

## Assassin Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	13	16
2	+1	13	16
3	+1	13	16
4	+2	13	16
5	+2	12	14
6	+3	12	14
7	+3	12	14
8	+3	12	14
9	+4	10	12
10	+4	10	12
11	+5	10	12
12	+6	10	12
13	+7	8	10
14	+7	8	10

**AB:** Attack Bonus

**Saves:** T=trained skill;  
U=untrained skill

## Cleric Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	11	16
2	+1	11	16
3	+1	11	16
4	+2	11	16
5	+2	9	14
6	+3	9	14
7	+3	9	14
8	+3	9	14
9	+4	6	11
10	+4	6	11
11	+5	6	11
12	+6	6	11
13	+7	3	8
14	+7	3	8

**AB:** Attack Bonus **S**

**Saves:** T=trained skill;  
U=untrained skill

## Druid Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	11	16
2	+1	11	16
3	+1	11	16
4	+2	11	16
5	+2	9	14
6	+3	9	14
7	+3	9	14
8	+3	9	14
9	+4	6	11
10	+4	6	11
11	+5	6	11
12	+6	6	11
13	+7	3	8
14	+7	3	8

**AB:** Attack Bonus

**Saves:** T=trained skill;  
U=untrained skill

## Dwarf Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	8	13
2	+1	8	13
3	+1	8	13
4	+2	6	10
5	+2	6	10
6	+3	6	10
7	+3	4	7
8	+3	4	7
9	+4	4	7
10	+4	2	4
11	+5	2	4
12	+6	2	4

**AB:** Attack Bonus  
**Saves:** T=trained skill;  
 U=untrained skill

## Elf Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	12	16
2	+1	12	16
3	+1	12	16
4	+3	10	16
5	+3	10	14
6	+3	10	14
7	+6	8	14
8	+6	8	14
9	+6	8	11
10	+8	6	11

**AB:** Attack Bonus  
**Saves:** T=trained skill;  
 U=untrained skill

## Fighter Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	12	16
2	+1	12	16
3	+1	12	16
4	+3	10	14
5	+3	10	14
6	+3	10	14
7	+6	8	12
8	+6	8	12
9	+6	8	12
10	+8	6	10
11	+8	6	10
12	+8	6	10
13	+10	5	8
14	+10	5	8

**AB:** Attack Bonus  
**Saves:** T=trained skill;  
 U=untrained skill

## Halfling Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	8	13
2	+1	8	13
3	+1	8	13
4	+3	6	11
5	+3	6	11
6	+3	6	11
7	+6	4	9
8	+6	4	9

**AB:** Attack Bonus  
**Saves:** T=trained skill;  
 U=untrained skill

## Illusionist Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	13	16
2	+1	13	16
3	+1	13	16
4	+1	13	16
5	+1	13	16
6	+3	13	14
7	+3	11	14
8	+3	11	14
9	+3	11	14
10	+3	11	14
11	+6	8	11
12	+6	8	11
13	+6	8	11
14	+6	8	11

**AB:** Attack Bonus  
**Saves:** T=trained skill;  
 U=untrained skill

## Magic-User Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	13	16
2	+1	13	16
3	+1	13	16
4	+1	13	16
5	+1	13	16
6	+3	13	14
7	+3	11	14
8	+3	11	14
9	+3	11	14
10	+3	11	14
11	+6	8	11
12	+6	8	11
13	+6	8	11
14	+6	8	11

\*CON modifier no longer  
 applies **Saves:**  
 D=death/poison; W=wand;  
 P=paralysis/petrify; B=dragon  
 breath

# Monk Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	12	15
2	+1	12	15
3	+1	12	15
4	+2	12	15
5	+2	10	12
6	+3	10	12
7	+3	10	12
8	+3	10	12
9	+4	7	9
10	+4	7	9
11	+5	7	9
12	+6	7	9
13	+7	5	7
14	+7	5	7

**AB:** Attack Bonus

**Saves:** T=trained skill;

U=untrained skill

## Paladin Level Progression

Level	AB	Saving Throws	
		T	U+
1	+1	12	16
2	+1	12	16
3	+1	12	16
4	+3	10	14
5	+3	10	14
6	+3	10	14
7	+6	8	12
8	+6	8	12
9	+6	8	12
10	+8	6	10
11	+8	6	10
12	+8	6	10
13	+10	4	8
14	+10	4	8

**AB:** Attack Bonus

**Saves:** T=trained skill;  
U=untrained skill

## Thief Level Progression

Level	AB	Saving Throws	
		T	U
1	+1	10	16
2	+1	10	16
3	+1	10	16
4	+1	10	16
5	+3	8	14
6	+3	8	14
7	+3	8	14
8	+3	8	14
9	+6	6	12
10	+6	6	12
11	+6	6	12
12	+6	6	12
13	+8	4	10
14	+8	4	10

**AB:** Attack Bonus

**Saves:** T=trained skill;  
U=untrained skill

## MONSTER ATTACK TABLE

<u>THACO</u>	<u>AB</u>
19	+1
18	+2
17	+3
16	+4
15	+5
14	+6
13	+7
12	+8
11	+9
10	+10
9	+11

## ASCENDING ARMOR CLASS

<u>Type</u>	<u>AC</u>
Leather	12
Chain Mail	14
Plate Mail	16
Shield	+1