

# Combat Reference Sheet

## HIT ROLL CHART

Class and Level/HD				Target's Armor Class																				
Monster	F/DH	C/T	MU	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
Normal Man				10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
up to 1	1-3	1-4	1-5	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	
1+ to 2				8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	
2+ to 3	4-6	5-8	6-10	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	
3+ to 4				6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	
4+ to 5	7-9	9-12	11-15	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	
5+ to 6				4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	
6+ to 7	11-12	13-16	16-20	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	
7+ to 8				2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	
8+ to 9	13-15	17-20	21-25	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
9+ to 11				2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
11+ to 13	16-18	21-24		2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
13+ to 15				2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
15+ to 17	19-21			1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
17+ to 19				+0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
19+ to 21	22-24			+1	+0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	

### MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)			Hit Roll Modifiers		AC Modifiers	
	Short (+1)	Medium	Long (-1)				
Crossbow (lt.)	60	120	180	Attack from behind	+2 (ignore shield)	4x speed	-2
Long Bow	70	140	210	Attacker can't see target	-4	Blind/dark	+4
Short Bow	50	100	150	Large creature vs halfling	-2	Stunned	+4
Sling	40	80	160	Target exhausted	+2		
Spear	20	40	60	Attacker exhausted	-2		
Oil or Holy Water	10	30	50	4x speed (double haste)	+2		
Hand Axe or Dagger	10	20	30	Attacking prone character	+4		
				Prone	-2		
				Stunned	-4		
				Blindness/darkness	-6		
				Attacking invisible creature	-6		
				Starvation	-2 to -6		

- Blind, prone, and stunned characters have -4 to saving throws.
- Melee attacks on paralyzed characters automatically hit.
- Ranged attacks against paralyzed creatures are made at AC 9.
- *Cure light wounds* can be used to remove paralysis instead of damage.

## SAVING THROW TABLES

Saving Throw	Fighter										Thief					
	NM	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24		1-4	5-8	8-12	13-16	17-20	21-24
Death/Poison	14	12	10	8	6	6	5	5	4		13	11	9	7	5	4
Wands	15	13	11	9	7	6	6	5	5		14	12	10	8	6	5
Paralysis/Stone	16	14	12	10	8	7	6	6	5		13	11	9	7	5	4
Breath	17	15	13	11	9	8	7	6	5		16	14	12	10	8	6
Rod/Staff/Spell	17	16	14	12	10	9	8	7	6		15	13	11	9	7	5

### Cleric

Saving Throw	1-4	5-8	8-12	13-16	17-20	21-24
Death/Poison	11	9	7	6	5	4
Wands	12	10	8	7	6	5
Paralysis/Stone	14	12	10	8	6	5
Breath	16	14	12	10	8	6
Rod/Staff/Spell	15	13	11	9	7	5

### Magic-user

Saving Throw	1-5	6-10	11-15	16-20	21-24
Death/Poison	13	11	9	7	5
Wands	14	12	10	8	6
Paralysis/Stone	13	11	9	7	5
Breath	16	14	12	10	8
Rod/Staff/Spell	15	12	9	6	4

### Dwarf

Saving Throw	1-3	4-6	7-9	10-12
Death/Poison	8	6	4	2
Wands	9	7	5	3
Paralysis/Stone	10	8	6	4
Breath	12	10	7	4
Rod/Staff/Spell	12	9	6	3

### Halfling

Saving Throw	1-3	4-6	7-8
Death/Poison	8	5	2
Wands	9	6	3
Paralysis/Stone	10	7	4
Breath	13	9	5
Rod/Staff/Spell	12	8	4

### Elf

Saving Throw	1-3	4-6	7-9	10
Death/Poison	12	8	4	2
Wands	13	10	7	4
Paralysis/Stone	13	10	7	4
Breath	15	11	7	3
Rod/Staff/Spell	15	11	7	3