

## COMBINATION CLASS CHARTS

### FIGHTER—MAGIC-USER

Level	Hit Points	EXP points
1	1d6	1
2	2d6	4501
3	3d6	9001
4	4d6	18,001
5	5d6	36,001
6	6d6	67,001
7	7d6	114,001
8	8d6	195,001
9	9d6	340,001
10	10d6	560,001
11	10d6+2	780,001
12	10d6+3	1,000,001
13	10d6+5	1,220,001
14	10d6+6	1,440,001

Small characters replace d6 with d5. D5 equals d10 halved, round up.

### FIGHTER-THIEF

Level	Hit Points	EXP points
1	1d6	1
2	2d6	3201
3	3d6	6401
4	4d6	12,801
5	5d6	25,601
6	6d6	52,001
7	7d6	104,001
8	8d6	180,0001
9	9d6	330,001
10	10d6	485,001
11	10d6+2	730,001
12	10d6+3	975,001
13	10d6+5	1,220,001
14	10d6+6	1,465,001

**FIGHTER—CLERIC**

Level	Hit Points	EXP points
1	1d7	1
2	2d7	3501
3	3d7	7001
4	4d7	14,001
5	5d7	28,001
6	6d7	57,001
7	7d7	114,001
8	8d7	220,001
9	8d7+3	440,001
10	8d7+6	660,001
11	8d7+7	880,001
12	8d7+9	1,100,01
13	8d7+10	1,320,001

Small characters replace d7 with d5. D7 equals a d8, rerolling "8"

**MAGIC-USER--THIEF**

Level	Hit Points	EXP points
1	1d4	1
2	2d4	3701
3	3d4	7401
4	4d4	14,801
5	5d4	29,601
6	6d4	55,001
7	7d4	90,001
8	8d4	135,001
9	9d4	190,001
10	10d4	325,001
11	10d4+1	550,001
12	10d4+2	775,001

**CLERIC-THIEF**

Level	Hit Points	EXP points
1	1d5	1
2	2d5	2701
3	3d5	5401
4	4d5	10,801
5	5d5	34,601
6	6d5	45,001
7	7d5	90,001
8	8d5	160,001
9	8d5+2	290,001
10	8d5+4	425,001
11	8d5+5	650,001
12	8d5+6	875,001

Small characters replace d5 with d4

**CLERIC—MAGIC-USER**

Level	Hit Points	EXP points
1	1d5	1
2	2d5	4001
3	3d5	8001
4	4d5	16,001
5	5d5	32,001
6	6d5	60,001
7	7d5	100,001
8	8d5	175,001
9	8d5+2	300,001
10	8d5+4	500,001
11	8d5+5	700,001
12	8d5+6	900,001=

Small characters replace d5 with d4