LL Kleriker und Dieb	LL Zwerg, Elf, Kämpfer und Halbling	LL Magier	AD&D Kleriker, Druiden, Mönche	AD&D Zauberkundige & Illusionisten	AD&D Kämpfer, Paladine, Waldläufer, Barden 0. Stufe Halblinge & Menschen	AD&D Diebe und Assassine	D20 Bab schwach	D20 Bab Mittel	D20 Bab Hoch	LL Monster	AD&D Monster	Bonus
				1-5	0	1-4					bis 1-1	-1
			1-3		1-2		1	1			1-1	+0
1-3	1-2	1-3		6-10		5-8	2-3	2	1	bis 1	1	+1
4-5	3	4-7	4-6		3-4		4.5	3	2	1+ & 2	1+	+2
6-8	4	8-10					6-7	4-5	3	2+ & 3		+3
9-10	5	11-12	7-9	11-15	5-6	9-12	8-9	6	4	3+ & 4	2-3+	+4
11	6	13					10-11	7	5	4+ & 5	4-5+	+5
12	7-8	14-15	10-12		7-8	13-16	12-13	8-9	6	5+ & 6		+6
13-14	9	16-18		16-20			14-15	10	7	6+ & 7	6-7+	+7
15-16	10-11	19-20	13-15		9-10	17-20	16-17	11	8	7+ & 8		+8
17-18	12	21-23		21+			18-19	12-13	9	8+ & 9	8-9+	+9
19-20	13	24+	16-18		11-12	21+	20	14	10	9+ & 10		+10
21+	14		19+					15	11	10+ & 11	10-11+	+11
	15				13-14			16-17	12	11+ & 12	12-13+	+12
	16							18	13	12+ & 13	14-15+	+13
	17				15-16			19	14	13+ & 14	16+	+14
	18							20	15	14+ & 15		+15
					17+				16	15+		+16