

Armor	AC	Cost	Wt	Cleric (d6) [WIS]			XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell	Skel	Zom	Ghl	Wght	Wrth	Mum	Spec	Vam	Sack Cap		Item	Cost	
Clothing	9	—	—	1	Acolyte		0	----	19	11	12	14	16	15	7	9	11	--	--	--	--	--	Sm	200	Arrows (20)	5	
Shield only	8	10	100	2	Adept		1,500	1---							T	7	9	11	--	--	--	--	Sdl	300	Backpack	5	
Leather	7	20	200	3	Priest(ess)		3,000	2---							T	T	7	9	11	--	--	--	Pack	400	Crowbar	10	
Leather & Shield	6	30	300	4	Vicar(ess)		6,000	2 1--							D	T	T	7	9	11	--	--	Lg	600	Garlic	5	
Chain	5	40	400	5	Curate		12,000	2 2--	17					12	D	D	T	T	7	9	11	--	PC	1600	Grappling Hook	25	
Chain & Shield	4	50	500	6	Elder		25,000	2 2 1 1							D	D	D	T	T	7	9	11	Mule	4000	Hammer	2	
Plate	3	60	500	Thief (d4) [DEX]			XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell	Lock	Trap	Pick	Move	Climb	Hide	Hear	Enc Norm Com Run		Holy Symbol	25		
Plate & Shield	2	70	600	1	Apprentice		0		19	13	14	13	16	15	15	10	20	20	87	10	1-2	400	120/T	40/R	120/R	Holy Water	25

Weapon	Dam	Cost	Wt
Hand Axe	1d6	4	30
Battle Axe †	1d8	7	50
Sling *	1d4	2	20
Crossbow †	1d6	30	50
Short Bow †	1d6	25	30
Long Bow †	1d6	40	30
Dagger	1d4	3	10
Short Sword	1d6	7	30
Sword	1d8	10	60
Two-handed Sword †	1d10	15	150
Mace *	1d6	5	30
Club *	1d4	3	50
War Hammer *	1d6	5	30
Staff * †	1d4	2	40
Javelin	1d4	1	15
Spear	1d6	3	30
Lance	1d6	5	75
Pole Arm †	1d10	7	150

* cleric may use
† two-handed weapon

Weapon	+1	0	-1
Crossbow	80	160	240
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Javelin *	30	60	90
Spear *	20	40	60
Oil * / Holy Water *	10	30	50
Axe * / Dagger *	10	20	30
* thrown			

Roll	Reaction
2	Immediate attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves
12	Enthusiastic friendship

Languages: Bugbear, Doppelganger, Dragon, Dwarvish, Elvish, Gargoyle, Gnoll, Gnome, Goblin, Halfling, Harpy, Hobgoblin, Kobold, Lizard Man, Medusa, Minotaur, Ogre, Orc, Pixie, Human Dialect

Cleric (d6) [WIS]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Acolyte	0	----	19	11	12	14	16	15
2 Adept	1,500	1---						
3 Priest(ess)	3,000	2---						
4 Vicar(ess)	6,000	21--						
5 Curate	12,000	22--	17	9	10	12	14	12
6 Elder	25,000	2211						
Thief (d4) [DEX]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Apprentice	0		19	13	14	13	16	15
2 Footpad	1,200							
3 Robber	2,400							
4 Burglar	4,800							
5 Cutpurse	9,600		17	12	13	11	14	13
6 Sharper	20,000							
Fighter (d8) [STR]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Veteran	0		19	12	13	14	15	16
2 Warrior	2,000							
3 Swordmaster	4,000							
4 Hero	8,000		17	10	11	12	13	14
5 Swashbuckler	16,000							
6 Myrmidon	32,000							
Magic-user (d4) [INT]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Medium	0	1---	19	13	14	13	16	15
2 Seer	2,500	2---						
3 Conjurer	5,000	21--						
4 Magician	10,000	22--						
5 Enchanter	20,000	221-						
6 Warlock	40,000	222-	17	11	12	11	14	12
Dwarf (d8) [STR]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Dwarven Veteran	0		19	10	11	12	13	14
2 Dwarven Warrior	2,200							
3 Dwarven Swordmaster	4,400							
4 Dwarven Hero	8,800		17	6	7	8	10	10
5 Dwarven Swashbuckler	17,000							
6 Dwarven Myrmidon	35,000							
Elf (d6) [STR, INT]	XP	Spells	THAC0	Poison	Wand	Petrify	Dragon	Spell
1 Veteran/Medium	0	1---	19	12	13	13	15	15
2 Warrior/Seer	4,000	2---						
3 Swordmaster/Conjurer	8,000	21--						
4 Hero/Magician	16,000	22--	17	10	11	11	13	12
5 Swashbuckler/Enchanter	32,000	221-						
6 Myrmidon/Warlock	64,000	222-						
Halfling (d6) [STR, DEX]	XP	Spells	THAC0	Poison	Wands	Petrify	Dragon	Spell
1 Halfling Veteran	0		19	10	11	12	13	14
2 Halfling Warrior	2,000							
3 Halfling Swordmaster	4,000							
4 Halfling Hero	8,000		17	6	7	8	10	10
5 Halfling Swashbuckler	16,000							
6 Halfling Myrmidon	32,000							

HD	9	8	7	6	5	4	3	2	1	0
0	11	12	13	14	15	16	17	18	19	20
1	10	11	12	13	14	15	16	17	18	19
2	9	10	11	12	13	14	15	16	17	18
3	8	9	10	11	12	13	14	15	16	17
4	7	8	9	10	11	12	13	14	15	16
5	6	7	8	9	10	11	12	13	14	15
6	5	6	7	8	9	10	11	12	13	14
7	4	5	6	7	8	9	10	11	12	13
9	3	4	5	6	7	8	9	10	11	12
11	2	3	4	5	6	7	8	9	10	11
13	2	2	3	4	5	6	7	8	9	10
15	2	2	2	3	4	5	6	7	8	9
17	2	2	2	2	3	4	5	6	7	8
17+	2	2	2	2	2	3	4	5	6	7

Stat	Adj	XP	Init	Reac	Ret	Mor	Languages
3	-3	-20%	-2	-2	1	4	has trouble speaking
4-5	-2	-20%	-1	-1	2	5	cannot read/write
6-8	-1	-10%	-1	-1	3	6	read/write simple
9-12	0	0	0	0	4	7	read/write native
13-15	+1	+5%	+1	+1	5	8	+1 language
16-17	+2	+10%	+1	+1	6	9	+2 languages
18	+3	+10%	+2	+2	7	10	+3 languages

Cleric: no edged weapons
Magic-user: no armor, dagger only
Thief: leather armor, no shield, one-handed weapons, backstab +4 "to hit" 2x dam
Dwarf: min 9 CON, 60' infravision, detect slopes 1-2, speaks Common, Dwarvish, Gnome, Kobold, Goblin
Elf: min 9 INT, 60' infravision, immune to paralysis, secret doors 1-2, speaks Common, Elvish, Orc, Hobgoblin, Gnoll
Halfling: min 9 DEX + 9 CON, +1 missile "to hit", 90% hide in woods, 1-2 hide in shadows, short weapons only, speaks Common, Halfling

Doors
Open: 1-2 + STR
Secret: 1 (elf 1-2)
Listen: 1 (demi 1-2)