

Race/Class Possibilities

Drow Half
 Half

Class

Human Elf Elf Elf
 Orc Orc
 Dwarf
Gnome Halfling
Fighter

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Monk
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Paladin •

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Ranger

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Thief

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Magic-User

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- Cleric

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Enchanter

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Minimum Attributes by Class *

Class

	Strength	Intelligence	Wisdom	Dexterity	Constitution	Karma
Fighter						

9

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6

6

7

6
Monk

15

6

15

15

11

6
Paladin

12

9

13

6

9

17
Ranger

13

13

14

6

14

6
Thief

6

6

-

9

-

- Magic User

-

9

6

6

-

6
Cleric

6

6

9

-

-

6

Enchanter

-

9

6

6

-

6

Minimum Attributes by Race *

Race

	Strength	Intelligence	Wisdom	Dexterity	Constitution	Karma
Human						

6

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5

- Drow Elf

-

8

-

7

5

8
Elf

-

8

-

7

5

8
Orc

9

-

-

-

15

-

Halfling

6

6

-

8

10

-

Gnome

6

7

-

-

8

-

Dwarf

8

-

-

-

12

-

Half-Elf

5

4

-

-

5

-

Half-Orc

6

-

-

-

* (All other bonuses or penalties apply after these minimums.)

Stamina Table

Class	Initial		
Per Level	*Max Bonus		
Fighter	1 - 10	1 - 10	Unlimited
Paladin	1 - 10	1 - 10	Unlimited
Ranger	2 - 16	1 - 8	Unlimited
Monk	2 - 12	1 - 6	Unlimited
Thief	1 - 6	1 - 6	3
Magic User	1 - 4	1 - 4	2
Cleric	1 - 8	1 - 8	3
Enchanter	1 - 4	1 - 4	2

* PCs receive one point of stamina for each point of constitution over 15 in addition to that shown above.

Example: PCs with a 16 constitution receive +1 stamina per level.

PCs with a 17 constitution receive +2 stamina per level,

etc...

Base Special Action Values

Base values by class in percent.*

Action

	Fighter	Monk	Paladin	Ranger	Thief	M-User	Cleric
Enchanter							
Backstab	2	.	.
Bars/Gate/Door	12	10	10	10	.	.	10
Climb Wall	6	5	6	6	8	2	5
Critical Hit	5	3	3	3	.	.	.
Detect Secret	1	2	3	5	15	5	5
Detect Trap	2	3	2	10	20	3	2
Disarm Trap	.	5	.	.	15	.	.
Hear Noise	5	6	5	7	12	5	4
Hide In Shadows	3	3	.	8	20	.	.
Move Silently	3	10	3	10	25	10	3
Pick Lock	.	10	.	.	25	.	.
Pick Pocket	.	10	.	.	30	.	.
Read Scroll***	NA	NA	100	NA	-15	100	100

* Notes on special abilities. Only PC classes that show a base value in the above chart are capable of performing the task in question. Those classes that show NIL (.) are not capable of said task and any modifiers in the following charts do not apply to said class.

*** Thieves are capable of reading magic-user scrolls only. They are NOT capable of creating scrolls. For each experience level of the thief beyond first level they gain a 5% chance to read a magic-user's scroll. If a thief fails to read a scroll the magic of the scroll is lost and it becomes worthless.

Special Action Modifiers

*Strength Modifier

Action

3 4 5 6 7

17 18 19 20 21
Backstab -5 -4 -3 -2 -1

1 2 3 4 5
Bars/Gate/Door -75 -60 -45 -30 -15

5 10 15 20 25
Climb Wall -75 -60 -45 -30 -15

5 10 15 20 25
Critical Hit -5 -4 -3 -2 -1

1 2 3 4 5
Disarm Trap -10 -8 -6 -4 -2

2 4 6 8 10
Hide In Shadows -5 -4 -3 -2 -1

1 2 3 4 5
Move Silently -5 -4 -3 -2 -1

1 2 3 4 5

*Dexterity Modifier

Action

3 4 5 6 7

	17	18	19	20				
Backstab			-5	-4	-3	-2	-1	
	1	2	3	4				
Climb Wall			-20	-15	-10	-5	-2	
	5	8	11	15				
Disarm Trap			-25	-20	-15	-10	-5	
	5	10	15	20				
Hide In Shadows			-12	-8	-6	-4	-2	
	2	4	6	8				
Move Silently			-10	-8	-6	-4	-2	
	5	10	15	20				
Pick Lock			-25	-20	-15	-10	-5	
	5	10	15	20				
Pick Pocket			-25	-20	-15	-10	-5	
	5	10	15	20				

*Race Modifier

	Drow							Half	Half	
Action			Human	Elf	Elf	Orc	Halfling	Gnome	Dwarf	
Elf	Orc									
Backstab		.	+2	+2	-2	+2	-3	-4	+1	-1

Climb Wall	.	+5	.	+3	.	+4	+5	.	+2
Detect Secret	.	+10	+10	-5	+5	+5	+15	+2	-2
Detect Trap	.	+5	-3	+8	+3	.	.	.	+4
Disarm Trap	.	+2	-5	+5	+1	.	.	.	+2
Hear Noise	.	.	.	+10	+5
Hide In Shadows	.	+15	-10	+10	.	+5	+5	-5	+5
Move Silently	.	+5	+5	-5	+10	-3	-5	+2	-2
Pick Lock	.	+3	+3	-5	+10	-3	-5	+1	-2
Pick Pocket	.	-10	+3	-15	+15	.	.	+10	-3
Resurrect**		85%	75%	75%	90%	80%	90%	95%	80%
		90%							

** Base chance. The actual chance is increased 1% for each point of constitution of the PC.

*Adjustments apply only to initial attribute scores. Magically altered attributes will not award additional bonuses or penalties.

Saving Adjustments For Race In %

		Drow	Half	Half					
Save Vs. Charm	Human	Elf	Elf	Orc	Halfling	Gnome	Dwarf	Elf	Orc

+25 +25 +45
-10

-5

.

.
Heat .

.

.

.

.

+5

+5

.

.
Cold .

. -5 -10 .

+5

+5

. +10 +10
Electric

. . . .
.

.

-10 -10 .
Chemical

. -5 . .

+5

+5

+15 +5 .
Mental

.

.

.

.

-10

-5

.

+10

-5
Magic

. . . .

-5

.

+10 +5 +5
Special

Character Gender

Whether a PC is male or female will affect the following attributes:

Males: +1 to Strength, -1 to Dexterity

Females: -1 to Strength, +1 to Dexterity

These factors are applied in addition to attribute adjustments due to racial heritage.

Advancement Charts

Fighters

Level Experience Required

Level	Experience Required	Title
Level 1.....	0	Veteran
Level 2.....	2,000	Warrior
Level 3.....	2,000	Swordsman
Level 4.....	4,000	Hero
Level 5.....	10,000	Swashbuckler
Level 6.....	17,000	Myrmidon
Level 7.....	35,000	Champion
Level 8.....	55,000	Superhero
Level 9.....	125,000	Cavalier
Level 10.....	125,000	Lieutenant Knight
Level 11.....	250,000	Knight
Level 12.....	250,000	Master Knight
Level 13.....	250,000	Lordling
Level 14.....	250,000	Lord

Level 15.....	250,000	Master Lord
Level 16.....	250,000	Kingly Lord
Level 17.....	250,000	Kingly Lord (with one star)
Level 18.....	250,000	Kingly Lord (with two stars etc...)

Rangers

Level Experience Required

Level	Experience Required	Title
Level 1.....	0	Runner
Level 2.....	2,250	Strider
Level 3.....	2,250	Scout
Level 4.....	5,500	Courser
Level 5.....	10,000	Tracker
Level 6.....	20,000	Guide
Level 7.....	50,000	Pathfinder
Level 8.....	75,000	Pathfinder
Level 9.....	125,000	Ranger Knight
Level 10.....	250,000	Ranger Champion
Level 11.....	325,000	Ranger Lord
Level 12.....	325,000	Master Ranger
Level 13.....	325,000	Grand Ranger
Level 14.....	325,000	Supreme Ranger
Level 15.....	325,000	Supreme Ranger (with one Arrow)
Level 16.....	325,000	Supreme Ranger (with two Arrows...etc.)

Paladins

Level Experience Required

Level	Experience Required	Title
Level 1.....	0	Gallant
Level 2.....	2,750	Keeper
Level 3.....	2,750	Protector
Level 4.....	6,500	Defender

Level 5.....	12,000	Warder
Level 6.....	21,000	Guardian
Level 7.....	50,000	Chevalier
Level 8.....	80,000	Justiciar
Level 9.....	175,000	Paladin
Level 10.....	350,000	Paladin Knight
Level 11.....	350,000	Paladin Lord
Level 12.....	350,000	Holy Paladin
Level 13.....	350,000	Holy Paladin (with one cross)
Level 14.....	350,000	Holy Paladin (with two crosses etc...)

Monks

Level Experience Required

Title		
Level 1.....	0	Novice
Level 2.....	2,250	Initiate
Level 3.....	2,500	Brother
Level 4.....	5,250	Disciple
Level 5.....	12,500	Immaculate
Level 6.....	25,000	Master
Level 7.....	50,000	Superior Master
Level 8.....	100,000	Master of Dragons
Level 9.....	150,000	Master, North Wind
Level 10.....	150,000	Master, West Wind
Level 11.....	200,000	Master, South Wind
Level 12.....	250,000	Master, East Wind
Level 13.....	300,000	Master of Winter
Level 14.....	300,000	Master of Autumn
Level 15.....	300,000	Master of Summer
Level 16.....	300,000	Master of Spring
Level 17.....	300,000	Master of Flowers
Level 18.....	300,000	Master of Flowers (One blossom)
Level 19.....	300,000	Master of Flowers (Two blossoms etc...)

Thieves

Level Experience Required

Title		
Level 1.....	0	Rogue
Level 2.....	1,250	Footpad
Level 3.....	2,250	Cutpurse
Level 4.....	4,500	Robber
Level 5.....	8,000	Burglar

Level 6.....	12,000	Cat Burglar
Level 7.....	22,500	Sneak
Level 8.....	35,000	Master Sneak
Level 9.....	50,000	Filcher
Level 10.....	75,000	Master Filcher
Level 11.....	100,000	Sharper
Level 12.....	150,000	Master Sharper
Level 13.....	200,000	Thief
Level 14.....	200,000	Master Thief
Level 15.....	200,000	Master Thief (With one dagger etc...)

Magic-Users

Level Experience Required

Title		
Level 1.....	0	Prestidigitator
Level 2.....	2,500	Evoker
Level 3.....	3,500	Conjurer
Level 4.....	7,500	Theurgist
Level 5.....	15,500	Thaumaturgist
Level 6.....	22,000	Magician
Level 7.....	55,000	Master Magician
Level 8.....	80,000	Warlock
Level 9.....	110,000	Crowned Warlock
Level 10.....	150,000	Sorcerer
Level 11.....	250,000	Necromancer
Level 12.....	300,000	Wizards Apprentice
Level 13.....	375,000	Wizards Assistant
Level 14.....	375,000	Wizard
Level 15.....	375,000	Superior Wizard (White Robe)
Level 16.....	375,000	Superior Wizard (Grey Robe)
Level 17.....	375,000	Superior Wizard (Black Robe etc...)

Clerics

Level Experience Required

Title		
Level 1.....	0	Acolyte
Level 2.....	1,500	Adept
Level 3.....	1,500	Priest
Level 4.....	3,000	Curate
Level 5.....	7,000	Perfect

Level 6.....	14,500	Canon
Level 7.....	27,500	Lama
Level 8.....	55,000	Patriarch
Level 9.....	100,000	Bishop
Level 10.....	150,000	Arch Bishop
Level 11.....	200,000	Cardinal
Level 12.....	250,000	Chief Cardinal
Level 13.....	250,000	High Priest
Level 14.....	250,000	Arch Priest
Level 15.....	250,000	Superior Priest

Enchanters

Level Experience Required

Level	Experience Required	Title
Level 1.....	0	Aspirant
Level 2.....	2,500	Ovate
Level 3.....	3,500	Dabbler
Level 4.....	7,500	Cabalist
Level 5.....	15,500	Visionist
Level 6.....	22,000	Spellbinder
Level 7.....	55,000	Seer
Level 8.....	80,000	Initiate
Level 9.....	110,000	Chief Initiate
Level 10.....	150,000	Master of Initiates
Level 11.....	250,000	Mage
Level 12.....	300,000	Arch Mage
Level 13.....	375,000	Arch Mage (One crystal)
Level 14.....	375,000	Arch Mage (Two crystals etc...)

Spells Known

Paladins (Shown for PCs with a 16 Wisdom)

Level	Spell Level						
	1	2	3	4	5	6	7
7	12	-	-	-	-	-	-
8	12	-	-	-	-	-	-
9	12	-	-	-	-	-	-
10	12	12	-	-	-	-	-
11	12	12	-	-	-	-	-
12	12	12	-	-	-	-	-

13		12	12	12	-	-	-	-
14		12	12	12	-	-	-	-
15		12	12	12	-	-	-	-
16 (Max)	12	12	12	12	-	-	-	-

PCs with a Wisdom above 16 learn @:

with 17 Wisdom as one experience level higher than shown.

with 18 Wisdom as two experience levels higher than shown. etc.....

Magic-Users & Enchanters (Shown for PCs with a 16 Intelligence)

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	3	1	-	-	-	-	-
4	4	2	-	-	-	-	-
5	5	3	1	-	-	-	-
6	6	4	2	-	-	-	-
7	7	5	3	1	-	-	-
8	8	6	4	1	-	-	-
9	9	7	5	2	1	-	-
10	10	8	6	3	1	-	-
11	11	9	7	3	2	1	-
12	12	9	8	4	3	2	-
13	12	10	8	4	3	2	1
14	12	10	9	5	4	3	1
15	12	11	9	5	4	3	2
16	12	11	9	6	5	4	2
17	12	11	10	6	5	4	3
18	12	12	10	7	6	5	3
19	12	12	11	7	6	5	4
20	12	12	11	8	6	6	4
21	12	12	11	8	7	6	5
22	12	12	11	9	7	7	5
23	12	12	11	9	8	7	6
24	12	12	12	10	8	8	6
25	12	12	12	10	9	9	7
26	12	12	12	11	9	9	8
27	12	12	12	11	10	10	9
28	12	12	12	12	10	10	10
29	12	12	12	12	11	11	11
30	12	12	12	12	12	12	12

PCs with an Intelligence above 16 learn @:
 with 17 Intelligence as one experience level higher than shown.
 with 18 Intelligence as two experience levels higher than shown.
 etc.....

Clerics (Shown for PCs with a 16 Wisdom)

Level	Spell Level						
	1	2	3	4	5	6	7
1	12	-	-	-	-	-	-
2	12	-	-	-	-	-	-
3	12	-	-	-	-	-	-
4	12	12	-	-	-	-	-
5	12	12	-	-	-	-	-
6	12	12	-	-	-	-	-
7	12	12	12	-	-	-	-
8	12	12	12	-	-	-	-
9	12	12	12	-	-	-	-
10	12	12	12	12	-	-	-
11	12	12	12	12	-	-	-
12	12	12	12	12	-	-	-
13	12	12	12	12	12	-	-
14	12	12	12	12	12	-	-
15	12	12	12	12	12	-	-
16	12	12	12	12	12	12	-
17	12	12	12	12	12	12	-
18	12	12	12	12	12	12	-
19	12	12	12	12	12	12	12

PCs with a Wisdom above 16 learn @:
 with 17 Wisdom as one experience level higher than shown.
 with 18 Wisdom as two experience levels higher than shown. etc...

Strength Modification Table

Strength	Adjustment	To Hit Adjustment	Damage
3	-20%		
-1			
4	-15%		
-1			
5	-10%	0	
6	-5%	0	
.	0%	0	
.	0%	0	
.	0%	0	
16	+5%		
+1			
17	+5%		
+2			
18	+10%		
+3			
19*	+10%		

+4
20* +15%

+5
21* +15%

+6
22* +20%

+7
23* +20%

+8
24* +25%

+9
25* +25%

+10
*Only Fighters, Rangers and Paladins will receive any bonuses for Strengths over 18.

Armor Category Adjustments For Dexterity

Dexterity *Armor Category Adjustment

1	+5
2	+4
3	+3
4	+2
5	+1
:	0
15	-1
16	-2
17	-3
18	-4
19	-5
20	-6
21	-7
22*	-8

* Will continue to reduce armor category by one per point of dexterity over 22.

Attacks Per Round

LEVEL	MONK	FIGHTER	RANGER	PALADIN
1				
1/1	1/1			
1/1				
	2			
1/1		1/1		
	1/1			
1/1				
	3			
1/1		1/1		
1/1				

1/1
4

3/2 1/1
1/1

1/1
5

3/2 3/2
3/2

1/1
6

3/2 3/2
3/2

3/2
7

2/1 3/2
3/2

3/2
8

2/1 3/2
3/2

3/2
9

2/1 3/2
3/2

3/2
10

2/1 2/1
3/2

3/2
11

5/2 2/1
2/1

3/2
12

5/2 2/1
2/1

2/1
13

5/2 2/1
2/1

2/1
14

5/2 2/1
2/1

2/1
15

3/1 5/2
2/1

2/1
16

3/1 5/2
2/1

2/1

17

$\frac{3}{1}$ $\frac{5}{2}$
 $\frac{5}{2}$

$\frac{2}{1}$
18

$\frac{3}{1}$ $\frac{5}{2}$
 $\frac{5}{2}$

$\frac{5}{2}$
19

$\frac{7}{2}$ $\frac{5}{2}$
 $\frac{5}{2}$

$\frac{5}{2}$
20

$\frac{7}{2}$ $\frac{3}{1}$
 $\frac{5}{2}$

$\frac{5}{2}$
21

$\frac{7}{2}$ $\frac{3}{1}$
 $\frac{5}{2}$

$\frac{5}{2}$
22

$\frac{7}{2}$ $\frac{3}{1}$
 $\frac{3}{1}$

$\frac{5}{2}$
23

$\frac{4}{1}$ $\frac{3}{1}$

3/1

5/2
24

4/1 3/1
3/1

3/1

Armor Category Adjustments For Base Armor Types

Armor Type	Armor Category Adjustment
------------	---------------------------

Robe

-1
Padded

-2
Leather

-3
Chain

-5
Banded

-7
Plate

-9
Gloves

Helm⁻¹

*Cap⁻¹

Shield⁰

Cloak⁻²

-1
Gauntlets

-1
Boots

-1

* Caps do not provide sufficient protection by themselves to reduce a PC's armor category, however, many of these items are enchanted to reduce the armor category of the wearer.

Weapon Damage Table

This listing includes only NON-magical and NON-unique weapons. Many weapons you will find will be of a magical sort and will do varying amounts of damage.

** These weapons have two attacks per round. Both attacks are at the same target. i.e. Throwing Stars have 2 attacks at 1 - 4 per each combat strike.

Permitted Missile Weapons	Damage vs.		#HANDS	Damage vs.		Class
	Small/Medium	Large				
Bow	1 - 6	1 - 6	2		F,R,T	
Throwing Axe	1 - 6	1 - 6	1		F,R,MO,T	
Throwing Dagger						

1 - 4	1 - 4	1			F,R,MO,T	
Throwing Hammer	1 - 6	1 - 6	1		F,C	
** Throwing Star	1 - 6	1 - 4	1		F,MO	

Permitted Melee Weapons	Damage vs.		#HANDS	Damage vs.		Class
	Small/Medium	Large				
Axe, Battle	1 - 12	1 - 12	2		F,P	
Axe, Pike						

1 - 12

1 - 18 2 F,P
Axe, Stone

1 - 7	1 - 7	1	F,P	
Axe, War	1 - 8	1 - 8	1	F,P,R,MO
Club	1 - 6	1 - 6	1	F,P,R,C
Dagger	1 - 4	1 - 3	1	F,P,R,T,MO,M,E
Dart	1 - 2	1 - 2	1	F,R,MO,T,M,E
Flail	1 - 8	1 - 6	1	F,P,R,C
Halberd	1 - 14	1 - 16	2	F,P
Hammer, Battle	1 - 8	1 - 8	1	F,P,C
Hammer, Stone	1 - 7	1 - 5	1	F,P,C
Hammer, War	1 - 8	1 - 6	1	F,P
Jo Stick	1 - 6	1 - 6	2	F,MO
Mace	1 - 6	1 - 6	1	F,P,R,C
Morning Star	1 - 8	1 - 8	1	F,P,R
Nunchucka	1 - 6	1 - 4	1	F,MO,T
Spear	1 - 8	1 - 8	2	F,P,R,MO
Staff				

	1 - 6	1 - 6	2	ALL	
Staff, Quarter	1 - 5	1 - 5	2	ALL	ALL
Sword, Broad	1 - 8	1 - 10	1	F,P,R	
Sword, Long	1 - 10	1 - 12	1	F,P,R	
Sword, Scimitar	1 - 8	1 - 8	1	F,P,R,MO,T,E	
Sword, Tip	1 - 12	1 - 10	1	F,P,R,MO	
Sword, Two-Handed	1 - 12	1 - 18	2	F,P	
Sword, Short	1 - 6	1 - 8	1	F,P,R,MO,T,E	

Turning Probability for Clerics and Paladins.

Actually, this is more of a formula than a table.

Chance of turning = 30% + 10% X Level of caster - 5% X Monster Level.

This chance applies to each and every undead involved in the battle. If the PC is successful the undead creature will be destroyed. If the PC does a particularly good job at turning, the undead creature will not be destroyed, but actually TURNED. This means the undead will change allegiance, and

will now fight on behalf of the cleric or paladin, instead of against them.

Level of Monster
*Level of Cleric
1

2

3

4

5

6

7

8

9

10

1 35

30

25

20

15

10

5

∅

∅

∅

2 45

40

35

30

25

20

15

10

5

Ø
3 55

50

45

40

35

30

25

20

15

10

4 65

60

55

50

45

40

35

30

25

20

5 75

70

65

60

55

50

45

40

30

25

6 85

80

75

70

65

60

55

50

45

35

795

90

85

80

75

70

65

60

55

50
8 ∞

∞

95

90

85

80
75

70

65

60
9 ∞

∞

∞

∞

95

90
85

80

75

70

10 ∞

∞

∞

∞

∞

∞

95

90

85

80

11 ∞

∞

∞

∞

∞

∞

∞

∞

95

90

12 ∞

∞

∞

∞

∞

∞

∞

∞

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By now you get the pattern, so impress us with your mathematical skills and figure the rest out.

* Paladins gain the ability to turn undead when they reach the 4th level of ability. They turn as a Cleric 3 levels below their own level, so a 4th level Paladin turns as a 1st level Cleric, an 8th level Paladin turns as a 5th level Cleric etc....

To determine the experience value of an enemy you kill, destroy, slaughter or blow to pieces in general:

Value of monster = Base Value + (Per Stamina x Actual Stamina Of Enemy) + (Exceptional Bonuses)

Monster

Base

Per
Level

Value

Stamina

Exceptional Bonus

0

15

3

100

1

30

6

200

2

45

9

300

3

60

12

400

4

75

15

500

5

90

18

600

6

150

21

700

7

225

24

800

8

375

27

900

9

600

30

1,000

10

900

33

1,200

11

1300

36

1,400

12

1800

39

1,500

13

2300

42

1,800

14

2800

45

2,000

15

3200

50

2,400

16

3700

55

2,800

17

4200

60

3,200

18

4700

65

3,600

19

5200

70

4,000

20

5700

75

4,400
Over 20

6200

80

4,800

Exceptional Bonuses For Monsters:

Special Attacks: Drain experience, Paralyze, Poison, Heat Damage, Cold Damage, Electric Damage, Chemical Damage, Mental Damage, Curse, Cause Fear, Entangle, Confuse, Drain Spell Points or Charm.

Any Permanent Condition (1/2 Exceptional Bonus Each): Regeneration, Protection From 1st Level Spells, Bless etc....

Capable Of Using Missile Weapons
+ 100 Exp
Magic Resistance Greater Than 15%
+ Exceptional
Magic Resistance Greater Than 35%
+ 2 x Exceptional

Capable Of Casting Magic

+ 500 Exp
Armor Catagory Less Than 0

+ 500 Exp
More Than 3 Attacks/Round

+ 500 Exp
Magical Weapon To Hit

+ 500 x Needed Plus
Bonus To Hit Enemy/Damage

+ 350 x Bonus

A couple of examples:

A 6th level master thief with 46 stamina, 5% magic resistance, armed with throwing daggers and has a 0 plus to hit/damage:

Base for 6th level monster = 150

Base per stamina = 21 Therefore $21 \times 46 = 966$

Capable of missile Weapons = + 100

Total Exp = $150 + 966 + 100 = 1216$ exp

A 9th level demon with 74 stamina, 20% magic resistance, regenerates 3 stamina/round, permanently protected against 1st level spells, mental attacks and absorbs energy, can cast magic and has 4 attacks/round, requires +2 weapon or better to hit and has a +4 to hit and to damage on attacks: (Tough guy!)

Base for 9th level monster = 600

Base per stamina = 30 Therefore $30 \times 74 = 2220$

Capable of casting magic + 500 exp

Permanent conditions = $0.5 \times \text{exceptional} \times 3 \text{ conditions} = 1500$

4 attacks/round = 500 exp

Magical To Hit = $2 \times 500 = 1000$

To hit/damage bonus = $4 \times 350 = 1400$

20% Magic resistance = 500

Total Exp = $600 + 2220 + 500 + 1500 + 500 + 1000 + 1400 + 500 = 8220$
exp

NOTE: Keep in mind that all experience as calculated above is base. If you began the adventure at a difficulty rating other than NORMAL or had higher or lower numbers of character levels you may earn higher or lower experience. This is to take into account the difficulty level of play. The harder your setting, the more experience you will earn.