

# Basic Fantasy Ultimate Character Charts

## A Basic Fantasy RPG Play Aid

### Release 4

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On the following pages, you will find character charts for all of the four core races and their allowed character classes for the Basic Fantasy Roleplaying Game. The Elf Fighter/Magic-User and Elf Magic-User/Thief combination classes are also presented. The charts are alphabetical by race and class, and consolidate those figures that are adjusted by level, such as saving throws and Thief abilities.

These charts are not meant to replace the ones in the book or other online supplements (like “Charts and Tables” by Simone Felli, an excellent resource). However, they can be used to quickly fill in a character sheet for:

- Replacement PC's (“Oh no, the ooze got Larri!”)
- Pregenerated PC's for home or convention game (“But I wanted to play an Elf Magic-User/Thief!”)
- NPC's (“Maybe I saw the bugbear go by here, and maybe I didn't.”)
- Villains (“...if it weren't for you meddling kids!”)

All of the charts fit on one page for easy printing. Say you want a fifth level dwarf thief? Just lay a ruler across the row and you will have much of the information needed for your character easily available. Abbreviated race restrictions and special abilities are listed below each chart.

Hope you find the sheets useful, and pleasant gaming.

# Dwarf Cleric

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Dragon Breath	Spells	Spells						Cleric vs. Undead (Hit Dice)								
					Magic Wands	Paralysis or Petrify	Dragon Breath			1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD
1	0	1d6	+1	7	8	10	13	11	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No	
2	1,500	2d6	+1	6	7	9	12	10	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No	
3	3,000	3d6	+2	6	7	9	12	10	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No	
4	6,000	4d6	+2	5	6	9	12	10	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No	
5	12,000	5d6	+3	5	6	9	12	10	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No	
6	24,000	6d6	+3	5	6	8	11	9	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No	
7	48,000	7d6	+4	5	6	8	11	9	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No	
8	90,000	8d6	+4	4	5	8	11	9	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No	
9	180,000	9d6	+5	4	5	8	11	9	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No	
10	270,000	9d6+1	+5	4	5	7	10	8	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No	
11	360,000	9d6+2	+5	4	5	7	10	8	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No	
12	450,000	9d6+3	+6	3	4	7	10	8	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20	
13	540,000	9d6+4	+6	3	4	7	10	8	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19	
14	630,000	9d6+5	+6	3	4	6	9	7	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18	
15	720,000	9d6+6	+7	3	4	6	9	7	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17	
16	810,000	9d6+7	+7	2	3	6	9	7	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15	
17	900,000	9d6+8	+7	2	3	6	9	7	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13	
18	990,000	9d6+9	+8	2	3	5	8	6	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11	
19	1,080,000	9d6+10	+8	2	3	5	8	6	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9	
20	1,170,000	9d6+11	+8	1	2	5	8	6	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7	

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

## Dwarf Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d8	+1	8	9	10	12	13
2	2,000	2d8	+2	7	8	10	12	12
3	4,000	3d8	+2	7	8	10	12	12
4	8,000	4d8	+3	7	7	9	11	11
5	16,000	5d8	+4	7	7	9	11	11
6	32,000	6d8	+4	6	7	8	11	11
7	64,000	7d8	+5	6	7	8	11	11
8	120,000	8d8	+6	5	6	8	10	10
9	240,000	9d8	+6	5	6	8	10	10
10	360,000	9d8+2	+6	5	5	7	9	9
11	480,000	9d8+4	+7	5	5	7	9	9
12	600,000	9d8+6	+7	4	5	6	9	9
13	720,000	9d8+8	+8	4	5	6	9	9
14	840,000	9d8+10	+8	3	4	6	8	8
15	960,000	9d8+12	+8	3	4	6	8	8
16	1,080,000	9d8+14	+9	3	3	5	7	7
17	1,200,000	9d8+16	+9	3	3	5	7	7
18	1,320,000	9d8+18	+10	2	3	4	7	7
19	1,440,000	9d8+20	+10	2	3	4	7	7
20	1,560,000	9d8+22	+10	1	2	4	6	6

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

## Dwarf Thief

Level	XP	Hit Dice	Attack Bonus	Saving Throws					Thieves Special Abilities						
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	9	10	9	13	11	25	20	30	25	80	10	30
2	1,250	2d4	+1	8	10	8	12	10	30	25	35	30	81	15	34
3	2,500	3d4	+2	8	10	8	12	10	35	30	40	35	82	20	38
4	5,000	4d4	+2	7	9	8	11	9	40	35	45	40	83	25	42
5	10,000	5d4	+3	7	9	8	11	9	45	40	50	45	84	30	46
6	20,000	6d4	+3	7	9	7	10	9	50	45	55	50	85	35	50
7	40,000	7d4	+4	7	9	7	10	9	55	50	60	55	86	40	54
8	75,000	8d4	+4	6	8	7	9	8	60	55	65	60	87	45	58
9	150,000	9d4	+5	6	8	7	9	8	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	5	8	6	8	7	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	5	8	6	8	7	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	5	6	6	7	7	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	5	6	6	7	7	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	4	6	5	6	6	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	4	6	5	6	6	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	3	5	5	5	5	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	3	5	5	5	5	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	3	5	4	4	5	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	3	5	4	4	5	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	2	4	4	3	4	88	83	99	93	99	73	95

DWARF [CON >9, CHA <17]: Darkvision, Slanting passages, traps, shifting walls, new construction (1-2)

# Elf Cleric

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Dragon Breath	Spells	Spells						Cleric vs. Undead (Hit Dice)								
					Magic Wands	Paralysis or Petrify				1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+
1	0	1d6	+1	11	10	13	16	13	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No	
2	1,500	2d6	+1	10	9	12	15	12	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No	
3	3,000	3d6	+2	10	9	12	15	12	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No	
4	6,000	4d6	+2	9	8	12	15	12	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No	
5	12,000	5d6	+3	9	8	12	15	12	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No	
6	24,000	6d6	+3	9	8	11	14	11	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No	
7	48,000	7d6	+4	9	8	11	14	11	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No	
8	90,000	8d6	+4	8	7	11	14	11	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No	
9	180,000	9d6	+5	8	7	11	14	11	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No	
10	270,000	9d6+1	+5	8	7	10	13	10	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No	
11	360,000	9d6+2	+5	8	7	10	13	10	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No	
12	450,000	9d6+3	+6	7	6	10	13	10	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20	
13	540,000	9d6+4	+6	7	6	10	13	10	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19	
14	630,000	9d6+5	+6	7	6	9	12	9	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18	
15	720,000	9d6+6	+7	7	6	9	12	9	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17	
16	810,000	9d6+7	+7	6	5	9	12	9	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15	
17	900,000	9d6+8	+7	6	5	9	12	9	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13	
18	990,000	9d6+9	+8	6	5	8	11	8	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11	
19	1,080,000	9d6+10	+8	6	5	8	11	8	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9	
20	1,170,000	9d6+11	+8	5	4	8	11	8	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7	

ELF [CON≤17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d6	+1	12	11	13	15	15
2	2,000	2d6	+2	11	10	13	15	14
3	4,000	3d6	+2	11	10	13	15	14
4	8,000	4d6	+3	11	9	12	14	13
5	16,000	5d6	+4	11	9	12	14	13
6	32,000	6d6	+4	10	9	11	14	13
7	64,000	7d6	+5	10	9	11	14	13
8	120,000	8d6	+6	9	8	11	13	12
9	240,000	9d6	+6	9	8	11	13	12
10	360,000	9d6+2	+6	9	7	10	12	11
11	480,000	9d6+4	+7	9	7	10	12	11
12	600,000	9d6+6	+7	8	7	9	12	11
13	720,000	9d6+8	+8	8	7	9	12	11
14	840,000	9d6+10	+8	7	6	9	11	10
15	960,000	9d6+12	+8	7	6	9	11	10
16	1,080,000	9d6+14	+9	7	5	8	10	9
17	1,200,000	9d6+16	+9	7	5	8	10	9
18	1,320,000	9d6+18	+10	6	5	7	10	9
19	1,440,000	9d6+20	+10	6	5	7	10	9
20	1,560,000	9d6+22	+10	5	3	7	9	8

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Fighter/Magic-User

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d6	+1	12	11	12	15	13	1	-	-	-	-	-
2	4,500	2d6	+2	11	10	12	15	12	2	-	-	-	-	-
3	9,000	3d6	+2	11	10	12	15	12	2	1	-	-	-	-
4	18,000	4d6	+3	11	9	11	14	11	2	2	-	-	-	-
5	36,000	5d6	+4	11	9	11	14	11	2	2	1	-	-	-
6	72,000	6d6	+4	10	9	10	14	11	3	2	2	-	-	-
7	144,000	7d6	+5	10	9	10	14	11	3	2	2	1	-	-
8	270,000	8d6	+6	9	8	9	13	10	3	3	2	2	-	-
9	540,000	9d6	+6	9	8	9	13	10	3	3	2	2	1	-
10	810,000	9d6+2	+6	9	7	8	12	9	4	3	3	2	2	-
11	1,080,000	9d6+4	+7	9	7	8	12	9	4	4	3	2	2	1
12	1,350,000	9d6+6	+7	8	7	8	12	9	4	4	3	3	2	2
13	1,620,000	9d6+8	+8	8	7	8	12	9	4	4	4	3	2	2
14	1,890,000	9d6+10	+8	7	6	7	11	8	4	4	4	3	3	2
15	2,160,000	9d6+12	+8	7	6	7	11	8	5	4	4	3	3	2
16	2,430,000	9d6+14	+9	7	5	6	10	7	5	5	4	3	3	2
17	2,700,000	9d6+16	+9	7	5	6	10	7	5	5	4	4	3	3
18	2,970,000	9d6+18	+10	6	5	5	10	7	6	5	4	4	3	3
19	3,240,000	9d6+20	+10	6	5	5	10	7	6	5	5	4	3	3
20	3,510,000	9d6+22	+10	5	4	4	9	6	6	5	5	4	4	3

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Magic-User/Thief

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Dragon Breath	Spells	Spells						Thieves Special Abilities					
					Magic Wands	Paralysis or Petrify				1	2	3	4	5	6	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide
1	0	1d4	+1	13	12	12	16	13	1	-	-	-	-	-	25	20	30	25	80	10	30
2	3,750	2d4	+1	12	12	11	15	12	2	-	-	-	-	-	30	25	35	30	81	15	34
3	7,500	3d4	+2	12	12	11	15	12	2	1	-	-	-	-	35	30	40	35	82	20	38
4	15,000	4d4	+2	11	11	11	14	11	2	2	-	-	-	-	40	35	45	40	83	25	42
5	30,000	5d4	+3	11	11	11	14	11	2	2	1	-	-	-	45	40	50	45	84	30	46
6	60,000	6d4	+3	11	10	10	13	11	3	2	2	-	-	-	50	45	55	50	85	35	50
7	120,000	7d4	+4	11	10	10	13	11	3	2	2	1	-	-	55	50	60	55	86	40	54
8	225,000	8d4	+4	10	9	9	12	10	3	3	2	2	-	-	60	55	65	60	87	45	58
9	450,000	9d4	+5	10	9	9	12	10	3	3	2	2	1	-	65	60	70	65	88	50	62
10	675,000	9d4+2	+5	9	8	8	11	9	4	3	3	2	2	-	68	63	74	68	89	53	65
11	900,000	9d4+4	+5	9	8	8	11	9	4	4	3	2	2	1	71	66	78	71	90	56	68
12	1,125,000	9d4+6	+6	9	8	8	10	9	4	4	3	3	2	2	74	69	82	74	91	59	71
13	1,350,000	9d4+8	+6	9	8	8	10	9	4	4	4	3	2	2	77	72	86	77	92	62	74
14	1,575,000	9d4+10	+6	8	7	7	9	8	4	4	4	3	3	2	80	75	90	80	93	65	77
15	1,800,000	9d4+12	+7	8	7	7	9	8	5	4	4	3	3	2	83	78	94	83	94	68	80
16	2,025,000	9d4+14	+7	7	7	6	8	7	5	5	4	3	3	2	84	79	95	85	95	69	83
17	2,250,000	9d4+16	+7	7	7	6	8	7	5	5	4	4	3	3	85	80	96	87	96	70	86
18	2,470,000	9d4+18	+8	7	5	5	7	7	6	5	4	4	3	3	86	81	97	89	97	71	89
19	2,700,000	9d4+20	+8	7	5	5	7	7	6	5	5	4	3	3	87	82	98	91	98	72	92
20	2,925,000	9d4+22	+8	6	4	4	6	6	6	5	5	4	4	3	88	83	99	93	99	73	95

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)



## Elf Magic-User

Level	XP	Hit Dice	Attack bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d4	+1	13	12	12	16	13	1	-	-	-	-	-
2	2,500	2d4	+1	13	12	12	15	12	2	-	-	-	-	-
3	5,000	3d4	+1	13	12	12	15	12	2	1	-	-	-	-
4	10,000	4d4	+2	12	11	11	15	11	2	2	-	-	-	-
5	20,000	5d4	+2	12	11	11	15	11	2	2	1	-	-	-
6	40,000	6d4	+3	12	10	10	14	11	3	2	2	-	-	-
7	80,000	7d4	+3	12	10	10	14	11	3	2	2	1	-	-
8	150,000	8d4	+3	11	9	9	14	10	3	3	2	2	-	-
9	300,000	9d4	+4	11	9	9	14	10	3	3	2	2	1	-
10	450,000	9d4+1	+4	11	8	8	13	9	4	3	3	2	2	-
11	600,000	9d4+2	+4	11	8	8	13	9	4	4	3	2	2	1
12	750,000	9d4+3	+4	10	8	8	13	9	4	4	3	3	2	2
13	900,000	9d4+4	+5	10	8	8	13	9	4	4	4	3	2	2
14	1,050,000	9d4+5	+5	10	7	7	12	8	4	4	4	3	3	2
15	1,200,000	9d4+6	+5	10	7	7	12	8	5	4	4	3	3	2
16	1,350,000	9d4+7	+6	9	6	6	12	7	5	5	4	3	3	2
17	1,500,000	9d4+8	+6	9	6	6	12	7	5	5	4	4	3	3
18	1,650,000	9d4+9	+6	9	5	5	11	7	6	5	4	4	3	3
19	1,800,000	9d4+10	+7	9	5	5	11	7	6	5	5	4	3	3
20	1,950,000	9d4+11	+7	8	4	4	11	6	6	5	5	4	4	3

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Elf Thief

Level	XP	Hit Dice	Attack bonus	Saving Throws					Thieves Special Abilities						
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	13	12	12	16	13	25	20	30	25	80	10	30
2	1,250	2d4	+1	12	12	11	15	12	30	25	35	30	81	15	34
3	2,500	3d4	+2	12	12	11	15	12	35	30	40	35	82	20	38
4	5,000	4d4	+2	11	11	11	14	11	40	35	45	40	83	25	42
5	10,000	5d4	+3	11	11	11	14	11	45	40	50	45	84	30	46
6	20,000	6d4	+3	11	11	10	13	11	50	45	55	50	85	35	50
7	40,000	7d4	+4	11	11	10	13	11	55	50	60	55	86	40	54
8	75,000	8d4	+4	10	10	10	12	10	60	55	65	60	87	45	58
9	150,000	9d4	+5	10	10	10	12	10	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	9	10	9	11	9	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	9	10	9	11	9	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	9	8	9	10	9	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	9	8	9	10	9	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	8	8	8	9	8	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	8	8	8	9	8	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	7	7	8	8	7	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	7	7	8	8	7	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	7	7	7	7	7	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	7	7	7	7	7	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	6	6	7	6	6	88	83	99	93	99	73	95

ELF [CON $\leq$ 17]: Darkvision, Ghoul immunity, Secret door (1-2), Surprised (1 in 1d6)

## Halfling Cleric

Level	XP	Hit Dice	Attack bonus	Saving Throws				Spells	Spells						Cleric vs. Undead (Hit Dice)								
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+
1	0	1d6	+1	7	8	10	13	11	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No
2	1,500	2d6	+1	6	7	9	12	10	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No
3	3,000	3d6	+2	6	7	9	12	10	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No
4	6,000	4d6	+2	5	6	9	12	10	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No
5	12,000	5d6	+3	5	6	9	12	10	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No
6	24,000	6d6	+3	5	6	8	11	9	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No
7	48,000	7d6	+4	5	6	8	11	9	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No
8	90,000	8d6	+4	4	5	8	11	9	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No
9	180,000	9d6	+5	4	5	8	11	9	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No
10	270,000	9d6+1	+5	4	5	7	10	8	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No
11	360,000	9d6+2	+5	4	5	7	10	8	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No
12	450,000	9d6+3	+6	3	4	7	10	8	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20
13	540,000	9d6+4	+6	3	4	7	10	8	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19
14	630,000	9d6+5	+6	3	4	6	9	7	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18
15	720,000	9d6+6	+7	3	4	6	9	7	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17
16	810,000	9d6+7	+7	2	3	6	9	7	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15
17	900,000	9d6+8	+7	2	3	6	9	7	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13
18	990,000	9d6+9	+8	2	3	5	8	6	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11
19	1,080,000	9d6+10	+8	2	3	5	8	6	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9
20	1,170,000	9d6+11	+8	1	2	5	8	6	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7

HALFLING [DEX≥9, STR≤17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Halfling Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d6	+1	8	9	10	12	13
2	2,000	2d6	+2	7	8	10	12	12
3	4,000	3d6	+2	7	8	10	12	12
4	8,000	4d6	+3	7	7	9	11	11
5	16,000	5d6	+4	7	7	9	11	11
6	32,000	6d6	+4	6	7	8	11	11
7	64,000	7d6	+5	6	7	8	11	11
8	120,000	8d6	+6	5	6	8	10	10
9	240,000	9d6	+6	5	6	8	10	10
10	360,000	9d6+2	+6	5	5	7	9	9
11	480,000	9d6+4	+7	5	5	7	9	9
12	600,000	9d6+6	+7	4	5	6	9	9
13	720,000	9d6+8	+8	4	5	6	9	9
14	840,000	9d6+10	+8	3	4	6	8	8
15	960,000	9d6+12	+8	3	4	6	8	8
16	1,080,000	9d6+14	+9	3	3	5	7	7
17	1,200,000	9d6+16	+9	3	3	5	7	7
18	1,320,000	9d6+18	+10	2	3	4	7	7
19	1,440,000	9d6+20	+10	2	3	4	7	7
20	1,560,000	9d6+22	+10	1	2	4	6	6

HALFLING [DEX $\geq$ 9, STR $\leq$ 17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Halfling Thief

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Thieves Special Abilities							
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide*	Listen
1	0	1d4	+1	9	10	9	13	11	25	20	30	25	80	70/90	30
2	1,250	2d4	+1	8	10	8	12	10	30	25	35	30	81	70/90	34
3	2,500	3d4	+2	8	10	8	12	10	35	30	40	35	82	70/90	38
4	5,000	4d4	+2	7	9	8	11	9	40	35	45	40	83	70/90	42
5	10,000	5d4	+3	7	9	8	11	9	45	40	50	45	84	70/90	46
6	20,000	6d4	+3	7	9	7	10	9	50	45	55	50	85	70/90	50
7	40,000	7d4	+4	7	9	7	10	9	55	50	60	55	86	70/90	54
8	75,000	8d4	+4	6	8	7	9	8	60	55	65	60	87	70/90	58
9	150,000	9d4	+5	6	8	7	9	8	65	60	70	65	88	70/90	62
10	225,000	9d4+2	+5	5	8	6	8	7	68	63	74	68	89	70/90	65
11	300,000	9d4+4	+5	5	8	6	8	7	71	66	78	71	90	70/90	68
12	375,000	9d4+6	+6	5	6	6	7	7	74	69	82	74	91	70/90	71
13	450,000	9d4+8	+6	5	6	6	7	7	77	72	86	77	92	70/90	74
14	525,000	9d4+10	+6	4	6	5	6	6	80	75	90	80	93	70/90	77
15	600,000	9d4+12	+7	4	6	5	6	6	83	78	94	83	94	70/90	80
16	675,000	9d4+14	+7	3	5	5	5	5	84	79	95	85	95	70/90	83
17	750,000	9d4+16	+7	3	5	5	5	5	85	80	96	87	96	70/90	86
18	825,000	9d4+18	+8	3	5	4	4	5	86	81	97	89	97	71/90	89
19	900,000	9d4+20	+8	3	5	4	4	5	87	82	98	91	98	72/90	92
20	975,000	9d4+22	+8	2	4	4	3	4	88	83	99	93	99	73/90	95

HALFLING [DEX $\geq$ 9, STR $\leq$ 17]: Ranged (+1), AC against large creatures (+2), Initiative (+1), Hide outdoors (90%), Hide indoors (70%)

## Human Cleric

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells						Cleric vs. Undead (Hit Dice)									
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	1	2	3	4	5	6	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+
1	0	1d6	+1	11	12	14	16	15	-	-	-	-	-	-	13	17	19	No	No	No	No	No	No
2	1,500	2d6	+1	10	11	13	15	14	1	-	-	-	-	-	11	15	18	20	No	No	No	No	No
3	3,000	3d6	+2	10	11	13	15	14	2	-	-	-	-	-	9	13	17	19	No	No	No	No	No
4	6,000	4d6	+2	9	10	13	15	14	2	1	-	-	-	-	7	11	15	18	20	No	No	No	No
5	12,000	5d6	+3	9	10	13	15	14	2	2	-	-	-	-	5	9	13	17	19	No	No	No	No
6	24,000	6d6	+3	9	10	12	14	13	2	2	1	-	-	-	3	7	11	15	18	20	No	No	No
7	48,000	7d6	+4	9	10	12	14	13	3	2	2	-	-	-	2	5	9	13	17	19	No	No	No
8	90,000	8d6	+4	8	9	12	14	13	3	2	2	1	-	-	T	3	7	11	15	18	20	No	No
9	180,000	9d6	+5	8	9	12	14	13	3	3	2	2	-	-	T	2	5	9	13	17	19	No	No
10	270,000	9d6+1	+5	8	9	11	13	12	3	3	2	2	1	-	T	T	3	7	11	15	18	20	No
11	360,000	9d6+2	+5	8	9	11	13	12	4	3	3	2	2	-	D	T	2	5	9	13	17	19	No
12	450,000	9d6+3	+6	7	8	11	13	12	4	4	3	2	2	1	D	T	T	3	7	11	15	18	20
13	540,000	9d6+4	+6	7	8	11	13	12	4	4	3	3	2	2	D	D	T	2	5	9	13	17	19
14	630,000	9d6+5	+6	7	8	10	12	11	4	4	4	3	2	2	D	D	T	T	3	7	11	15	18
15	720,000	9d6+6	+7	7	8	10	12	11	4	4	4	3	3	2	D	D	D	T	2	5	9	13	17
16	810,000	9d6+7	+7	6	7	10	12	11	5	4	4	3	3	2	D	D	D	T	T	3	7	11	15
17	900,000	9d6+8	+7	6	7	10	12	11	5	5	4	3	3	2	D	D	D	D	T	2	5	9	13
18	990,000	9d6+9	+8	6	7	9	11	10	5	5	4	4	3	3	D	D	D	D	T	T	3	7	11
19	1,080,000	9d6+10	+8	6	7	9	11	10	6	5	4	4	3	3	D	D	D	D	D	T	2	5	9
20	1,170,000	9d6+11	+8	5	6	9	11	10	6	5	5	4	3	3	D	D	D	D	D	T	T	3	7

## Human Fighter

Level	XP	Hit Dice	Attack Bonus	Saving Throws				Spells
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	
1	0	1d8	+1	12	13	14	15	17
2	2,000	2d8	+2	11	12	14	15	16
3	4,000	3d8	+2	11	12	14	15	16
4	8,000	4d8	+3	11	11	13	14	15
5	16,000	5d8	+4	11	11	13	14	15
6	32,000	6d8	+4	10	11	12	14	15
7	64,000	7d8	+5	10	11	12	14	15
8	120,000	8d8	+6	9	10	12	13	14
9	240,000	9d8	+6	9	10	12	13	14
10	360,000	9d8+2	+6	9	9	11	12	13
11	480,000	9d8+4	+7	9	9	11	12	13
12	600,000	9d8+6	+7	8	9	10	12	13
13	720,000	9d8+8	+8	8	9	10	12	13
14	840,000	9d8+10	+8	7	8	10	11	12
15	960,000	9d8+12	+8	7	8	10	11	12
16	1,080,000	9d8+14	+9	7	7	9	10	11
17	1,200,000	9d8+16	+9	7	7	9	10	11
18	1,320,000	9d8+18	+10	6	7	8	10	11
19	1,440,000	9d8+20	+10	6	7	8	10	11
20	1,560,000	9d8+22	+10	5	6	8	9	10

## Human Magic-User

Level	XP	Hit Dice	Attack Bonus	Death Ray or Poison	Saving Throws			Spells	Spells					
					Magic Wands	Paralysis or Petrify	Dragon Breath		1	2	3	4	5	6
1	0	1d4	+1	13	14	13	16	15	1	-	-	-	-	-
2	2,500	2d4	+1	13	14	13	15	14	2	-	-	-	-	-
3	5,000	3d4	+1	13	14	13	15	14	2	1	-	-	-	-
4	10,000	4d4	+2	12	13	12	15	13	2	2	-	-	-	-
5	20,000	5d4	+2	12	13	12	15	13	2	2	1	-	-	-
6	40,000	6d4	+3	12	12	11	14	13	3	2	2	-	-	-
7	80,000	7d4	+3	12	12	11	14	13	3	2	2	1	-	-
8	150,000	8d4	+3	11	11	10	14	12	3	3	2	2	-	-
9	300,000	9d4	+4	11	11	10	14	12	3	3	2	2	1	-
10	450,000	9d4+1	+4	11	10	9	13	11	4	3	3	2	2	-
11	600,000	9d4+2	+4	11	10	9	13	11	4	4	3	2	2	1
12	750,000	9d4+3	+4	10	10	9	13	11	4	4	3	3	2	2
13	900,000	9d4+4	+5	10	10	9	13	11	4	4	4	3	2	2
14	1,050,000	9d4+5	+5	10	9	8	12	10	4	4	4	3	3	2
15	1,200,000	9d4+6	+5	10	9	8	12	10	5	4	4	3	3	2
16	1,350,000	9d4+7	+6	9	8	7	12	9	5	5	4	3	3	2
17	1,500,000	9d4+8	+6	9	8	7	12	9	5	5	4	4	3	3
18	1,650,000	9d4+9	+6	9	7	6	11	9	6	5	4	4	3	3
19	1,800,000	9d4+10	+7	9	7	6	11	9	6	5	5	4	3	3
20	1,950,000	9d4+11	+7	8	6	5	11	8	6	5	5	4	4	3



## Human Thief

Level	XP	Hit Dice	Attack bonus	Saving Throws					Thieves Special Abilities						
				Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells	Open Locks	Rem. Traps	Pick Pock	Move Silent	Climb Walls	Hide	Listen
1	0	1d4	+1	13	14	13	16	15	25	20	30	25	80	10	30
2	1,250	2d4	+1	12	14	12	15	14	30	25	35	30	81	15	34
3	2,500	3d4	+2	12	14	12	15	14	35	30	40	35	82	20	38
4	5,000	4d4	+2	11	13	12	14	13	40	35	45	40	83	25	42
5	10,000	5d4	+3	11	13	12	14	13	45	40	50	45	84	30	46
6	20,000	6d4	+3	11	13	11	13	13	50	45	55	50	85	35	50
7	40,000	7d4	+4	11	13	11	13	13	55	50	60	55	86	40	54
8	75,000	8d4	+4	10	12	11	12	12	60	55	65	60	87	45	58
9	150,000	9d4	+5	10	12	11	12	12	65	60	70	65	88	50	62
10	225,000	9d4+2	+5	9	12	10	11	11	68	63	74	68	89	53	65
11	300,000	9d4+4	+5	9	12	10	11	11	71	66	78	71	90	56	68
12	375,000	9d4+6	+6	9	10	10	10	11	74	69	82	74	91	59	71
13	450,000	9d4+8	+6	9	10	10	10	11	77	72	86	77	92	62	74
14	525,000	9d4+10	+6	8	10	9	9	10	80	75	90	80	93	65	77
15	600,000	9d4+12	+7	8	10	9	9	10	83	78	94	83	94	68	80
16	675,000	9d4+14	+7	7	9	9	8	9	84	79	95	85	95	69	83
17	750,000	9d4+16	+7	7	9	9	8	9	85	80	96	87	96	70	86
18	825,000	9d4+18	+8	7	9	8	7	9	86	81	97	89	97	71	89
19	900,000	9d4+20	+8	7	9	8	7	9	87	82	98	91	98	72	92
20	975,000	9d4+22	+8	6	8	8	6	8	88	83	99	93	99	73	95

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