

# Melee Weapons

Weapon	Sp	S-M	L
Battle Axe	7	1d8	1d8
Club	4	1d6	1d3
Dagger/Dirk	2	1d4	1d3
Footman's Flail/Pick	7	1d6+1	2d4
Footman's Mace	7	1d6+1	1d6
Hand Axe	4	1d6	1d4
Harpoon	7	2d4	2d6
Horseman's Flail	6	1d4+1	1d4+1
Horseman's Mace	6	1d6	1d4
Horseman's pick	5	1d4+1	1d4
Javelin	4	1d6	1d6
Knife	2	1d3	1d2
Morning Star	7	2d4	1d6+1
Quarterstaff	4	1d6	1d6
Scourge	5	1d4	1d2
Sickle	4	1d4+1	1d4
Spear	6	1d6	1d8
Bastard Sword	6	1d8	1d12
Bastard Sword 2H	8	2d4	2d8
Khopesh	9	2d4	1d6
Long Sword	5	1d8	1d12
Scimitar	5	1d8	1d8
Short Sword	3	1d6	1d8
Two Hand Sword	10	1d10	3d6
Trident	7	1d6+1	3d4
Warhammer	4	1d4+1	1d4
Whip	8	1d2	1
breath weapon	1		
inate spell ability	3		

Melee		
Str	Hit	Dmg
16	-	+1
17	+1	+1
18	+1	+2
Dex	Hit	
15	-	
16	+1	
17	+2	
18	+2	

# Armor Weapons and Saving Throws

Missile Weapons										
Dmg : 1d6					Dmg : 1d8					
Speed			Flight		Sheaf					
Bows	ROF	S	M(-2)	L(-5)	S	M(-2)	L(-5)			
Comp. Long	7	2/1	-180	181-360	361-630	-120	121-240	241-510		
Comp. Short	6	2/1	-150	151-300	301-540	-	-	-		
Long	8	2/1	-210	211-420	421-630	-150	151-300	301-510		
Short	7	2/1	-150	151-300	301-450	-	-	-		
Dmg : 1d4+1 / 1d6+1					Dmg : 1d4					
Bullet					Stone					
Sling	6	1	-150	151-300	301-600	-120	121-240	241-480		
Staff Sling	11	1	-	90-180	181-270	-	90-180	181-270		
					Barbed Dart		Needle			
Blowgun					S/M	L	S/M/L			
Blowgun	5	2/1	-30	31-60	61-90	1d3	1d2	1		
Crossbows					Damage					
Hand	5	1	-60	61-120	121-180	1d3	1d2			
Heavy	10	½	-240	241-480	481-720	1d4+1	1d6+1			
Light	7	1	-180	181-360	361-540	1d4	1d4			
Dagger	2	2/1	-30	31-60	61-90	1d4	1d3			
Knife	2	2/1	-30	31-60	61-90	1d3	1d2			
Dart	2	3/1	-30	31-60	61-120	1d3	1d2			
Hammer	4	1	-30	31-60	61-90	1d4+1	1d4			
Hand Axe	4	1	-30	31-60	61-90	1d6	1d4			
Harpoon	7	1	-30	31-60	61-90	2d4	2d6			
Javelin	4	1	-60	61-120	121-180	1d6	1d6			
Spear	6	1	-30	31-60	61-90	1d6	1d8			

AC	Armor	Armor
8	Leather/Padded	
7	Studded Leather	
7	Ring mail	
6	Brigadine	
6	Scale mail/Hide	
5	Chain mail	
4	Splint/Banded mail	-1 Shield
4	Bronze Plate	-1 Dex 15
3	Plate mail	-2 Dex 16
2	Field plate	-3 Dex 17
1	Full plate	-4 Dex 18

## Armor

### AC Modifiers

# Monster Saving Throws

Int >= 1 (Animal)

HD		Warrior				
>=	<=	PPD	RSW	PP	BW	S
1	2	14	16	15	17	17
2+1	4	13	15	14	16	16
4+1	6	11	13	12	13	14
6+1	8	10	12	11	12	13
8+1	10	8	10	9	9	11
10+1	12	7	9	8	8	10
12+1	14	5	7	6	5	8
14+1	16	4	6	5	4	7
16+1		3	5	4	4	6

## HD Warrior/Wizard

>=	<=	PPD	RSW	PP	BW	S
1	2	14	11	13	15	12
2+1	4	13	11	13	15	12
4+1	5	11	11	12	13	12
5+1	6	11	9	11	13	10
6+1	8	10	9	11	12	10
8+1	10	8	9	9	9	10
10+1	12	7	7	8	8	8
12+1	14	5	7	6	5	8
14+1	15	4	6	5	4	7
15+1	16	4	5	5	4	6
16+1	20	3	5	4	4	6
20+1		3	3	4	4	4

# THACO

Lvl	War	Wiz	Priest	Rogue	Lvl	War	Wiz	Priest	Rogue
1	20	20	20	20	11	10	17	14	15
2	19	20	20	20	12	9	17	14	15
3	18	20	20	19	13	8	16	12	14
4	17	19	18	19	14	7	16	12	14
5	16	19	18	18	15	6	16	12	13
6	15	19	18	18	16	5	15	10	13
7	14	18	16	17	17	4	15	10	12
8	13	18	16	17	18	3	15	10	12
9	12	18	16	16	19	2	14	8	11
10	11	17	14	16	20	1	14	8	11