

OSRIC™ REFEREE

SCREEN CHARTS

COMPATIBLE WITH OSRIC™

These sheets have been compiled from Version 2.00 of the OSRIC rules. The intent is to allow you to print them out and insert/glue/attach or otherwise secure them to your Referee screen of choice. There are 3 pages of screens/charts available.

On some of the charts, columns (mainly cost in gold) have been omitted to allow as much information as possible onto the screen. See the OSRIC Appendix A “Compiled Tables” for additional information.

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| Monster/NPC Morale | | | | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|---------------------|-----|----------|-----|-----|-----|-----|-----|-----|
| Base Morale: 50% + 5% per HD | | | | | | | | | | | | | | | | | | |
| HD | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Base Morale | 50 | 55 | 60 | 65 | 75 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 110 | 115 | 120 | 125 | 130 | 135 |
| Roll d100% and apply following modifiers (cumulative): | | | | | | | | | | | | | | | | | | |
| Situation | | | | | | | | | | | | Modifier | | | | | | |
| Per friend killed, surrendered or fled | | | | | | | | | | | | 5% | | | | | | |
| Own side taken 25% casualties | | | | | | | | | | | | 5% | | | | | | |
| Numerical inferiority | | | | | | | | | | | | 10% | | | | | | |
| Own side taken 50% casualties | | | | | | | | | | | | 15% | | | | | | |
| Own side greatly outnumbered (2-1 or more) | | | | | | | | | | | | 20% | | | | | | |
| Own leader dead from combat | | | | | | | | | | | | 25% | | | | | | |
| Per foe killed, surrendered or fled | | | | | | | | | | | | -5% | | | | | | |
| Own side inflicted 25% casualties | | | | | | | | | | | | -5% | | | | | | |
| Numerical superiority | | | | | | | | | | | | -10% | | | | | | |
| Own side inflicted 50% casualties | | | | | | | | | | | | -15% | | | | | | |
| Results for failure: | | | | | | | | | | | | | | | | | | |
| Fail by 25% or less | | | | | | | | | | Fighting Withdrawal | | | | | | | | |
| Fail by 26% to 50% | | | | | | | | | | Flee | | | | | | | | |
| Fail by 51% | | | | | | | | | | Surrender | | | | | | | | |
| Two morale check successes or no surrender seen possible results in fight to the death. | | | | | | | | | | | | | | | | | | |

| Encumbrance Rules | | |
|---|------------------------|--|
| Weight carried | Max Movement | Surprise |
| Up to 35lbs | 120 ft/round | +1 (for armour lighter than chain mail only) |
| 36-70 lbs. | 90 ft/round | Normal bonuses apply |
| 71-105 lbs. | 60 ft/round | No normal bonuses apply (but penalties do) |
| 106-150 lbs. | 30 ft/round | No normal bonuses apply (but penalties do); -1 extra penalty |
| <p>The most weight a character can carry is 150 lbs, plus whatever additional weight is allowed for the character's strength. No movement is possible if attempting to carry more than 150 lbs (as adjusted). Subtract weight bonus from weight carried to determine a character's level of encumbrance.</p> <p>A character wearing armour has a maximum movement rate based on that armour, independent of all weight calculations (due to bulkiness). Thus, armour sets a maximum movement rate and also affects the total weight a character carries.</p> <p>Note that the table above assumes that the character in question has a base 120 ft move. If the character is of small race (such as a dwarf, gnome or halfling), a base move of 90 ft may apply (deduct 30 ft from all movement rates, with a minimum of 30 ft; but do NOT change the effect of encumbrance on surprise/ initiative).</p> | | |
| Carrying Capacities | | |
| Container | Capacity | |
| Small Pouch or Purse | 1/4 cu. ft. or 2.5 lbs | |
| Large Pouch | 1/2 cu. ft. or 5 lbs | |
| Small Sack | 1 cu. ft. or 10 lbs | |
| Backpack | 3 cu. ft. or 30 lbs | |
| Large Sack | 4 cu. ft. or 40 lbs | |
| Waterskin | 3 pints | |

| Cleric Turning Table | | | | | | | | | | | | |
|---|-----------------------|-------------|----|-------------|----|-------------|----|--------|----|----------|-----------|--|
| Undead | Cleric Lvl Example | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9- 13 | 14- 18 | |
| 1 | Skeleton | 10 | 7 | 4 | T | T | D | D | D | D | D | |
| 2 | Zombie | 13 | 10 | 7 | T | T | D | D | D | D | D | |
| 3 | Ghoul | 16 | 13 | 10 | 4 | T | T | D | D | D | D | |
| 4 | Shadow | 19 | 16 | 13 | 7 | 4 | T | T | D | D | D | |
| 5 | Wight | 20 | 19 | 16 | 10 | 7 | 4 | T | T | D | D | |
| 6 | Ghast | - | 20 | 19 | 13 | 10 | 7 | 4 | T | T | D | |
| 7 | Wraith | - | - | 20 | 16 | 13 | 10 | 7 | 4 | T | T | |
| 8 | Mummy | - | - | - | 19 | 13 | 13 | 10 | 7 | 4 | T | |
| 9 | Spectre | - | - | - | 20 | 19 | 16 | 13 | 10 | 7 | T | |
| 10 | Vampire | - | - | - | - | 20 | 19 | 16 | 13 | 10 | 7 | |
| 11 | Ghost | - | - | - | - | - | 20 | 19 | 16 | 13 | 10 | |
| 12 | Lich | - | - | - | - | - | - | 20 | 19 | 16 | 13 | |
| 13 | Fiend | - | - | - | - | - | - | - | 20 | 19 | 16 | |
| 2d6 Creatures affected – Paladins/Type 13 1d2 – D affects 1d6+6 | | | | | | | | | | | | |
| Falling Damage | | | | | | | | | | | | |
| 6-10 ft | 11 to 20 ft | 21 to 30 ft | | 31 to 40 ft | | 41 to 50 ft | | 51+ ft | | | | |
| 1d6 | 3d6 | 6d6 | | 10d6 | | 15d6 | | 20d6 | | | | |

| Armour Table | | | |
|--|--------------|---------------|---------------------------|
| Armour Type | Encumbrance* | Max Move Rate | Effect on AC (Base AC 10) |
| Banded | 35 lbs | 90 ft | -6 |
| Mail hauberk or byrnie (chain) | 30 lbs | 90 ft | -5 |
| Mail, elfin (chain) | 15 lbs | 120 ft | -5 |
| Leather | 15 lbs | 120 ft | -2 |
| Padded Gambeson | 10 lbs | 90 ft | -2 |
| Plate | 45 lbs | 60 ft | -7 |
| Ring | 35 lbs | 90 ft | -3 |
| Scale or lamellar | 40 lbs | 60 ft | -4 |
| Shield, large | 10 lbs | N/A | -1 |
| Shield, medium | 8 lbs | N/A | -1 |
| Shield, small | 5 lbs | N/A | -1 |
| Splint | 40 lbs | 60 ft | -6 |
| Studded | 20 lbs | 90 ft | -3 |
| <p>* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.</p> | | | |

| Saving Throws | | | | | |
|---------------|------------------|----------------|--------------------------|-------------------------|--------|
| | Rod, Staff, Wand | Breath Weapons | Death, Paralysis, Poison | Petrifaction, Polymorph | Spells |
| Fighter | | | | | |
| 0 | 18 | 20 | 16 | 17 | 19 |
| 1-2 | 16 | 17 | 14 | 15 | 17 |
| 3-4 | 15 | 16 | 13 | 14 | 16 |
| 5-6 | 13 | 13 | 11 | 12 | 14 |
| 7-8 | 12 | 12 | 10 | 11 | 13 |
| 9-10 | 10 | 9 | 8 | 9 | 11 |
| 11-12 | 9 | 8 | 7 | 8 | 10 |
| 13-14 | 7 | 5 | 5 | 6 | 8 |
| 15-16 | 6 | 4 | 4 | 5 | 7 |
| 17-18 | 5 | 4 | 3 | 4 | 6 |
| 19+ | 4 | 3 | 2 | 3 | 5 |
| Cleric | | | | | |
| 1-3 | 14 | 16 | 10 | 13 | 15 |
| 4-6 | 13 | 15 | 9 | 12 | 14 |
| 7-9 | 11 | 13 | 7 | 10 | 12 |
| 10-12 | 10 | 12 | 6 | 9 | 11 |
| 13-15 | 9 | 11 | 5 | 8 | 10 |
| 16-18 | 8 | 10 | 4 | 7 | 9 |
| 19+ | 6 | 8 | 2 | 5 | 7 |
| MU | | | | | |
| 1-5 | 11 | 15 | 14 | 13 | 12 |
| 6-10 | 9 | 13 | 13 | 11 | 10 |
| 11-15 | 7 | 11 | 11 | 9 | 8 |
| 16-20 | 5 | 9 | 10 | 7 | 6 |
| 21+ | 3 | 7 | 8 | 5 | 4 |
| Thief | | | | | |
| 1-4 | 14 | 16 | 13 | 12 | 15 |
| 5-8 | 12 | 15 | 12 | 11 | 13 |
| 9-12 | 10 | 14 | 11 | 10 | 11 |
| 13-16 | 8 | 13 | 10 | 9 | 9 |
| 17-20 | 6 | 12 | 9 | 8 | 7 |
| 21+ | 4 | 11 | 8 | 7 | 5 |

| Combat Modifiers | | | | | |
|--|--|--|--|--|--|
| Concealment: Anything that obscures an opponent’s vision, such as tree limbs or smoke, but does not physically block incoming attacks. | | | | | |
| <ul style="list-style-type: none"> 25% concealment: -1 AC 50% concealment: -2 AC 75% concealment: -3 AC 90% concealment -4 AC | | | | | |
| Cover: Protection behind something that can actually block incoming attacks, such as a wall or arrow slit. | | | | | |
| <ul style="list-style-type: none"> 25% cover: -2 AC 50% cover: -4 AC 75% cover: -7 AC 90% cover -10 AC | | | | | |
| Flank/Rear: Attack from unshielded flank denies the target any defensive advantages from shield. Attack from rear negates benefit a shield and any dexterity bonus and are made at +2 to hit. | | | | | |
| Invisible opponent: Can only be attacked if the general location is known. Attack is at –4 to hit. Powerful magical monsters, or those 11+ HD, will almost always see invisible creatures normally. | | | | | |
| Prone Opponent: Benefit of a shield and dexterity bonuses are negated. Attacks made at +4 to hit. | | | | | |
| Sleeping Opponent: Sleeping opponents (natural sleep, not magical sleep) may be attacked with the same chance to kill as if the attacker were an assassin. | | | | | |
| Stunned Opponent: A stunned opponent receives no shield or dexterity bonus, and may be attacked at +4. | | | | | |
| Two-weapon fighting: The off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a –2 modifier, and the off-hand weapon attacks at –4. Dexterity bonus (or penalty) for missile weapons is added to both attacks to offset penalties but never results in bonus. | | | | | |

| Weapon Damage | | | |
|-------------------------|--------------|----------|---------------|
| Weapon Type | vs Small/Med | vs Large | Encumbrance |
| Arrows | 1d6 | 1d6 | 4 (per dozen) |
| Axe, battle | 1d8 | 1d8 | 7 |
| Axe, hand | 1d6 | 1d4 | 5 |
| Bolt, heavy crossbow | 1d6+1 | 1d6+1 | 4 (per dozen) |
| Bolt, light crossbow | 1d4+1 | 1d4+1 | 2 (per dozen) |
| Club | 1d4 | 1d3 | 3 |
| Dagger | 1d4 | 1d3 | 1 |
| Dart | 1d3 | 1d2 | ½ |
| Flail, heavy | 1d6+1 | 2d4 | 10 |
| Flail, light | 1d4+1 | 1d4+1 | 4 |
| Halberd | 1d10 | 2d6 | 18 |
| Hammer, war, heavy | 1d6+1 | 1d6 | 10 |
| Hammer, war, light | 1d4+1 | 1d4 | 5 |
| Javelin* | 1d6 | 1d4 | 4 |
| Lance* | 2d4+1 | 3d6 | 15 |
| Mace, heavy | 1d6+1 | 1d6 | 10 |
| Mace, light | 1d4+1 | 1d4+1 | 5 |
| Morning star | 2d4 | 1d6+1 | 12 |
| Pick, heavy | 1d6+1 | 2d4 | 10 |
| Pick, light | 1d4+1 | 1d4 | 4 |
| Pole arm* | 1d6+1 | 1d10 | 8 |
| Sling bullet | 1d4+1 | 1d6+1 | 4 (per dozen) |
| Sling stone | 1d4 | 1d4 | 2 (per dozen) |
| Spear* | 1d6 | 1d8 | 5 |
| Staff | 1d6 | 1d6 | 5 |
| Sword, claymore/bastard | 2d4 | 2d8 | 10 |
| Sword, broad | 2d4 | 1d6+1 | 8 |
| Sword, long | 1d8 | 1d12 | 7 |
| Sword, scimitar | 1d8 | 1d8 | 5 |
| Sword, short | 1d6 | 1d8 | 3 |
| Sword, two-handed | 1d10 | 3d6 | 25 |
| Trident* | 1d6+1 | 3d4 | 5 |

| Missile Damage/Range | | | | | |
|------------------------|-----------------|--------------|--------------------------|-------|-------------|
| Weapon Type | vs Small or Med | vs Large | Rate of fire (shots/rnd) | Range | Encumbrance |
| Axe, hand | 1d6 | 1d4 | 1 | 10 ft | 5 |
| Bow, long † | 1d6 | 1d6 | 2 | 70 ft | 12 |
| Bow, short † | 1d6 | 1d6 | 2 | 50 ft | 8 |
| Club | 1d4 | 1d3 | 1 | 10 ft | 3 |
| Composite bow, long † | 1d6 | 1d6 | 2 | 60 ft | 13 |
| Composite bow, short † | 1d6 | 1d6 | 2 | 50 ft | 9 |
| Crossbow, heavy* | 1d6+1 | 1d6+1 | ½ | 60 ft | 12 |
| Crossbow, light | 1d4+1 | 1d4+1 | 1 | 60 ft | 4 |
| Dart | 1d3 | 1d2 | 3 | 15 ft | ½ |
| Hammer | 1d4+1 | 1d4 | 1 | 10 ft | 5 |
| Javelin | 1d6 | 1d4 | 1 | 20 ft | 2 |
| Sling | 1d4+1 or 1d4 | 1d6+1 or 1d4 | 1 | 35 ft | ½ |
| Spear | 1d6 | 1d8 | 1 | 15 ft | 5 |

* Long-hafted, pointed weapons inflict double damage when set to receive a charge and the foe charges.

* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all—GM’s discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon.

- Strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears

- For Range, -2 to hit per increment of range.

| Combat Sequence | | | Surprise is checked only once per combat, at the beginning of an encounter. Each side rolls a d6. If the result is a 1, the group is surprised for one segment. If the result is a 2, the group is surprised for two segments. If one side is surprised while another is not, the unsurprised party may act for a number of “surprise” segments. Dexterity cannot create surprise; only alter the number of segments for which surprise lasts. |
|--------------------------|----|---|--|
| Surprise | | Determine surprise (d6) | |
| Declaration | 1. | Players declare their actions and spells | |
| Initiative | 2. | Both sides roll 1d6 for initiative; high roll wins. Die rolls indicate which segment opposite party acts. | |
| Party with Initiative | 3. | Party with initiative acts first in segment indicated: casting, attacking, moving, etc. | |
| Spells take effect | 4. | Any spells cast that will finish casting prior to losing party's segment take effect. | |
| Party without Initiative | 5. | Party without initiative acts next in segment indicated: casting, attacking, moving, etc. | |
| Spells take effect | 6. | Any spells that were cast that have not taken effect by the losing side's segment take effect. | |
| | | | |

| To Hit Tables | | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------------|-------|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Fighter | 0 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
| | 1 | 25 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| | 2 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| | 3 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | 4 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 |
| | 5 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| | 6 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 |
| | 7 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 |
| | 8 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 |
| | 9 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| | 10 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| | 11 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | 12 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 |
| | 13 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 |
| | 14 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |
| | 15 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 |
| | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 |
| | 17 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 |
| | 18 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 |
| | 19 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 |
| | 20+ | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| Cleric | 1-3 | 25 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| | 4-6 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| | 7-9 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| | 10-12 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 |
| | 13-15 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| | 16-18 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | 19+ | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 |
| MU | 1-5 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
| | 6-10 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| | 11-15 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 |
| | 16-20 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 |
| | 21+ | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 |
| Thief | 1-4 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
| | 5-8 | 24 | 23 | 22 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| | 9-12 | 21 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| | 13-16 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 |
| | 17-20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| | 21+ | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

| Monster Equivalent Level | | | |
|--------------------------|------------------|----------------|------------------|
| Monster HD | Equivalent Level | Monster HD | Equivalent Level |
| Up to 1-1 | 0 | 9+1 to 10 | 11 |
| 1-Jan | 1 | 10+1 to 11 | 12 |
| 1 | 2 | 11+1 to 12 | 13 |
| 1+1 to 2 | 3 | 12+1 to 13 | 14 |
| 2+1 to 3 | 4 | 13+1 to 14 | 15 |
| 3+1 to 4 | 5 | 14+1 to 15 | 16 |
| 4+1 to 5 | 6 | 15+1 to 16 | 17 |
| 5+1 to 6 | 7 | 16+1 to 17 | 18 |
| 6+1 to 7 | 8 | 17+1 to 18 | 19 |
| 7+1 to 8 | 9 | 18+1 to 19 | 20 |
| 8+1 to 9 | 10 | 19+1 or higher | 21 |

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