

Level	Fighter, Paladin, and Ranger	CLERIC, DRUID and MONK	Magic-User, Thief, and Assassin
1	+0	+0	+0
2	+0	+0	+0
3	+1	+1	+0
4	+2	+1	+1
5	+2	+2	+1
6	+3	+2	+2
7	+4	+3	+2
8	+5	+3	+3
9	+6	+4	+3
10	+7	+5	+4
11	+7	+5	+5
12	+8	+6	+5
13	+9	+6	+5
14	+9	+7	+6
15	+10	+8	+6
16	+11	+8	+7
17	+12	+9	+7
18	+12	+10	+7
19	+13	+11	+7
20	+13	+12	+8

Table 3r: Magic-User, Thief, and Assassin Attack Tables

Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [Ascending Armor Class]																											
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9									
1-3	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]									
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28								
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26									
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25									
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24									
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23									
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22									
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21									
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20									

Table 1r: Strength

Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9-12	+0	+0	1-2	+5
13-15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

*Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the strength bonus, but the bare-knuckles Original Game allowed Fighters to be deadly archers - and so does Swords & Wizardry.

XP Breakdown QTY
 no. 500 500

Name	Race	Half Elf	Hit Points	7
Sylen Ergwyn				
Str	10	Class	Warden	
Int	12			
Wis	12			
Con	13			
Dex	11			
Cha	12			
Gear slot	Item			
1	Cloak			
2	Long Bow with 12 arrows			

Name	Race	Human	Hit Points	6
Zamam Khommul				
Str	15	Class	farmer	
Int	13			
Wis	12			
Con	11			
Dex	11			
Cha	10			
Gear slot	Item			
1	3 days of rations			
2	Staff			

Name	Race	Iguana	Hit Points	6
Kan		Lizardman		
Str	12			
Int	12	Class	Wanderer	
Wis	15			
Con	10			
Dex	10			
Cha	13			
		Note:		
		Natural armor class is 15		
		Can spot invisible		
		Infravision of 60 feet		
Gear slot	Item			
1	Staff			
2	3 days of rations			

Name	Race	Half Elf	Hit Points	7
Emtrydal Paren				
Str	14	Class	Carpenter	
Int	6			
Wis	12			
Con	16			
Dex	13			
Cha	14			
Gear slot	Item			
1	Chisel			
2	Hammer and 5 nails			

XP from last game:

500 gp = 500 xp
 500 sp ÷ 10 = 50 xp
 2 giant of the spine = 400 xp.
 2 giant skeletons = 60 xp
 magic wand = 50 xp
 magic sword = 50 xp
 bonus for surviving the funnel = 25 xp
 87 xp

Justin bonus:
 gutsy move = 50 xp.

Henny Bonus
 brave playing = 50 xp.

Mike bonus
 smart playing = 50 xp.

Weight carried	Move Rate	Walking (x20ft)	Sft Spaces	Running (x40ft)	Running spaces	Combat	Combat Spaces	Hiking	Forced March	Outdoor Combat	Outdoor Combat Spaces
Below CC	12	240 ft	48 spaces	480 ft	96 spaces	40 ft	8 spaces	12 midday	24 midday	120.0 ft	24 spaces
Between CC and below 2 x CC	9	180 ft	36 spaces	360 ft	72 spaces	30 ft	6 spaces	9 midday	18 midday	90.0 ft	18 spaces
2 x CC up to below 3 x CC	6	120 ft	24 spaces	240 ft	48 spaces	20 ft	4 spaces	6 midday	12 midday	60.0 ft	12 spaces
3 x CC (maximum)	3	60 ft	12 spaces	120 ft	24 spaces	10 ft	2 spaces	3 midday	6 midday	30.0 ft	6 spaces

5ft Spaces

What is the time unit?

Meters/Sec

	Meters	1 minute
Indoor Walking (x20ft)	240	72.7 m
Indoor Running (x40ft)	480	145.5 m
Outdoor Walking	720	218.2 m
Outdoor Running	2160	654.5 m
		8.0 kph
		2.22222222
	480	145.5
	360	109.1
	240	72.7
	120	36.4
		65.5 sec
		49.1 sec
		32.7 sec
		16.4 sec

CREATING A CHARACTER

Weight and Movement

Weight is listed in pounds. A "normal" level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing one-tenth of a pound. These are big, heavy coins and gems, but that is just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

Table 25: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76–100 pounds	9
101–150 pounds	6
151–300 pounds (300-pound maximum)	3

* Carry Modifier (from Strength, if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Table 26: Indoor, Underground, and City Movement

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft. Base movement of 9 = 30ft. Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Table 27: Vehicle Movement Rates*

Vehicle	Smooth Terrain	Hills or Rough	Mountain	Forest	Swamp/Marsh
Wagon or cart	12	6	0-1	6	0
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Raft or Barge (no sail or small sail)	40 (downriver) 3 (upriver)				
Boat (sail)	60				
Ship (sail)	15				
Ship (galley)	20				
Flying	per monster or item description				

*If the party is exploring an area rather than just passing through, distances traveled are one-half normal. This assumes the party is exploring an area in roughly a 5-mile-wide band. Exploration simply means mapping, not searching. Actually searching a five-mile by five-mile area would reduce forward movement to roughly one-tenth normal, although the Referee would adjust all these numbers accordingly based on the circumstances. Searching a five by five-mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

<https://docs.google.com/document/d/1IDt3kc1VVyJ9aQxBX7OFe02z1qaxdwKngtpRR5B8z68/edit#>

Item	TYPE	SLOTS	Cost (gp)	Damage	ROA	RANGE
Axe, Battle	Weapon melee	1.0 enc	5.0 gp	1d8		
Axe, Hand	Weapon melee	0.5 enc	1.0 gp	1d6		
Club	Weapon melee	1.0 enc	0.0 gp	1d4		
Dagger	Weapon melee	0.3 enc	2.0 gp	1d4		
Dagger, silvered	Weapon melee	0.3 enc	4.0 gp	1d4		
Flail (2 handed)	Weapon melee	2.0 enc	8.0 gp	1d8		
Hammer (war)	Weapon melee	1.0 enc	1.0 gp	1d4+1		
Lance	Weapon melee	2.0 enc	6.0 gp	2d4+1		
Mace	Weapon melee	1.0 enc	10.0 gp	1d6		
Polearm (2 handed)	Weapon melee	2.0 enc	10.0 gp	1d8+1		
Spear	Weapon melee	1.0 enc	1.0 gp	1d6		
Staff (2 handed)	Weapon melee	1.0 enc	0.0 gp	1d6		
Sword (bastard)	Weapon melee	1.5 enc	20.0 gp	1d8		
Sword (long)	Weapon melee	1.0 enc	15.0 gp	1d8		
Sword (short)	Weapon melee	0.5 enc	8.0 gp	1d6		
Sword (2 handed)	Weapon melee	2.0 enc	30.0 gp	1d10		
Fire Arrows 5 pc	Ammunition	0.3 enc	0.5 gp			
Silver Arrows 5 pcs	Ammunition	0.3 enc	0.5 gp			
Arrows 5 pcs	Ammunition	0.3 enc	0.1 gp	1d6	By weapon	By weapon
Axe, hand	Weapon Missile	0.5 enc	1.0 gp	1d6	1	10 ft
Bolts, heavy 5 pcs	Ammunition	0.3 enc	0.1 gp	1d6+1	By weapon	By weapon
Bolts, light 5 pcs	Ammunition	0.3 enc	0.1 gp	1d4+1	By weapon	By weapon
Bow (long)	Weapon Missile	1.0 enc	60.0 gp	See arrows	2	70 ft
Bow (Short)	Weapon Missile	0.5 enc	15.0 gp	See arrows	2	50 ft
Crossbow (heavy)	Weapon Missile	2.0 enc	20.0 gp	See Bolts, heavy	½	80 ft
Crossbow (light)	Weapon Missile	1.0 enc	12.0 gp	See Bolts, light	1	60 ft
Dagger	Weapon Missile	0.3 enc	2.0 gp	1d4	1	10 ft
Dart 3 pcs	Weapon Missile	0.3 enc	0.2 gp	1d3	3	15 ft
Javelin	Weapon Missile	1.0 enc	0.5 gp	1d6	1	20 ft
Sling	Weapon Missile	0.3 enc	0.2 gp	See stones, sling	1	40 ft
Spear	Weapon Missile	1.0 enc	1.0 gp	1d6	1	20 ft
Stones (sling)	Weapon Missile	5 pcs = 0.25	0.0 gp	1d4	By weapon	By weapon
Shield (small)	Protection	1.0 enc	10.0 gp	1		
Shield (large)	Protection	2.0 enc	20.0 gp	2		
Leather Armor	Protection	1.5 enc	5.0 gp	2		
Studded Leather	Protection	2.0 enc	10.0 gp	3		
Ring Armor	Protection	2.0 enc	30.0 gp	3		
Chain Armor	Protection	2.0 enc	75.0 gp	5		
Scale Armor	Protection	2.0 enc	50.0 gp	4		
Splint Armor	Protection	3.0 enc	80.0 gp	6		
Banded Armor	Protection	3.0 enc	95.0 gp	6		
Plate Armor	Protection	4.0 enc	100.0 gp	7		
Leather Cap	Protection	0.5 enc	2.0 gp			
Metal Helm	Protection	1.0 enc	5.0 gp			
Backpack	Container	2.0 enc	5.0 gp			
Barrel	Container	10.0 enc	2.0 gp			
Bedroll	Equipment	2.0 enc	0.2 gp			
Bell	Equipment	0.3 enc	0.5 gp			
Belt with Pouches, small (1 slot)	Container	0.3 enc	0.5 gp			
Belt with Pouches, Large (2 slots)	Container	0.5 enc	1.0 gp			
Block and Tackle	Equipment	2.0 enc	5.0 gp			
Bottle of wine (glass)	Equipment	0.5 enc	2.0 gp			
Bow Holster	Container	0.5 enc				
Bandage and Salve Kit (10hp)	Equipment	1.5 enc	5.0 gp			
Cloak	Equipment	0.5 enc	0.5 gp			
Candle 4 pcs	Supplies	0.3 enc	0.0 gp			
Canvas (per square yard)	Equipment	2.0 enc	0.1 gp			
Case (map or scroll)	Container	0.5 enc	1.0 gp			
Chain (10 feet)	Equipment	2.0 enc	30.0 gp			
Chalk, 4 pcs	Supplies	0.3 enc	0.1 gp			
Chest	Equipment	5.0 enc	2.0 gp			
Crowbar	Equipment	1.0 enc	0.2 gp			
Fishing net (25 square feet)	Equipment	4.0 enc	4.0 gp			
Flask, leather	Equipment	0.5 enc	0.0 gp			
Flint and steel	Equipment	0.3 enc	1.0 gp			
Garlic, charmed	Equipment	0.0 enc	10.0 gp			
Grappling hook	Equipment	1.0 enc	1.0 gp			

