	1	1	1	1	1	1	
III	1	1	1	1	1	1	1	1	
IV	2	1	1	1	1	1	1	1	
٧	2	2	1	1	1	1	1	1	
VI	3	2	2	1	1	1	1	1	
VII	3	3	2	2	1	1	1	1	
VIII	4	3	3	2	2	1	1	1	
IX	4	4	3	3	2	2	1	1	
Χ	5	4	4	3	3	2	2	1	

Priests and Adventurers deal damage as one level lower Magicisans deal damage as two levels lower