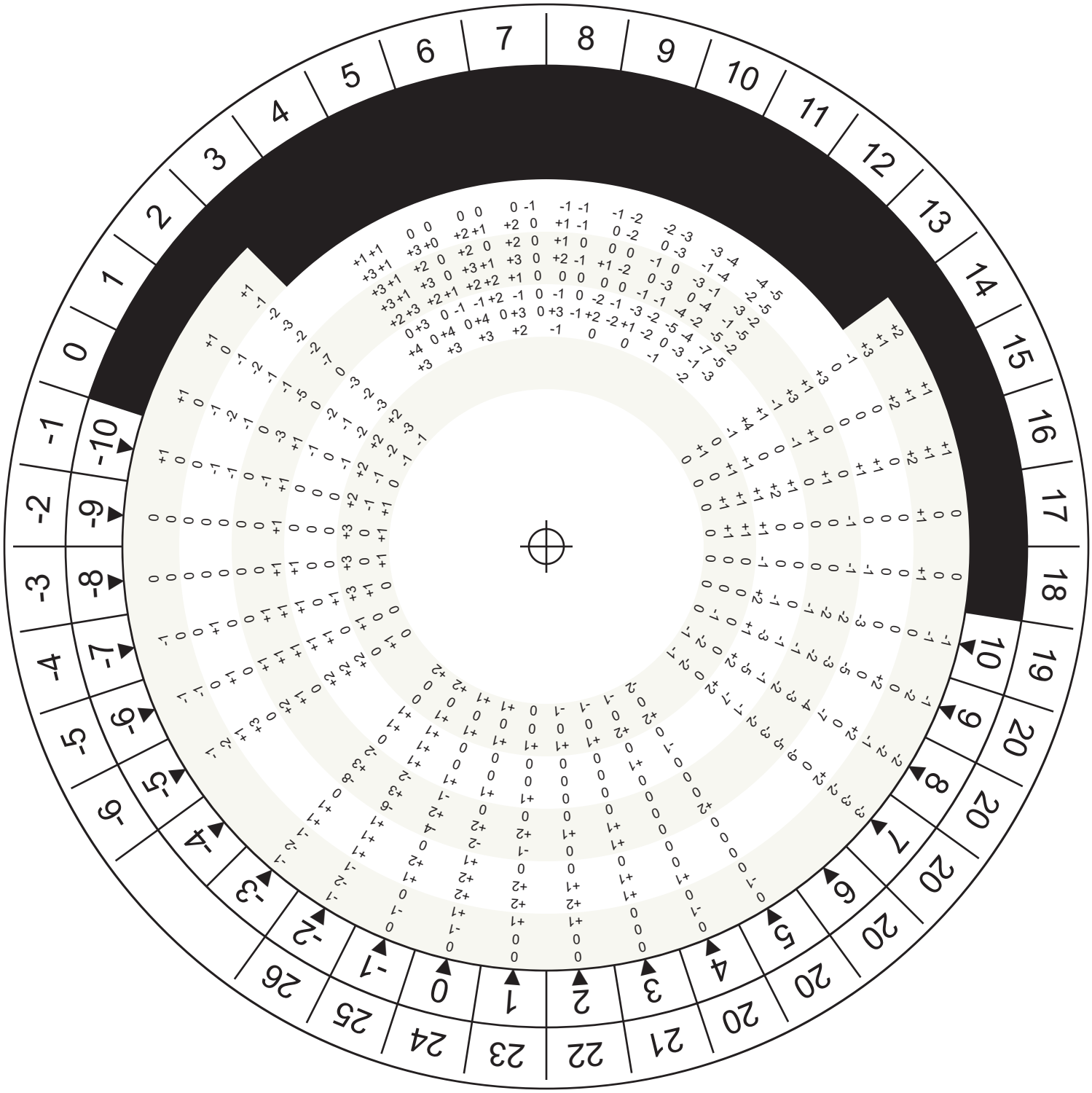
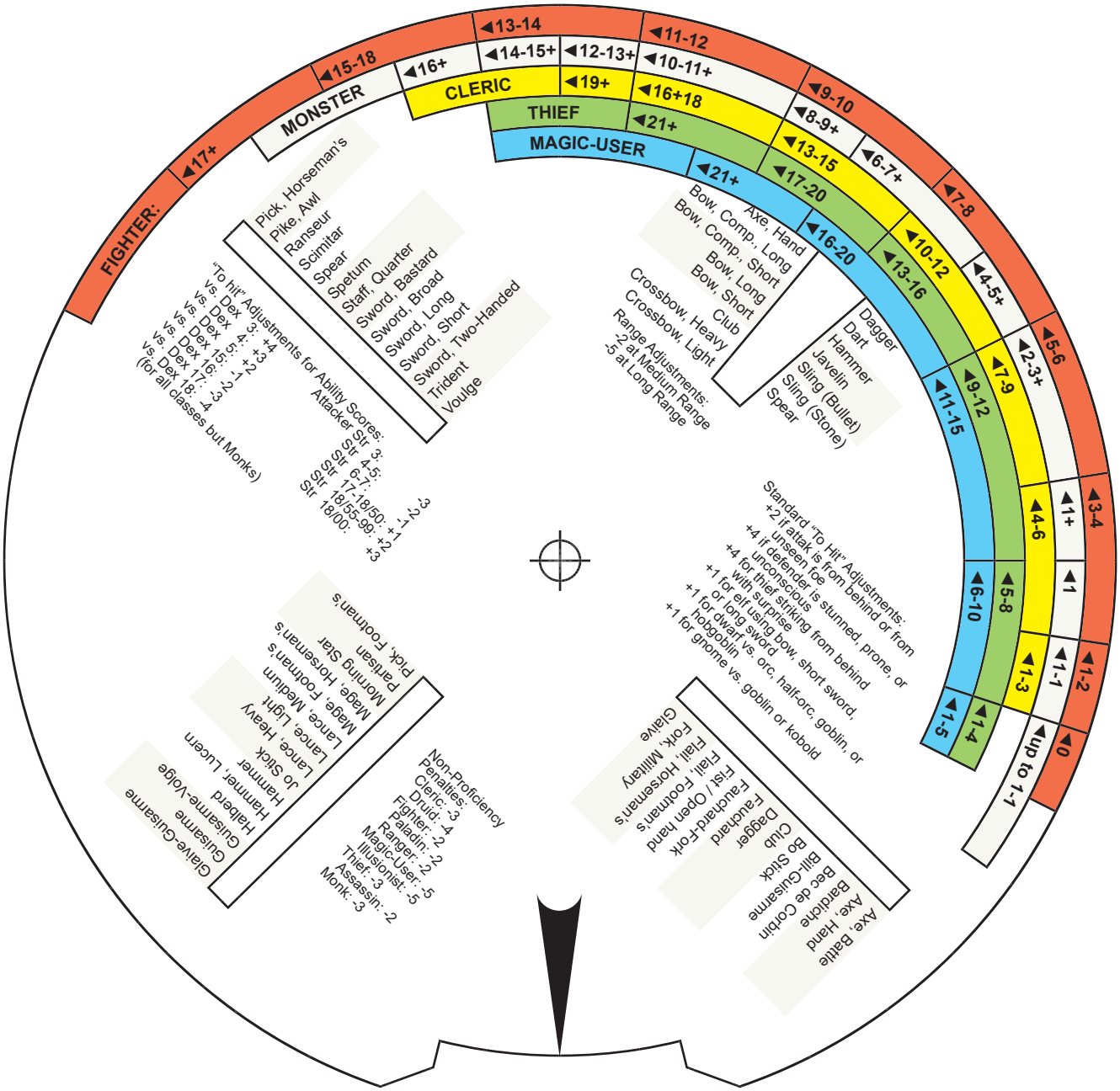


BASE


FIGHTER:
MONSTER
CLERIC
THIEF
MAGIC-USER
◄17+
◄15-18
◄16+
◄13-14
◄14-15+
◄12-13+
◄19+
◄11-12
◄10-11+
◄16+18
◄21+
◄9-10
◄8-9+
◄13-15
◄17-20
◄21+
◄6-7+
◄10-12
◄13-16
◄16-20
◄7-8
◄4-5+
◄7-9
◄9-12
◄11-15
◄5-6
◄2-3+
◄4-6
◄5-8
◄6-10
◄3-4
◄1+
◄1
◄1-1
◄1-3
◄1-4
◄1-5
◄1-2
◄0
◄up to 1-1
Pick, Horseman's
Pike, Awl
Ranseur
Scimitar
Spear
Spetum
Staff, Quarter
Sword, Bastard
Sword, Broad
Sword, Long
Sword, Short
Sword, Two-Handed
Trident
Voulge
"To hit" Adjustments for Ability Scores:
Attacker Str 3: -3;
Str 4-5: -2;
Str 6-7: -1;
Str 17-18/50: +1
Str 18/55-99: +2
Str 18/00: +3
vs. Dex 3: +4
vs. Dex 4-5: +3
vs. Dex 6-7: +2
vs. Dex 15: -1
vs. Dex 16: -2
vs. Dex 17: -3
vs. Dex 18: -4
(for all classes but Monks)
Axe, Hand
Bow, Comp., Long
Bow, Comp., Short
Bow, Long
Bow, Short
Club
Crossbow, Heavy
Crossbow, Light
Dagger
Dart
Hammer
Javelin
Sling (Bullet)
Sling (Stone)
Spear
Range Adjustments:
-2 at Medium Range
-5 at Long Range
Standard "To Hit" Adjustments:
+2 if attack is from behind or from unseen foe
+4 if defender is stunned, prone, or unconscious
+4 for thief striking from behind with surprise
+1 for elf using bow, short sword, or long sword
+1 for dwarf vs. orc, half-orc, goblin, or hobgoblin
+1 for gnome vs. goblin or kobold
Glaive-Guisarme
Guisarme
Guisarme-Voulge
Halberd
Hammer, Lucern
Jo Stick
Lance, Heavy
Lance, Light
Lance, Medium
Mage, Footman's
Mage, Horseman's
Morning Star
Partisan
Pick, Footman's
Non-Proficiency Penalties:
Cleric: -3
Druid: -4
Fighter: -2
Paladin: -2
Ranger: -2
Magic-User: -5
Illusionist: -5
Thief: -3
Assassin: -2
Monk: -3
Axe, Battle
Axe, Hand
Bardiche
Bec de Corbin
Bill-Guisarme
Bo Stick
Club
Dagger
Fauchard
Fauchard-Fork
Fist / Open hand
Flail, Footman's
Flail, Horseman's
Fork, Military
Glaive

PLATE