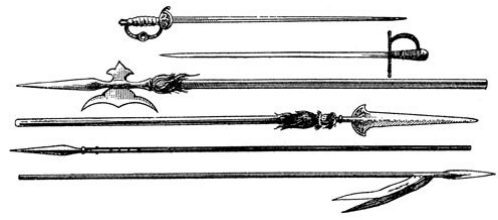


Reference Sheets

For White Box: Fantastic Medieval Adventure Game

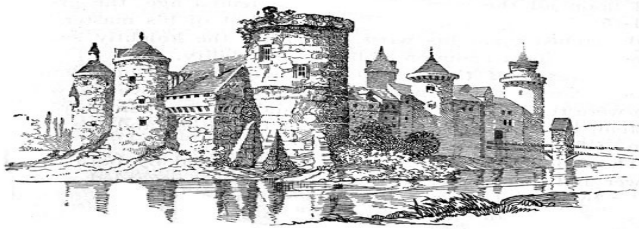


Universal Attribute Bonus (UAB)

Attribute Roll	Description	Bonus
3-6	Below Average	-1 (or -5%)
7-14	Average	-
15-18	Above Average	+1 (or +5%)

Charisma Bonus Table

Charisma	Hirelings (Max #)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2



NPC Loyalty Table - Adjust with PCs Charisma bonus

Roll 3d6	3	4-5	6-8	9-12	13-15	16-17	18
Loyalty	Traitor	-2	-1	Avg.	+1	+2	Loyalist

Monster or NPC Morale Check (for NPCs, can be modified by loyalty table)

Roll 2d6	2 or less	3-5	6-8	9-11	12
Morale	Surrender	Flee	Hold	Fight for Advantage	Attack!

Monster or NPC Reaction Check

Roll 2d6	2 or less	3-5	6-8	9-11	12
Reaction	Hostile	Negative	Uncertain	Positive	Friendly

Saving Throws

Level	Fighter/Thief	Cleric/Magic-User
1	14	15
2	13	14
3	12	13
4	11	12
5	10	11
6	9	10
7	8	9
8	7	8
9	6	7
10	5	6

Saving Throw Adjustments

Cleric	+2 vs. poison or paralysis
Fighter	+2 vs. death or poison
Magic-User	+2 vs. spells, wands, or staves
Thief	+2 vs. mundane or magical trap effects

Turning Undead - Roll target no. or higher on 3d6 to turn all creatures (optional: 2d6 HD worth) of the given type for 3d6 rounds

Undead HD	Clerical Level									
	1	2	3	4	5	6	7	8	9-13	14+
<1	10	7	4	D	D	D	D	D	D	D
1	13	10	7	4	D	D	D	D	D	D
2	15	13	10	7	4	D	D	D	D	D
3	17	15	13	10	7	4	D	D	D	D
4	-	17	15	13	10	7	4	D	D	D
5	-	-	17	15	13	10	7	4	D	D
6	-	-	-	17	15	13	10	7	4	D

7	-	-	-	-	17	15	13	10	7	4
8	-	-	-	-	-	17	15	13	10	7
9	-	-	-	-	-	-	17	15	13	10
10+	-	-	-	-	-	-	-	17	15	13

Movement Rate Adjustments

Movement Type	Adjustment
Careful	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate
Combat	1/3 Movement Rate

Movement Rate (Tens of feet/turn, allowing two moves/turn)

Weight Carried (lb.)	Elf/Human	Dwarf/Halfling
0-75	12	9
76-100	9	6
101-150	6	3
151-300	3	3

Underground: 12 = 240 ft/turn normal, 120 ft/turn careful, 480 ft/turn running, Combat: 12/3x10 feet = 40 ft/round

Outdoor: 12 = 12 miles/day normal, 24 miles/day forced, Combat: 12/3x10 yards = 40 yds/round



Armor

Armor	Effect on AC [AAC]	Weight (lb.)*	Cost
Chain mail	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate mail	-6 [+6]	75	50
Shield	-1 [+1]	10	10

* At the Referee's discretion, magical armor weighs either half of its normal weight or nothing at all

Cleric and Thief Attack Rolls

Level	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
1-3	10	11	12	13	14	15	16	17	18	19	20	21
4-5	9	10	11	12	13	14	15	16	17	18	19	20
6-7	8	9	10	11	12	13	14	15	16	17	18	19
8	7	8	9	10	11	12	13	14	15	16	17	18
9	6	7	8	9	10	11	12	13	14	15	16	17
10	5	6	7	8	9	10	11	12	13	14	15	16

Fighter Attack Rolls

Level	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3-4	8	9	10	11	12	13	14	15	16	17	18	19
5	7	8	9	10	11	12	13	14	15	16	17	18
6-7	6	7	8	9	10	11	12	13	14	15	16	17
8	5	6	7	8	9	10	11	12	13	14	15	16
9-10	4	5	6	7	8	9	10	11	12	13	14	15

Magic-user Attack Rolls

Level	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
1-4	10	11	12	13	14	15	16	17	18	19	20	21
5-6	9	10	11	12	13	14	15	16	17	18	19	20
7-8	8	9	10	11	12	13	14	15	16	17	18	19
9-10	7	8	9	10	11	12	13	14	15	16	17	18
11-12	6	7	8	9	10	11	12	13	14	15	16	17
13-14	5	6	7	8	9	10	11	12	13	14	15	16
15-16	4	5	6	7	8	9	10	11	12	13	14	15

Monster Attack Rolls

Level	Target Armor Class [Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
< 1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15+	1	1	1	1	1	1	1	2	3	4	5	6

Ascending AC Combat

Class	Level									
	1	2	3	4	5	6	7	8	9	10
	Base to-hit bonus									
Cleric or Thief	+0	+0	+0	+1	+1	+2	+2	+3	+4	+5
Fighter	+0	+1	+2	+2	+3	+4	+4	+5	+6	+6
Magic-user	+0	+0	+0	+0	+1	+1	+2	+2	+3	+3

Melee Weapons

Weapon	Damage	Weight (lb.)	Cost
Axe, battle*	1d6+1	15	7
Axe, hand‡	1d6	5	3
Club	1d6	10	-
Dagger	1d6-1	2	3
Flail	1d6	15	8
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm*	1d6+1	15	7
Spear‡	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+1	15	15
Warhammer	1d6	10	5

* Two-handed weapon

‡ Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Missile Weapons

Weapon	Damage	RoF*	Ranget	Weight (lb.)	Cost
Arrows (20)	-	-	-	1	5
Arrow, silver	-	-	-	1	5
Axe, hand	1d6	1	10 ft.	10	3
Bolt, crossbow (30)	-	-	-	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolts)	-	-	-	1	5
Crossbow, heavy	1d6+1	1/2	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stones)	-	-	-	1	1
Quiver (20 arrows)	-	-	-	1	5
Sling	-	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	-	-	1	1

* Rate of Fire is the number of projectiles that can be fired per combat round

† There is a +2 "to-hit" bonus for missile weapons utilized at short range (x1), a +1 "to-hit" bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

