

Strength	To Hit/Dmg Adj.
Intelligence	Add. Lang.
Wisdom	Save Adj.
Dexterity	AC/Missile Adj.
Constitution	HP Adj.
Charisma	React Adj.

To Hit AC 0 (THACO) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
SAVING THROWS
Poison or Death Ray 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Magic Wands 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Turn to Stone or Paralysis 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Dragon Breath 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Spells, Rods, or Staves 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP
AC	WR <small>(Companion Rules)</small>
Class/Lvl	X.P.
Alignment	

Special Abilities, Thief Abilities, or Turning Undead

Languages

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)
1st
1st
3rd
Expert Weapon Mastery
6th
9th
11th
Companion Weapon Mastery
15th
23rd
Masters Weapon Mastery
30th
36th

Magical Items

