

# CLASS 'TO HIT' BONUS & ARMOR CLASS

Class	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Base "To-Hit" Bonus																			
<b>Cleric</b>	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
<b>Fighter</b>	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
<b>Magic-User</b>	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8
<b>Thief</b>	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8

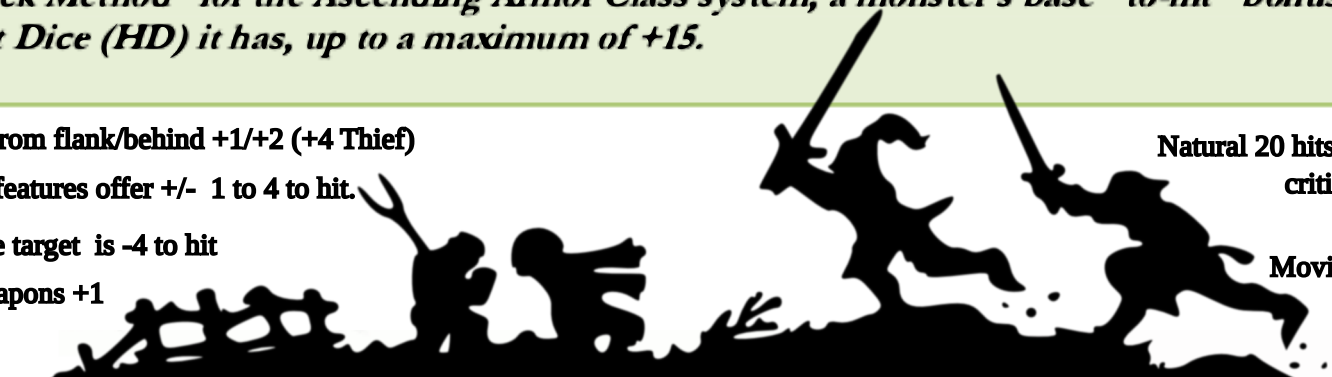
<sup>1</sup> For the "Quick Method" for the Ascending Armor Class system, a monster's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

Example Modifiers

- Attack from flank/behind +1/+2 (+4 Thief)
- Terrain features offer +/- 1 to 4 to hit.
- Invisible target is -4 to hit
- Two weapons +1

Natural 20 hits automatically and may trigger a critical hit or some other special rule

Moving within enemy's 5-foot area or fleeing will trigger free attack



Armor Type	Effect on AC	Weight <sup>1</sup> (pounds)	Cost
Chain	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate	-6 [+6]	70	100 gp
Ring	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

<sup>1</sup> Magical armor weighs half normal