

Lamentations of the Flame Princess	Paralyse	Poison	Breath	Device	Magic
Fighter					
0	16	16	16	15	18
1-3	14	12	15	13	16
4-6	12	10	13	11	14
7-9	10	8	9	9	12
10-12	8	6	7	7	10
13+	6	4	5	5	8
Specialist					
1-4	14	16	15	14	14
5-8	11	12	14	13	12
9-12	9	10	12	11	10
13-16	7	8	10	9	8
17+	5	6	8	7	6
Magic-User					
1-5	13	13	16	13	14
6-10	11	11	14	11	12
11-15	9	9	12	9	8
16-18	6	7	8	5	6
19+	5	6	7	4	4
Cleric					
1-4	14	11	16	12	15
5-8	12	9	14	10	12
9-12	10	7	12	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5
Elf					
0	15	14	17	15	17
1-3	13	12	15	13	15
4-6	11	10	13	11	13
7-9	9	8	9	9	11
10-12	7	6	7	7	9
13+	5	4	5	5	7
Dwarf					
0	12	10	15	11	14
1-3	10	8	13	9	12
4-6	8	6	10	7	10
7-9	6	4	7	5	8
10-11	4	2	4	3	6
12+	2	2	2	2	4
Halfling					
0	12	10	15	11	14
1	10	8	13	9	12
2-3	8	6	10	7	10
4-5	6	4	7	5	8
6-7	4	2	4	3	6
8+	2	2	2	2	4

Moldvay Expert	Paralyse	Poison	Breath	Device (wand)	Magic (rod/staff/spell)
Fighter					
0	16	14 (+2)	17 (-1)	15	18
1-3	14	12	15	13	16
4-6	12	10	13	11	14
7-9	10	8	10 (-1)	9	12
10-12	8	6	8 (-1)	7	10
13+	6	4	5	5	8
Thief					
1-4	13 (+1)	13 (+3)	16 (-1)	14	15 (-1)
5-8	11	12	14	13	13 (-1)
9-12	9	10	12	11	10
13-16	7	8	10	9	8
17+					
Magic-User					
1-5	13	13	16	14 (-1)	15 (-1)
6-10	11	11	14	12 (-1)	12
11-15	9	8 (+1)	11 (+1)	9	8
16-18					
19+					
Cleric					
1-4	14	11	16	12	15
5-8	12	9	14	10	12
9-12	9 (+1)	6 (+1)	11 (+1)	7 (+1)	9
13-16	7 (+1)	3	8	5 (-1)	7 (-1)
17+					
Elf					
0					
1-3	13	12	15	13	15
4-6	11	10	13	11	12 (+1)
7-9	9	8	10 (-1)	9	10 (+1)
10	8 (-1)	6	8 (-1)	7	8 (+1)
Dwarf					
0					
1-3	10	8	13	9	12
4-6	8	6	10	7	10
7-9	6	4	7	5	8
10-11	4	2	4	3	6
12	as 10-11				
Halfling values are same, but dragging behind in levels					
0					
1-3	10	8	13	9	12
4-6	8	6	10	7	10
7-9	6	4	7	5	8
10-11	4	2	4	3	6

green is better in comparison to LotFP, red is worse (difference in parentheses)

LotFP (prog.)	Paralyse	Poison	Breath	Device	Magic
Fighter					
0	16	16	16	15	18
1-3	14 (+2)	12 (+4)	15 (+1)	13 (+2)	16 (+2)
4-6	+2	+2	+2	+2	+2
7-9	+2	+2	+4	+2	+2
10-12	+2	+2	+2	+2	+2
13+	+2	+2	+2	+2	+2
Specialist					
1-4	14	16	15	14	14
5-8	+3	+4	+1	+1	+2
9-12	+2	+2	+2	+2	+2
13-16	+2	+2	+2	+2	+2
17+	+2	+2	+2	+2	+2
Magic-User					
1-5	13	13	16	13	14
6-10	+2	+2	+2	+2	+2
11-15	+2	+2	+2	+2	+4
16-18	+3	+2	+4	+4	+2
19+	+1	+1	+1	+1	+1
Cleric					
1-4	14	11	16	12	15
5-8	+2	+2	+2	+2	+3
9-12	+2	+2	+2	+2	+3
13-16	+2	+4	+4	+4	+3
17+	+2	+1	+2	no change	+1
Elf					
0	15	14	17	15	17
1-3	13 (+2)	12 (+2)	15 (+2)	13 (+2)	15 (+2)
4-6	+2	+2	+2	+2	+2
7-9	+2	+2	+4	+2	+2
10-12	+2	+2	+2	+2	+2
13+	+2	+2	+2	+2	+2
Dwarf					
0	12	10	15	11	14
1-3	10 (+2)	8 (+2)	13 (+2)	9 (+2)	12 (+2)
4-6	+2	+2	+3	+2	+2
7-9	+2	+2	+3	+2	+2
10-11	+2	+2	+3	+2	+2
12+	+2	no change	+2	+1	+2
Halfling					
0	12	10	15	11	14
1	10 (+2)	8 (+2)	13 (+2)	9 (+2)	12 (+2)
2-3	+2	+2	+3	+2	+2
4-5	+2	+2	+3	+2	+2
6-7	+2	+2	+3	+2	+2
8+	+2	no change	+2	+1	+2

changes that diverge from the standard +2 advances are in gold.

Moldvay Expert (prog.)	Paralyse	Poison	Breath	Device (wand)	Magic (rod/staff/spell)
Fighter					
0	16	14	17	15	18
1-3	14	12	15	13	16
4-6	12	10	13	11	14
7-9	10	8	10 (+3)	9	12
10-12	8	6	8	7	10
13+	6	4	5 (+3)	5	8
Thief					
1-4	13	13	16	14	15
5-8	11	12 (+1)	14	13 (+1)	13
9-12	9	10	12	11	10 (+3)
13-16	7	8	10	9	8
17+					
Magic-User					
1-5	13	13	16	14	15
6-10	11	11	14	12	12 (+3)
11-15	9	8 (+3)	11 (+3)	9 (+3)	8 (+4)
16-18					
19+					
Cleric					
1-4	14	11	16	12	15
5-8	12	9	14	10	12 (+3)
9-12	9 (+3)	6 (+3)	11 (+3)	7 (+3)	9 (+3)
13-16	7	3 (+3)	8 (+3)	5	7
17+					
Elf					
0					
1-3	13	12	15	13	15
4-6	11	10	13	11	12 (+3)
7-9	9	8	10 (+3)	9	10
10	8 (+1)	6	8	7	8
Dwarf/Halfling					
0					
1-3	10	8	13	9	12
4-6	8	6	10 (+3)	7	10
7-9	6	4	7 (+3)	5	8
10-12 (dwarves only)	4	2	4 (+3)	3	6