Advanced Dungeons & Dragons®
2nd Edition

Official Game Accessory

TSR

Fighter's Screen

Warrior Experience Levels

Level	Fighter	Paladin/ Ranger	Hit Dice (d10)
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+15
15	1,750,000	2,100,000	9+18
16	2,000,000	2,400,000	9+21
17	2,250,000	2,700,000	9+24
18	2,500,000	3,000,000	9+27
19	2,750,000	3,300,000	9+30
20	3,000,000	3,600,000	9+33

Warrior Prerequisites

	Fighter	Paladin	Ranger
Ability Scores	Str 9	Str 12	Str 13
		Con 9	Dex 13
		Wis 13	Con 14
		Cha 17	Wis 14
Prime Requisite*	Str	Str	Str
		Cha	Dex
			Wis
Alignment	Any	Lawful good	Any good
Allowed Races	All	Human	Human
			Elf
			Half-elf

* Prime requisites of 16 or greater earn 10% additional experience points.

Warrior Kits Requirements

The kits summarized here are taken from *The Complete Fighter's Handbook*. Characters are not required to choose kits. The information here gives only initial requirements; benefits, hindrances, and role-playing details are described in the Handbook. Since the kits are guidelines, players should check with the DM before choosing any warrior kit. The DM may choose not to allow a kit or may have additional powers, restrictions, or background material pertaining to it.

Key. **Name**, **Req** Requirements; **WPr** Required weapon proficiencies; **NPr** Bonus nonweapon proficiencies; **Equip** Starting equipment restrictions, *(W)* lists weapons allowed the character at start, *(A)* lists armor allowed the character at start; **Wlth** Starting wealth.

Amazon. Req: female; WPr: Spear, long bow; NPr: Animal Riding (Land-based), animal training; Equip: *(W)* battle axe, bow (any), club, dagger/dirk, hand/throwing axe, javelin, knife, lance, spear, sword (any); *(A)* shield, leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail; Wlth: 5d4×10 gp.

Barbarian. Req: Str 15+; WPr: Battle axe, bastard sword; NPr: Endurance; Equip: *(W)* Spcl; *(A)* No armor greater than bronze plate mail; Wlth: 5d4×10, must spend all but 3 gp before beginning play.

Beast-Rider. Req: Cha 13+; WPr: None; NPr: Animal training, riding (land-based), specify 1 creature for both; Equip: *(W)* Bow (short or composite short), horseman's flail, horseman's mace, horseman's pick, lance (any), spear, bastard sword, long sword; *(A)* Hide, leather, padded, shield (any), helm; Wlth: 5d4×10, must spend all but 3 gp before beginning play.

Berserker. Req: Str 15+; WPr: No ranged weapons at start; NPr: Endurance; Equip: *(W)* no missile weapons; *(A)* no armor greater than bronze plate mail; Wlth: 5d4×10, must spend all but 3 gp before beginning play.

Cavalier. Req: Str 15+, Dex 15+, Con 15+, Int 10+, Wis 10+, good alignment, nobility; WPr: Lance (any), sword (any); NPr: Riding (horse), etiquette; Equip: *(W)* must have lance and sword; *(A)* must buy most expensive armor affordable; Wlth: 5d4×10 gp.

Gladiator. Req: None; WPr: short sword, trident, net; NPr: Charioteering, tumbling; Equip: *(W)* any; *(A)* gladiator armor (see rules); Wlth: 5d4×10.

Myrmidon. Req: Str 12+, Con 12+, spcl; WPr: None; NPr: Ancient history (military), fire-building; Equip: *(W)* Any; *(A)* Any; Wlth: 5d4×10 gp.

Noble Warrior. Req: Str 13+, Con 13+; WPr: long sword/bastard sword, lance (any), horseman's flail/mace; NPr: Etiquette, heraldry, riding (land-based); Equip: *(W)* any; *(A)* suit of armor AC 6 or better, shield; horse and tack; Wlth: 5d4×10+255 gp.

Peasant Hero. Req: None; WPr: Spcl; NPr: Agriculture/fishing, weather sense/animal lore; Equip: any; Wlth: 5d4×10, must spend all but 3 gp before play.

Pirate/Outlaw. Req: None; WPr: *(Pirate)* Cutlass, belaying pin/gaff; *(Outlaw)* any; NPr: *(Pirate)* rope use, seamanship; *(Outlaw)* direction sense, fire-building; Equip: any; Wlth: 5d4×10 gp.

Samurai. Req: Str 13+, Con 13+, Wis 13+, Int 14+, lawful alignment; WPr: +2 weapon proficiency slots, must specialize with katana (long sword) and daikyu (long bow); NPr: Etiquette, riding (land-based), required to take reading/writing; Equip: automatically have katana, any; Wlth: 5d4×10, must spend all but 10 gp before play.

Savage. Req: Str 11+, Con 15+; WPr: Spcl; NPr: Direction sense, endurance, survival, weather sense; Equip: Spcl; Wlth: None.

Swashbuckler. Req: Dex 13+, Int 13+; WPr: +2 weapon proficiency slots, spcl; NPr: Etiquette, tumbling; Equip: Any; Wlth: 5d4×10 gp.

Wilderness Warrior. Req: Con 13+; WPr: Spcl; NPr: Endurance, survival; Equip: Spcl; Wlth: 5d4×10 gp.

Warrior Proficiencies

Weapon Proficiencies			Nonweapon Proficiencies	
Initial	#Levels	Penalty	Initial	#Levels
4	3	–2	3	3

Weapon Specialization (Fighters only)
Number of Attacks per Round

Fighter Level	Melee Weapon	Light Crossbow	Heavy Crossbow	Thrown Dagger	Thrown Dart	Nonbow Missiles
1-6	3/2	1/1	1/2	3/1	4/1	3/2
7-12	2/1	3/2	1/1	4/1	5/1	2/1
13+	5/2	2/1	3/2	5/1	6/1	5/2

Melee Weapon Specialization: +1 to attack rolls, +2 to damage rolls, extra attacks/round.

Bow/Crossbow. Point-blank range (bow: 6'-30'; crossbow: 6'-60') gives +2 to attack roll. Nocked and aimed can fire before initiative. Crossbows gain extra attacks/round.

Nonweapon Proficiencies: General and Warrior Groups

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Agriculture	1	Intelligence	0
Animal Handling	1	Wisdom	–1
Animal Training	1	Wisdom	0
Artistic Ability	1	Wisdom	0
Blacksmithing	1	Strength	0
Brewing	1	Intelligence	0
Carpentry	1	Strength	0
Cobbling	1	Dexterity	0
Cooking	1	Intelligence	0
Dancing	1	Dexterity	0
Direction Sense	1	Wisdom	+1
Etiquette	1	Charisma	0
Fire-building	1	Wisdom	–1
Fishing	1	Wisdom	–1
Heraldry	1	Intelligence	0
Languages, Modern	1	Intelligence	0
Leatherworking	1	Intelligence	0
Mining	2	Wisdom	–3
Pottery	1	Dexterity	–2
Riding, Airborne	2	Wisdom	–2
Riding, Land-based	1	Wisdom	+3
Rope Use	1	Dexterity	0
Seamanship	1	Dexterity	+1
Seamstress/Tailor	1	Dexterity	–1
Singing	1	Charisma	0
Stonemasonry	1	Strength	–2
Swimming	1	Strength	0
Weather Sense	1	Wisdom	–1
Weaving	1	Intelligence	–1

Warrior Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Intelligence	0
Armorer	2	Intelligence	–2
Blind-fighting	2	NA	NA
Bowyer/Fletcher	1	Dexterity	–1
Charioteering	1	Dexterity	+2
Endurance	2	Constitution	0
Gaming	1	Charisma	0
Hunting	1	Wisdom	–1
Mountaineering	1	NA	NA
Navigation	1	Intelligence	–2
Running	1	Constitution	–6
Set Snares	1	Dexterity	–1
Survival	2	Intelligence	0
Tracking	2	Wisdom	0*
Weaponsmithing	3	Intelligence	–3

* Special modifiers apply.

Proficiency Groups by Class

Fighter	General, Warrior
Paladin	General, Priest, Warrior
Ranger	General, Warrior, Wizard

Extra Nonweapon Proficiencies (Optional Rule)

Intelligence	Additional Proficiencies
1	0
2–8	1
9–11	2
12–13	3
14–15	4
16	5
17	6
18	7
19	8
20	9
21	10
22	11
23	12
24	15
25	20

Nonweapon Proficiencies: Priest Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	–1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	–3
Healing	2	Wisdom	–2
Herbalism	2	Intelligence	–2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	–1
Navigation	1	Intelligence	–2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	–2

Nonweapon Proficiencies: Wizard Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	–1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	–3
Gem Cutting	2	Dexterity	–2
Herbalism	2	Intelligence	–2
Languages, Ancient	1	Intelligence	0
Navigation	1	Intelligence	–2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	–2

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Master Weapons Chart

Item	Cost	Weight (lbs)	Size	Type†	Speed Factor	Damage S–M	Damage L
Arquebus***	500 gp	10	M	P	15	1d10	1d10
Battle axe	5 gp	7	M	S	7	1d8	1d8
Belaying pin	2 gp	2	S	B	4	1d3	1d3
Blowgun	5 gp	2	L	—	5	—	—
Barbed dart	1 sp	‡	S	P	—	1d3	1d2
Needle	2 cp	‡	S	P	—	1	1
Bolas	5 sp	2	M	B	8	1d3	1d2
Bow	—	—	—	—	—	—	—
Composite long bow	100 gp	3	L	—	7	—	—
Composite short bow	75 gp	2	M	—	6	—	—
Flight arrow	12/3 sp	‡	M	P	—	1d6	1d6
Long bow	75 gp	3	L	—	8	—	—
Sheaf arrow	6/3 cp	‡	M	P	—	1d8	1d8
Stone arrow, flight	12/3 cp	⅛	M	P	—	1d4	1d4
Short bow	30 gp	2	M	—	7	—	—
Caltrop	2 sp	⅖	S	P	n/a	1	1d2
Cestus	1 gp	2	S	S	2	1d4	1d3
Chain	5 sp	3	L	B	5	1d4+1	1d4
Club	—	3	M	B	4	1d6	1d3
Crossbow	—	—	—	—	—	—	—
Hand quarrel	1 gp	‡	S	P	—	1d3	1d2
Hand crossbow	300 gp	3	S	—	5	—	—
Heavy quarrel	2 sp	‡	S	P	—	1d4+1	1d6+1
Heavy crossbow	50 gp	14	M	—	10	—	—
Light quarrel	1 sp	‡	M	P	—	1d4	1d4
Light crossbow	35 gp	7	S	—	7	—	—
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Bone dagger	1 sp	1	S	P	2	1d2	1d2
Parrying dagger	5 gp	1	S	P	2	1d3	1d3
Stone dagger	2 sp	1	S	P	2	1d3	1d2
Dart	5 sp	½	S	P	2	1d3	1d2
Flail, footman's	15 gp	15	M	B	7	1d6+1	2d4
Flail, horseman's	8 gp	5	M	B	6	1d4+1	1d4+1
Gaff/Hook	—	—	—	—	—	—	—
Attached	2 gp	2	S	P	2	1d4	1d3
Held	5 cp	2	S	P	2	1d4	1d3
Hammer, war	2 gp	6	M	B	4	1d4+1	1d4
Hand/Throwing axe	1 gp	5	M	S	4	1d6	1d4
Harpoon	—	—	—	—	—	—	—
One-handed	20 gp	6	L	P	7	1d4+1	1d6+1
Two-handed	20 gp	6	L	P	7	2d4	2d6
Javelin	—	—	—	—	—	—	—
One-handed	5 sp	2	L	P	4	1d4	1d4
Two-handed	5 sp	2	L	P	4	1d6	1d6
Javelin, stone	—	—	—	—	—	—	—
One-handed	5 cp	2	M	P	4	1d4	1d4
Two-handed	5 cp	2	M	P	4	1d4+1	1d6
Knife	5 sp	½	S	P/S	2	1d3	1d2
Bone knife	3 cp	½	S	P/S	2	1d2	1d2
Stone knife	5 cp	¼	S	P/S	2	1d2	1d2
Lance @	—	—	—	—	—	—	—
Heavy horse lance	15 gp	15	L	P	8	1d8+1	3d6
Jousting lance	20 gp	20	L	P	10	1d3–1	1d2–1
Light horse lance	6 gp	5	L	P	6	1d6	1d8
Medium horse lance	10 gp	10	L	P	7	1d6+1	2d6
Lasso	5 sp	3	L	—	10	—	—
Mace, footman's	8 gp	10	M	B	7	1d6+1	1d6
Mace, horseman's	5 gp	6	M	B	6	1d6	1d4
Main-gauche	3 gp	2	S	P/S	2	1d4	1d3
Mancatcher**	30 gp	8	L	—	7	—	—
Morning star	10 gp	12	M	P/B	7	2d4	1d6+1
Net	5 gp	10	M	—	10	—	—

See reverse side for rest of table and footnotes.

Armor Class Ratings

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor & shield, studded leather, or ring mail	7
Studded leather or ring mail & shield, brigandine, scale mail, hide armor	6
Scale mail or hide & shield, chain mail	5
Chain mail & shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, bronze plate mail & shield, or plate mail	3
Plate mail & shield, field plate	2
Field plate armor & shield, full plate	1
Full plate armor & shield	0

Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	–2
Slowed	+2
On higher ground	–1
Set to receive a charge	–2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered	+3
Waiting	+1

Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	–4
Defender off-balance	+2
Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	–5
Missile fire, medium range	–2
Rear attack	+2

Cover & Concealment Modifiers

Target is:	Cover	Concealment
25% hidden	–2	–1
50% hidden	–4	–2
75% hidden	–7	–3
90% hidden	–10	–4

Master Weapons Chart (con't)

Item	Cost	Weight (lbs)	Size	Type†	Speed Factor	Damage S–M	Damage L
Polearm	—	—	—	—	—	—	—
Awl pike #	5 gp	12	L	P	13	1d6	1d12
Bardiche	7 gp	12	L	S	9	2d4	2d6
Bec de corbin	8 gp	10	L	P/B	9	1d8	1d6
Bill-guisarme	7 gp	15	L	P/S	10	2d4	1d10
Fauchard	5 gp	7	L	P/S	8	1d6	1d8
Fauchard-fork	8 gp	9	L	P/S	8	1d8	1d10
Glaive*	6 gp	8	L	S	8	1d6	1d10
Glaive-guisarme*	10 gp	10	L	P/S	9	2d4	2d6
Guisarme	5 gp	8	L	S	8	2d4	1d8
Guisarme-voulge	8 gp	15	L	P/S	10	2d4	2d4
Halberd	10 gp	15	L	P/S	9	1d10	2d6
Hook fauchard	10 gp	8	L	P/S	9	1d4	1d4
Lucern hammer #	7 gp	15	L	P/B	9	2d4	1d6
Military fork*	5 gp	7	L	P	7	1d8	2d4
Partisan #	10 gp	8	L	P	9	1d6	1d6+1
Ranseur #	6 gp	7	L	P	8	2d4	2d4
Spetum #	5 gp	7	L	P	8	1d6+1	2d6
Voulge #	5 gp	12	L	S	10	2d4	2d4
Quarterstaff	—	4	L	B	4	1d6	1d6
Sap	1 gp	1⁄40	S	B	2	1d2	1d2
Scourge	1 gp	2	S	—	5	1d4	1d2
Sickle	6 sp	3	S	S	4	1d4+1	1d4
Sling	5 cp	‡	S	—	6	—	—
Sling bullet	1 cp	½	S	B	—	1d4+1	1d6+1
Sling stone	—	½	S	B	—	1d4	1d4
Spear	—	—	—	—	—	—	—
One-handed	8 sp	5	M	P	6	1d6	1d8
Two-handed #	8 sp	5	M	P	6	1d8+1	2d6
Spear, long	—	—	—	—	—	—	—
One-handed	5 gp	8	L	P	8	1d8	1d8+1
Two-handed #	5 gp	8	L	P	8	2d6	3d6
Spear, stone	—	—	—	—	—	—	—
One-handed	8 cp	5	M	P	6	1d4	1d6
Two-handed	8 cp	5	M	P	6	1d6	2d4
Staff sling §	2 sp	2	M	—	11	—	—
Stinkpot	1 sp	2	S	B	—	1d3	1d3
Stiletto	5 sp	½	S	P	2	1d3	1d2
Sword	—	—	—	—	—	—	—
Bastard sword	—	—	—	—	—	—	—
One-handed	25 gp	10	M	S	6	1d8	1d12
Two-handed	25 gp	10	M	S	8	2d4	2d8
Broad sword	10 gp	4	M	S	5	2d4	1d6+1
Claymore	25 gp	10	M	S	8	2d4	2d8
Cutlass	12 gp	4	M	S	5	1d6	1d8
Drusus	50 gp	3	M	S	3	1d6+1	1d8+1
Falchion	17 gp	8	M	S	5	1d6+1	2d4
Khopesh	10 gp	7	M	S	9	2d4	1d6
Long sword	15 gp	4	M	S	5	1d8	1d12
Rapier	15 gp	4	M	P	4	1d6+1	1d8+1
Sabre	17 gp	5	M	S	4	1d6+1	1d8+1
Scimitar	15 gp	4	M	S	5	1d8	1d8
Short sword	10 gp	3	M	P	3	1d6	1d8
Two-handed sword	50 gp	15	L	S	10	1d10	3d6
Trident	—	—	—	—	—	—	—
One-handed	15 gp	5	L	P	7	1d6+1	3d4
Two-handed	15 gp	5	L	P	7	1d8+1	3d4
Whip	1 sp	2	M	—	8	1d2	1

* This weapon inflicts double damage against charging creatures of L or greater size.
** This weapon can dismount a rider on a successful hit.
*** This weapon available only if allowed by the DM.
@ This weapon inflicts double damage when used from the back of a charging mount.
# This weapon inflicts double damage when firmly set to receive a charge.
† The "Type" category is divided into bludgeoning (B), piercing (P), and slashing (S).
‡ These items weigh little individually. Ten of these weigh one pound.
§ The staff sling can use either sling bullets or sling stones, in addition to stinkpots, as ammunition.

Missile Weapon Ranges

Weapon	ROF	Range S	M	L
Arquebus	1/3	5	15	21
Blowgun	2/1	1	2	3
Bow, comp. long, flight arrow	2/1	6	12	21
Bow, comp. long, sheaf arrow	2/1	4	8	17
Bow, comp. short	2/1	5	10	18
Bow, long, flight arrow	2/1	7	14	21
Bow, long, sheaf arrow	2/1	5	10	17
Bow, short	2/1	5	10	15
Club	1	1	2	3
Crossbow, hand	1	2	4	6
Crossbow, heavy	1/2	8	16	24
Crossbow, light	1	6	12	18
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Hammer	1	1	2	3
Hand axe	1	1	2	3
Harpoon	1	1	2	3
Javelin	1	2	4	6
Knife	2/1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Spear	1	1	2	3
Staff sling bullet	2/1	—	3–6	9
Staff sling stone	2/1	—	3–6	9
Trident	1	0	1	2

"ROF" is the rate of fire—how many missiles that weapon can fire in one round. This is independent of the number of melee attacks a character can make in a round.

Range is given in *tens of yards*. Each range category (short, medium, long) includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the Medium Range modifier.

The attack roll modifiers for range are –2 for medium range and –5 for long range.

Arquebuses (if allowed) double all range modifiers.

Melee Attacks/Round

Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13+	2/round

Helmet Effects

Type	Vis.	Hrg.	Wgt.
Cap	—	–1	2 lbs.
Coif	—	–1	2 lbs.
Close-faced	–2	–3	5 lbs.
Great helm	–3	–4	10 lbs.
Open-faced	–1	–2	5 lbs.

Vis. is the modifier applied to any check the DM requires to spot an object or creature.
Hrg. modifier is applied to all checks to hear noise while wearing the helm.

Paladin Special Abilities

- **Detect Evil.** Detect monsters and characters with evil intentions within a 60' radius. Such detection takes one round and no other action can be taken.

- **Bonus of +2 to all saving throws.**

- **Immunity to Disease.** The paladin is immune to disease. Mummy rot and lycanthropy are curses, *not* diseases.

- **Cure Disease.** Can cure by touch. 1st-5th level: 1/week. 6th-10th level: 2/week; 11th-15th level: 3/week; 16th-20th level: 4/week.

- **Lay on Hands.** Heals any creature touched (including self) of 2 points of damage per level of the paladin. Usable once per day.

- **Aura of Protection.** All summoned creatures and creatures with evil intentions suffer a –1 penalty to THAC0 when within 10' of the paladin.

- **Holy Sword.** A paladin gains full benefit from a holy sword, affecting a 5' radius. This includes the ability to *dispel magic* with the sword.

- **Turning Undead.** See the Paladin Turning Undead Table.

- **War Horse.** Can call special mount (chosen by DM) any time after reaching 4th level.

- **Priest Spells.** At 9th level, paladin can cast spells of the combat, divination, healing, and protection spheres. See the Paladin Spell Progression Chart for number and level of spells.

The Paladin's Code

- **I will protect the weak and innocent.** A paladin is lawful good. He believes in the rights of others and in justice and mercy. Those who are oppressed must be protected; those who are enslaved must be brought to freedom.

- **I will not use the powers granted me to seek riches.** The paladin adventures so that he can help others, smite evil, and extend civilizing order throughout the land. He does not adventure for mere money. The paladin must donate all wealth discovered to good and charitable causes, keeping only enough to pay for his modest needs. He must tithe 10% of all he finds to his faith.

- **I will not prize magic.** The paladin believes in the strength of his faith and his arm, and is wary lest a reliance on magic undermine his own skills. The paladin can own only ten magical items, including one set of armor, one shield, and four weapons.

- **I will fight evil and disorder.** Paladins are the rock of goodness against the tides of chaos and disorder. A paladin must be lawful good. Knowingly performing an evil deed causes the loss of all paladin powers forever. A paladin who knowingly performs a chaotic deed loses all powers until he has atoned for his error.

- **I will live as an example to others.** The paladin should always strive through his actions to be a paragon of virtue— an example to those weaker than himself. He should not judge others unfairly, for this would reflect badly on the one whose powers he wields.

- **I will value a good person's company.** Friendship and trust are important bonds in every society, and the paladin should seek to build these in others. The paladin seeks out lawful good creatures to be his henchmen. He understands that others are not as strong in the faith as he is, and treats them with the mercy and kindness they deserve.

Paladin Spell Progression

Paladin Level	Casting Level	Spells/Level 1	2	3	4
9	1	1	—	—	—
10	2	2	—	—	—
11	3	2	1	—	—
12	4	2	2	—	—
13	5	2	2	1	—
14	6	3	2	1	—
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20	9*	3	3	3	3

* Maximum ability attainable.

Turning Undead

Type or Hit Dice of Undead	Level of Paladin 3	4	5	6	7	8	9	10	11	12-13	14-15	16+
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*
Shadow or 3–4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	—	20	19	16	13	10	7	4	T	T	D	D
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10
Special**	—	—	—	—	—	—	—	—	20	19	16	13

* An additional 2d4 creatures of this type are turned.

** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.

Paladin Spells

Key: **Name**; Sphere (A Animal, C Combat, D Divination, H Healing, N Numbers, Ne Necromantic, Pl Plant, Pr Protection); Range (R); Components (V verbal, S somatic, M material); Duration (D); Casting Time (CT); Area of Effect (AoE); Saving Throw (Save); Book/page number (PH: *Player's Handbook*, TM: *Tome of Magic*).
An *italicized* spell is the reverse of the spell immediately above.
An asterisk (*) indicates a cooperative magic spell.

1st Level

☐☐☐ **Analyze Balance** (N, D) R: 80 yd; C: V,S,M; D: 5 rd+1 rd/lvl; CT: 1 rd; AoE: 1 creature, object, or 10' sq; Save: None; TM51.

☐☐☐ **Cure Light Wounds** (H) R: Touch; C: V,S; D: Perm; CT: 5; AoE: Creature touched; Save: None; PH199.

    ☐☐☐ *Cause Light Wounds*

☐☐☐ **Detect Magic** (D) R: 30 yd; C: V,S,M; D: 1 tn; CT: 1 rd; AoE: 10' path; Save: None; PH199.

☐☐☐ **Detect Poison** (D) R: 0; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 4; AoE: Spcl; Save: None; PH199.

☐☐☐ **Detect Snares & Pits** (D) R: 0; C: V,S,M; D: 4 rd/lvl; CT: 4; AoE: 10' path, 40' long; Save: None; PH200.

☐☐☐ **Endure Cold/Endure Heat** (Pr) R: Touch; C: V,S; D: 1½ hr/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH200.

☐☐☐ **Locate Animals or Plants** (D, A, Pl) R: 100 yd+20 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 20' wide path 20 yd long/lvl; Save: None; PH201.

☐☐☐ **Magical Stone** (C) R: 0; C: V,S,M; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH201.

☐☐☐ **Protection from Evil** (Pr) R: Touch; C: V,S,M; D: 3 rd/lvl; CT: 4; AoE: Creature touched; Save: None; PH201.

    ☐☐☐ *Protection from Good*

☐☐☐ **Ring of Hands*** (Pr) R: 0; C: V,S; D: 2d10 rd; CT: 5; AoE: Spcl; Save: None; TM54.

    ☐☐☐ *Ring of Woe*

☐☐☐ **Sanctuary** (Pr) R: Touch; C: V,S,M; D: 2 rd+1 rd/lvl; CT: 4; AoE: Creature touched; Save: None; PH202.

☐☐☐ **Shillelagh** (C, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 2; AoE: 1 normal oaken club; Save: None; PH202.

2nd Level

☐☐☐ **Augury** (D) R: 0; C: V,S,M; D: Spcl; CT: 2 rd; AoE: Spcl; Save: None; PH203.

☐☐☐ **Barkskin** (Pr, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH203.

☐☐☐ **Chant** (C) R: 0; C: V,S; D: Time of chanting; CT: 2 rd; AoE: 30' radius; Save: None; PH203.

☐☐☐ **Detect Charm** (D) R: 30 yd; C: V,S; D: 1 tn; CT: 1 rd; AoE: 1 creature/rd; Save: None; PH204.

    ☐☐☐ *Undetectable Charm* (D) R: Touch; D: 24 hr; AoE: Creature touched.

☐☐☐ **Find Traps** (D) R: 30 yd; C: V,S; D: 3 tn; CT: 5; AoE: 10' path; Save: None; PH204.

☐☐☐ **Know Alignment** (D) R: 10 yd; C: V,S; D: 1 tn; CT: 1 rd; AoE: 1 creature or object; Save: Neg; PH206.

    ☐☐☐ *Undetectable Alignment* (D) D: 24 hr.

☐☐☐ **Resist Fire/Resist Cold** (Pr) R: Touch; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH206.

☐☐☐ **Slow Poison** (H) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1; AoE: Creature touched; Save: None; PH207.

☐☐☐ **Speak with Animals** (A, D) R: 0; C: V,S; D: 2 rd/lvl; CT: 5; AoE: 1 animal within 30' radius of priest; Save: None; PH207.

☐☐☐ **Spiritual Hammer** (C) R: 10 yd/lvl; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH207.

☐☐☐ **Withdraw** (Pr) R: 0; C: V,S; D: Spcl; CT: 5; AoE: Caster; Save: None; PH208.

3rd Level

☐☐☐ **Dispel Magic** (Pr) R: 60 yd; C: V,S; D: Spcl; CT: 6; AoE: 30' cube or 1 item; Save: None; PH210.

☐☐☐ **Extradimensional Detection** (N, D) R: 0; C: V,S; D: 1 rd/lvl; CT: 3; AoE: 10' path, 60' long; Save: None; TM66.

☐☐☐ **Line of Protection*** (Pr) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 30 yd line; Save: Neg; TM67.

    ☐☐☐ *Line of Destruction*

☐☐☐ **Locate Object** (D) R: 60 yd+10 yd/lvl; C: V,S; D: 8 hr; CT: 1 tn; AoE: 1 item; Save: None; PH211.

    ☐☐☐ *Obscure Object* R: Touch

☐☐☐ **Magical Vestment** (Pr) R: Touch; C: V,S,M; D: 5 rd/lvl; CT: 1 rd; AoE: Caster; Save: None; PH211.

☐☐☐ **Negative Plane Protection** (Pr, Ne) R: Touch; C: V,S; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: None; PH212.

☐☐☐ **Prayer** (C) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: 60' radius; Save: None; PH212.

☐☐☐ **Protection from Fire** (Pr, Ele-Fire) R: Touch; C: V,S,M; D: Spcl; CT: 6; AoE: Creature touched; Save: None; PH212.

☐☐☐ **Remove Curse** (Pr) R: Touch; C: V,S; D: Perm; CT: 6; AoE: Spcl; Save: Spcl; PH213.

    ☐☐☐ *Bestow Curse* (Pr) D: 1 tn/lvl; AoE: Creature touched; Save: Neg.

☐☐☐ **Remove Paralysis** (Pr) R: 10 yd/lvl; C: V,S; D Perm; CT: 6; AoE: 1d4 creatures in 20' cube; Save: None; PH213.

☐☐☐ **Speak with Dead** (D) R: 1 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Spcl; PH214.

☐☐☐ **Unearthly Choir*** (C) R: 0; C: V; D: Instant; CT: 5; AoE: Spcl; Save: ½; TM73.

4th Level

☐☐☐ **Cure Serious Wounds** (H) R: Touch; C: V,S; D Perm; CT 7; AoE: Creature touched; Save: None; PH217.

    ☐☐☐ *Cause Serious Wounds*

☐☐☐ **Detect Lie** (D) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT 7; AoE: 1 creature; Save: Neg; PH217.

    ☐☐☐ *Undetectable Lie* D: 24 hr.

☐☐☐ **Divination** (D) R: 0; C: V,S,M; D: Spcl; CT: 1 tn; AoE: Spcl; Save: None; PH217.

☐☐☐ **Fortify*** (H) R: 0; C: V,S,M; D: Spcl; CT: 6; AoE: Creature touched; Save: None; TM80.

☐☐☐ **Neutralize Poison** (H) R: Touch; C: V,S; D: Perm; CT: 7; AoE: creature touched or 1 cu ft/2 lvl; Save: None; PH219.

    ☐☐☐ *Poison* Save: Neg.

☐☐☐ **Protection from Evil, 10' Radius** (Pr) R: Touch; C: V,S,M; D: 1 tn/lvl; CT 7; AoE: 10' radius; Save: None; PH219.

    ☐☐☐ *Protection from Good, 10' Radius*

☐☐☐ **Protection from Lightning** (Pr, W) R: Touch; C: V,S,M; D: Spcl; CT: 7; AoE: Creature touched; Save: None; PH 219.

☐☐☐ **Reflecting Pool** (D) R: 10 yd; C: V,S; D: 1 rd/lvl; CT 2 hr; AoE: Spcl; Save: None; PH219.

☐☐☐ **Repel Insects** (A, Pr) R: 0; C: V,S,M; D: 1 tn/lvl; CT 1 rd; AoE: 10' radius; Save: None; PH220.

☐☐☐ **Spell Immunity** (Pr) R: Touch; C: V,S,M; D: 1 tn/lvl; CT 1 rd; AoE: Creature touched; Save: None; PH220.

☐☐☐ **Tongues** (D) R: 0; C: V,S; D: 1 tn; CT: 7; AoE: Caster; Save: None; PH220.

    ☐☐☐ *Babble* AoE: 60' radius; PH221.

Ranger Abilities

- **Fight with two weapons.** The ranger can use two weapons without penalty when wearing leather, padded, or studded leather armor. When wearing other armors, the standard penalty of –2 (primary weapon)/–4 (secondary weapon) is applied (plus Dexterity adjustment).

- **Tracking.** The ranger knows the Tracking Proficiency without expending a proficiency slot. This proficiency improves by +1 per three levels of the ranger.

- **Hide in shadows.** When wearing studded leather or less, the ranger can hide in shadows in natural surroundings at the percentages listed on the **Ranger Ability Table.** This is halved in non-natural surroundings.

- **Move silently.** When wearing studded leather or less, the ranger can move silently in natural surroundings at the percentages listed on the **Ranger Ability Table.** This is halved in non-natural surroundings.

- **Species enemy.** Before advancing to 2nd level, a ranger must choose a creature type to be a specific enemy. The ranger gains a +4 bonus to attacks vs. that creature type. He suffers a –4 penalty on all encounter reactions with the same.

- **Animal empathy.** A ranger can automatically befriend any domesticated animal. Wild animals must fail a saving throw vs. rods to become friendly. The animal's save suffers a –1 penalty per three levels of the ranger.

- **Spell-casting.** At 8th level and above, the ranger can cast priest spells of the plant and animal spheres. See the **Ranger Ability Table** for spells allowed per level.

- **Followers.** At 10th level, the ranger attracts 2d6 special followers. The DM will determine the type and number attracted.

The Ranger's Code

- **I will protect the innocent.** A ranger must always strive to be good. He lives to fight against evil, although he won't necessarily throw his life away.

- **No one is unimportant.** The ranger does not ignore the sufferings of those who are too poor or too far from civilized lands. He helps those who have no other protection.

- **All beings have worth.** The ranger protects not just humans, just elves, just dwarves, just demihumans, or just intelligent creatures. Animals deserve protection as much as people.

- **Nature is not evil.** A bear killing a deer is the way of life—it is not an evil act. A man hunting a bear is not evil, unless the man does so simply to destroy without cause.

- **I will obey good laws.** A ranger is not required to be lawful. A ranger can choose to disobey laws that harm the innocent (although a change in alignment for lawful rangers may be in order as a result).

- **I do not fear death.** The ranger knows his calling could mean a cold and lonely death, and he accepts that fact. He does not seek to die, but is willing to give up his own life if there is no other way to stop evil's advance.

- **Strength comes from within.** The ranger quickly learns to rely on himself before all others. As such, rangers do not acquire henchmen, hirelings, or servants before 8th level.

- **I will go where I must.** The ranger is ready, perhaps even eager, to travel wherever evil must be attacked. As such, he travels with no more gear than he can carry.

Tracking Modifiers Table

Terrain	Modifier
Soft or muddy ground	+4
Thick brush, vines, or reeds	+3
Occasional signs of passage, dust	+2
Every two creatures in the group	+1
Normal ground, wood floor	0
Every 12 hours since trail was made	–1
Every hour of rain, snow, or sleet	–5
Tracked party attempts to hide trail	–5
Poor lighting (moon or starlight)	–6
Rocky ground or shallow water	–10

Movement While Tracking Table

Chance to Track	Movement Rate
1-6	1/4 normal
7-14	1/2 normal
15 or greater	3/4 normal

Tracking Proficiency

Rangers use the tracking proficiency to follow the trail of creatures and characters across most types of terrain. To succeed, a proficiency check is made against the ranger's Wisdom score. For the purpose of the check, the ranger's Wisdom is increased by +1 for every three levels of the ranger (+1 for levels 3-5, +2 for levels 6-8, etc.). The die roll is modified by the trail conditions given on the **Tracking Modifiers Table.**

Before tracking, the ranger must find the trail. The ranger must have seen the creature in the last 30 rounds or there must be clear evidence—eyewitnesses, bodies, etc.—that the creature was present. A check is made to see if the ranger then finds the trail.

After finding the trail, further checks are made when:

- The chance of success decreases (due to rain, age, etc.).
- A second track crosses the first.
- The ranger resumes after a halt (for sleep, food, fighting, etc.).

If the ranger loses the trail, a second check can be made after an hour of searching. If this is failed, the trail is lost.

The ranger can also make a check to identify the type and number of creatures he is trailing. All modifiers apply to this check.

Following a trail slows the ranger. The rate of movement depends on the clarity of the trail, as given on the **Movement While Tracking Table.**

Ranger Spells

Key: **Name**; Sphere (A Animal, C Combat, D Divination, H Healing, N Numbers, Ne Necromantic, Pl Plant, Pr Protection); Range (R); Components (V verbal, S somatic, M material); Duration (D); Casting Time (CT); Area of Effect (AoE); Saving Throw (Save); Book/page number (PH: *Player's Handbook*, TM: *Tome of Magic*).

Italicized spells are the reverse of the spell they succeed.

An asterisk (*) indicates a cooperative magic spell.

1st Level

☐ ☐ ☐ **Animal Friendship** (A) R: 10 yd; C: V,S,M; D: Perm; CT: 1 hr; AoE: 1 animal; Save: Neg; PH198.

☐ ☐ ☐ **Entangle** (Pl) R: 80 yd; C: V,S,M; D: 1 tn; CT: 4; AoE: 40' cube; Save: ½; PH200.

☐ ☐ ☐ **Invisibility to Animals** (A) R: Touch; C: S,M; D: 1 tn+1 rd/lvl; CT: 4; AoE: 1 creature touched/lvl; Save: None; PH200.

☐ ☐ ☐ **Locate Animals or Plants** (D, A, Pl) R: 100 yd+20 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 20' wide path 20 yd long/lvl; Save: None; PH201.

☐ ☐ ☐ **Log of Everburning** (Pl, Ele-Fire) R: Touch; C: V,S; D: 1 hr/lvl; CT: 1; AoE: Spcl; Save: None; TM53.

☐ ☐ ☐ **Pass Without Trace** (Pl) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH201.

☐ ☐ ☐ **Shillelagh** (C, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 2; AoE: 1 normal oaken club; Save: None; PH202.

2nd Level

☐ ☐ ☐ **Barkskin** (Pr, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH203.

☐ ☐ ☐ **Charm Person or Mammal** (A) R: 80 yd; C: V,S; D: Spcl; CT: 5; AoE: 1 person or mammal; Save: Neg; PH203.

☐ ☐ ☐ **Goodberry** (Pl) R: Touch; C: V,S,M; D: 1 day+1 day/lvl; CT: 1 rd; AoE: 2d4 fresh berries; Save: None; PH205.

    ☐ ☐ ☐ *Badberry* AoE: 2d4 rotten berries.

☐ ☐ ☐ **Messenger** (A) R: 20 yd/lvl; C: V,S; D: 1 day/lvl; CT: 1 rd; AoE: 1 creature; Save: Neg; PH206.

☐ ☐ ☐ **Snake Charm** (A) R: 30 yd; C: V,S; D: Spcl; CT: 5; AoE: 30' cube; Save: None; PH207.

☐ ☐ ☐ **Speak with Animals** (A, D) R: 0; C: V,S; D: 2 rd/lvl; CT: 5; AoE: 1 animal within 30' radius of priest; Save: None; PH207.

☐ ☐ ☐ **Trip** (Pl) R: Touch; C: V,S; D: 1 tn/lvl; CT: 5; AoE: 1 object up to 10' long; Save: Neg; PH207.

☐ ☐ ☐ **Warp Wood** (Pl) R: 10 yd/lvl; C: V,S; D: Perm; CT: 5; AoE: Spcl; Save: Spcl; PH208.

    ☐ ☐ ☐ *Straighten Wood*

3rd Level

☐ ☐ ☐ **Hold Animal** (A) R: 80 yd; C: V,S; D: 2 rd/lvl; CT: 6; AoE: 1-4 animals in 40' cube; Save: Neg; PH211.

☐ ☐ ☐ **Plant Growth** (Pl) R: 160 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: Spcl; Save: Spcl; PH212.

☐ ☐ ☐ **Slow Rot** (Pl) R: Touch; C: V,S,M; D: 1 week/lvl; CT: 1 rd; AoE: 100 cu ft plant material/lvl; Save: None; TM70.

☐ ☐ ☐ **Snare** (Pl) R: Touch; C: V,S,M; D: Perm until triggered; CT: 3 rd; AoE: 2'-diam circle+2"/lvl; Save: None; PH213.

☐ ☐ ☐ **Spike Growth** (Pl) R: 60 yd; C: V,S,M; D: 3d4 tn+1 tn/lvl; CT: 6; AoE: 10' sq/lvl; Save: None; PH 214.

☐ ☐ ☐ **Summon Insects** (A, Sum) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT 1 rd; AoE: 1 creature; Save: None; PH214.

☐ ☐ ☐ **Tree** (Pl) R: 0; C: V,S,M; D: 6 tn+1 tn/lvl; CT: 6; AoE: Caster; Save: None; PH215.

Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently	Casting Level	Spell Levels 1	2	3
1	10%	15%	—	—	—	—
2	15%	21%	—	—	—	—
3	20%	27%	—	—	—	—
4	25%	33%	—	—	—	—
5	31%	40%	—	—	—	—
6	37%	47%	—	—	—	—
7	43%	55%	—	—	—	—
8	49%	62%	1	1	—	—
9	56%	70%	2	2	—	—
10	63%	78%	3	2	1	—
11	70%	86%	4	2	2	—
12	77%	94%	5	2	2	1
13	85%	99%*	6	3	2	1
14	93%	99%*	7	3	2	2
15	99%*	99%*	8	3	3	2
16+	99%*	99%*	9*	3	3	3

• Maximum ability attainable.

Multiclassed Ranger/Druid

This combination of classes for half-elves is purely optional, as it involves a conflict in alignments and loyalties. However, campaign conditions may favor the creation of such characters, if the DM and players wish to experiment with them. *The Complete Ranger's Handbook*, p. 79, gives guidelines for playing these characters which are repeated here:

A nature deity of good alignment must exist whose specialty priests are all druids. This priesthood must also have an allied group of rangers. Any half-elf ranger/druid must obey the level limits for demihumans given in the DUNGEON MASTER® Guide, page 15. (It is suggested that the half-elf might also have to be neutral good in alignment.)

Even when using the optional level-advancement system for exceptional ability scores, it is unlikely the character can compete for the 12th level of druidic power, the level at which he must fight. The character is usually destined to have enemies among the more conservative druids, becoming the target of their subtle plots, and is likely to suffer from divided loyalties in situations pitting his obligations as a ranger against those as a druid.

If half-elf ranger/druids are permitted, then dual-classed, neutral good, human ranger-druids or druid-rangers might also be allowed.

Fighter, Paladin, and Ranger Abilities by Level

XP: Experience Points; Weapon Prof.: Weapon/Nonweapon Proficiencies.

Level	Fighter XP	Paladin/Ranger XP	Paladin (Spells per Day)	Ranger (Spells per Day)	Weapon Prof.	Nonweapon Prof.	Attacks per Round	Hit Dice (d10)
1	0	0	–	–	4	3	1	1
2	2,000	2,250	–	–	4	3	1	2
3	4,000	4,500	–	–	4	3	1	3
4	8,000	9,000	–	–	5	4	1	4
5	16,000	18,000	–	–	5	4	1	5
6	32,000	36,000	–	–	5	4	1	6
7	64,000	75,000	–	–	6	5	3/2	7
8	125,000	150,000	–	1	6	5	3/2	8
9	250,000	300,000	1	2	6	5	3/2	9
10	500,000	600,000	2	2 1	7	6	3/2	9+3
11	750,000	900,000	2 1	2 2	7	6	3/2	9+6
12	1,000,000	1,200,000	2 2	2 2 1	7	6	3/2	9+9
13	1,250,000	1,500,000	2 2 1	3 2 1	8	7	2	9+12
14	1,500,000	1,800,000	3 2 1	3 2 2	8	7	2	9+15
15	1,750,000	2,100,000	3 3 1	3 3 2	8	7	2	9+18
16	2,000,000	2,400,000	3 3 2	3 3 3	9	8	2	9+21
17	2,250,000	2,700,000	3 3 3	3 3 3	9	8	2	9+24
18	2,500,000	3,000,000	3 3 3 1	3 3 3	9	8	2	9+27
19	2,750,000	3,300,000	3 3 3 2	3 3 3	10	9	2	9+30
20	3,000,000	3,600,000	3 3 3 3	3 3 3	10	9	2	9+33

Fighter's THAC0 and Saving-Throw Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Poison, Paralyzation, Death Magic	14	14	13	13	11	11	10	10	8	8	7	7	5	5	4	4	3	3	3	3
Rod, Staff, Wand	16	16	15	15	13	13	12	12	10	10	9	9	7	7	6	6	5	5	5	5
Petrification, Polymorph*	15	15	14	14	12	12	11	11	9	9	8	8	6	6	5	5	4	4	4	4
Breath Weapon**	17	17	16	16	13	13	12	12	9	9	8	8	5	5	4	4	4	4	4	4
Spell***	17	17	16	16	14	14	13	13	11	11	10	10	8	8	7	7	6	6	6	6

* Excluding *polymorph wand* attacks.
** Excluding those that cause petrification or polymorph.
*** Excluding those for which another saving-throw type is specified, such as death, petrification, polymorph, etc.
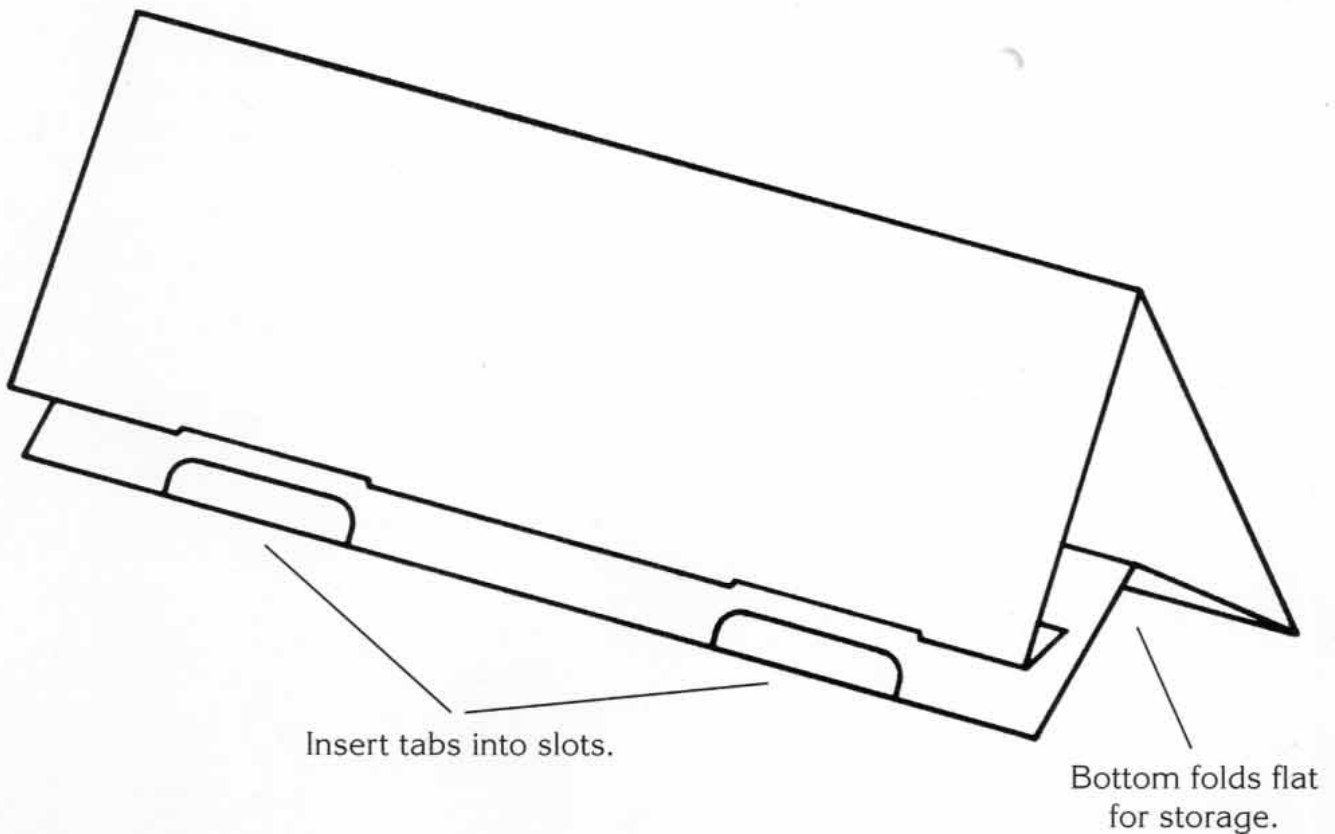
How to Use the Fighter's Screen

This *Fighter's Screen* provides convenient access to tables and lists from the ADVANCED DUNGEONS & DRAGONS® game *Player's Handbook,* and *Complete Fighter's Handbook.*

The *Fighter's Screen* package contains a screen that provides attack numbers (THAC0s) and saving throws for fighter characters in one large-print, combined table. The other side of the screen provides an experience table showing the abilities and powers gained with increasing levels. The screen is assembled by inserting the tabs into the slots as shown in the diagram below. The screen can then fold flat by collapsing the bottom panel for transport to and from your AD&D® game.

Also included are four sheets of reference tables and lists, Permission is given to photocopy these sheets for personal use only.

Assembly and Storage Diagram

Insert tabs into slots.

Bottom folds flat for storage.

Advanced Dungeons & Dragons

2nd Edition ®

Official Game Accessory

Fighter's Screen

By David "Zeb" Cook

At last, gaming screens for players, too!

The Fighter's Screen speeds up game play by taking the most frequently used character-specific information from the AD&D® game *Player's Handbook* and *Complete Fighter's Handbook* and making it instantly accessible. Now the details players need on the spot to play any warrior class—including fighters, rangers, and paladins—can be right at their fingertips. The screen folds in a neat triangle that sits on the table top in front of players for at-a-glance reference.

Also enclosed are eight additional pages of valuable reference material that can be slipped into character folders. These pages feature an extensive *Player's Handbook* and *Tome of Magic* spell and spell-statistics list for rangers and paladins, a complete Master Weapons Chart, and other handy tables and charts.

Suitable for all levels of play.