

# OLD-SCHOOL ESSENTIALS

## ADVANCED FANTASY

### Player's Tome

*pre-release v0.2*

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**NECROTIC  
GNOME**

## Racial Ability Score Requirements and Modifiers

Race	STR	INT	WIS	DEX	CON	CHA
Drow	–	Min 9	–	+1	–1	–
Duergar	–	Min 9	–	–	Min 9, +1	–1
Dwarf	–	–	–	–	Min 9, +1	–1
Elf	–	Min 9	–	+1	–1	–
Gnome	–	Min 9	–	–	Min 9	–
Half-elf	–	–	–	–	Min 9	Min 9
Halfling	–1	–	–	Min 9, +1	Min 9	–
Half-orc	+1	–	–	–	+1	–2
Human	–	–	–	–	(+1)*	(+1)*
Svirfneblin	–	–	–	–	Min 9	–

\* If using the optional rule for lifting demihuman class and level restrictions.

## Class Level Limits by Race

Race	Ac	As	Bb	Bd	Cl	Dr	Fi	Il	Kn	MU	Pa	Ra	Th
Drow	10	10	–	–	11*	–	7	–	9	9	–	9	11
Duergar	–	9	–	–	8*	–	10	–	–	–	–	–	9
Dwarf	–	9	–	–	8*	–	10	–	–	–	–	–	9
Elf	10	10	–	–	7*	8*	7	–	11	11	–	11	10
Gnome	–	6	–	–	7*	–	6	7	–	–	–	–	8
Half-elf	12	11	–	12	5	12	8	–	12	8	12	8	12
Halfling	–	–	–	–	–	6*	6	–	–	–	–	–	8
Half-orc	8	8	–	–	4	–	10	–	–	–	–	–	8
Human	14	14	14	14	14	14	14	14	14	14	14	14	14
Svirfneblin	–	8	–	–	7*	–	6	7	–	–	–	–	8

\* At the referee's option, this class/race combination may only exist as NPCs.

## Character Attack Table

Character Type and Level							Attack Roll to Hit AC									
Martial	Semi-Martial	Non-Martial	–3	–2	–1	0	1	2	3	4	5	6	7	8	9	
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10	
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8	
7–9	9–12	11–14	17	16	15	14	13	12	11	10	9	8	7	6	5	
10–12	13–14	–	15	14	13	12	11	10	9	8	7	6	5	4	3	
13–14	–	–	13	12	11	10	9	8	7	6	5	4	3	2	2	

► **Martial:** Barbarian, drow, duergar, dwarf, elf, fighter, half-elf, halfling, knight, paladin, ranger, svirfneblin.

► **Semi-martial:** Acrobat, assassin, bard, cleric, druid, half-orc, thief.

► **Non-martial:** Gnome, illusionist, magic-user.

**Acrobat/Assassin/Bard/Thief Saves**

Level	D	W	P	B	S
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

**Barbarian Saves**

Level	D	W	P	B	S
1-3	10	13	12	15	16
4-6	8	11	10	13	13
7-9	6	9	8	10	10
10-12	4	7	6	8	7
13-14	3	5	4	5	5

**Cleric/Druid Saves**

Level	D	W	P	B	S
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-16	3	5	7	8	7

**Drow Saves**

Level	D	W	P	B	S
1-3	12	13	13	15	12
4-6	10	11	11	13	10
7-9	8	9	9	10	8
10	6	7	8	8	6

**Duergar/Dwarf/Halfling Saves**

Level	D	W	P	B	S
1-3	8	9	10	13	12
4-6	6	7	8	10	10
7-9	4	5	6	7	8
10-12	2	3	4	4	6

**Elf Saves**

Level	D	W	P	B	S
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

**Fighter/Knight/Ranger Saves**

Level	D	W	P	B	S
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8

**Gnome Saves**

Level	D	W	P	B	S
1-5	8	9	10	14	11
6-10	6	7	8	11	9

**Half-Elf Saves**

Level	D	W	P	B	S
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10-12	6	7	8	8	8

**Half-Orc Saves**

Level	D	W	P	B	S
1-4	13	14	13	16	15
5-8	12	13	11	14	13

**Illusionist/Magic-User Saves**

Level	D	W	P	B	S
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8

**Paladin Saves**

Level	D	W	P	B	S
1-3	10	11	12	13	14
4-6	8	9	10	11	12
7-9	6	7	8	8	10
10-12	4	5	6	6	8
13-14	2	3	4	3	6

**Svirfneblin Saving Throws**

Level	D	W	P	B	S
1-3	8	9	10	14	11
4-6	6	7	8	11	9
7-8	4	5	6	9	7

## Adventuring Gear

Item	Cost (gp)
Backpack	5
Crowbar	10
Garlic	5
Grappling hook	25
Hammer (small)	2
Holy symbol	25
Holy water (vial)	25
Iron spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Oil (1 flask)	2
Pole (10' long, wooden)	1
Rations (iron, 7 days)	15
Rations (standard, 7 days)	5
Rope (50')	1
Sack (small)	1
Sack (large)	2
Stakes (3) and mallet	3
Thieves' tools	25
Tinder box (flint & steel)	3
Torches (6)	1
Waterskin	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	10

## Tack and Harness

Item	Cost (gp)
Barding (AC 5 [14])	150
Saddle and bridle	25
Saddle bags	5

## Coin Conversion Rates

1pp = 5gp      1gp = 2ep  
 1gp = 10sp    1gp = 100cp

## Weapons

Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50
Club	3	50
Crossbow	30	50
Dagger	3	10
Hand axe	4	30
Javelin	1	20
Lance	5	120
Long bow	40	30
Mace	5	30
Polearm	7	150
Short bow	25	30
Short sword	7	30
Silver dagger	30	10
Sling	2	20
Spear	4	30
Staff	2	40
Sword	10	60
Two-handed sword	15	150
Warhammer	5	30

## Ammunition

Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 30)	10
Silver tipped arrow (1)	5
Sling stones	Free

## Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1	10	100

## Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5'–80' / 81'–160' / 161'–240'), Reload, Slow, 2H
Dagger	1d4	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Hand axe	1d6	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Holy water vial	1d8	Missile (5'–10' / 11'–30' / 31'–50'), Splash weapon
Javelin	1d4	Missile (5'–30' / 31'–60' / 61'–90')
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5'–70' / 71'–140' / 141'–210'), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5'–10' / 11'–30' / 31'–50'), Splash weapon
Polearm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5'–50' / 51'–100' / 101'–150'), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Sling	1d4	Blunt, Missile (5'–40' / 41'–80' / 81'–160')
Spear	1d6	Brace, Melee, Missile (5'–20' / 21'–40' / 41'–60')
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
2-handed sword	1d10	Melee, Slow, Two-handed
War hammer	1d6	Blunt, Melee

## Animals of Burden

Animal	Cost (gp)	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (Coins)	Miles per Day	Movement Rate	Max Load (Coins)
Camel	100	30	150' (50')	3,000	15	75' (25')	6,000
Horse (draft)	40	18	90' (30')	4,500	9	45' (15')	9,000
Horse (riding)	75	48	240' (80')	3,000	24	120' (40')	6,000
Horse (war)	250	24	120' (40')	4,000	12	60' (20')	8,000
Mule	30	24	120' (40')	2,000	12	60' (20')	4,000

## Land Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (Coins)	Extra Animals	Max Load (Coins)
Cart	100	12	60' (20')	1 draft horse or 2 mules	4,000	2 draft horses or 4 mules	8,000
Wagon	200	12	60' (20')	2 draft horses or 4 mules	15,000	4 draft horses or 8 mules	25,000