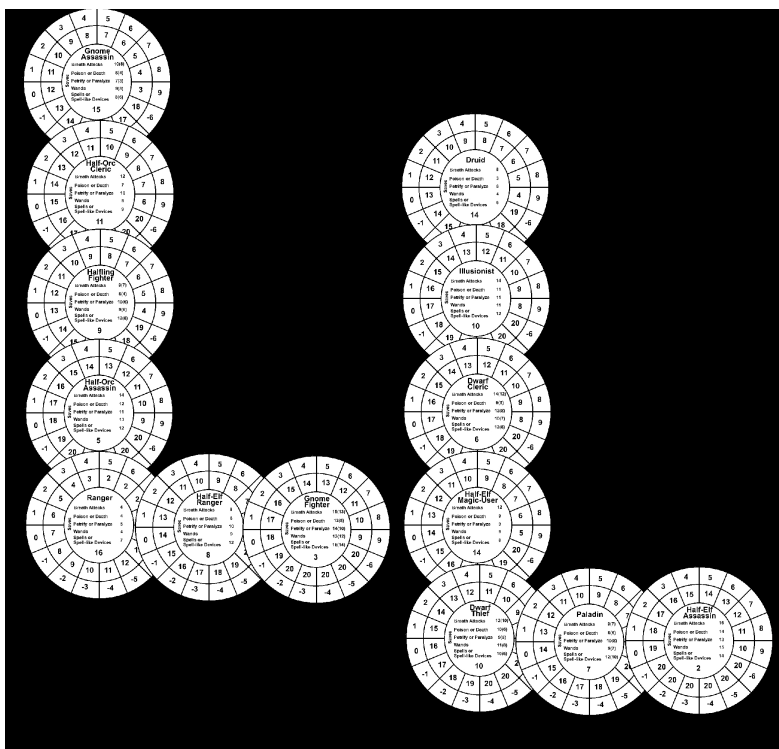


WHEELIES FOR ADVANCED LABYRINTH LORD PLAYERS I: ASSASSIN, DRUID, HALFLING, ILLUSIONIST, MONK, PALADIN AND RANGER



**Wheelies
For
Advanced Labyrinth Lord Players**

**Put together by
Unbalanced Dice Games**

**Numbers from the game
Labyrinth Lord and Advanced Edition Companion**

Wheelies For Advanced Labyrinth Lord Players v.1

Wheelies are round charts that contain the following bits of information. Their to help players of the Advanced Edition Companion/Labyrinth Lord game, or even the Labyrinth Lord, who want the information the Wheelies contain in front of them. The Wheelies are divided into three parts: 2 outer rings and an inner circle.

The inner circle:

Top: Class

Middle: Saving throws based on the class level.

Bottom: Class level

The outer rings:

First circle: AC

Second circle: The 20 sided dice roll to hit that AC based off of the class level.

The following pages contains Wheelies for Assassin, Druid, Monk, Ranger, Paladin, Illusionist, Gnome + classes, Dwarf + classes, Half-Orc + classes, Halfling + classes and Elf + classes. The race + classes have limits set in Advanced Edition Companion. But the Wheelies go higher in case the players do not use those limits. There are 3 books dividing all these class/race combos up.

Saving throw bonuses for the following classes/races are factored in: Paladin, Gnome, Dwarf and Halfling. Their saving throw number has the bonus subtracted from it. So if a Paladin has a breath attack save of 14 it will show up as 14(12) in the Wheelie. The first number is the unaltered save. The number in the parentheses is the first with the +2 bonus the Paladin gets subtracted from it. If it goes below 0 this is expressed as a negative number. While a 1 in most cases would be adequate there will be times when the real negative number would be better. Penalties and bonuses get added to saving throws in the game so the real saving throw number needs to be expressed. These books don't deal with multiclassing.

1 page for each level. All the numbers are based off of what's in the books.

Fun!

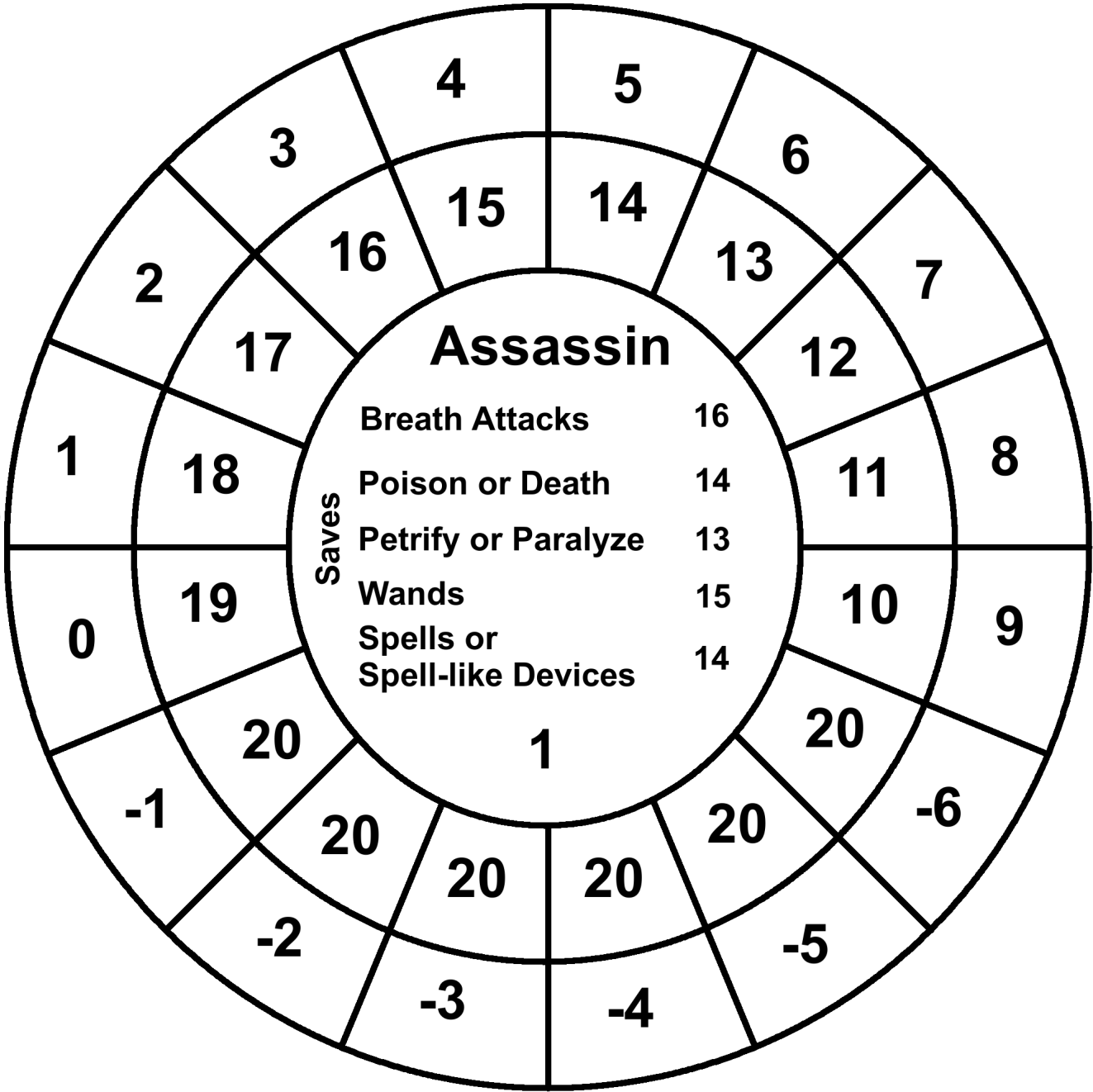
Advanced Wheelies 1

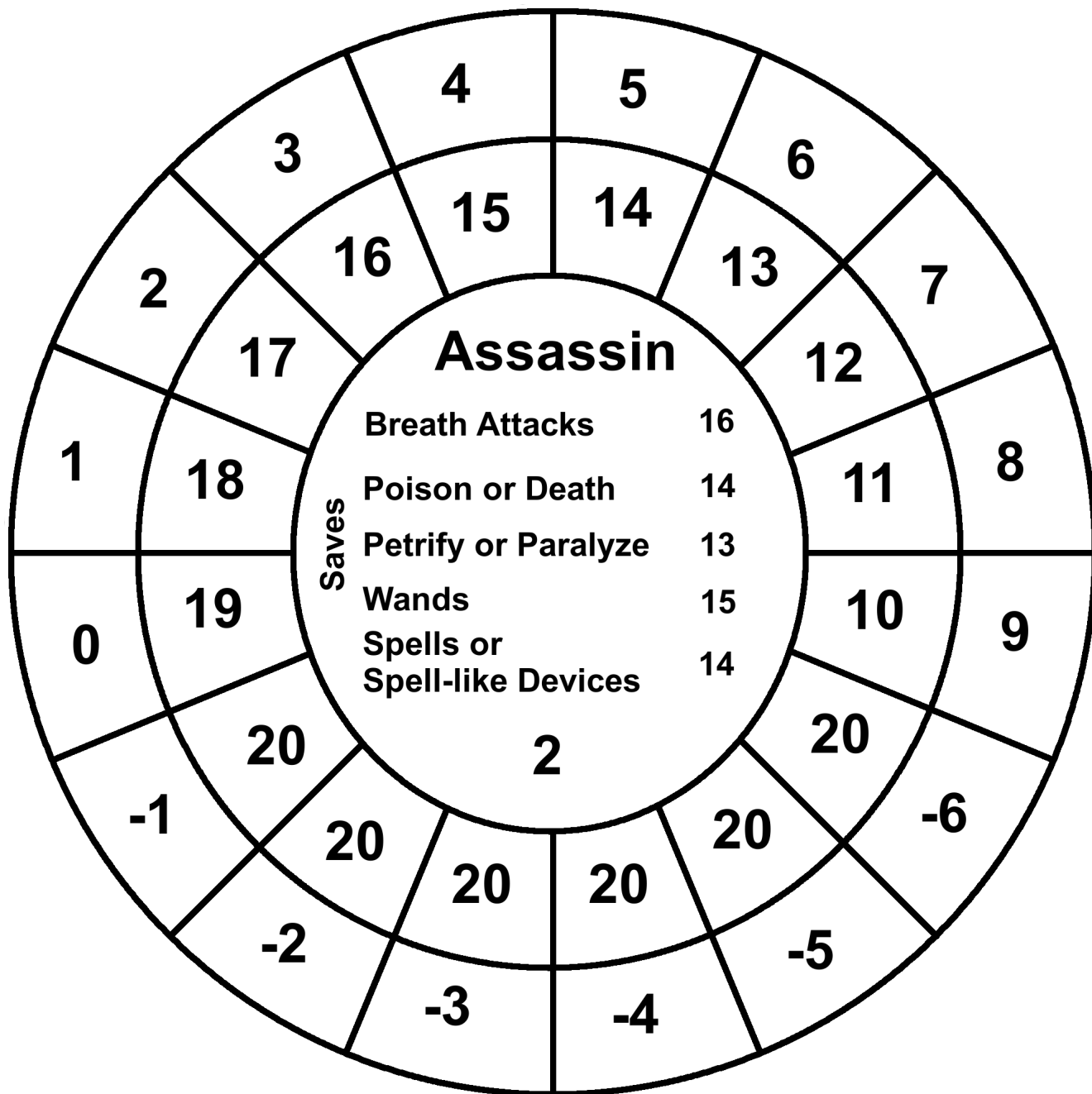
Assassin 1	1
Assassin 2	2
Assassin 3	3
Assassin 4	4
Assassin 5	5
Assassin 6	6
Assassin 7	7
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Assassin 9	9
Assassin 10	10
Assassin 11	11
Assassin 12	12
Assassin 13	13
Assassin 14	14
Assassin 15	15
Druid 1	16
Druid 2	17
Druid 3	18
Druid 4	19
Druid 5	20
Druid 6	21
Druid 7	22
Druid 8	23
Druid 9	24
Druid 10	25
Druid 11	26
Druid 12	27
Druid 13	28
Druid 14	29
Halfling Fighter 1	30
Halfling Fighter 2	31
Halfling Fighter 3	32
Halfling Fighter 4	33
Halfling Fighter 5	34
Halfling Fighter 6 (Maximum Game Level)	35
Halfling Fighter 7	36
Halfling Fighter 8	37
Halfling Fighter 9	38
Halfling Fighter 10	39
Halfling Fighter 11	40
Halfling Fighter 12	41
Halfling Fighter 13	42
Halfling Fighter 14	43
Halfling Fighter 15	44
Halfling Fighter 16	45

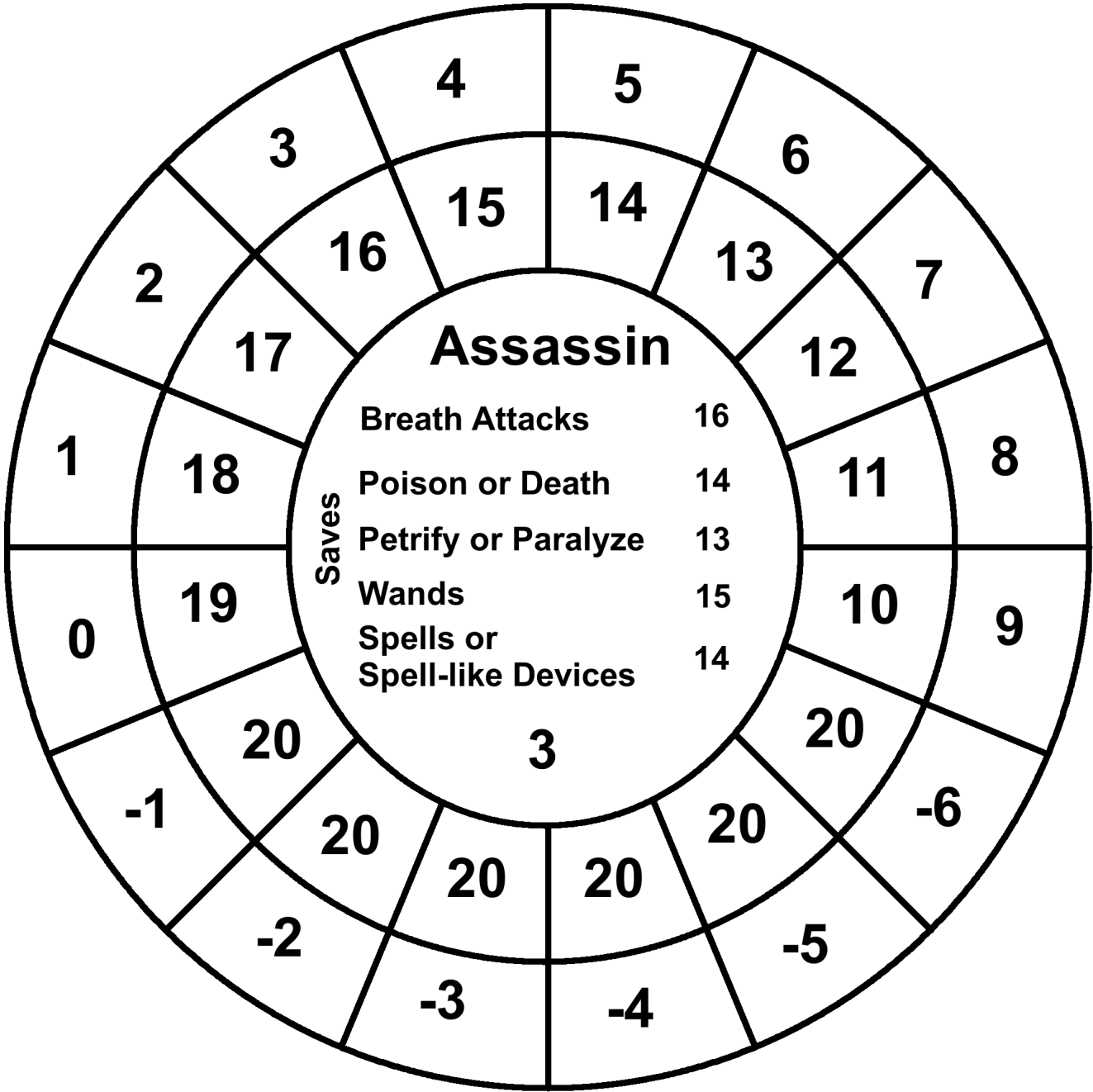
Halfling Fighter 17	46
Halfling Fighter 18	47
Halfling Fighter 19	48
Halfling Thief 1	49
Halfling Thief 2	50
Halfling Thief 3	51
Halfling Thief 4	52
Halfling Thief 5	53
Halfling Thief 6	54
Halfling Thief 7	55
Halfling Thief 8	56
Halfling Thief 9	57
Halfling Thief 10	58
Halfling Thief 11	59
Halfling Thief 12	60
Halfling Thief 13	61
Halfling Thief 14 (Maximum Game Level)	62
Halfling Thief 15	63
Halfling Thief 16	64
Halfling Thief 17	65
Halfling Thief 18	66
Halfling Thief 19	67
Halfling Thief 20	68
Halfling Thief 21	69
Illusionist 1	70
Illusionist 2	71
Illusionist 3	72
Illusionist 4	73
Illusionist 5	74
Illusionist 6	75
Illusionist 7	76
Illusionist 8	77
Illusionist 9	78
Illusionist 10	79
Illusionist 11	80
Illusionist 12	81
Illusionist 13	82
Illusionist 14	83
Illusionist 15	84
Illusionist 16	85
Illusionist 17	86
Illusionist 18	87
Illusionist 19	88
Illusionist 20	89
Illusionist 21	90
Illusionist 22	91
Illusionist 23	92
Illusionist 24	93
Monk 1	94

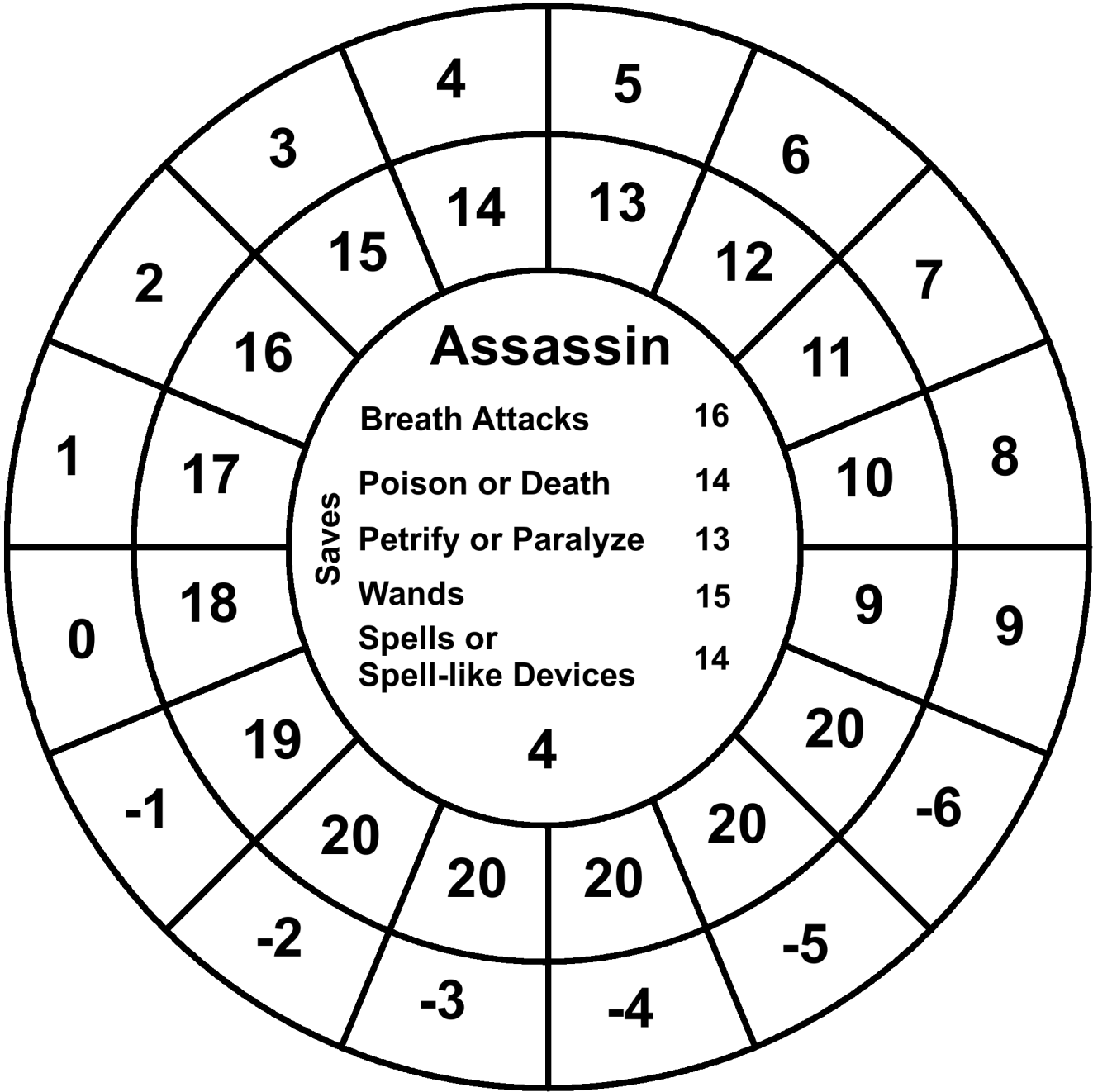
Monk 2	95
Monk 3	96
Monk 4	97
Monk 5	98
Monk 6	99
Monk 7	100
Monk 8	101
Monk 9	102
Monk 10	103
Monk 11	104
Monk 12	105
Monk 13	106
Monk 14	107
Monk 15	108
Monk 16	109
Paladin 1	110
Paladin 2	111
Paladin 3	112
Paladin 4	113
Paladin 5	114
Paladin 6	115
Paladin 7	116
Paladin 8	117
Paladin 9	118
Paladin 10	119
Paladin 11	120
Paladin 12	121
Paladin 13	122
Paladin 14	123
Paladin 15	124
Paladin 16	125
Paladin 17	126
Paladin 18	127
Paladin 19	128
Ranger 1	129
Ranger 2	130
Ranger 3	131
Ranger 4	132
Ranger 5	133
Ranger 6	134
Ranger 7	135
Ranger 8	136
Ranger 9	137
Ranger 10	138
Ranger 11	139
Ranger 12	140
Ranger 13	141
Ranger 14	142
Ranger 15	143

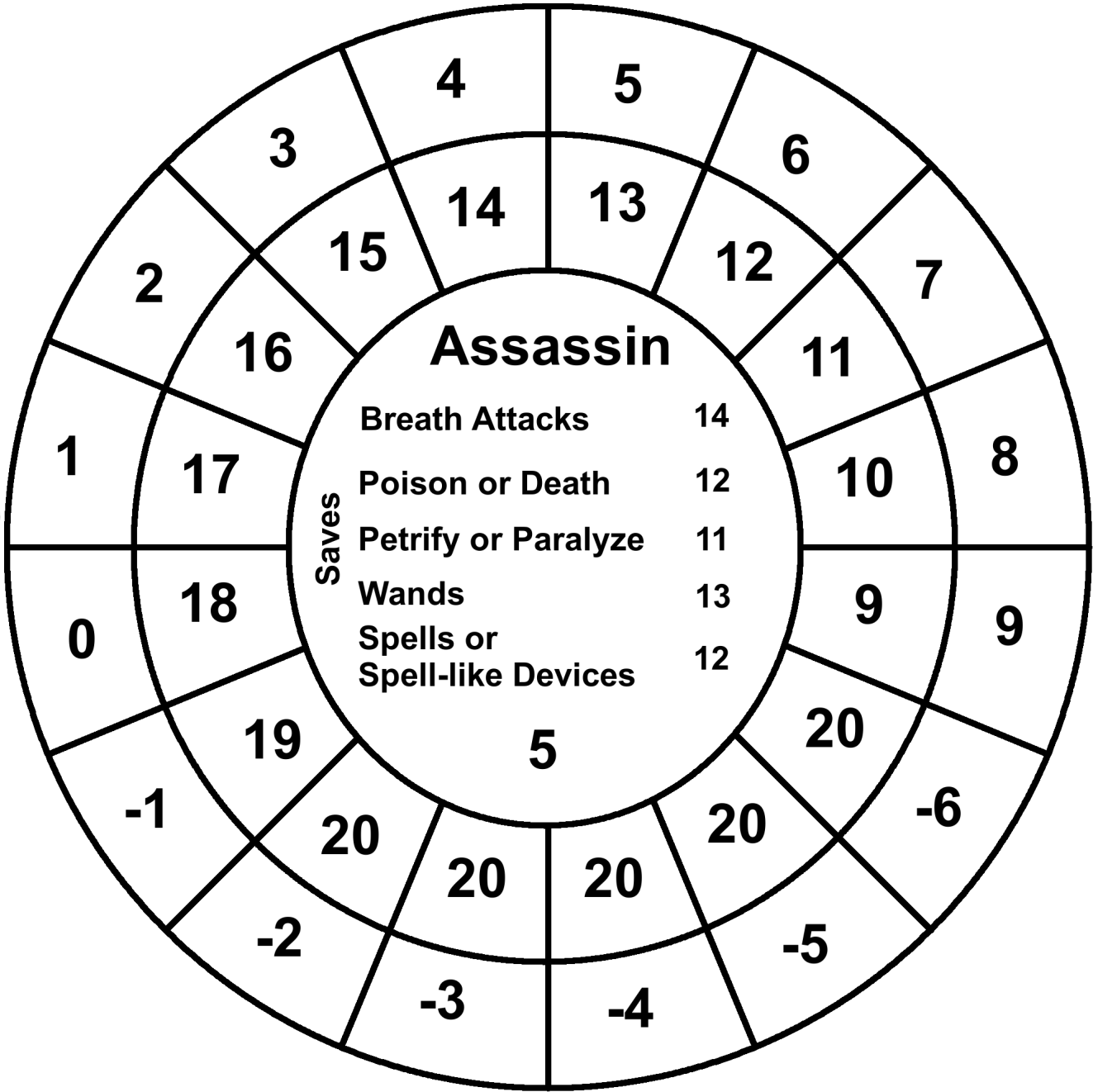
Ranger 16	144
Ranger 17	145
Ranger 18	146
Ranger 19	147

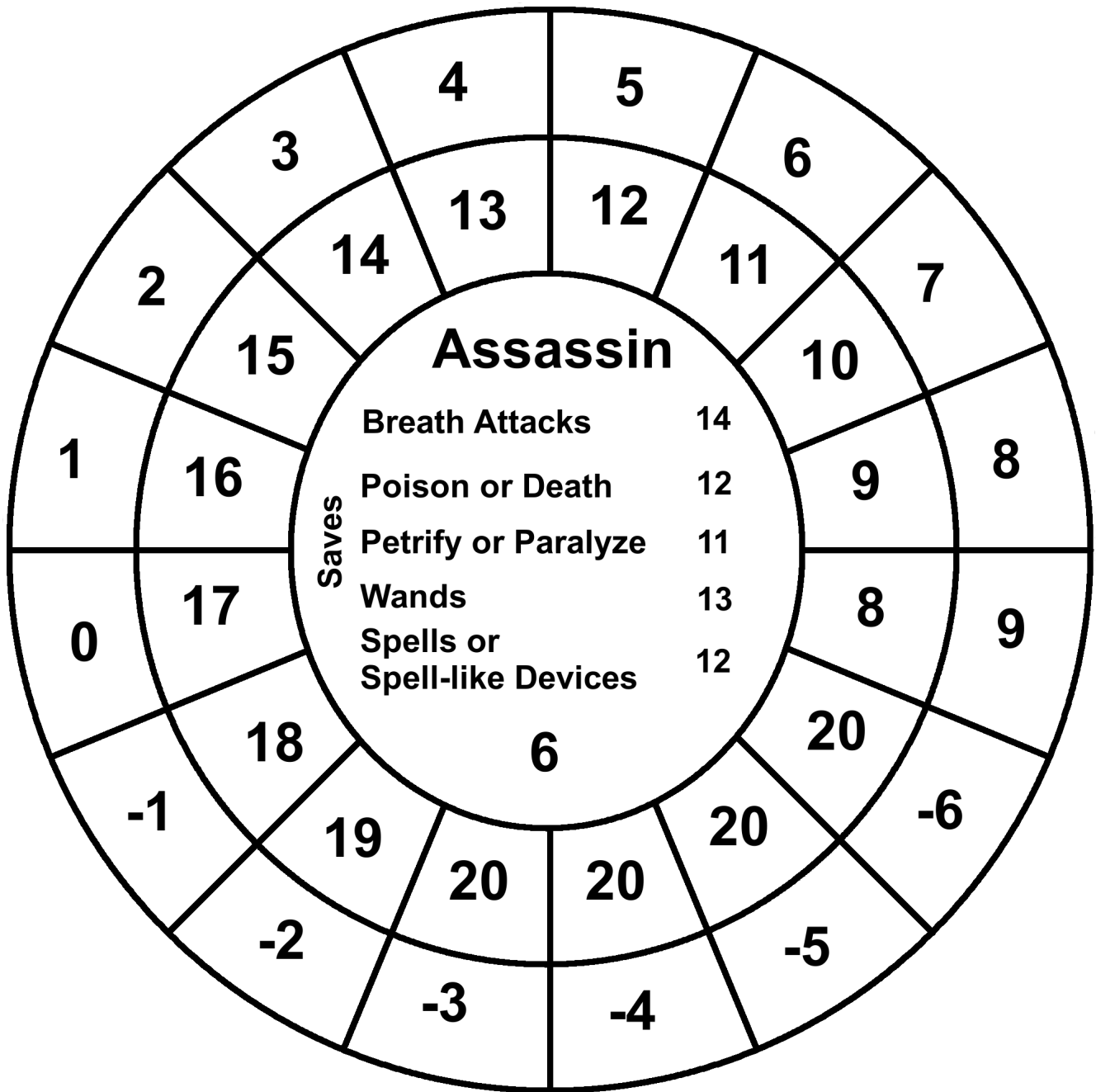


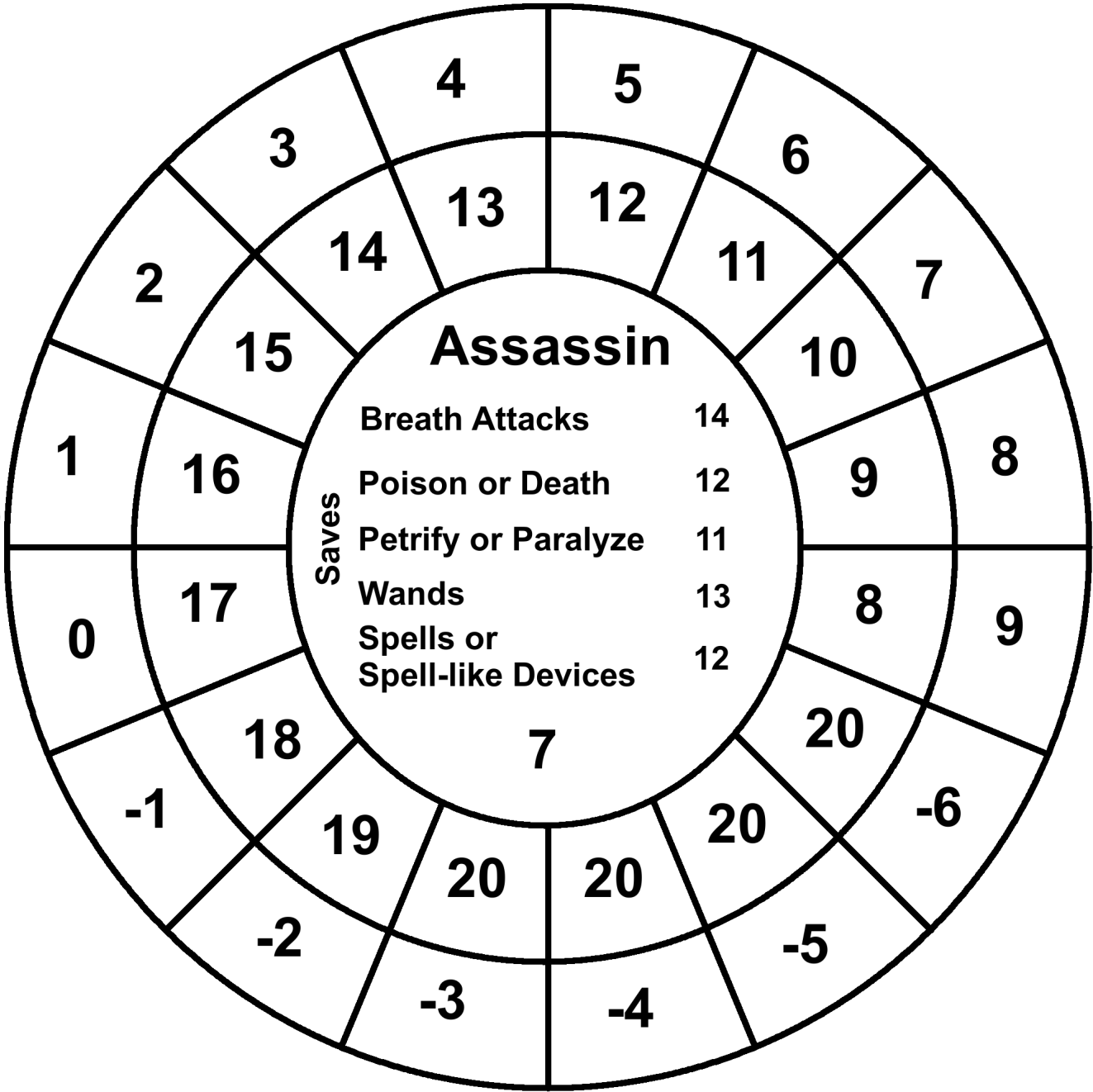


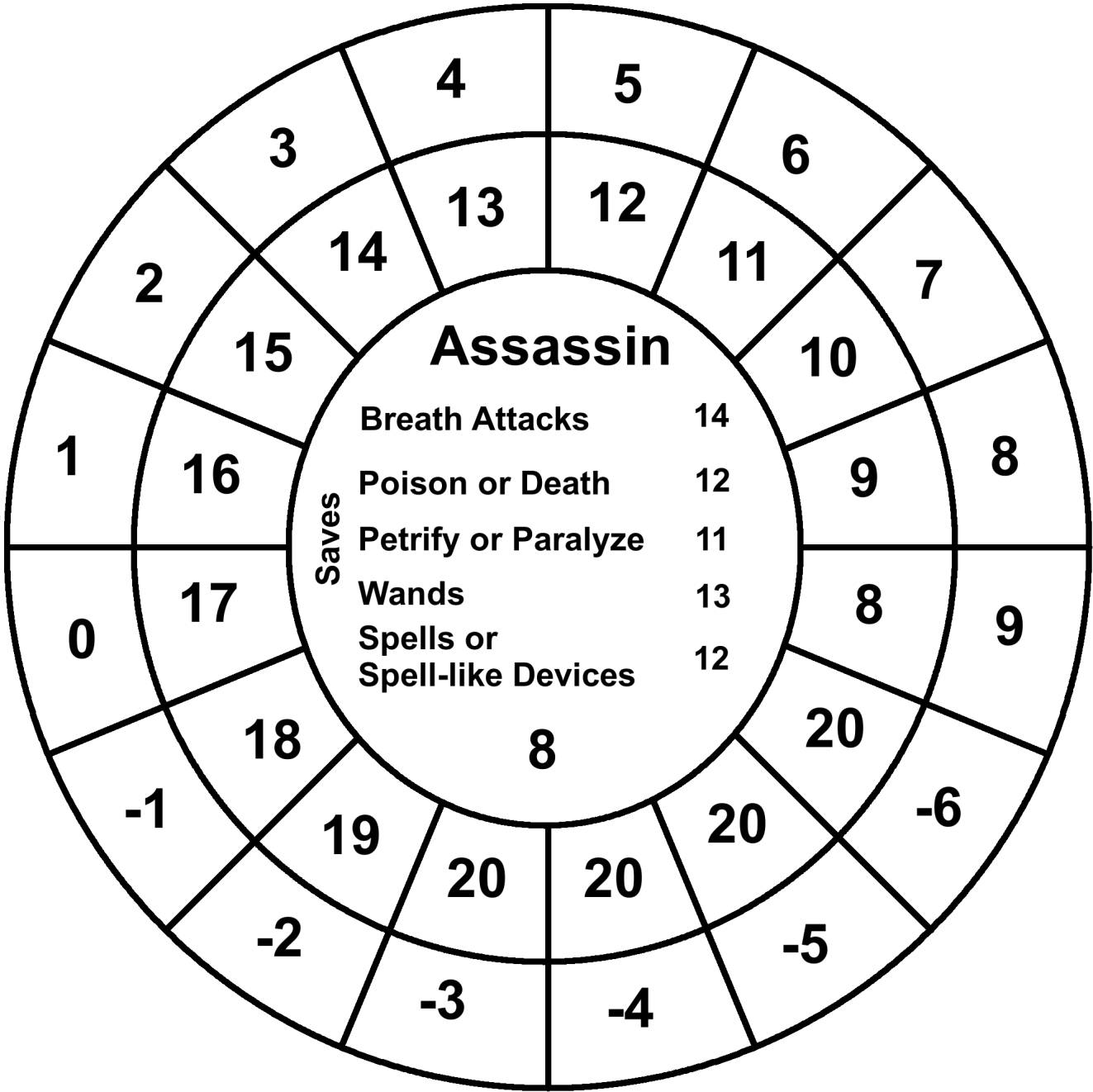


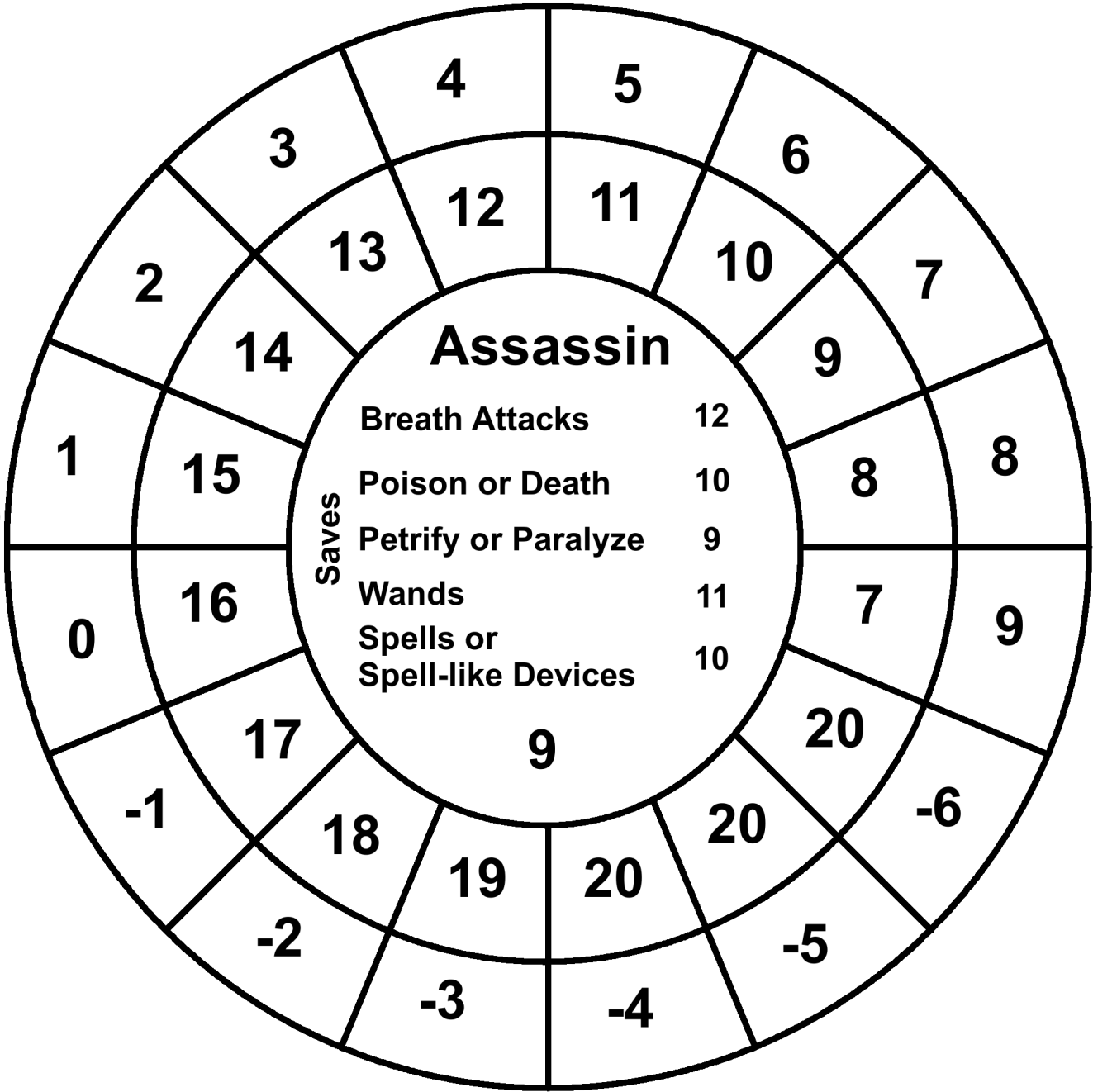


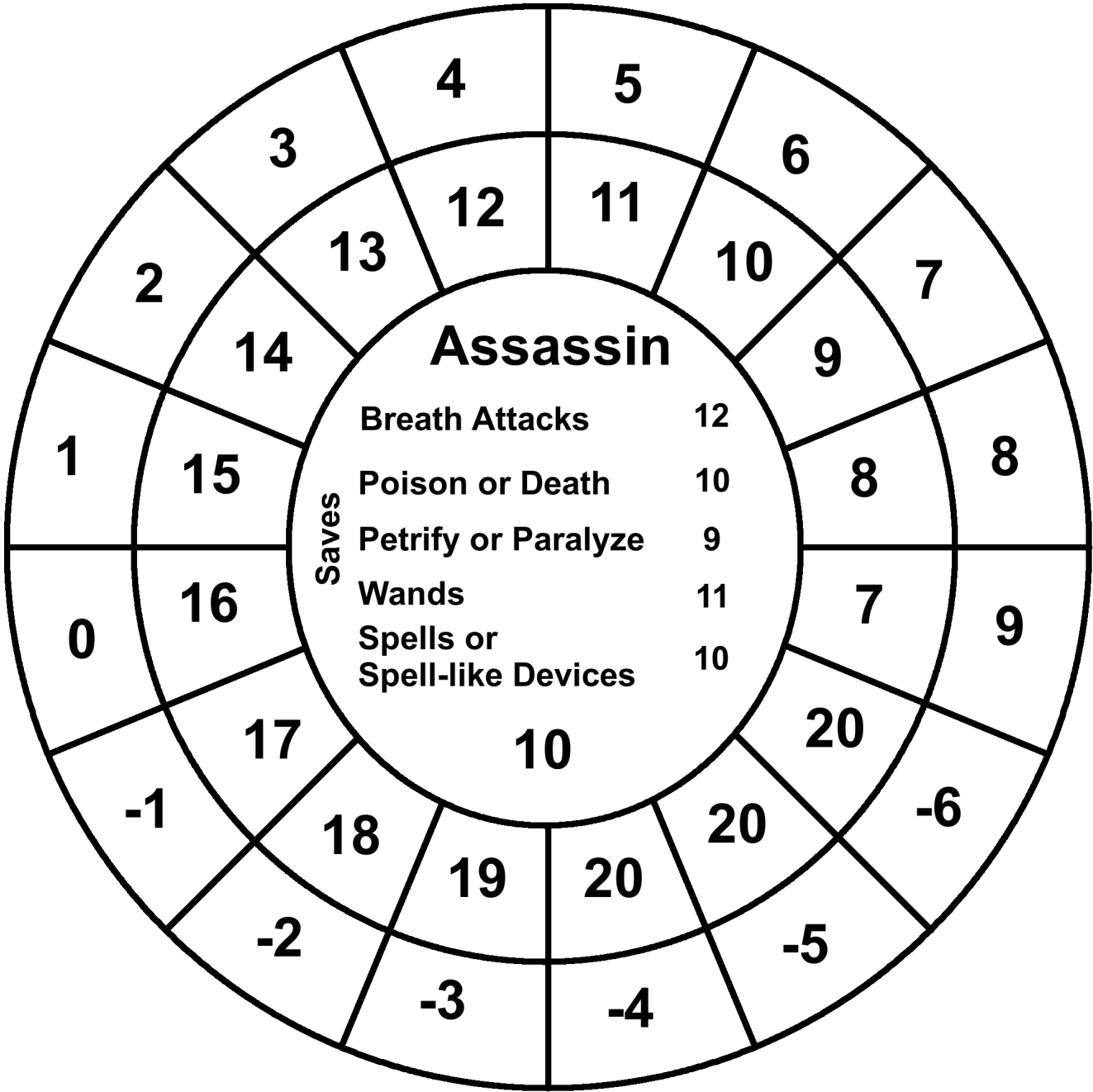


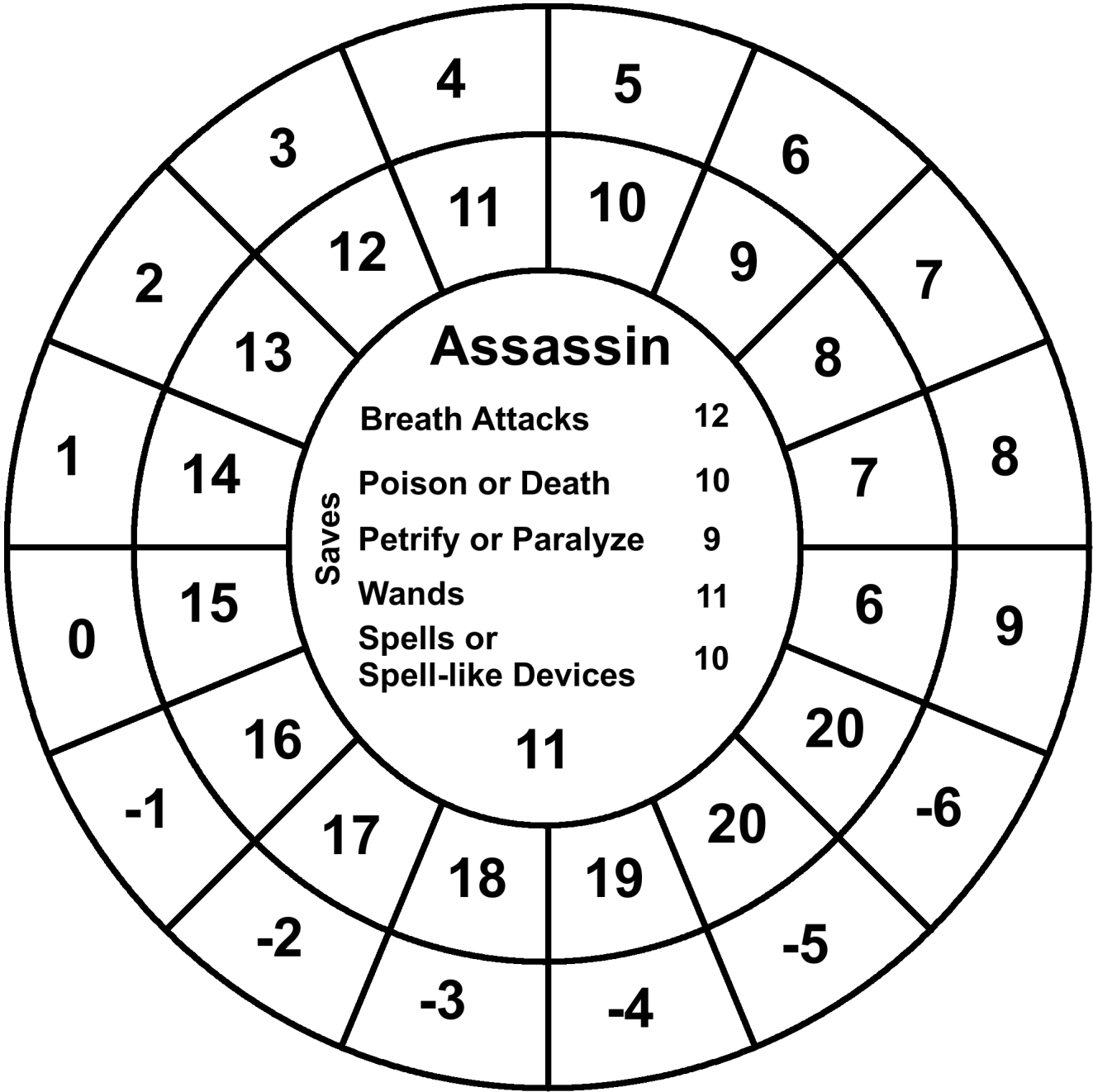


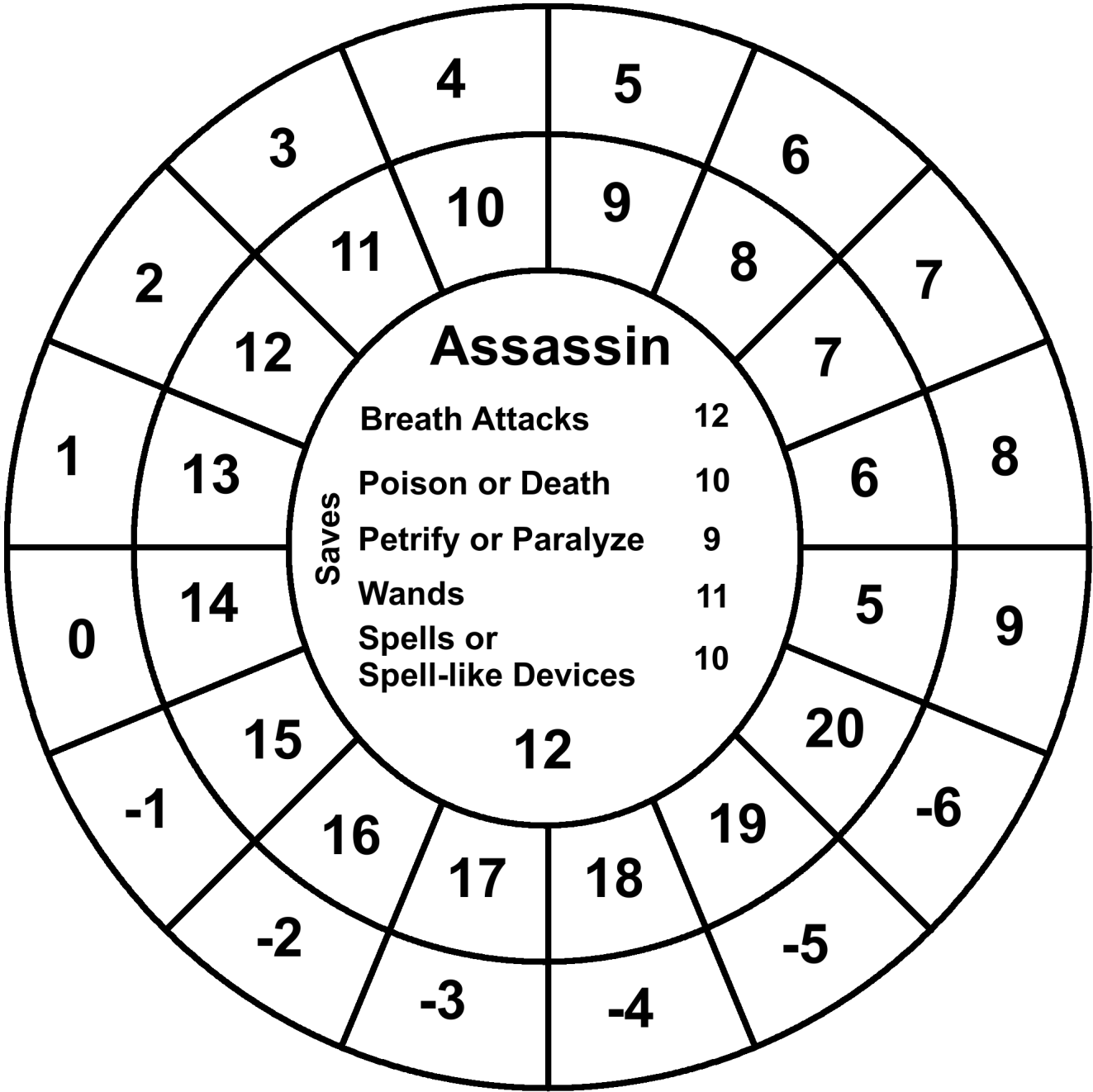


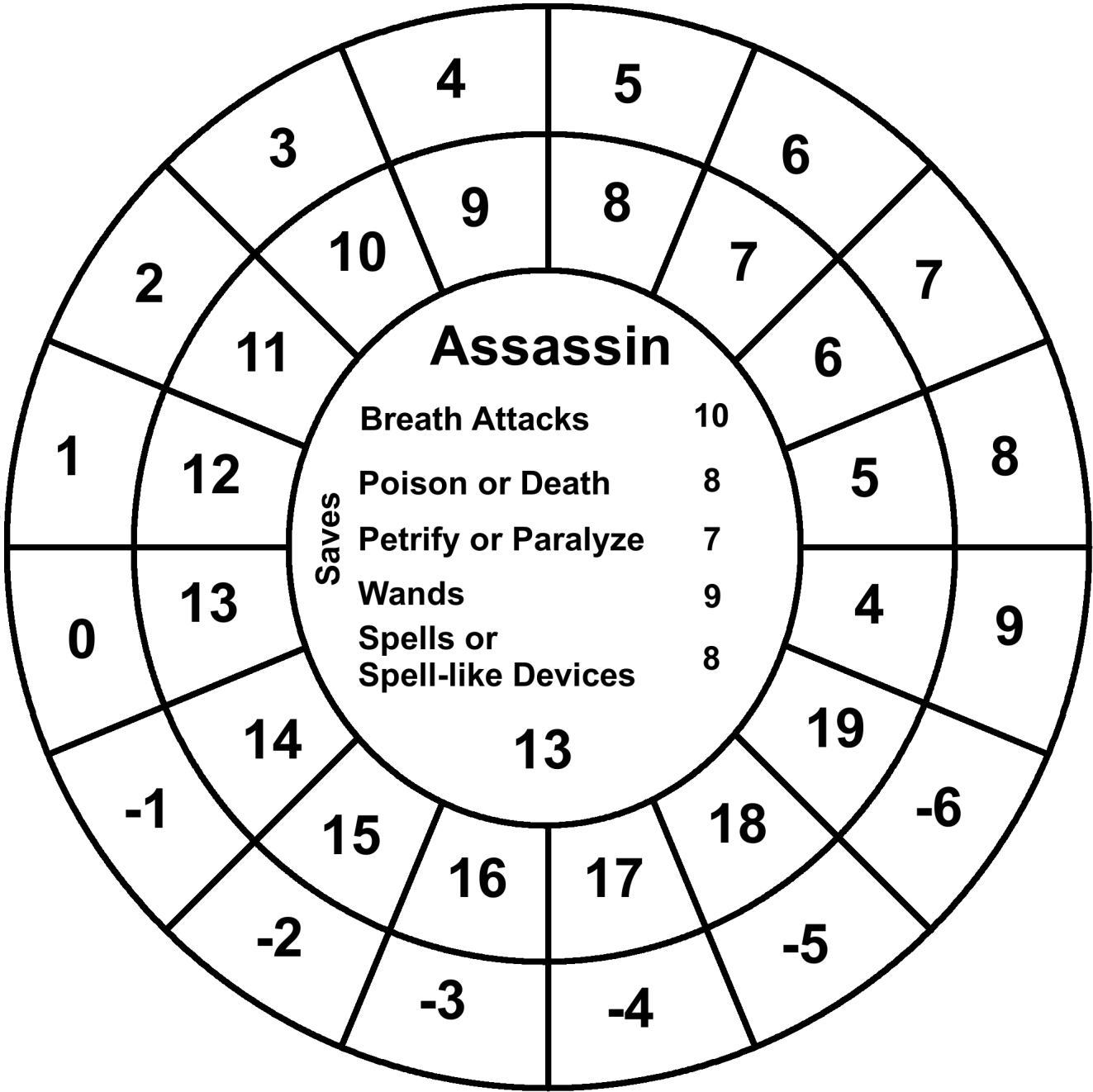


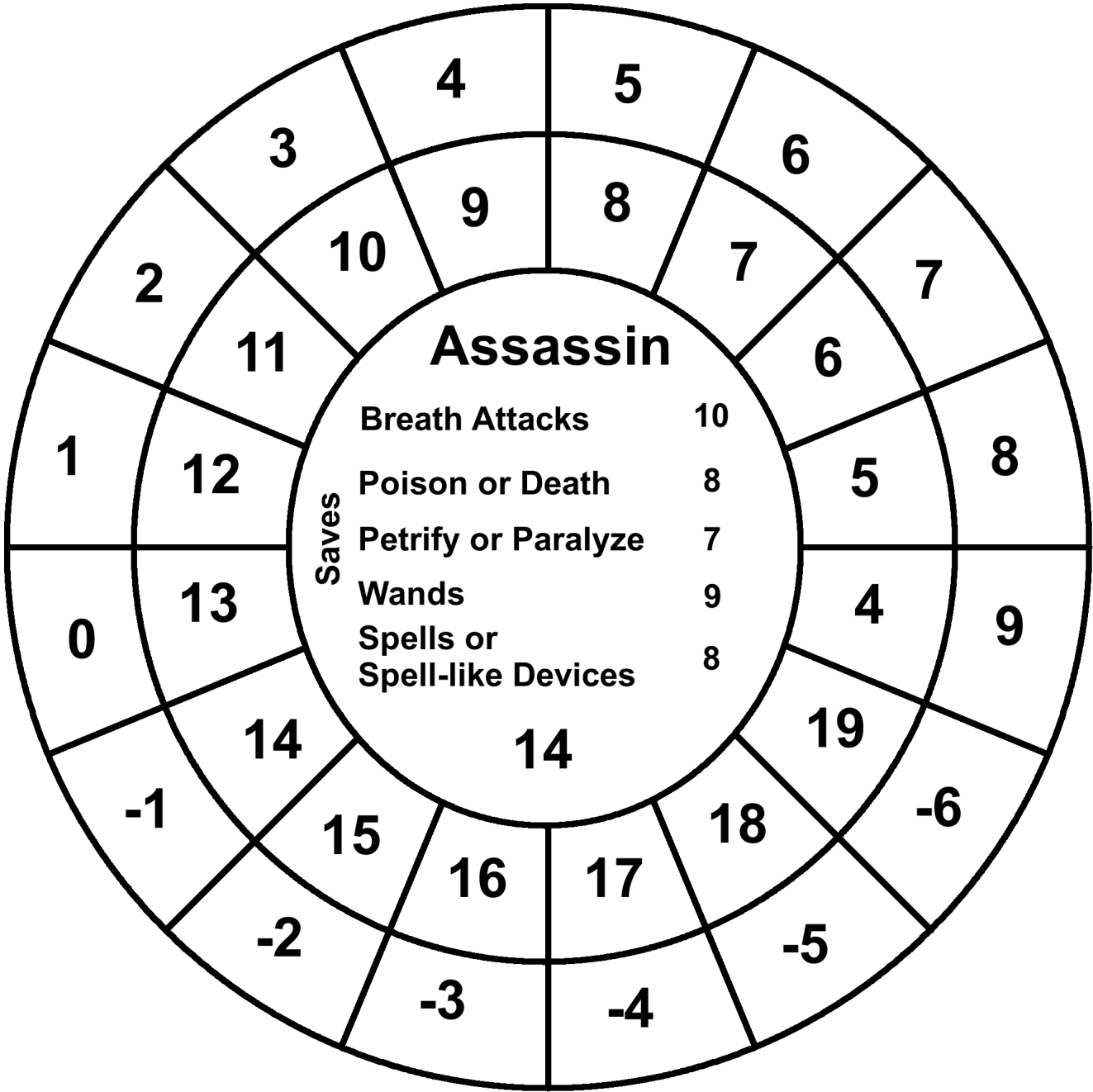


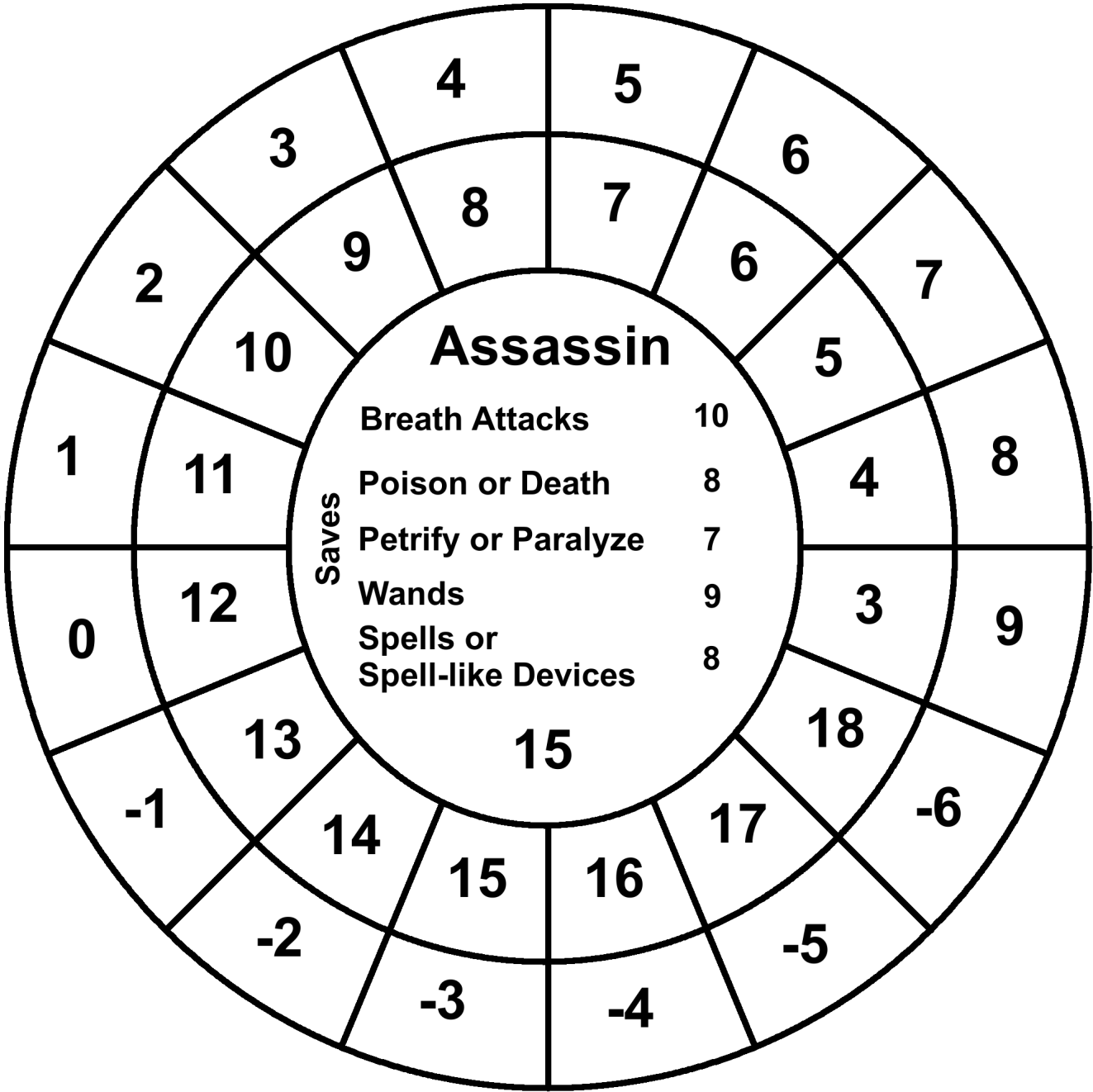


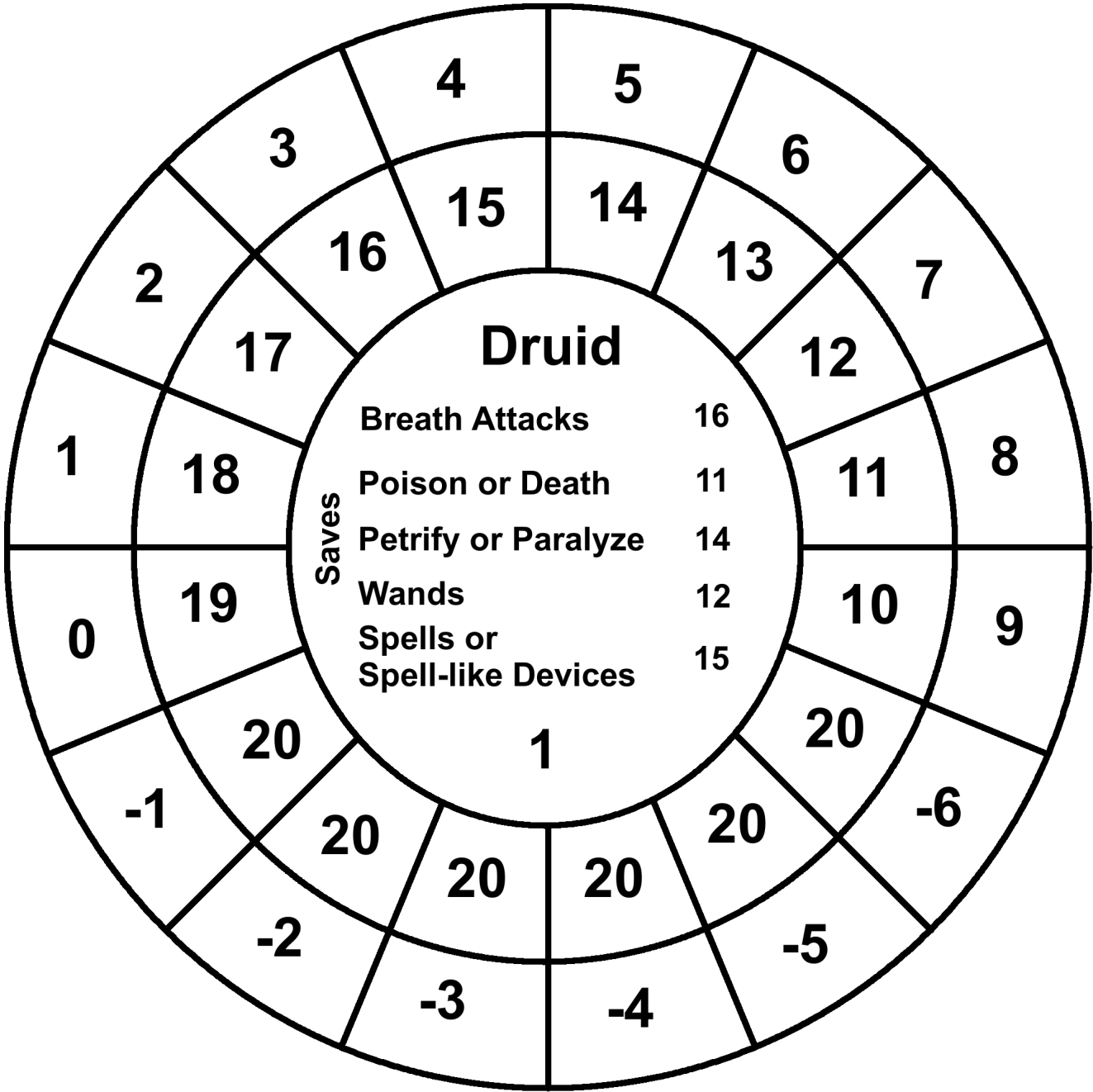


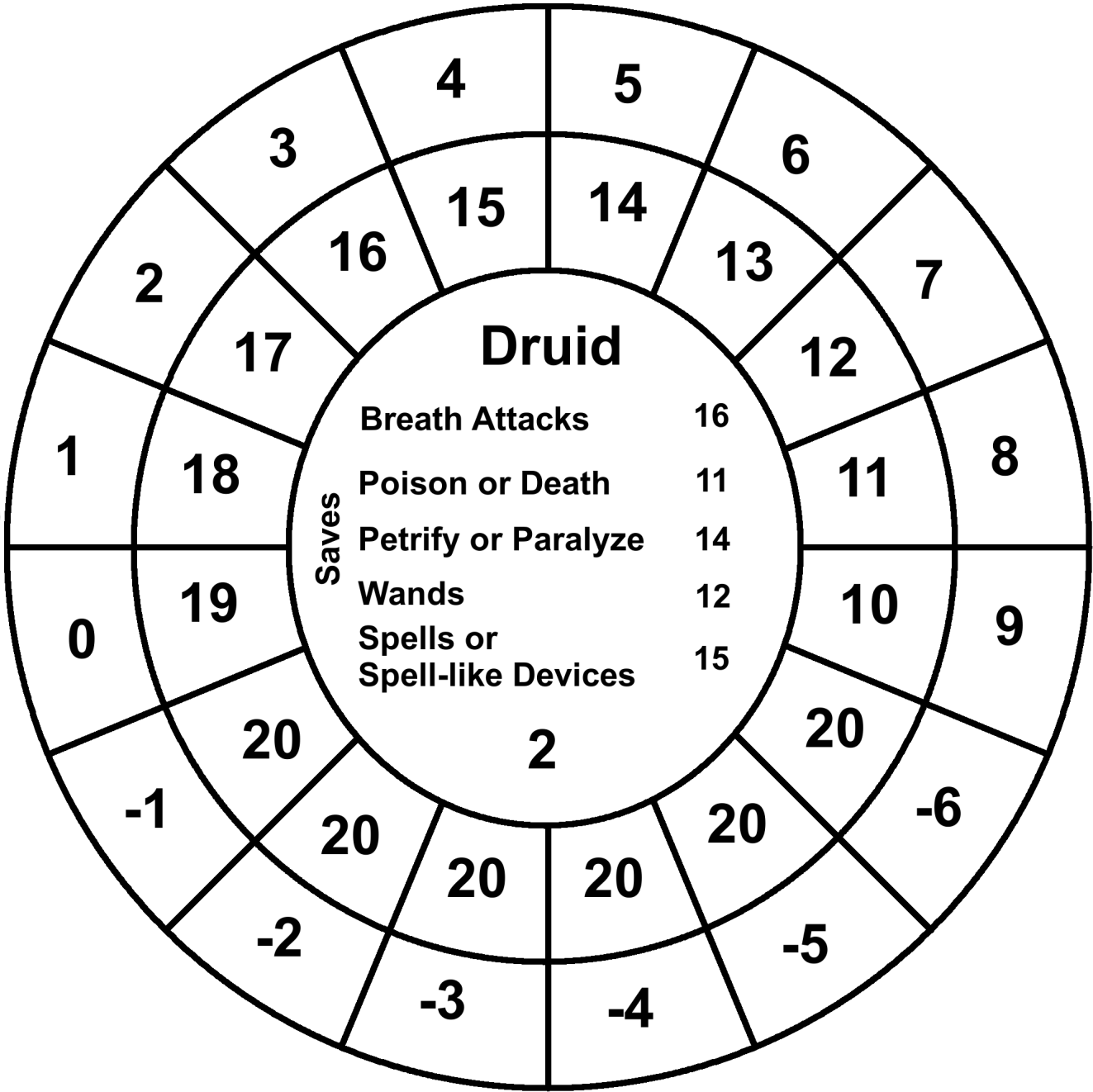


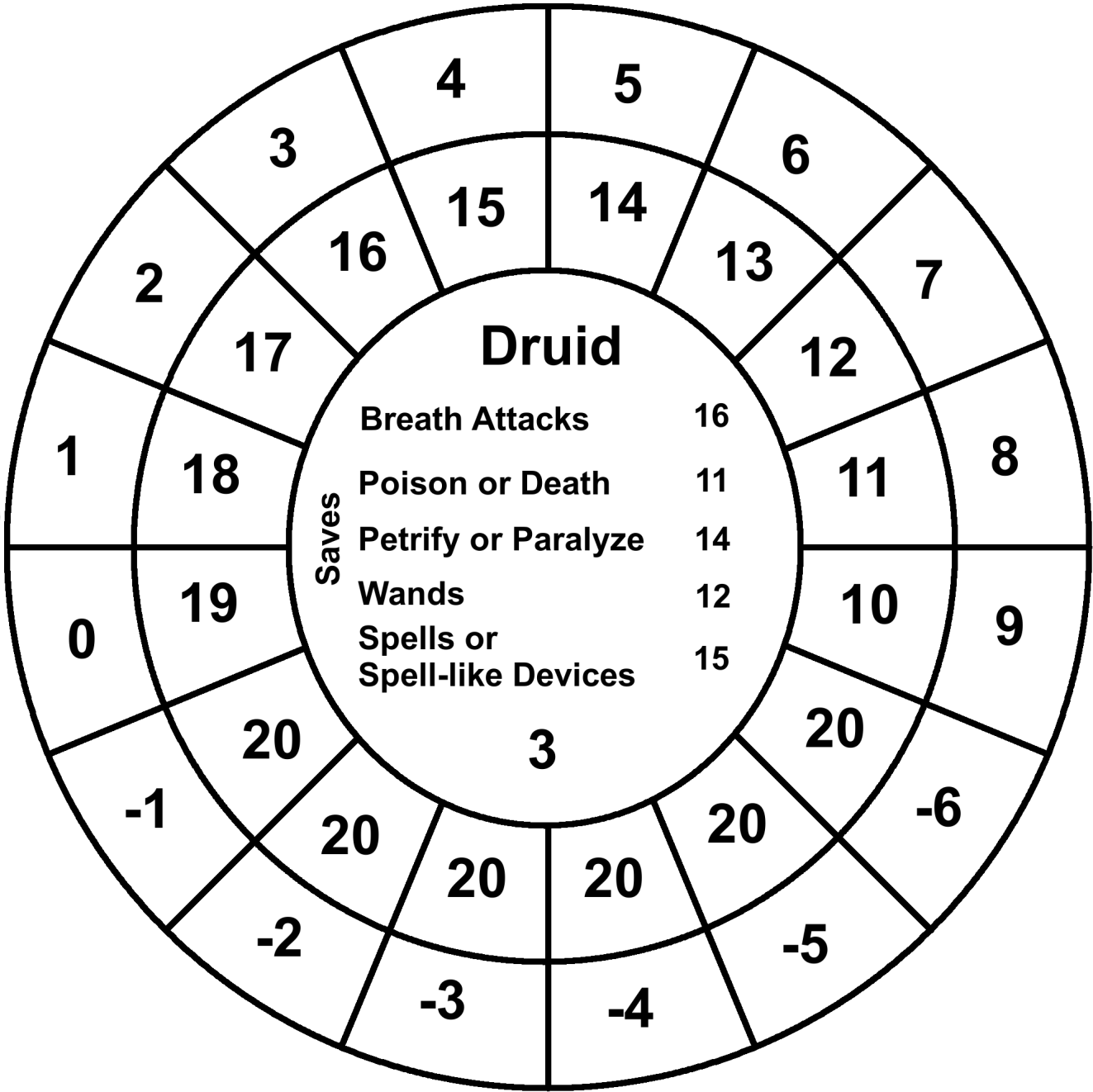


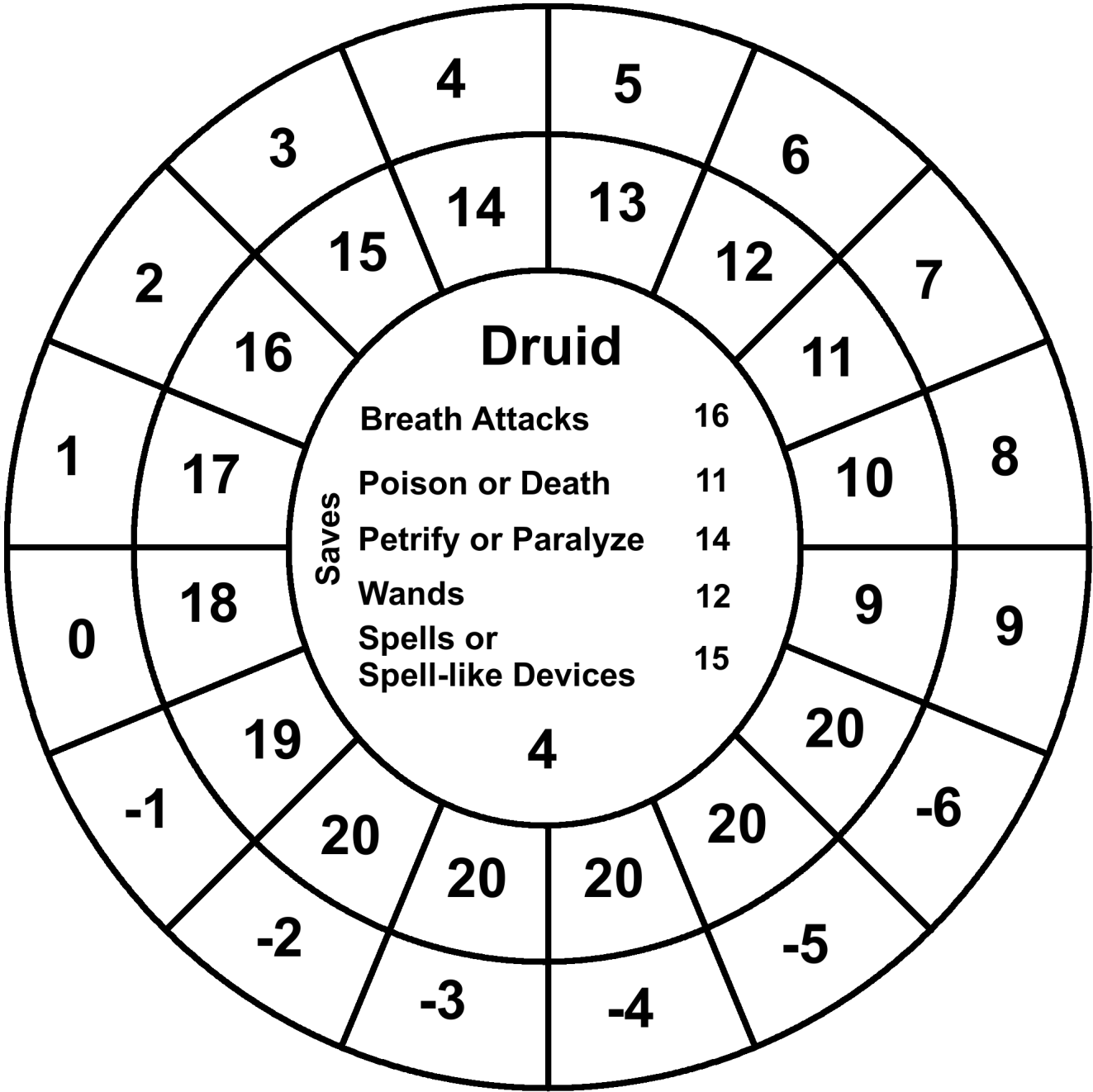


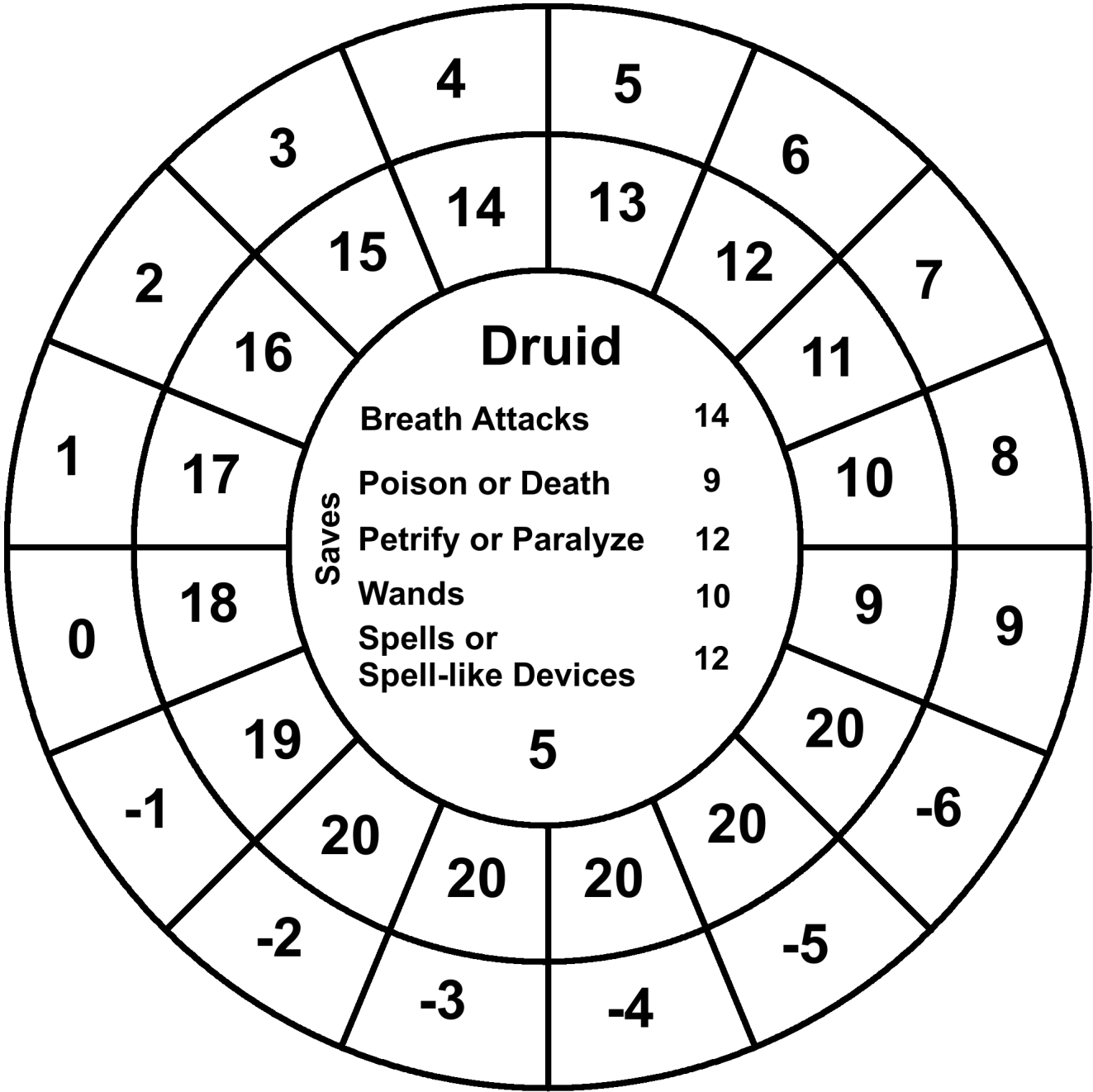


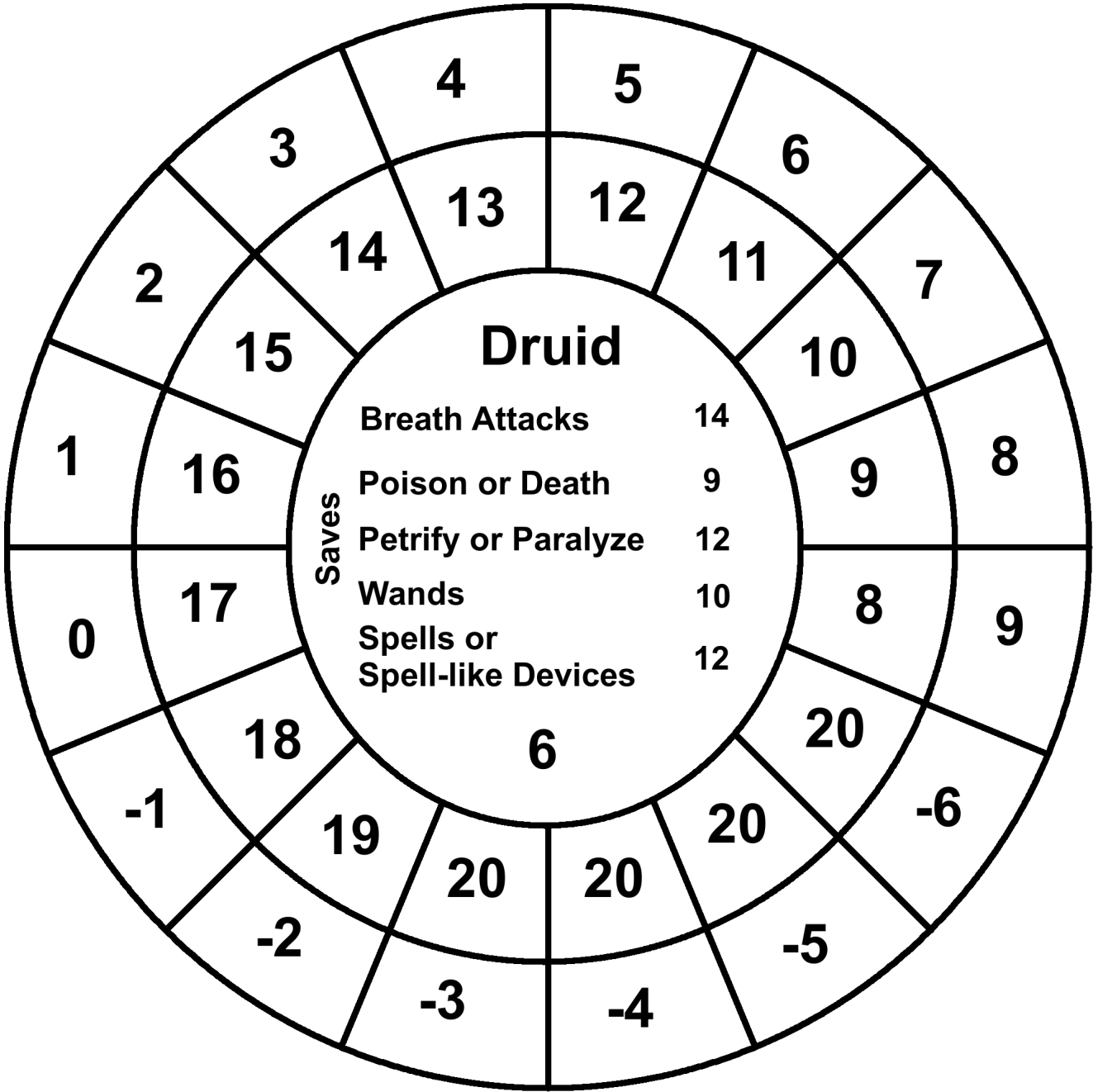


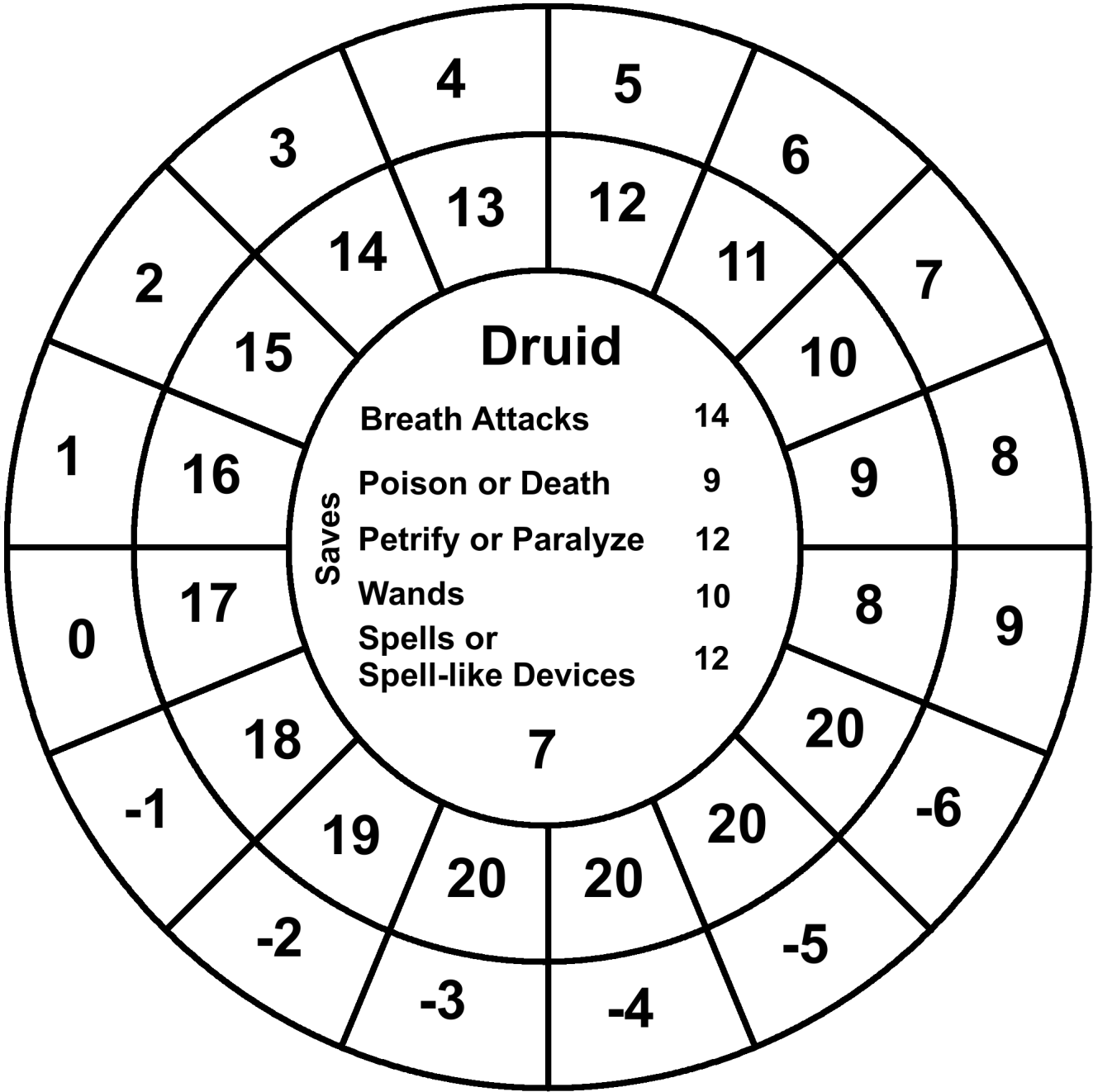


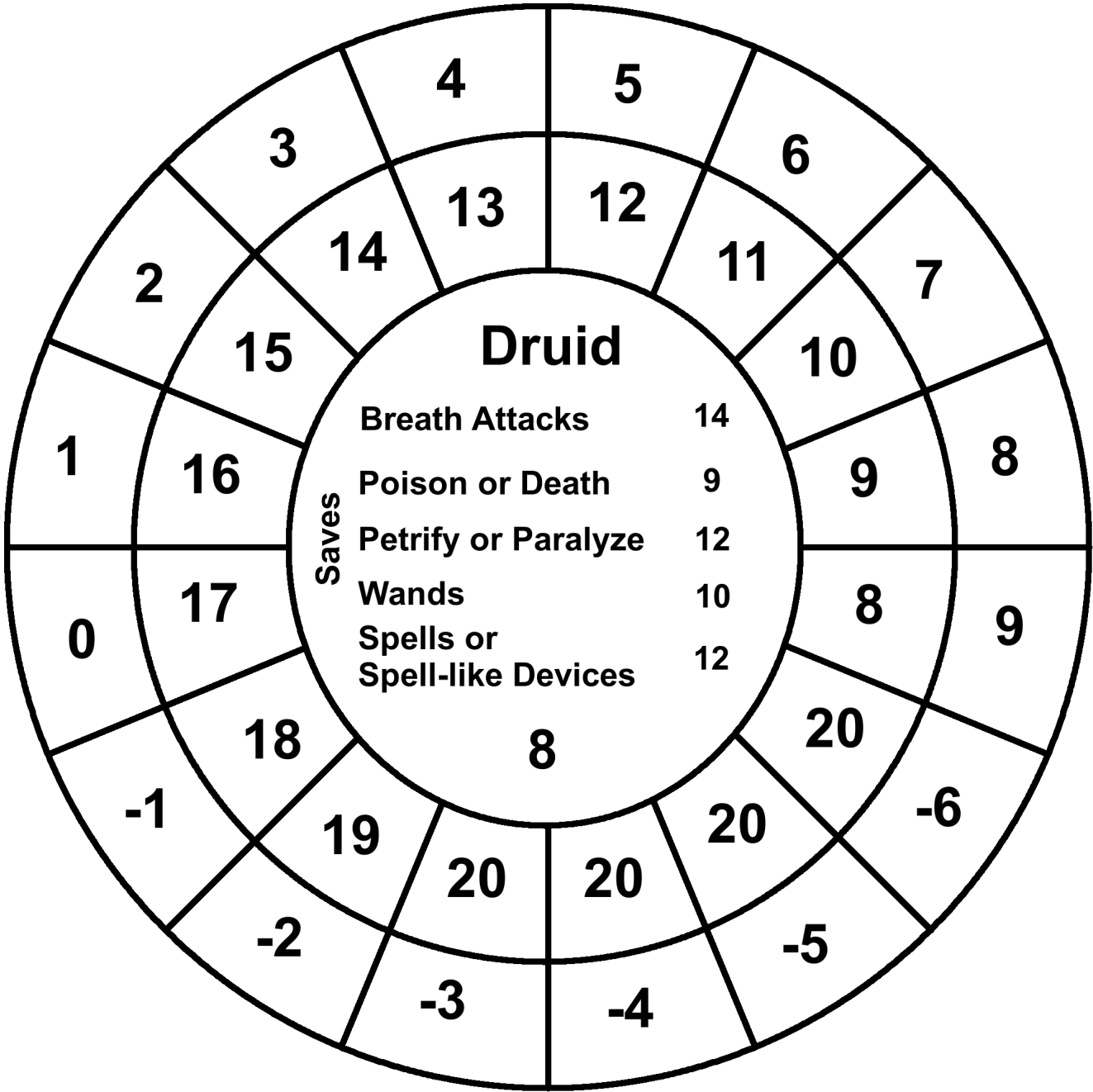


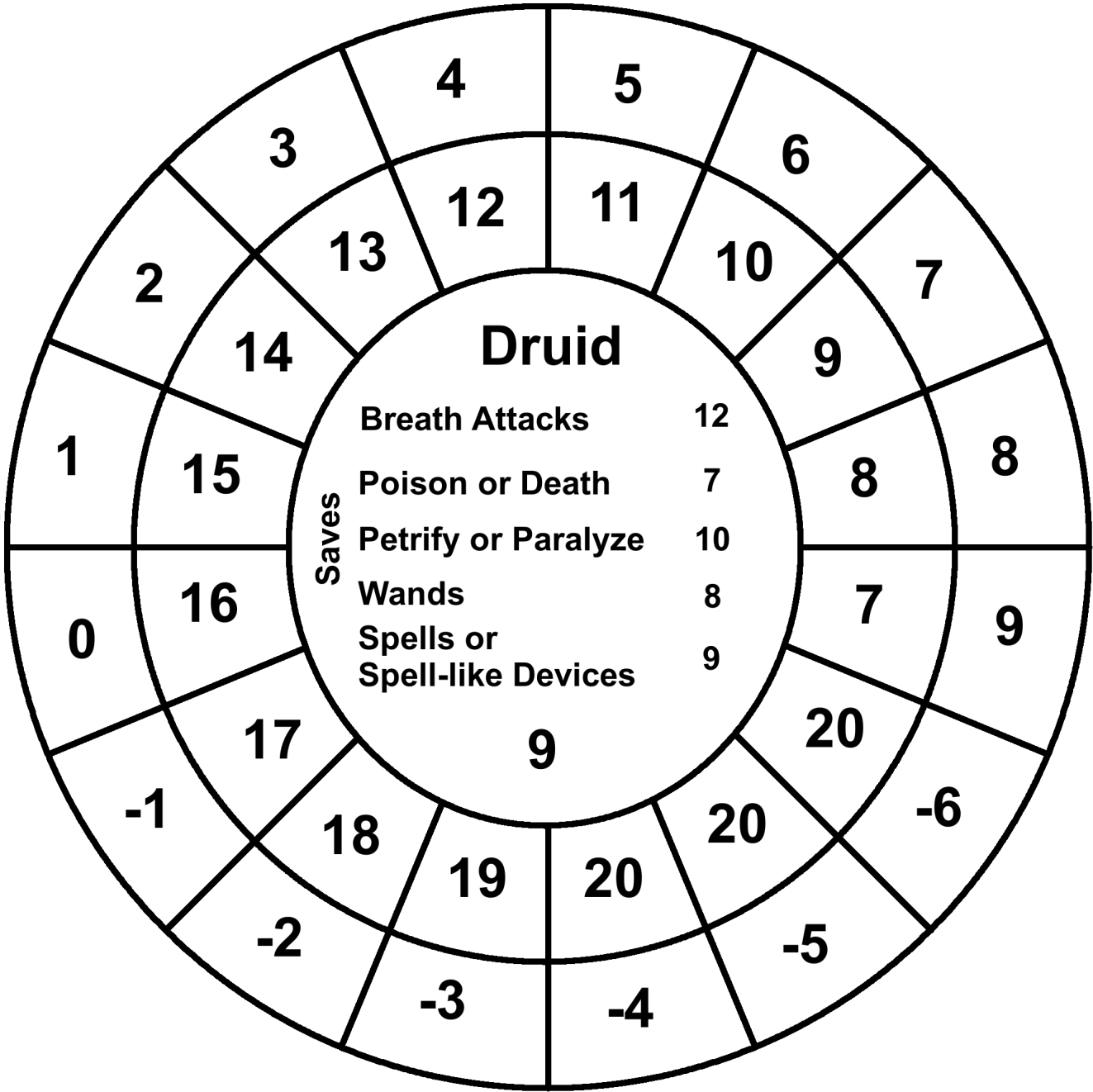


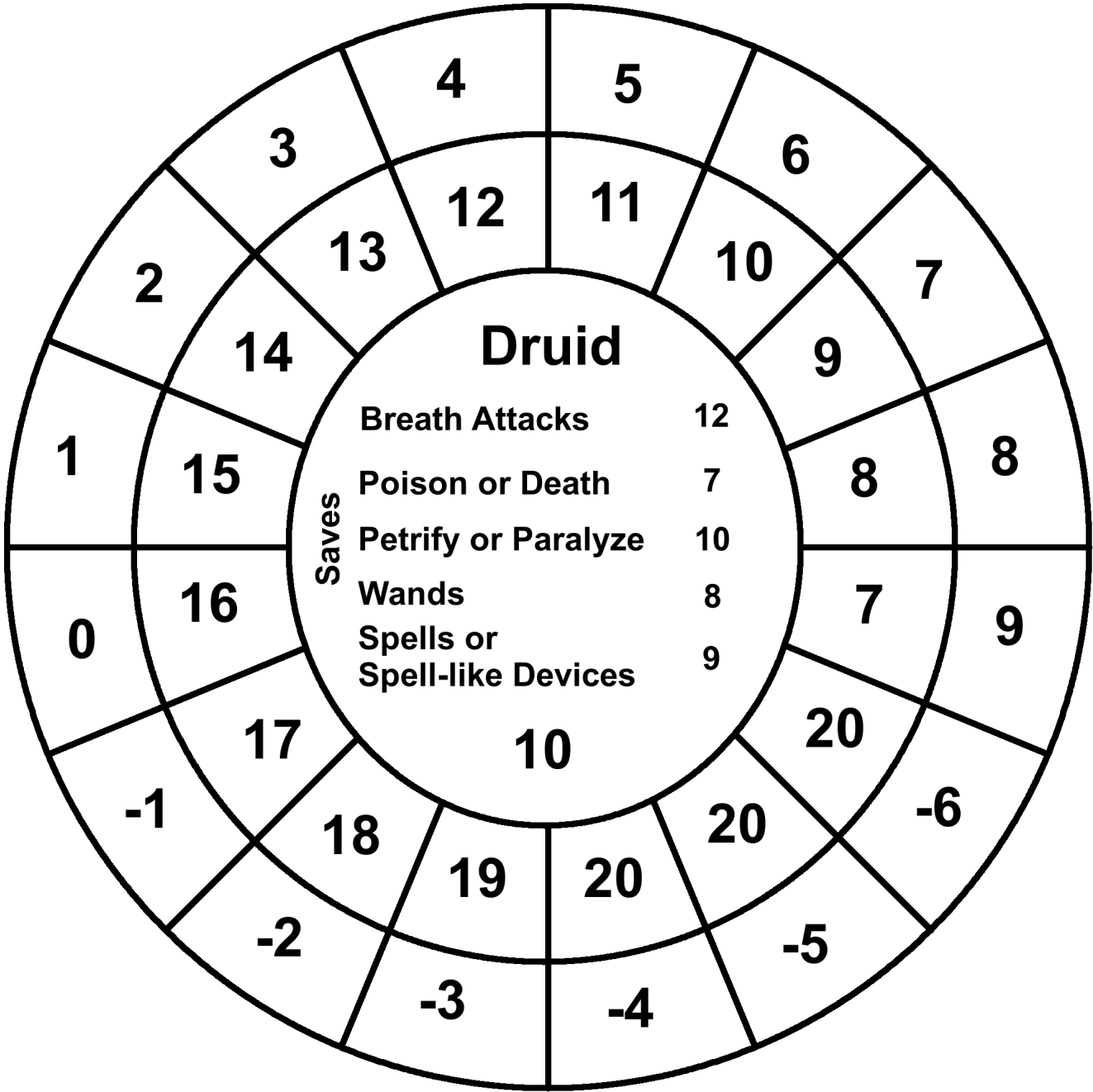


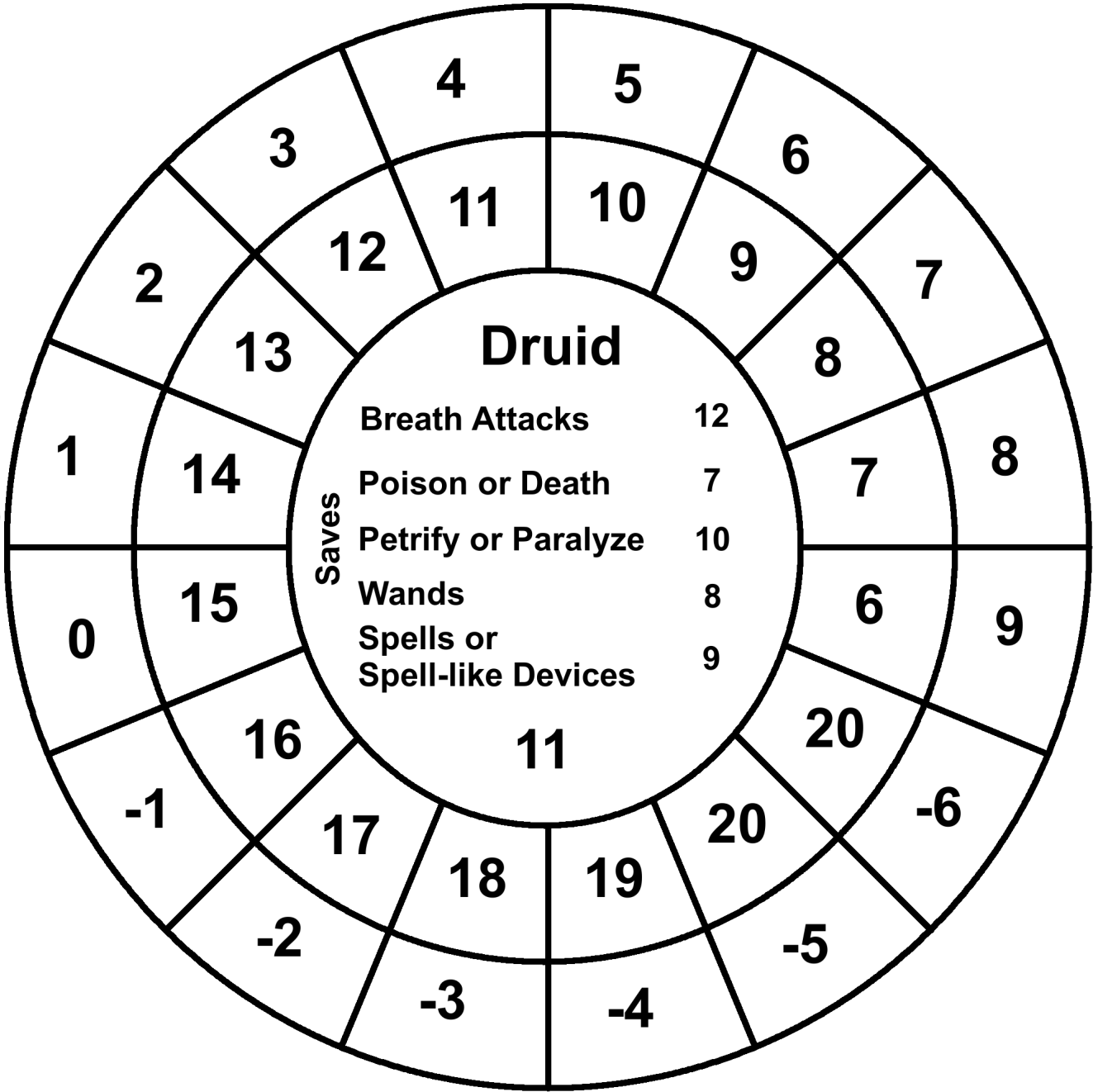


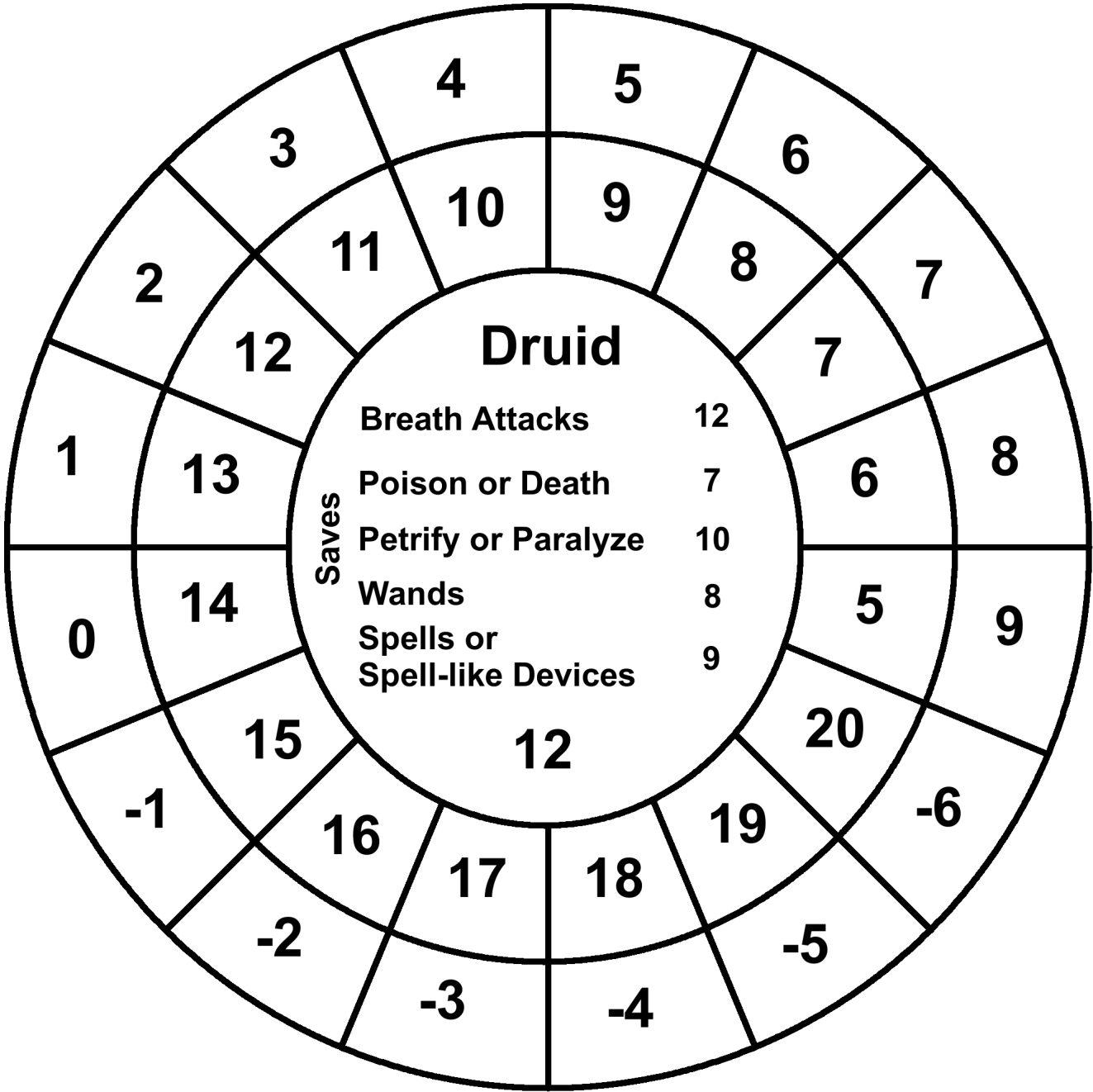


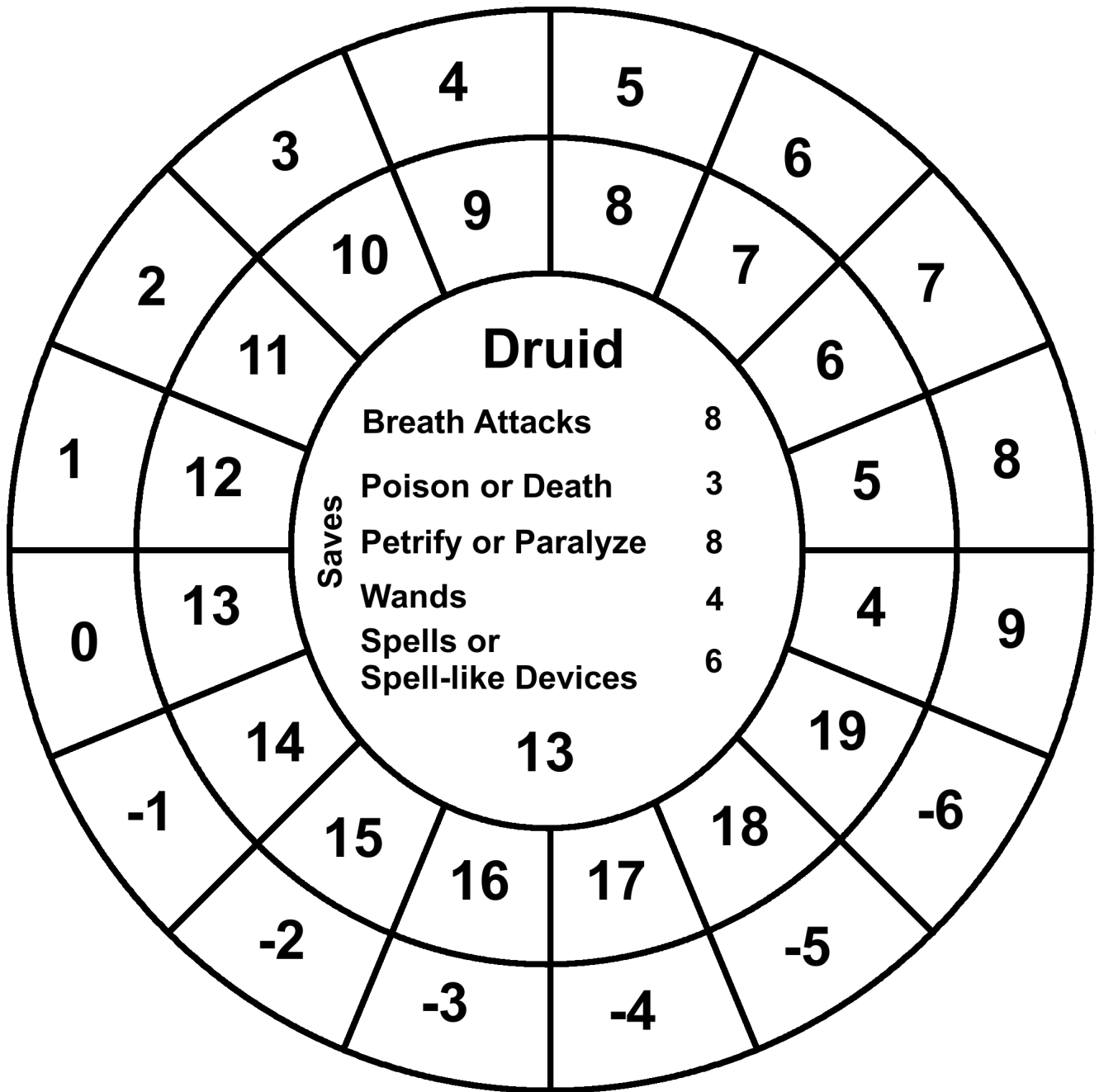


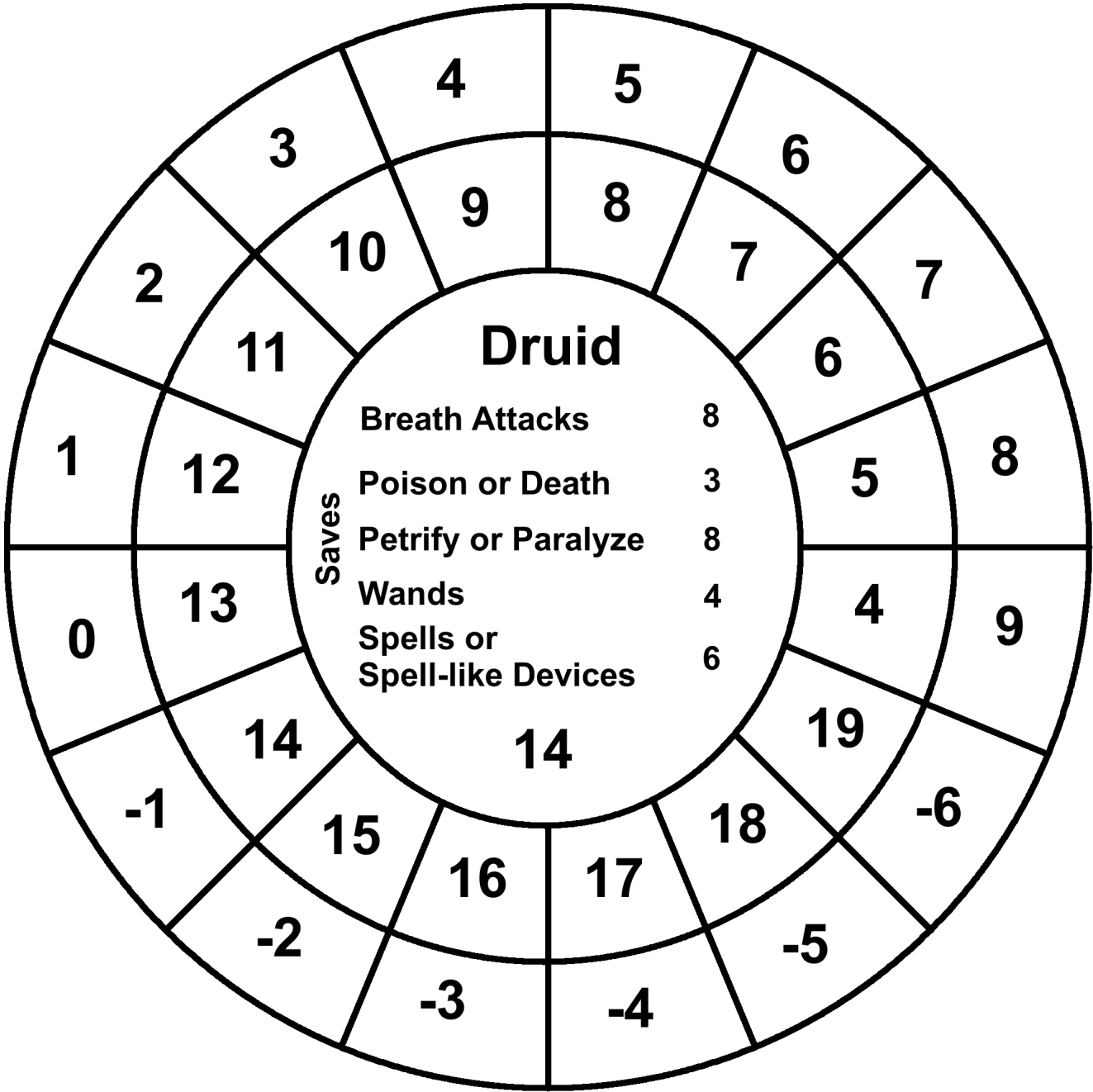


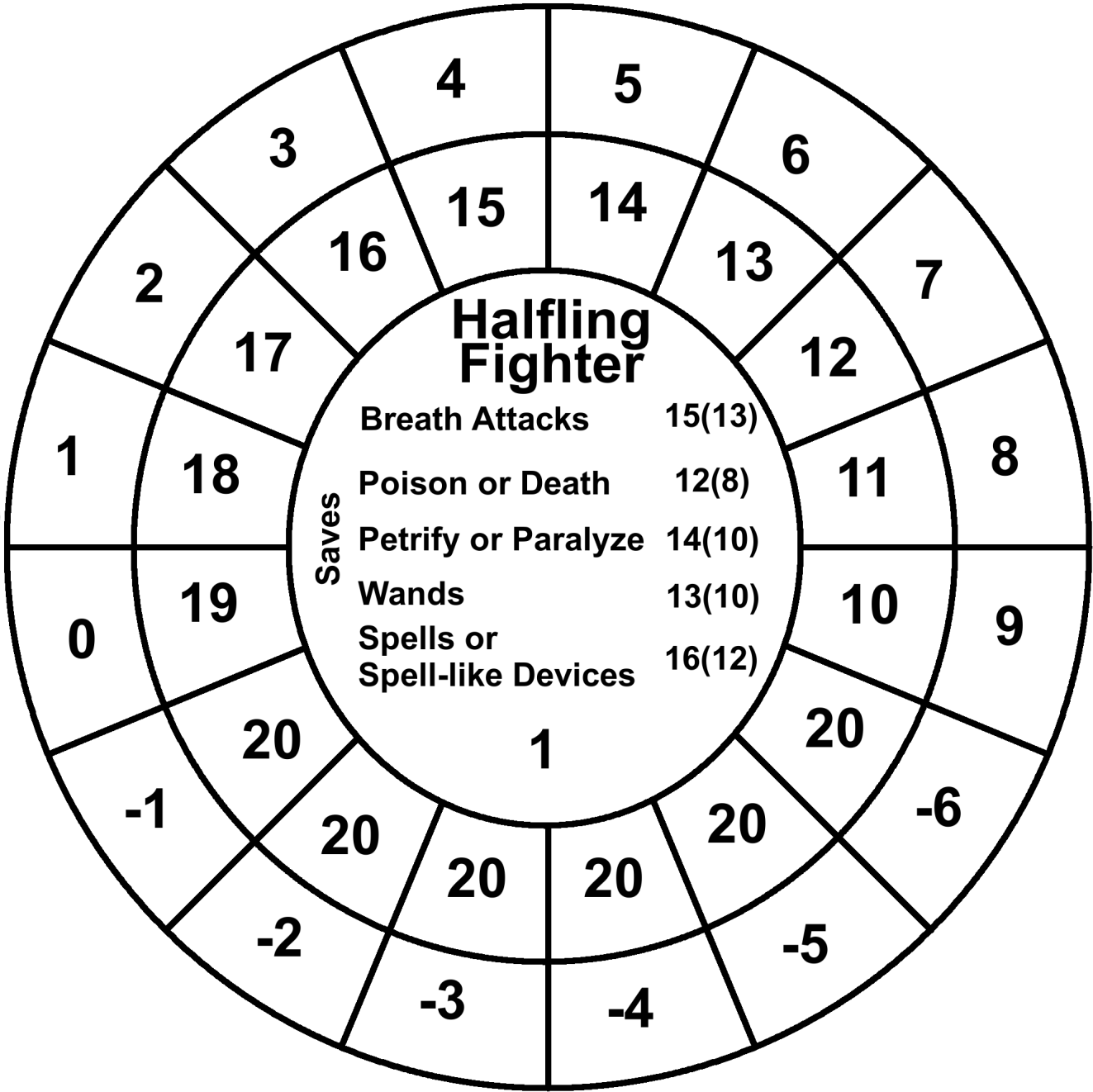


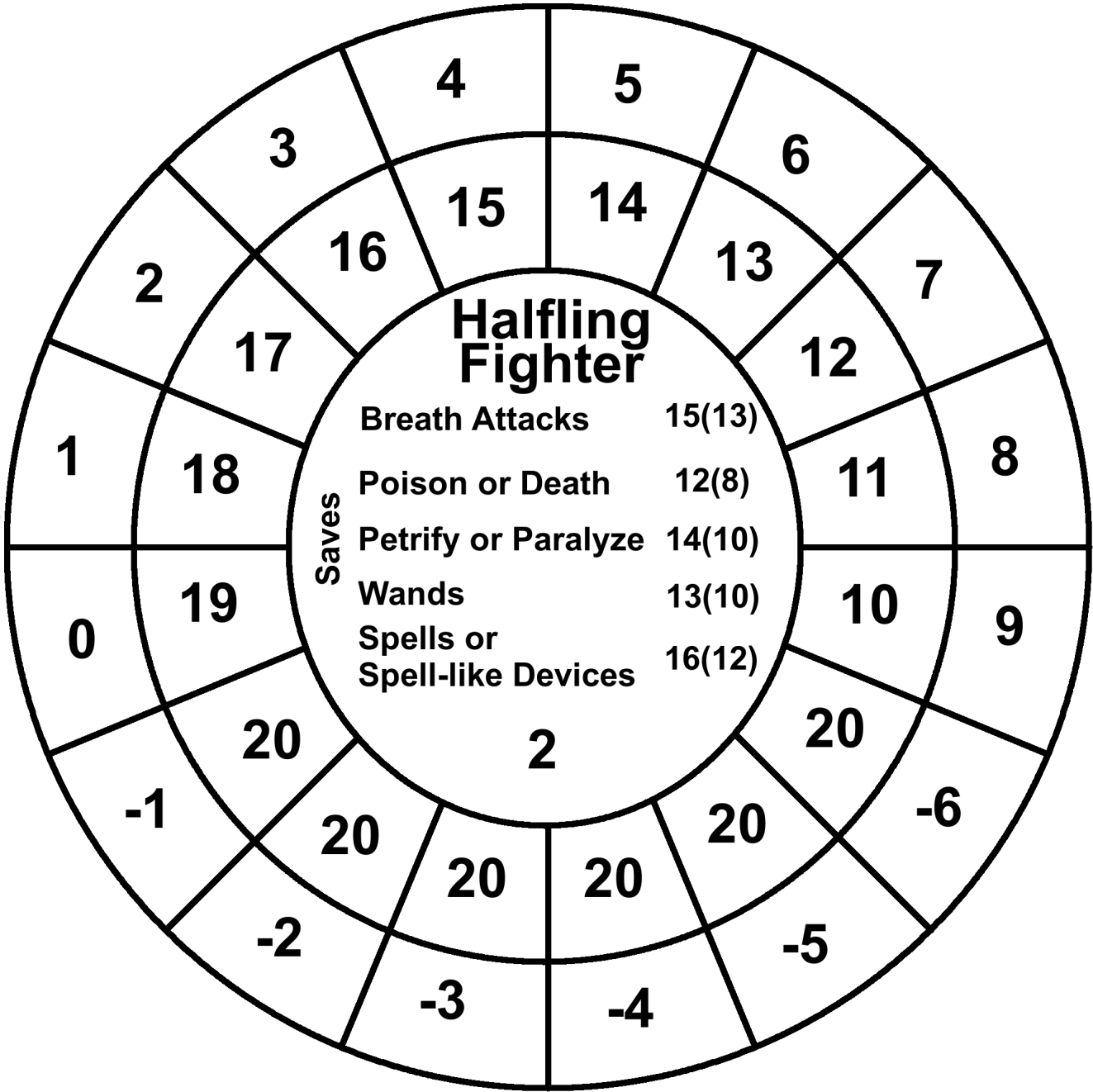


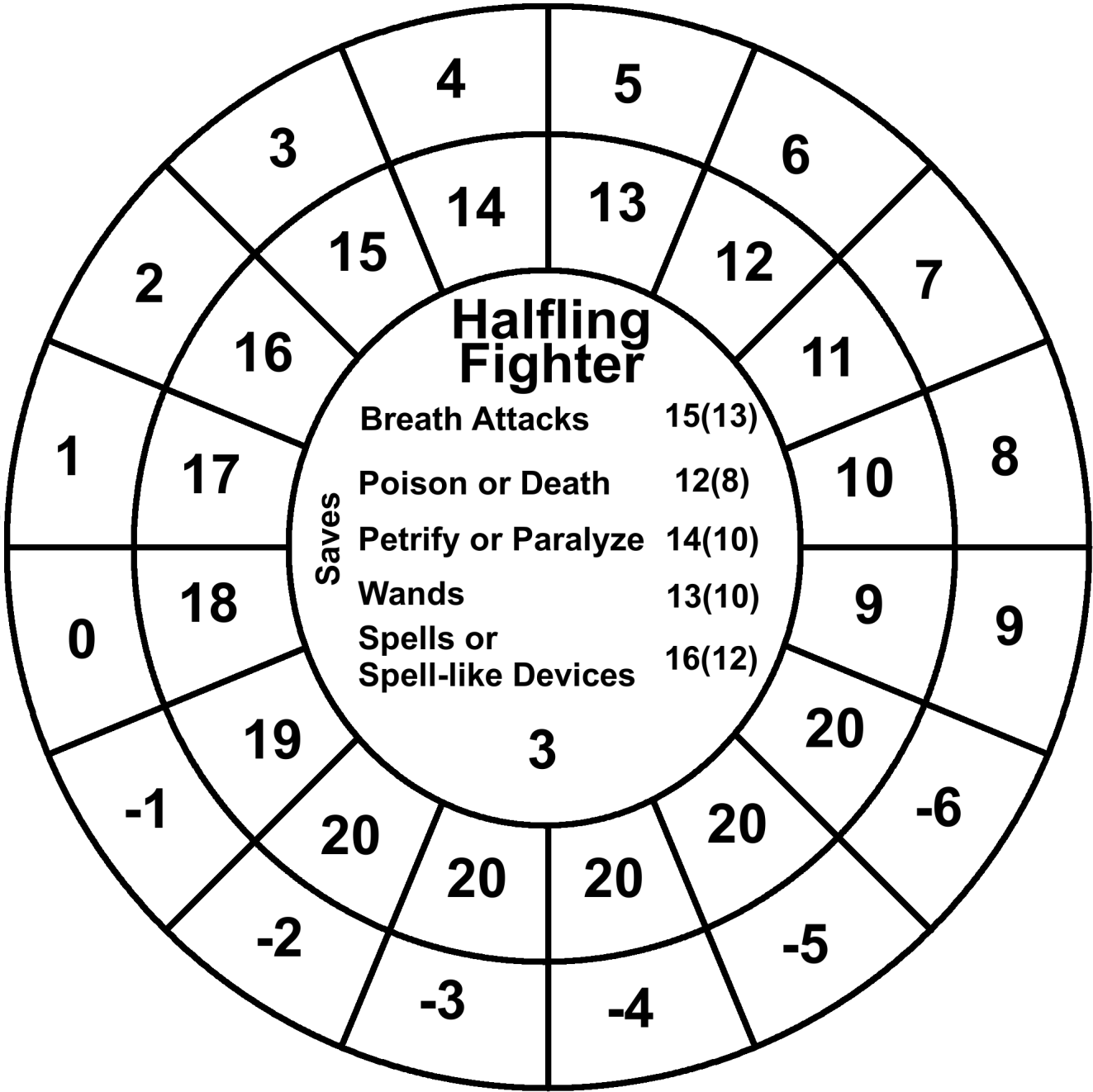


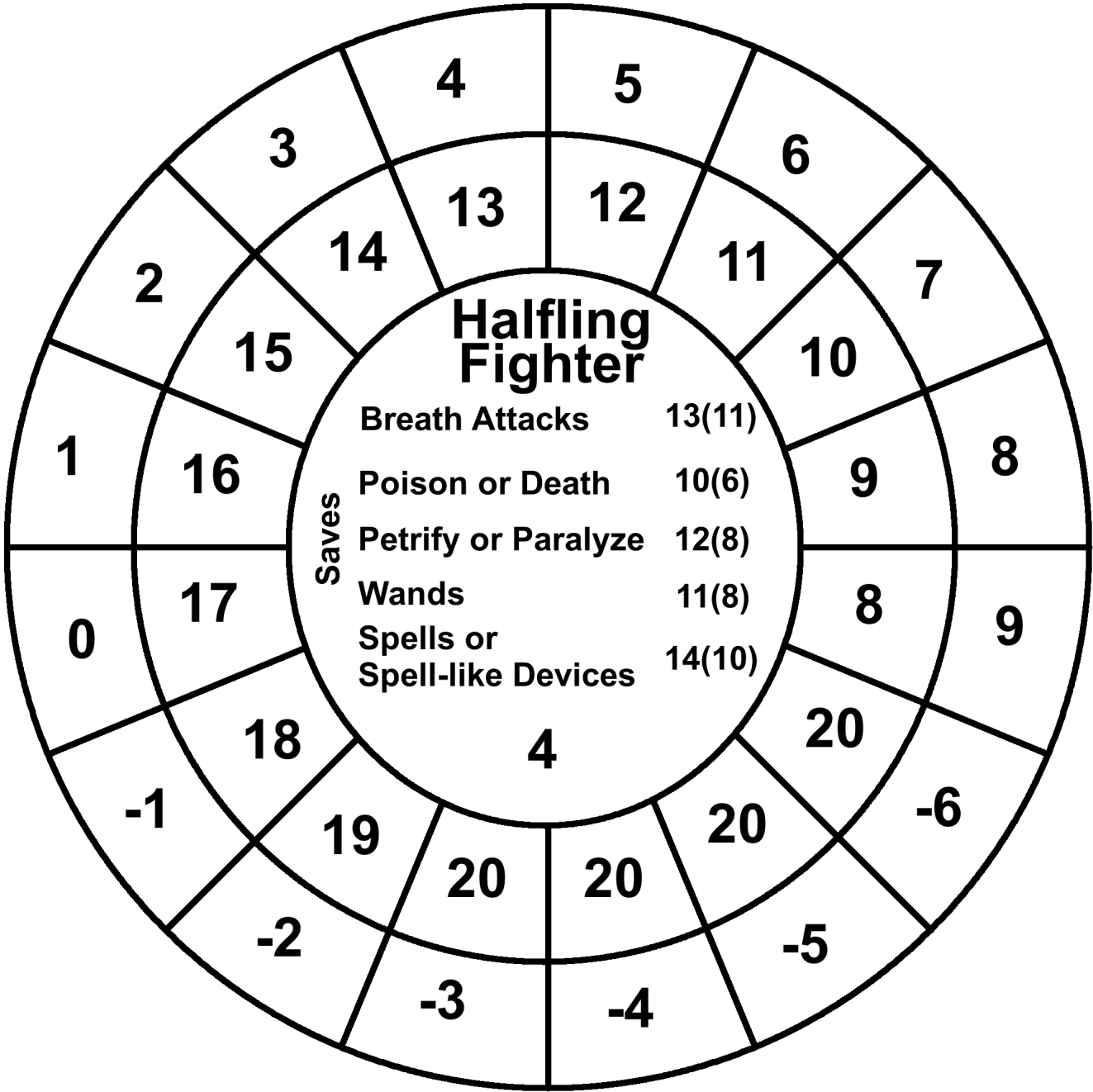


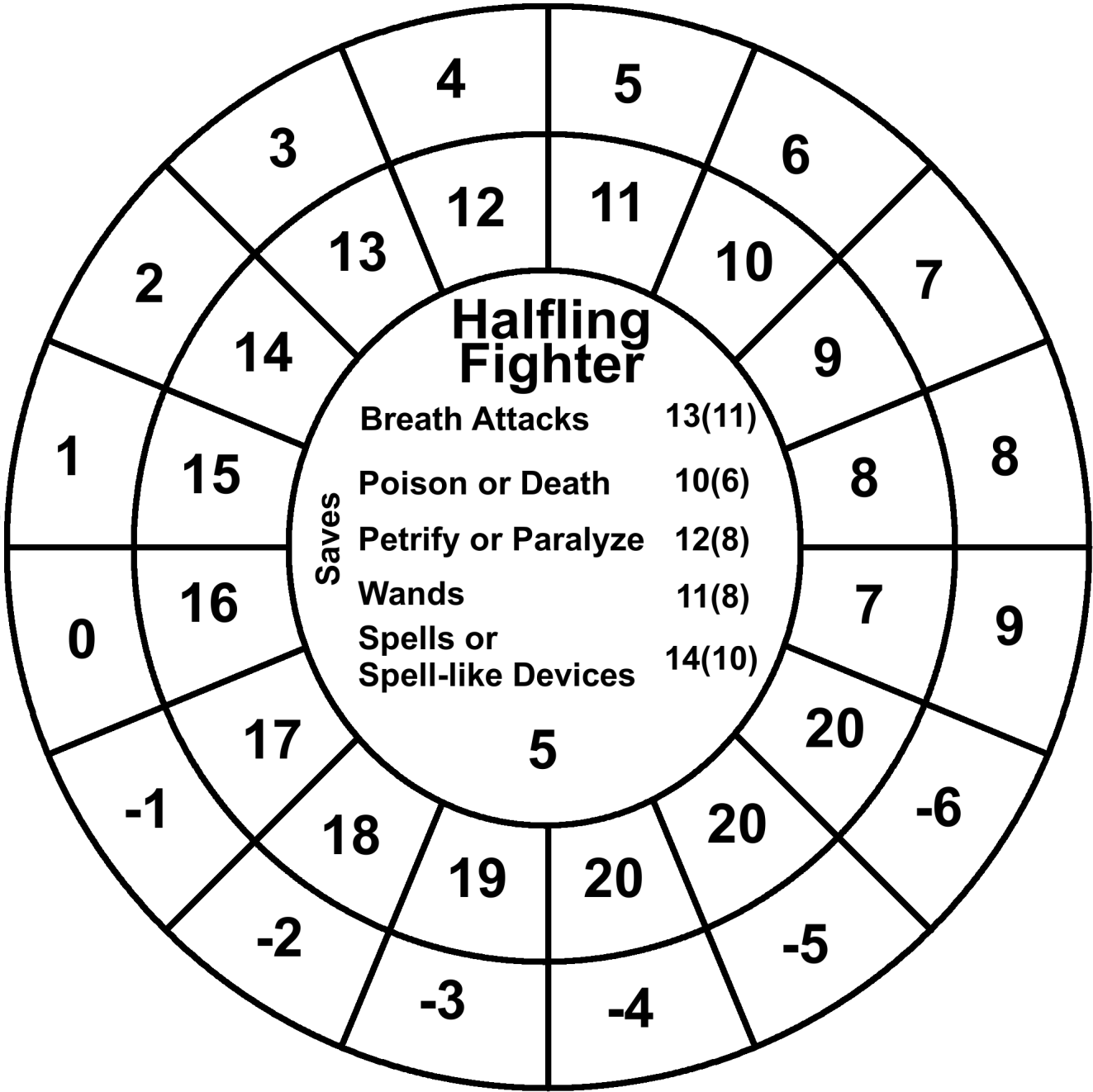




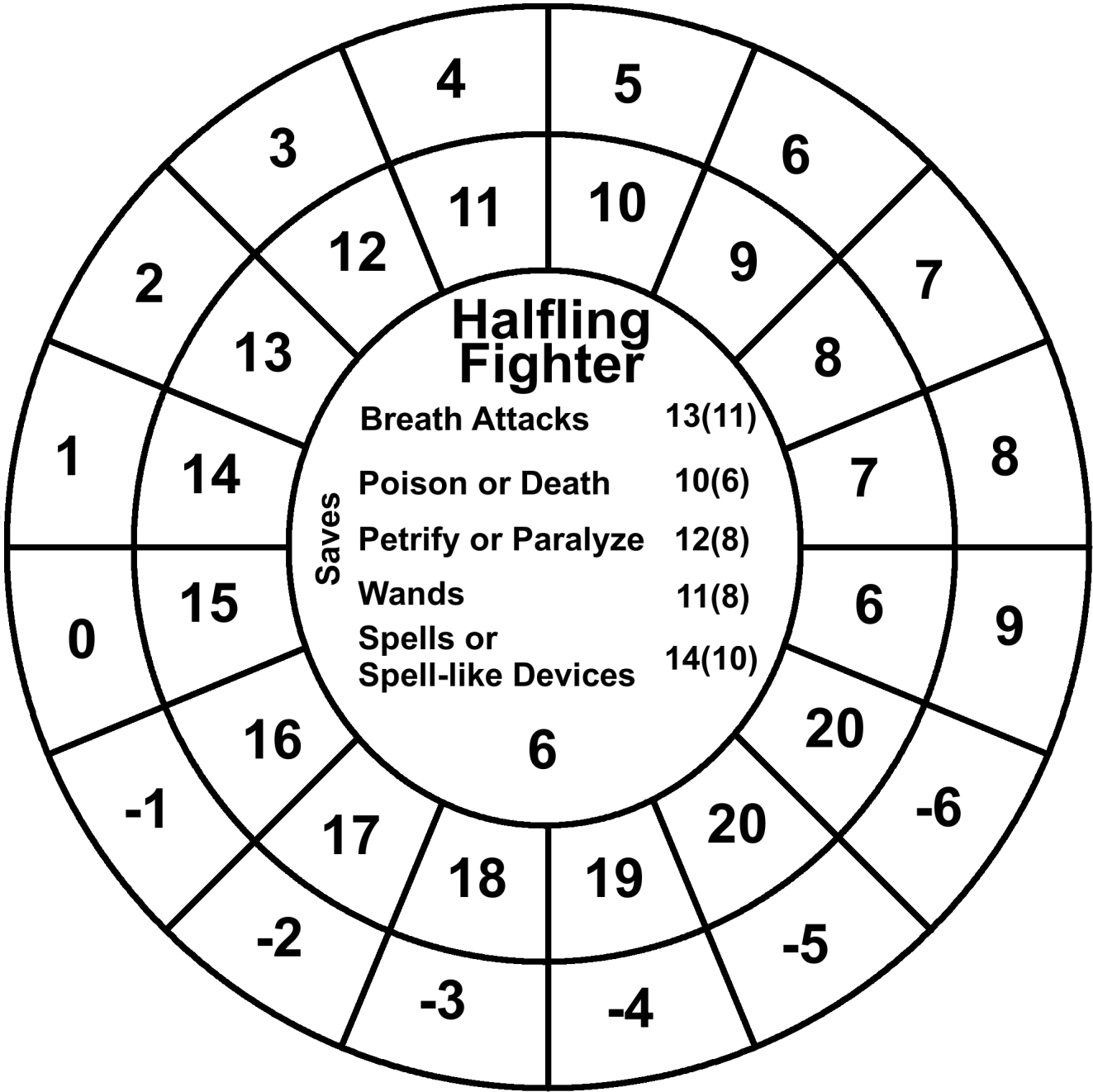


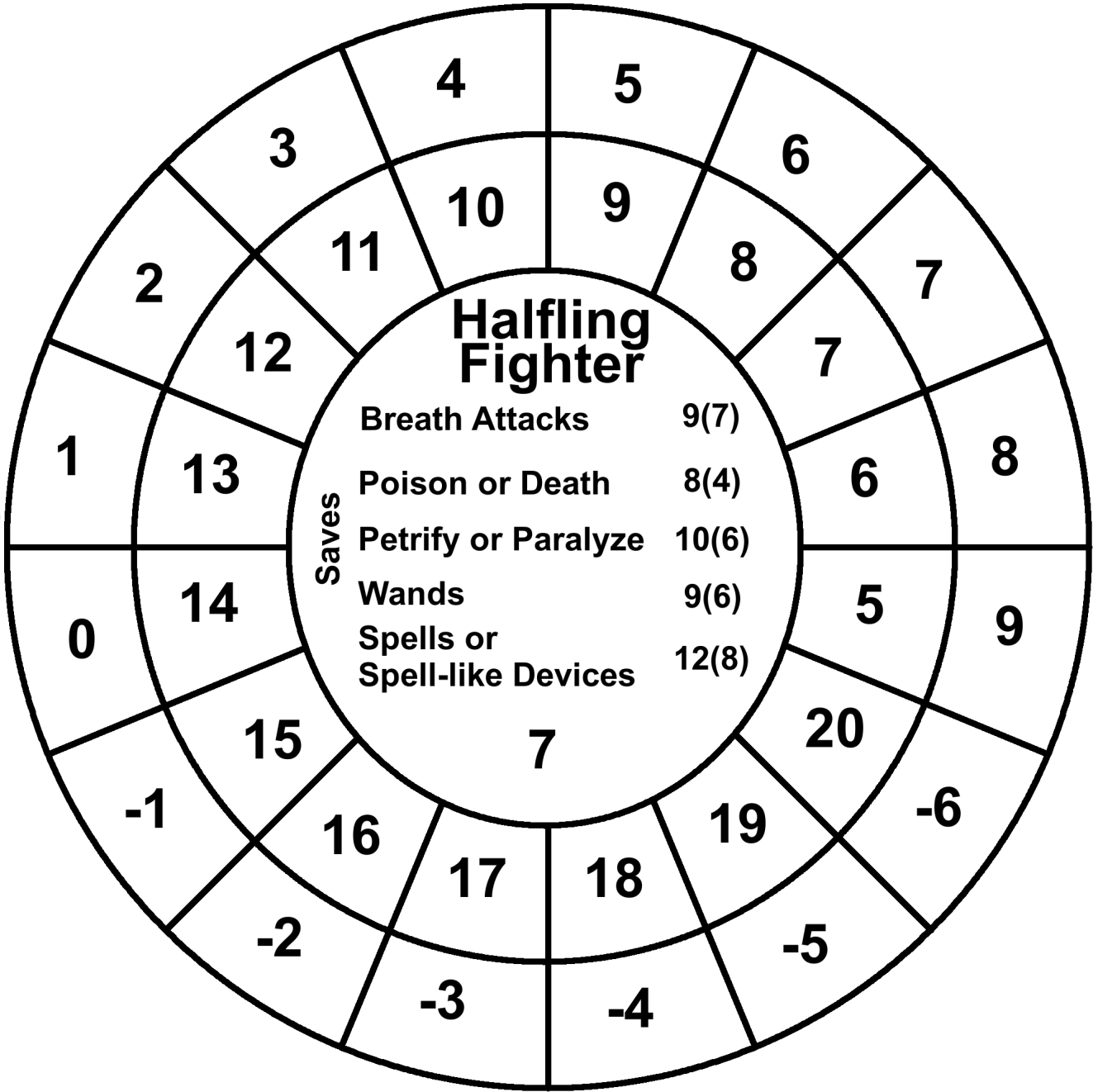


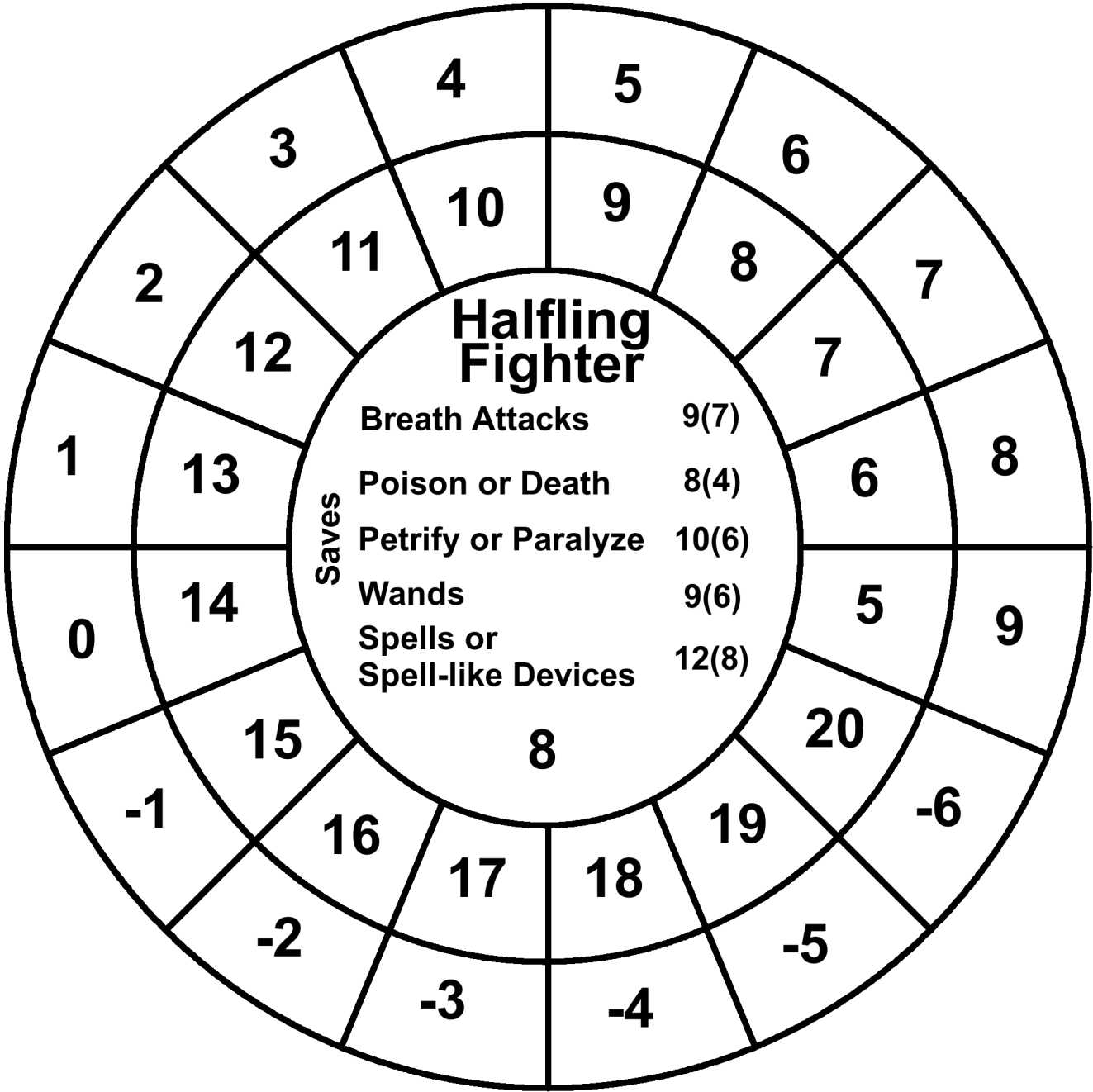


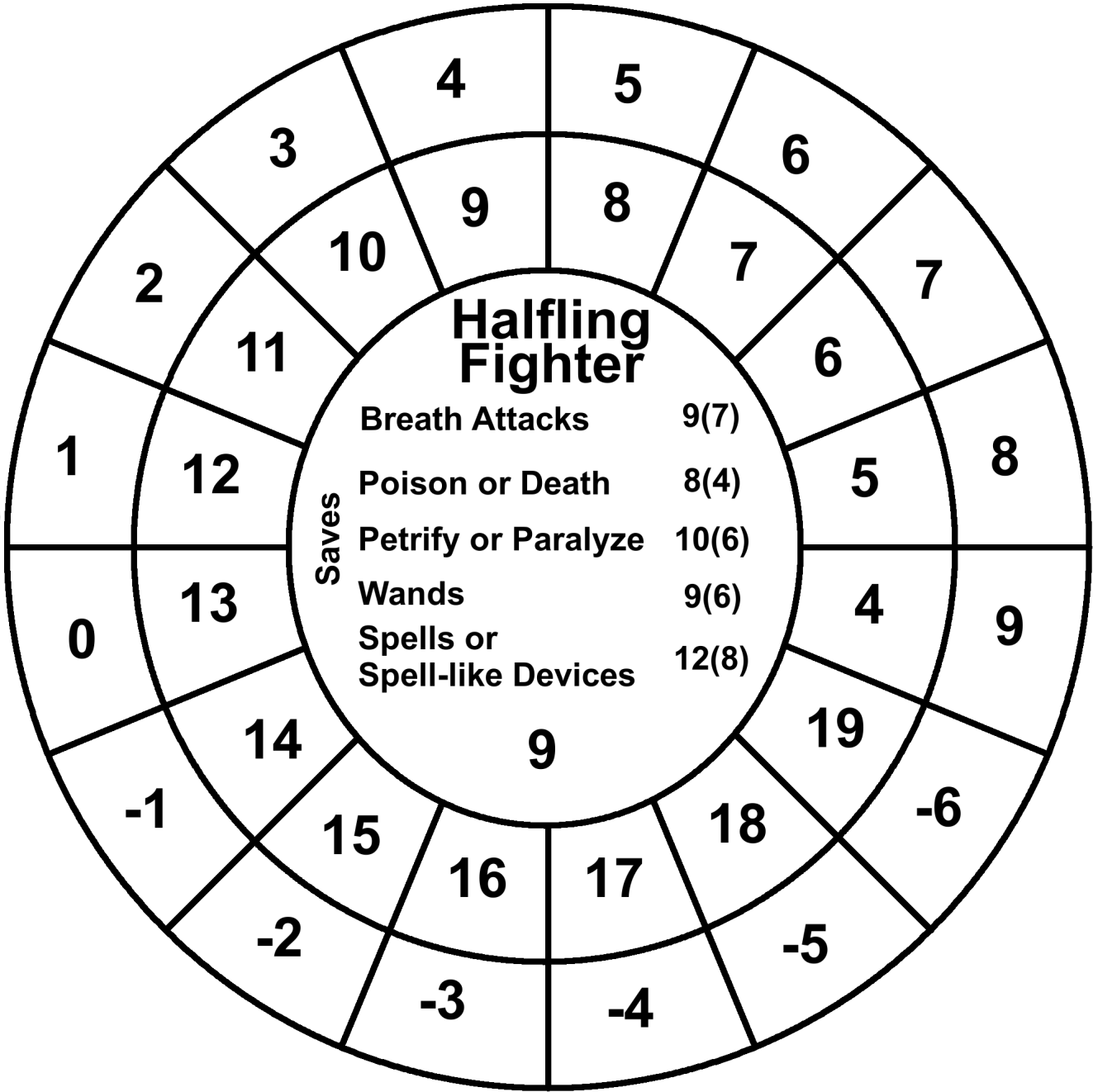


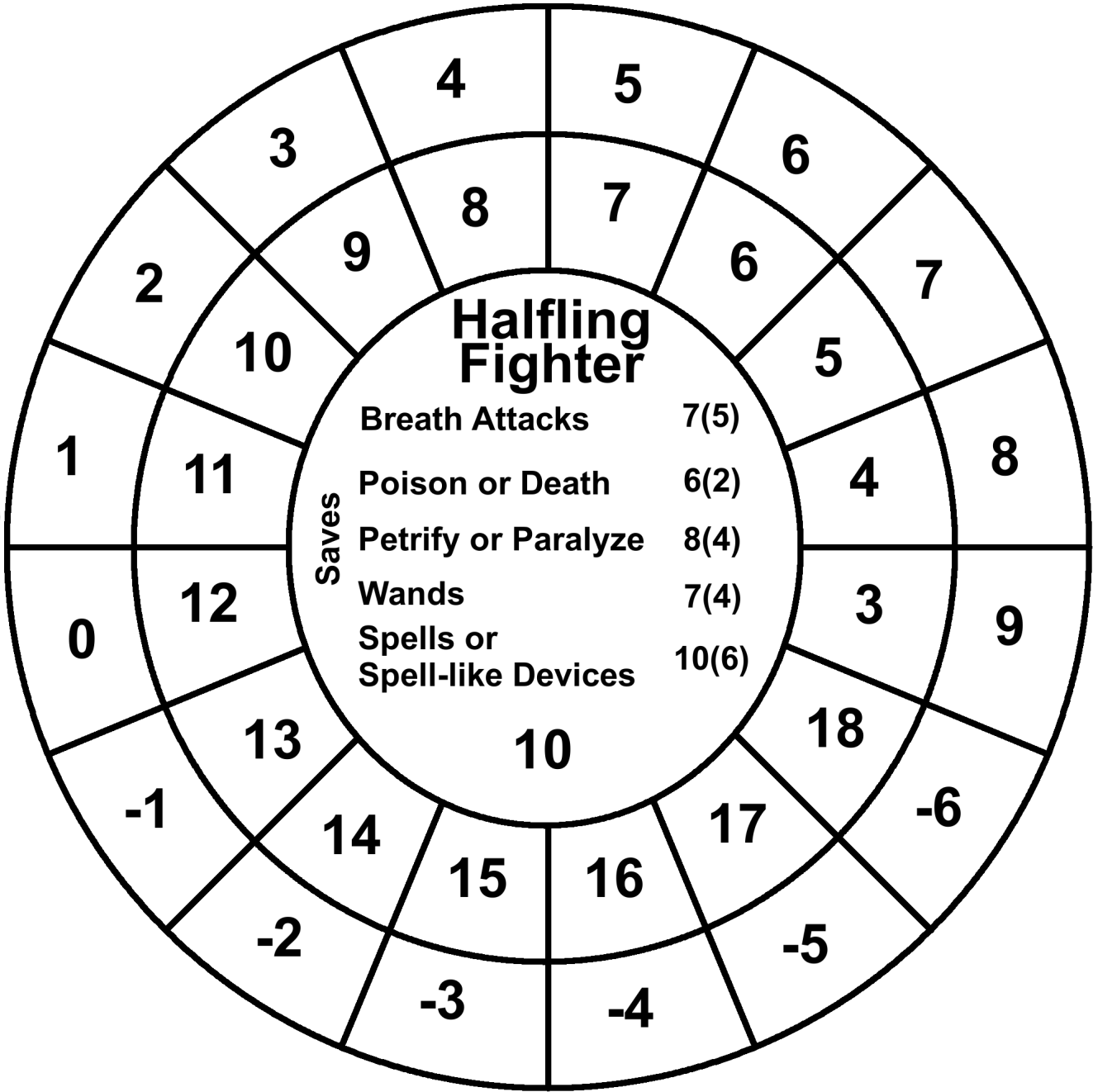
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 -4

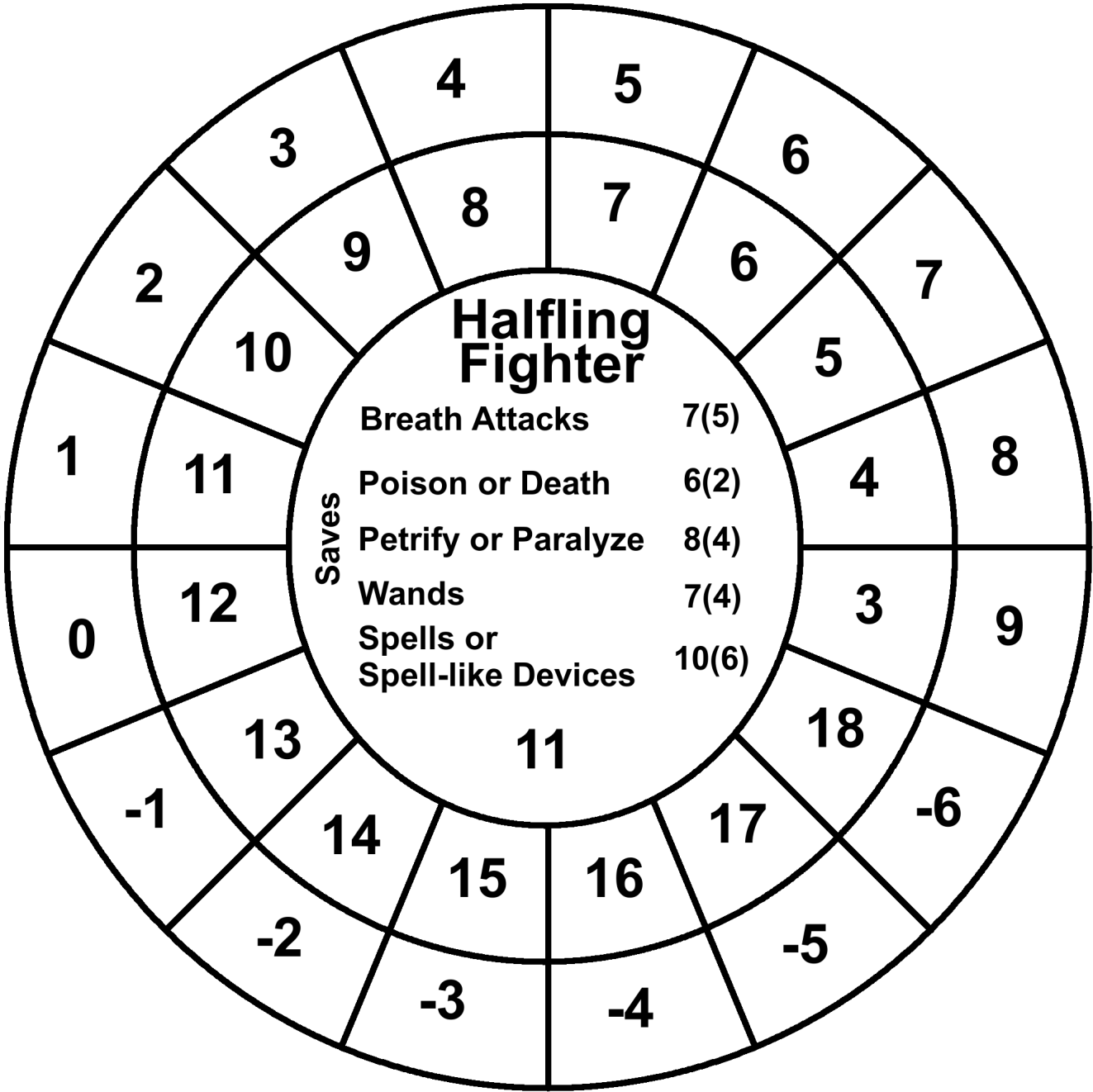


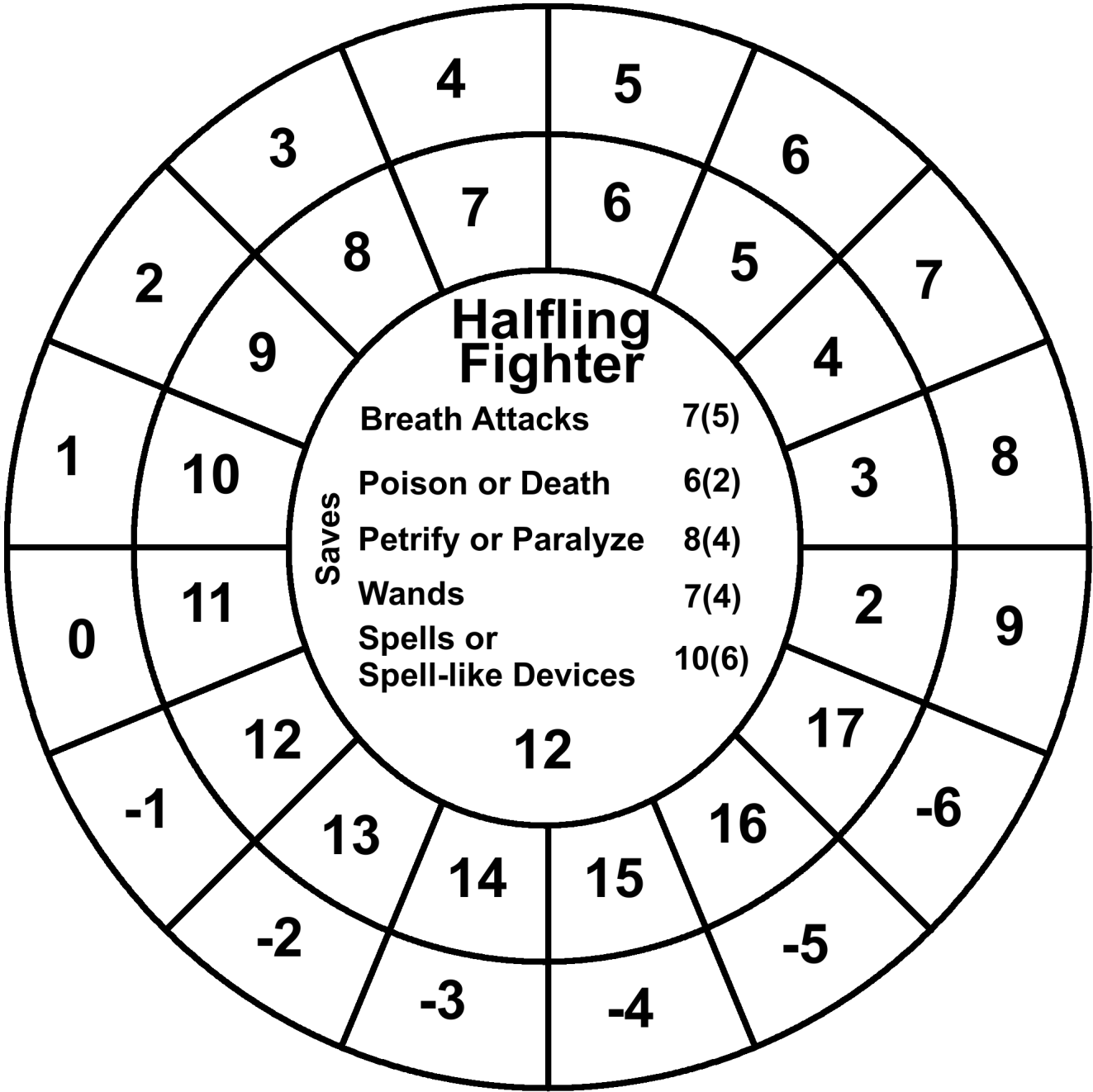


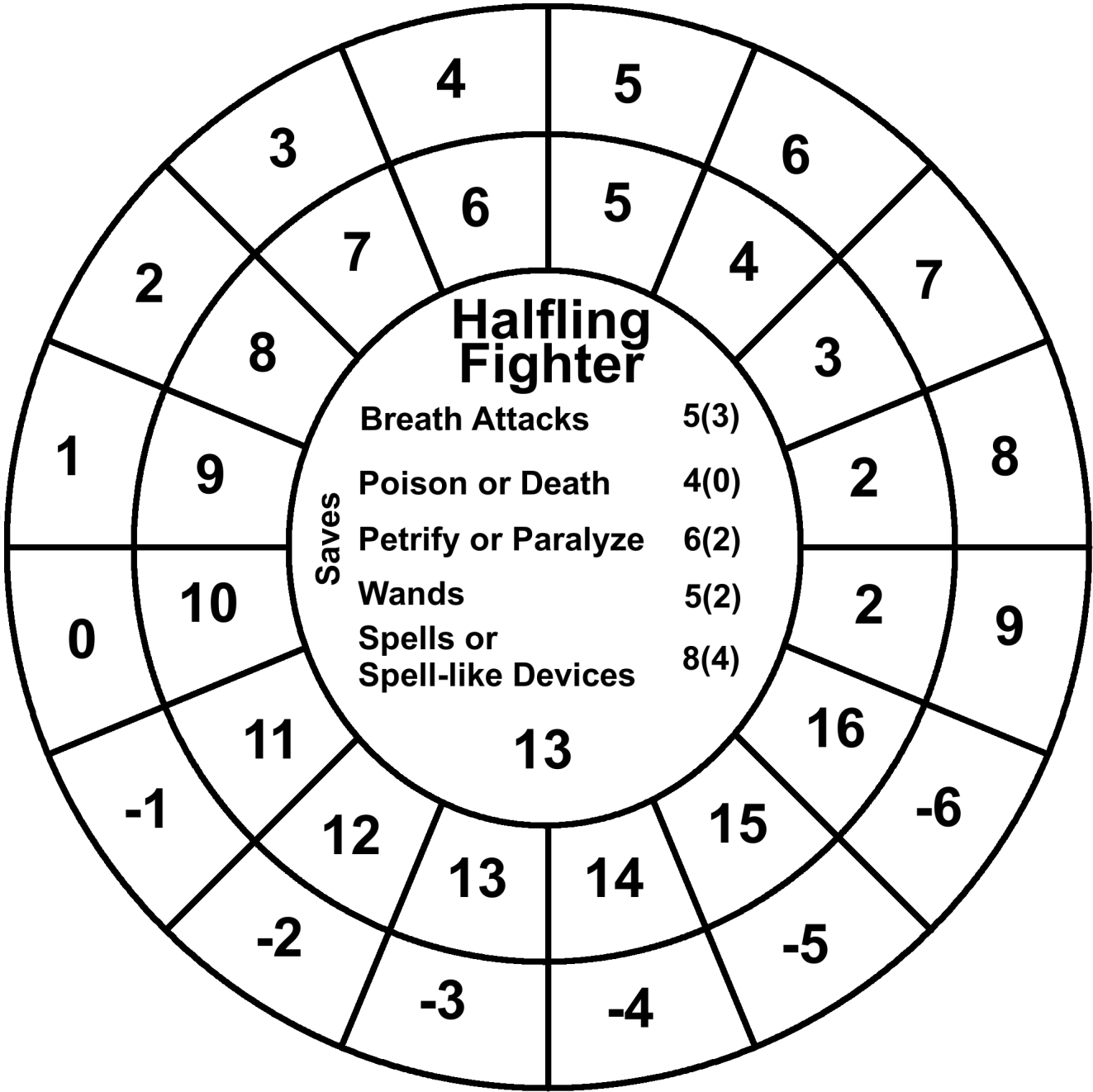


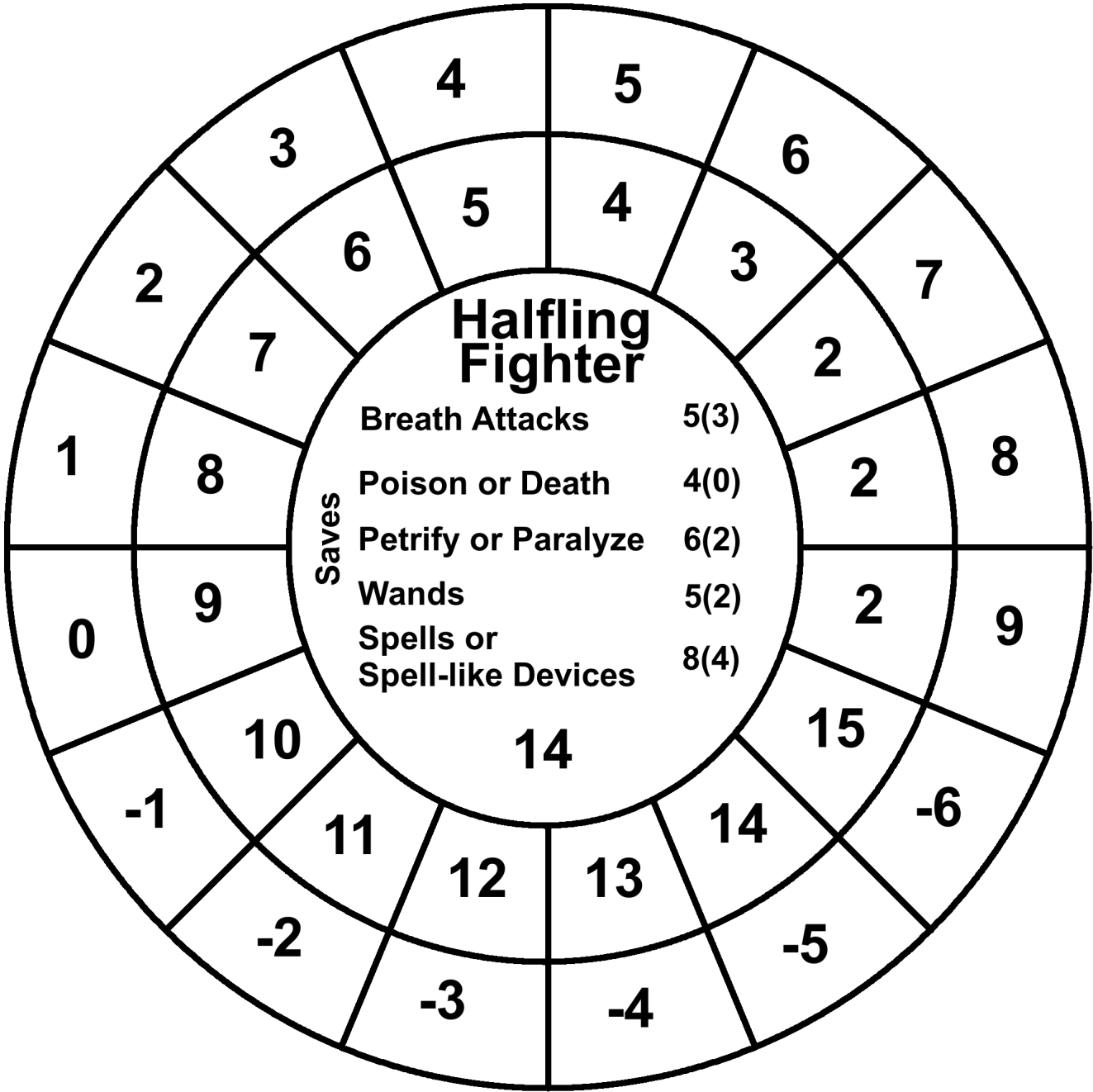


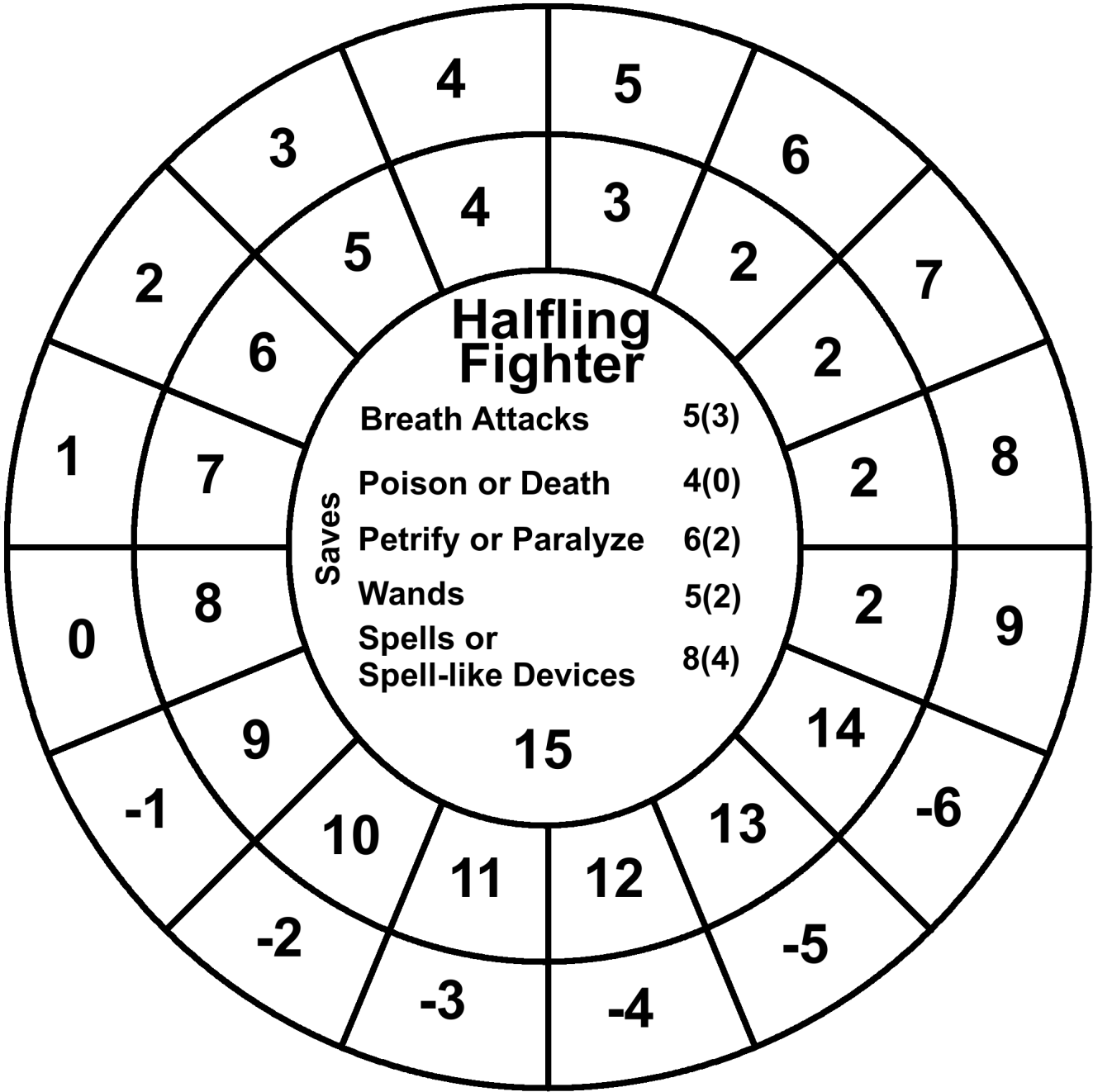


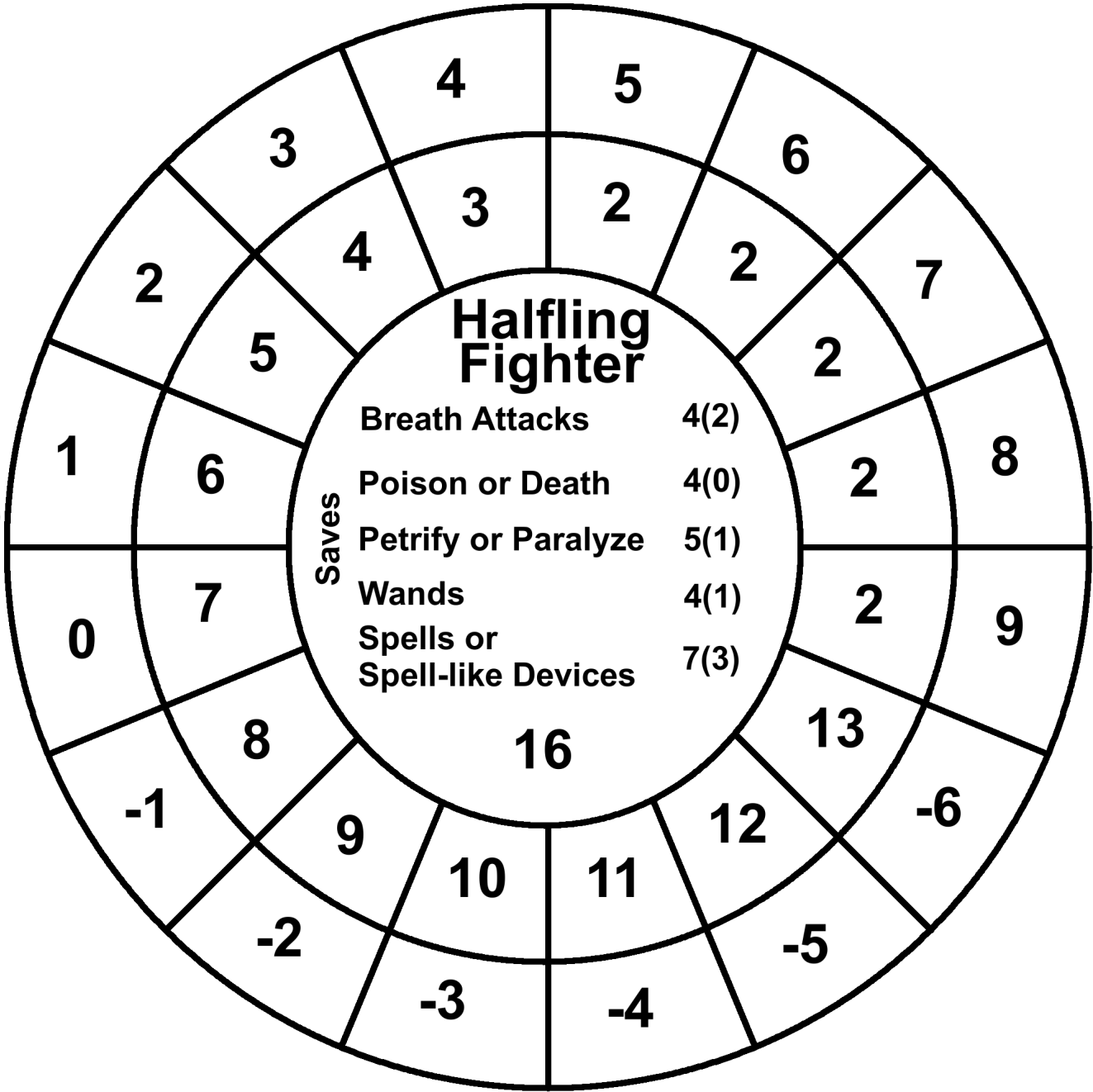


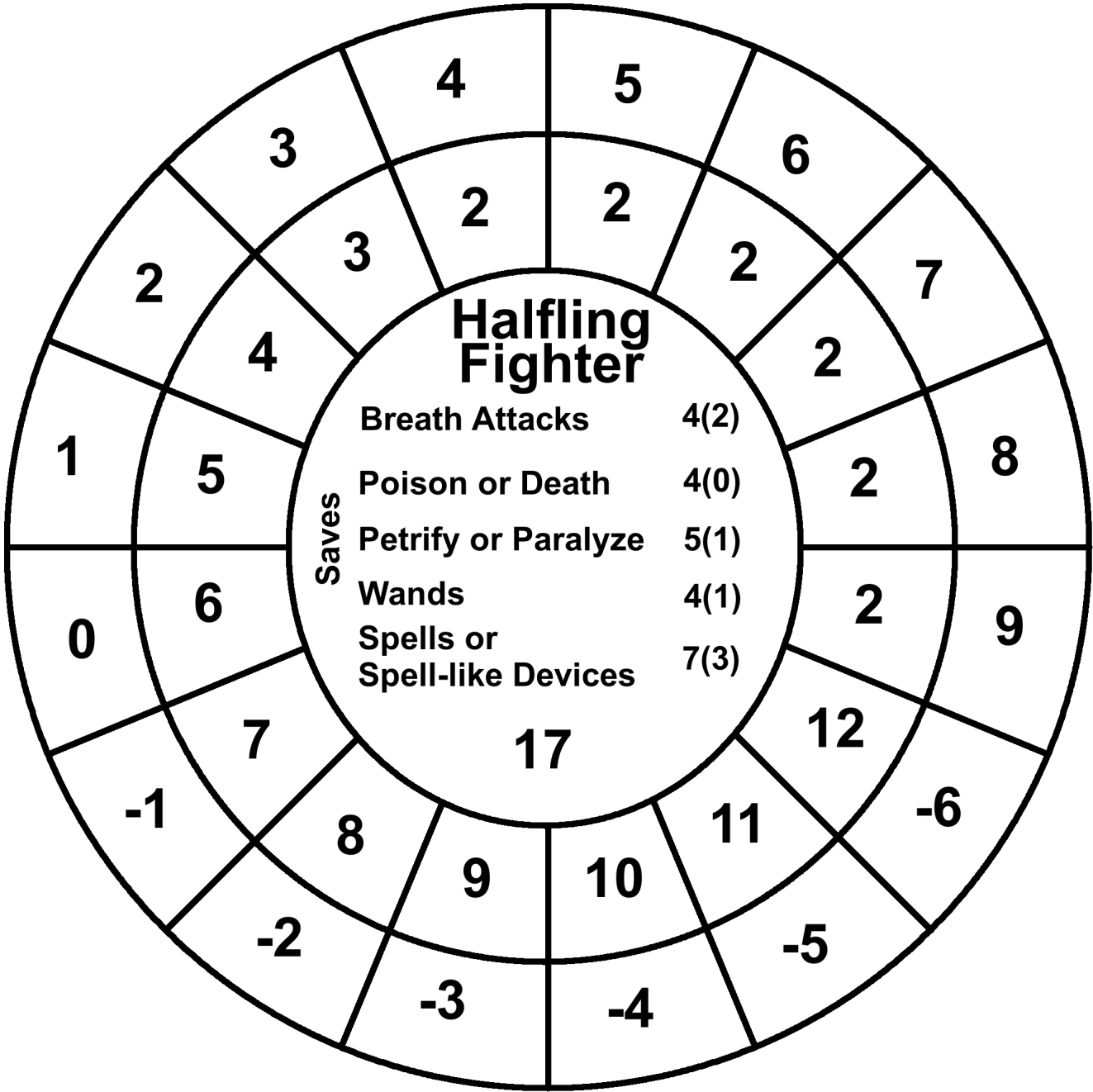


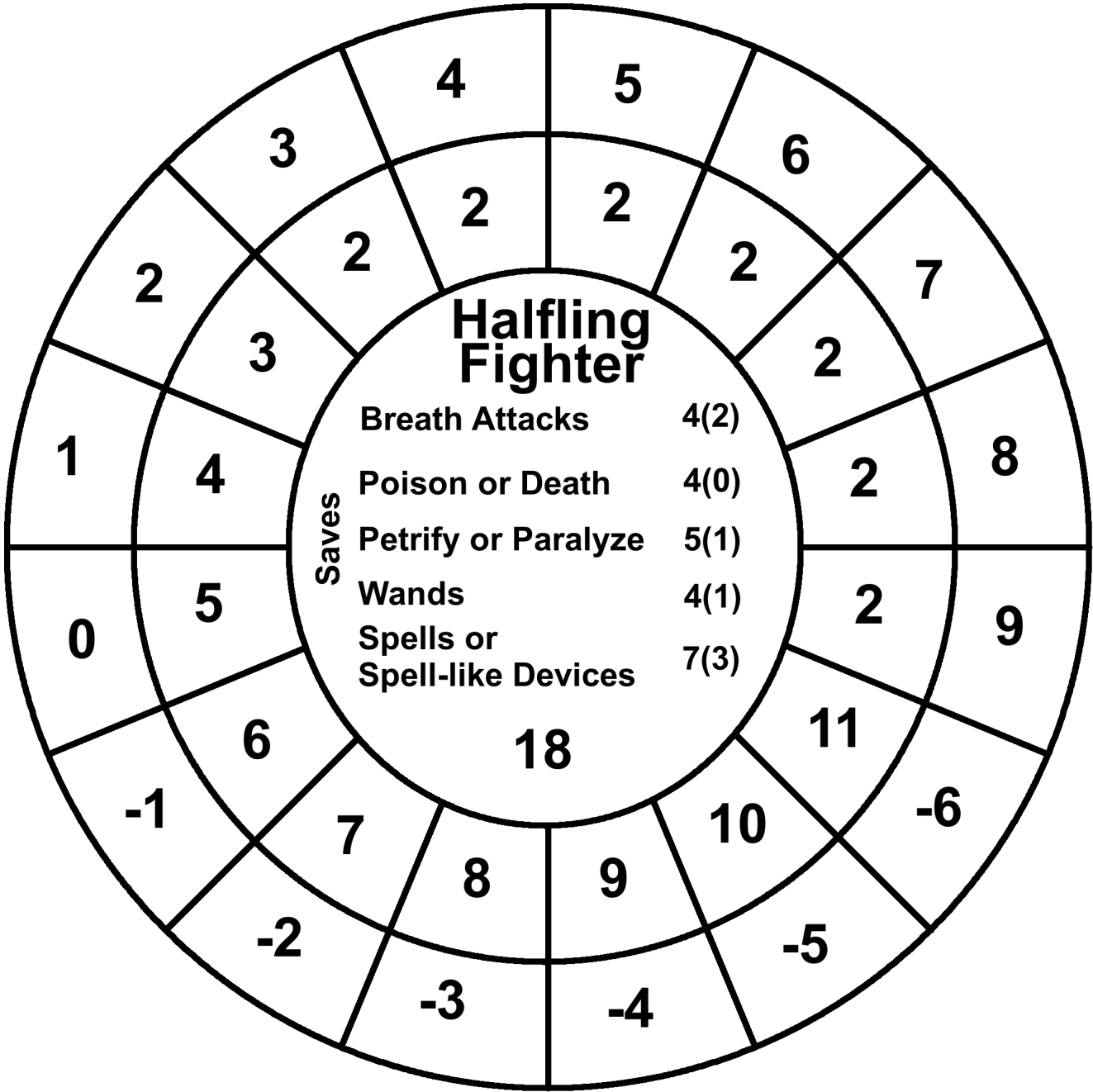


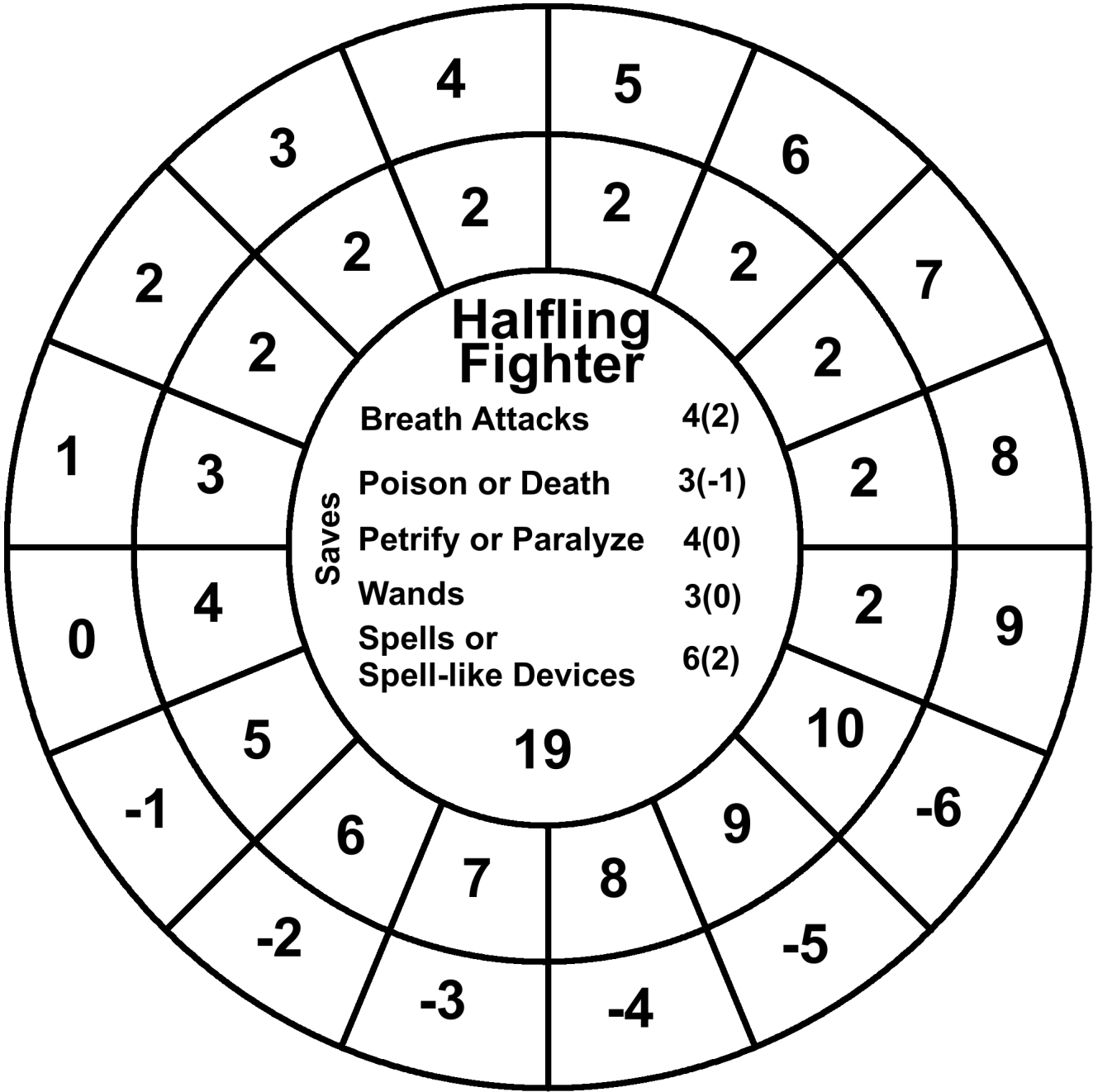


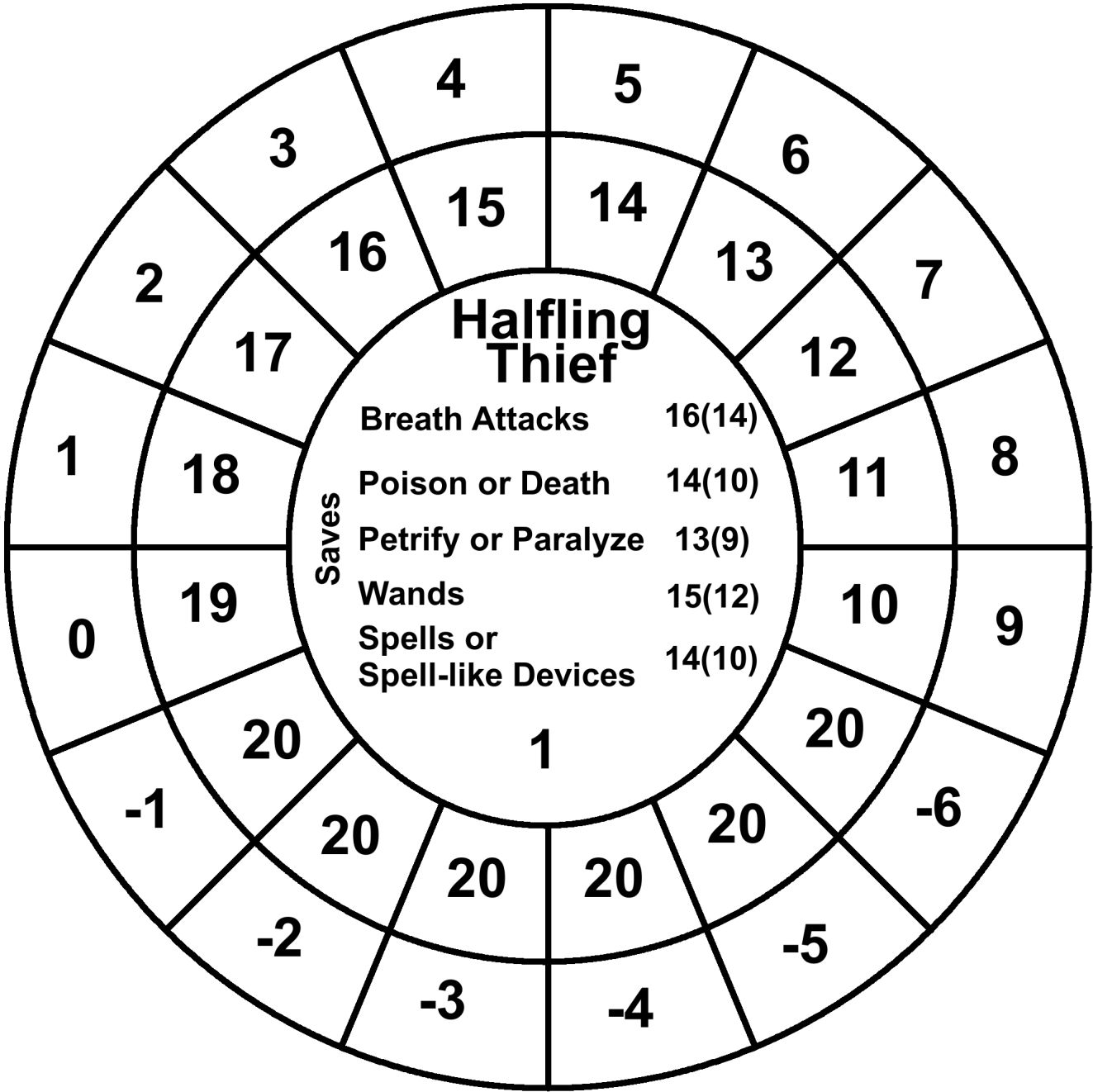




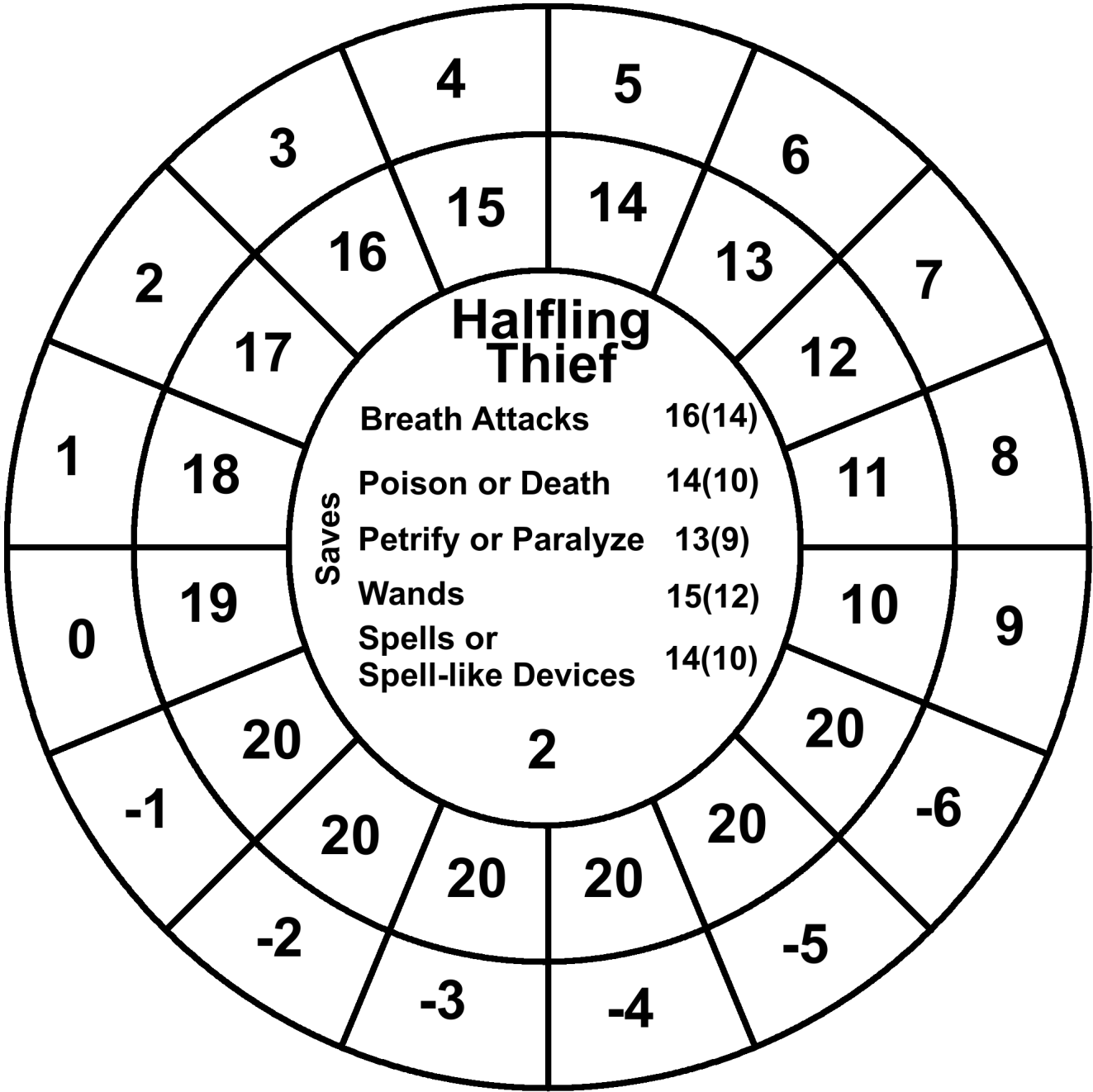


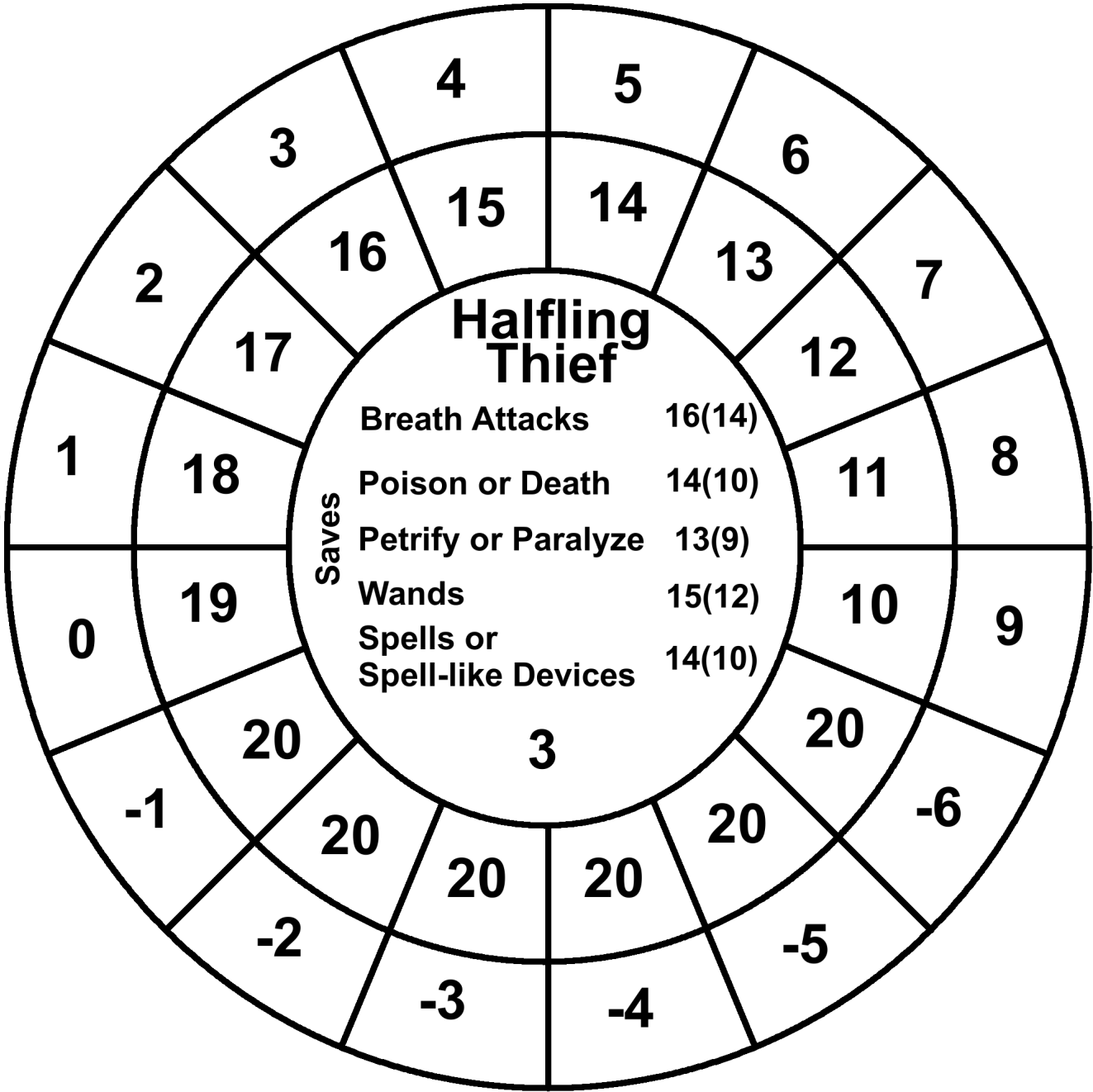


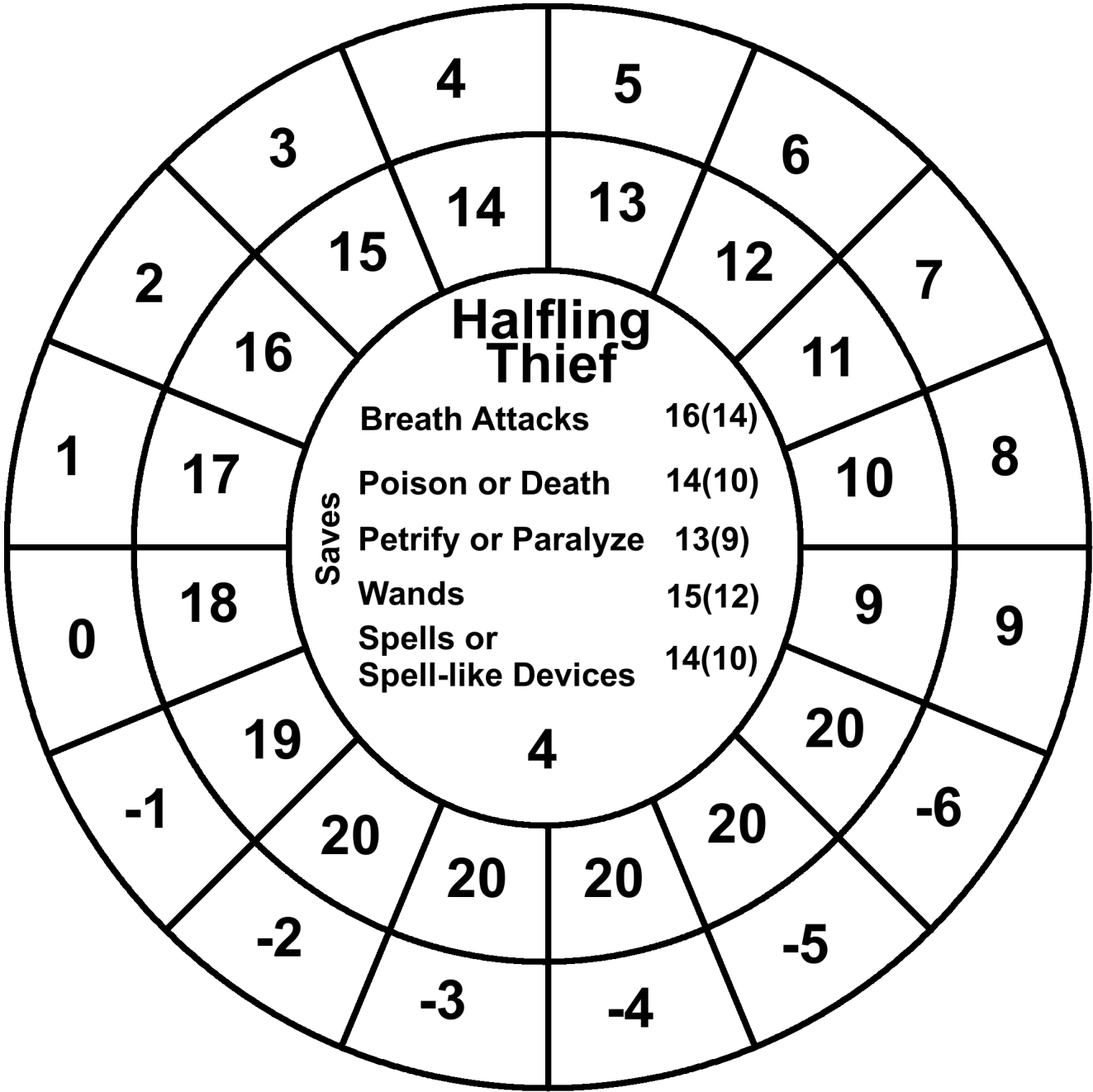


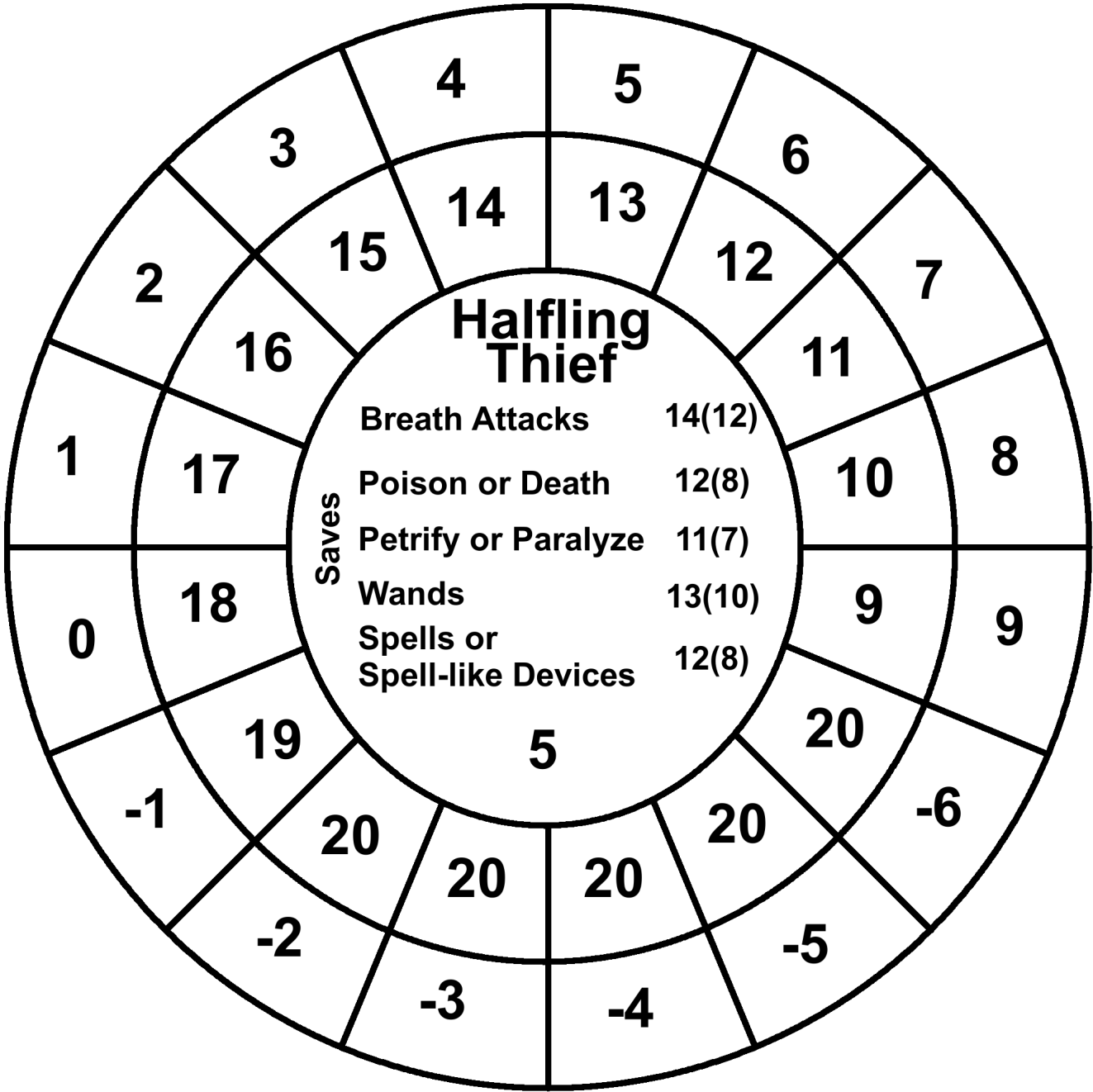


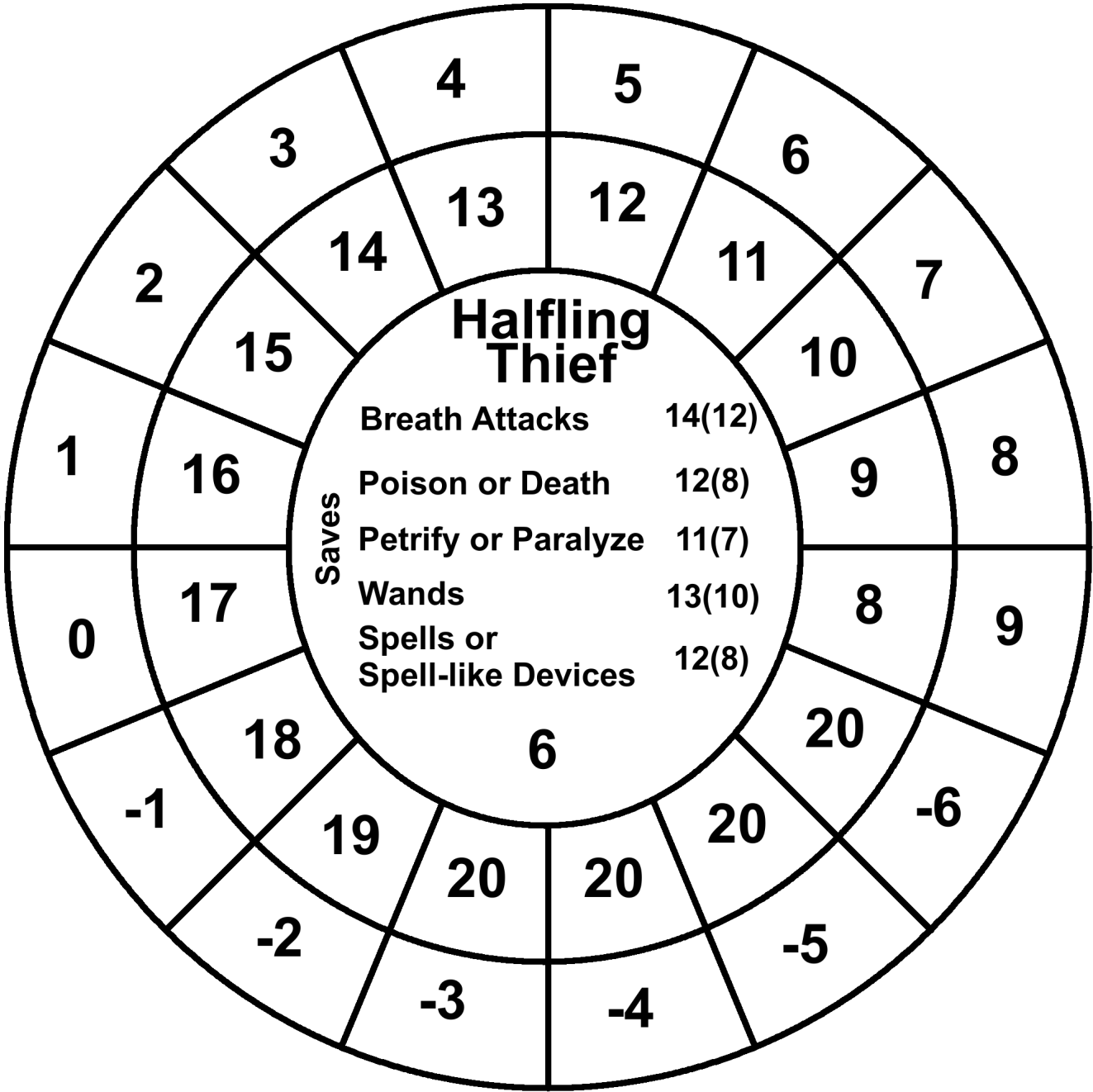
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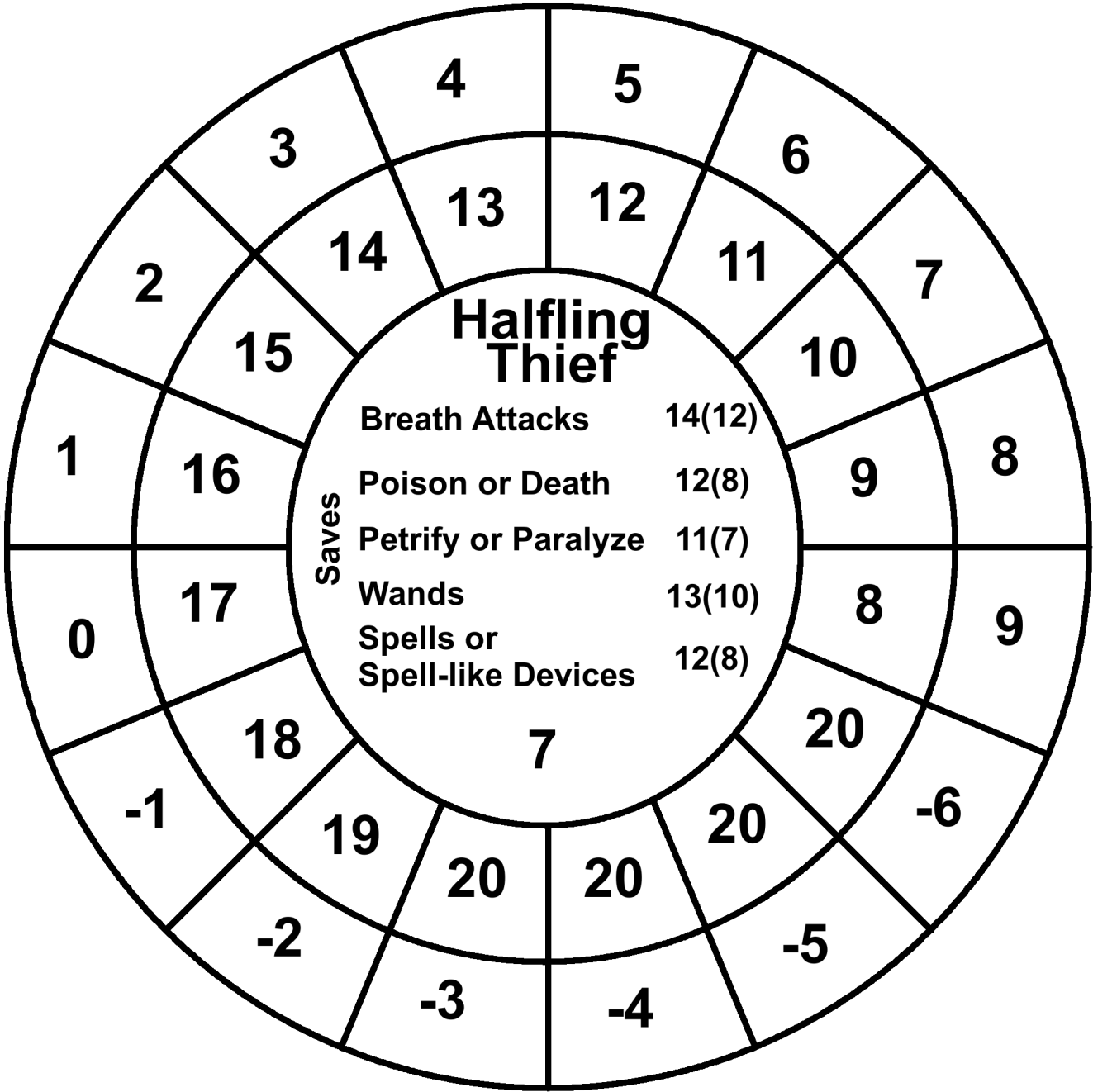


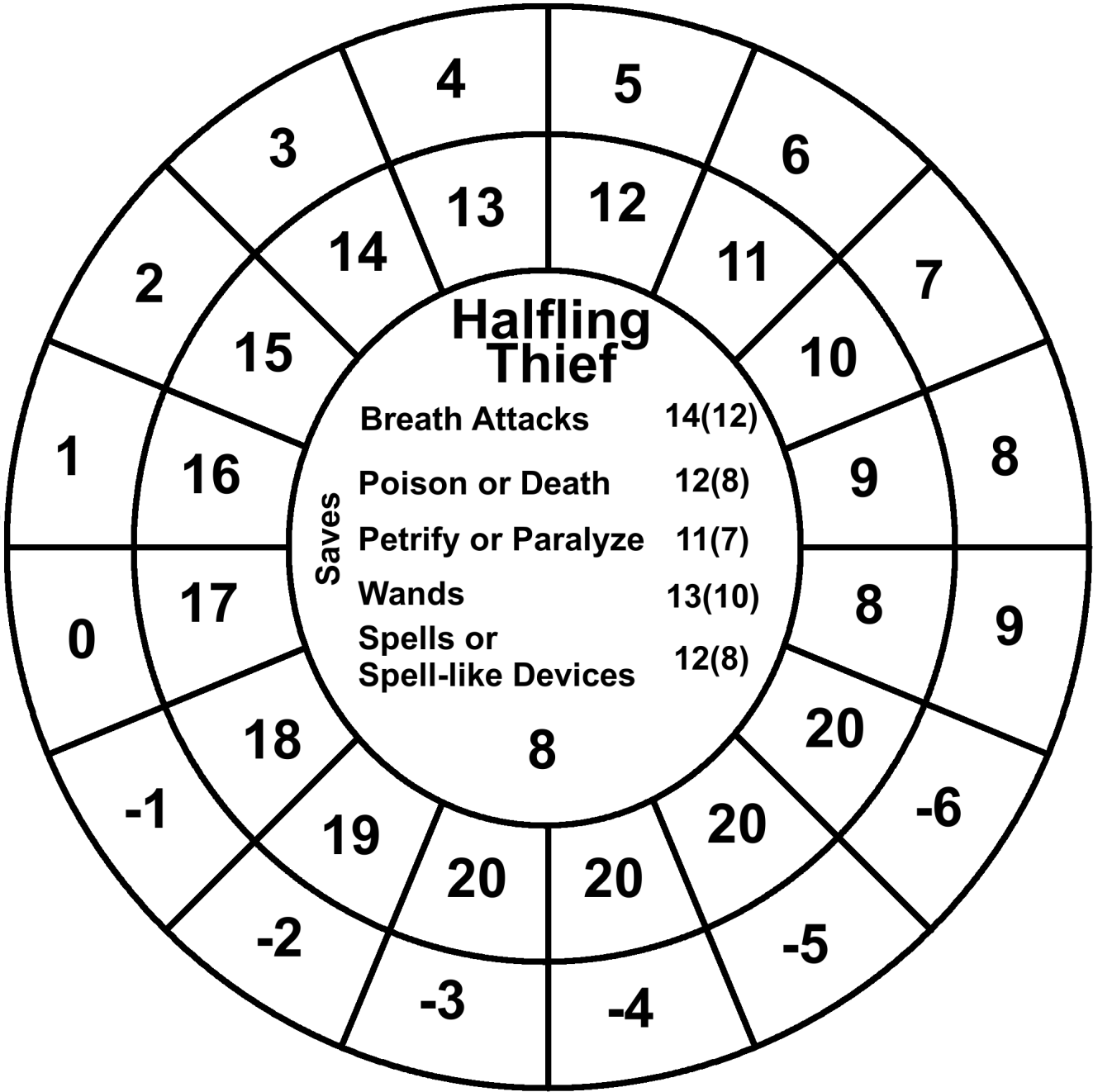


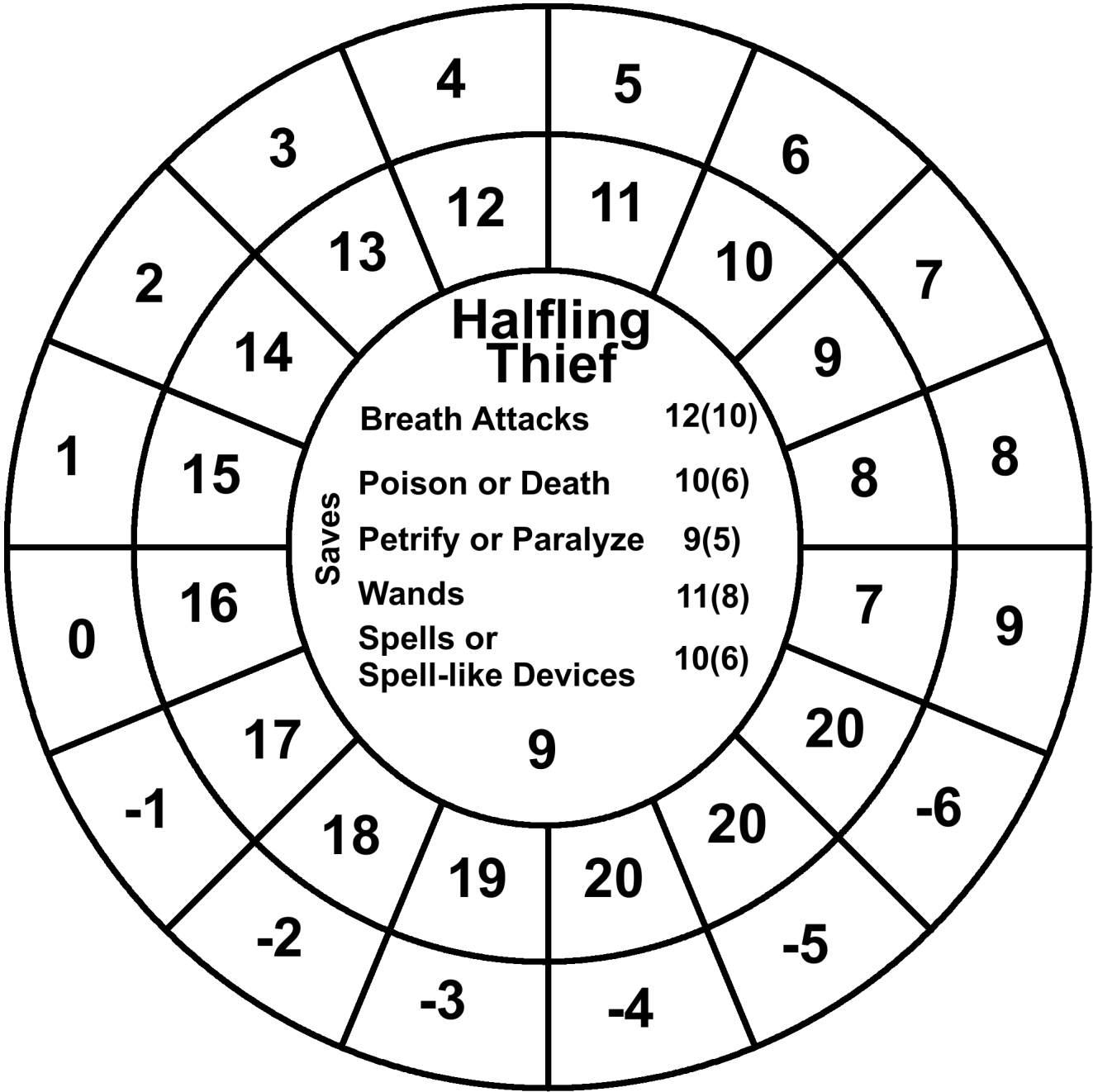


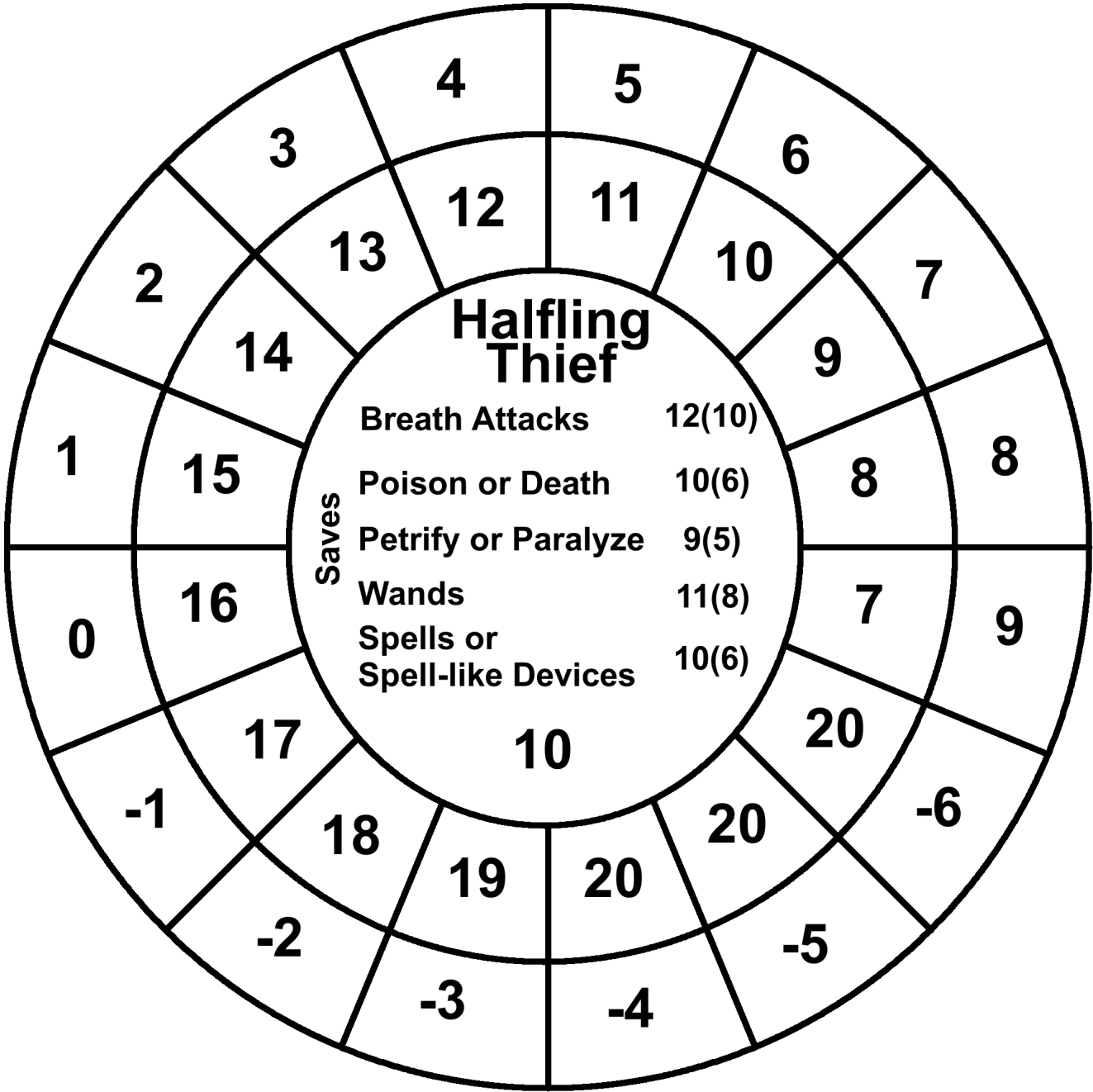




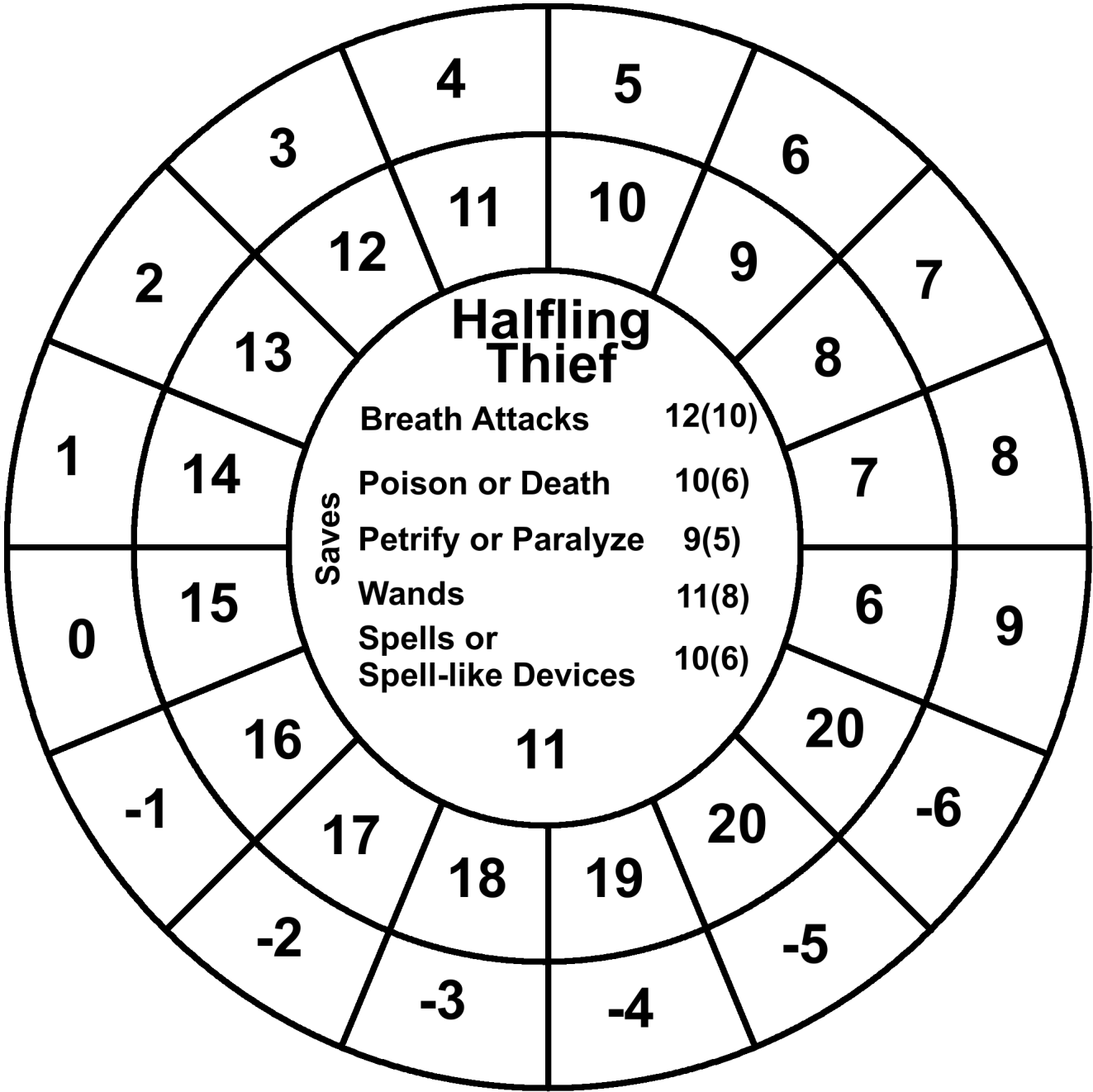


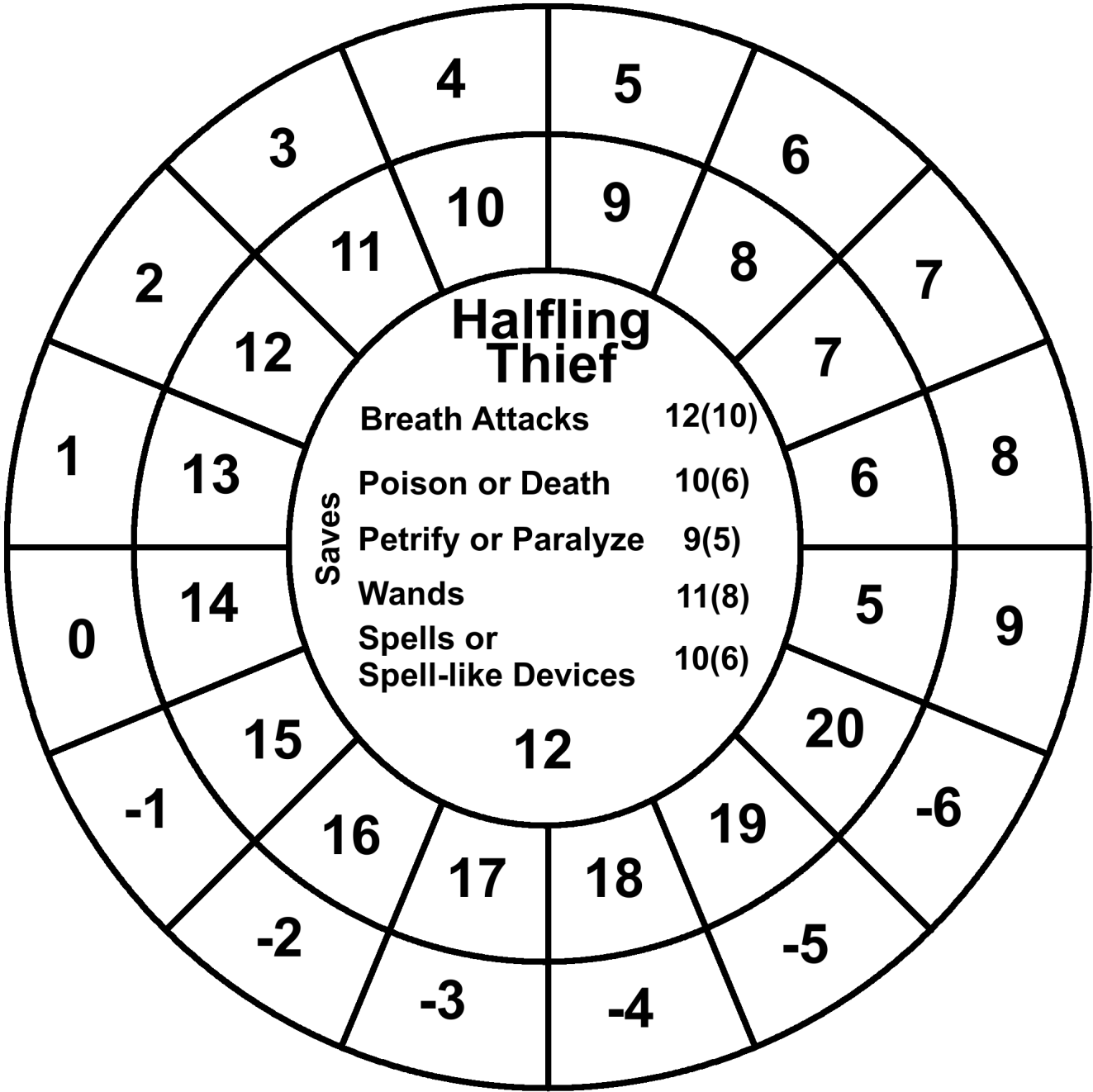


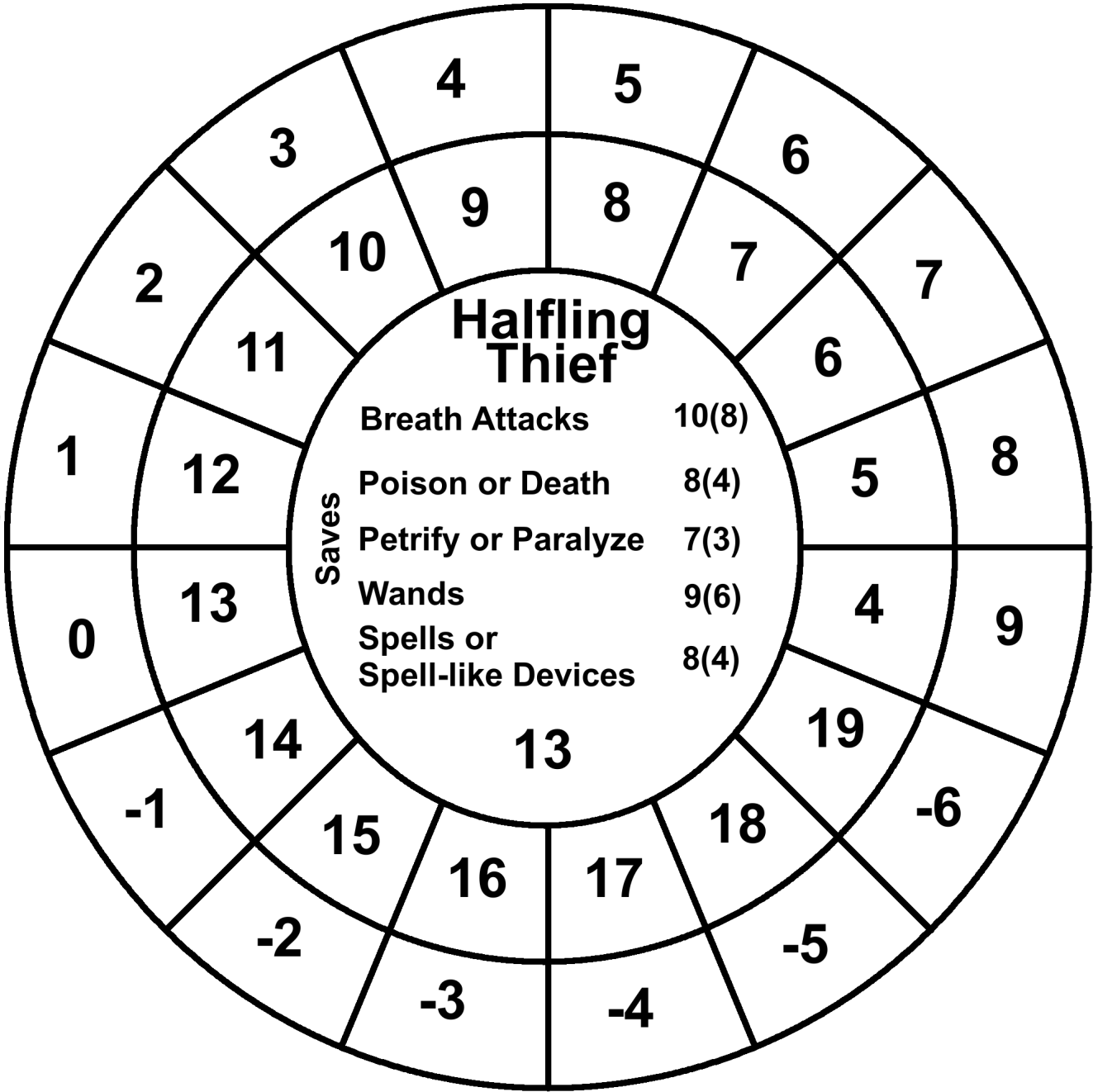


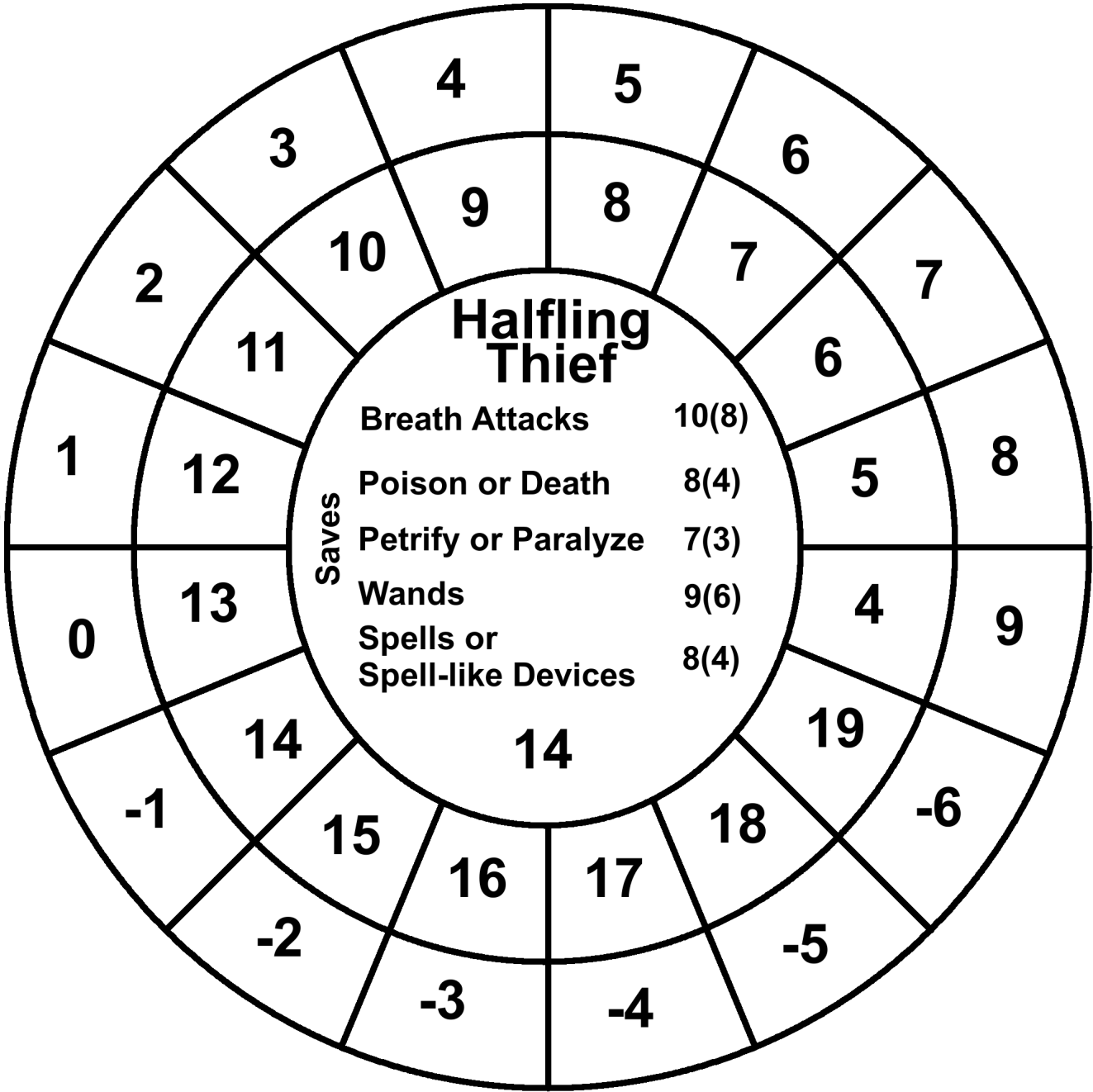


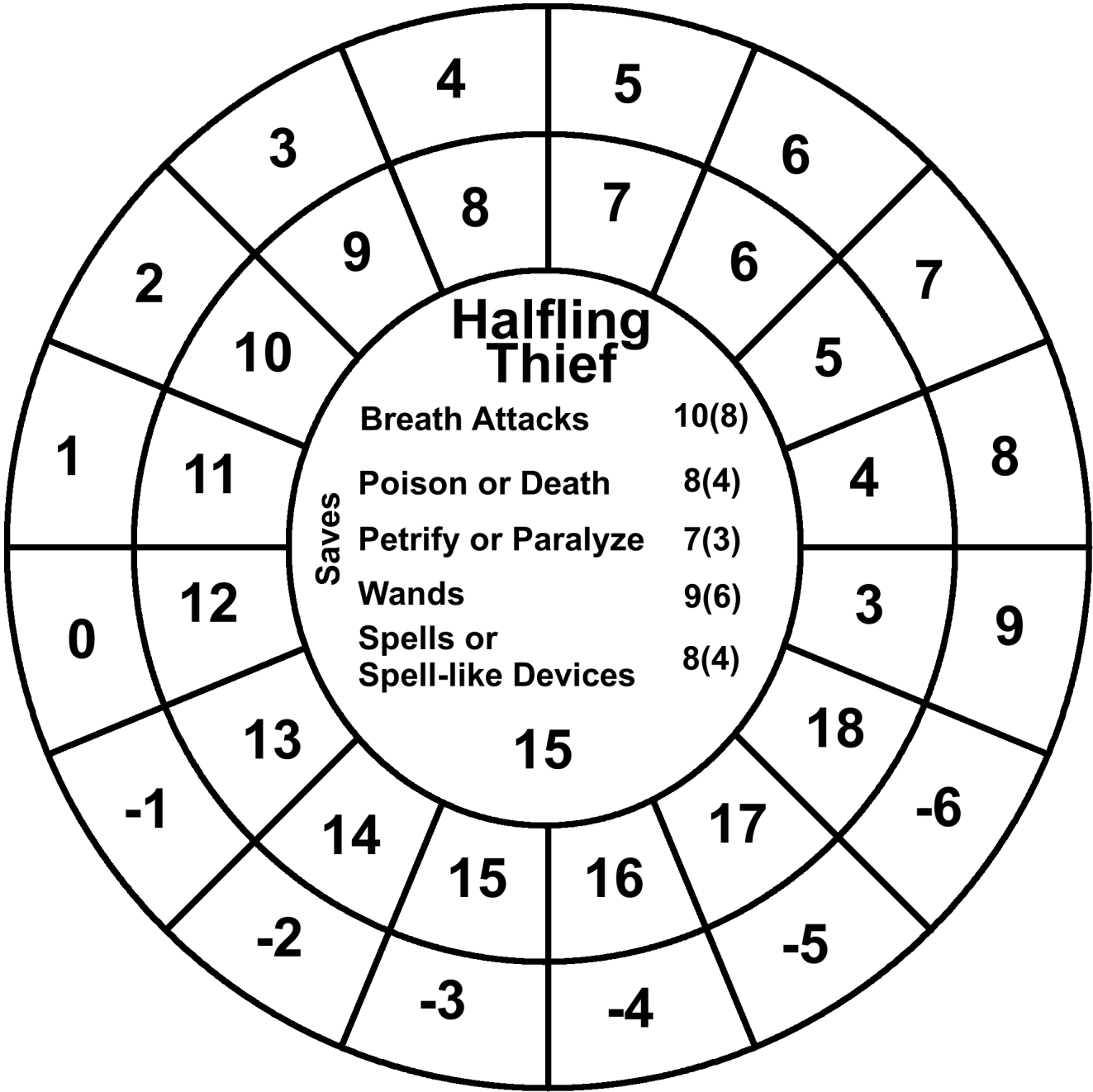
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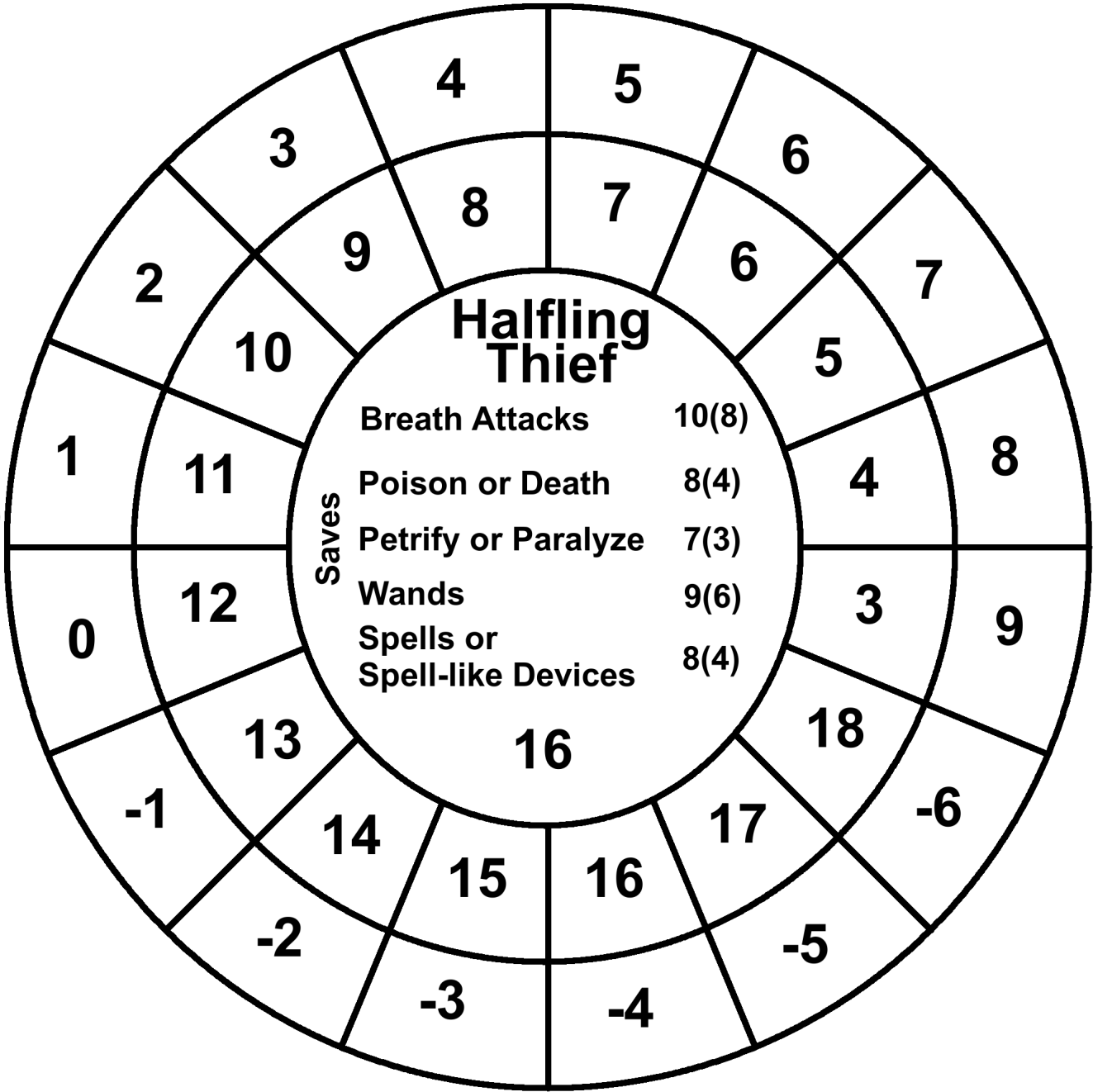


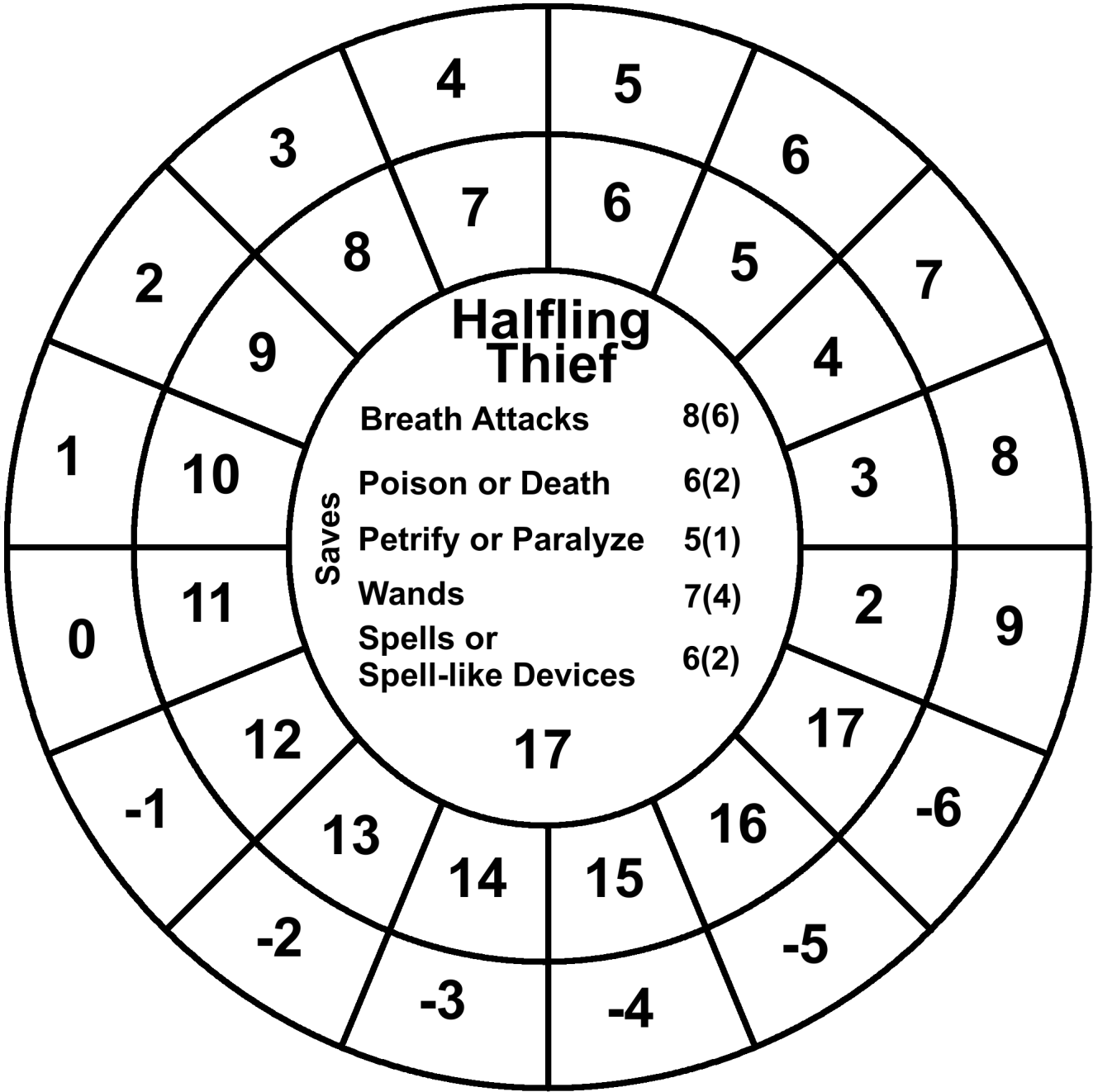


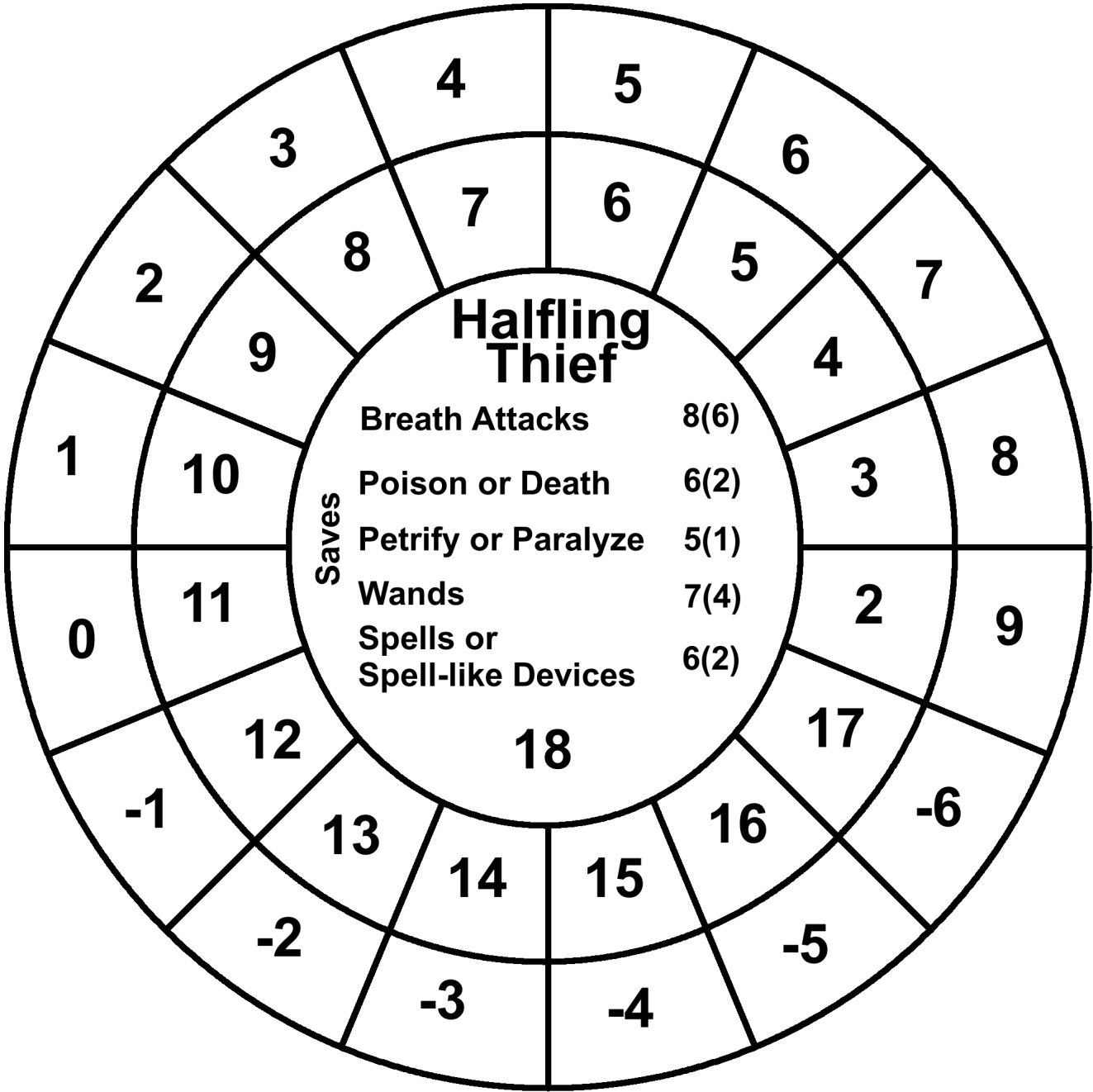


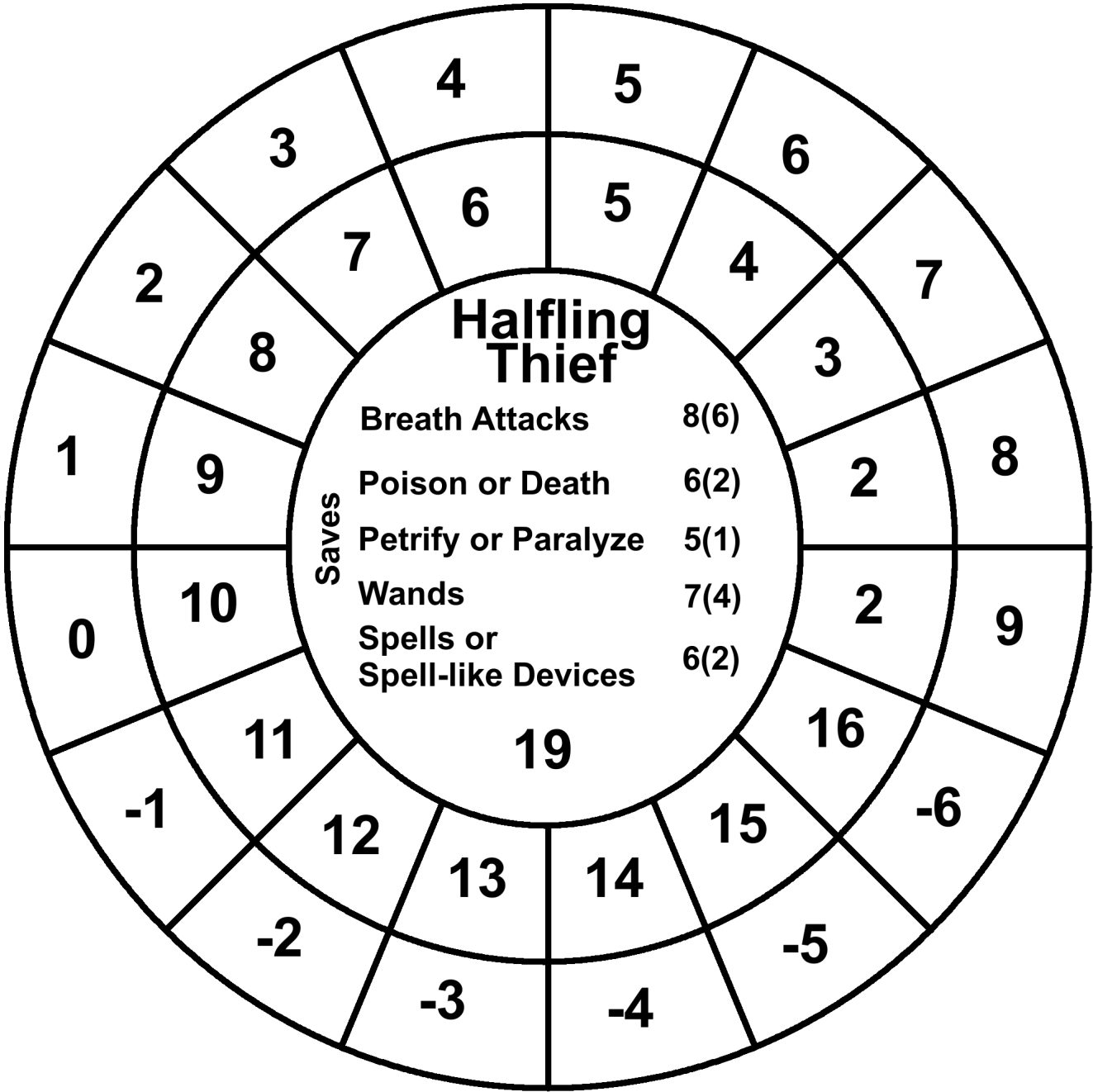


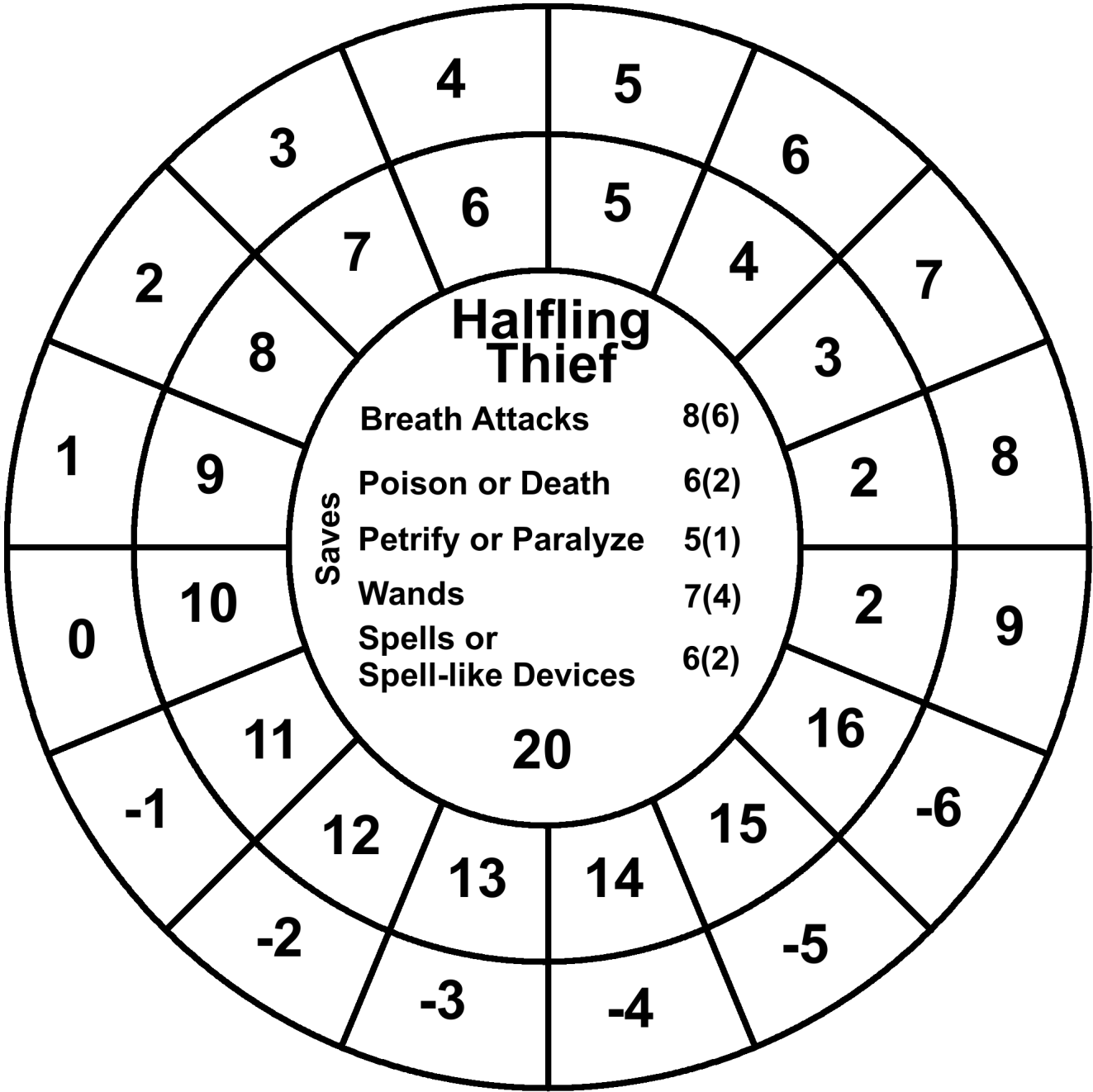


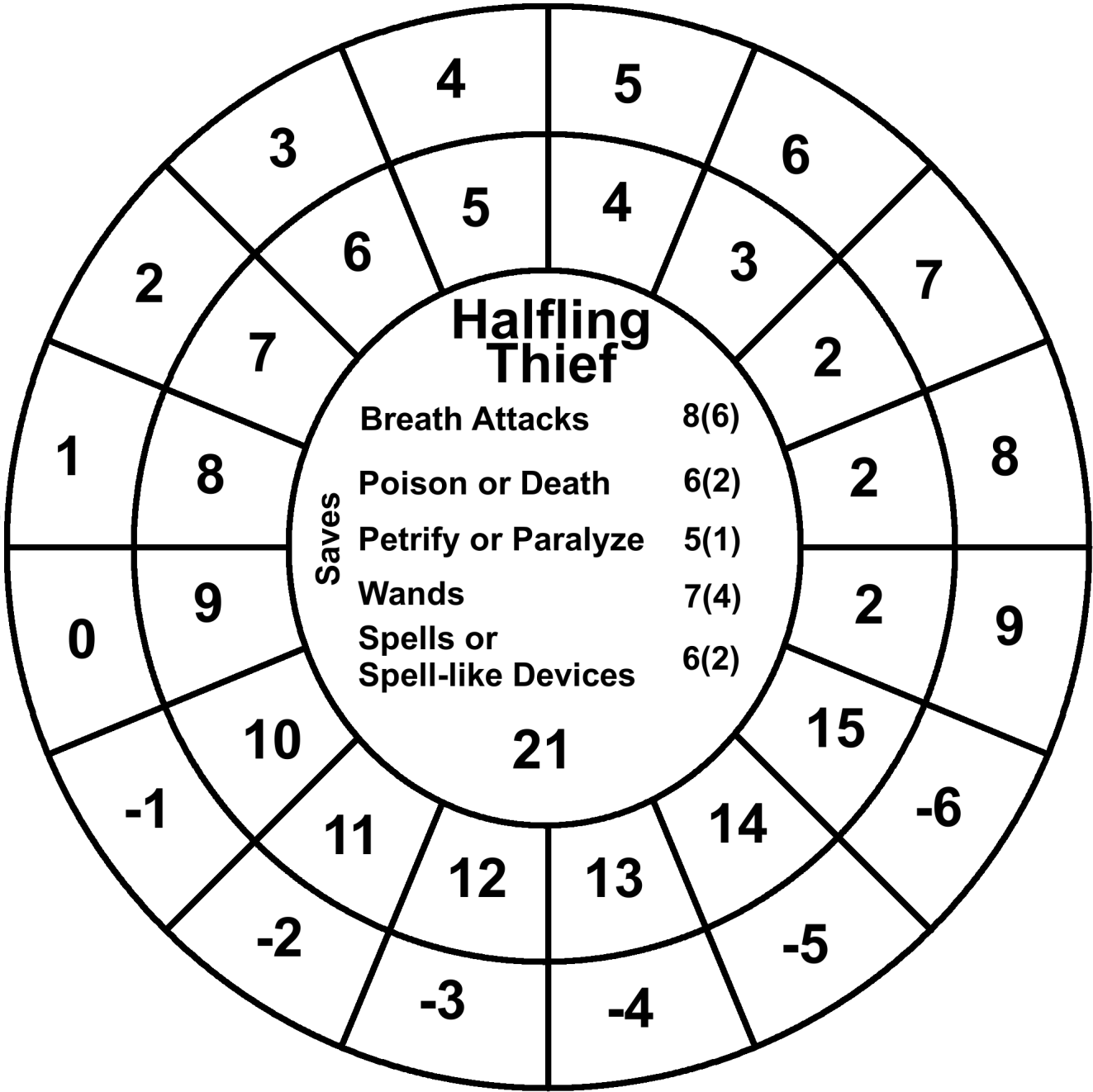


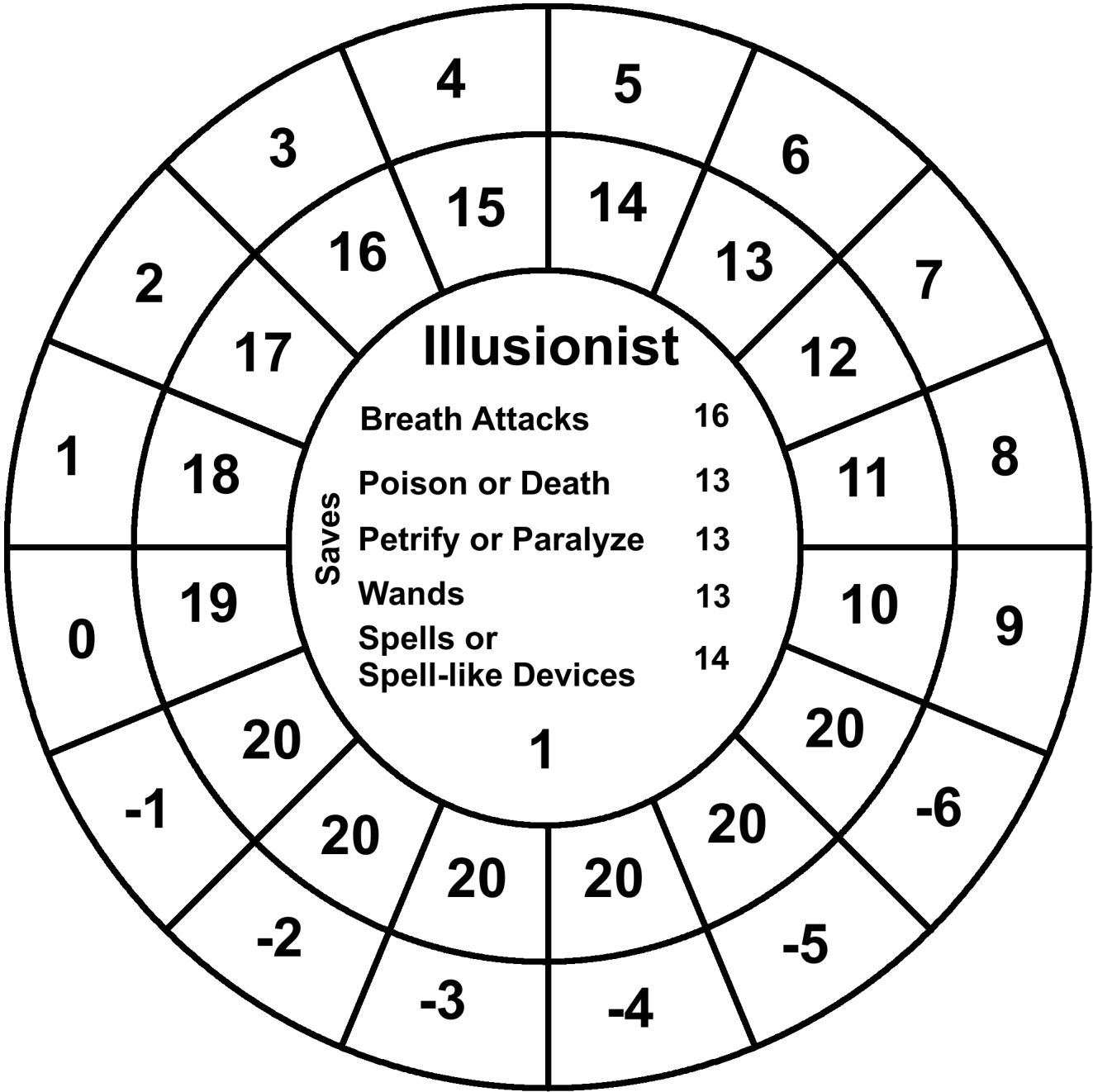


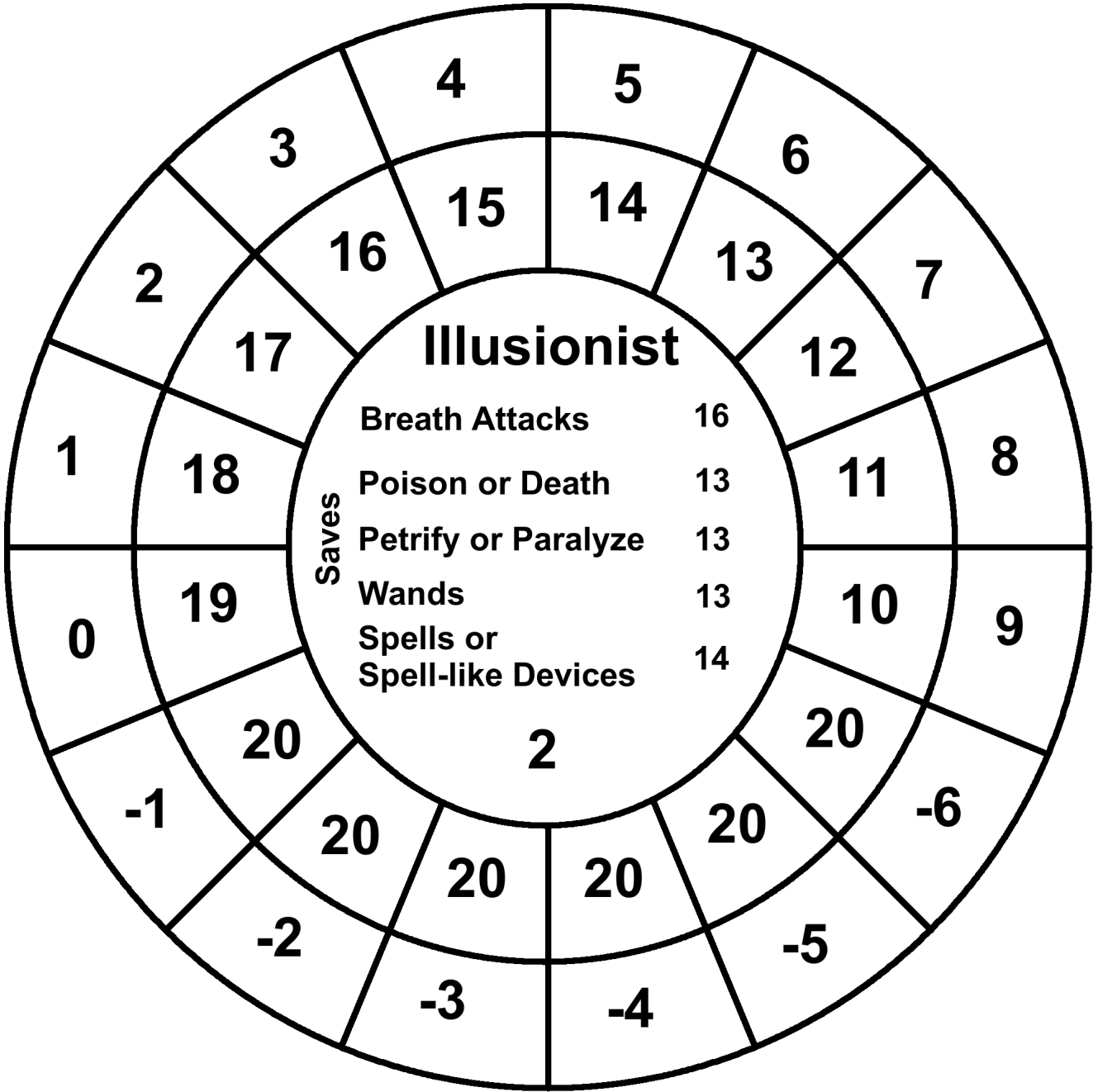


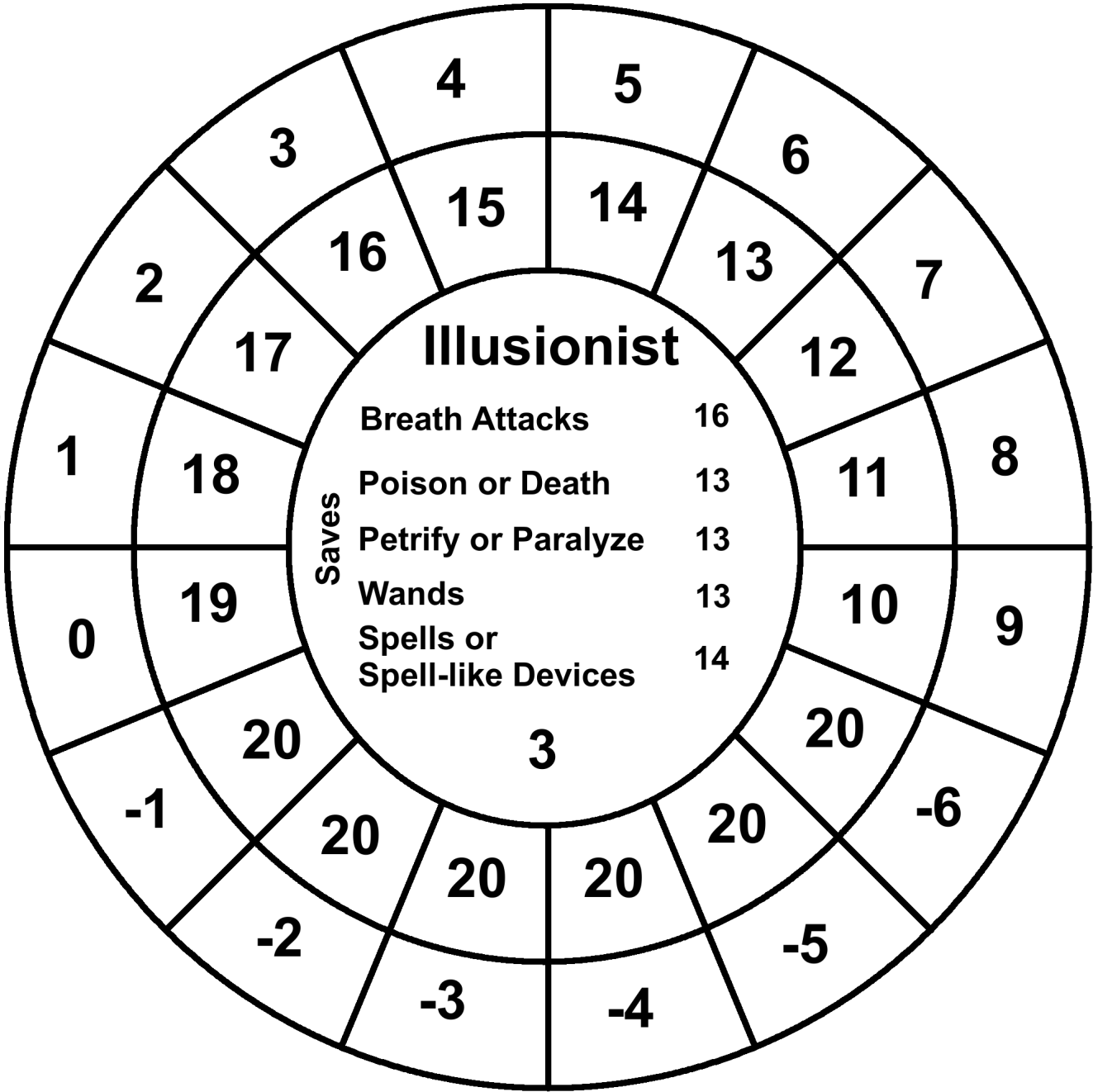


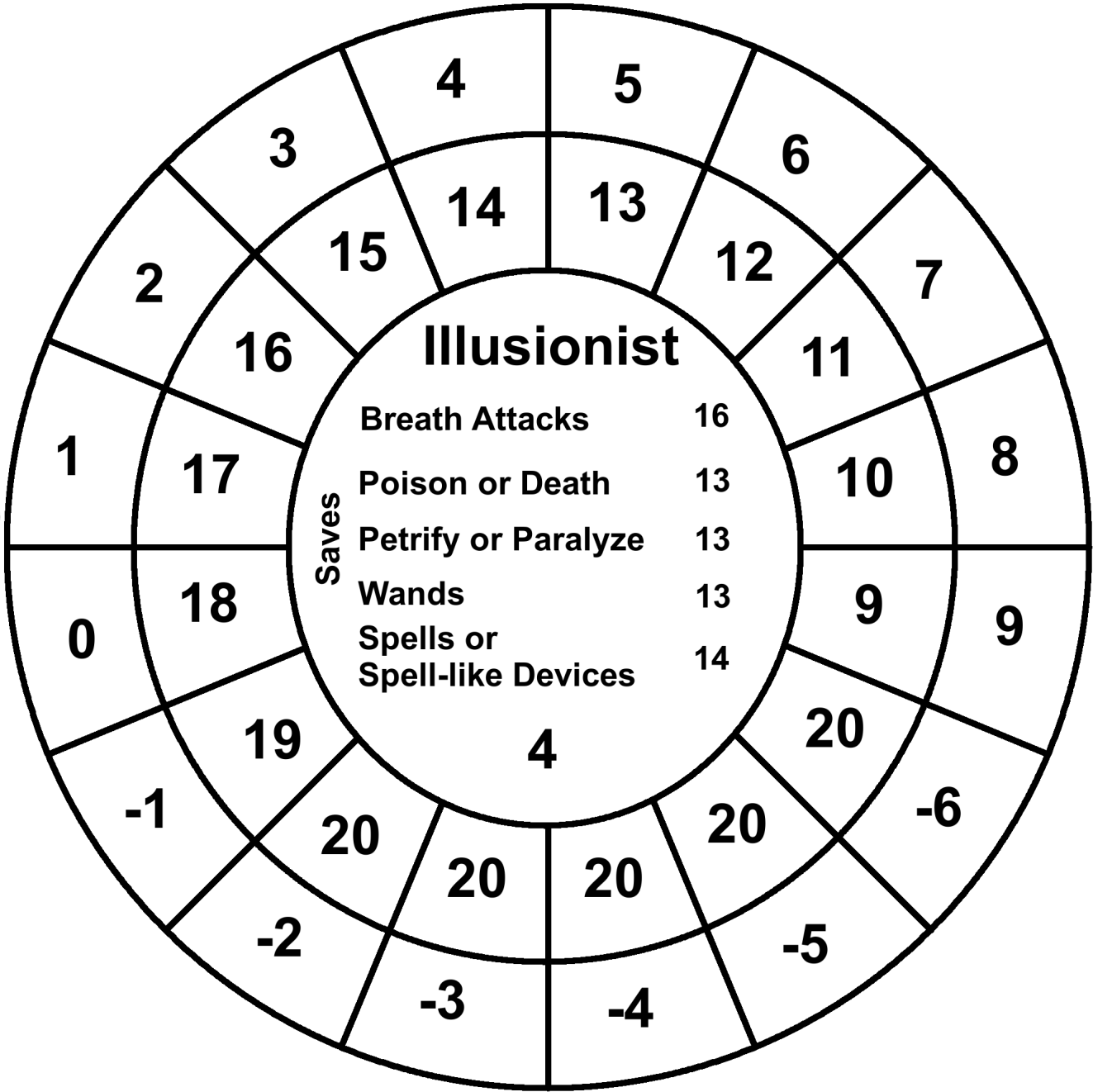


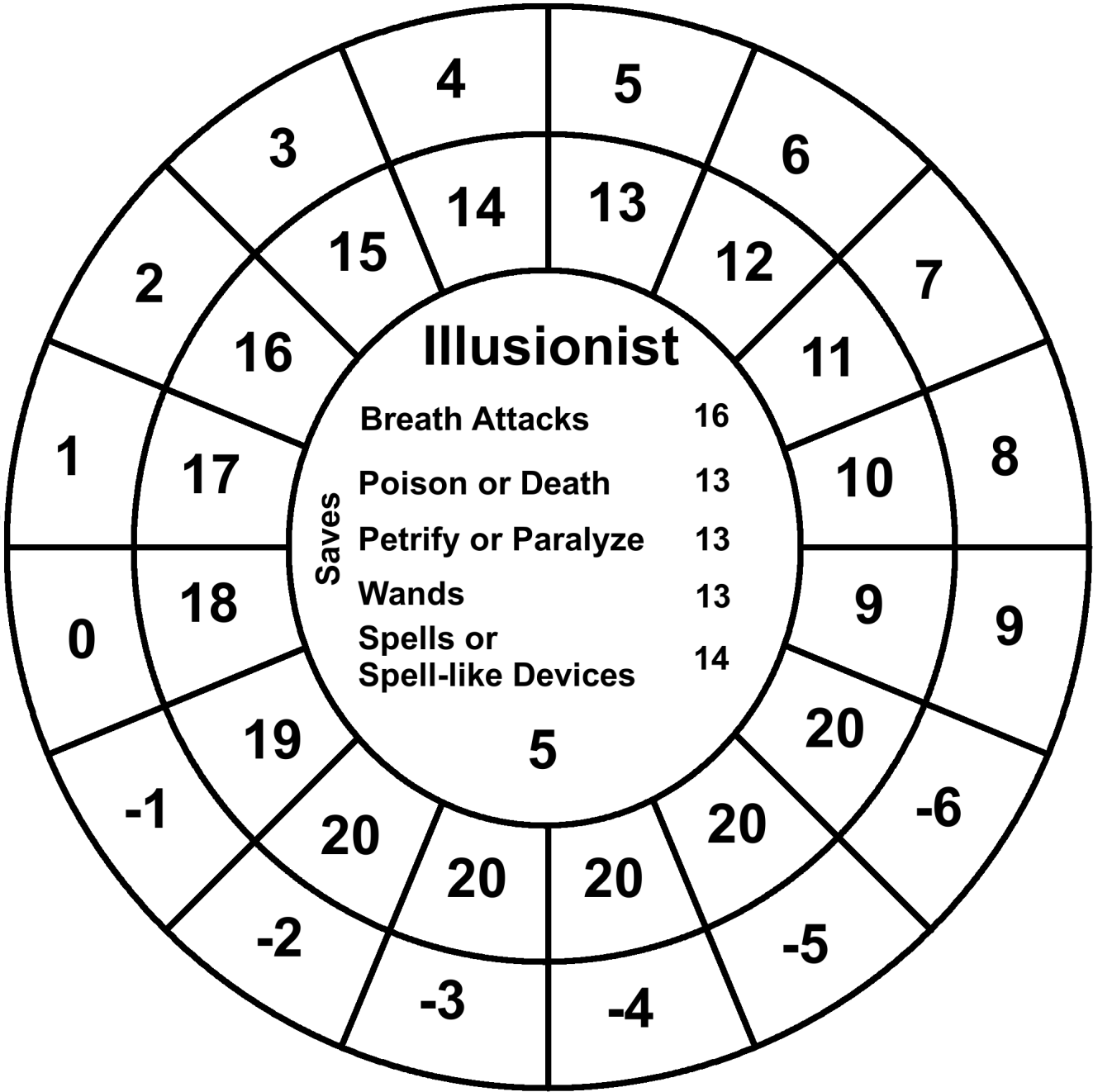


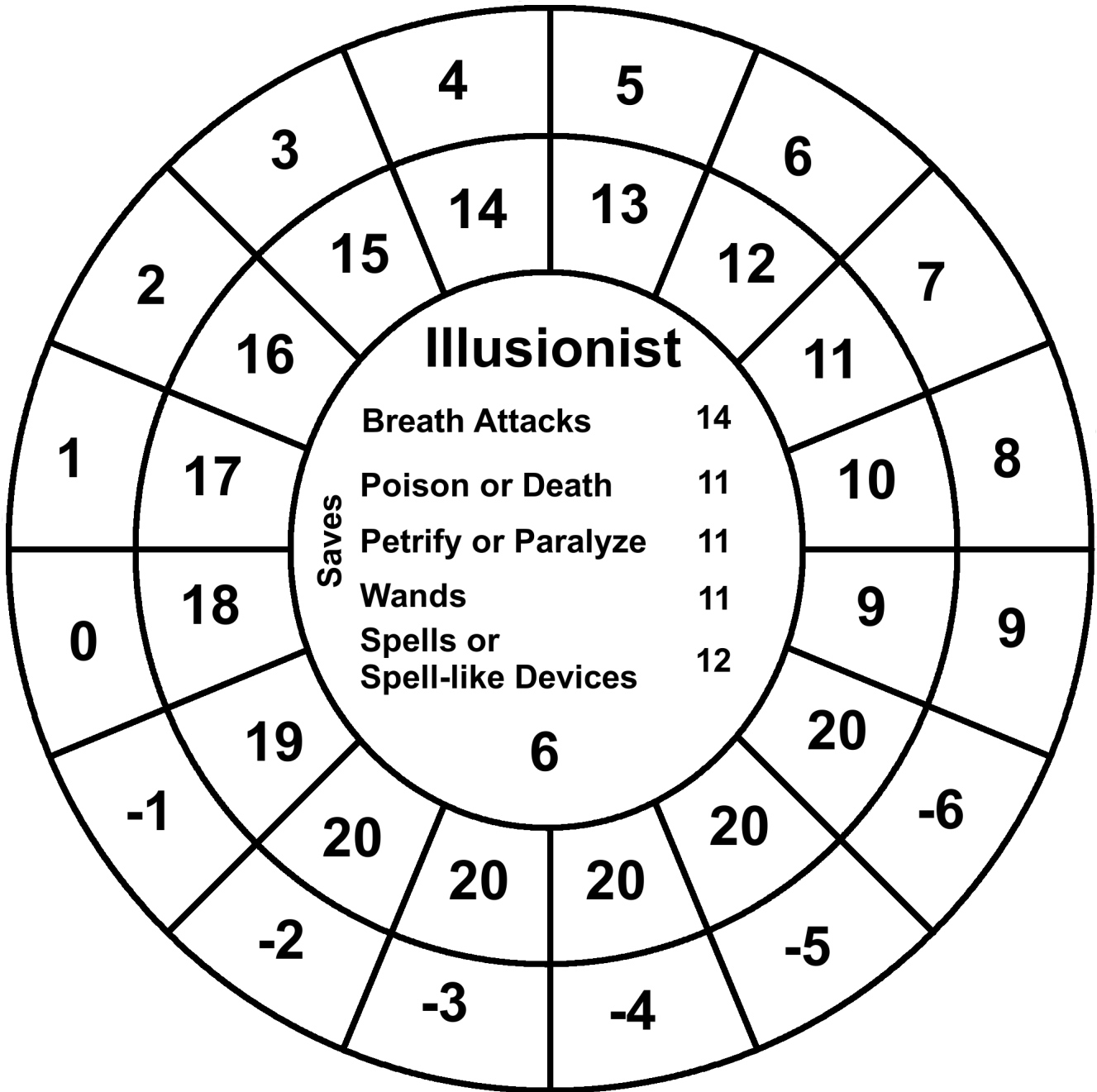


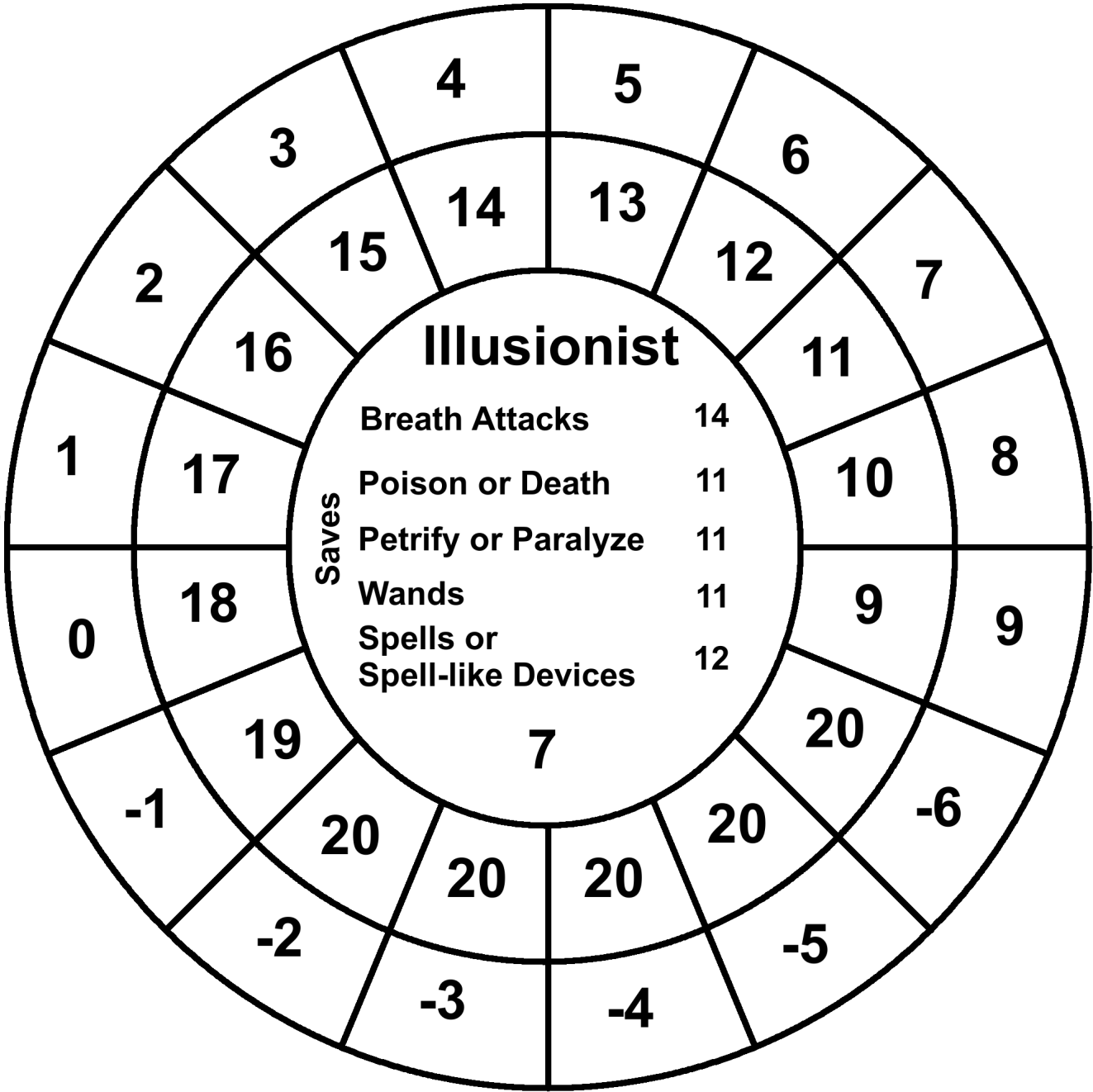


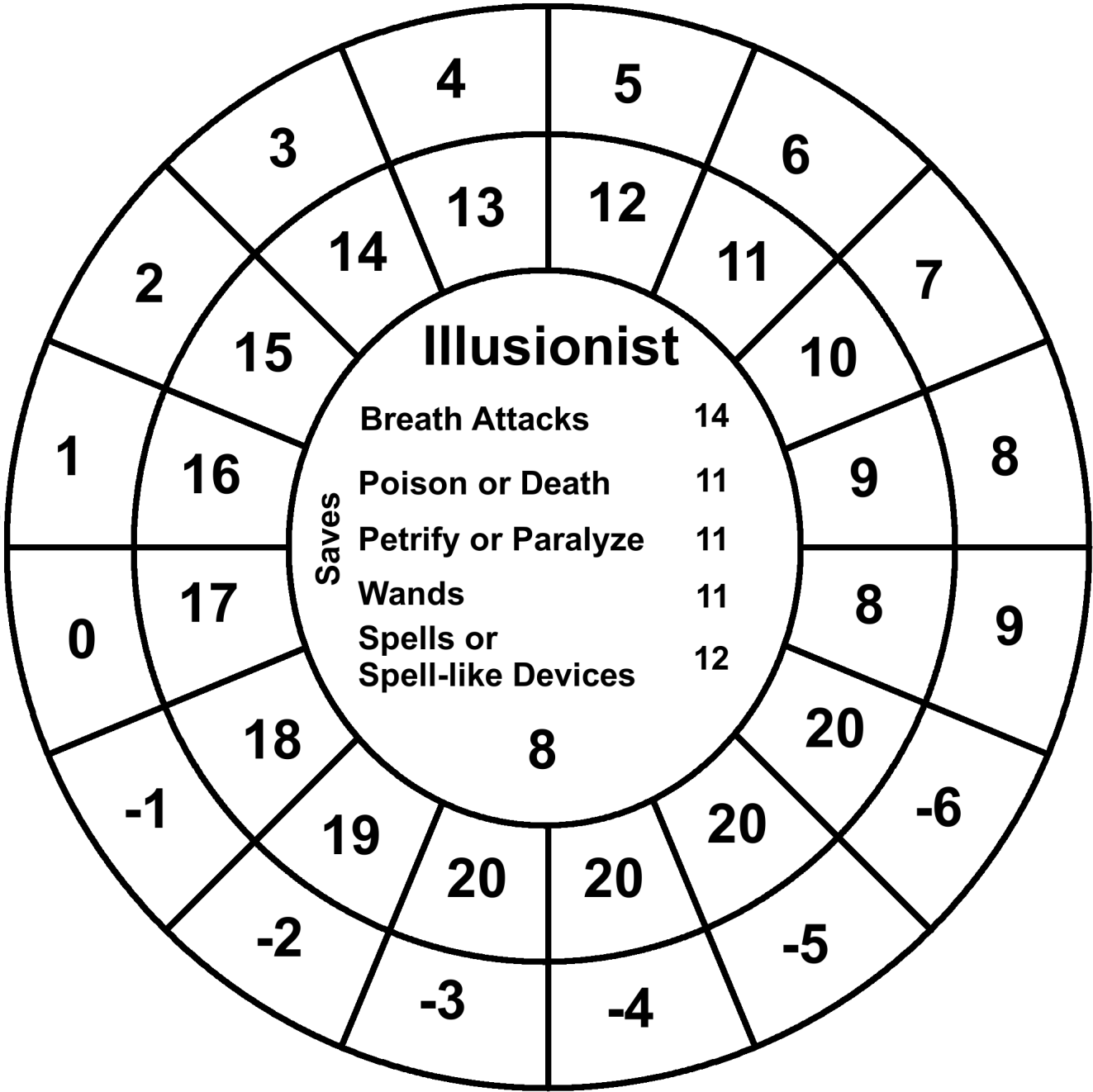


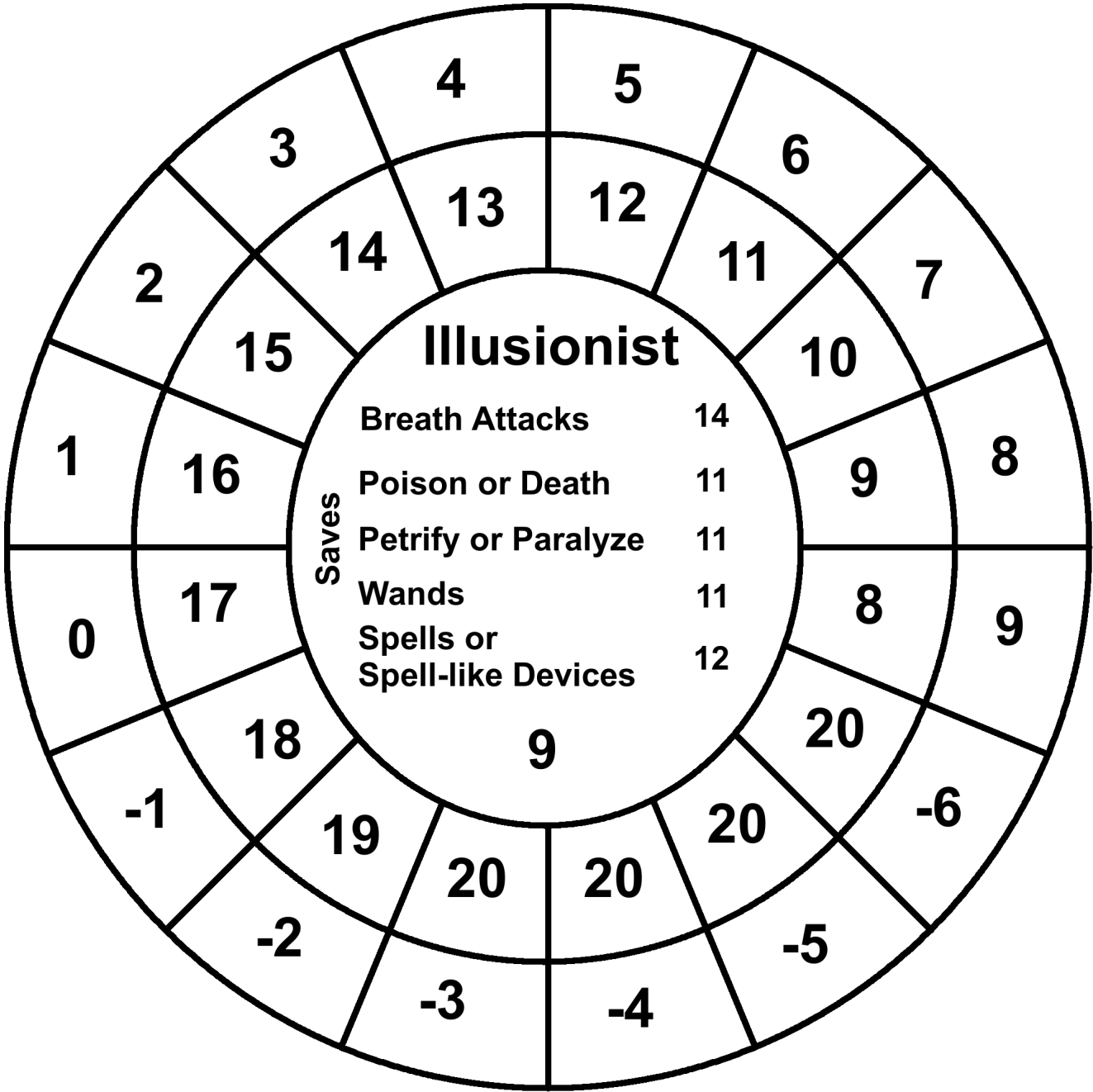


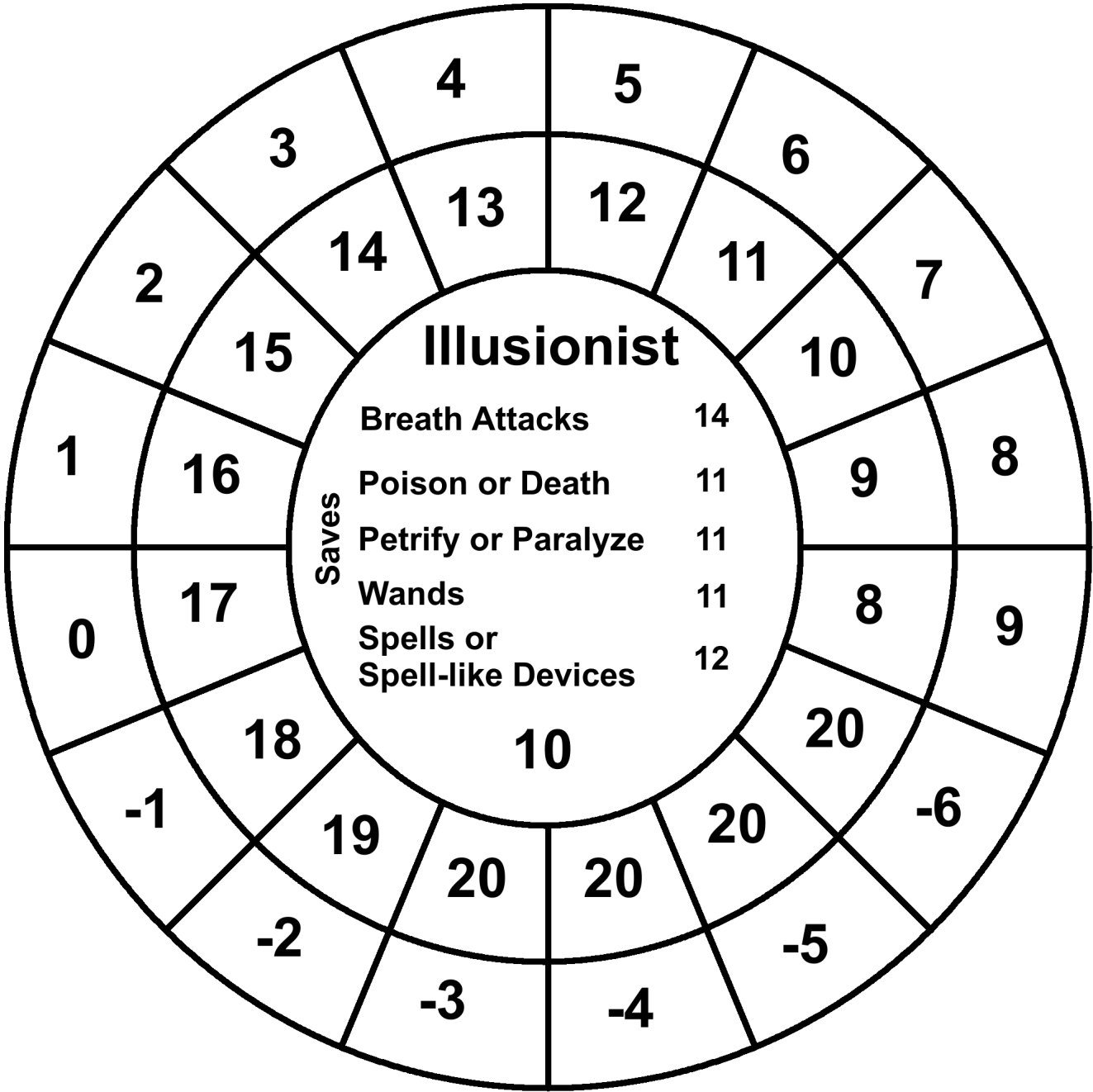


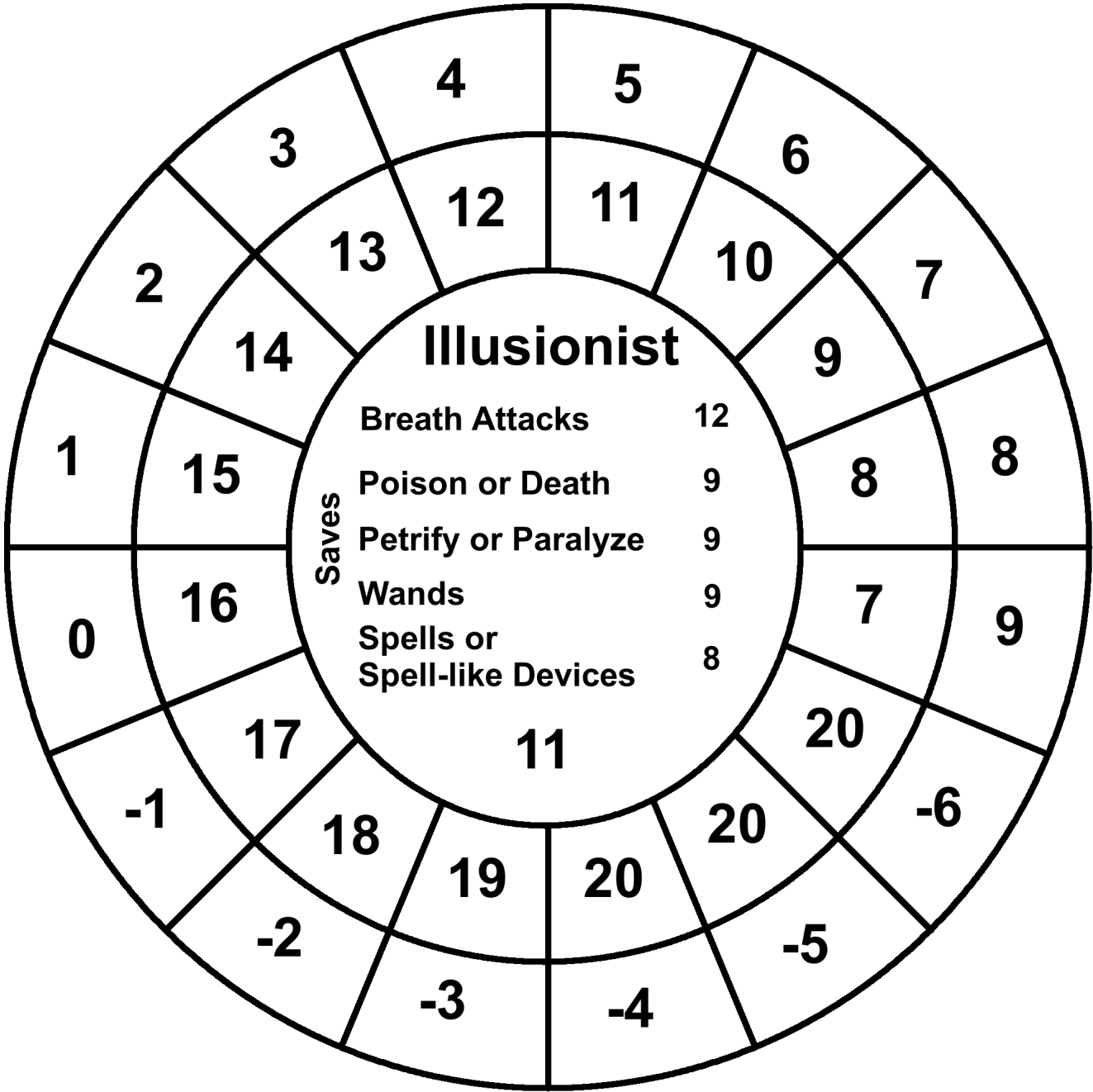


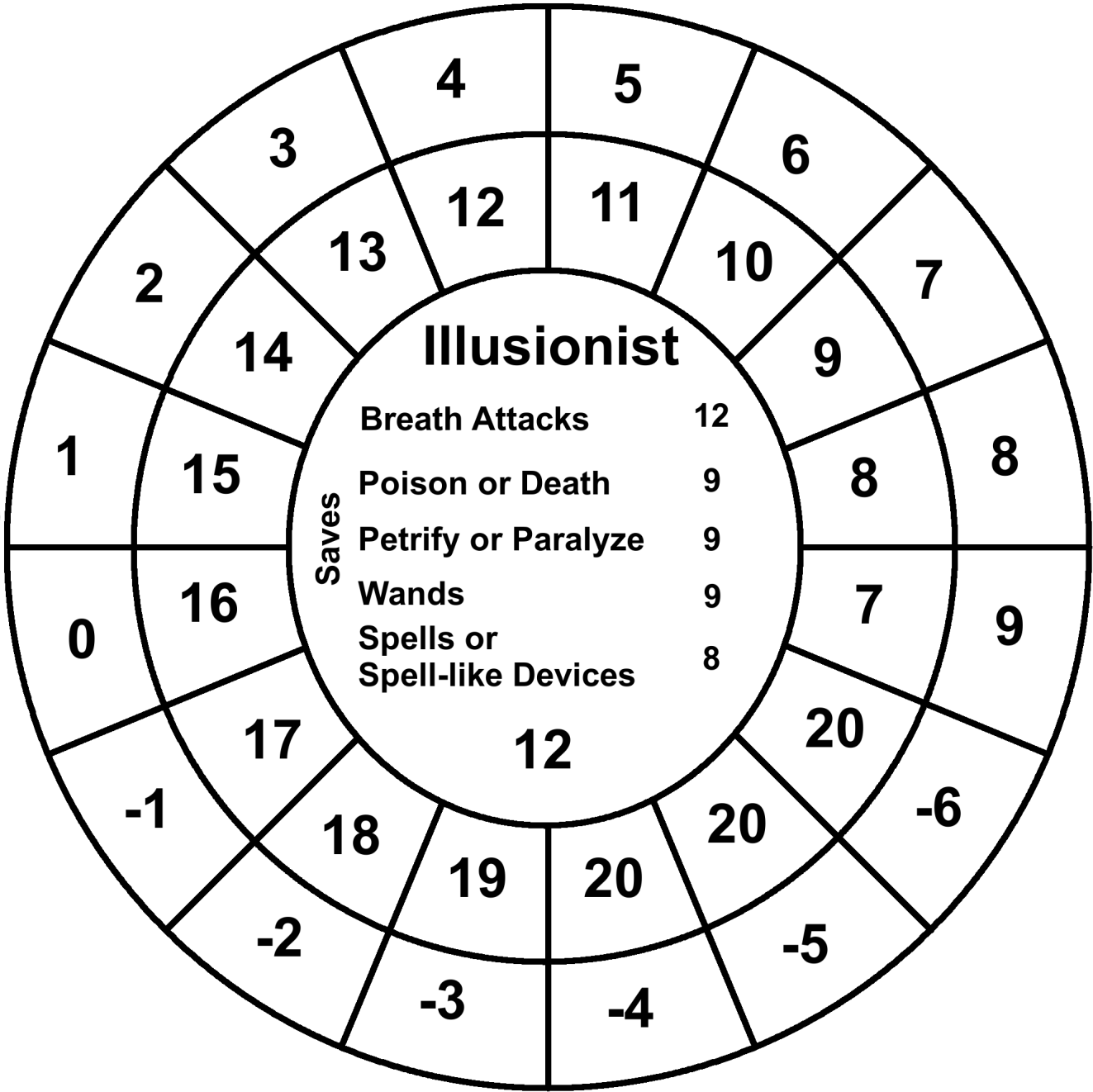


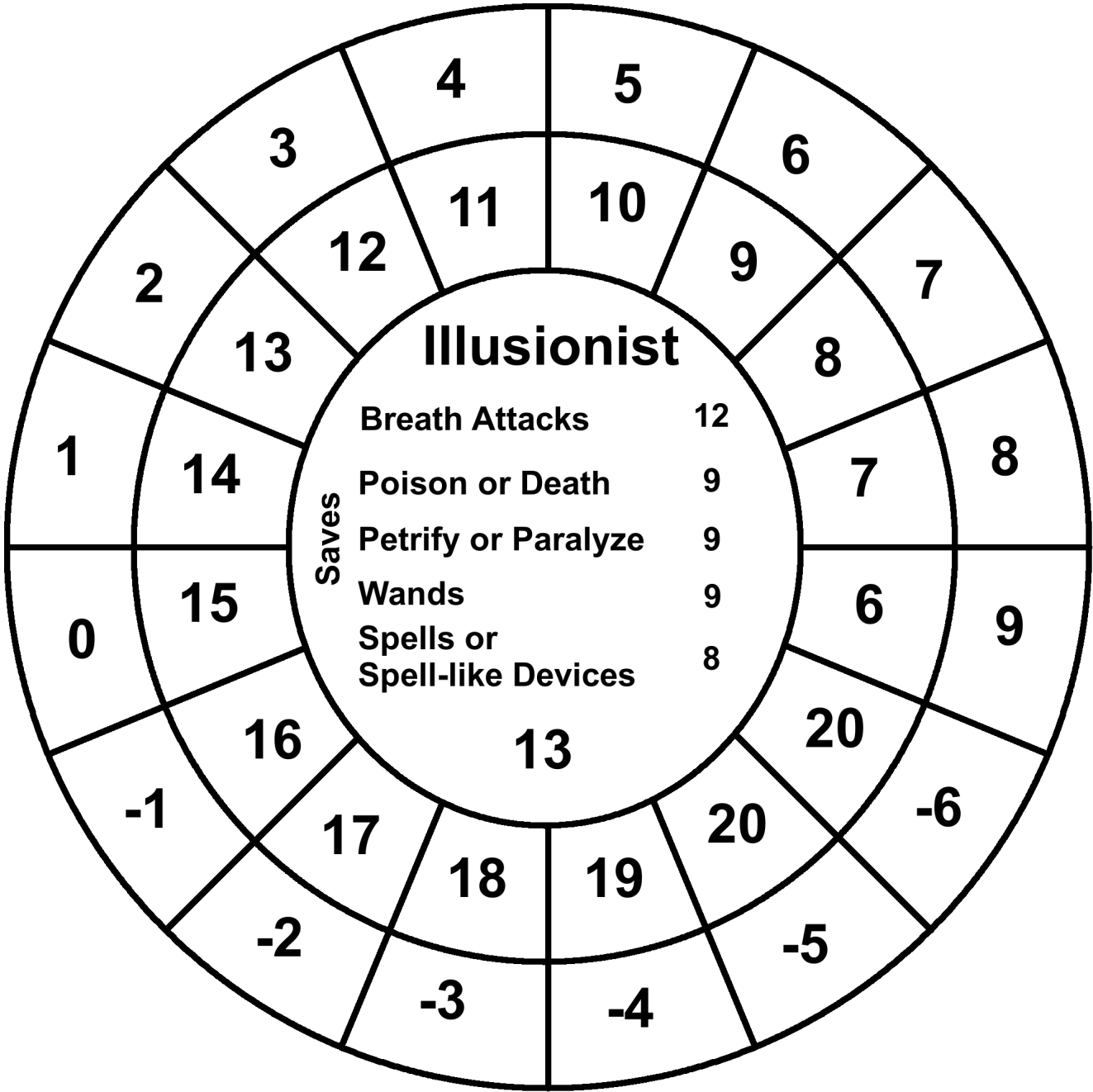


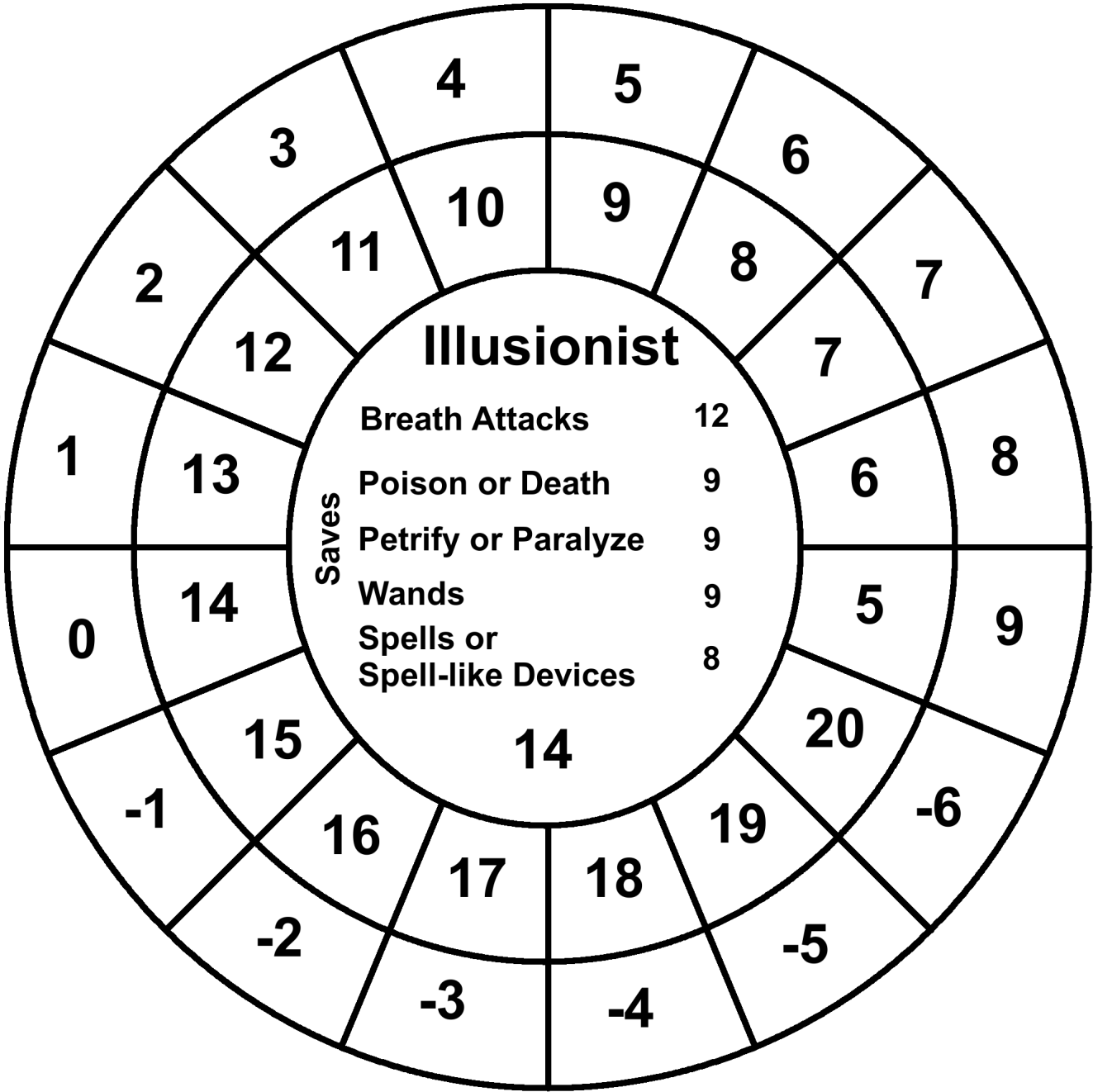


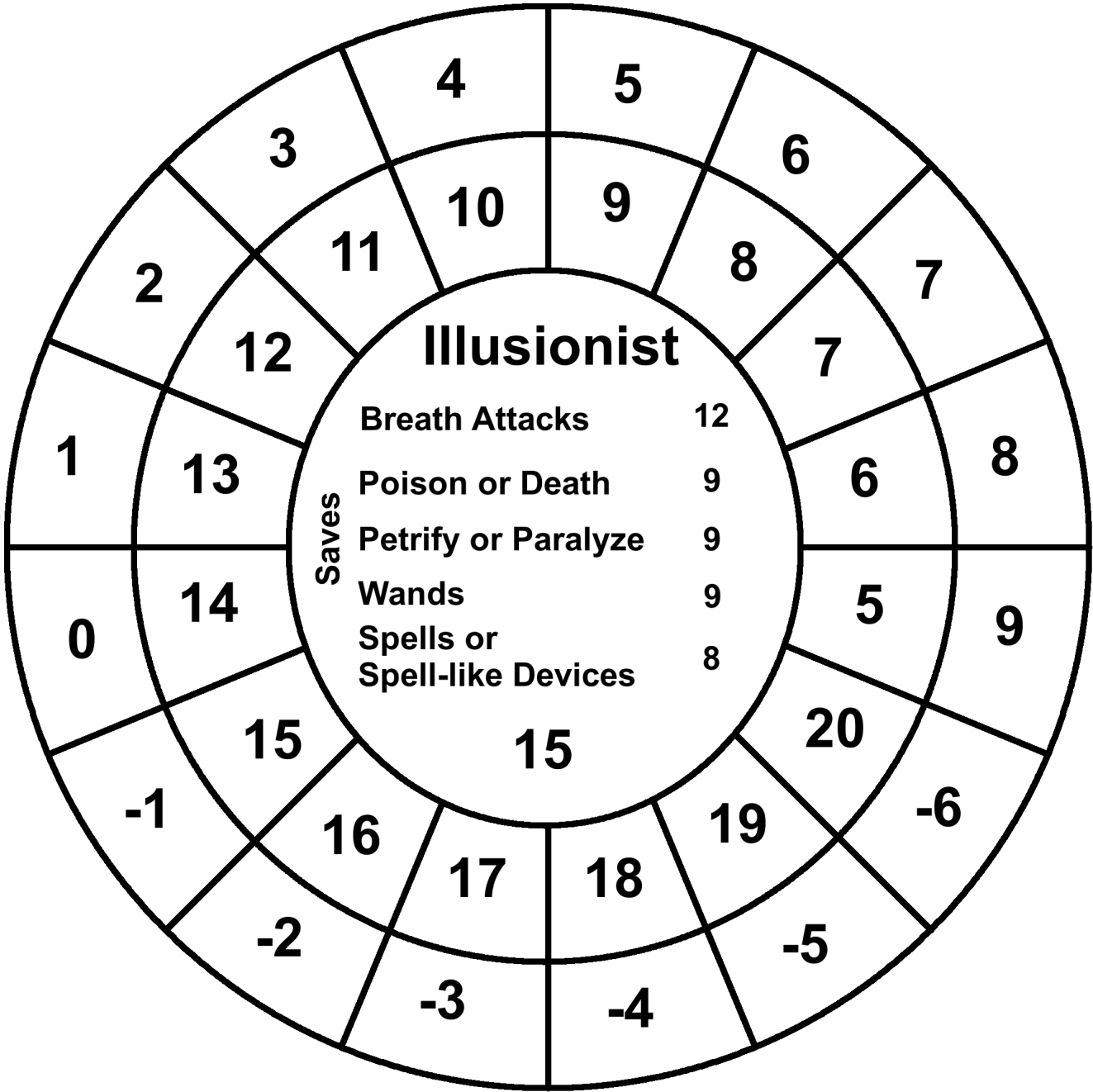


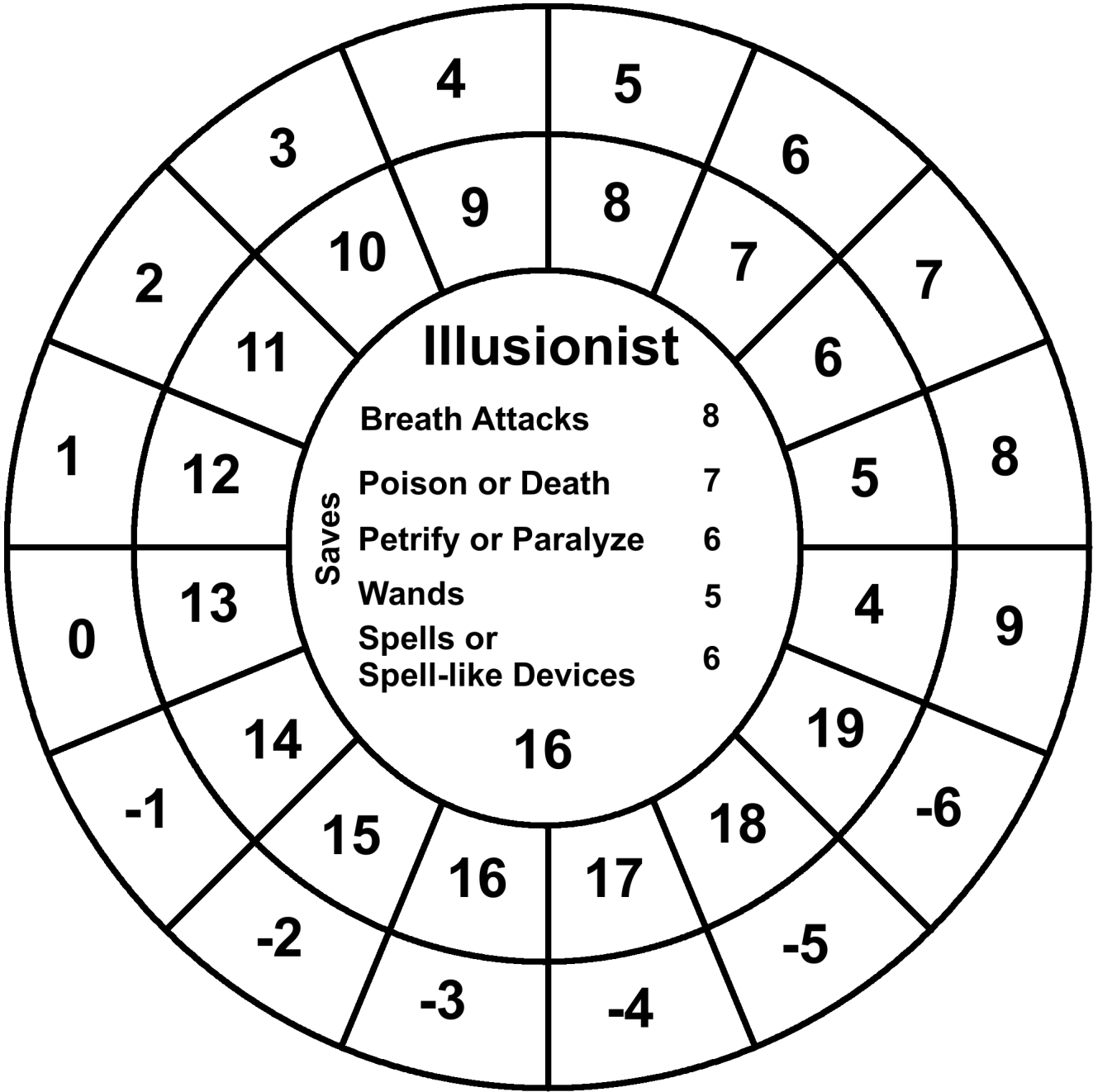


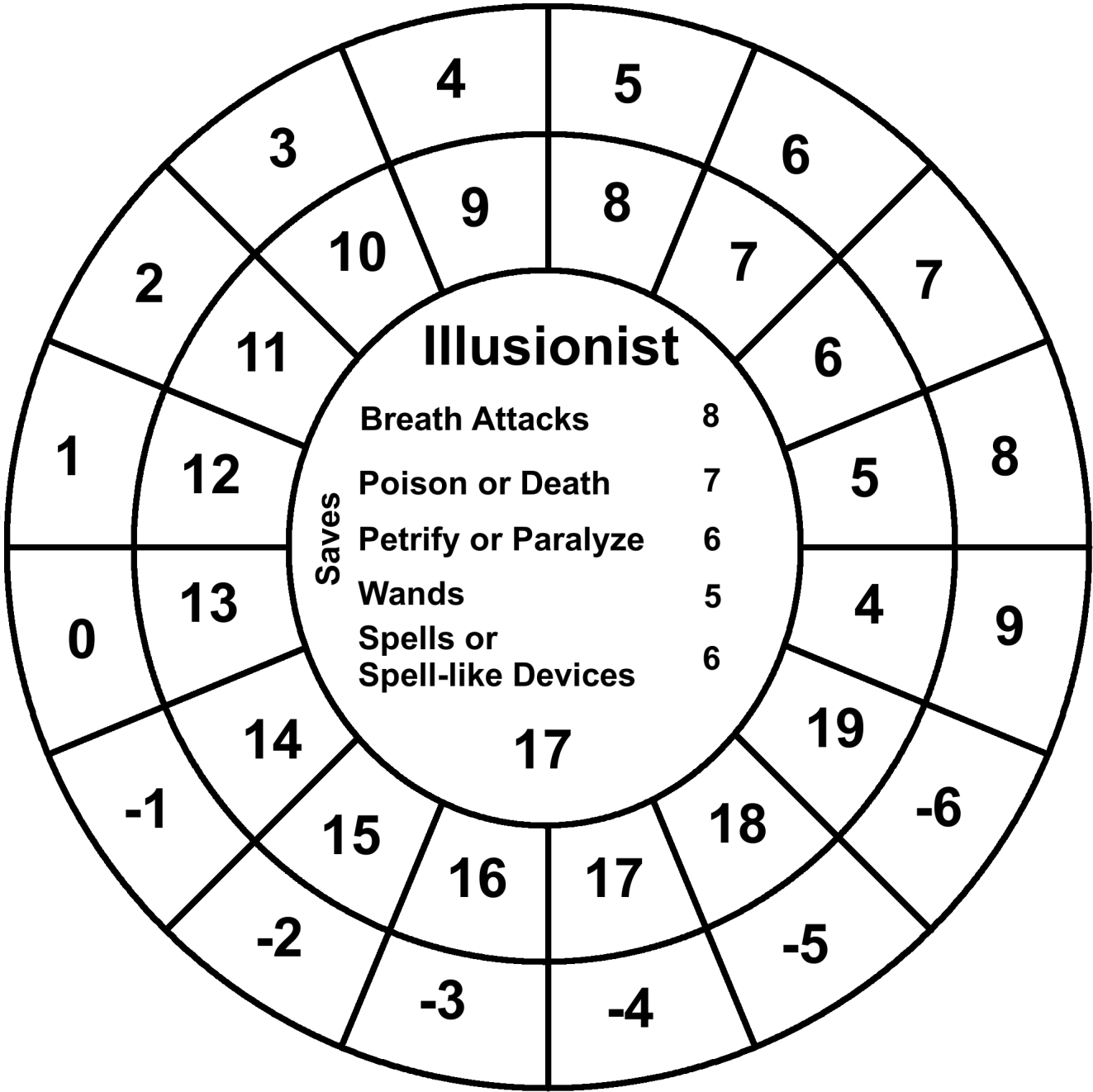


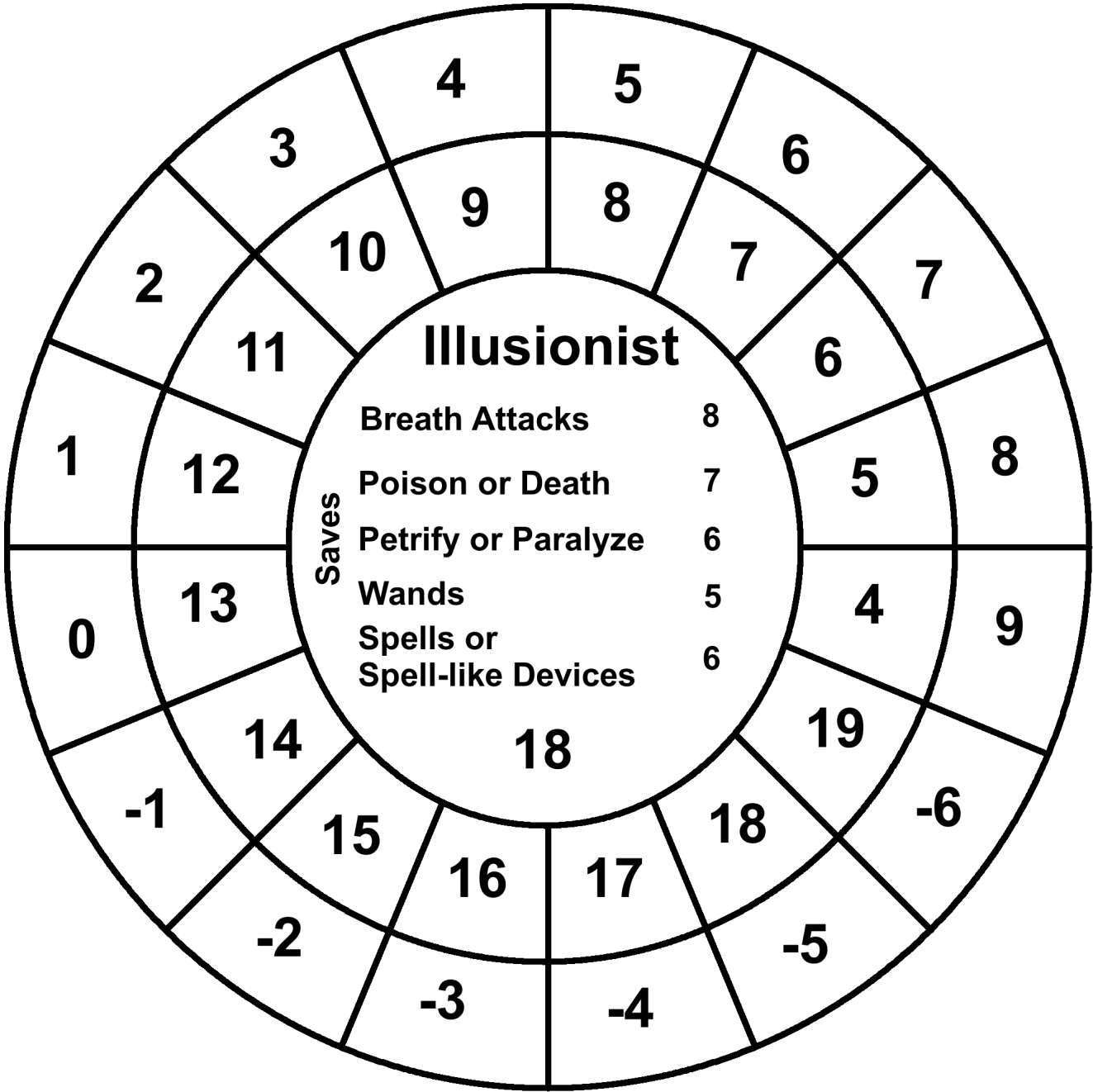


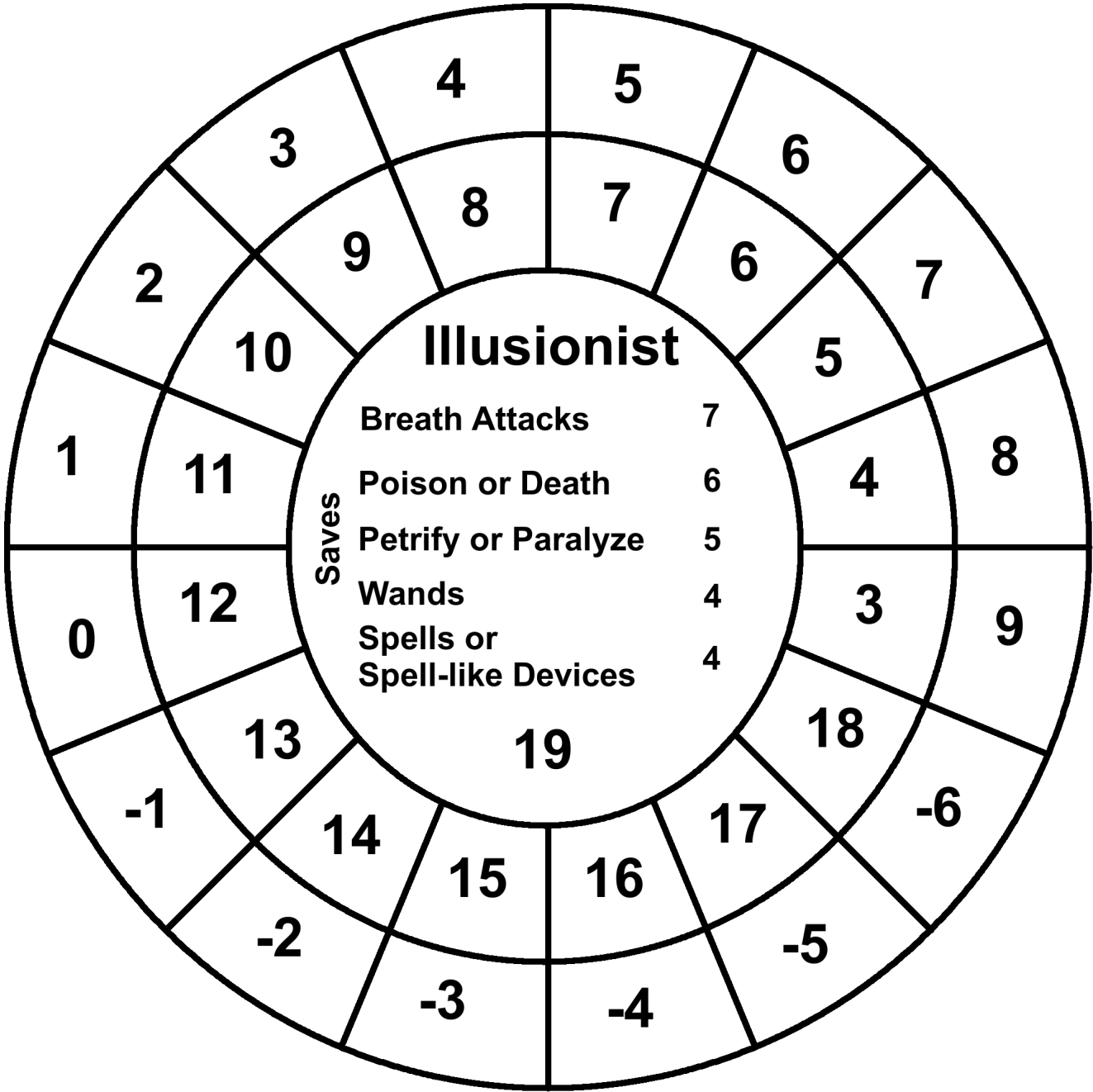


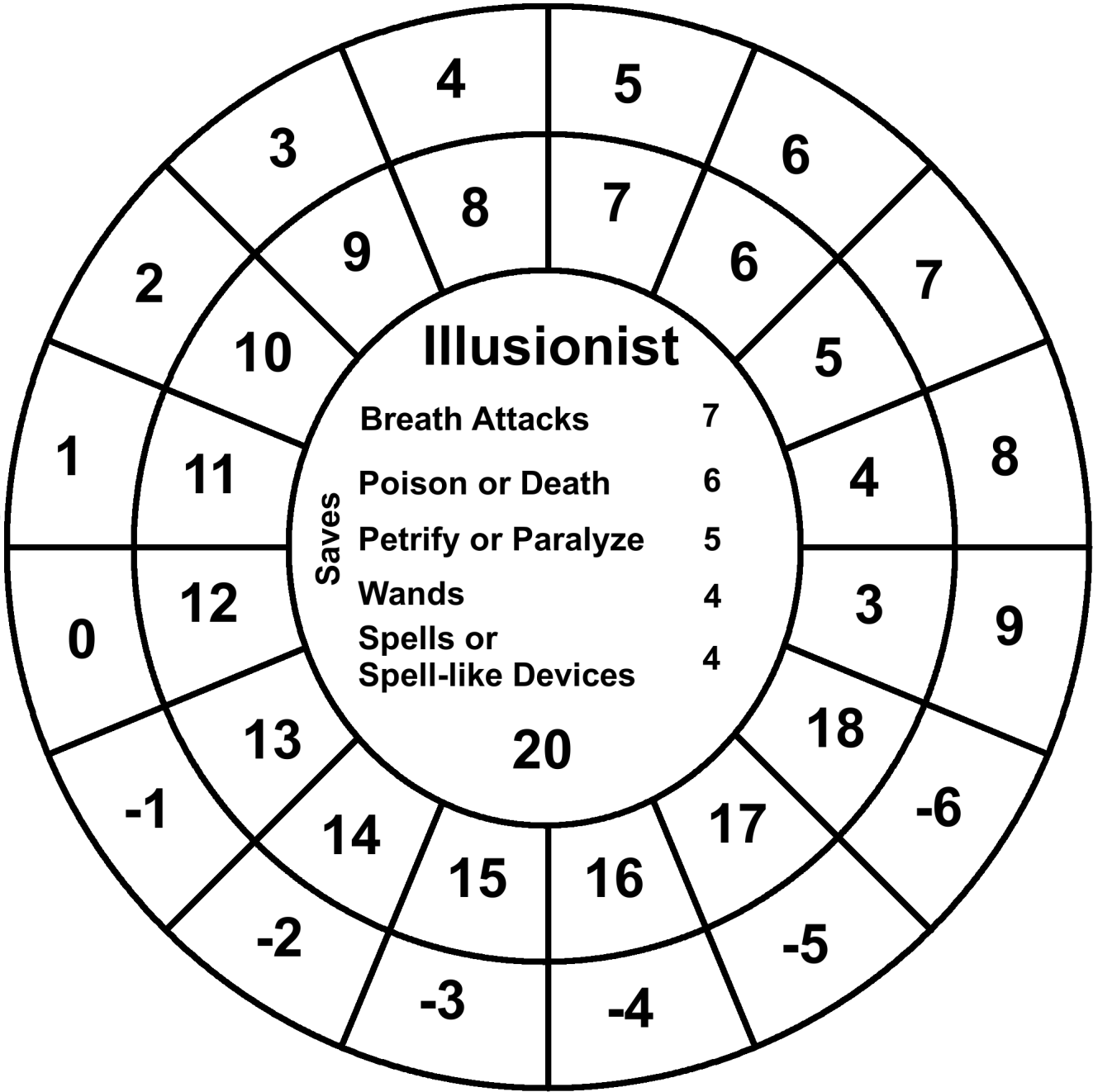


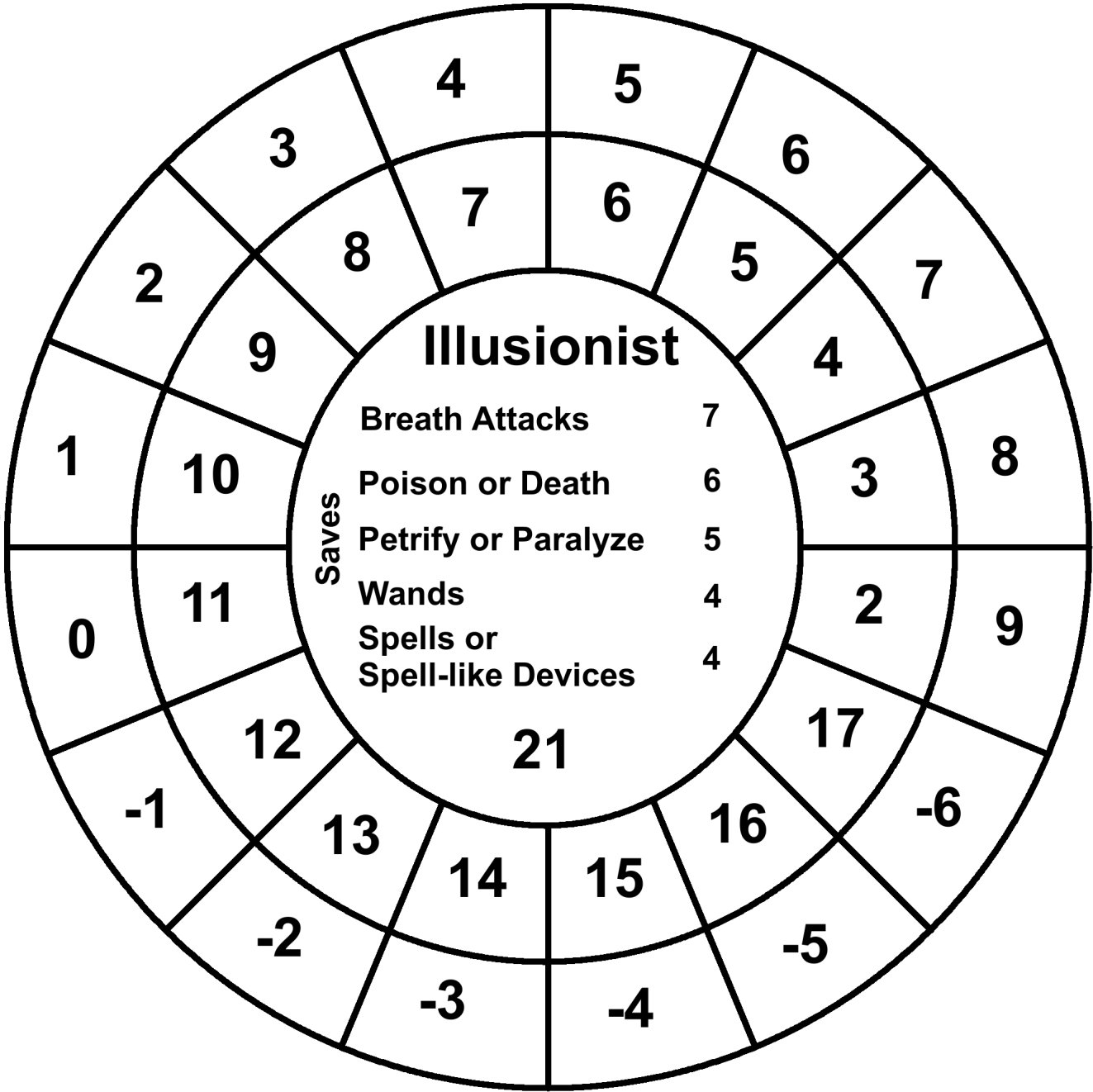


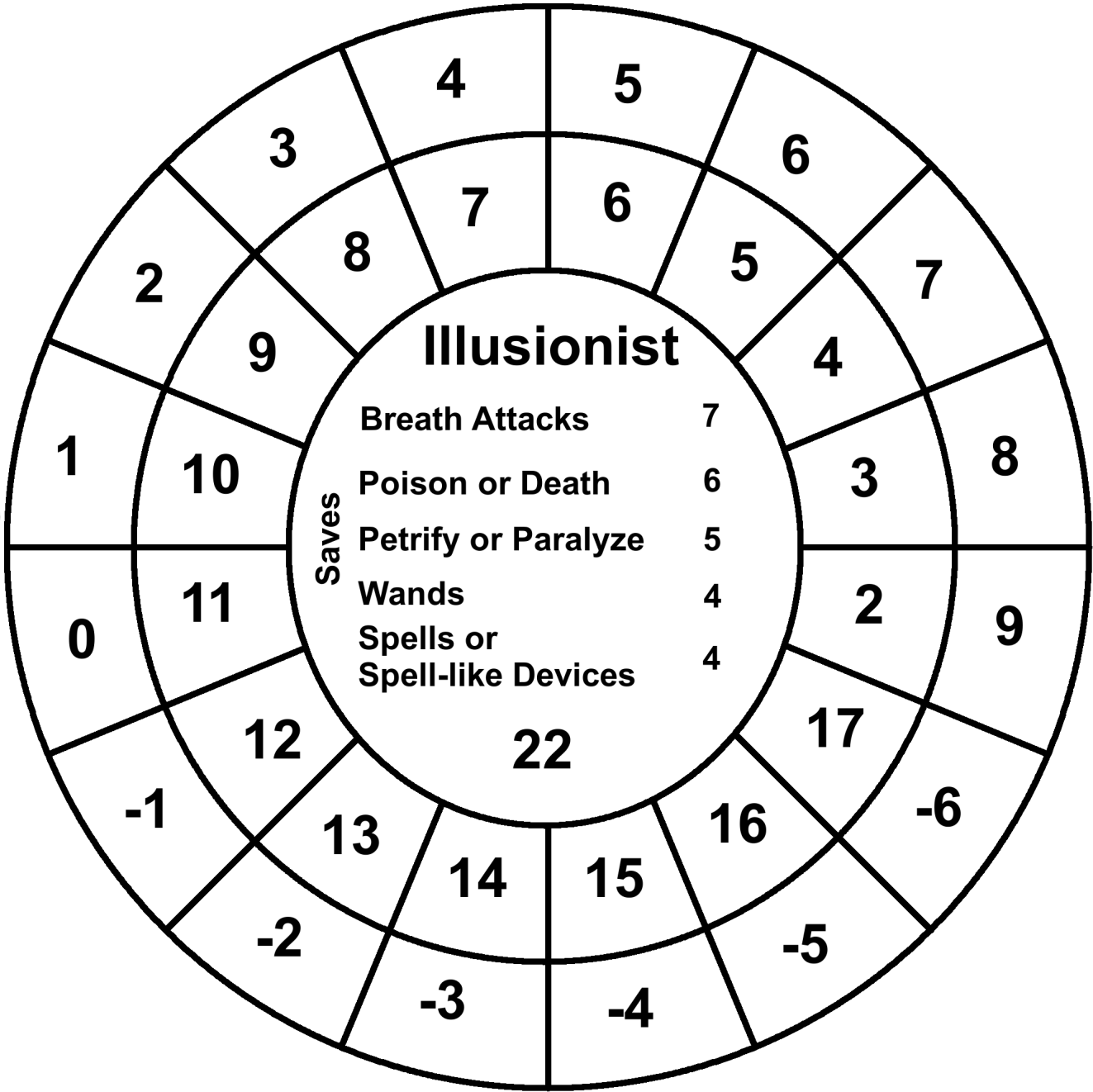


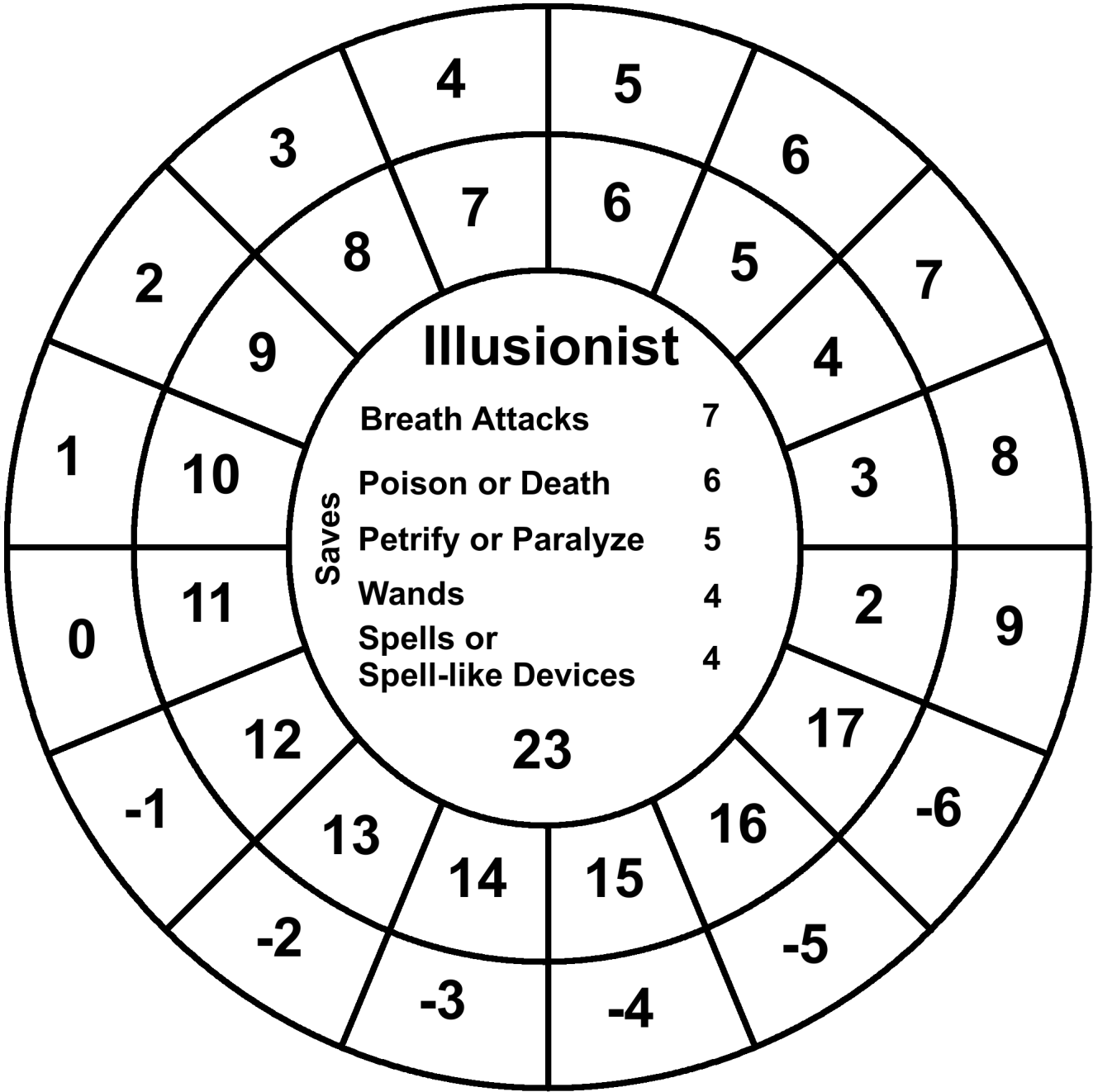


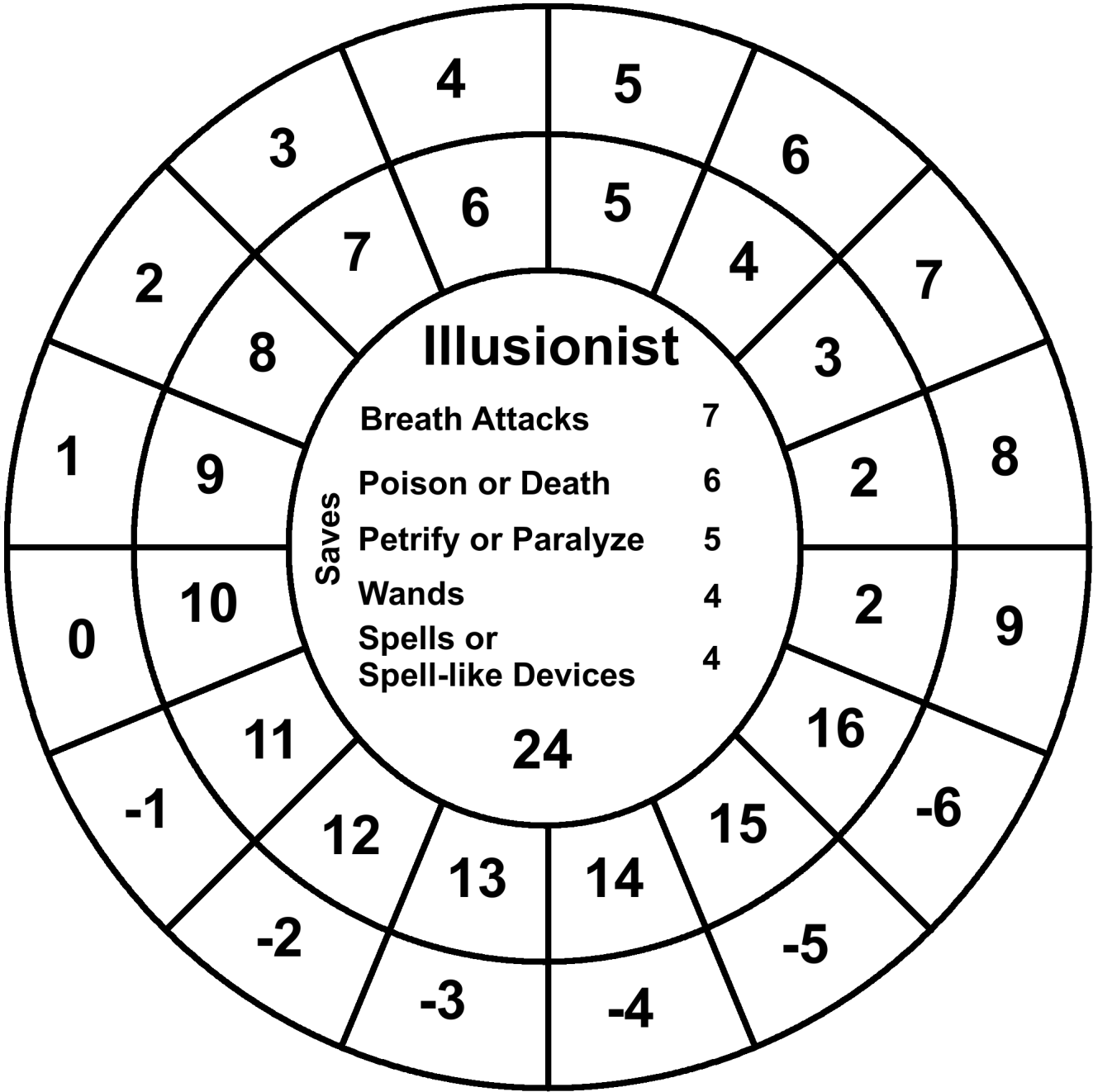


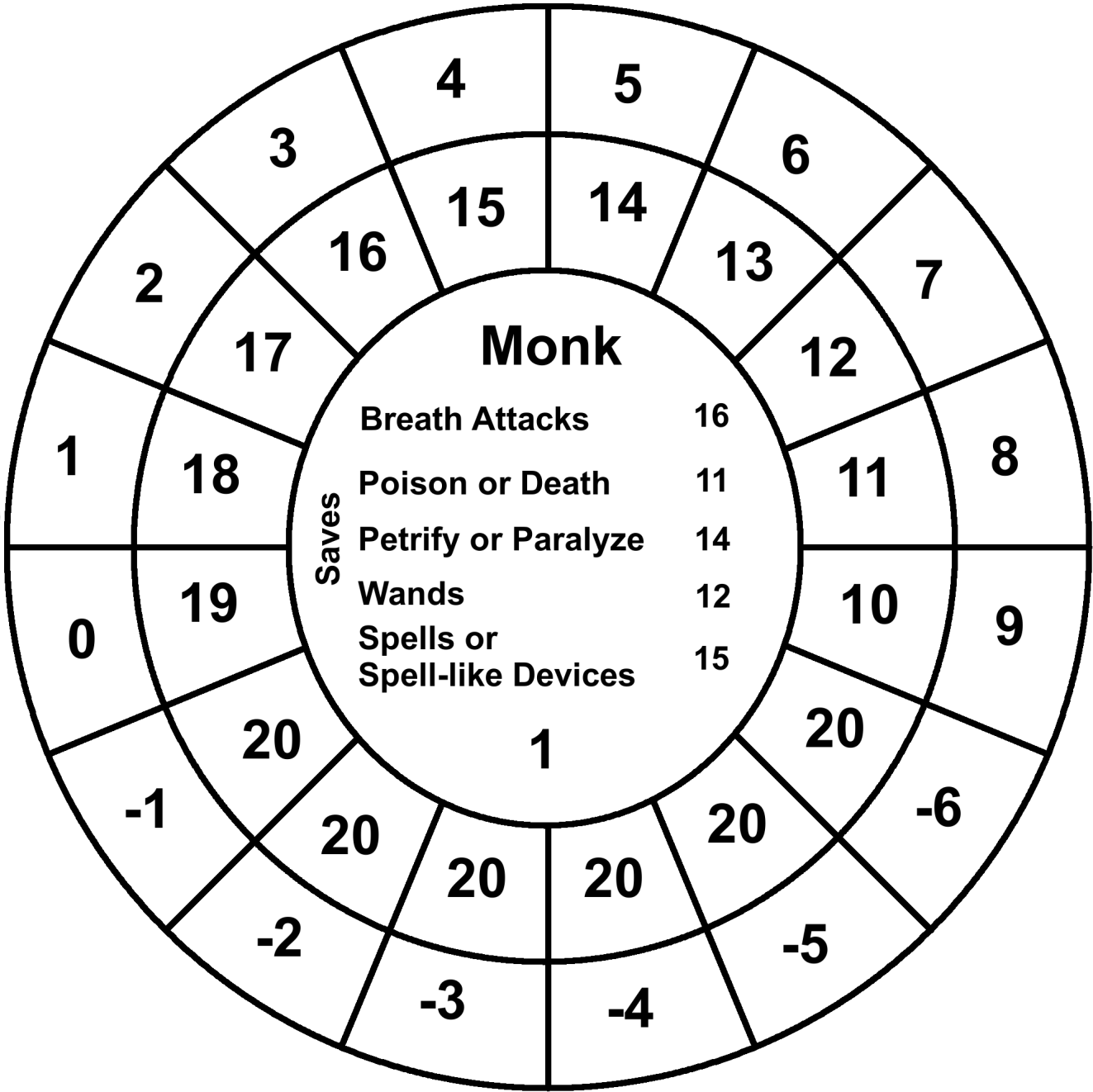


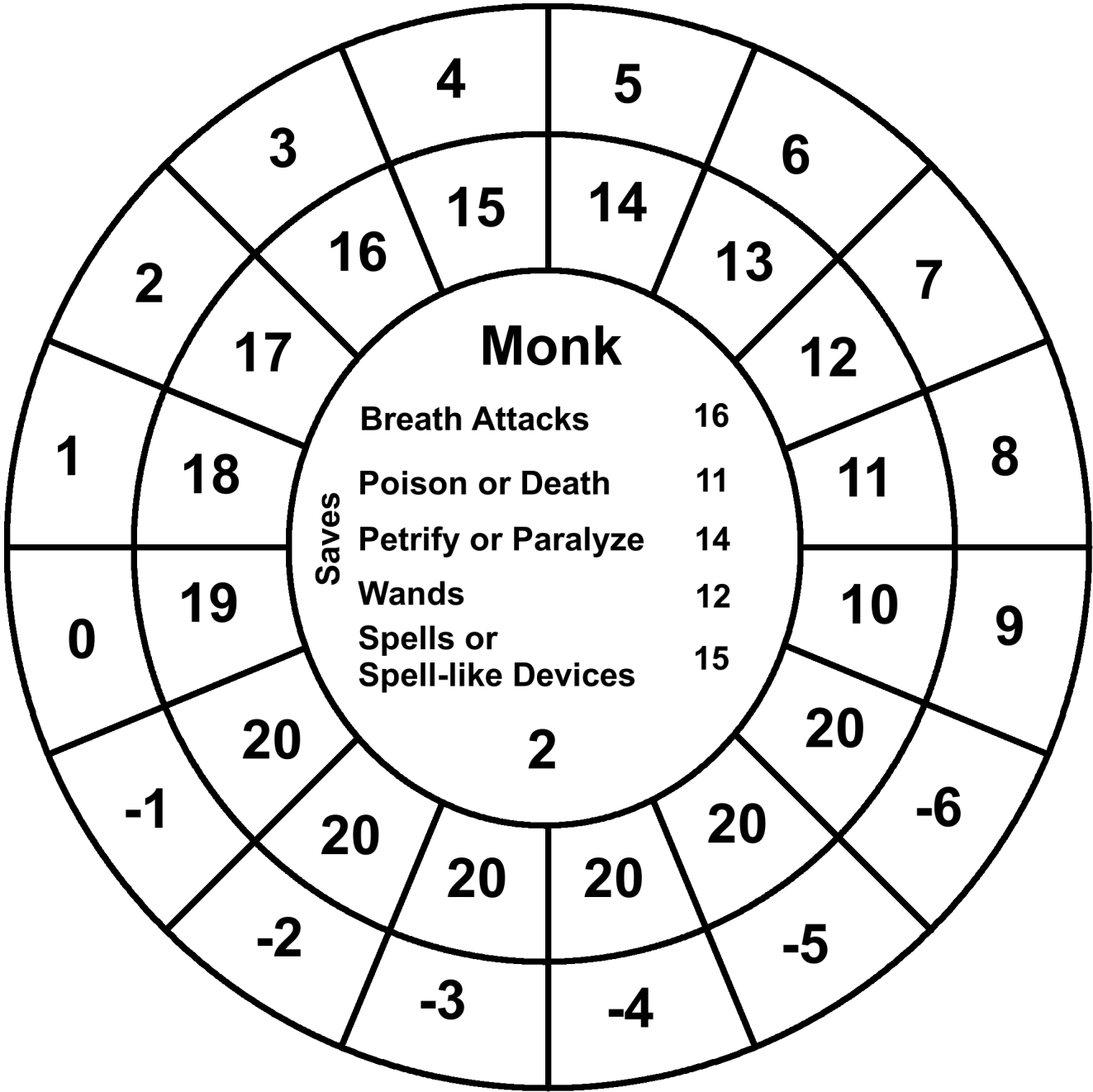


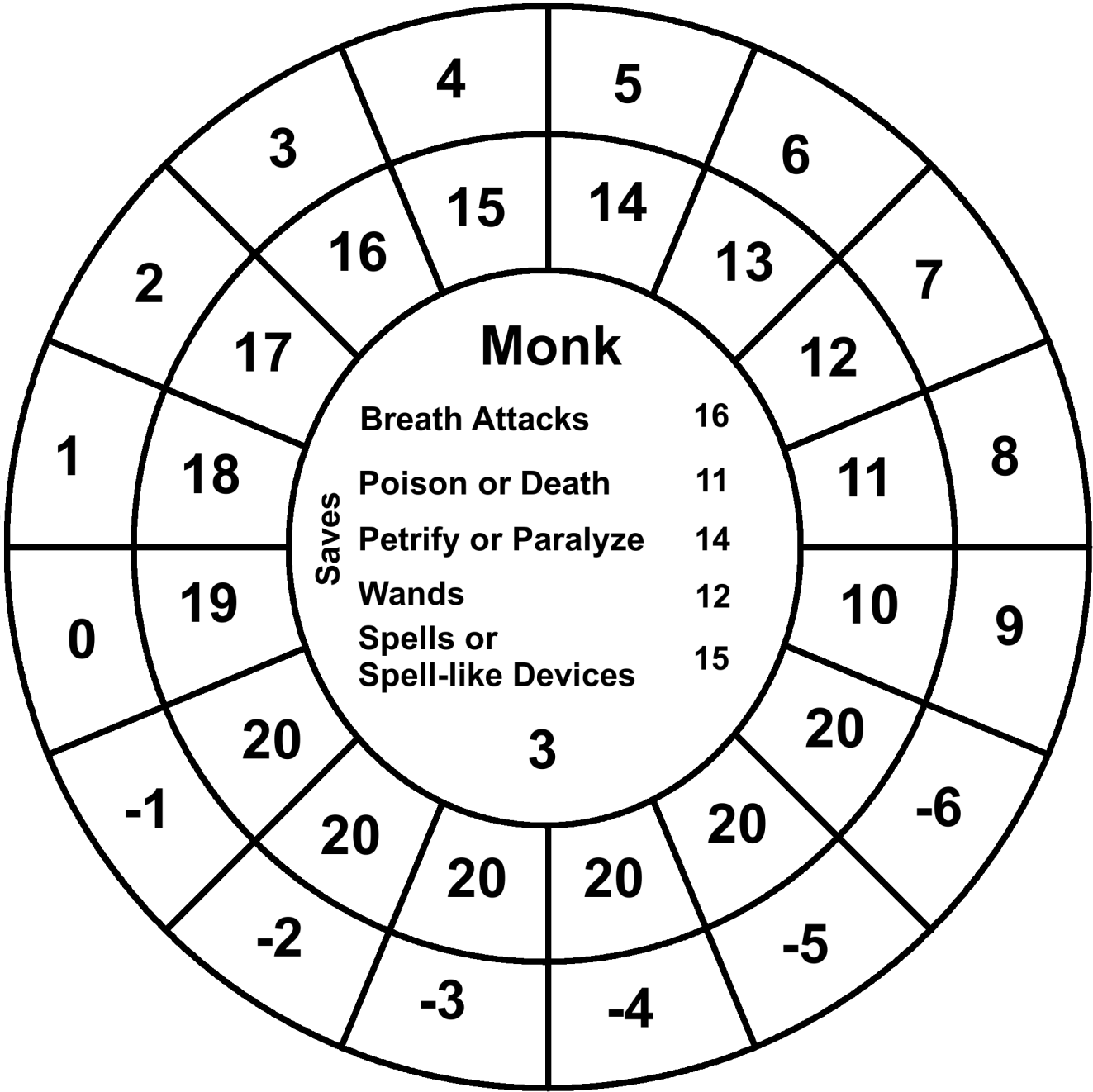


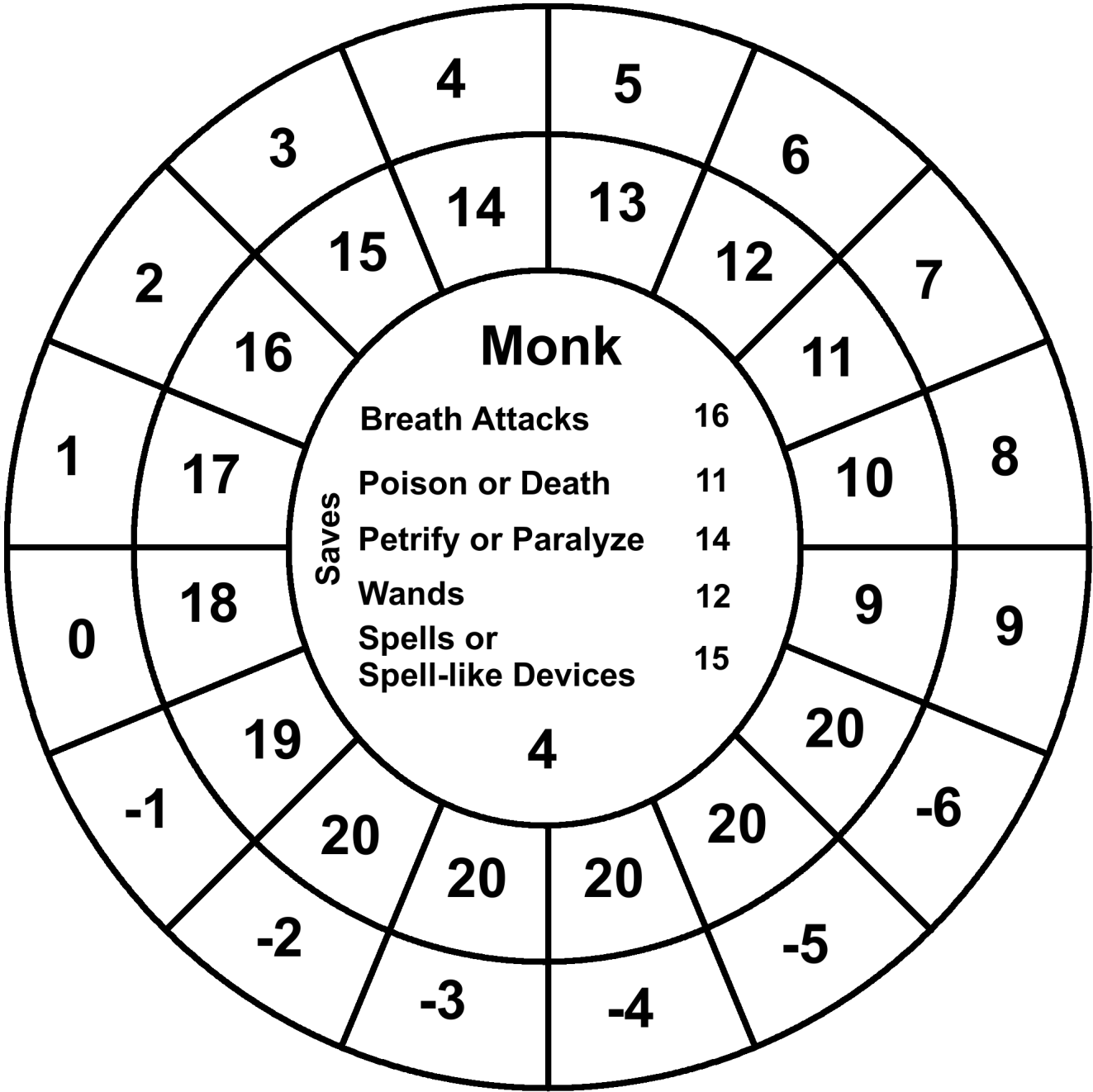


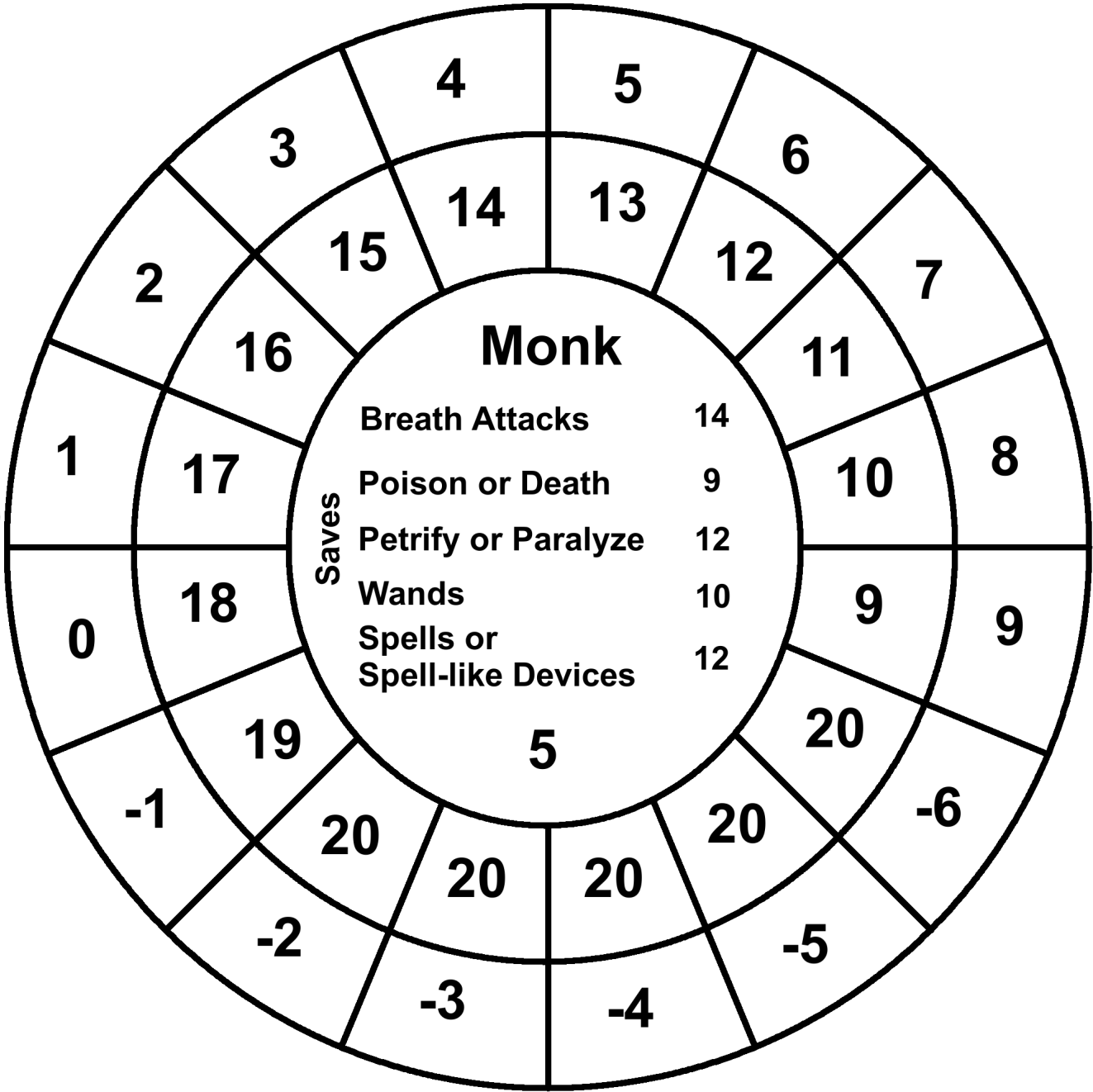


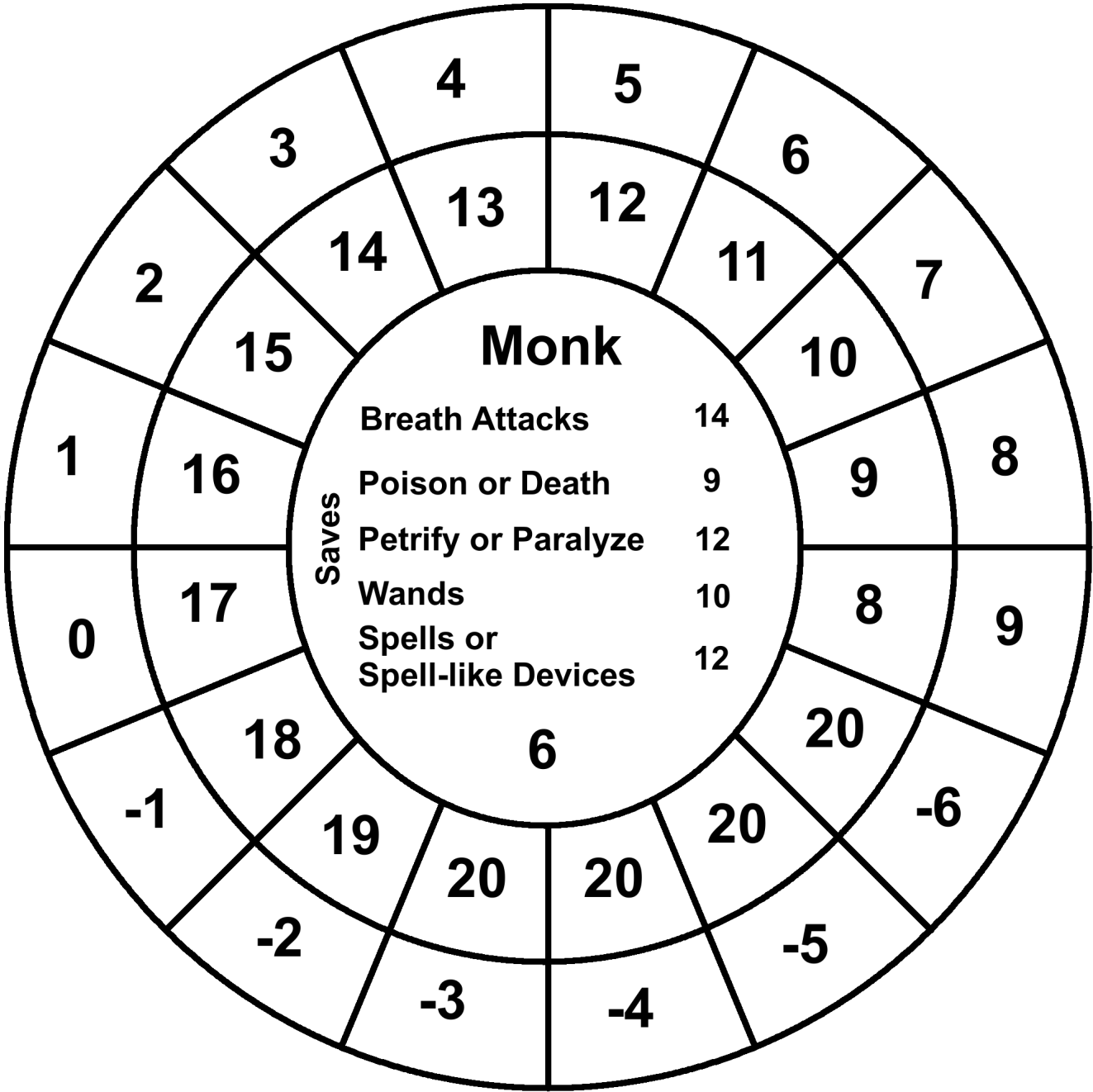


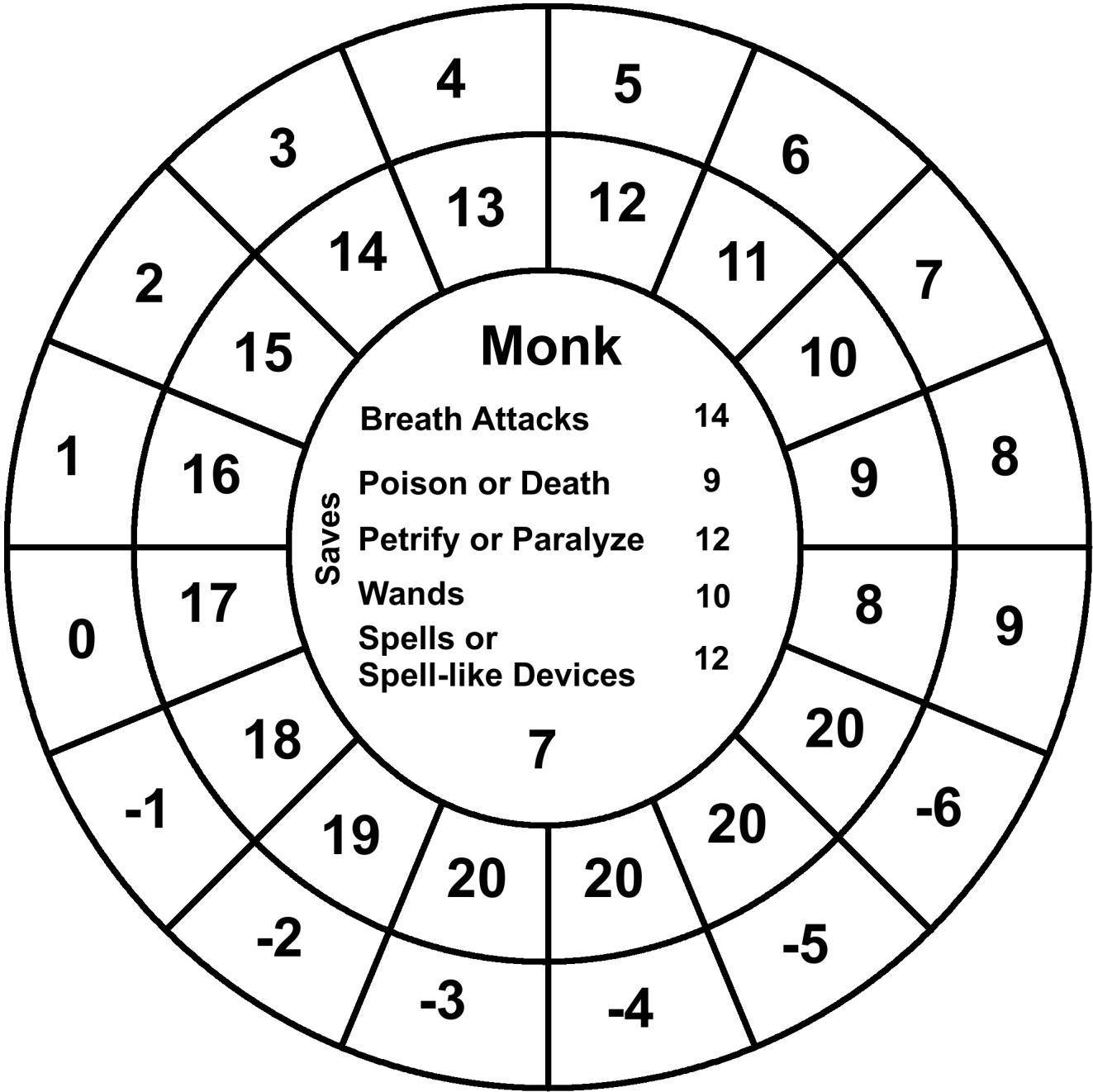


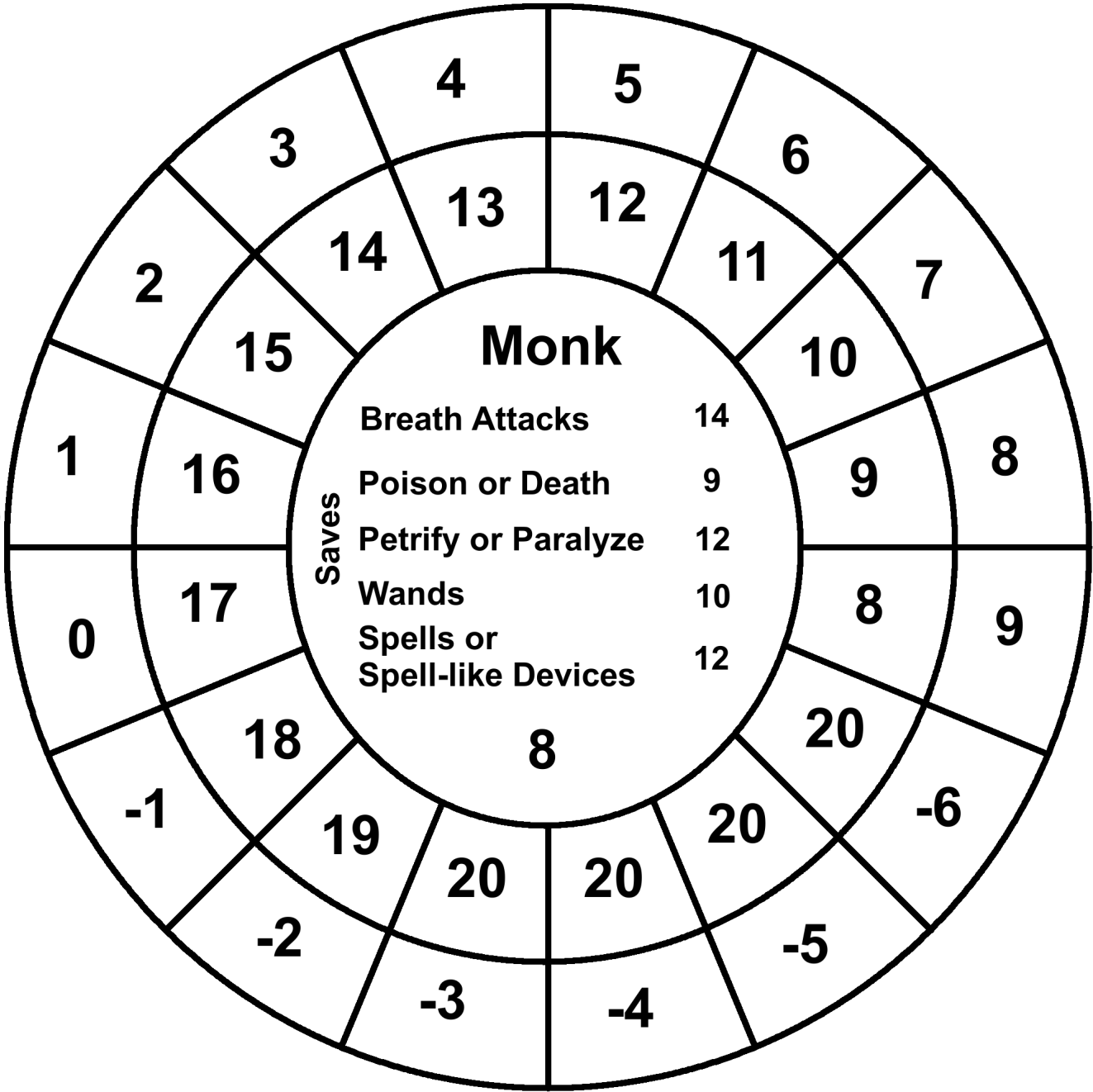












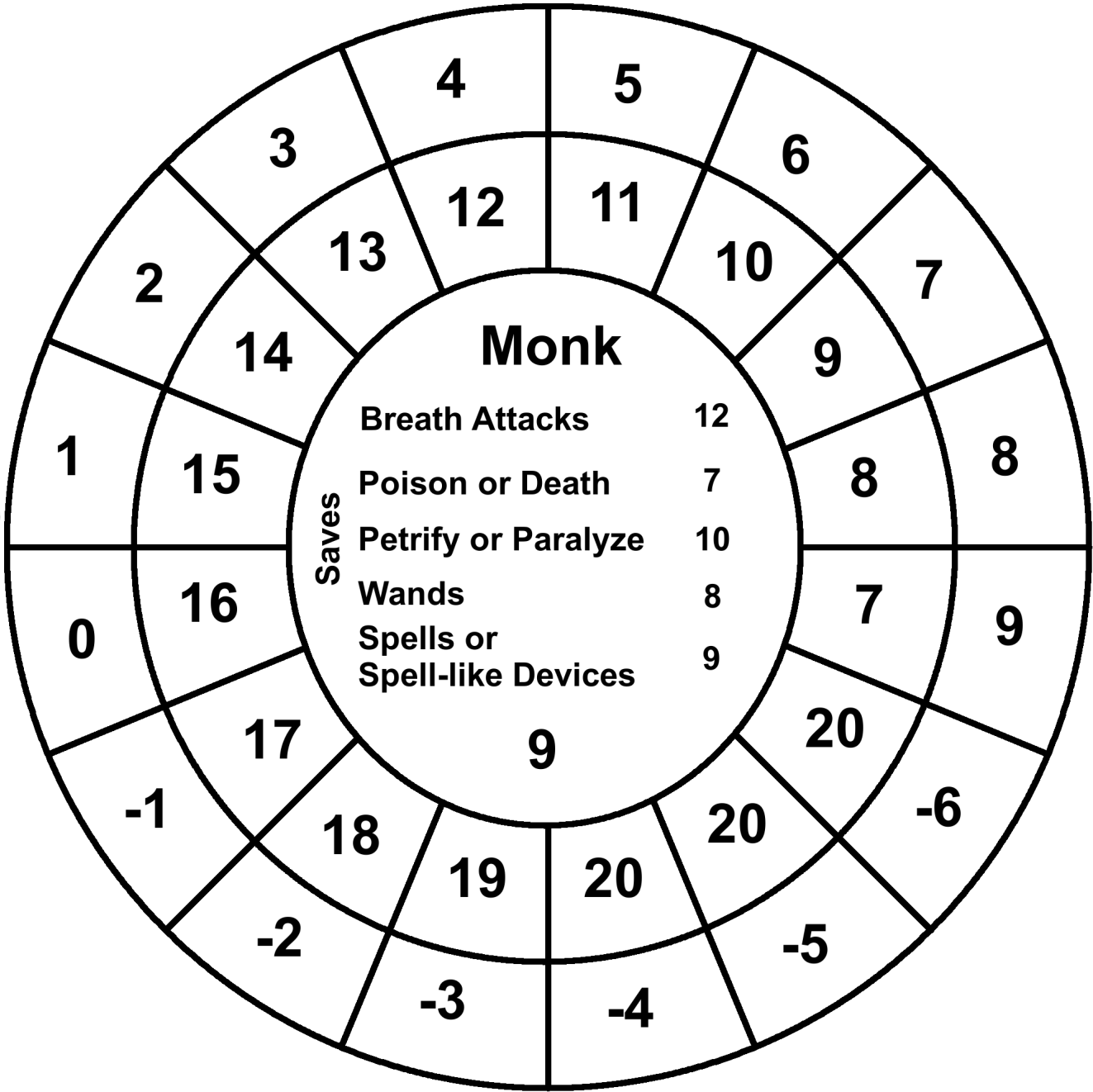
Saves

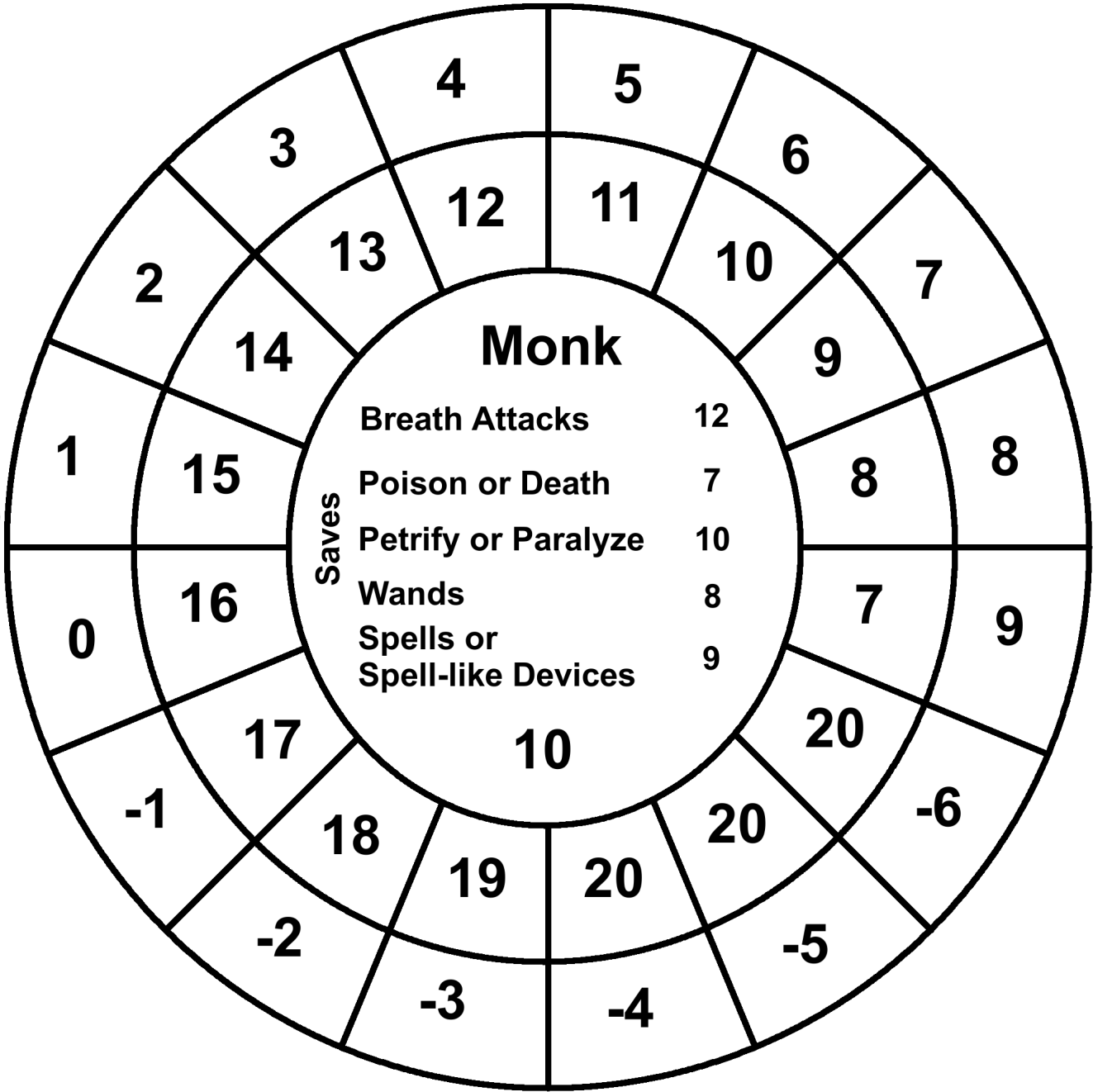
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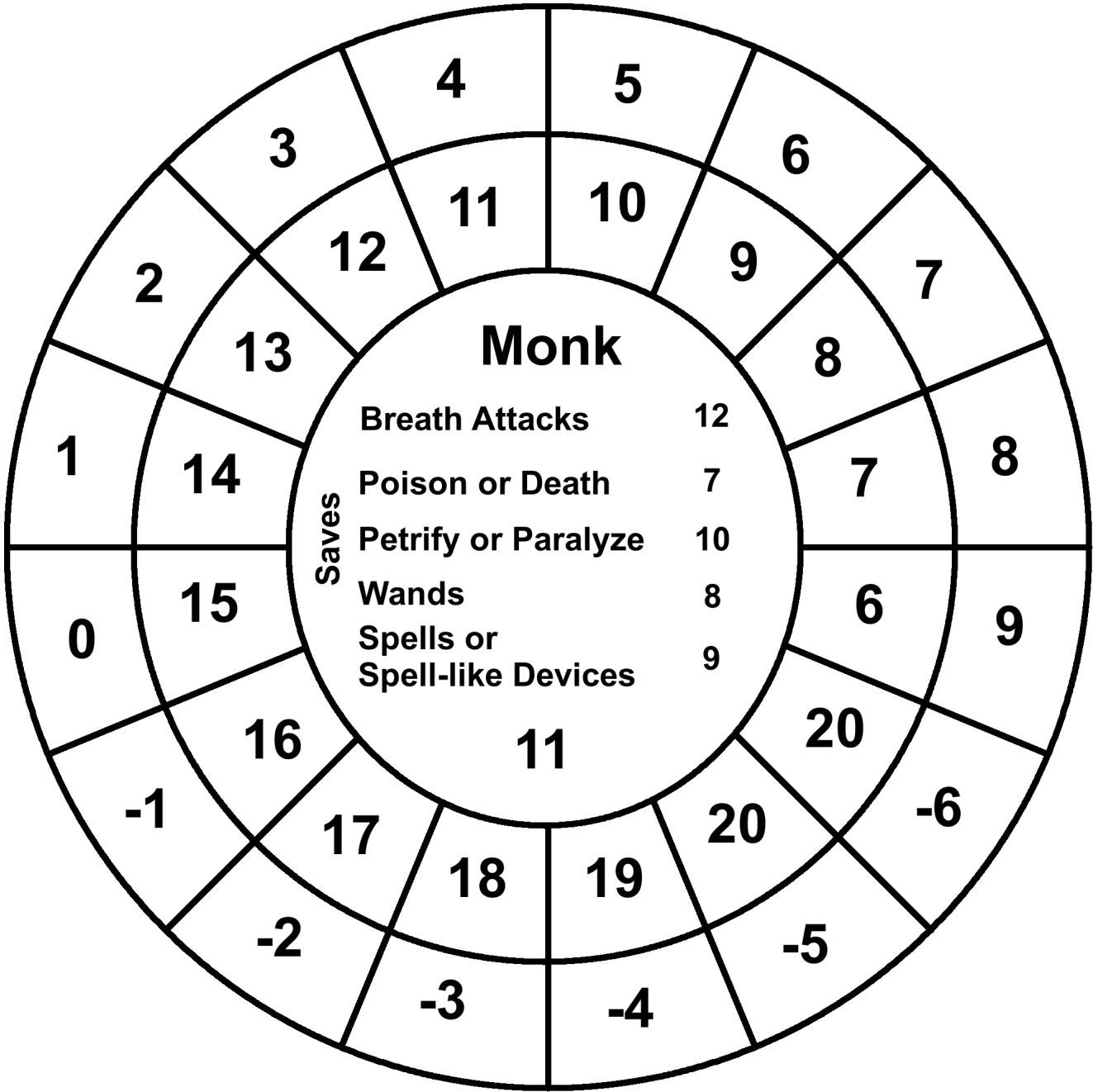
- Breath Attacks 14
- Poison or Death 9
- Petrify or Paralyze 12
- Wands 10
- Spells or Spell-like Devices 12

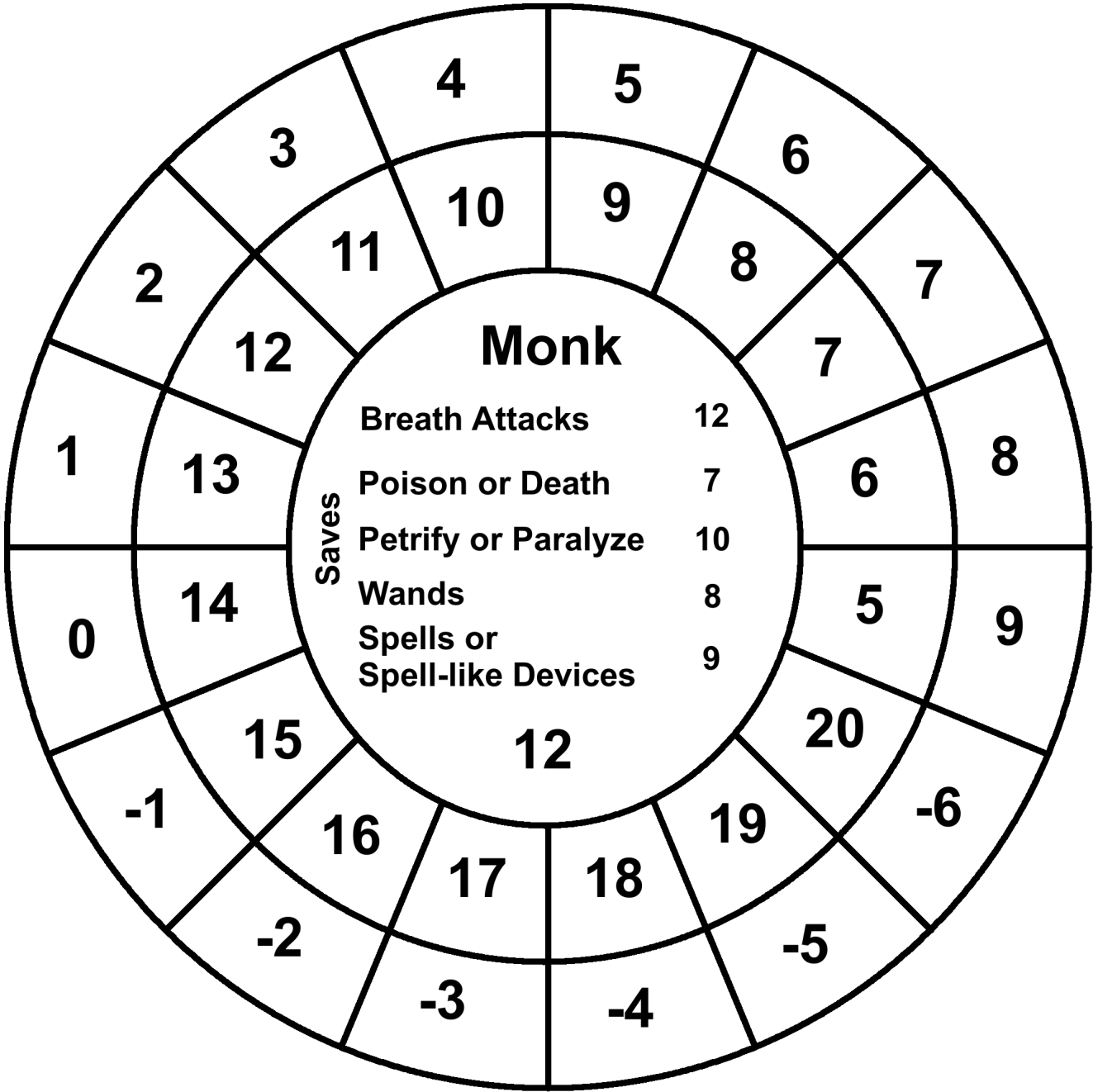
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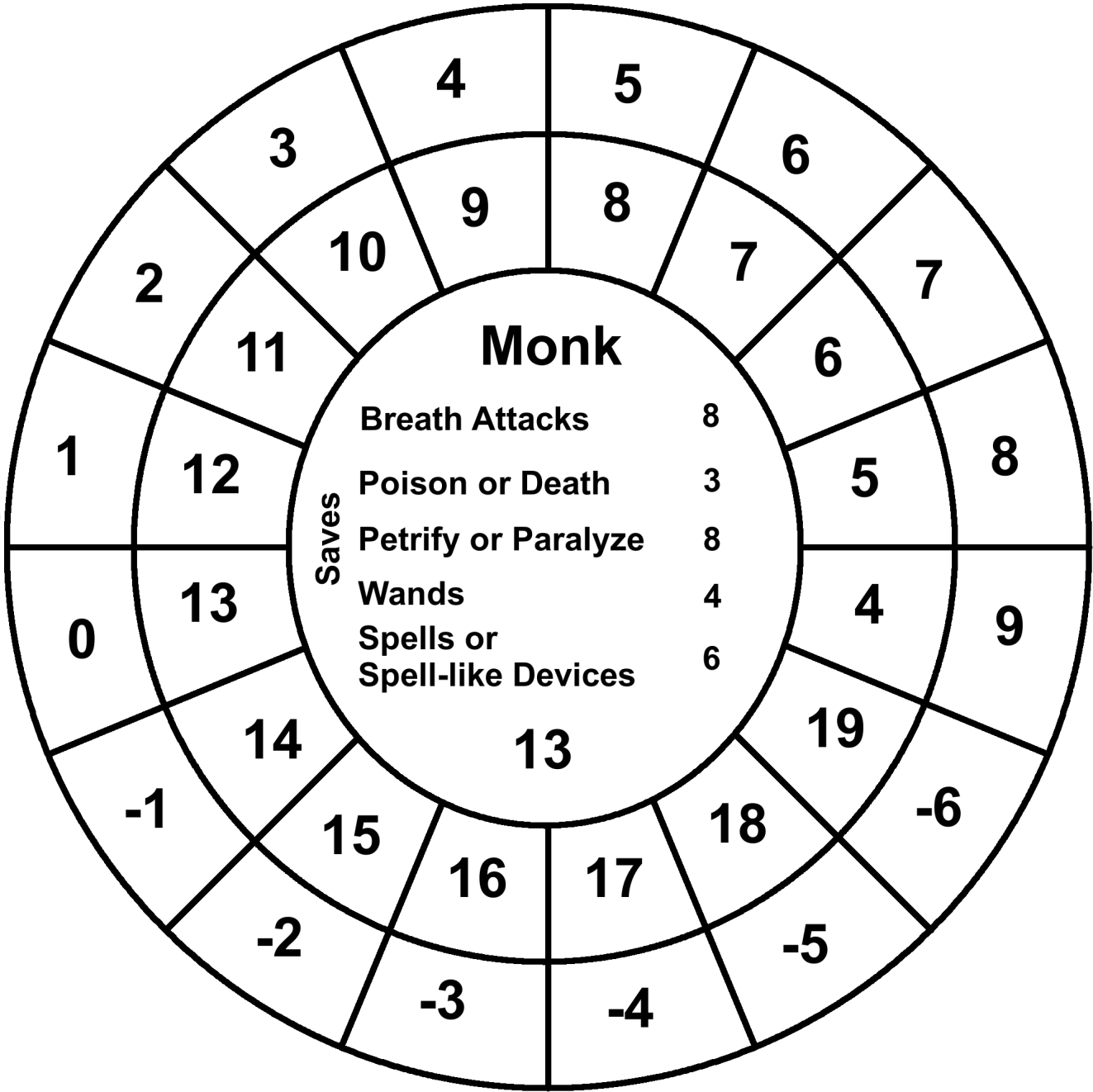
4 5
 3 6
 2 13 12 7
 1 14 11 10 8
 0 15 9 9
 -1 16 8 8 9
 -2 17 20 20
 -3 18 20 20 -6
 -4 19 20 20 -5
 -5 20 20 -4
 -6 20 20 -3

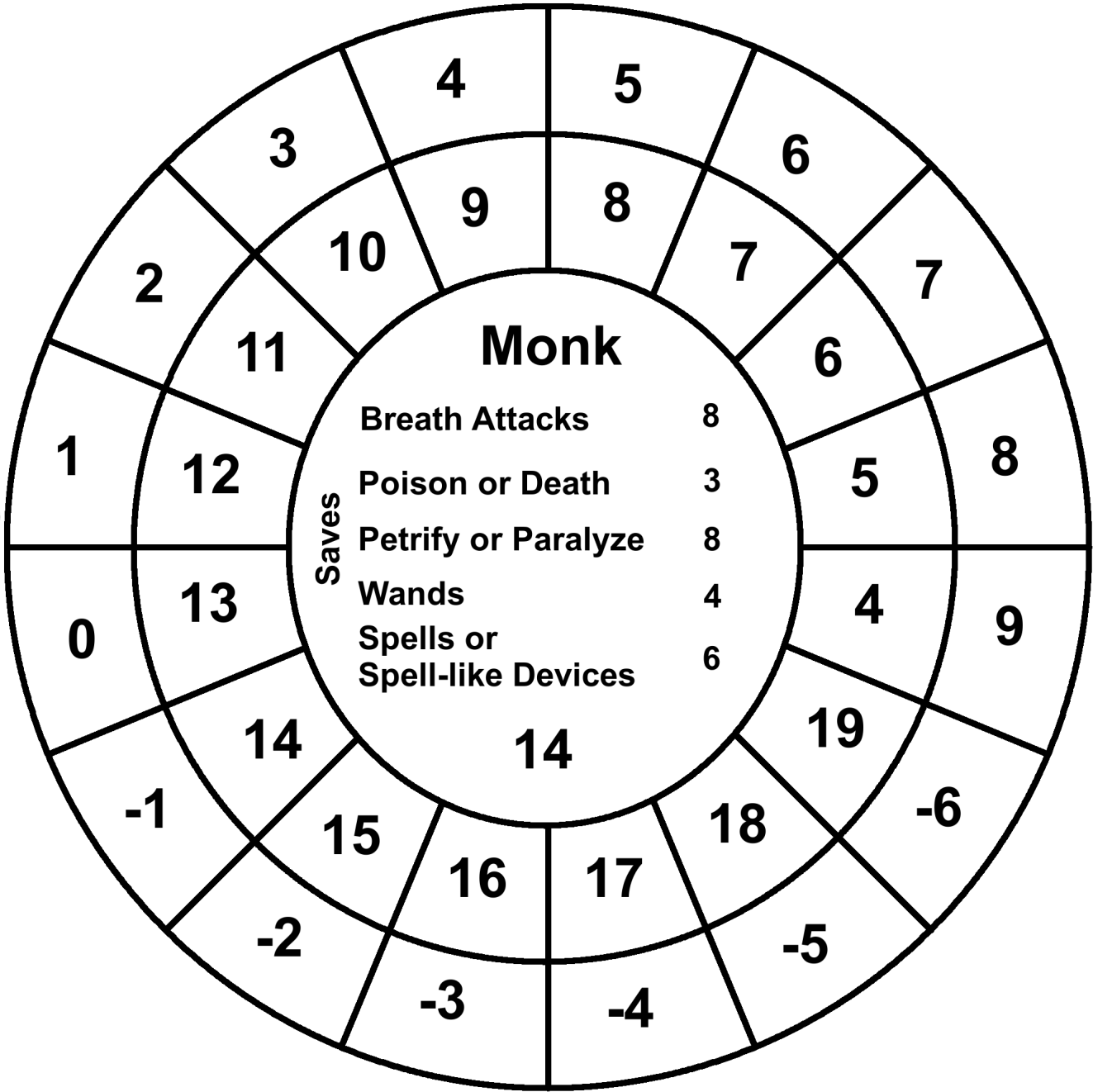


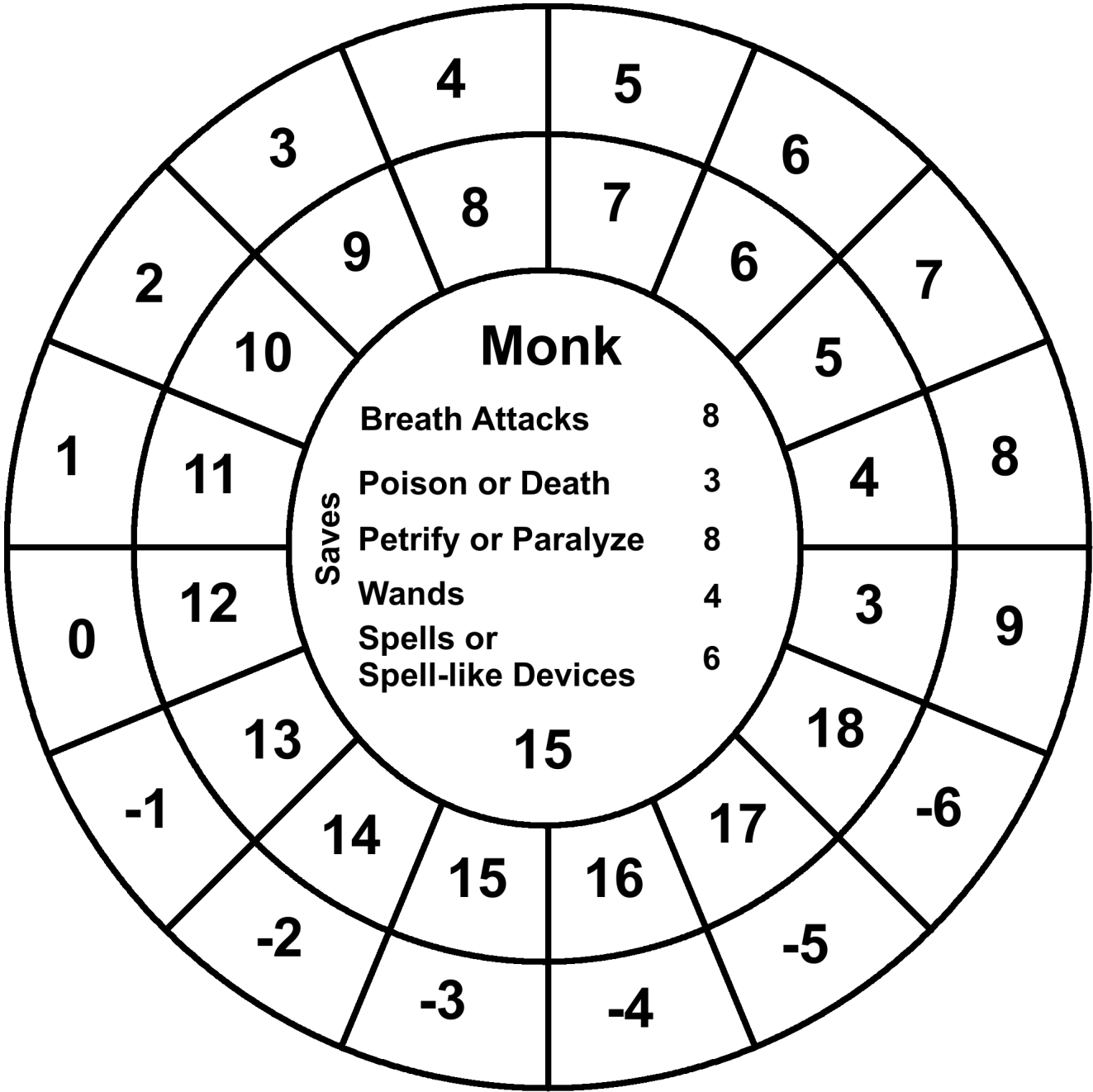


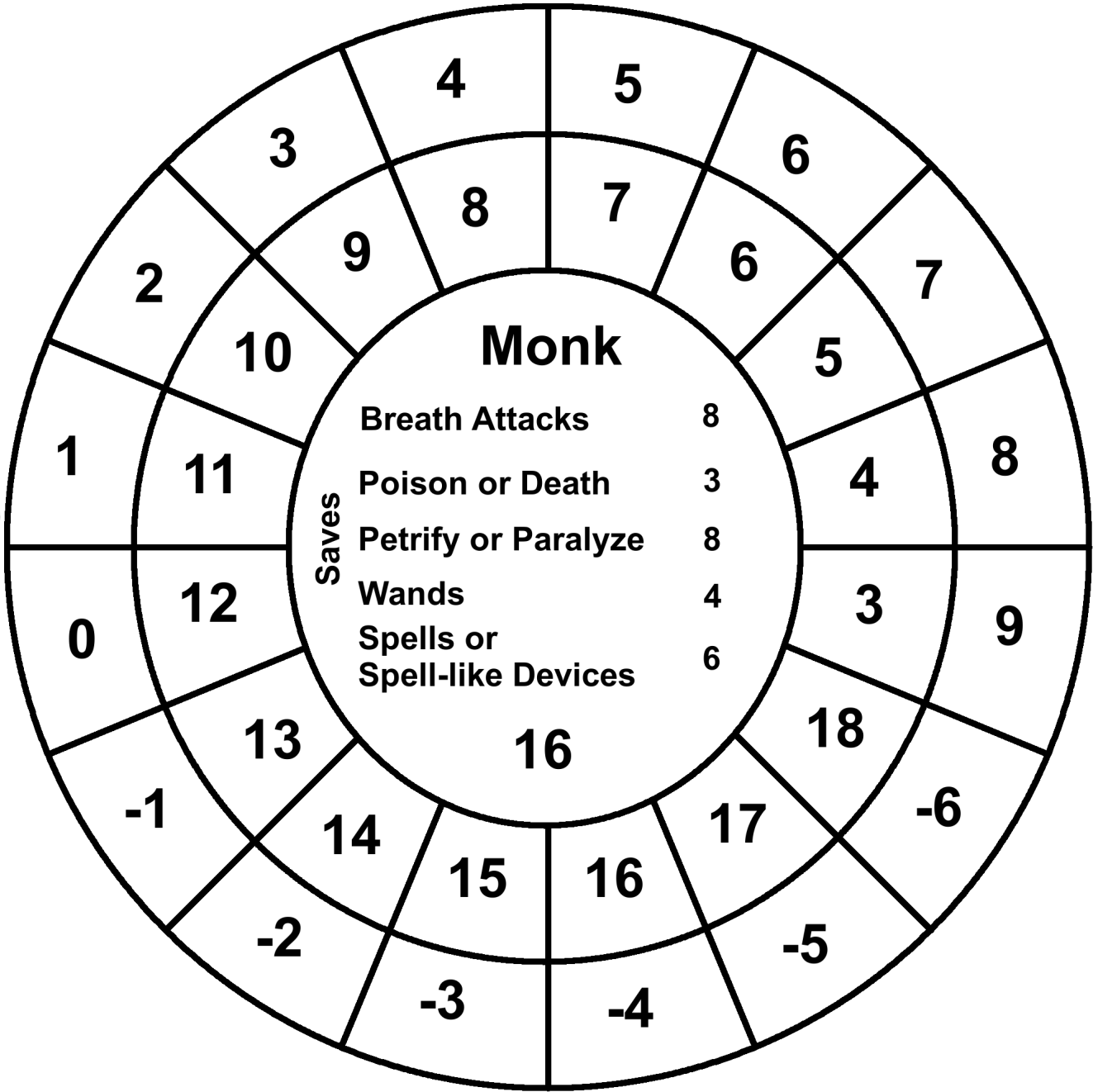


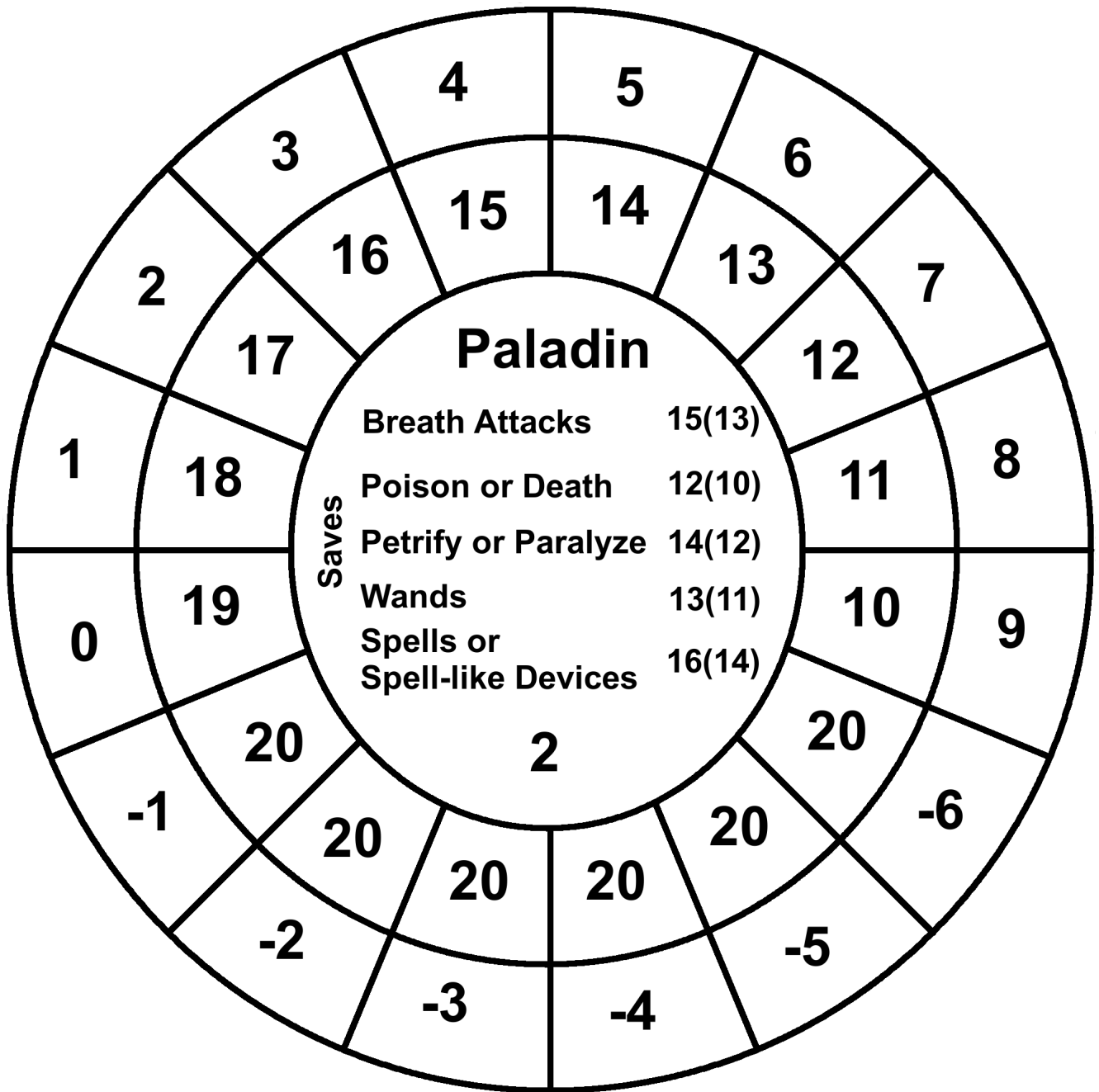


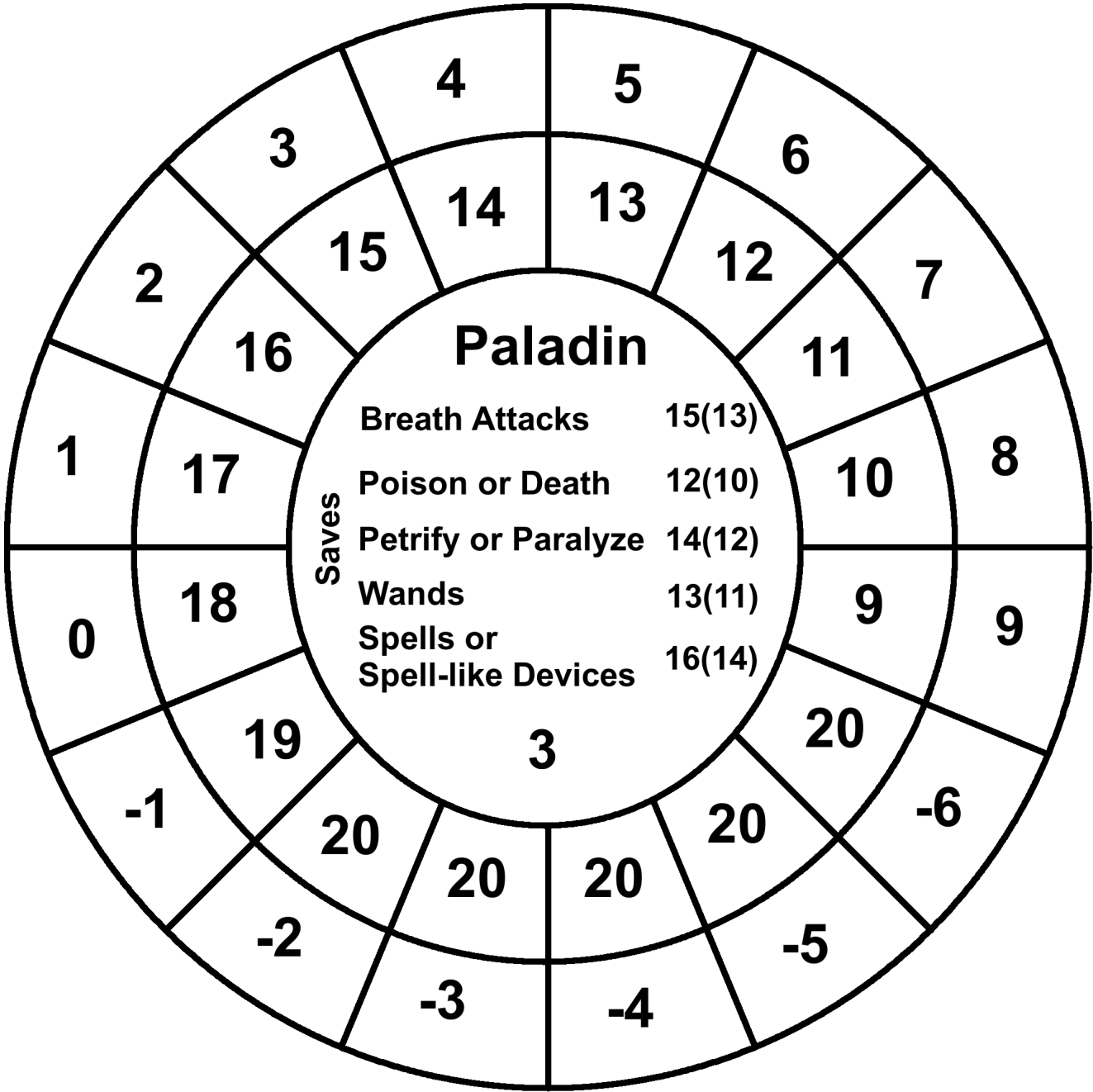


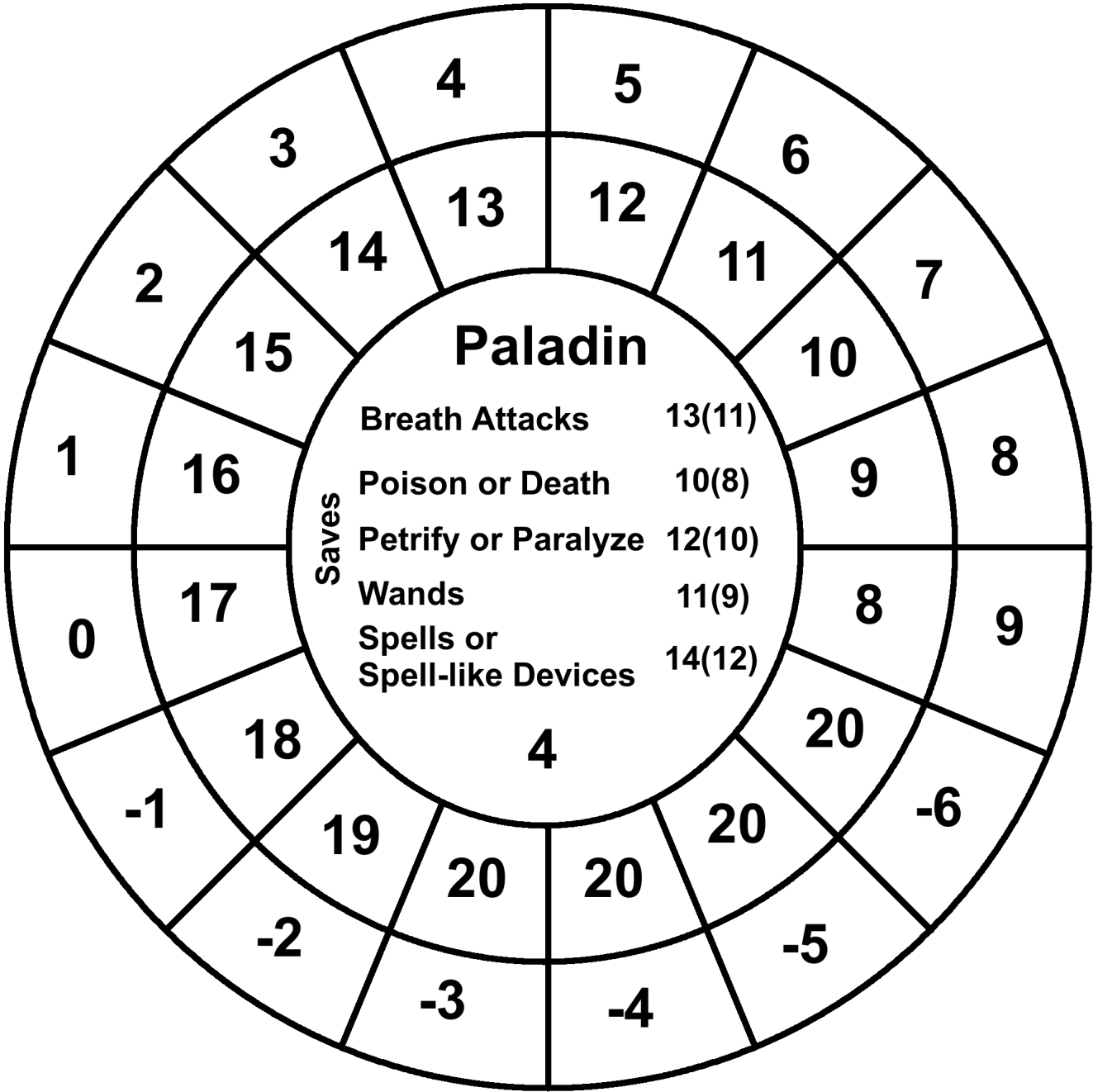


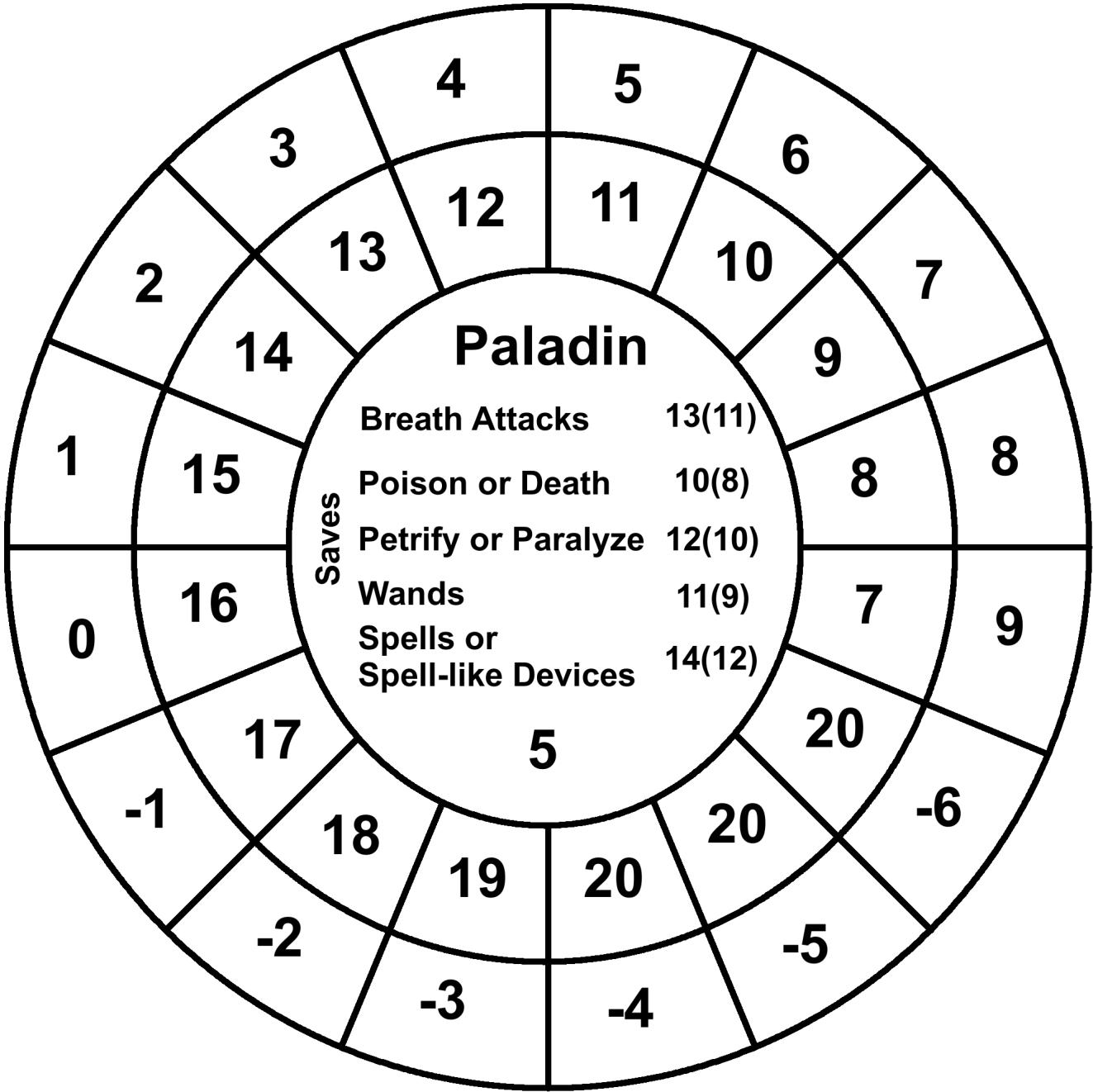












Paladin

Saves

- Breath Attacks 13(11)
- Poison or Death 10(8)
- Petrify or Paralyze 12(10)
- Wands 11(9)
- Spells or Spell-like Devices 14(12)

5

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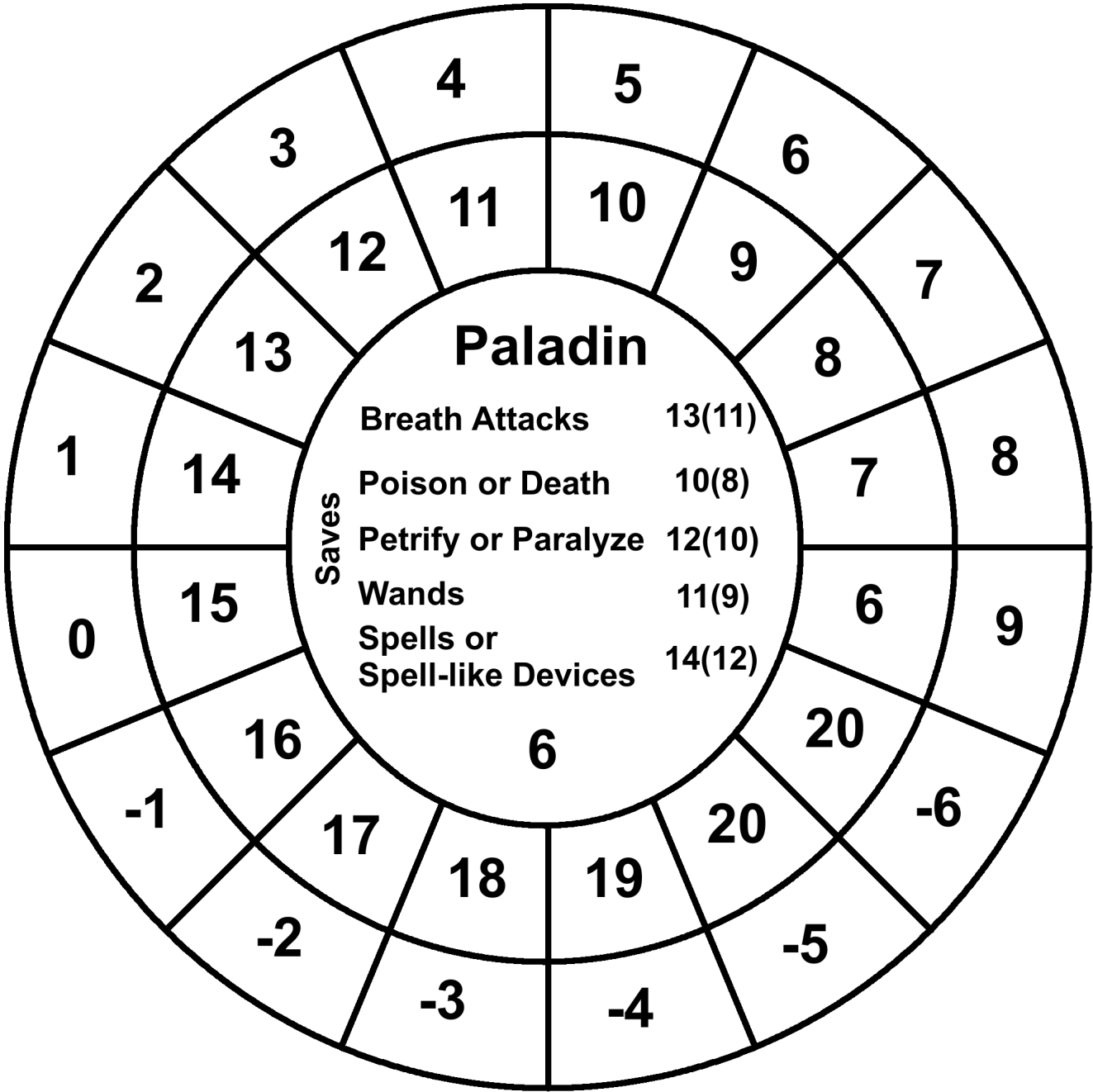
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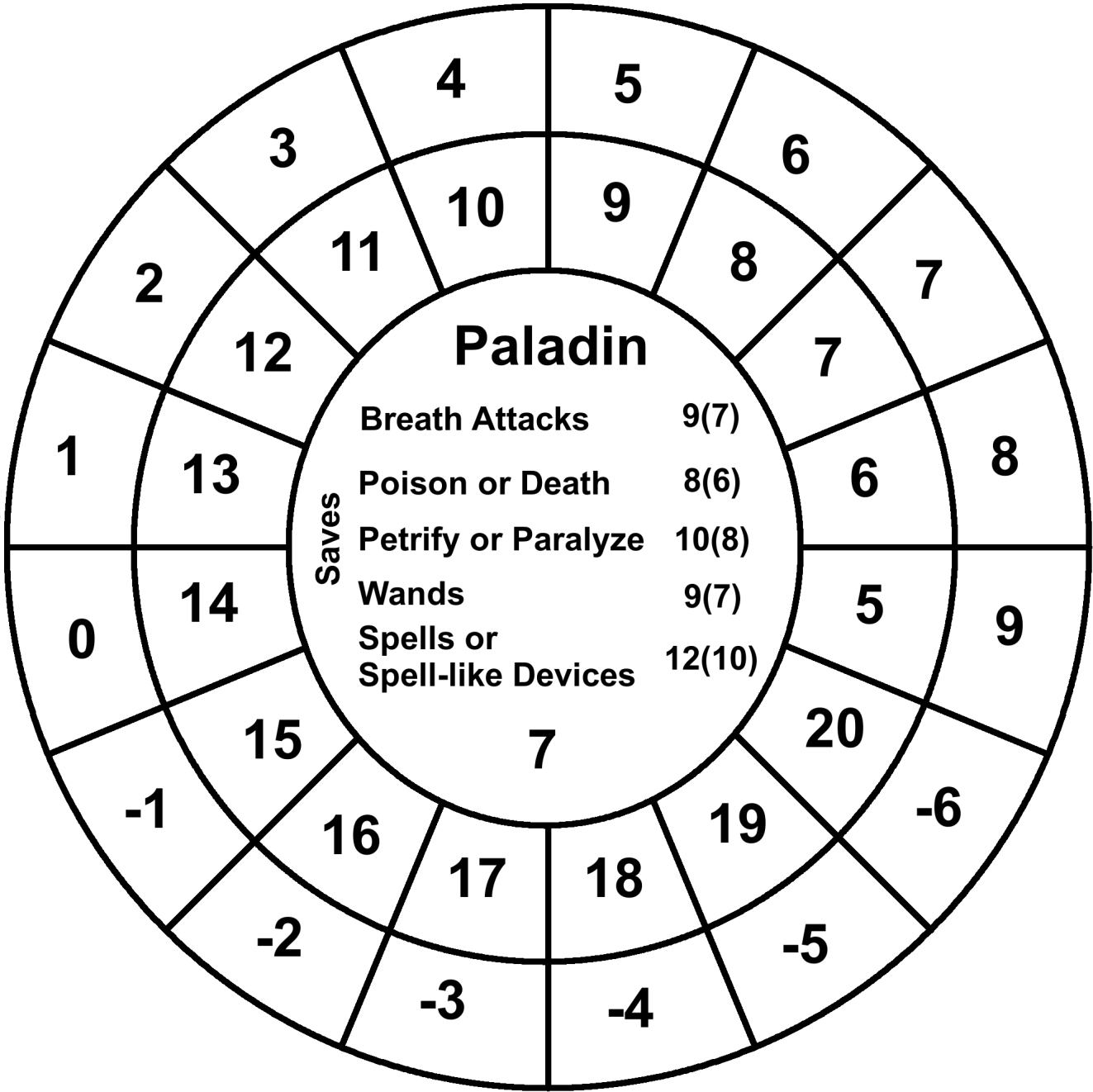
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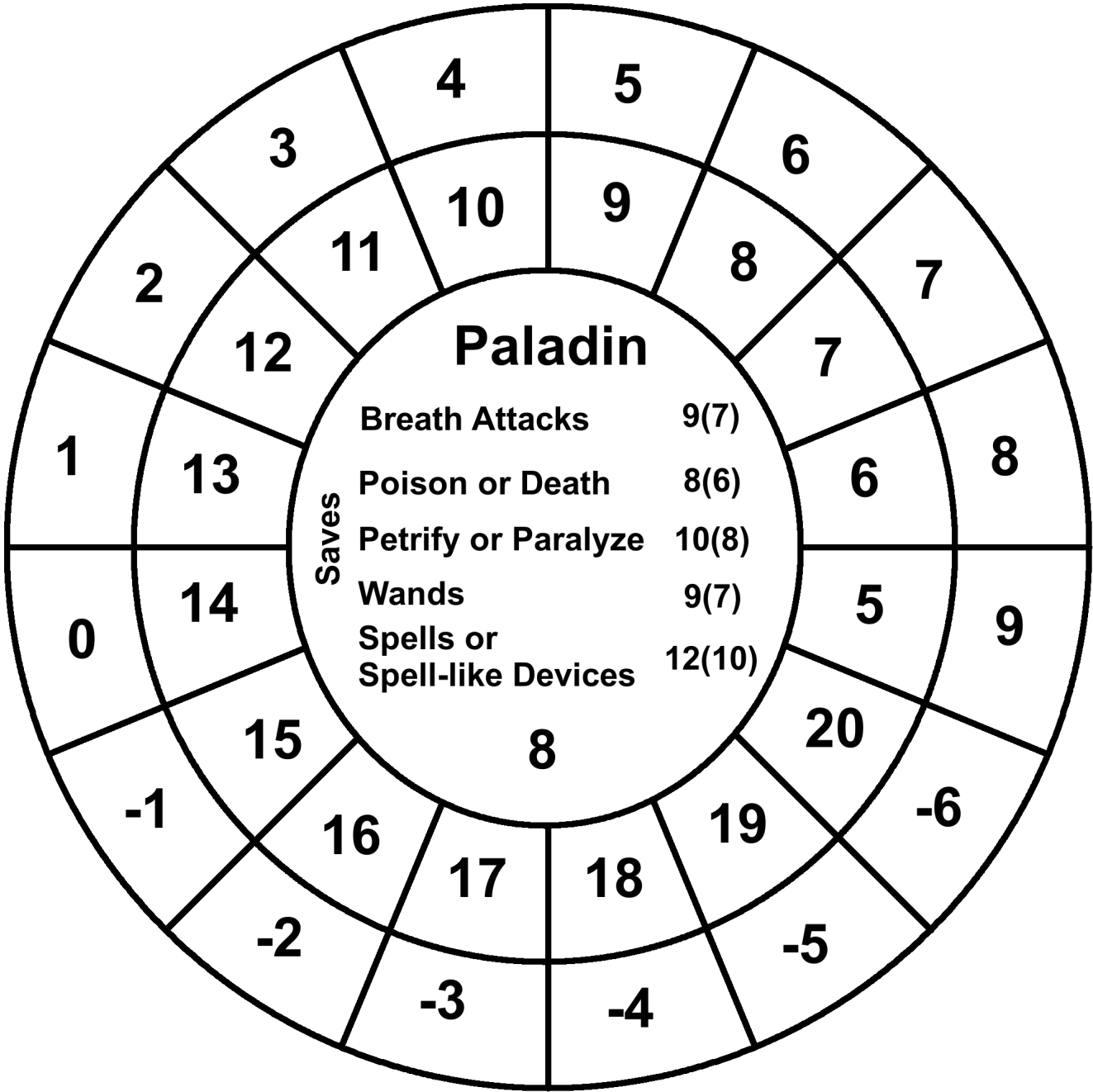
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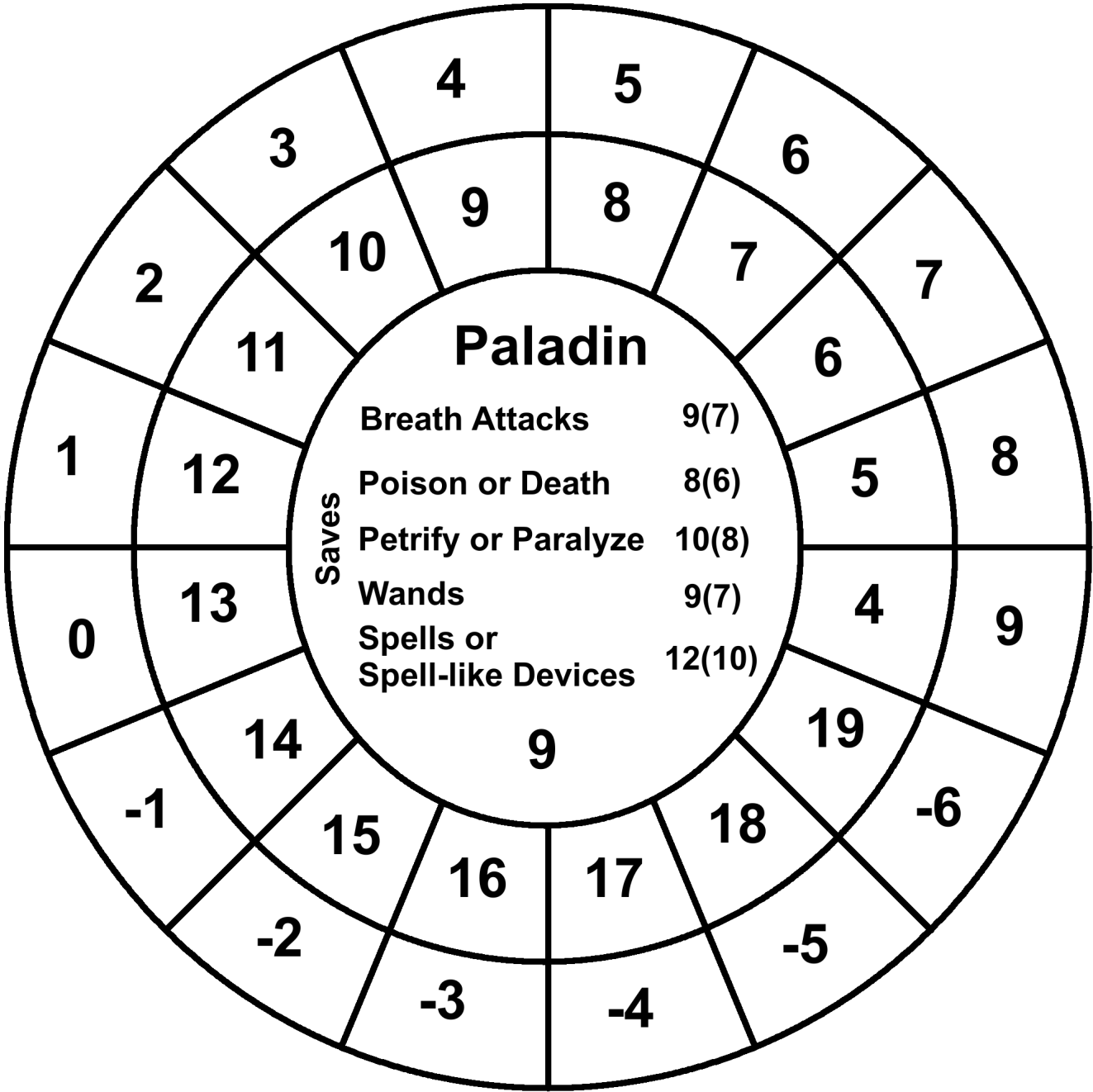
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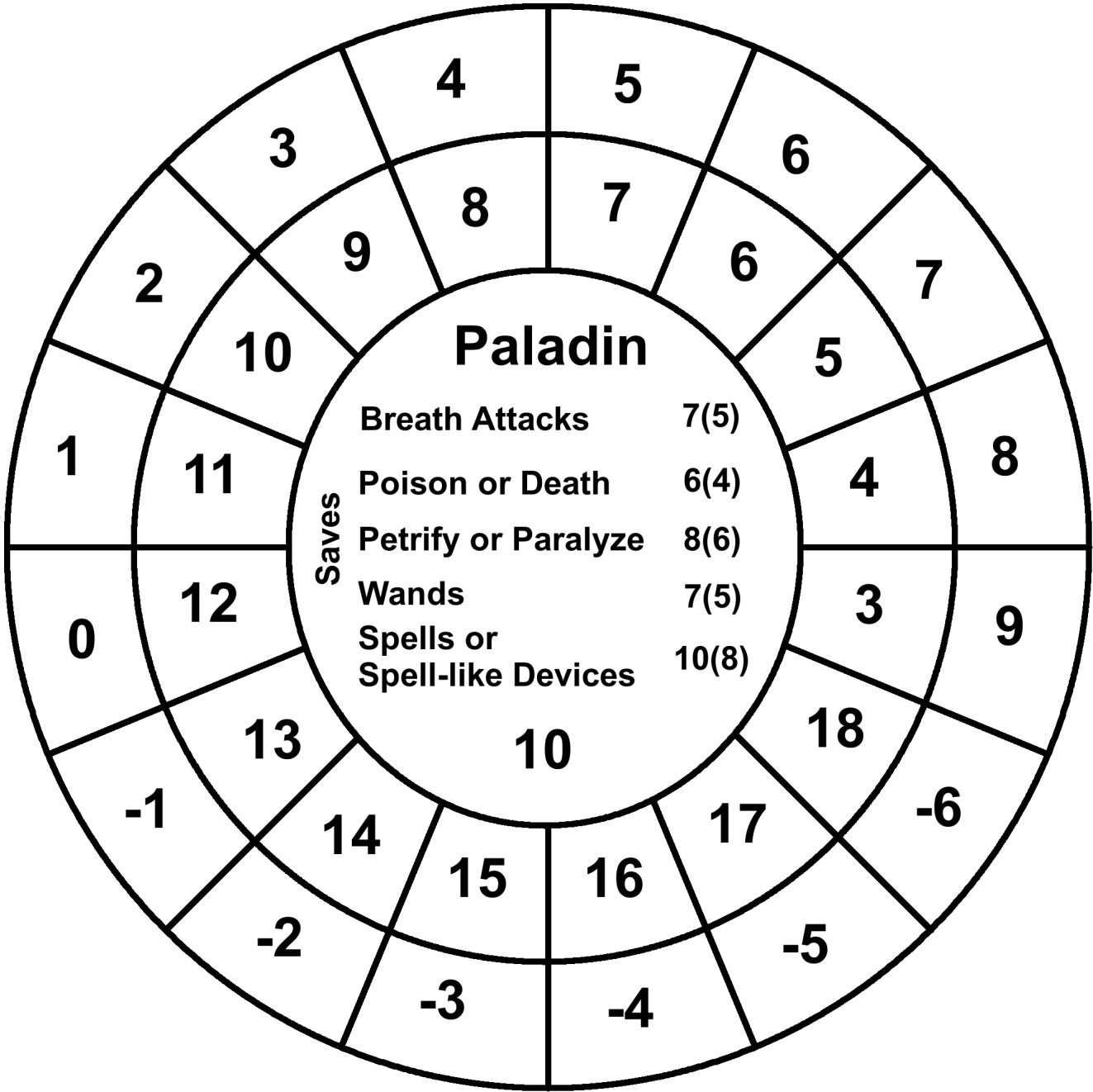
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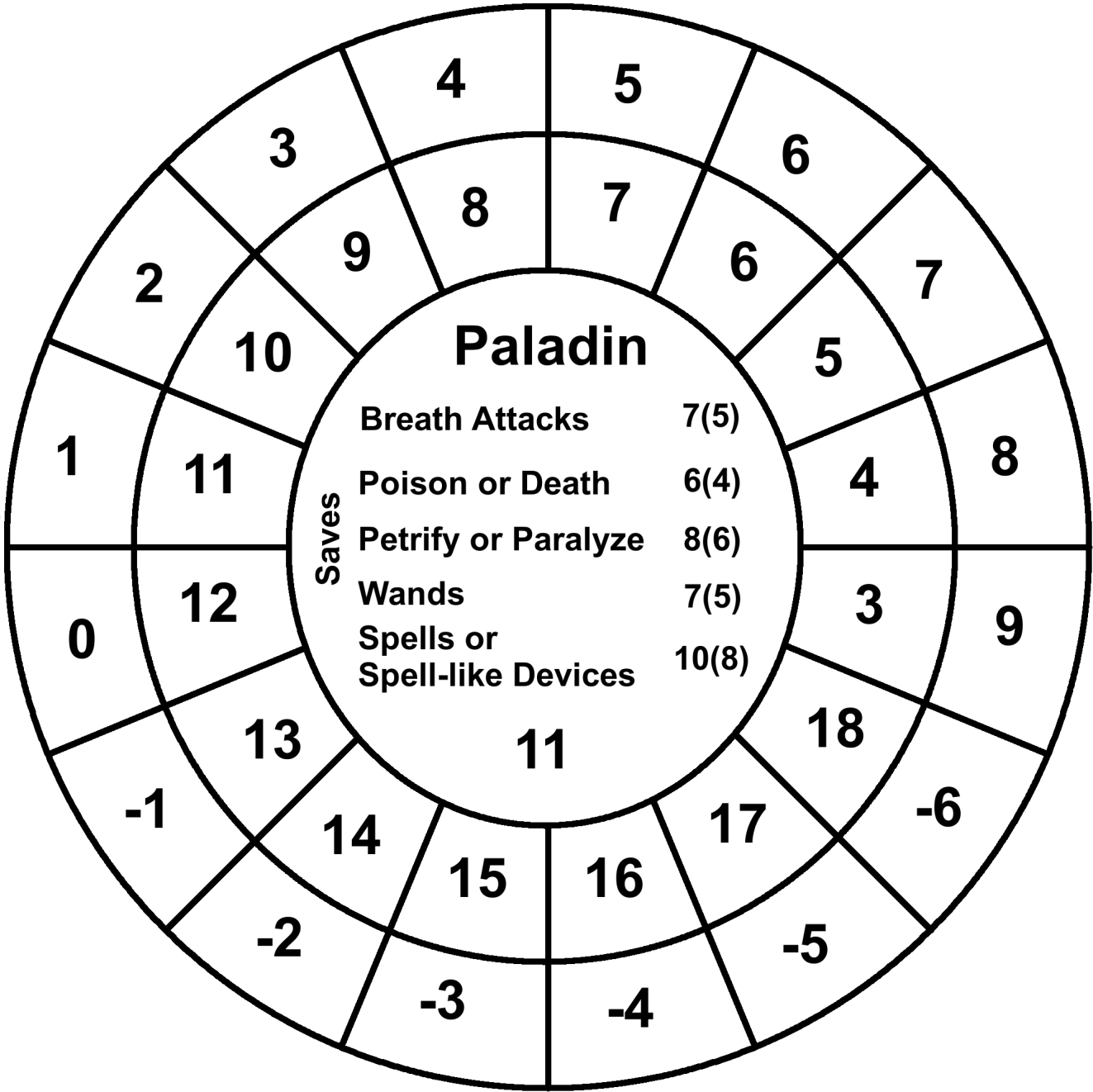


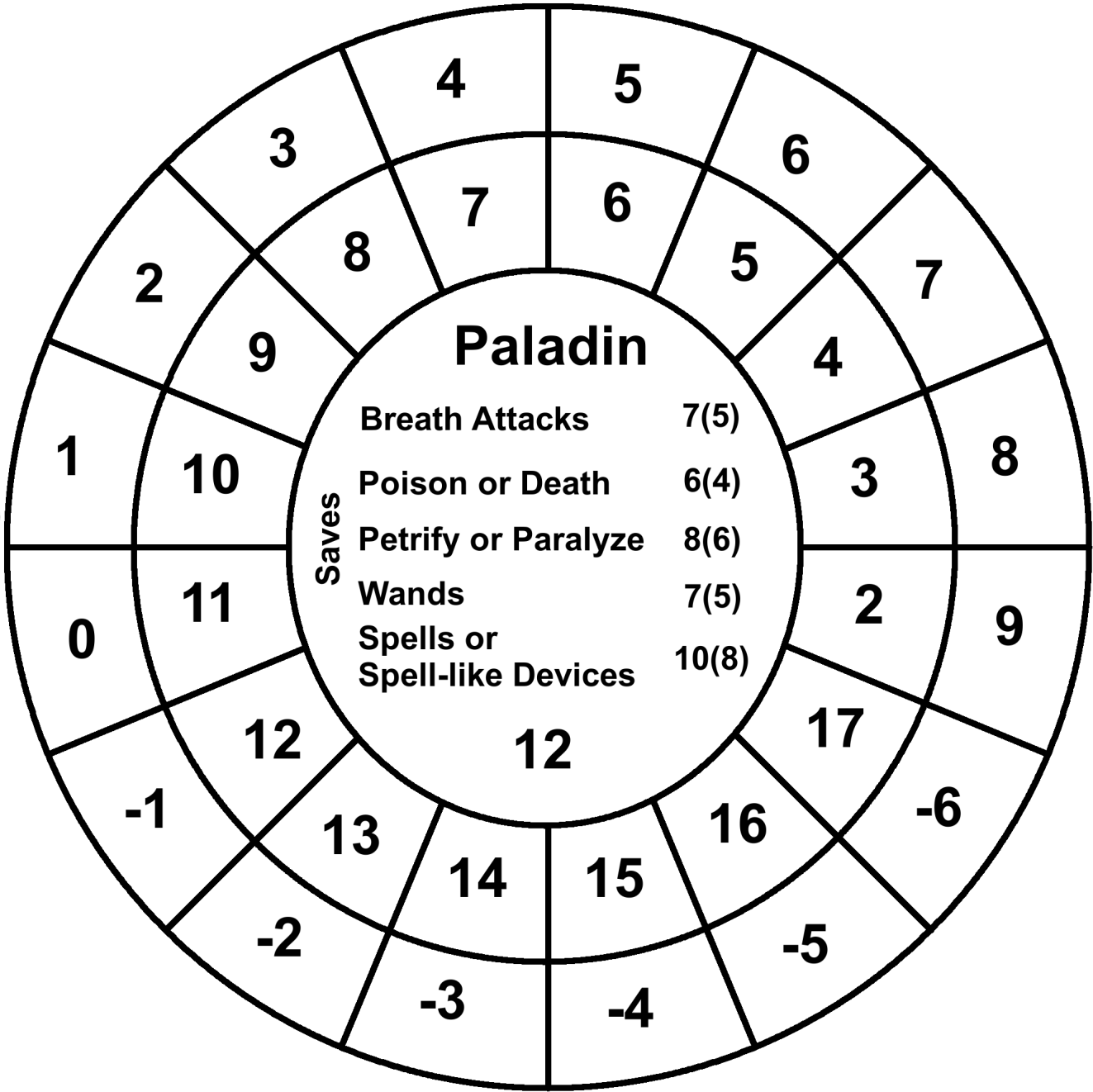


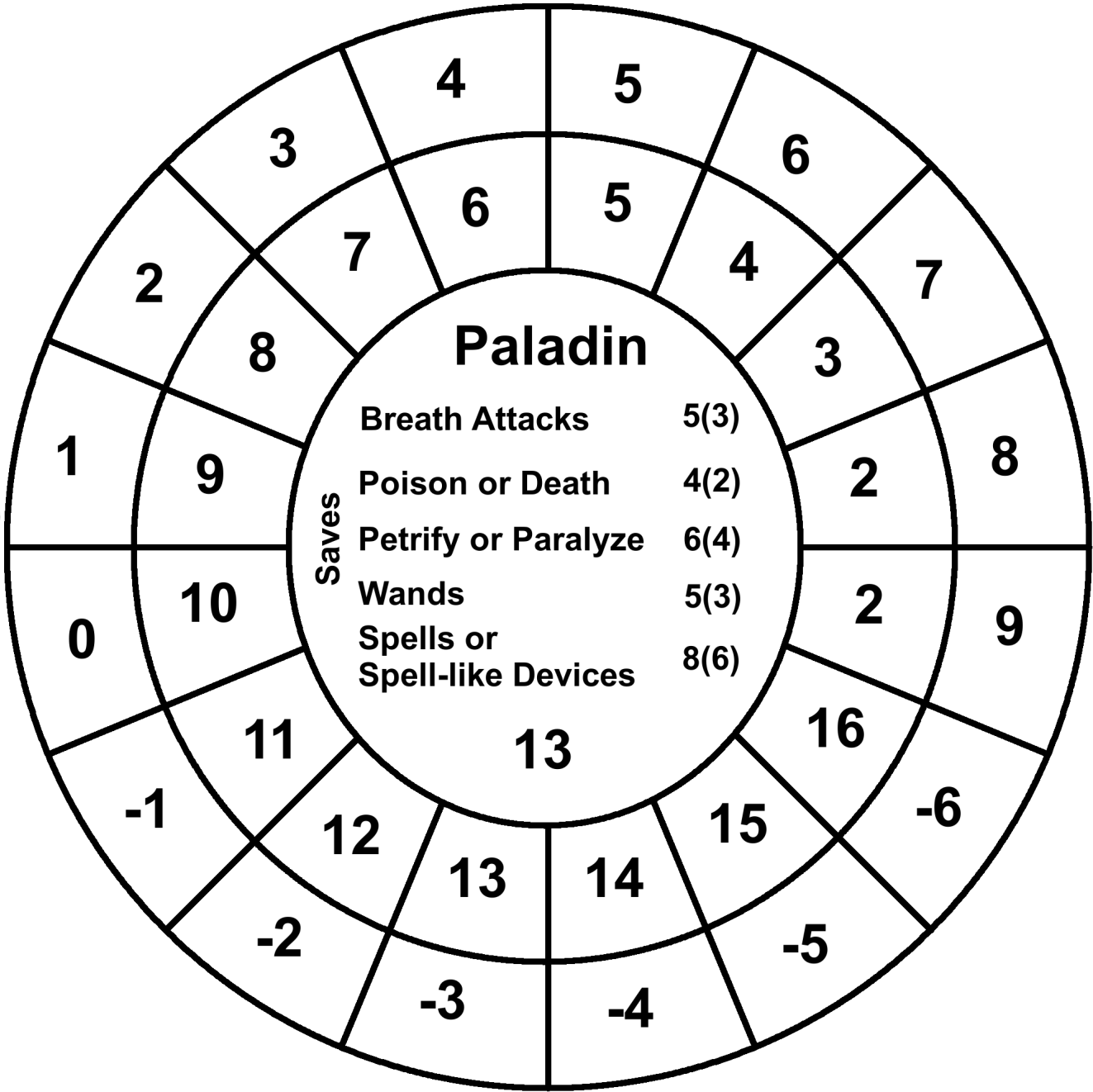


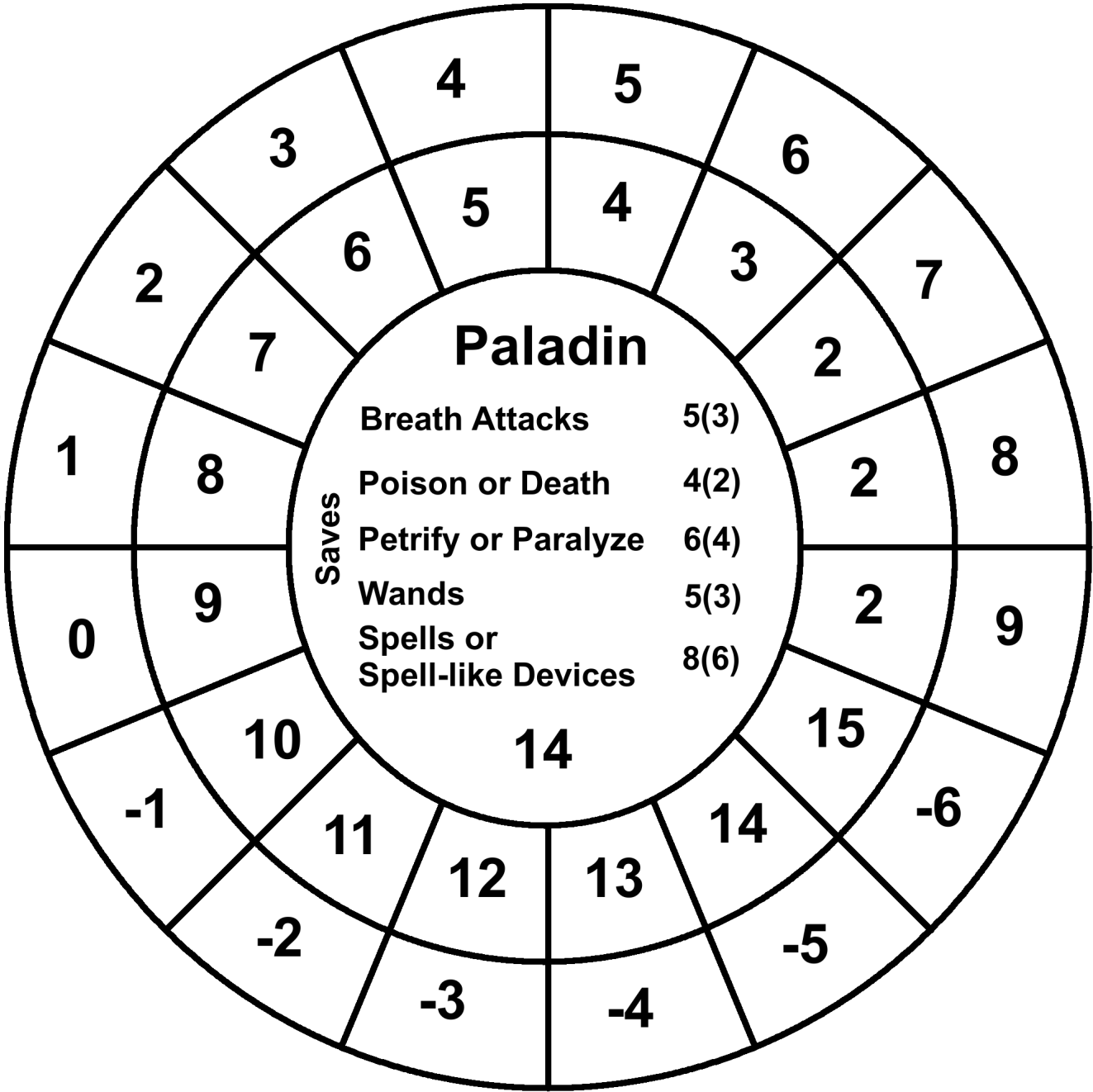


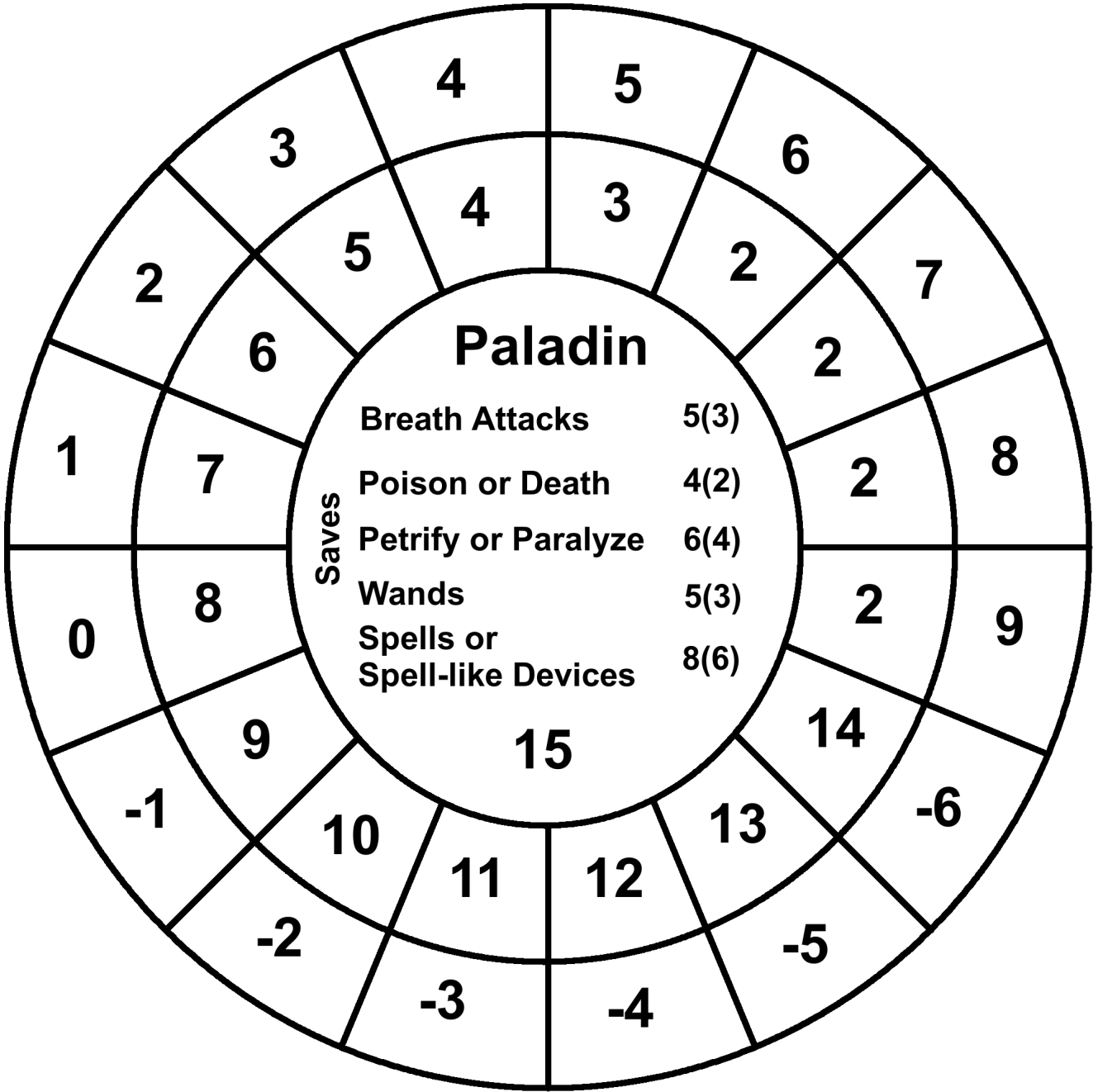


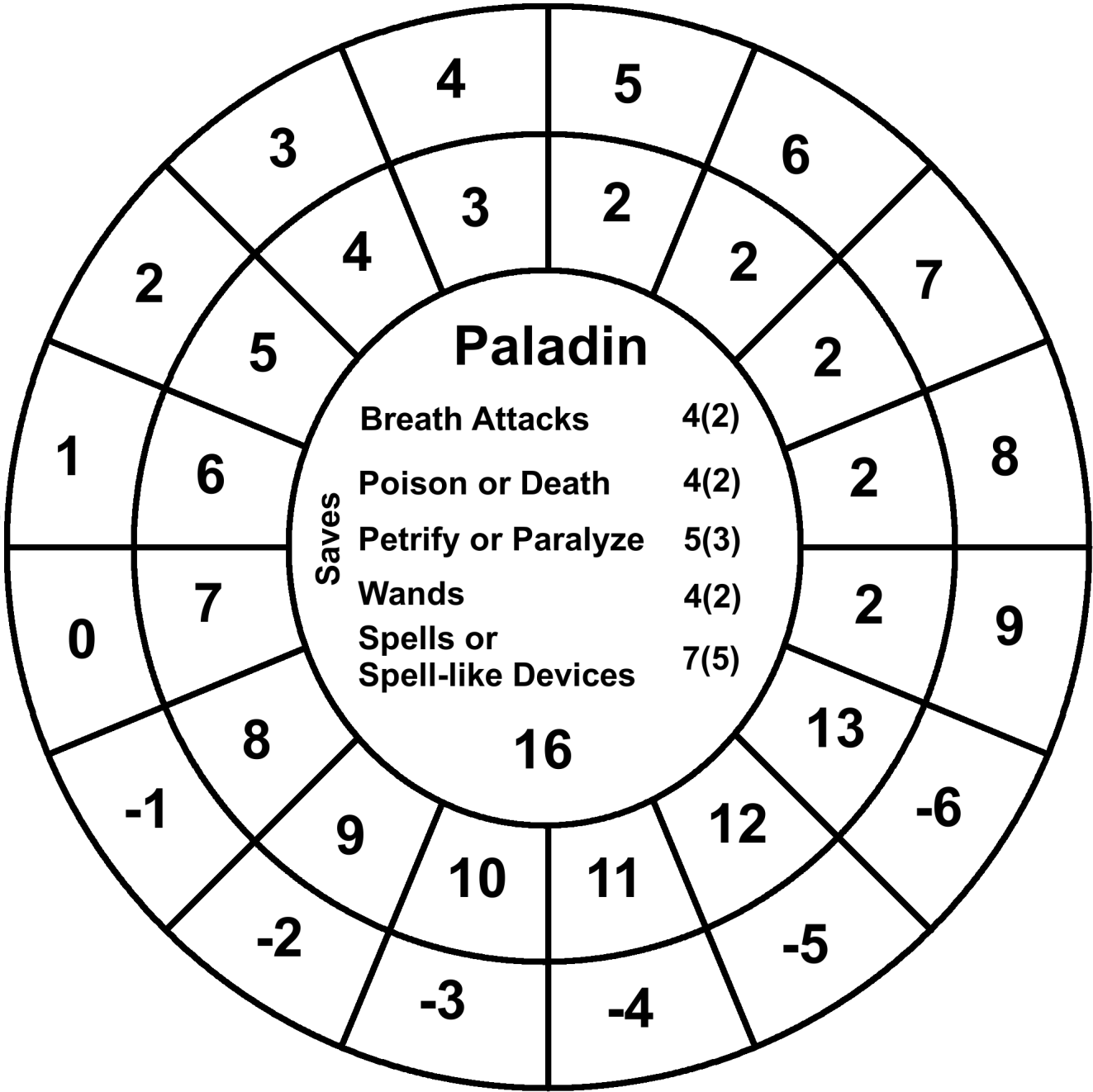


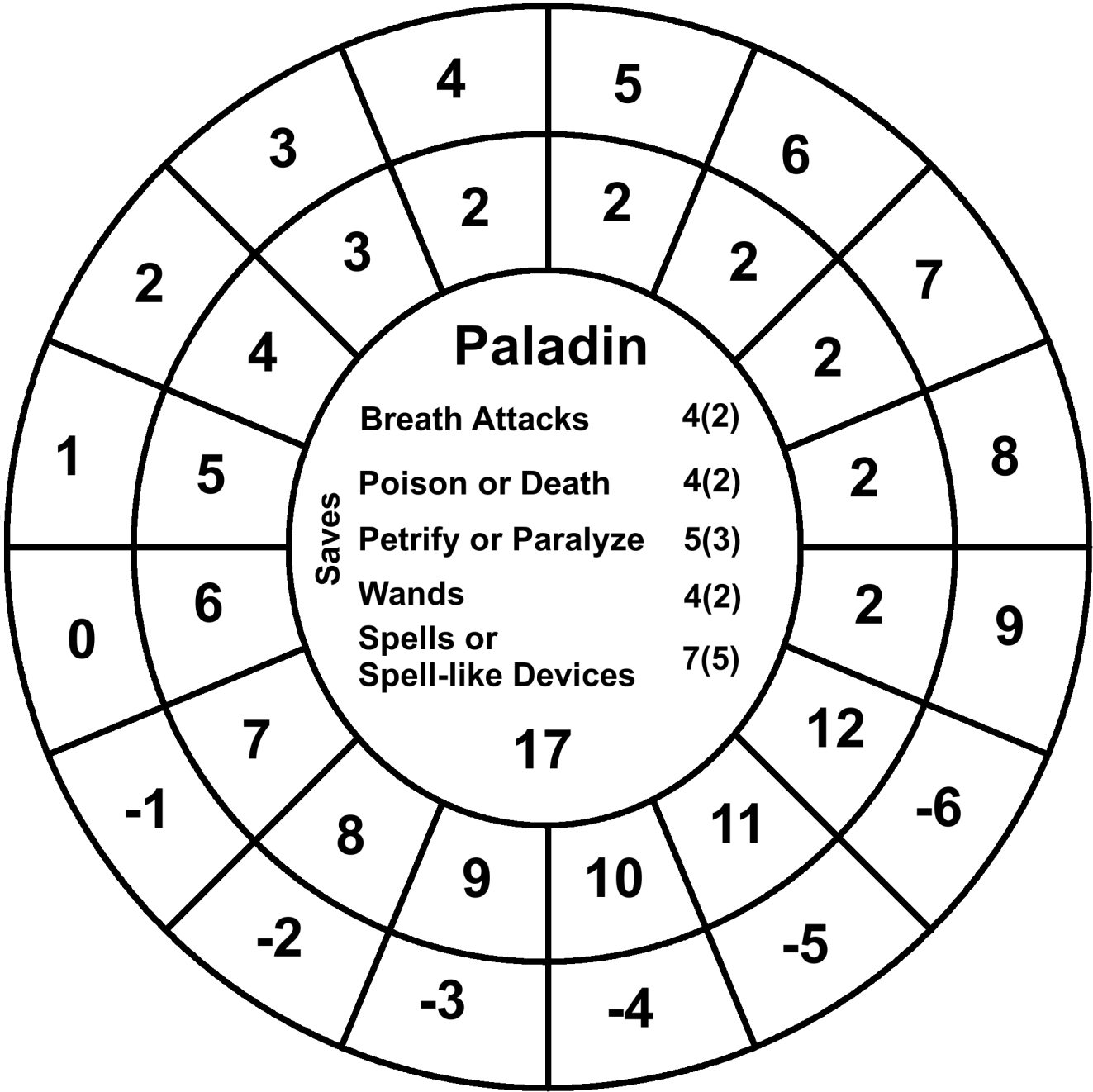


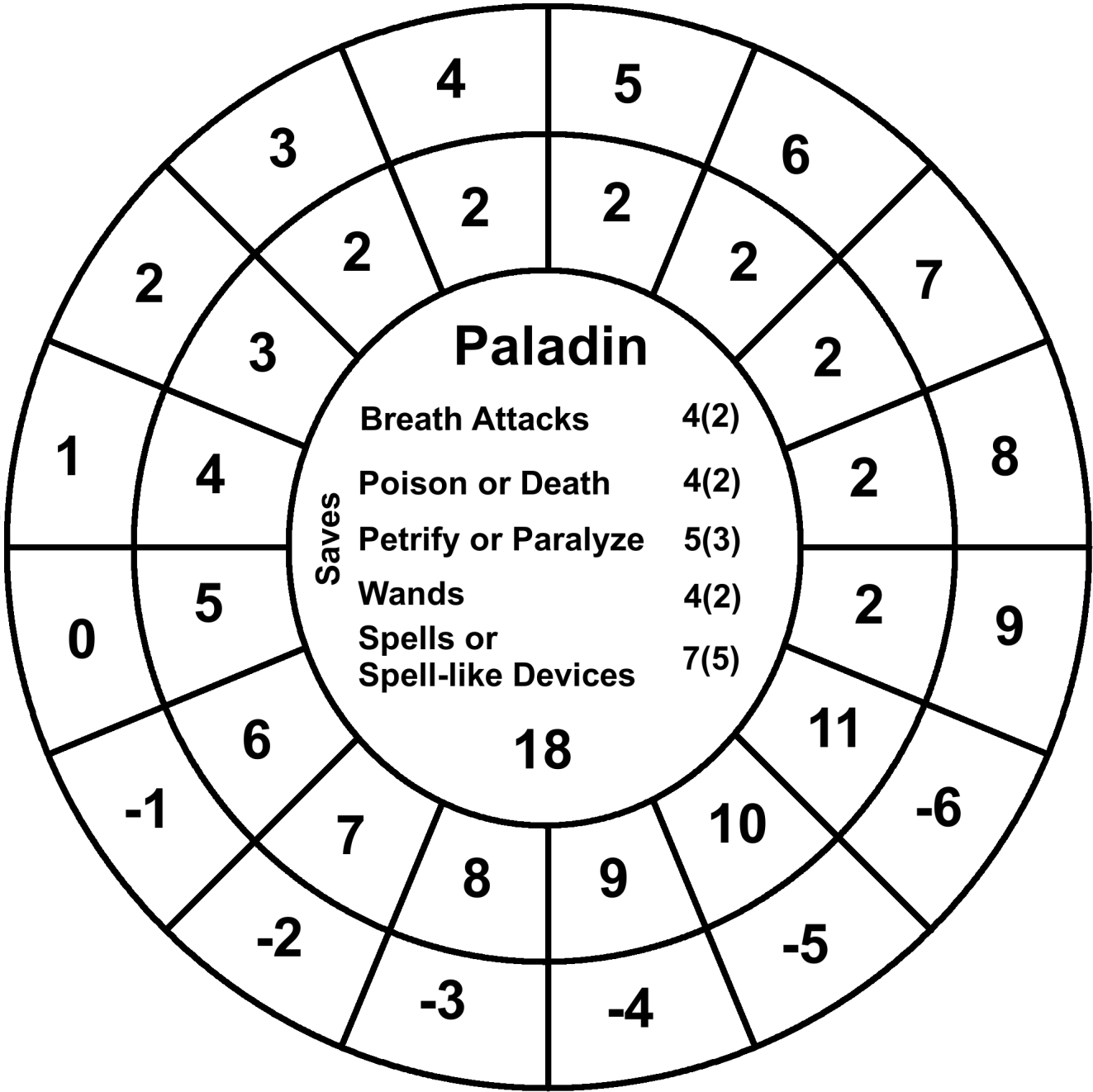


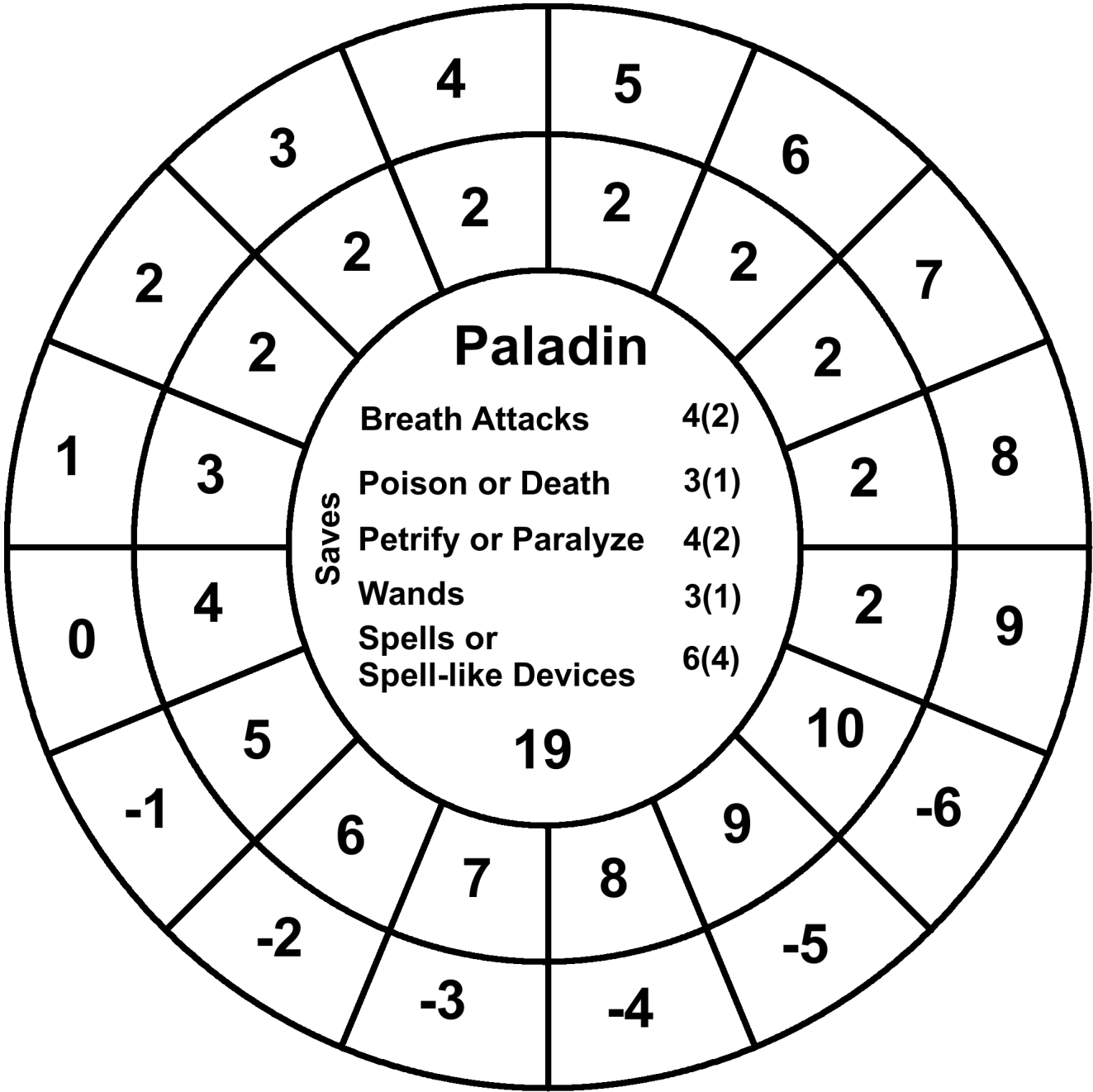


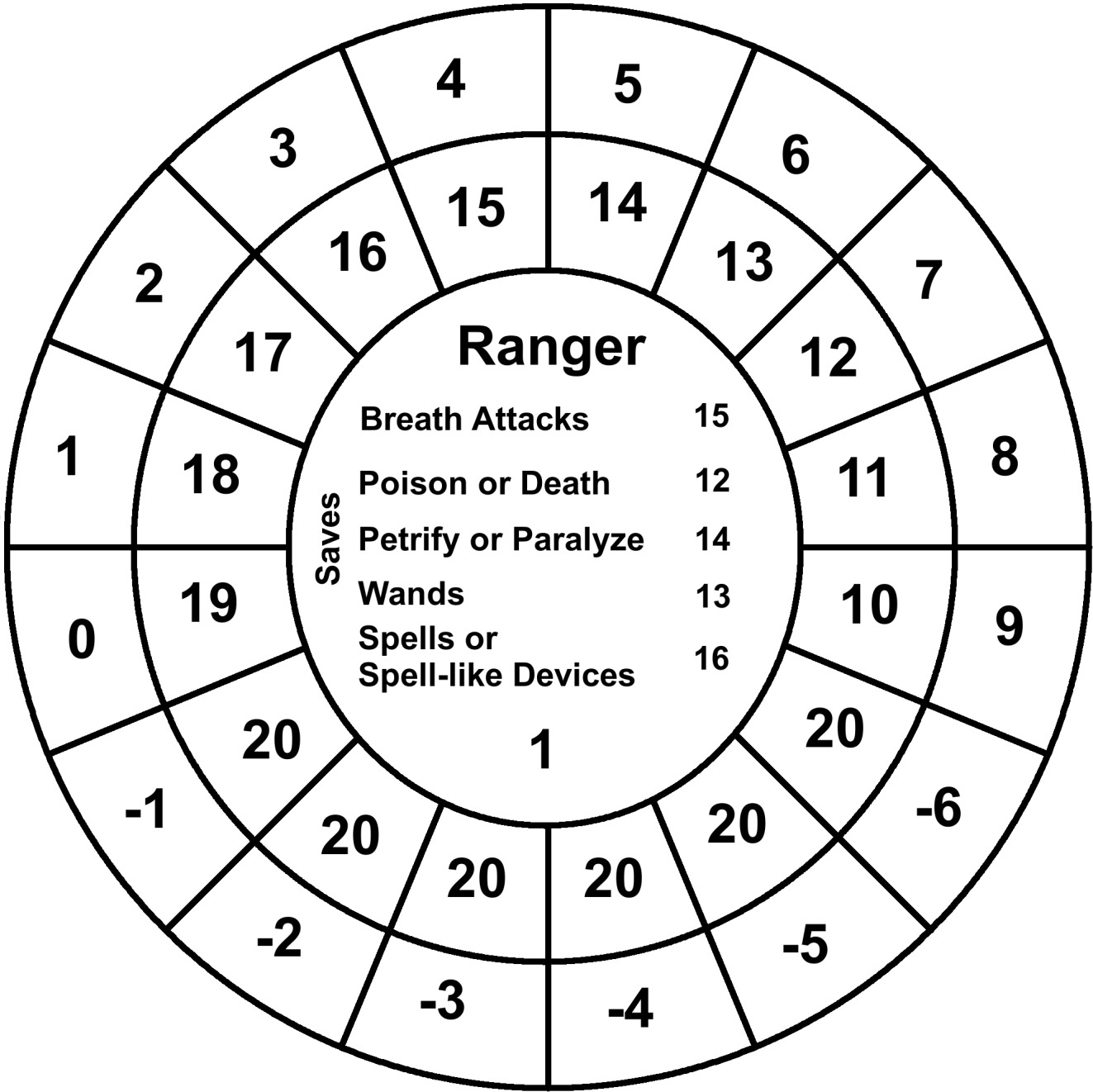


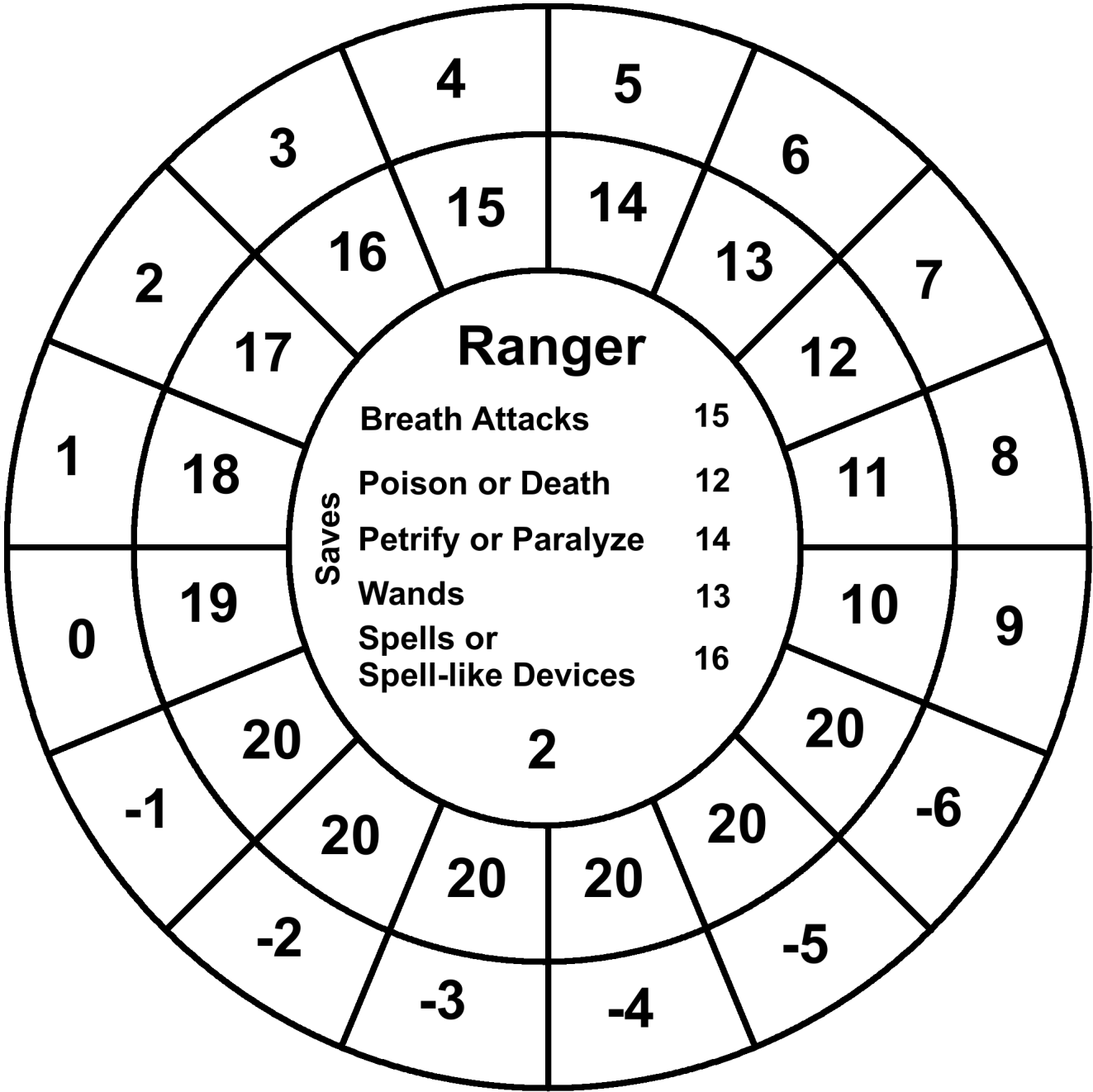


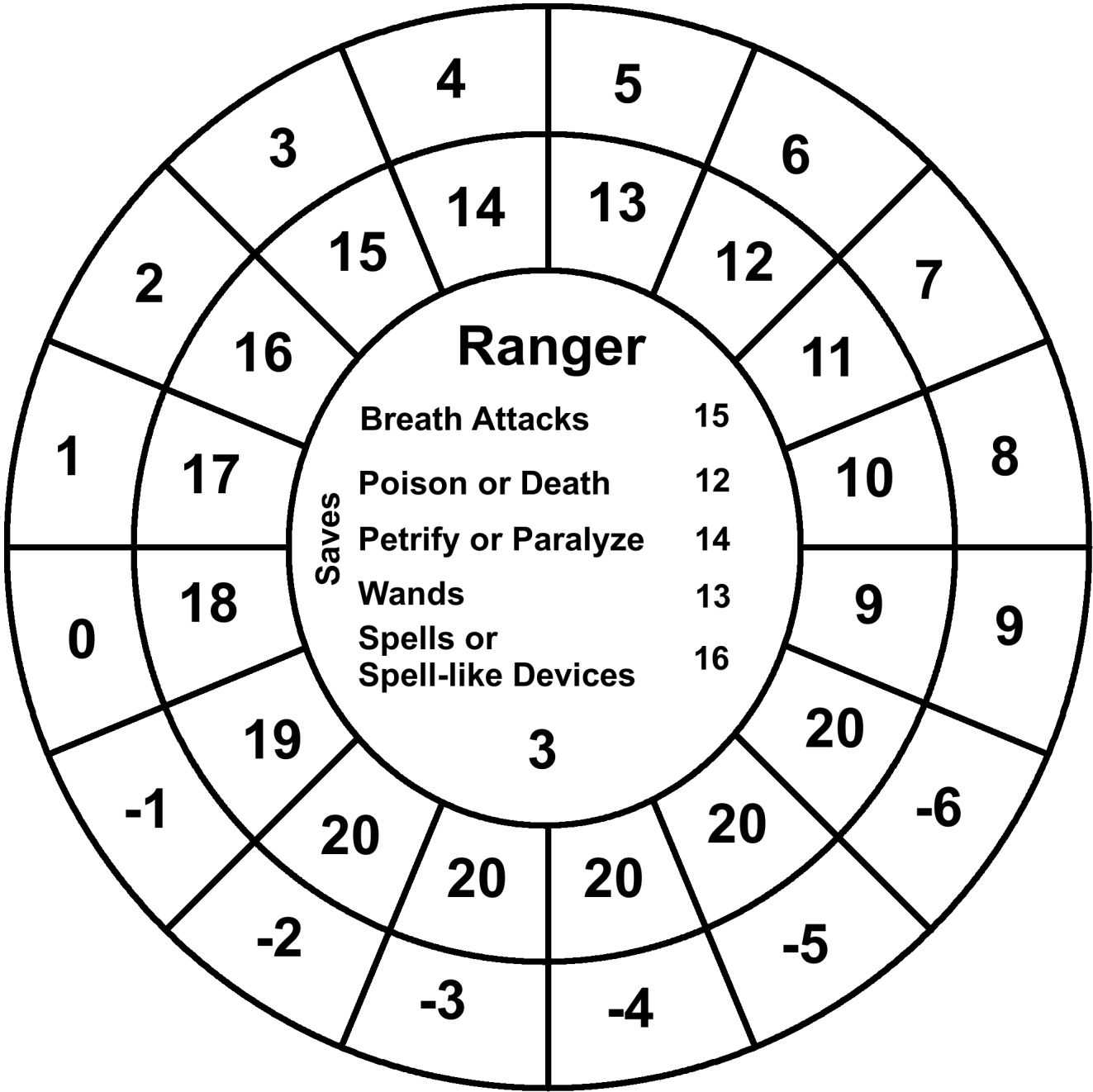












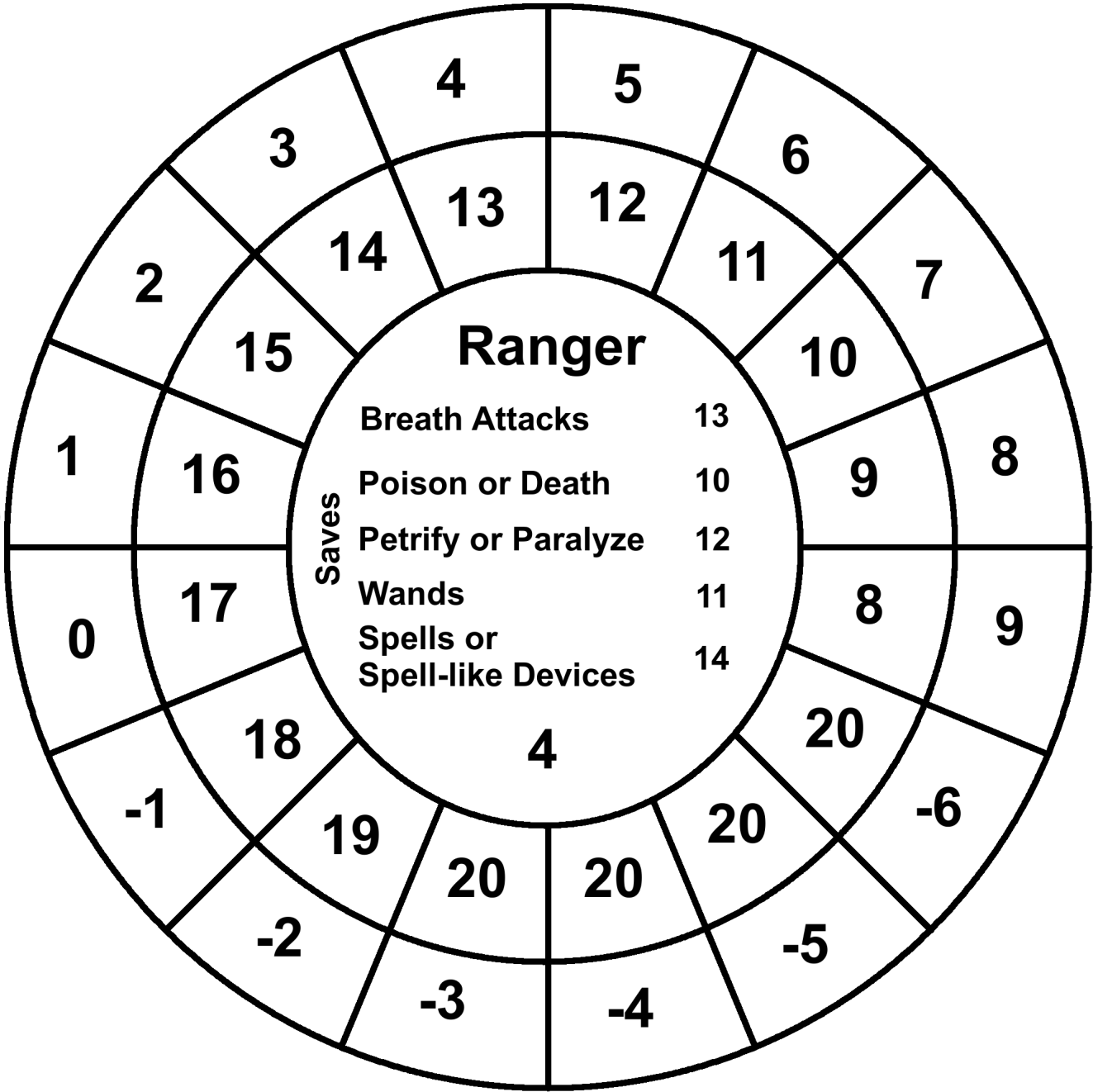
Ranger

Saves

Breath Attacks 15
 Poison or Death 12
 Petrify or Paralyze 14
 Wands 13
 Spells or Spell-like Devices 16

3

4 5
 3 6
 14 13
 15 12
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 16 11
 1 10 8
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 0 18 9 9
 19 20
 -1 20 20
 -2 20 20
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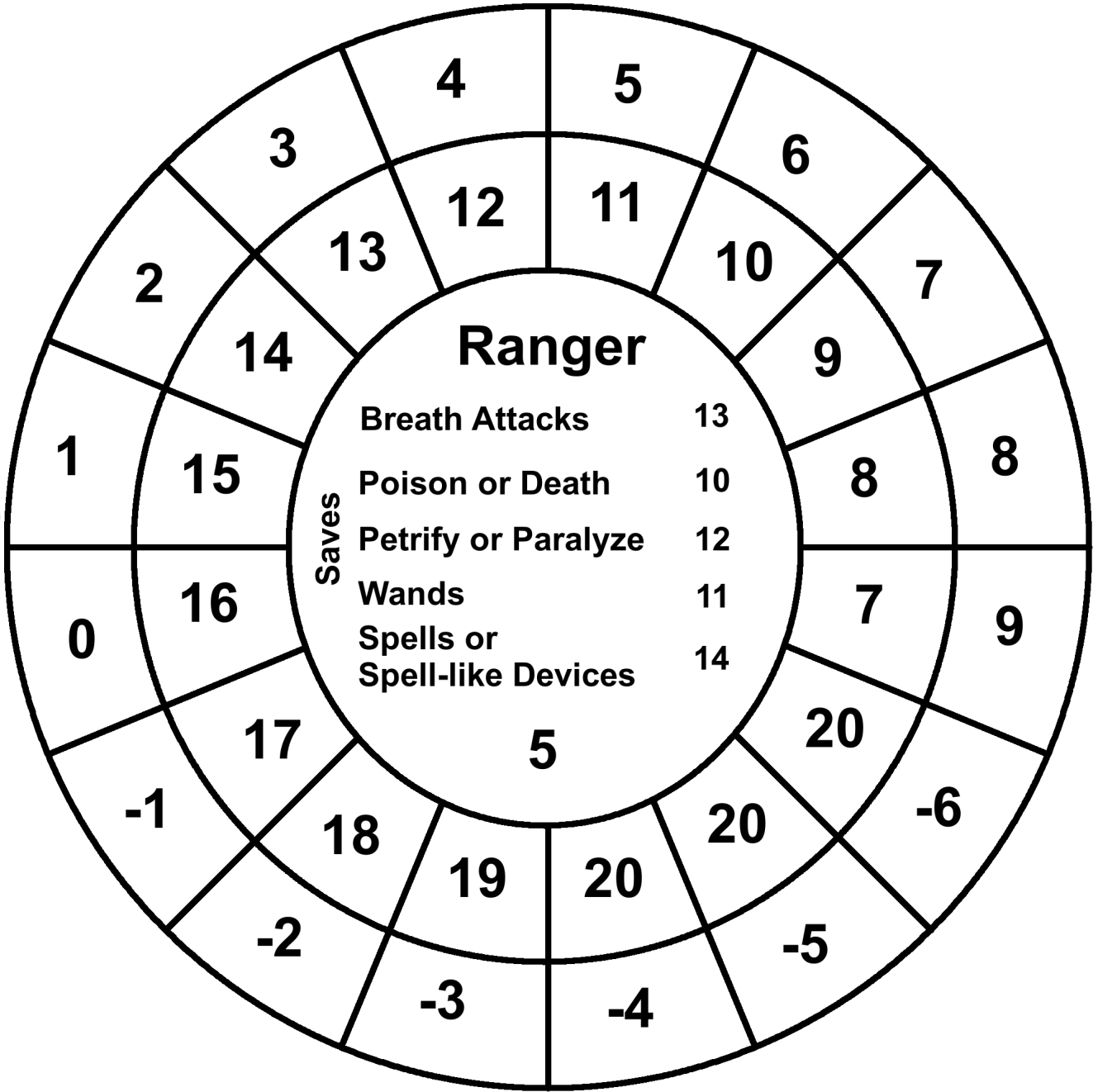
Ranger

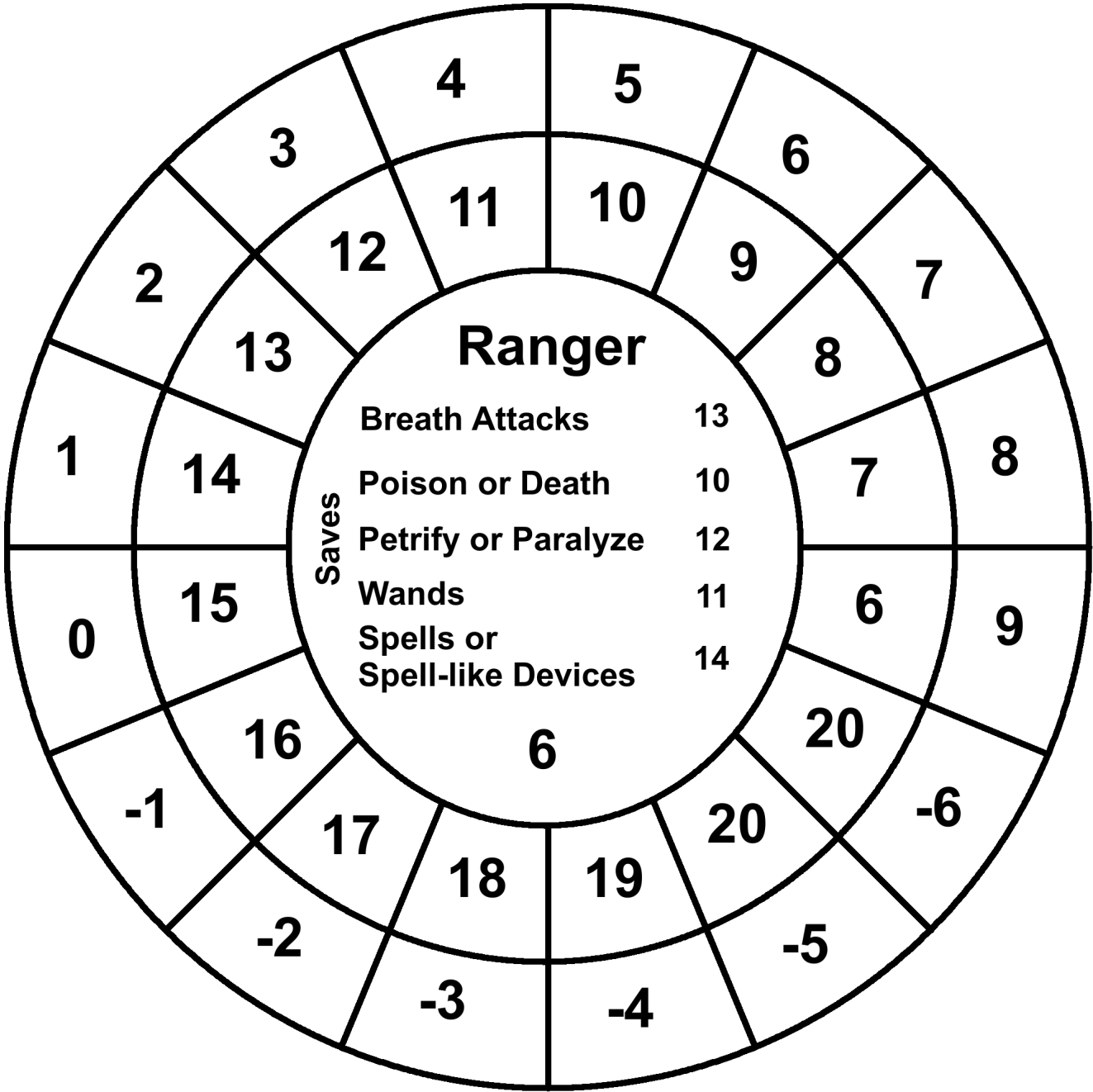
Saves

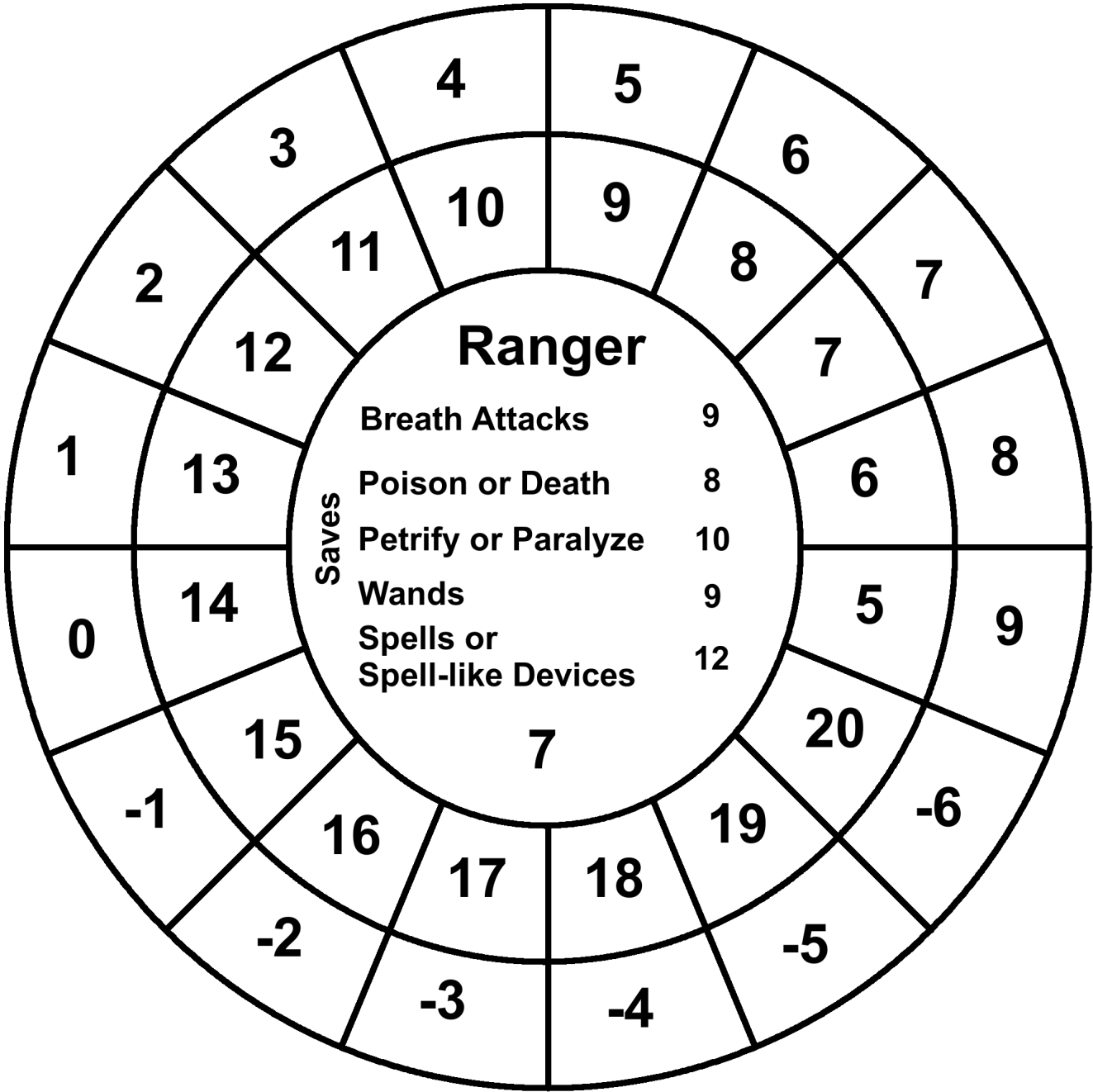
Breath Attacks 13
 Poison or Death 10
 Petrify or Paralyze 12
 Wands 11
 Spells or Spell-like Devices 14

4

4 5
 3 6
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 1 14 11 8
 0 15 10 9
 -1 16 8 9
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Ranger

Saves

Breath Attacks 9
 Poison or Death 8
 Petrify or Paralyze 10
 Wands 9
 Spells or Spell-like Devices 12

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