

I find lately that my desire to use a screen to aid in running games has diminished. I prefer an open table with nothing separating me from the players. To make things easier to run (in an already easy to run game, I know) I decided to switch to an ascending AC system and replace the to-hit charts with attack bonuses. In addition I came up with a simple formula to approximate saving throws for monsters.

This document contains everything you need to update your Labyrinth Lord game.

Attack values (AV)

To determine class attack values I used the formula: $20 - \text{Thac0}$ (as per the table on page 60) = attack value. Thus a level 5 Fighter would have an attack value of: $20 - 16 = +4 \text{ AV}$;

To determine a monsters attack value use the formula: Hit Dice (counting Hit Dice with a + as one Hit Die higher) = attack value. Thus a monster with 3 Hit Dice would have an attack value of: +3 and a monster with hit dice of 3+2 would have an attack value of: $3 + 1 = +4 \text{ AV}$.

Ascending Armor Class

To determine ascending armor class use the formula: $20 - \text{armor class} = \text{ascending armor class}$. Thus banded mail with an armor class of 4 would have an ascending armor class of: $20 - 4 = 16$ ascending armor class.

Monster saving throws

To avoid having to look up saving throws I use this formula to approximate them: $17 - \text{Hit Dice}$ (counting Hit Dice with a + as one Hit Die higher) = saving throw. Thus a monster with 2 Hit Dice would have a saving throw of: $17 - 2 = 15$ saving throw and a monster with hit dice of 4+2 would have a saving throw of: $17 - (4+1) = 12$ saving throw.

An alternative to the option above would be to use the level stated in the Save section of a monsters statistic block instead of the Hit Dice. In most cases it works out to be the same but some monsters have saves higher or lower than their levels and so this system would be more accurate. The formula for this option would be: $17 - \text{Save level} = \text{saving throw}$. Thus a monster with a Save of F3 would have a saving throw of: $17 - 3 = 14$ and a monster with a Save of F9 would have a saving throw of: $17 - 9 = 8$.

Character saving throws function as per the Labyrinth Lord book.

Charts

Dexterity table (page 6)

Dexterity Table			
Score	Armor Class Modifier	Missile Attack Modifier	Optional Initiative Modifier
3	-3	-3	-2
4-5	-2	-2	-1
6-8	-1	-1	-1
9-12	0	0	0
13-15	+1	+1	+1
16-17	+2	+2	+1
18	+3	+3	+2

Cleric level progression (page 9)

Cleric Level Progression			
Experience	Level	Attack Value	Hit Dice (1d6)
0	1	+1	1
1,565	2	+1	2
3,125	3	+1	3
6,251	4	+2	4
12,501	5	+2	5
25,001	6	+3	6
50,001	7	+3	7
100,001	8	+3	8
200,001	9	+4	9
300,001	10	+4	+1 hp only*
400,001	11	+5	+2 hp only*
500,001	12	+6	+3 hp only*
600,001	13	+7	+4 hp only*
700,001	14	+7	+5 hp only*
800,001	15	+8	+6 hp only*
900,001	16	+8	+7 hp only*
1,000,001	17	+9	+8 hp only*
1,100,001	18	+9	+9 hp only*
1,200,001	19	+10	+10 hp only*
1,300,001	20	+10	+11 hp only*

Dwarf level progression (page 10)

Dwarf Level Progression			
Experience	Level	Attack Value	Hit Dice (1d8)
0	1	+1	1
2,187	2	+1	2
4,375	3	+2	3
8,751	4	+3	4
17,501	5	+4	5
35,001	6	+5	6
70,001	7	+6	7
140,001	8	+6	8
280,001	9	+7	9
400,001	10	+8	+3 hp only*
540,001	11	+8	+6 hp only*
660,001	12	+9	+9 hp only*

Elf level progression (page 11)

Elf Level Progression			
Experience	Level	Attack Value	Hit Dice (1d6)
0	1	+1	1
4,065	2	+1	2
8,125	3	+2	3
16,251	4	+3	4
32,501	5	+4	5
65,001	6	+5	6
130,001	7	+6	7
200,001	8	+6	8
400,001	9	+7	9
600,001	10	+9	+2 hp only*

Halfling level progression (page 12)

Halfling Level Progression			
Experience	Level	Attack Value	Hit Dice (1d6)
0	1	+1	1
2,035	2	+1	2
4,065	3	+2	3
8,125	4	+3	4
16,251	5	+4	5
32,501	6	+5	6
65,001	7	+6	7
130,001	8	+6	8

Fighter level progression (page 11)

Fighter Level Progression			
Experience	Level	Attack Value	Hit Dice (1d8)
0	1	+1	1
2,035	2	+1	2
4,065	3	+2	3
8,125	4	+3	4
16,251	5	+4	5
32,501	6	+5	6
65,001	7	+6	7
120,001	8	+6	8
240,001	9	+7	9
360,001	10	+8	+2 hp only*
480,001	11	+8	+4 hp only*
600,001	12	+9	+6 hp only*
720,001	13	+10	+8 hp only*
840,001	14	+11	+10 hp only*
960,001	15	+12	+12 hp only*
1,080,001	16	+13	+14 hp only*
1,200,001	17	+14	+16 hp only*
1,320,001	18	+15	+18 hp only*
1,440,001	19	+16	+20 hp only*
1,560,001	20	+16	+22 hp only*

Magic-User level progression (page 11)

Magic-User Level Progression			
Experience	Level	Attack Value	Hit Dice (1d4)
0	1	+1	1
2,501	2	+1	2
5,001	3	+1	3
10,001	4	+2	4
20,001	5	+2	5
40,001	6	+2	6
80,001	7	+2	7
160,001	8	+3	8
310,001	9	+3	9
460,001	10	+3	+1 hp only*
610,001	11	+4	+2 hp only*
760,001	12	+4	+3 hp only*
910,001	13	+5	+4 hp only*
1,060,001	14	+6	+5 hp only*
1,210,001	15	+6	+6 hp only*
1,360,001	16	+7	+7 hp only*
1,510,001	17	+7	+8 hp only*
1,660,001	18	+7	+9 hp only*
1,810,001	19	+8	+10 hp only*
1,960,001	20	+8	+11 hp only*

Armor (page 15)

Armor			
Armor	Cost	Armor Class	Weight
Banded mail	85gp	16	35 lb.
Chain mail	70gp	15	30 lb.
Helmet	10gp	-	5 lb.
Horse barding	150gp	15	60 lb.
Leather	6gp	12	15 lb.
Padded	4gp	12	10 lb.
Plate mail	450gp	17	50 lb.
Scale mail	50gp	14	40 lb.
Shield	10gp	1 more*	10 lb.
Splint mail	75gp	16	45 lb.
Studded leather	30gp	13	20 lb.
Unarmored	0gp	11	nil

* Using a shield increases armor class by 1.

Attack table (page 60)

Character Attack Table				
Classes			Attack Values: Roll 1d20 and add the bonus below to determine what AC is hit.	
Cleric and Thief	Dwarf, Elf, Fighter, and Halfling	Magic-User	Monster HD	Attack Value
Level Ranges				
	0 Human			+0
1-3	1-2	1-3	1 or less	+1
4-5	3	4-7	1+ and 2	+2
6-8	4	8-10	2+ and 3	+3
9-10	5	11-12	3+ and 4	+4
11	6	13	4+ and 5	+5
12	7-8	14-15	5+ and 6	+6
13-14	9	16-18	6+ and 7	+7
15-16	10-11	19-20	7+ to 9	+8
17-18	12	21-23	9+ to 11	+9
19-20	13	24+	11+ to 13	+10
21+	14		13+ to 15	+11
	15		15+ to 17	+12
	16		17+ to 19	+13
	17		19+ to 21	+14
	18		21+ and above	+15
	19+			+16