

Basic Fantasy Charts & Tables

Player Character creation

Character creation steps

- ◆ Roll 3d6 for each ability score
- ◆ Write down the ability score bonus or penalty for each score
- ◆ Choose a race / Write down the special abilities of your race
- ◆ Choose a class / Write down the special abilities of your race
- ◆ Write down the experience points needed to advance to second level
- ◆ Roll the hit die for your class, adding your Constitution bonus or penalty
- ◆ Roll for your starting money (3d6 X 10 gold pieces)
- ◆ Purchase equipment for your character (apply weapon and armor restrictions for your class and race)
- ◆ Write down your Armor Class adding your Dexterity bonus or penalty
- ◆ Write down your attack bonus
- ◆ Write down your saving throws numbers (adjust the figures by your race bonus or penalty)

Character Creation Options

- ◆ Allow the player to "move" points from one Ability Score to another, at a rate of -2 to one score for each +1 added to the other. The maximum score is still 18 (or the racial maximum if lower), and the player should not be allowed to lower any score below 9.
- ◆ Let the player exchange any two Ability Scores, once per character.
- ◆ Let the player arrange the six Ability Score values as he or she wishes.

Character Abilities (3d6)	
Ability	Affects
Strength (STR)	<ul style="list-style-type: none"> • Melee attack rolls. • Damage rolls when using a melee weapon or a thrown weapon (including slings)
Dexterity (DEX)	<ul style="list-style-type: none"> • Ranged attack rolls (bows, crossbows, throwing axes) • Armor Class (AC) • Initiative die roll
Constitution (CON)	<ul style="list-style-type: none"> • Hit Die
Intelligence (INT)	<ul style="list-style-type: none"> • Number of languages the character knows
Wisdom (WIS)	<ul style="list-style-type: none"> • Some saving throws vs. magical attacks
Charisma (CHA)	<ul style="list-style-type: none"> • Reaction rolls • Number of retainers a character may hire

Ability Bonus/Penalty	
Ability Score	Bonus / Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Optional Skill Rolls	
Level	Target
NM or 1	17
2 -3	16
4 -5	15
6 -7	14
8 -9	13
10 -11	12
12 -13	11
14 -15	10
16 -17	9
18 -19	8
20	7

Roll 1D20 + Ability Bonus/Penalty + Situational Bonus/Penalty >= Target number

Race notes

	Dwarves	Humans
Classes Allowed	Cleric / Fighter / Thief	ANY
Min Ability Restriction	CON>=9	-
Max Ability Restriction	CHA<=17	-
Hit Dice	ANY	ANY
Weapon Restrictions	<u>Must</u> • Use Medium weapons one-handed and some Large weapons (<4' in length) in two hands <u>Not Allowed</u> • Two-handed swords • Polearms • Longbows	<u>Must</u> • Use large weapons with both hands, but may use Small or Medium weapons in one hand
Special Abilities	• Darkvision (60' range) • Detect (1-2 on 1d6) - Slanting passages - Shifting walls - Traps - New construction	+ 10% to all experience points earned
Saving Throws Bonus	• +4 vs. Death Ray or Poison • +4 vs. Magic Wands • +4 vs. Paralysis or Petrify • +3 vs. Dragon Breath • +4 vs. Spells	NONE

	Halflings	Elves
Classes Allowed	Cleric / Fighter / Thief	ANY (also Fighter + Magic User)
Min Ability Restriction	DEX>=9	INT>=9
Max Ability Restriction	STR<=17	CON<=17
Hit Dice	D6	D6
Weapon Restrictions	<u>Must</u> • Use Medium weapons with both hands <u>Not Allowed</u> • Large weapons	<u>Must</u> • Use large weapons with both hands, but may use Small or Medium weapons in one hand
Special Abilities	• +1 attack bonus on ranged weapons • +2 bonus to AC when attacked in melee by creatures larger than man-sized • +1 to initiative die rolls • 10% chance to be detected outdoors • 30% chance to be detected indoors	• Darkvision (60' range) • Detect (1-2 on 1d6) - Secret doors (1 on 1d6 with a cursory look) • Immune to the paralyzing attack of ghouls • Range reduction by one for surprise checks
Saving Throws Bonus	• +4 vs. Death Ray or Poison • +4 vs. Magic Wands • +4 vs. Paralysis or Petrify • +3 vs. Dragon Breath • +4 vs. Spells	• +2 vs. Magic Wands • +1 vs. Paralysis or Petrify • +2 vs. Spells

Class advancement tables

Cleric

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3

Magic-User

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Fighter

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	7d8
8	120,000	8d8
9	240,000	9d8
10	360,000	9d8+2
11	480,000	9d8+4
12	600,000	9d8+6
13	720,000	9d8+8
14	840,000	9d8+10
15	960,000	9d8+12
16	1,080,000	9d8+14
17	1,200,000	9d8+16
18	1,320,000	9d8+18
19	1,440,000	9d8+20
20	1,560,000	9d8+22

Thief

Level	Exp. Points	Hit Dice
1	0	1d4
2	1,250	2d4
3	2,500	3d4
4	5,000	4d4
5	10,000	5d4
6	20,000	6d4
7	40,000	7d4
8	75,000	8d4
9	150,000	9d4
10	225,000	9d4+2
11	300,000	9d4+4
12	375,000	9d4+6
13	450,000	9d4+8
14	525,000	9d4+10
15	600,000	9d4+12
16	675,000	9d4+14
17	750,000	9d4+16
18	825,000	9d4+18
19	900,000	9d4+20
20	975,000	9d4+22

Class notes

	Cleric	Thief	Magic User	Fighter
Prime Req. (>=9)	WIS	DEX	INT	STR
Armor	ANY	Leather armor*	NO	ANY
Weapons	<u>Blunt weapons</u> • Warhammer • Club • Mace • Quarterstaff • Maul • Sling	ANY	• Dagger • Walking staff • Cudgel	ANY
Shield	ANY	NO*	NO	ANY
Special Abilities	• Turn Undead • Cast spells of divine nature	• Open Locks • Climb Walls • Remove Traps • Hide • Pick Pockets • Listen • Move Silently • Sneak Attack	• Read Magic • Cast spells of arcane nature	-

* Metal armor and shields interfere with stealthy activities

Saving throws, thieves and clerics special abilities

Cleric

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	12	14	13
10-11	8	9	11	13	12
12-13	7	8	11	13	12
14-15	7	8	10	12	11
16-17	6	7	10	12	11
18-19	6	7	9	11	10
20	5	6	9	11	10

Magic-User

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	13	14	13	15	14
4-5	12	13	12	15	13
6-7	12	12	11	14	13
8-9	11	11	10	14	12
10-11	11	10	9	13	11
12-13	10	10	9	13	11
14-15	10	9	8	12	10
16-17	9	8	7	12	9
18-19	9	7	6	11	9
20	8	6	5	11	8

Fighter

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
0-1	12	13	14	15	17
2-3	11	12	14	15	16
4-5	11	11	13	14	15
6-7	10	11	12	14	15
8-9	9	10	12	13	14
10-11	9	9	11	12	13
12-13	8	9	10	12	13
14-15	7	8	10	11	12
16-17	7	7	9	10	11
18-19	6	7	8	10	11
20	5	6	8	9	10

Thief

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8

* Poison saving throws are always adjusted by the Constitution bonus of the character.

* Saving throws against illusions (such as phantasmal force) are always adjusted by the character's Intelligence.

Thieves special abilities

Thief Level	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	25	20	30	25	80	10	30
2	30	25	35	30	81	15	34
3	35	30	40	35	82	20	38
4	40	35	45	40	83	25	42
5	45	40	50	45	84	30	46
6	50	45	55	50	85	35	50
7	55	50	60	55	86	40	54
8	60	55	65	60	87	45	58
9	65	60	70	65	88	50	62
10	68	63	74	68	89	53	65
11	71	66	78	71	90	56	68
12	74	69	82	74	91	59	71
13	77	72	86	77	92	62	74
14	80	75	90	80	93	65	77
15	83	78	94	83	94	68	80
16	84	79	95	85	95	69	83
17	85	80	96	87	96	70	86
18	86	81	97	89	97	71	89
19	87	82	98	91	98	72	92
20	88	83	99	93	99	73	95

Sneak Attack

- +4 attack bonus and does double damage if it is successful. The opponent should not be aware where the Thief is (may require a Move Silently or Hide roll).
- Can't be performed on the same opponent twice in any given combat
- Can also be performed bare-handed and with the "flat of the blade" (+0 attack bonus and does normal damage). In both cases subduing damage is done.

Turn Undead

- Roll 1d20 >= Target number. If the roll is a success 2d6 hit dice of undead monsters are affected; surplus hit dice are lost
- T = undead is automatically affected (no roll needed)
- D = undead will be damaged. 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected)

Clerics vs. Undead Table

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	13	17	19	No	No	No	No	No
2	11	15	18	20	No	No	No	No
3	9	13	17	19	No	No	No	No
4	7	11	15	18	20	No	No	No
5	5	9	13	17	19	No	No	No
6	3	7	11	15	18	20	No	No
7	2	5	9	13	17	19	No	No
8	T	3	7	11	15	18	20	No
9	T	2	5	9	13	17	19	No
10	T	T	3	7	11	15	18	20
11	D	T	2	5	9	13	17	19
12	D	T	T	3	7	11	15	18
13	D	D	T	2	5	9	13	17
14	D	D	T	T	3	7	11	15
15	D	D	D	T	2	5	9	13
16	D	D	D	T	T	3	7	11
17	D	D	D	D	T	2	5	9
18	D	D	D	D	T	T	3	7
19	D	D	D	D	D	T	2	5
20	D	D	D	D	D	T	T	3

Magic-User Spells**First Level**

1	Charm Person
2	Detect Magic
3	Floating Disc
4	Hold Portal
5	Light*
6	Magic Missile
7	Magic Mouth
8	Protection from Evil*
9	Read Languages
10	Shield
11	Sleep
12	Ventriloquism

Second Level

1	Continual Light*
2	Detect Evil*
3	Detect Invisible
4	ESP
5	Invisibility
6	Knock
7	Levitate
8	Locate Object
9	Mirror Image
10	Phantasmal Force
11	Web
12	Wizard Lock

Third Level

1	Clairvoyance
2	Darkvision
3	Dispel Magic
4	Fireball
5	Fly
6	Haste*
7	Hold Person
8	Invisibility 10' radius
9	Lightning Bolt
10	Protection from Evil 10' radius*
11	Protection from Normal Missiles
12	Water Breathing

Fourth Level

1	Charm Monster
2	Confusion
3	Dimension Door
4	Growth of Plants*
5	Hallucinatory Terrain
6	Ice Storm
7	Massmorph
8	Polymorph Other
9	Polymorph Self
10	Remove Curse*
11	Wall of Fire
12	Wizard Eye

Fifth Level

1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Feeblemind
5	Hold Monster
6	Magic Jar
7	Passwall
8	Telekinesis
9	Teleport
10	Wall of Stone

Sixth Level

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Flesh to Stone*
5	Geas*
6	Invisible Stalker
7	Lower Water
8	Projected Image
9	Reincarnate
10	Wall of Iron

Clerical Spells**First Level**

1	Cure Light Wounds*
2	Detect Evil*
3	Detect Magic
4	Light*
5	Protection from Evil*
6	Purify Food and Water
7	Remove Fear*
8	Resist Cold

Second Level

1	Bless*
2	Charm Animal
3	Find Traps
4	Hold Person
5	Resist Fire
6	Silence 15' radius
7	Speak with Animals
8	Spiritual Hammer

Third Level

1	Continual Light*
2	Cure Blindness
3	Cure Disease*
4	Growth of Animals
5	Locate Object
6	Remove Curse*
7	Speak with Dead
8	Striking

Fourth Level

1	Animate Dead
2	Create Water
3	Cure Serious Wounds*
4	Dispel Magic
5	Neutralize Poison*
6	Protection from Evil 10' radius*
7	Speak with Plants
8	Sticks to Snakes

Fifth Level

1	Commune
2	Create Food
3	Dispel Evil
4	Insect Plague
5	Quest*
6	Raise Dead*
7	True Seeing
8	Wall of Fire

Sixth Level

1	Animate Objects
2	Blade Barrier
3	Find the Path
4	Heal*
5	Regenerate
6	Restoration
7	Speak with Monsters
8	Word of Recall

* Some spells are reversible; such spells are shown with an asterisk after the name

Equipment, weapon and movement

General Equipment

Item	Cost	Weight
Backpack	4 gp	*
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern, Hooded	8 gp	2
Map or scroll case	1 gp	½
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3
Writing ink (per vial)	8 gp	*

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Dagger	10	20	30
Hammer	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear	10	20	30

* Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet

Weapons

Weapon	Cost	Size	Weight	Dmg.
Axes				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Bows				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		0.1	1d6
Silver*Shortbow Arrow	2 gp		0.1	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		0.1	1d8
Silver*Longbow Arrow	4 gp		0.1	1d8
Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		0.1	1d6
Silver*Light Quarrel	5 gp		0.1	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		0.1	1d8
Silver*Heavy Quarrel	10 gp		0.1	1d8
Daggers				
Dagger	2 gp	S	1	1d4
Silver* Dagger	25 gp	S	1	1d4
Swords				
Shortsword	6 gp	S	3	1d6
Longsword/Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Mace	6 gp	M	10	1d8
Maul	10 gp	L	16	1d10
Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1	1d4
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10
Sling	1 gp	S	0.1	
Bullet	1 sp		0.1	1d4
Stone	n/a		0.1	1d3
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8

* Silver tip or blade, for use against lycanthropes.

Armor and Shields

Armor Type	Cost	Weight	AC
No Armor	0 gp	0	11
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Land Transportation

Vehicle	Length x width*	Weight	Cargo	Movement	Hardness / HP	Cost (gp)
Chariot	15' x 6'	300	750 lbs	120' (10')	10 / 10	400
Coach	30' x 8'	1,000	2,000 lbs	60' (15')	6 / 12	1,500
Wagon	35' x 8'	2,000	4,000 lbs	40' (20')	6 / 16	500

*Includes hitched horses or mules.

Water Transportation

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	Hardness / HP	Cost (gp)
Canoe	15' x 4'	1/2 ton	1	40' (5')	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20' (20')	45	8 / 75	10,000
Carrack	60' x 20'	135 tons	20	30' (30')	50	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20' (20')	40 / 25	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30' (25')	45 / 25	10 / 120	30,000
Raft/Barge	per 10' x 10'	1 ton	2	40' (10')	20	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20' (20')	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30' (10')	25	6 / 8	600
Sailboat	40' x 8'	5 tons	1	40' (15')	40	7 / 20	2,000

Siege Engines

Weapon	Cost	Rate of Fire	Attack Penalty	Damage	Short Range (+1)	Medium Range (+0)	Long Range (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'

Beasts of Burden

Item	Cost	Weight
Horse, Draft	120 gp	
Horse, War	200 gp	
Horse, Riding	75 gp	
Pony*	40 gp	
Pony, War*	80 gp	
Bit and bridle	15 sp	3
Horseshoes & shoeing	1 gp	10
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7

* Due to their small stature, Dwarves and Halflings must ride ponies rather than horses.

Monetary values

1 platinum piece (pp)	=	5 gold pieces (gp)
1 gold piece (gp)	=	10 silver pieces (sp)
1 electrum piece (ep)	=	5 silver pieces (sp)
1 silver piece (sp)	=	10 copper pieces (cp)

Time

Normal Game Turns	Combat Rounds
10 minutes long	10 seconds long *

* 60 combat rounds per game turn

Scale

Dungeon	Outdoors
Feet	Yards *

* Area of effect measurements (for spells, for instance) normally remain in feet

Movement and Encumbrance

Armor Type	Lightly Loaded	Heavily Loaded
No Armor or Magic Leather	40'	30'
Leather Armor or Magic Metal	30'	20'
Metal Armor	20'	10'

Load

Strength	Dwarf, Elf, Human		Halfling	
	Light Load	Heavy Load	Light Load	Heavy Load
3	25	60	20	40
4-5	35	90	30	60
6-8	50	120	40	80
9-12	60	150	50	100
13-15	65	165	55	110
16-17	70	180	60	120
18	80	195	65	130

Wilderness Movement Rates

Encounter Movement (Feet per Round)	Wilderness Movement (Miles per Day)
10'	6
20'	12
30'	18
40'	24
50'	30
60'	36
70'	42
80'	48
90'	54
100'	60
110'	66
120'	72

- Based on 8 hour day of travel through open, clear terrain
- Forced march: 12 hours per day, add 50% to the distance traveled (1d6 damage, save vs. Death Ray)
- Waterborne Travel: 12 hour day of travel (ships may travel 24 hours per day)
- Traveling by air: overland movement rates are doubled, and all terrain effects are ignored

Overland Travel

Terrain	Adjustment
Jungle, Mountains, Swamp	x1/3
Desert, Forest, Hills	x1/2
Clear, Plains, Trail	x2/3
Road (Paved)	x1

Wind Direction

d12	Wind Direction
1	Northerly
2	Northeasterly
3	Easterly
4	Southeasterly
5	Southerly
6	Southwesterly
7	Westerly
8	Northwesterly
9-12	Prevailing wind direction for this locale

Wind Conditions Adjustment

d%	Wind Conditions	Sailing
01-05	Becalmed	x0
06-13	Very Light Breeze	x1/3
14-25	Light Breeze	x1/2
26-40	Moderate Breeze	x2/3
41-70	Average Winds	x1
71-85	Strong Winds	x1 1/3
86-96	Very Strong Winds	x1 1/2
97-00	Gale	x2

Retainers*

Adjusted Die Roll	Result
2 or less	Refusal, -1 on further rolls
3-5	Refusal
6-8	Try again
9-11	Acceptance
12 or more	Acceptance, +1 to Loyalty

* Roll 2d6 and adds the player character's Charisma bonus and any adjustments

Monster XP Table

Monster Hit Dice	XP Value	Special Ability Bonus
less than 1	10	3
1	25	12
2	75	25
3	145	30
4	240	40
5	360	45
6	500	55
7	670	65
8	875	70
9	1,075	75
10	1,300	90
11	1,575	95
12	1,875	100
13	2,175	110
14	2,500	115
15	2,850	125
16	3,250	135
17	3,600	145
18	4,000	160
19	4,500	175

Opening Doors

Door Type	Roll Range / Dice
Stuck door	1 ÷ (1+Strength bonus) on 1d6
Locked doors	1 ÷ (1+Strength bonus) on 1d10
Metal bars doors	1 ÷ (1+Strength bonus) on 1d20

Detection

Item Type	Dwarves	Elves	Others
Traps*	1-2 on 1d6	1 on 1d6	1 on 1d6
Shifting walls	1-2 on 1d6	-	-
New construction	1-2 on 1d6	-	-
Slanting passages	1-2 on 1d6	-	-
Secret doors*	• 1 on 1d6 • 1-2 on 1d6 if INT>=15	• 1-2 on 1d6 • 1 on 1d6 with a look	• 1 on 1d6 • 1-2 on 1d6 if INT>=15

* It takes at least a turn per 10' square area for searching

Encounter

Encounter Sequence

	<ul style="list-style-type: none"> • Normal: 1-2 on 1d6
Surprise check*	<ul style="list-style-type: none"> • Ambush: 1-4 on 1d6 • Deafened: 1-3 on 1d6 • Blinded: 1-4 on 1d6
Initiative rolls	Roll 1d6 + Dex mod. High numbers act first (-1 penalty if deafened, -2 if blinded)
Monster reaction	Roll 2d6 + Cha mod of the leader

* For Elves reduce the range by 1

Reaction Roll Table

Adjusted Die Roll	Result
2 or less	Immediate Attack
3-7	Unfavorable
8-11	Favorable
12 or more	Very Favorable

Morale Checks

How	Roll 2d6 <= Monster morale score
When	<ul style="list-style-type: none"> • During first encounter • When the monster party is reduced to half strength (by numbers if more than one monster, or by hit points for one monster)

Typical Actions

Standard attack	Move (encounter movement distance) + melee or ranged attack
Run	Move (2 X encounter movement distance)
Charge*	Move (2 X encounter movement distance) + attack (+2 bonus)
Parting shot	Free attack (+2 bonus) vs. opponents turning from the fight
Fighting withdrawal	Move back (half normal walking movement) + melee attack

* -2 penalty to Armor Class for the round

Attack bonus / penalty

Attacking From Behind	+2 (do not combine with the Sneak Attack ability)
Flat of the blade attack	-4 (do half subduing damage)
Punch	+0 (1d3 points of subduing damage)
Kick	-2 (1d4 points of subduing damage)
Attacker/Defender is invisible	+4 / -4
Attacker/Defender is blinded	-4 / +4
Defender is pinned	+4

Missile fire

Target distance	Attack bonus / penalty
<= 5'	-5 *
> 5' AND <= Short range	+1
> Short range AND <= Medium range	+0
> Medium range AND <= Long range	-2
> Long range	Cannot be attacked

* If the attacker is behind the target creature and undetected, or that creature is distracted apply +1 bonus (+3 total bonus if attacking from behind)

Cover and Concealment Penalty

Target is	Covered	Concealed
25%	-2	-1
50%	-4	-2
75%	-6	-3
90%	-8	-4

Grenade-Like Missiles Miss Table

	(behind)	
	0	
7	8	9
5	Target	6
2	3	4
	1	
	(in front)	

- Roll 1d10 and consult the diagram to determine where the missile hit. Treat each number as representing a 10' square area
- Missiles that Miss: GM roll attacks against each targets (no more than three). These attack rolls are made with the shooter's normal attack bonus, just as if he or she intended to attack the target.

Oil Grenade-Like Missiles

- Direct hit: 1d8 points of fire damage, plus in the next round an additional 1d8 points of damage, unless the character spends the round extinguishing the flames
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact. A save vs. Death Ray is allowed to avoid this damage
- Effective for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it.

Holy Water

- Direct hit: 1d8 points damage.
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact.
- Effective for 1 round

Attack Bonus Table

Fighter Level	Cleric or Thief Level	Magic-User Level	Monster Hit Dice	Attack Bonus
NM			less than 1	+0
1	1-2	1-3	1	+1
2-3	3-4	4-5	2	+2
4	5-6	6-8	3	+3
5-6	7-8	9-12	4	+4
7	9-11	13-15	5	+5
8-10	12-14	16-18	6	+6
11-12	15-17	19-20	7	+7
13-15	18-20		8-9	+8
16-17			10-11	+9
18-20			12-13	+10
			14-15	+11
			16-19	+12
			20-23	+13
			24-27	+14
			28-31	+15
			32 or more	+16


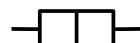






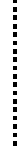




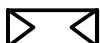



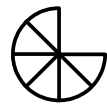

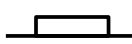

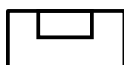


* On a hit roll a natural "1" is always a failure. A natural "20" is always a hit, if the opponent can be hit at all

Monsters and mapping

Monsters description notation

Name	If an asterisk appears after the monster's name, it indicates that the monster is only able to be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.)
Armor Class	<ul style="list-style-type: none"> If the monster wears armor, the first listed AC value is with that armor, and the second, in parentheses, is unarmored Some monsters are only able to be hit by silver(†) or magical weapons(‡)
Hit Dice	<ul style="list-style-type: none"> Monsters always roll eight sided dice (d8) for hit points, unless noted otherwise * or **: Special Ability Bonus to experience points (each asterisk adds the special ability bonus once) If the monster's Attack Bonus is different than its number of Hit Dice the Attack Bonus will be listed in parentheses after the Hit Dice figure
Movement	A distance may appear in parentheses after a movement figure; this is the creature's turning distance. If a turning distance is not listed, assume 5'.

Common dungeon symbols

								
Door	Double Door	Locked Door	Double Locked Door	Grate	fireplace	Ladder	Curtain	Bars
								
Statue	Secret Door	Pit	Fountain	Chest	Well	Trapdoor		
								
Stairs	Spiralstair	Bed	False Door	Altar	Throne	Ctrapdoor	Pillar	

Treasure

To generate a random treasure, find the indicated treasure type assigned to monsters and read across; where a percentage chance is given, roll percentile dice to see if that sort of treasure is found. If so, roll the indicated dice to determine how much.

Lair Treasures

Type	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
A	50% 5d6	60% 5d6	40% 5d4	70% 10d6	50% 1d10	50% 6d6 50% 6d6	30% any 3
B	75% 5d10	50% 5d6	50% 5d4	50% 3d6	None	25% 1d6 25% 1d6	10% 1 weapon or armor
C	60% 6d6	60% 5d4	30% 2d6	None	None	25% 1d4 25% 1d4	15% any 1d2
D	30% 4d6	45% 6d6	None	90% 5d8	None	30% 1d8 30% 1d8	20% any 1d2 + 1 potion
E	30% 2d8	60% 6d10	50% 3d8	50% 4d10	None	10% 1d10 10% 1d10	30% any 1d4 + 1 scroll
F	None	40% 3d8	50% 4d8	85% 6d10	70% 2d8	20% 2d12 10% 1d12	35% any 1d4 except weapons + 1 potion + 1 scroll
G	None	None	None	90% 4d6x10	75% 5d8	25% 3d6 25% 1d10	50% any 1d4 + 1 scroll
H	75% 8d10	75% 6d10x10	75% 3d10x10	75% 5d8x10	75% 9d8	50% 1d100 50% 10d4	20% any 1d4 + 1 potion + 1 scroll
I	None	None	None	None	80% 3d10	50% 2d6 50% 2d6	15% any 1
J	45% 3d8	45% 1d8	None	None	None	None None	None
K	None	90% 2d10	35% 1d8	None	None	None None	None
L	None	None	None	None	None	50% 1d4 None	None
M	None	None	None	90% 4d10	90% 2d8x10	55% 5d4 45% 2d6	None
N	None	None	None	None	None	None None	40% 2d4 potions
O	None	None	None	None	None	None None	50% 1d4 scrolls

Individual Treasures

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Gems and Jewelry	Magic Items
P	3d8	None	None	None	None	None None	None
Q	None	3d6	None	None	None	None None	None
R	None	None	2d6	None	None	None None	None
S	None	None	None	2d4	None	None None	None
T	None	None	None	None	1d6	None None	None
U	50% 1d20	50% 1d20	None	25% 1d20	None	5% 1d4 5% 1d4	2% Any 1
V	None	25% 1d20	25% 1d20	50% 1d20	25% 1d20	10% 1d4 10% 1d4	5% Any 1

Unguarded Treasures

Level*	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
1	75% 1d8	50% 1d6	25% 1d4	7% 1d4	1% 1d4	7% 1d4 3% 1d4	2% Any 1
2	50% 1d10	50% 1d8	25% 1d6	20% 1d6	2% 1d4	10% 1d6 7% 1d4	5% Any 1
3	30% 2d6	50% 1d10	25% 1d8	50% 1d6	4% 1d4	15% 1d6 7% 1d6	8% Any 1
4-5	20% 3d6	50% 2d6	25% 1d10	50% 2d6	8% 1d4	20% 1d8 10% 1d6	12% Any 1
6-7	15% 4d6	50% 3d6	25% 1d12	70% 2d8	15% 1d4	30% 1d8 15% 1d6	16% Any 1
8+	10% 5d6	50% 5d6	25% 2d8	75% 4d6	30% 1d4	40% 1d8 30% 1d8	20% Any 1

* Dungeon levels

Gems and Jewelry

Use the tables below to determine the base value and number found when gems are indicated in a treasure hoard. If the number generated in the main table above is small, roll for each gem; but if the number is large (10 or more, at the GM's option), after each roll for Type and Base Value, roll the indicated die to see how many such gems are in the hoard.

d%	Type	Base Value in Gold Pieces	Number Found
01-20	Ornamental	10	1d10
21-45	Semiprecious	50	1d8
46-75	Fancy	100	1d6
76-95	Precious	500	1d4
96-00	Gem	1000	1d2
	Jewel	5000	1

The values of gems vary from the above for reasons of quality, size, etc. The GM may use the table below to adjust the values of the gems in the hoard, at his or her option. This is why there is no die result given in the table above for Jewel; on a roll of 12 on the table below, a Gem can become a Jewel.

2d6	Value Adjustment
2	Next Lower Value Row
3	1/2
4	3/4
5-9	Normal Value
10	1.5 Times
11	2 Times
12	Next Higher Value Row

Standard items of jewelry are valued at 2d8x100 gp value. The table below can be used to generate descriptions of the items themselves.

d%	Type
01-06	Anklet
07-12	Belt
13-14	Bowl
15-21	Bracelet
22-27	Brooch
28-32	Buckle
33-37	Chain
38-40	Choker
41-42	Circlet
43-47	Clasp
48-51	Comb
52	Crown
53-55	Cup
56-62	Earring
63-65	Flagon
66-68	Goblet
69-73	Knife
74-77	Letter Opener
78-80	Locket
81-82	Medal
83-89	Necklace
90	Plate
91-95	Pin
96	Sceptre
97-99	Statuette
00	Tiara

CHARTS & TABLES

Magic Item Generation

Determine the sort of item found by rolling on the following table:

Any	Weapon or Armor	Any Exc. Weapons	Type of Item
01-25	01-70		Weapon
26-35	71-00	01-12	Armor
36-55		13-40	Potion
56-85		41-79	Scroll
86-90		80-86	Ring
91-95		87-93	Wand, Staff, or Rod
96-00		94-00	Miscellaneous Magic

Magic Weapons

First, roll d% on the following table to determine the weapon type:

d%	Weapon Type	d%	Weapon Type
01-02	Great Axe	60-65	Shortsword
03-09	Battle Axe	66-79	Longsword
10-11	Hand Axe	80-81	Scimitar
12-19	Shortbow	82-83	Two-Handed Sword
20-27	Shortbow Arrow	84-86	Warhammer
28-31	Longbow	87-94	Mace
32-35	Longbow Arrow	95	Maul
36-43	Light Quarrel	96	Pole Arm
44-47	Heavy Quarrel	97	Sling Bullet
48-59	Dagger	98-00	Spear

Next, roll on the Weapon Bonus tables. Follow the directions given if a roll on the Special Enemy or Special Ability tables are indicated; generally multiple rolls on the Special Ability table should be ignored when rolled.

d% Roll			Weapon Bonus
Melee	Missile		Bonus
01-40	01-46		+1
41-50	47-58		+2
51-55	59-64		+3
56-57			+4
58			+5
59-75	65-82		+1, +2 vs. Special Enemy
76-85	83-94		+1, +3 vs. Special Enemy
86-95			Roll Again + Special Ability
96-98	95-98		Cursed, -1*
99-00	99-00		Cursed, -2*

* If cursed weapons are rolled along with special abilities, ignore the special ability roll.

BASIC FANTASY RPG

1d6 Special Enemy

1	Dragons
2	Enchanted
3	Lycanthropes
4	Regenerators
5	Spell Users
6	Undead

1d20 Special Ability

01-09	Casts Light on Command
10-11	Charm Person
12	Drains Energy
13-16	Flames on Command
17-19	Locate Objects
20	Wishes

Wands, Staves and Rods

d%	Type
01-08	Rod of Cancellation
09-13	Snake Staff
14-17	Staff of Commanding
18-28	Staff of Healing
29-30	Staff of Power
31-34	Staff of Striking
35	Staff of Wizardry
36-40	Wand of Cold
41-45	Wand of Enemy Detection
46-50	Wand of Fear
51-55	Wand of Fireballs
56-60	Wand of Illusion
61-65	Wand of Lightning Bolts
66-73	Wand of Magic Detection
74-79	Wand of Paralyzation
80-84	Wand of Polymorph
85-92	Wand of Secret Door Detection
93-00	Wand of Trap Detection

Rings

d%	Type	d%	Type
01-06	Control Animal	71	Protection +3
07-12	Control Human	72-73	Regeneration
13-19	Control Plant	74-75	Spell Storing
20-30	Delusion	76-81	Spell Turning
31-33	Djinni Summoning	82-83	Telekinesis
34-44	Fire Resistance	84-90	Water Walking
45-57	Invisibility	91-97	Weakness
58-66	Protection +1	98	Wishes
67-70	Protection +2	99-00	X-Ray Vision

Magic Armor

Generate the type and bonus of each item of magic armor on the tables below.

d%	Armor Type	d%	Armor Bonus
01-09	Leather Armor	01-50	+1
10-28	Chain Mail	51-80	+2
29-43	Plate Mail	81-90	+3
44-00	Shield	91-95	Cursed *
		96-00	Cursed, AC 11 **

* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

** This armor has AC 11 but appears to be +1 when tested.

Miscellaneous Magic Items

d%	Type
01-04	Amulet of Proof against Detection and Location
05-06	Bag of Devouring
07-12	Bag of Holding
13-17	Boots of Levitation
18-22	Boots of Speed
23-27	Boots of Traveling and Leaping
28	Bowl Commanding Water Elementals
29	Brazier Commanding Fire Elementals
30-35	Broom of Flying
36	Censer Commanding Air Elementals
37-39	Cloak of Displacement
40-43	Crystal Ball
44-45	Crystal Ball with Clairaudience
46	Drums of Panic
47	Efreeti Bottle
48-54	Elven Boots
55-61	Elven Cloak
62-63	Flying Carpet
64-70	Gauntlets of Ogre Power
71-72	Girdle of Giant Strength
73-78	Helm of Reading Languages and Magic
79	Helm of Telepathy
80	Helm of Teleportation
81	Horn of Blasting
82-90	Medallion of ESP
91	Mirror of Life Trapping
92-96	Rope of Climbing
97-99	Scarab of Protection
00	Stone Commanding Earth Elementals

Wands, Staves and Rods

d%	Type
01-08	Rod of Cancellation
09-13	Snake Staff
14-17	Staff of Commanding
18-28	Staff of Healing
29-30	Staff of Power
31-34	Staff of Striking
35	Staff of Wizardry
36-40	Wand of Cold
41-45	Wand of Enemy Detection
46-50	Wand of Fear
51-55	Wand of Fireballs
56-60	Wand of Illusion
61-65	Wand of Lightning Bolts
66-73	Wand of Magic Detection
74-79	Wand of Paralyzation
80-84	Wand of Polymorph
85-92	Wand of Secret Door Detection
93-00	Wand of Trap Detection

Potions

d%	Type	d%	Type
01-03	Clairaudience	48-51	Gaseous Form
04-07	Clairvoyance	52-55	Giant Strength
08-10	Control Animal	56-59	Growth
11-13	Control Dragon	60-63	Healing
14-16	Control Giant	64-68	Heroism
17-19	Control Human	69-72	Invisibility
20-22	Control Plant	73-76	Invulnerability
23-25	Control Undead	77-80	Levitation
26-32	Delusion	81-84	Longevity
33-35	Diminution	85-86	Poison
36-39	ESP	87-89	Polymorph Self
40-43	Fire Resistance	90-97	Speed
44-47	Flying	98-00	Treasure Finding

Scrolls

d%	General Type
01-03	Cleric Spell Scroll (1 Spell)
04-06	Cleric Spell Scroll (2 Spells)
07-08	Cleric Spell Scroll (3 Spells)
09	Cleric Spell Scroll (4 Spells)
10-15	Magic-User Spell Scroll (1 Spell)
16-20	Magic-User Spell Scroll (2 Spells)
21-25	Magic-User Spell Scroll (3 Spells)
26-29	Magic-User Spell Scroll (4 Spells)
30-32	Magic-User Spell Scroll (5 Spells)
33-34	Magic-User Spell Scroll (6 Spells)

d%	General Type
35	Magic-User Spell Scroll (7 Spells)
36-40	Cursed Scroll
41-46	Protection from Elementals
47-56	Protection from Lycanthropes
57-61	Protection from Magic
62-75	Protection from Undead
76-85	Map to Treasure Type A
86-89	Map to Treasure Type E
90-92	Map to Treasure Type G
93-00	Map to 1d4 Magic Items

Encounters

Dungeon Encounters

The Game Master should check once every 3 turns

* Roll 1d6; on a roll of 1, an encounter occurs.

* Roll 1d12 on the appropriate table.

Die Roll	Level 1	Level 2	Level 3
1	Bee, Giant	Beetle, Giant Bombardier	Ant, Giant
2	Goblin	Fly, Giant	Ape, Carnivorous
3	Green Slime*	Ghoul	Beetle, Giant Tiger
4	Kobold	Gnoll	Bugbear
5	NPC Party: Adventurer	Gray Ooze	Doppelganger
6	NPC Party: Bandit	Hobgoblin	Gargoyle*
7	Orc	Lizard Man	Gelatinous Cube
8	Skeleton	NPC Party: Adventurer	Lycanthrope, Wererat*
9	Snake, Cobra	Snake, Pit Viper	Ogre
10	Spider, Giant Crab	Spider, Giant Black Widow	Shadow*
11	Stirge	Troglodyte	Tentacle Worm
12	Wolf	Zombie	Wight*

Die Roll	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave	Basilisk	Black Pudding
2	Caecilia, Giant	Black Pudding	Chimera
3	Cockatrice	Caecilia	Giant, Hill
4	Doppelganger	Displacer	Giant, Stone
5	Gray Ooze	Hydra	Hydra
6	Hellhound	Lycanthrope, Weretiger*	Lycanthrope, Wereboar*
7	Lycanthrope, Werewolf*	Mummy*	Purple Worm
8	Minotaur	Owlbear	Salamander, Flame*
9	Ochre Jelly*	Rust Monster*	Salamander, Frost*
10	Owlbear	Scorpion, Giant	Vampire*
11	Rust Monster*	Spectre*	
12	Wraith*	Troll	

City, Town or Village Encounters (2d6)

Die Roll	Day Encounter	Night Encounter
2	Doppelganger	Doppelganger
3	Noble	Shadow*
4	Thief	Press Gang
5	Bully	Beggar
6	City Watch	Thief
7	Merchant	Bully
8	Beggar	Merchant
9	Priest	Giant Rat
10	Mercenary	City Watch
11	Wizard	Wizard
12	Lycanthrope, Wererat*	Lycanthrope, Wererat*

Wilderness Encounters

Check about every four hours of game time (this translates nicely to three night checks and three daytime checks)

* Roll 1d6; on a roll of 1, an encounter occurs.

* Roll 2d8 on the appropriate table.

Die Roll	Desert or Barren	Grassland	Inhabited Territories
2	Dragon, Blue	Dragon, Green	Dragon, Gold
3	Hellhound	Troll	Ghoul
4	Giant, Fire	Fly, Giant	Bugbear
5	Purple Worm	Scorpion, Giant	Goblin
6	Fly, Giant	NPC Party: Bandit	Centaur
7	Scorpion, Giant	Lion	NPC Party: Bandit
8	Camel	Boar, Wild	NPC Party: Merchant
9	Spider, Giant Tarantella	NPC Party: Merchant	NPC Party: Pilgrim
10	NPC Party: Merchant	Wolf	NPC Party: Noble
11	Hawk	Bee, Giant	Dog
12	NPC Party: Bandit	Gnoll	Gargoyle*
13	Ogre	Goblin	Gnoll
14	Griffon	Blink Dog	Ogre
15	Gnoll	Wolf, Dire	Minotaur
16	Dragon, Red	Giant, Hill	Vampire*

Die Roll	Jungle	Mountains or Hills	Ocean
2	Dragon, Green	Dragon, White	Dragon, Sea
3	NPC Party: Bandit	Roc (1d6: 1-3 Large, 4-5 Huge, 6 Giant)	Hydra
4	Goblin	Displacer	Whale, Sperm
5	Hobgoblin	Lycanthrope, Werewolf*	Crocodile, Giant
6	Centipede, Giant	Mountain Lion	Crab, Giant
7	Snake, Giant Python	Wolf	Whale, Killer
8	Elephant	Spider, Giant Crab	Octopus, Giant
9	Antelope	Hawk	Shark, Mako
10	Jaguar	Orc	NPC Party: Merchant
11	Stirge	Bat, Giant	NPC Party: Buccaneer (Pirate)
12	Beetle, Giant Tiger	Hawk, Giant	Shark, Bull
13	Caecilia, Giant	Giant, Hill	Roc (1d8: 1-5 Huge, 6-8 Giant)
14	Shadow*	Chimera	Shark, Great White
15	NPC Party: Merchant	Wolf, Dire	Mermaid
16	Lycanthrope, Weretiger*	Dragon, Red	Sea Serpent

Die Roll	River or Riverside	Swamp	Woods or Forest
2	Dragon, Black	Dragon, Black	Dragon, Green
3	Fish, Giant Piranha	Shadow*	Alicorn (see Unicorn)
4	Stirge	Troll	Treant
5	Fish, Giant Bass	Lizard, Giant Draco	Orc
6	NPC Party: Merchant	Centipede, Giant	Boar, Wild
7	Lizardman	Leech, Giant	Bear, Black
8	Crocodile	Lizardman	Hawk, Giant
9	Frog, Giant	Crocodile	Antelope
10	Fish, Giant Catfish	Stirge	Wolf
11	NPC Party: Buccaneer	Orc	Ogre
12	Troll	Toad, Giant (see Frog, Giant)	Bear, Brown
13	Jaguar	Troglodyte	Wolf, Dire
14	Nixie	Blood Rose	Giant, Hill
15	Water Termite, Giant	Hangman Tree	Owlbear
16	Dragon, Green	Basilisk	Unicorn

Dice rolls & Probability

D20 Probability*

1D20	Prob% D20(>=)	1D20	Prob% D20(>=)
1	100	11	50
2	95	12	45
3	90	13	40
4	85	14	35
5	80	15	30
6	75	16	25
7	70	17	20
8	65	18	15
9	60	19	10
10	55	20	5

* Probability that on a d20 roll the result is above the listed number. Example: probability of rolling a 16 or higher on a d20 is 25%

D6 / D20 Probability*

1D6	Prob% D6(<=) / Prob% D20(>=)	1D20
1	17	18
2	33	14
3	50	11
4	67	8
5	83	4
6	100	1

* Probability that on a d6 roll the result is below the listed number. This probability is then the same that we have rolling a d20 and getting a result above the rightmost number. Example: probability of rolling 2 or 1 on a d6 is 33% which is more or less the same probability of getting a 14 or higher on a d20

Multiple Dice Roll Statistics*

nd4	Min	Ave	Max	nd6	Min	Ave	Max	nd8	Min	Ave	Max	nd10	Min	Ave	Max
1	1	2	3	1	2	3	5	1	2	4	6	1	3	5	8
2	3	5	6	2	5	7	8	2	6	9	11	2	7	11	14
3	5	7	9	3	8	10	12	3	10	13	16	3	12	16	20
4	8	10	11	4	11	14	16	4	14	18	21	4	17	22	26
5	10	12	14	5	14	17	20	5	18	22	26	5	22	27	32
6	12	15	17	6	17	21	24	6	22	27	31	6	27	33	38
7	15	17	19	7	20	24	28	7	26	31	36	7	32	38	44
8	17	20	22	8	24	28	31	8	30	36	41	8	37	44	50
9	19	22	25	9	27	31	35	9	34	40	46	9	42	49	56
10	22	25	27	10	30	35	39	10	39	45	50	10	47	55	62
11	24	27	30	11	33	38	43	11	43	49	55	11	52	60	68
12	26	30	33	12	37	42	46	12	47	54	60	12	58	66	73
13	29	32	35	13	40	45	50	13	51	58	65	13	63	71	79
14	31	35	38	14	43	49	54	14	56	63	69	14	68	77	85
15	34	37	40	15	47	52	57	15	60	67	74	15	73	82	91
16	36	40	43	16	50	56	61	16	64	72	79	16	78	88	97
17	38	42	46	17	53	59	65	17	68	76	84	17	84	93	102
18	41	45	48	18	57	63	68	18	73	81	88	18	89	99	108
19	43	47	51	19	60	66	72	19	77	85	93	19	94	104	114
20	46	50	53	20	63	70	76	20	81	90	98	20	99	110	120
21	48	52	56	21	67	73	79	21	86	94	102	21	104	115	126
22	50	55	59	22	70	77	83	22	90	99	107	22	110	121	131
23	53	57	61	23	73	80	87	23	94	103	112	23	115	126	137
24	55	60	64	24	77	84	90	24	99	108	116	24	120	132	143
25	58	62	66	25	80	87	94	25	103	112	121	25	126	137	148

* This is the expected range we get rolling n dice and summing the results. Example: after rolling 12d8 we can expect a result in a range between 47 and 60 being 54 the most probable result. In statistical words Ave is the distribution average (rounded). Min/Max is average +/- spread (result rounded). Troll, a programming language for dice rolling (<http://www.diku.dk/hjemmesider/ansatte/torbenm/Troll/>), was used for calculations.

Unit Conversions

Feet	Meters	Inch	Cm	Miles	Km	Pound	Kg	SQ feet	SQ m
1	0.3	1	2.54	1	1.6	1	0.5	1	0.1
2	0.6	2	5.08	2	3.2	2	0.9	2	0.2
3	0.9	3	7.62	3	4.8	3	1.4	3	0.3
4	1.2	4	10.16	4	6.4	4	1.8	4	0.37
5	1.5	5	12.7	5	8.0	5	2.3	5	0.46
6	1.8	6	15.24	6	9.7	6	2.7	6	0.56
7	2.1	7	17.78	7	11.3	7	3.2	7	0.65
8	2.4	8	20.32	8	12.9	8	3.6	8	0.74
9	2.7	9	22.86	9	14.5	9	4.1	9	0.84
10	3	10	25.4	10	16.1	10	4.5	10	0.9
15	4.5	15	38.1	15	24.1	15	6.8	15	1.4
20	6	20	50.8	20	32.2	20	9.1	20	1.9
25	7.5	25	63.5	25	40.2	25	11.3	25	2.3
30	9	30	76.2	30	48.3	30	13.6	30	2.8
35	10.5	35	88.9	35	56.3	35	15.9	35	3.3
40	12	40	101.6	40	64.4	40	18.1	40	3.7
45	13.5	45	114.3	45	72.4	45	20.4	45	4.2
50	15	50	127	50	80.5	50	22.7	50	4.6
55	16.5	55	139.7	55	88.5	55	24.9	55	5.1
60	18	60	152.4	60	96.6	60	27.2	60	5.6
65	19.5	65	165.1	65	104.6	65	29.4	65	6.0
70	21	70	177.8	70	112.7	70	31.7	70	6.5
75	22.5	75	190.5	75	120.7	75	34.0	75	7.0
80	24	80	203.2	80	128.7	80	36.2	80	7.4
85	25.5	85	215.9	85	136.8	85	38.5	85	7.9
90	27	90	228.6	90	144.8	90	40.8	90	8.4
95	28.5	95	241.3	95	152.9	95	43.0	95	8.8
100	30	100	254	100	160.9	100	45.3	100	9.3
125	37.5	125	317.5	125	201.2	125	56.6	125	11.6
150	45	150	381	150	241.4	150	68.0	150	13.9
175	52.5	175	444.5	175	281.6	175	79.3	175	16.3
200	60	200	508	200	321.9	200	90.6	200	18.6
225	67.5	225	571.5	225	362.1	225	101.9	225	20.9
250	75	250	635	250	402.3	250	113.3	250	23.2
275	82.5	275	698.5	275	442.6	275	124.6	275	25.5
300	90	300	762	300	482.8	300	135.9	300	27.9
350	105	350	889	350	563.3	350	158.6	350	32.5
400	120	400	1016	400	643.7	400	181.2	400	37.2
450	135	450	1143	450	724.2	450	203.9	450	41.8
500	150	500	1270	500	804.7	500	226.5	500	46.5
550	165	550	1397	550	885.1	550	249.2	550	51.1
600	180	600	1524	600	965.6	600	271.8	600	55.7
650	195	650	1651	650	1046.1	650	294.5	650	60.4
700	210	700	1778	700	1126.5	700	317.1	700	65.0
750	225	750	1905	750	1207.0	750	339.8	750	69.7
800	240	800	2032	800	1287.5	800	362.4	800	74.3
850	255	850	2159	850	1367.9	850	385.1	850	79.0
900	270	900	2286	900	1448.4	900	407.7	900	83.6
950	285	950	2413	950	1528.9	950	430.4	950	88.3

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