

# Advanced d20

Conversion Guide for AD&D 2nd Edition, based on the revised second printing.

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## Section 1: Ability Scores

### Strength

Ability Score	Hit Prob.	Damage Adj.	Weight Allow.	Max. Press	Open Doors	Bend Bars/Lift Gates
1	-5	-4	1	3	+0	-
2	-3	-2	1	5	+0	-
3	-3	-1	5	10	+1	-
4	-2	-1	10	25	+2	-
5	-1	+0	10	25	+2	-
6	+0	+0	20	55	+3	-
7	+0	+0	20	55	+3	-
8	+0	+0	35	90	+4	+0
9	+0	+0	35	90	+4	+0
10	+0	+0	40	115	+5	+0
11	+0	+0	40	115	+5	+0
12	+0	+0	45	140	+6	+1
13	+0	+0	45	140	+6	+1
14	+0	+0	55	170	+7	+1
15	+0	+0	55	170	+7	+1
16	+0	+1	70	195	+8	+2
17	+1	+1	85	220	+9	+3
18	+1	+2	110	255	+10	+3
19	+1	+3	135	280	+11	+4
20	+2	+4	160	305	+12	+5
21	+2	+5	185	330	+13	+6
22	+2	+6	235	380	+14(+2)	+7
23	+3	+7	335	480	+15(+5)	+8
24	+3	+8	485	640	+15(+7)	+10
25	+3	+9	535	700	+17(+9)	+12

**Hit Probability:** This number is added to attack rolls with melee weapons.

**Damage Adjustment:** This number is added to damage rolls with melee weapons.

**Weight Allowance:** The amount of weight the character can carry.

**Maximum Press:** The amount of weight the character can push.

**Open Doors:** To open stuck or heavy doors, roll 1d20 and add this number. The default DC is 20. The number in parentheses applies to open doors that are lock or barred.

**Bend Bars/Lift Gates:** To bend iron bars or lift gates, roll 1d20 and add this number. The Default DC 20. Characters with a Strength score lower than 8 can not attempt to bend bars or lift gates.

## Exceptional Strength

Fighters, Paladins, and Rangers can have exceptionally high strength. Characters of these classes who start with a Strength of 18 roll 1d100 and raise their to the Strength score indicated by this table.

1d100	Strength
01-50	19
51-75	20
76-90	21
91-99	22
100	23

## Dexterity

Ability Score	Reaction Adj.	Ranged Attack Adj.	AC Bonus
1	-6	-6	-5
2	-4	-4	-5
3	-3	-3	-4
4	-2	-2	-3
5	-1	-1	-2
6	+0	+0	-1
7	+0	+0	+0
8	+0	+0	+0
9	+0	+0	+0
10	+0	+0	+0
11	+0	+0	+0
12	+0	+0	+0
13	+0	+0	+0
14	+0	+0	+0
15	+0	+0	+1
16	+1	+1	+2
17	+2	+2	+3
18	+2	+2	+4
19	+3	+3	+4
20	+3	+3	+4
21	+4	+4	+5
22	+4	+4	+5
23	+4	+4	+5
24	+5	+5	+6
25	+5	+5	+6

**Reaction Adjustment:** Add this number to rolls to determine surprise at the start of combat.

**Ranged Attack Adjustment:** Add this number to attack rolls with ranged weapons.

**AC-Bonus:** Add this number to Armor Class.

## Constitution

Ability Score	Hit Point Adj.	System Shock	Resurrection Survival	Poison Save	Regeneration
1	-3	+5	+6	-2	-
2	-2	+6	+7	-1	-
3	-2	+7	+8	+0	-
4	-1	+8	+9	+0	-
5	-1	+9	+10	+0	-
6	-1	+10	+11	+0	-
7	+0	+11	+12	+0	-
8	+0	+12	+13	+0	-
9	+0	+13	+14	+0	-
10	+0	+14	+15	+0	-
11	+0	+15	+16	+0	-
12	+0	+16	+17	+0	-
13	+0	+17	+18	+0	-
14	+0	+18	+18	+0	-
15	+1	+18	+19	+0	-
16	+2	+19	+19	+0	-
17	+2 (+3)*	+19	+20	+0	-
18	+2 (+4)*	+20	+20	+0	-
19	+2 (+5)*	+20	+20	+1	-
20	+2 (+5)**	+20	+20	+1	1/6 Turns
21	+2 (+5)*1*	+20	+20	+2	1/5 Turns
22	+2 (+5)**1	+20	+20	+2	1/4 Turns
23	+2 (+5)****	+20	+20	+3	1/3 Turns
24	+2 (+5)****	+20	+20	+3	1/2 Turns
25	+2 (+5)****	+20	+20	+4	1/1 Turn

**Hit Point Adjustment:** Add or subtract this number from every Hit Die rolled for the character. When a characters Constitution score changes, this also changes his hit points gained from Hit Dice in the past.

**System Shock:** When the character is affected by magic that reshape his body, he adds this number to a d20 roll for a DC 20 System Shock roll. On a failure, the character dies.

**Resurrection Survival:** When the character is raised from the dead he adds this number to a d20 roll for a DC 20 Resurrection Survival roll. On a failure, the character remains dead and can not be raised by ordinary magic.

**Poison Save:** Add this number to saves against Poison.

**Regeneration:** Characters of exceptional Constitution regenerate 1 hit points at the indicated rate. Fire and acid damage can not be healed in this way.

## Intelligence

Ability Score	# of Lang.	Spell Level	Chance to Learn Spell	Max. # of Spells/Level	Illusion Immunity
1	+0*	-	-	-	-
2	+1	-	-	-	-
3	+1	-	-	-	-
4	+1	-	-	-	-
5	+1	-	-	-	-
6	+1	-	-	-	-
7	+1	-	-	-	-
8	+1	-	-	-	-
9	+2	4th	+7	6	-
10	+2	5th	+8	7	-
11	+2	5th	+9	7	-
12	+3	6th	+10	7	-
13	+3	6th	+11	9	-
14	+4	7th	+12	9	-
15	+4	7th	+13	11	-
16	+5	8th	+14	11	-
17	+6	8th	+15	14	-
18	+7	9th	+17	18	-
19	+8	9th	+19	All	1st level
20	+9	9th	+19	All	2nd level
21	+10	9th	+19	All	3rd level
22	+11	9th	+20	All	4th level
23	+12	9th	+20	All	5th level
24	+15	9th	+20	All	6th level
25	+20	9th	+20	All	7th level

**Number of Languages:** The number of languages the character knows in addition to his native language.

**Spell Level:** This is the highest level of spells a wizard can cast.

**Chance to Learn Spell:** To learn a new spell, a wizard needs to make a DC 20 check by rolling 1d20 and adding this number.

**Maximum Number of Spells per Level (Optional):** A wizard can learn only as many spells of each level as indicted in this column.

**Illusion Immunity:** Characters with exceptional Intelligence are immune to Illusion spells of the indicated level.

## Wisdom

Ability Score	Magical Defense Adjustment	Bonus Spells	Spell Failure	Spell Immunity
1	-6	-	+4	-
2	-4	-	+8	-
3	-3	-	+10	-
4	-2	-	+11	-
5	-1	-	+12	-
6	-1	-	+13	-
7	-1	-	+14	-
8	+0	-	+15	-
9	+0	0	+16	-
10	+0	0	+17	-
11	+0	0	+18	-
12	+0	0	+19	-
13	+0	1st	-	-
14	+0	1st	-	-
15	+1	2nd	-	-
16	+2	2nd	-	-
17	+3	3rd	-	-
18	+4	4th	-	-
19	+4	1st, 3rd	-	cause fear, charm person, command, friends, hypnotism
20	+4	2nd, 4th	-	forget, hold person, ray of enfeeblement, scare
21	+4	3rd, 5th	-	fear
22	+4	4th, 5th	-	charm monster, confusion, emotion, fumble, suggestion
23	+4	1st, 6th	-	chaos, feeblemind, hold monster, magic jar, quest
24	+4	5th, 6th	-	geas, mass suggestion, rod of rulership
25	+4	6th, 7th	-	antipathy/sympathy, death spell, mass charm

**Magical Defense Adjustment:** Add this number to all saving throws against mental effect.

**Bonus Spells:** Clerics and Druids with high Wisdom scores gain additional spells per day as indicated by this column if they already have access to this spell level.

**Spell Failure:** Clerics and Druids with a Wisdom score lower than 13 need to make a DC 20 roll every time they cast a spell. Roll 1d20 plus the indicated number. On a failure, the spell has no effect at all.

**Spell Immunity:** Character with exceptional Wisdom are immune to all spells listed for their Wisdom score and below.

## Charisma

Ability Score	Max. # of Henchmen	Loyalty Base	Reaction Adjustment
1	0	-8	-7
2	1	-7	-6
3	1	-6	-5
4	1	-5	-4
5	2	-4	-3
6	2	-3	-2
7	3	-2	-1
8	3	-1	+0
9	4	+0	+0
10	4	+0	+0
11	4	+0	+0
12	5	+0	+0
13	5	+0	+1
14	6	+1	+2
15	7	+3	+3
16	8	+4	+5
17	10	+6	+6
18	15	+8	+7
19	20	+10	+8
20	25	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14

**Maximum Number of Henchmen:** The maximum number of Henchmen a character can have.

**Loyalty Base:** This number is added to the Morale score of the characters henchmen.

**Reaction Adjustment:** This number is added to rolls to interact with NPCs and intelligent creatures.

## Section 2: Classes

**BAB:** Add this number to all attack rolls.

**Attacks per Round:** Fighters, Paladins, and Rangers of 7th level or higher get more than one attack per round.

**PPD:** Add this number to saving throws against Paralyzation, Poison, and Death Magic.

**RSW:** Add this number to saving throws against Rods, Staffs, and Wands.

**PP:** Add this number to saving throws against Petrification and Polymorph.

**BW:** Add this number to saving throws against Breath Weapons.

**Spell:** Add this number to saving throws against spells.

### Fighter

Level	XP	HD (d10)	BAB	Atk/ Round	Saving Throws				
					PPD	RSW	PP	BW	Spell
1	0	1	+0	1	+6	+4	+5	+3	+3
2	2,000	2	+1	1	+6	+4	+5	+3	+3
3	4,000	3	+2	1	+7	+5	+6	+4	+4
4	8,000	4	+3	1	+7	+5	+6	+4	+4
5	16,000	5	+4	1	+9	+7	+8	+7	+6
6	32,000	6	+5	1	+9	+7	+8	+7	+6
7	64,000	7	+6	2/3	+10	+8	+9	+8	+7
8	125,000	8	+7	2/3	+10	+8	+9	+8	+7
9	250,000	9	+8	2/3	+12	+10	+11	+11	+9
10	500,000	9+3	+9	2/3	+12	+10	+11	+11	+9
11	750,000	9+6	+10	2/3	+13	+11	+12	+12	+10
12	1,000,000	9+9	+11	2/3	+13	+11	+12	+12	+10
13	1,250,000	9+12	+12	2	+15	+13	+14	+15	+12
14	1,500,000	9+15	+13	2	+15	+13	+14	+15	+12
15	1,750,000	9+18	+14	2	+16	+14	+15	+16	+13
16	2,000,000	9+21	+15	2	+16	+14	+15	+16	+13
17	2,250,000	9+24	+16	2	+17	+15	+16	+16	+14
18	2,500,000	9+27	+17	2	+17	+15	+16	+16	+14
19	2,750,000	9+30	+18	2	+17	+15	+16	+16	+14
20	3,000,000	9+33	+19	2	+17	+15	+16	+16	+14

# Paladin

Level	XP	HD (d10)	BAB	Atk/ Round	Saving Throws					CL	Spells			
					PPD	RSW	PP	BW	Spell		1st	2nd	3rd	4th
1	0	1	+0	1	+6	+4	+5	+3	+3	-	-	-	-	-
2	2,250	2	+1	1	+6	+4	+5	+3	+3	-	-	-	-	-
3	4,500	3	+2	1	+7	+5	+6	+4	+4	-	-	-	-	-
4	9,000	4	+3	1	+7	+5	+6	+4	+4	-	-	-	-	-
5	18,000	5	+4	1	+9	+7	+8	+7	+6	-	-	-	-	-
6	36,000	6	+5	1	+9	+7	+8	+7	+6	-	-	-	-	-
7	75,000	7	+6	2/3	+10	+8	+9	+8	+7	-	-	-	-	-
8	150,000	8	+7	2/3	+10	+8	+9	+8	+7	-	-	-	-	-
9	300,000	9	+8	2/3	+12	+10	+11	+11	+9	1	-	-	-	-
10	600,000	9+3	+9	2/3	+12	+10	+11	+11	+9	2	2	-	-	-
11	900,000	9+6	+10	2/3	+13	+11	+12	+12	+10	3	2	1	-	-
12	1,200,000	9+9	+11	2/3	+13	+11	+12	+12	+10	4	2	2	-	-
13	1,500,000	9+12	+12	2	+15	+13	+14	+15	+12	5	2	2	1	-
14	1,800,000	9+15	+13	2	+15	+13	+14	+15	+12	6	3	2	1	-
15	2,100,000	9+18	+14	2	+16	+14	+15	+16	+13	7	3	2	1	1
16	2,400,000	9+21	+15	2	+16	+14	+15	+16	+13	8	3	3	2	1
17	2,700,000	9+24	+16	2	+17	+15	+16	+16	+14	9	3	3	3	1
18	3,000,000	9+27	+17	2	+17	+15	+16	+16	+14	9	3	3	3	1
19	3,300,000	9+30	+18	2	+17	+15	+16	+16	+14	9	3	3	3	2
20	3,600,000	9+33	+19	2	+17	+15	+16	+16	+14	9	3	3	3	3

**CL:** The Caster Level for Paladin spells.

**Spells:** The number of spells per day for Paladins.



## Ranger

Level	XP	HD (d10)	BAB	Atk/ Round	Saving Throws					Hide in Shadows	Move Silently	CL	Spells/Day		
					PPD	RSW	PP	BW	Spell				1st	2nd	3rd
1	0	1	+0	1	+6	+4	+5	+3	+3	+2	+3	-	-	-	-
2	2,250	2	+1	1	+6	+4	+5	+3	+3	+3	+4	-	-	-	-
3	4,500	3	+2	1	+7	+5	+6	+4	+4	+4	+5	-	-	-	-
4	9,000	4	+3	1	+7	+5	+6	+4	+4	+5	+7	-	-	-	-
5	18,000	5	+4	1	+9	+7	+8	+7	+6	+6	+8	-	-	-	-
6	36,000	6	+5	1	+9	+7	+8	+7	+6	+7	+9	-	-	-	-
7	75,000	7	+6	2/3	+10	+8	+9	+8	+7	+9	+11	-	-	-	-
8	150,000	8	+7	2/3	+10	+8	+9	+8	+7	+10	+12	1	1	-	-
9	300,000	9	+8	2/3	+12	+10	+11	+11	+9	+11	+14	2	2	-	-
10	600,000	9+3	+9	2/3	+12	+10	+11	+11	+9	+13	+16	3	2	1	-
11	900,000	9+6	+10	2/3	+13	+11	+12	+12	+10	+14	+17	4	2	2	-
12	1,200,000	9+9	+11	2/3	+13	+11	+12	+12	+10	+15	+19	5	2	2	1
13	1,500,000	9+12	+12	2	+15	+13	+14	+15	+12	+17	+20	6	3	2	1
14	1,800,000	9+15	+13	2	+15	+13	+14	+15	+12	+19	+20	7	3	2	2
15	2,100,000	9+18	+14	2	+16	+14	+15	+16	+13	+20	+20	8	3	3	2
16	2,400,000	9+21	+15	2	+16	+14	+15	+16	+13	+20	+20	9	3	3	3
17	2,700,000	9+24	+16	2	+17	+15	+16	+16	+14	+20	+20	9	3	3	3
18	3,000,000	9+27	+17	2	+17	+15	+16	+16	+14	+20	+20	9	3	3	3
19	3,300,000	9+30	+18	2	+17	+15	+16	+16	+14	+20	+20	9	3	3	3
20	3,600,000	9+33	+19	2	+17	+15	+16	+16	+14	+20	+20	9	3	3	3

**Hide in Shadows:** Add this number to DC 20 checks to be unseen.

**Move Silently:** Add this number to DC 20 check to be unheard.

**CL:** The Caster Level for Paladin spells.

**Spells:** The number of spells per day for Paladins.

# Wizard

Level	XP	HD (d4)	BAB	Saving Throws					Spells per Day								
				PPD	RSW	PP	BW	Spell	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	0	1	+0	+6	+9	+7	+5	+8	1	-	-	-	-	-	-	-	-
2	2,500	2	+0	+6	+9	+7	+5	+8	2	-	-	-	-	-	-	-	-
3	5,000	3	+0	+6	+9	+7	+5	+8	2	1	-	-	-	-	-	-	-
4	10,000	4	+1	+6	+9	+7	+5	+8	3	2	-	-	-	-	-	-	-
5	20,000	5	+1	+6	+9	+7	+5	+8	4	2	1	-	-	-	-	-	-
6	40,000	6	+1	+7	+11	+9	+7	+10	4	2	2	-	-	-	-	-	-
7	60,000	7	+2	+7	+11	+9	+7	+10	4	3	2	1	-	-	-	-	-
8	90,000	8	+2	+7	+11	+9	+7	+10	4	3	3	2	-	-	-	-	-
9	135,000	9	+2	+7	+11	+9	+7	+10	4	3	3	2	1	-	-	-	-
10	250,000	10	+3	+7	+11	+9	+7	+10	4	4	3	2	2	-	-	-	-
11	375,000	10+1	+3	+9	+13	+11	+9	+12	4	4	4	3	3	-	-	-	-
12	750,000	10+2	+3	+9	+13	+11	+9	+12	4	4	4	4	4	1	-	-	-
13	1,125,000	10+3	+4	+9	+13	+11	+9	+12	5	5	5	4	4	2	-	-	-
14	1,500,000	10+4	+4	+9	+13	+11	+9	+12	5	5	5	4	4	2	1	-	-
15	1,875,000	10+5	+4	+9	+13	+11	+9	+12	5	5	5	5	5	2	1	-	-
16	2,250,000	10+6	+5	+10	+15	+13	+11	+14	5	5	5	5	5	3	2	1	-
17	2,625,000	10+7	+5	+10	+15	+13	+11	+14	5	5	5	5	5	3	3	2	-
18	3,000,000	10+8	+5	+10	+15	+13	+11	+14	5	5	5	5	5	3	3	2	1
19	3,375,000	10+9	+6	+10	+15	+13	+11	+14	5	5	5	5	5	3	3	3	1
20	3,750,000	10+10	+6	+10	+15	+13	+11	+14	5	5	5	5	5	4	3	3	2

**CL:** The Caster Level for Wizard spells.

**Spells:** The number of spells per day for Wizards.

# Cleric

Level	XP	HD (d8)	BAB	Saving Throws					Spells per Day						
				PPD	RSW	PP	BW	Spell	1st	2nd	3rd	4th	5th	6th	7th
1	0	1	+0	+10	+6	+7	+4	+5	1	-	-	-	-	-	-
2	1,500	2	+0	+10	+6	+7	+4	+5	2	-	-	-	-	-	-
3	3,000	3	+0	+10	+6	+7	+4	+5	2	1	-	-	-	-	-
4	6,000	4	+2	+11	+7	+8	+5	+6	3	2	-	-	-	-	-
5	13,000	5	+2	+11	+7	+8	+5	+6	3	3	1	-	-	-	-
6	27,500	6	+2	+11	+7	+8	+5	+6	3	3	2	-	-	-	-
7	55,000	7	+4	+13	+9	+10	+7	+8	3	3	2	1	-	-	-
8	110,000	8	+4	+13	+9	+10	+7	+8	3	3	3	2	-	-	-
9	225,000	9	+4	+13	+9	+10	+7	+8	4	4	3	2	1	-	-
10	450,000	9+2	+6	+14	+10	+11	+8	+9	4	4	3	3	2	-	-
11	675,000	9+4	+6	+14	+10	+11	+8	+9	5	4	4	3	2	1	-
12	900,000	9+6	+6	+14	+10	+11	+8	+9	6	5	5	3	2	2	-
13	1,125,000	9+8	+8	+15	+11	+12	+9	+10	6	6	6	4	2	2	-
14	1,350,000	9+10	+8	+15	+11	+12	+9	+10	6	6	6	5	3	2	1
15	1,575,000	9+12	+8	+15	+11	+12	+9	+10	6	6	6	6	4	2	1
16	1,800,000	9+14	+10	+16	+12	+13	+10	+11	7	7	7	6	4	3	1
17	2,025,000	9+16	+10	+16	+12	+13	+10	+11	7	7	7	7	5	3	2
18	2,250,000	9+18	+10	+16	+12	+13	+10	+11	8	8	8	8	6	4	2
19	2,475,000	9+20	+11	+18	+14	+15	+12	+13	9	9	8	8	6	4	2
20	2,700,000	9+22	+11	+18	+14	+15	+12	+13	9	9	9	8	7	5	2

**CL:** The Caster Level for Cleric spells.  
**Spells:** The number of spells per day for Clerics.

# Druid

Level	XP	HD (d8)	BAB	Saving Throws					Spells per Day						
				PPD	RSW	PP	BW	Spell	1st	2nd	3rd	4th	5th	6th	7th
1	0	1	+0	+10	+6	+7	+4	+5	1	-	-	-	-	-	-
2	2,000	2	+0	+10	+6	+7	+4	+5	2	-	-	-	-	-	-
3	4,000	3	+0	+10	+6	+7	+4	+5	2	1	-	-	-	-	-
4	7,500	4	+2	+11	+7	+8	+5	+6	3	2	-	-	-	-	-
5	12,000	5	+2	+11	+7	+8	+5	+6	3	3	1	-	-	-	-
6	20,000	6	+2	+11	+7	+8	+5	+6	3	3	2	-	-	-	-
7	35,000	7	+4	+13	+9	+10	+7	+8	3	3	2	1	-	-	-
8	60,000	8	+4	+13	+9	+10	+7	+8	3	3	3	2	-	-	-
9	90,000	9	+4	+13	+9	+10	+7	+8	4	4	3	2	1	-	-
10	125,000	9+2	+6	+14	+10	+11	+8	+9	4	4	3	3	2	-	-
11	200,000	9+4	+6	+14	+10	+11	+8	+9	5	4	4	3	2	1	-
12	300,000	9+6	+6	+14	+10	+11	+8	+9	6	5	5	3	2	2	-
13	750,000	9+8	+8	+15	+11	+12	+9	+10	6	6	6	4	2	2	-
14	1,500,000	9+10	+8	+15	+11	+12	+9	+10	6	6	6	5	3	2	1
15	3,000,000	9+12	+8	+15	+11	+12	+9	+10	6	6	6	6	4	2	1
16	3,500,000	9+14	+10	+16	+12	+13	+10	+11	7	7	7	6	4	3	1
17	500,000	9+16	+10	+16	+12	+13	+10	+11	7	7	7	7	5	3	2
18	1,000,000	9+18	+10	+16	+12	+13	+10	+11	8	8	8	8	6	4	2
19	1,500,000	9+20	+11	+18	+14	+15	+12	+13	9	9	8	8	6	4	2
20	2,000,000	9+22	+11	+18	+14	+15	+12	+13	9	9	9	8	7	5	2

**CL:** The Caster Level for Druid spells.

**Spells:** The number of spells per day for Druids.

# Thief

Level	XP	HD (d6)	BAB	Backst.	Saving Throws				
					PPD	RSW	PP	BW	Spell
1	0	1	+0	x2	+7	+6	+8	+4	+5
2	1,250	2	+0	x2	+7	+6	+8	+4	+5
3	2,500	3	+1	x2	+7	+6	+8	+4	+5
4	5,000	4	+1	x2	+7	+6	+8	+4	+5
5	10,000	5	+2	x3	+8	+8	+9	+5	+7
6	20,000	6	+2	x3	+8	+8	+9	+5	+7
7	40,000	7	+3	x3	+8	+8	+9	+5	+7
8	70,000	8	+3	x3	+8	+8	+9	+5	+7
9	110,000	9	+4	x4	+9	+10	+10	+6	+9
10	160,000	10	+4	x4	+9	+10	+10	+6	+9
11	220,000	10+2	+5	x4	+9	+10	+10	+6	+9
12	440,000	10+4	+5	x4	+9	+10	+10	+6	+9
13	660,000	10+6	+6	x5	+10	+12	+11	+7	+11
14	880,000	10+8	+6	x5	+10	+12	+11	+7	+11
15	1,100,000	10+10	+7	x5	+10	+12	+11	+7	+11
16	1,320,000	10+12	+7	x5	+10	+12	+11	+7	+11
17	1,540,000	10+14	+8	x5	+11	+14	+12	+8	+13
18	1,760,000	10+16	+8	x5	+11	+14	+12	+8	+13
19	1,980,000	10+18	+9	x5	+11	+14	+12	+8	+13
20	2,200,000	10+20	+9	x5	+11	+14	+12	+8	+13

**Backstab:** When a thief attacks an enemy who is unaware of his presence from behind, he gets a +4 bonus to the attack roll and multiplies the damage by the indicated number.

**Thief Skills:** See *Section 3: Thief Skills*.

## Bard

Level	XP	HD (d6)	BAB	Saving Throws					Spells per Day					
				PPD	RSW	PP	BW	Spell	1st	2nd	3rd	4th	5th	6th
1	0	1	+0	+7	+6	+8	+4	+5	-	-	-	-	-	-
2	1,250	2	+0	+7	+6	+8	+4	+5	1	-	-	-	-	-
3	2,500	3	+1	+7	+6	+8	+4	+5	2	-	-	-	-	-
4	5,000	4	+1	+7	+6	+8	+4	+5	2	1	-	-	-	-
5	10,000	5	+2	+8	+8	+9	+5	+7	3	1	-	-	-	-
6	20,000	6	+2	+8	+8	+9	+5	+7	3	2	-	-	-	-
7	40,000	7	+3	+8	+8	+9	+5	+7	3	2	1	-	-	-
8	70,000	8	+3	+8	+8	+9	+5	+7	3	3	1	-	-	-
9	110,000	9	+4	+9	+10	+10	+6	+9	3	3	2	-	-	-
10	160,000	10	+4	+9	+10	+10	+6	+9	3	3	2	1	-	-
11	220,000	10+2	+5	+9	+10	+10	+6	+9	3	3	2	1	-	-
12	440,000	10+4	+5	+9	+10	+10	+6	+9	3	3	2	2	-	-
13	660,000	10+6	+6	+10	+12	+11	+7	+11	3	3	3	2	1	-
14	880,000	10+8	+6	+10	+12	+11	+7	+11	3	3	3	3	1	-
15	1,100,000	10+10	+7	+10	+12	+11	+7	+11	3	3	3	3	2	-
16	1,320,000	10+12	+7	+10	+12	+11	+7	+11	4	3	3	3	2	1
17	1,540,000	10+14	+8	+11	+14	+12	+8	+13	4	4	3	3	3	1
18	1,760,000	10+16	+8	+11	+14	+12	+8	+13	4	4	4	3	3	2
19	1,980,000	10+18	+9	+11	+14	+12	+8	+13	4	4	4	4	3	2
20	2,200,000	10+20	+9	+11	+14	+12	+8	+13	4	4	4	4	4	3

**Spells:** The number of spells per day for Bards.

**Bard Skills:** See *Section 3: Thief Skills*.

## Section 3: Thief Skills

The default DC for all Thief Skills is 20. If a thief or bard has a modifier or -1 or lower, the skill can not be used at all.

**Thieves:** At 1st level, thieves get 12 Skill Points to distribute among their thief skills, but no more than 6 points to any single skill. Every point adds a +1 bonus to the skill check. A roll of 1 is always a failure, regardless of the modifier and DC. Every time a thief gains a new level, he also gains 6 additional Skill Points to distribute, but can assign no more than 3 points to any single skill.

**Bards:** At 1st level, thieves get 4 Skill Points to distribute among their thief skills. Every point adds a +1 bonus to the skill check. A roll of 1 is always a failure, regardless of the modifier and DC. Every time a thief gains a new level, he also gains 3 additional Skill Points to distribute.

### Racial Modifiers

Skill	Thief	Bard	Dwarf	Elf	Gnome	Half-Elf	Halfling
Pick Pockets	0	-1		+1		+2	+1
Open Locks	0	x	+2	-1	+1		+1
Find Traps	0	x	+3		+2		+1
Move Silently	0	x		+1	+1		+2
Hide in Shadows	0	x		+2	+1	+1	+3
Detect Noise	3	4		+1	+2		+1
Climb Walls	14	12	-2		-3		-3
Read Languages	0	1	-1				-1

**Thief:** This is the starting modifier for thieves at 1st level before any modifications from Race, Dexterity, Armor, and Skill Points.

**Bard:** This is the starting modifier for bards at 1st level before any modifications from Race, Dexterity, Armor, and Skill Points.

### Dexterity Modifiers

Dexterity	Pick Pockets	Open Locks	Find Traps	Move Silently	Hide in Shadows
9	+1	+0	-1	+0	+0
10	+2	+1	-1	+1	+1
11	+3	+2	+0	+2	+2
12	+4		+1	+3	
13				+4	
14					
15					
16		+3			
17	+5	+4		+5	+3
18	+6	+5	+2	+6	+4
19	+7	+6	+3	+7	+5

### Armor Modifiers

Skill	Leather	Studded Leather	Elven Chain	Chain
Pick Pockets	-1	-7	-5	-15
Open Locks	-	-2	-1	-11
Find Traps	-	-2	-1	-11
Move Silently	-2	-6	-4	-14
Hide in Shadows	-1	-5	-3	-13
Detect Noise	-	-2	-1	-11
Climb Walls	-2	-8	-6	-16
Read Languages	-	-	-	-

## Section 4: Other Conversions

**Armor Class (AC):** To convert Armor Class, subtract the old AC from 20 to get the new AC.

*Example:* **AC (old)** 8 ->  $20 - 8 = 12$  -> **AC (new)** 12.

*Example:* **AC (old)** -3 ->  $20 - (-8) = 23$  -> **AC (new)** 23.

**THAC0:** To convert THAC0 to AB, subtract THAC0 from 20.

*Example:* **THAC0** 18 ->  $20 - 18 = 2$  -> **AB** +2.

*Example:* **THAC0** 5 ->  $20 - 5 = 15$  -> **AB** +15.

**Saving Throws:** To convert Saving Throws, subtract the old score from 20 to get the new bonus.

*Example:* **Save (old)** 14 ->  $20 - 14 = 6$  -> **Save bonus (new)** +6.

*Example:* **Save (old)** 7 ->  $20 - 7 = 13$  -> **Save bonus (new)** +13.

For all special circumstances, magic items, or any other effects, anything that benefits the target of the effect is a positive bonus. Everything that is a disadvantage to the target is a negative penalty.

*Example:* A weapon that helps the wielder to hit provides a positive bonus to attack rolls.

*Example:* An item that helps the wearer to avoid getting hit provides a positive bonus to AC.

*Example:* Circumstances that make it more difficult to use a Thief Skill increase the DC.

*Example:* Circumstances that make it easier to use a Thief Skill lower the DC.

*Example:* A magical effect that makes it harder for the target to resist other dangers provides a negative penalty to the saving throw modifier of the target.