

# **Tables**

Zach Forsyth

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Tables		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Tables</b>	<b>1</b>
1.1	Imp Professional Tables . . . . .	1
1.2	Attack . . . . .	2
1.3	Attack . . . . .	2
1.4	Attack . . . . .	3
1.5	Attack . . . . .	3
1.6	Attack . . . . .	4
1.7	Saves . . . . .	4
1.8	Saves . . . . .	5
1.9	Saves . . . . .	5
1.10	Saves . . . . .	5
1.11	Saves . . . . .	6
1.12	Assassination . . . . .	6
1.13	Encounter Reaction . . . . .	6
1.14	Turning Undead . . . . .	7

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# Chapter 1

## Tables

### 1.1 Imp Professional Tables

Attack - Fighters, Rangers, Paladins & Bards

Magic-Users & Illusionists

Clerics, Druids & Monks

Thieves & Assassins

Monsters

Saves - Fighters, Rangers, Paladins & Bards

Magic-Users & Illusionists

Clerics, Druids & Monks

Thieves & Assassins

Items

Assassins table for assassination

Encounter reaction

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## Matrix for clerics affecting undead

**1.2 Attack**

## ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, AND BARDS

Armor Class	20-sided Die Score to Hit by Level of Attacker									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
-10	26	25	23	21	20	20	20	18	16	14
-9	25	24	22	20	20	20	19	17	15	13
-8	24	23	21	20	20	20	18	16	14	12
-7	23	22	20	20	20	19	17	15	13	11
-6	22	21	20	20	20	18	16	14	12	10
-5	21	20	20	20	19	17	15	13	11	9
-4	20	20	20	20	18	16	14	12	10	8
-3	20	20	20	19	17	15	13	11	9	7
-2	20	20	20	18	16	14	12	10	8	6
-1	20	20	19	17	15	13	11	9	7	5
0	20	20	18	16	14	12	10	8	6	4
1	20	19	17	15	13	11	9	7	5	3
2	19	18	16	14	12	10	8	6	4	2
3	18	17	15	13	11	9	7	5	3	1
4	17	16	14	12	10	8	6	4	2	0
5	16	15	13	11	9	7	5	3	1	-1
6	15	14	12	10	8	6	4	2	0	-2
7	14	13	11	9	7	5	3	1	-1	-3
8	13	12	10	8	6	4	2	0	-2	-4
9	12	11	9	7	5	3	1	-1	-3	-5
10	11	10	8	6	4	2	0	-2	-4	-6

**1.3 Attack**

## ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Armor Class	20-sided Die Score to Hit by Level of Attacker				
	1-5	6-10	11-15	16-20	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8

4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

## 1.4 Attack

### ATTACK MATRIX FOR CLERICS, DRUIDS, AND MONKS

Armor Class	20-sided Die Score to Hit by Level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

## 1.5 Attack

### ATTACK MATRIX FOR THIEVES AND ASSASSINS

Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4	5-8	9-12	13-16	17-20	21+
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11

0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

## 1.6 Attack

### ATTACK MATRIX FOR MONSTERS

Armor Class	20-sided Die Score to Hit by Level of Attacker										
	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11	12-13	14-15	16+
-10	25	24	23	21	20	20	20	20	20	19	18
-9	24	23	22	20	20	20	20	20	19	18	17
-8	23	22	21	20	20	20	20	19	18	17	16
-7	22	21	20	20	20	20	19	18	17	16	15
-6	21	20	20	20	20	19	18	17	16	15	14
-5	20	20	20	20	20	18	17	16	15	14	13
-4	20	20	20	20	19	17	16	15	14	13	12
-3	20	20	20	19	18	16	15	14	13	12	11
-2	20	20	20	18	17	15	14	13	12	11	10
-1	20	20	19	17	16	14	13	12	11	10	9
0	20	19	18	16	15	13	12	11	10	9	8
1	19	18	17	15	14	12	11	10	9	8	7
2	18	17	16	14	13	11	10	9	8	7	6
3	17	16	15	13	12	10	9	8	7	6	5
4	16	15	14	12	11	9	8	7	6	5	4
5	15	14	13	11	10	8	7	6	5	4	3
6	14	13	12	10	9	7	6	5	4	3	2
7	13	12	11	9	8	6	5	4	3	2	1
8	12	11	10	8	7	5	4	3	2	1	0
9	11	10	9	7	6	4	3	2	1	0	-1
10	10	9	8	6	5	3	2	1	0	-1	-2

## 1.7 Saves

### SAVING THROW MATRIX FOR FIGHTERS, PALADINS, AND RANGERS

Level	Attack to be Saved Against					
	Paralyzation Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell	
0	16	17	18	20	19	
1-2	14	15	16	17	17	
3-4	13	14	15	16	16	
5-6	11	12	13	13	14	

7-8	10	11	12	12	13
9-10	8	9	10	9	11
11-12	7	8	9	8	10
13-14	5	6	7	5	8
15-16	4	5	6	4	7
17+	3	4	5	4	6

## 1.8 Saves

### SAVING THROW MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Level	Attack to be Saved Against				
	Paralyzation	Petrification	Rod, Staff	Breath	Spell
	Poison or Death Magic	or Polymorph	or Wand	Weapon	
1-5	14	13	11	15	12
6-10	13	11	9	13	10
11-15	11	9	7	11	8
16-20	10	7	5	9	6
21+	8	5	3	7	4

## 1.9 Saves

### SAVING THROW MATRIX FOR CLERICS AND DRUIDS

Level	Attack to be Saved Against				
	Paralyzation	Petrification	Rod, Staff	Breath	Spell
	Poison or Death Magic	or Polymorph	or Wand	Weapon	
1-3	10	13	14	16	15
4-6	9	12	13	15	14
7-9	7	10	11	13	12
10-12	6	9	10	12	11
13-15	5	8	9	11	10
16-18	4	7	8	10	9
19+	2	5	6	8	7

## 1.10 Saves

### SAVING THROW MATRIX FOR THIEVES, ASSASSINS, AND MONKS

Level	Attack to be Saved Against				
	Paralyzation	Petrification	Rod, Staff	Breath	Spell
	Poison or Death Magic	or Polymorph	or Wand	Weapon	
1-4	13	12	14	16	15
5-8	12	11	12	15	13
9-12	11	10	10	14	11
13-16	10	9	8	13	9
17-20	9	8	6	12	7



21+                    8                    7                    4                    11                    5

## 1.11 Saves

SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

	1	2	3	4	5	6	7	8	9	10	11
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1	11	1
Metal, soft or Jewelry	13	14	9	19	4	18	13	5	1	16	1
Mirror	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

1-Acid 2-Crushing Blow 3-Normal Blow 4-Disintegrate 5-Fall 6-Fireball  
7-Magical Fire 8-Normal Fire 9-Frost 10-Lightning 11-Electricity

## 1.12 Assassination

ASSASSINS' TABLE FOR ASSASSINATIONS

Level	Level of Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	---	---	---	---
2	55%	50%	40%	30%	15%	2%	---	---	---	---
3	60%	55%	45%	35%	20%	5%	---	---	---	---
4	65%	60%	50%	40%	25%	10%	1%	---	---	---
5	70%	65%	55%	45%	30%	15%	5%	---	---	---
6	75%	70%	60%	50%	35%	20%	10%	1%	---	---
7	80%	75%	65%	55%	40%	25%	15%	5%	---	---
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	---
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	---
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	45%	35%

## 1.13 Encounter Reaction

## ENCOUNTER REACTION

Adjusted Die Score	Reaction
01-05	Violently hostile, immediate attack*
06-25	Hostile, immediate action*
26-45	Uncertain but 55% prone toward negative
46-55	Neutral - uninterested - uncertain
56-75	Uncertain but 55% prone toward positive
76-95	Friendly, immediate action
96-00	Enthusiastically friendly, immediate acceptance

\* Or morale check if appropriate

## 1.14 Turning Undead

## MATRIX FOR CLERICS AFFECTING UNDEAD

Type of Undead	Level of Cleric Attempting to Turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	--	20	19	13	10	7	4	T	T	D
Wraith	--	--	20	16	13	10	7	4	T	D
Mummy	--	--	--	20	16	13	10	7	4	T
Spectre	--	--	--	--	20	16	13	10	7	T
Vampire	--	--	--	--	--	20	16	13	10	4
Ghost	--	--	--	--	--	--	20	16	13	7
Lich	--	--	--	--	--	--	--	19	16	10
Special	--	--	--	--	--	--	--	20	19	13

\* Number affected is 7-12 rather than 1-12.