

CLASS ABILITY TABLES

THIEF SKILLS

Thief Level	Pick Pocket	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Lang.
1	30%	25%	20%	15%	10%	10%	85%	-
2	35%	29%	25%	21%	15%	10%	86%	-
3	40%	33%	30%	27%	20%	15%	87%	-
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99.1%	55%
12	100%	77%	75%	94%	77%	35%	99.2%	60%
13	105%	82%	80%	99%	85%	40%	99.3%	65%
14	110%	87%	85%	99%	93%	40%	99.4%	70%
15	115%	92%	90%	99%	99%	50%	99.5%	75%
16	125%	97%	95%	99%	99%	50%	99.6%	80%
17	125%	99%	99%	99%	99%	55%	99.7%	80%

CLERICS AFFECTING UNDEAD

**Paladins turn undead as clerics two levels lower*

Type	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	-	20	19	13	10	7	4	T	T	D
Wraith	-	-	20	16	13	10	7	4	T	D
Mummy	-	-	-	20	16	13	10	7	4	T
Spectre	-	-	-	-	20	16	13	10	7	T
Vampire	-	-	-	-	-	20	16	13	10	4
Ghost	-	-	-	-	-	-	20	16	13	7
Lich	-	-	-	-	-	-	-	19	16	10
Special	-	-	-	-	-	-	-	20	19	13

ASSASSINATION TABLE BY LEVEL

Assassin	Victim 0-1	2-3	4-5	6-7	8-9
1	50%	45%	35%	25%	10%
2	55%	50%	40%	30%	15%
3	60%	55%	45%	35%	20%
4	65%	60%	50%	40%	25%
5	70%	65%	55%	45%	30%
6	75%	70%	60%	50%	35%
7	80%	75%	65%	55%	40%
8	85%	80%	70%	60%	45%
9	95%	90%	80%	70%	55%
10	99%	95%	85%	75%	60%
11	100%	99%	90%	80%	65%
12	100%	100%	95%	85%	70%
13	100%	100%	99%	95%	80%
14	100%	100%	100%	99%	90%
15	100%	100%	100%	100%	99%

Assassin	Victim 10-11	12-13	14-15	16-17	18+
1	1%	-	-	-	-
2	2%	-	-	-	-
3	5%	-	-	-	-
4	10%	1%	-	-	-
5	15%	5%	-	-	-
6	20%	10%	1%	-	-
7	25%	15%	5%	-	-
8	30%	20%	10%	2%	-
9	40%	30%	20%	5%	-
10	45%	35%	25%	10%	1%
11	50%	40%	30%	15%	5%
12	55%	45%	35%	20%	10%
13	65%	50%	40%	25%	15%
14	75%	60%	50%	35%	25%
15	85%	70%	60%	40%	30%

ATTACK TABLES

CLERICS, DRUIDS, & MONKS

Level	Defender AC																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
7-9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
10-12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
13-15	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
16-18	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
19+	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

FIGHTERS, PALADINS, RANGERS, BARDS and zero-level halflings & humans

Level	Defender AC																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
0	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
1-2	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
3-4	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23
5-6	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
7-8	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
9-10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
11-12	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
15-16	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17+	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Creature is hit by weapon:	Attacker must have either: Hit only by	Hit dice of*
+1 or better	+1 or better	4 + 1 or more
+2 or better	+2 or better	6 + 2 or more
+3 or better	+3 or better	8 + 3 or more
+4 or better	+4 or better	10 + 4 or more

*Does not apply to player characters

MAGIC USERS & ILLUSIONISTS

Level	Defender AC																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
1-5	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
6-10	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
11-15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
16-20	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
21+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20

THIEVES & ASSASSINS

Level	Defender AC																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
1-4¹	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
5-8²	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24
9-12³	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
13-16⁴	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
17-20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
21+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Missiles are -5 at long range, -2 at medium range.

1. Thieves and Assassins level 1-4 deal **2x** damage on successful surprise back stab
2. Thieves and Assassins level 5-8 deal **3x** damage on successful surprise back stab
3. Thieves and Assassins level 9-12 deal **4x** damage on successful surprise back stab
4. Thieves and Assassins level 13 and up deal **5x** damage on successful surprise back stab

SPECIAL CONDITIONS

Rear attack: +2

Opponent encumbered, off balance, held by one leg: +2

Opponent stunned, slowed, partly bound, held by both legs: +4

Opponent is magically asleep, held, paralyzed, or immobile: **Automatic**



MISSILES

GRENADE-LIKE MISSILES:

Type	Size	Area	Direct damage	Splash damage
Acid	½ pint (8oz)	1' diameter	2-8 hp	1hp
Holy/Unholy water	¼ pint (4oz)	1' diameter	2-7 hp	2hp
Oil	1 pint (16oz)	3' diameter	2-12 + 1-6hp**	1-3hp*
Poison	¼ pint (4oz)	1' diameter	special	special

*Burns for 1-3 segment, 1hp damage per segment

**2-12 hp for first round, 1-6 second round, then burns out

Direct Hits

On a successful hit, use the "Blow, Crushing" column on the item saving throw table.

For stoppered poison hurled into the mouth of the target creature, use the "Blow, normal" column.

Oil prepared with a lit rag will self-ignite. Otherwise, a source of flame must be applied.

Misses

On a miss, roll 1d6 to determine the number of feet off target. Then, roll 1d8 to determine the direction of the miss:

1: long right 2: right 3: short right
4: short 5: short left 6: left
7: long left 8: long (over)

Holy/Unholy water

All forms of undead and lower plane creatures are affected, including Paladins, lammasu, shedu, ki-rin, and creatures from the upper planes in the case of unholy water. Damage is as acid. Undead in non-material form can not be affected.

Range

The range of all container missiles is 3". Beyond 1" is medium range (-2 to hit)

Beyond 2" is long range (-5 to hit)

Splash Hits

On a successful hit, use the "Blow, Crushing" column on the item saving throw table.

For stoppered poison hurled into the mouth of the target creature, use the "Blow, normal" column.

Oil prepared with a lit rag will self-ignite. Otherwise, a source of flame must be applied.

Crossing flaming oil

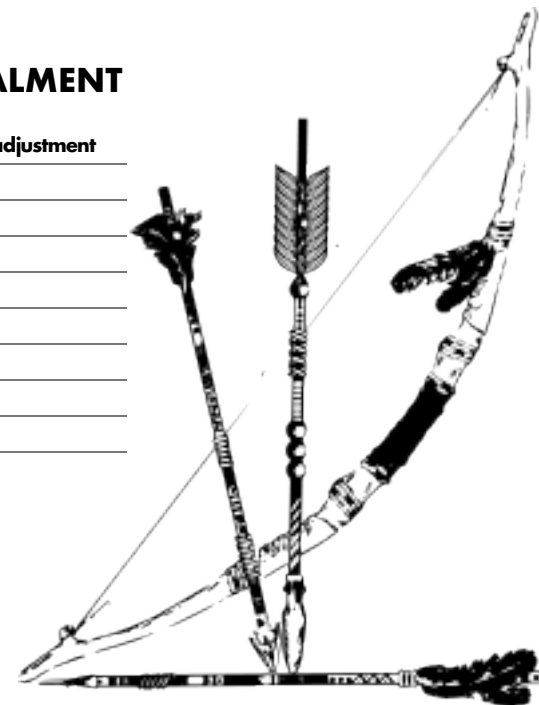
Leaping causes no damage. Garments of cloth must save vs "Fire, normal" on the saving throw table. Walking through or standing in flaming oil causes 1-6hp damage per round.

PROJECTILE MISSILES

Weapon	Fire Rate	Range			Vs AC (at short range; adjust -1 medium, -2 long)									
		S	M	L	2	3	4	5	6	7	8	9	10	
Axe, hand	1	1	2	3	-4	-3	-2	-1	-1	0	0	0	0	+1
Bow, long	2	7	14	21	-2	-1	0	0	+1	+2	+2	+3	+3	
Bow, short	2	5	10	15	-3	-3	-1	0	+1	+2	+2	+2	+3	
Bow, comp long	2	6	12	21	-1	0	0	+1	+2	+3	+3	+3	+3	
Bow, comp, short	2	5	10	18	-5	-4	-1	0	0	+1	+2	+2	+2	
Club	1	1	2	3	-7	-5	-3	-2	-1	-1	-1	0	0	
Crossbow, heavy	½	8	16	24	-1	0	-1	+2	+3	+3	+4	+4	+4	
Crossbow, light	1	6	12	18	2	-1	0	0	+1	+2	+3	+3	+3	
Dagger	2	1	2	3	-5	-4	-3	-2	-1	-1	0	0	+1	
Dart	3	1½	3	4½	-5	-4	-3	-2	-1	0	+1	0	+1	
Hammer, war	1	1	2	3	-2	-1	0	0	0	0	0	0	+1	
Javelin	1	2	4	6	-5	-4	-3	-2	-1	0	+1	0	+1	
Sling (bullet)	1	5	10	20	-2	-2	-1	0	0	0	+2	+1	+3	
Sling (stone)	1	4	8	16	-5	-4	-2	-1	0	0	+2	+1	+3	
Spear	1	1	2	3	-3	-3	-2	-2	-1	0	0	0	0	

COVER & CONCEALMENT

Amount:	AC adjustment
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealment	+1
50% concealment	+2
75% concealment	+3
90% concealment	+4



MONSTER ATTACKS & EXPERIENCE

MONSTER ATTACK TABLE

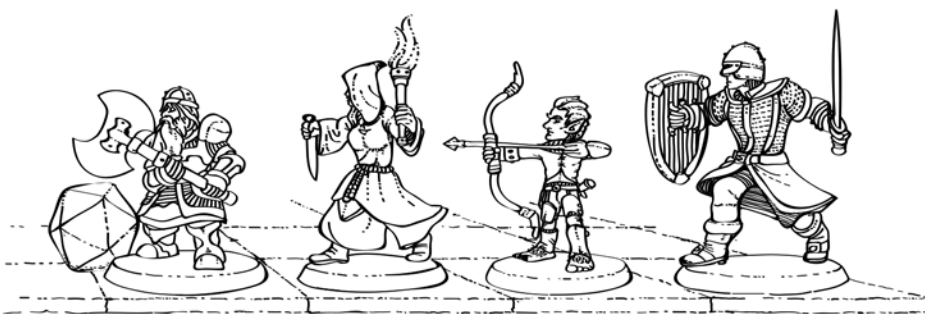
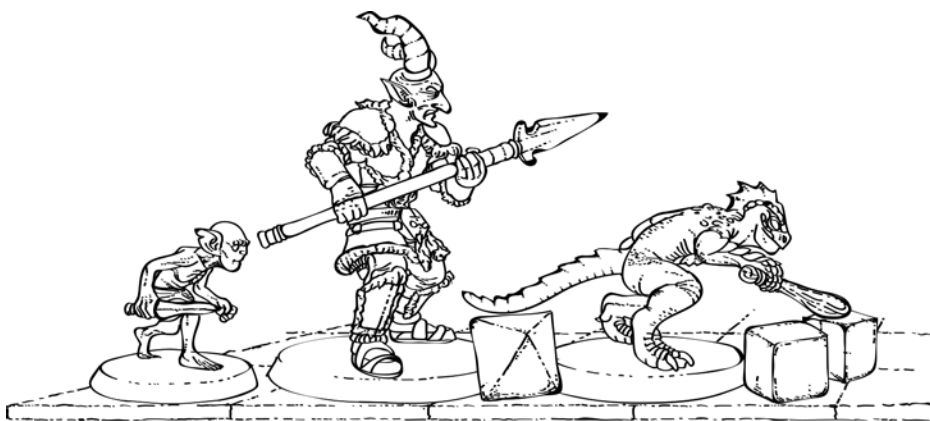
HD	Defender AC																				
	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
<1-1	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26
1-1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	
1+	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	
2-3+	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	
4-5+	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	
6-7+	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	
8-9+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	
10=11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12-13+	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
14-15+	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16-17+	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18-19+	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	15	15
20-21+	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
22-23+	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
24-25+	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
26+	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11

MONSTER XP

HD	Base	XP per HP	*Special	**Exceptional
up to 1-1	5	1	2	25
1-1 to 1	10	1	4	35
1+1 to 2	20	2	8	45
2+1 to 3	35	3	15	55
3+1 to 4	60	4	25	65
4+1 to 5	90	5	40	75
5+1 to 6	150	6	75	1125
6+1 to 7	225	8	125	175
7+1 to 8	375	10	175	275
8+1 to 9	600	12	300	400
9+1 to 10_	900	14	450	600
11 to 12+	1300	15	700	850
13 to 14+	1800	18	950	1200
15 to 16+	2400	20	1250	1600
17 to 18+	3000	25	1550	2000
19 to 20+	4000	30	2100	2500
21 and up	5000	35	2600	3000

***Special abilities:** 4 or more attacks per round, missile discharge, AC 0 or lower, blood drain, hug, crush, regeneration, hit only by magical weapon, high intelligence, use of minor spells (e.g., defensive)

****Exceptional abilities:** Energy level drain, paralysis, poison, major breath weapon, magic resistance, offensive spell use, swallowing whole, weakness, attacks causing more than 24 points damage singly, 30 doubly, 36 trebly, 42 in all combinations in 1 round.



SAVING THROWS

CLASS SAVING THROWS

	Character Level	Paralyzation Poison Death Magic	Petrification or Polymorph*	Rod Staff Wand	Breath Weapon**	Spells and Scrolls***
Clerics and Druids	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Fighters Paladins Rangers	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	19	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Magic Users and Illusionists	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thieves and Assassins	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

*Excludes polymorph wand attacks

**Excludes those that cause polymorph or petrification

***Excludes those for whom another save is indicated (death, polymorph, etc)

ITEM SAVING THROWS

Item	Acid	Blow (crsh)	Blow (nml)	Dis- inte- grate	Fall	Fire ball	Fire (mgc)	Fire, (nml)	Frost (mgc)	Light- ning (mgc)	Elec- tric
Bone/Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal/Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather/Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1****	11	1
Metal, soft/jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchmewnt/Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood/Rope (thin)	9	13	6	20	2	15	11	9	1	10	1
Wood/Rope (thick)	8	10	3	19	1	11	7	5	1	12	1

*Potions, poisons, acides in container, magical oils remain intact

**Includes pearls

***Treat solver mirror as soft metal, steel mirror as hard metal

****If exposed to frost before being struck on hard surface, save at -10

Magic items:

+2 on all rolls and +1 for each "+" above 1.

Magic items gain +5 on saves against their own attack type

Non-magical items:

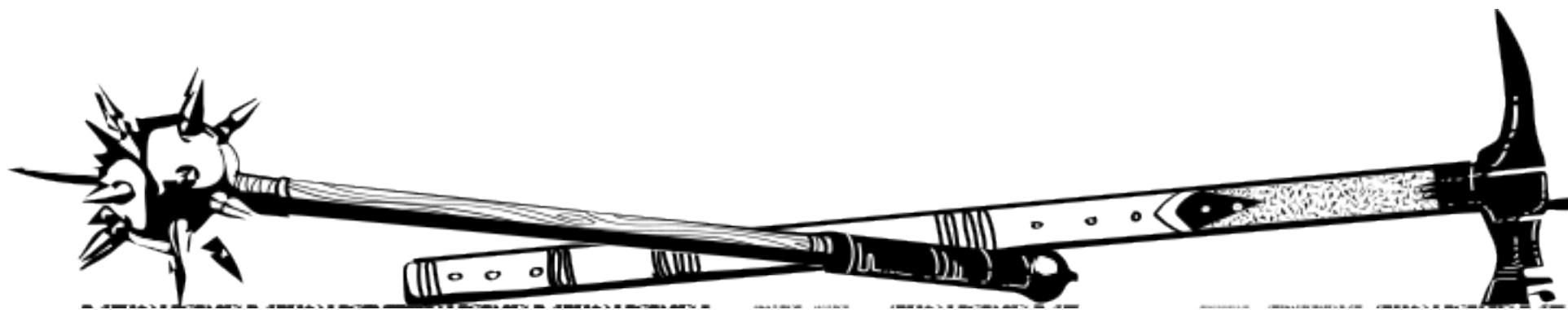
Non magical items also gain +5 against attacks of their own type



WEAPONS TABLES

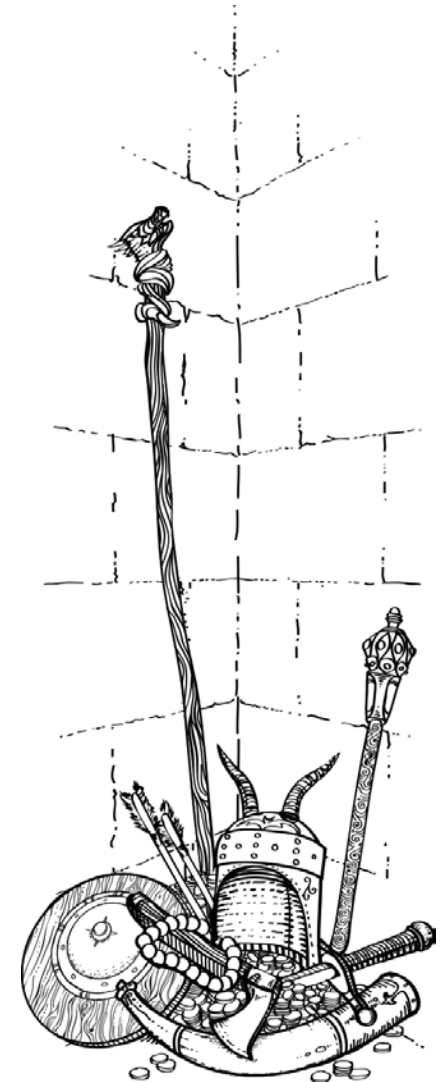
Weapon	Wt. (gp)	Spc. req	Spd/ rate	Vs size		Vs AC									
				S/M	L	2	3	4	5	6	7	8	9	10	
Arrow	2	1	2	1-6	1-6	Varies by bow, see missile tables									
Axe, battle	75	4	7	1-8	1-8	-3	-2	-1	-1	0	0	+1	+1	+2	
Axe, hand	50	1	4	1-6	1-4	-3	-2	-2	-1	0	0	+1	+1	+1	
Bardiche	125	5	9	2-8	3-12	-2	-1	0	0	+1	-1	+2	+2	+3	
Bec de corbin	100	6	9	1-8	1-6	+2	+2	+2	0	0	0	0	0	-1	
Bill-guisarme	150	2	10	2-8	1-10	0	0	0	0	0	0	+1	0	0	
Bo stick	15	3	3	1-6	1-3	-9	-7	-5	-3	-1	0	+1	0	+3	
Club	30	1-3	4	1-6	1-3	-5	-4	-3	-2	-1	-1	0	0	+1	
Dagger	10	1	2	1-4	1-3	-3	-3	-2	-2	0	0	+1	+1	+3	
Dart	5	1½	3	1-3	1-2	-5	-4	-3	-2	-1	0	+1	0	-1	
Fauchard	60	2	8	1-6	1-8	-2	-2	-1	-1	0	0	0	-1	-1	
Fauchard-fork	80	2	8	1-8	1-10	-1	-1	-1	0	0	0	+1	0	+1	
Flail, footman	150	6	7	2-7	2-8	+2	+2	+1	+2	+1	+1	+1	+1	-1	
Flail, horseman	35	4	6	2-5	2-5	0	0	0	0	0	+1	+1	+1	0	
Fork, military	75	1	7	1-8	2-8	-2	-2	-1	0	0	+1	+1	0	+1	
Glaive	75	1	8	1-6	1-10	-1	-1	0	0	0	0	0	0	0	
Glaive-guisarme	100	1	9	2-8	2-12	-1	-1	0	0	0	0	0	0	0	
Guisarme	80	2	8	2-8	1-8	-2	-2	-1	-1	0	0	0	+1	-1	
Guisarme-voulge	150	3	10	2-8	2-8	-1	-1	0	+1	+1	+1	0	0	0	
Halberd	175	5	9	1-10	2-12	+1	+1	+1	+2	+2	+2	+1	+1	0	
Hammer, lucern	150	5	9	2-8	1-6	+1	+1	+2	+2	+2	+1	+1	0	0	
Hammer	50	5	4	2-5	1-4	0	+1	0	+1	0	0	0	0	0	
Javelin	20	1	1	1-6	1-6	-5	-4	-3	-2	-1	0	+1	0	+1	
Jo stick	40	2	2	1-6	1-4	-8	-6	-4	-2	-1	0	+1	0	+2	
Lance (light)	50	1	8	1-6	1-8	-2	-2	-1	0	0	0	0	0	0	

Weapon	Wt. (gp)	Spc. req	Spd/ rate	Vs size		Vs AC									
				S/M	L	2	3	4	5	6	7	8	9	10	
Lance (med)	100	1	7	2-7	2-12	+3	+3	+2	+2	+2	+1	+1	0	0	
Lance (heavy)	150	1	6	3-9	3-18	0	+1	+1	+1	+1	0	0	0	0	
Mace, footman	100	4	7	2-7	1-6	+1	+1	0	0	0	0	0	+1	-1	
Mace, horseman	50	2	6	1-6	1-4	+1	+1	0	0	0	0	0	0	0	
Morning star	125	5	7	2-8	2-7	0	+1	+1	+1	+1	+1	+1	+2	+2	
Partisan	80	3	9	1-6	2-7	0	0	0	0	0	0	0	0	0	
Pick, footman	60	4	7	2-7	2-8	+2	+2	+1	+1	0	-1	-1	-1	-2	
Pick, horseman	40	2	5	2-5	1-4	+1	+1	+1	+1	0	0	-1	-1	-1	
Pike, awl	80	1	13	1-6	1-12	-1	0	0	0	0	0	0	-1	-2	
Quarrel, light	1	6	1	1-4	1-4	-2	-1	0	0	+1	+2	+3	+3	+3	
Quarrel, heavy	2	8	½	2-5	2-7	-1	0	+1	+2	+3	+3	+4	+4	+4	
Ranseur	50	1	8	2-8	2-8	-2	-1	-1	0	0	0	0	0	+1	
Scimitar	40	2	4	1-8	1-8	-3	-2	-2	-1	0	0	+1	+1	+3	
Sling bullet	2	5	1	2-5	2-7	-2	-2	-1	0	0	0	+2	+1	+3	
Sling stone	1	4	1	1-4	1-4	-5	-4	-2	-1	0	0	+3	+1	+3	
Spear	40-60	1	6-8	1-6	1-8	-2	-1	-1	-1	0	0	0	0	0	
Spetum	50	1	8	2-7	2-12	-2	-1	0	0	0	0	0	+1	+2	
Staff, quarter	50	3	4	1-6	1-6	-7	-5	-3	-1	0	0	+1	+1	+1	
Sword, bastard	100	4+	6	2-8	2-16	0	0	+1	+1	+1	+1	+1	+1	0	
Sword, broad	75	4	5	2-8	2-7	-3	-2	-1	0	0	+1	+1	+1	+2	
Sword, long	60	3	5	1-8	1-12	-2	-1	0	0	0	0	0	+1	+2	
Sword, short	35	1	3	1-6	1-8	-3	-2	-1	0	0	0	+1	0	+2	
Sword, 2H	250	6	10	1-10	3-18	+2	-2	+2	+2	+3	+3	+3	+1	0	
Trident	50	1	6-8	2-7	3-12	-3	-2	-1	-1	0	0	+1	0	+1	
Voulge	125	2	10	2-8	2-8	-1	-1	0	+1	+1	+1	0	0	0	



TREASURE TYPES

Type	Copper 1,000s	Silver 1,000s	Electrum 1,000s	Gold 1,000s	Platinum 1,000s	Gems	Jewelry	Magic Items
A	25% 1-6	30% 1-6	35% 1-6	40% 1-10	25% 1-4	60% 4-40	50% 3-30	30% any 3
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3	-	30% 1-8	20% 1-4	10% 1 sword, armor, or weapon
C	20% 1-12	30% 1-6	10% 1-4	-	-	25% 1-6	20% 1-3	10% any 2
D	10% 1-8	15% 1-12	15% 1-8	50% 1-6	-	30% 1-10	25% 1-6	15% any 2 plus one potion
E	5% 1-10	25% 1-12	25% 1-6	25% 1-8	-	15% 1-12	10% 1-8	25% any 3 plus 1 scroll
F	-	10% 1-20	15% 1-12	40% 1-10	35% 1-8	20% 3-30	10% 1-10	30% any 3, except swords or msc weapons, + 1 potion and scroll
G	-	-	-	50% 10-40	50% 1-20	35% 5-20	25% 1-10	35% any 4 + 1 scroll
H	25% 5-30	40% 1-100	40% 10-40	55% 10-60	25% 5-50	50% 1-100	50% 10-40	15% any 4 + 1 potion
I	-	-	-	-	30% 3-18	55% 2-20	50% 1-12	15% any 1
J	3-24 pieces*	-	-	-	-	-	-	-
K	-	3-18 pieces*	-	-	-	-	-	-
L	-	-	2-12 pieces*	-	-	-	-	-
M	-	-	-	2-8 pieces*	-	-	-	-
N	-	-	-	-	1-6 pieces*	-	-	-
O	25% 1-4	20% 1-3	-	-	-	-	-	-
P	-	30% 1-6	25% 1-2	-	-	-	-	-
Q	-	-	-	-	-	50% 1-4	-	-
R	-	-	-	40% 2-8	50% 10-60	55% 4-32	45% 1-12	-
S	-	-	-	-	-	-	-	40% 2-8 potions
T	-	-	-	-	-	-	-	50% 1-4 scrolls
U	-	-	-	-	-	90% 10-80	80% 5-30	70% 1 of each magic excluding potions and scrolls
V	-	-	-	-	-	-	-	85% 2 of each magic excluding potions and scrolls
W	-	-	-	60% 5-30	15% 1-8	60% 10-80	50% 5-40	55% 1 map
X	-	-	-	-	-	-	-	60% 1 misc. magic + 1 potion
Y	-	-	-	70% 2-12	-	-	-	-
Z	20% 1-3	25% 1-4	25% 1-4	30% 1-4	30% 1-6	55% 10-60	50% 5-30	50% any 3 magic



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First Edition GM Screen of the Proletariat

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