

**ACTIONS (PHB P127, 8-3, 8-4)**

\*provokes an attack of opportunity, † may provoke an AoO

**FREE ACTIONS**

- Drop item, drop to floor, speak, cast quickened spell, etc.

**MOVE-EQUIVALENT ACTIONS**

- Climb (1/4 normal speed), sheathe weapon\*, open door, pick up item\*, get stored item\*, move heavy object\*, stand up from prone, load light/hand crossbow\*, etc.
- Draw weapon, ready/loose shield can be combined with a regular move action if your base attack is at least +1, otherwise they are move-equivalent actions

**STANDARD ACTIONS (TAKE ACTION AND STANDARD MOVE)**

- Single attack, ready (trigger a partial action), aid another, bull rush, feint (see bluff, PHB p64), overrun, heal dying ally\*, light torch with tindertwig\*, use skill that takes one action†, turn undead, attack a weapon\* or object†, total defense, cast 1-action spell\*, etc.

**FULL-ROUND ACTIONS (TAKE ACTION AND 5' STEP)**

- Full attack, climb (1/2 normal speed), use skill that take 1 round†, coup de grace\* (PHB p133), light torch\*, change form\*, refocus (no move), escape from being entangled\*, load heavy/repeating crossbow\*, bard/sorcerer casting a meta-magic 1-action spell\*, use touch spell on up to six friends\*, line up attack on object\*, extinguish flames, throw a two-handed weapon with one hand\*, change form (polymorph self)\*, etc.

**PARTIAL ACTIONS**

- Single attack, cast spell\*, single move, partial charge (must move in straight line and at least 10'), partial run (x2 speed)\*, etc.
- Above get 5' step only, except single move

**FIGHT DEFENSIVELY (PHB P124)**

- -4 on all attacks, +2 dodge bonus to AC for 1 round

**CHARGE (PHB P124)**

- Must move at least 10' (up to double move), all in a straight line
- +2 to attack, -2 to AC for 1 round

**TOTAL DEFENSE (PHB P127)**

- No action other than standard move, get +4 dodge to AC for 1 round

**SUBDUAL (PHB P134)**

- A normal weapon can be made to deal subdual damage (or vice versa) with a -4 penalty on the attack roll

**DISARM (PHB P137)**

- Defender gets AoO
- In a melee attack, make opposed attack roll, +4 for each size difference to larger weapon, +4 to defender if their weapon is two-handed
- If defender loses, he is disarmed, if attacker loses, the defender may attempt to disarm the attacker

**OVERRUN (PHB P139)**

- During move portion of charge, you can try to move past opponent, opponent may avoid or block
- If opponent tries to block, make a trip attack against him, if you succeed, you can continue moving
- If you fail and are tripped, you are prone in defender's square
- If you fail but are not tripped, move back 5'; if that square is occupied, you fall prone in it

**BULL RUSH (PHB P136)**

- Move into defender's square, provokes AoO, each with 25% of targeting defender by mistake
- Make opposed strength check (+/-4 for each size above/below medium), +2 bonus for charging, defender gets +4 for having more than 2 legs or being extraordinarily stable
- If you succeed, push defender back 5', and you can move with the defender back an extra 1' for each point of difference in the roll, but this can provoke AoOs from others. If you fail, move back 5'

**AID (PHB P135)**

- Make attack against AC 10, if you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack, or +2 circumstance bonus to their AC against that opponent. Aid action may also be used to shake someone free of *hypnotize* or *sleep*

**ATTACKING AN OBJECT (PHB P135, 8-11)**

- AC 5 + size modifier, +4 to attack roll if attacking with melee weapon

Size	Example	Mod	Size	Example	Mod
Colossal	Barn, broad side	-8	Small	Chair	+1
Gigantic	Barn, narrow side	-4	Tiny	Tome	+2
Huge	Wagon	-2	Diminutive	Scroll	+4
Large	Big door	-1	Fine	Vial	+8

- To strike an object held/worn/carried by a creature, the AC gets the creature's Dex modifier, and magical deflection bonus the creatures has, and a further +5 bonus if the object is in a hand/tentacle/etc. where it can be quickly moved. Attack does not get +4 melee bonus
- To strike an inanimate/immobile object, if you take a full-round action to line up your attack, you get an automatic hit with melee or a +5 with ranged weapons, to strike a weapon of shield see next section

**STRIKE A WEAPON (PHB P136, 8-13)**

- Attacking a weapon can be no more than one size smaller than target weapon, attacker and defender make opposed attack rolls, if attacker wins, it hits.

Weapon	Hard	HP	Weapon	Hard	HP
Tiny blade	10	1	Large hafted	5	10
Small blade	10	2	Huge club	5	60
Medium blade	10	5	Buckler (Small object)	10	5
Large blade	10	10	Small wooden shield (Medium object)	5	10
Small metal-hafted	10	10	Small steel shield (Medium object)	10	10
Med. metal-hafted	10	25	Large wooden shield (Large object)	5	15
Small hafted	5	2	Large steel shield (Large object)	10	20
Medium hafted	5	5	Tower shield (Huge object)	5	20

**TRIP (PHB P139)**

- Can only try to trip an opponent who is up to one size larger than you
- Make melee touch attack
- If attacker succeeds, make a Strength check versus opponent's Strength or Dexterity (whichever is higher). Each takes +/-4 for every size difference from medium, defender gets +4 for more than 2 legs or being extraordinarily stable
- If you win, opponent is tripped (prone), if you lose, opponent may make Strength check against your Strength or Dexterity (higher) to trip you

**GRAPPLE (PHB P137)**

- Grapple check = base attack + strength mod + special size mod
- Special size mod: Colossal +16, Gargantuan +12, Huge +8, Large +4, Small -4, Tiny -8, Diminutive -12, Fine -16
- To start, grab an opponent (make a melee touch attack), provokes AoO from target; if AoO does damage, you fail to grapple
- If attack succeeds, attacker and opponent make opposed grapple checks to start the grapple
- If succeeds, move into target's space (provokes AoO from others)
- You can join a grapple with no AoO from target and grab succeeds automatically
- When grappled, make opposed grapple check as an attack to do any of following:
  - 1d3 + Str mod subdual damage (-4 to check for normal)
  - Pin target, or break the pin a target has over an ally
  - Escape
- Can attack with light weapons when grappled
- Escape artist check vs. grapple check to wriggle free as a standard action and move away

**COUP DE GRACE (PHB P133)**

- Full-round action with melee weapon (or bow/crossbow from adjacent square). Provokes AoO. Automatic hit and critical, Fort save DC 10 + damage or die

**TURNING (PHB P139)**

- Range: 60 feet, line of sight
  - Roll 1d20 + Cha mod; table below shows highest HD you can turn
- | Check   | Max HD           | Check | Max HD           | Check | Max HD           |
|---------|------------------|-------|------------------|-------|------------------|
| up to 0 | Cleric level - 4 | 7-9   | Cleric level - 1 | 16-18 | Cleric level + 2 |
| 1-3     | Cleric level - 3 | 10-12 | Cleric level     | 19-21 | Cleric level + 3 |
| 4-6     | Cleric level - 2 | 13-15 | Cleric level + 1 | 22+   | Cleric level + 4 |
- Roll 2d6 + Cleric level + Cha mod, gives number of HD turned/rebucked
  - Undead with 1/2 HD of cleric's level are destroyed/commanded
  - Turned undead flee for 10 rounds, if they can't, they cower
  - Rebucked undead cower in awe for 10 rounds
  - If cleric gets closer than 10', turned undead will return to normal
  - Commanded undead may be ordered as a standard action

**COVER (PHB P133, 8-9)**

Degree of Cover	AC Bonus	Ref Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4 (1/2 damage on fail, none on success)

**CONCEALMENT (PHB P133, 8-10)**

Concealment	Example	Miss Chance
1/4	Light fog, some darkness	10%
1/2	Dense fog (at 5')	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
total	Blind, total darkness, dense fog at 10'	50%, must guess location

**COMBAT MODIFIERS (PHB P132, 8-8)**

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	*
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, off-balance, climbing	+2†	+2†
Defender surprised, flat-footed	+0†	+2†
Defender running	+0†	-2†
Defender (not Attacker) grappling	+0†	+0†
Defender pinned	+4†	-4†

\* Only crossbow can be used † Defender loses Dex bonus to AC ‡ roll randomly to see who is the target, they lose Dex bonus to AC

**RANGE (PHB P118)**

-2 for each range increment, 5 increments maximum for thrown, 10 increments maximum for projectile

**LIGHT SOURCES (PHB P144)**

Source	Light	Duration	Source	Light	Duration
Lantern, hooded	30'	6 hr./pint	Candle	5'	1 hr.
Lamp, common	15'	6 hr./pint	Sunrod	30'	6 hr.
Lantern, bullseye	60' (20' wide cone)	6 hr./pint	Torch	20'	1 hr.
Continual flame	20'	Perm.	Daylight	60'	30 min.
Dancing lights	20' (each)	1 min.	Light	20'	10 min.

**SKILL CHECKS (PHB P63-76)**

**APPRAISE (INT, UNTRAINED)**

Takes one minute, no retry for same object.

Common items: DC 12 within 10%, failure 10% x (2d6+3) of actual price

Rare/exotic items: DC 15+ within 10% x (2d4+5) of actual price, failure unable to estimate.

**BALANCE (DEX, UNTRAINED, ARMOR CHECK PENALTY)**

Success lets you move at half speed, failure means no move for 1 round, failure by 5 or more means you fall.

Surface	DC	Surface	DC
7-12 inches wide	10	Uneven floor	10
2-6 inches wide	15	Surface angled	+5
Less than 2 inches wide	20	Surface slippery	+5

**BLUFF (CHA, UNTRAINED)**

At least a full round action. Target makes opposed Sense Motive check.

Usually cannot retry, unless feinting in combat.

Circumstance	DC
Target wants to believe you	-5
Believable, and doesn't affect the target much	+0
A little hard to believe, or puts the target at some risk	+5
Hard to believe, or entails large risk for target	+10
Way out there, almost too incredible to consider	+20

**CLIMB (STR, UNTRAINED, ARMOR CHECK PENALTY)**

Success lets you move at half speed as a full round action, failure means no progress for 1 round, failure by 5 or more means you fall.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	Rope with a wall to brace against. Knotted rope. Rope affected by rope trick.
10	Surface with ledges to hold/stand on such as a very rough wall or a ship's rigging.
15	Surface with handhold or footholds. Unknotted rope.
20	Uneven surface with some narrow handhold or footholds, such as dungeon or ruin walls.
25	Rough surface such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds.
-10	Location where one can brace against two opposite walls, such as a chimney.
-5	A corner where you can brace against a perpendicular wall.
+5	Slippery surface.

**HEAL (WIS, UNTRAINED)**

Check DC 15 to stabilize a dying creature.

**DISGUISE (CHA, UNTRAINED)**

Takes 1d3 x 10 minutes. Make opposed Spot check.

Disguise	Spot Mod	Familiarity	Spot Mod
Minor details only	+5	Recognizes on sight	+4
Different sex	-2	Friends or associates	+6
Different race	-2	Close friends	+8
Different age (per category difference)	-2	Intimate	+10
Specific class	-2		

**ESCAPE ARTIST (DEX, UNTRAINED, ARMOR CHECK PENALTY)**

Full round: Net or most spells (DC 20), *snare* spell (DC 23).

1 minute: Ropes (DC is binder's Use Rope check at +10), manacles (DC 30), masterwork manacles (DC 35).

At least one minute: Tight space (DC 30).

**INTIMIDATE (CHA, UNTRAINED)**

DC is typically 10 + the target's number of Hit Dice. No retry.

**INTUIT DIRECTION (WIS, TRAINED ONLY)**

1 minute, DC 15, you can tell where True North is. Natural 1 means you mistakenly identify a random direction. Usable once per day.

**JUMP (STR, UNTRAINED, ARMOR CHECK PENALTY)**

Type of Jump	DC or Distance	Distance	Max. Distance/Height
Running, long*	distance + 5	5' + 1/11 point above 10	Character's height x 6'
Standing, long	2 x distance + 4	3' + 1/2 points above 10	Character's height x 2'
Running, high*	4 x height + 2	2' + 1/4 points above 10	Character's height x 1.5'
Standing, high	8 x height - 6	2' + 1/8 points above 10	Character's height
Jump Back	8 x distance + 2	1' + 1/8 points above 10	Character's height

For characters with speed of 20', multiply DC by 3/2, 40' by 3/4, 15' by 2, etc  
\*must move 20' before jumping, can't take running jump in heavy armor, Run feat adds 25%.

**PICK POCKET (DEX, TRAINED ONLY, ARMOR CHECK PENALTY)**

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

To lift item, make check to see if you get item, then target makes opposed spot check to see if they notice the attempt. +10 if target is watching.

**SWIM (STR, UNTRAINED, SPECIAL CHECK PENALTY)**

Success lets you move at one-quarter speed as a move-equivalent action (or half as a full-round action), failure means no progress for 1 round, failure by 5 or more means you go under. -1 for every 5 pounds of gear. DC is 10 for calm water, 15 for rough, 20 for stormy.

**TUMBLE (DEX, TRAINED ONLY, ARMOR CHECK PENALTY)**

DC	Task
15	Treat fall as if it were 10 feet shorter for damage calculation
15	Tumble up to 20', success means no AoOs
25	Tumble up to 20', including occupied squares, success means no AoOs

**SKILL SYNERGIES (PHB P63-76)**

5 ranks in	+2 bonus to	5 ranks in	+2 bonus to
Bluff	Diplomacy, Intimidate, Pick Pockets	Prof (herbalist)	Heal
Handle Animal	Ride	Sense Motive	Diplomacy
Jump	Tumble	Tumble	Balance, Jump

**SKILL SYNERGIES, SPECIAL CIRCUMSTANCES (PHB P63-76)**

5 ranks in	+2 bonus to	Circumstance
Animal Empathy	Handle Animal	When dealing with animals; need 9 ranks when dealing with beasts
Bluff	Disguise	When known that you are observed and trying to act in character
Bluff	Innuendo	Sending only
Decipher Script	Use Magic Device	Only if related to scrolls
Sense Motive	Innuendo	Intercepting only
Spellcraft	Use Magic Device	Only if related to scrolls
Use Rope	Climb	When using a rope to climb
Use Rope	Escape Artist	When escaping from rope bonds
Escape Artist	Use Rope	When binding someone
Intuit Direction	Wilderness Lore	When trying to avoid getting lost

**HEALING (PHB P129, P135)**

- 1 hit point per level per day of rest (1.5 times for complete bed rest)
- Subdual damage heals 1 hit point per level per hour
- Temporary ability damage is healed 1 point per day of rest

Ability	Modifier	Ability	Modifier	Ability	Modifier
0-1	-5	8-9	-1	16-17	+3
2-3	-4	10-11	0	18-19	+4
4-5	-3	12-13	+1	20-21	+5
6-7	-2	14-15	+2	22-23	+6

**CONDITION SUMMARY**

**Ability Drained (DMG p72)**

- Str, Dex 0: unable to move; Con 0: dead; Int, Wis, Cha 0: unconscious

**Blinded (DMG p83)**

- All targets have full concealment, you move at half speed
- Enemies get +2 when attacking, you lose any Dex bonus to your AC
- Str and Dex based checks, Search checks, etc. at -4

**Confused (DMG p84)**

- Roll 1d10 each round:
 

1	Wander away for 1 minute	7-9	Attack nearest creature for 1 round
2-6	Do nothing for 1 round	10	Act normally for 1 round
- A confused creature, if attacked, attacks their attacker next turn

**Cowering (DMG p84)**

- Lose Dex bonus to AC, +2 to be hit, can take no actions

**Dazed (DMG p84)**

- Can take no actions

**Deafened (DMG p84)**

- -4 to initiative checks, 20% spell failure for spells with verbal components, cannot make Listen checks

**Disabled (DMG p84)**

- Partial action only, take 1 point of damage after any strenuous act

**Dying (DMG p84)**

- 10% chance of stabilizing each round, otherwise lose 1 HP

**Entangled (DMG p84)**

- -2 to attack, -4 effective Dex, Concentration check DC 15 for casters

**Exhausted (DMG p84)**

- Caused by doing something that causes fatigue while already fatigued
- Move at half normal speed, -6 to Str and Dex
- Need 1 hour rest, then become fatigued instead

**Fatigued (DMG p84)**

- -2 to Str and Dex. 8 hours rest needed, need 1 hour rest to remove

**Fear (DMG p76)**

Fear effects are cumulative, adding to the total level of fear

- **Shaken:** -2 morale penalty on attack rolls, saves, and checks
- **Frightened:** As Shaken, but will flee (on path of their choosing) until out of sight (or hearing) of the source. If unable to flee, will fight.
- **Panicked:** As Shaken, but will flee (random path), and have 50% of dropping items in hand. If unable to flee, will cover.

**Prone (DMG p85)**

- Prone creature takes -4 on melee attacks, cannot use ranged weapons, except crossbow (which has no penalties)
- Attackers get +4 (melee) or -4 (ranged) on attacks
- Standing up is a move-equivalent action

**Staggered (DMG p85)**

- If subdual damage equals current HP, can only take partial actions

**Stunned (DMG p85)**

- Lose Dex bonus to AC, +2 to be hit, can take no actions
- Drop any items in hand

**ENERGY DRAIN (DMG P75)**

- For each negative level: -1 to all skill and ability checks, -1 to attacks, -1 to saving throws, -1 effective level
- Lose highest spell prepared
- If not removed after 24 hours, make Fort save (DC in creature description)
- If failed, lose level (XP set to midpoint between levels)
- If number of levels less than negative levels, character is slain

**FALLING OBJECTS (DMG P89, 3-18)**

- 1d6 for every 10' fallen (smaller objects use increments below)
- If hit by a falling object, add 1d6 for every additional 200 pounds,

Object Weight	Distance	Object Weight	Distance
200-101	20'	30-11	50'
100-51	30'	10-6	60'
50-31	40'	1-5	70'

**WALLS (DMG P107, 4-3)**

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Masonry	1'	35	8	90	15
Superior masonry	1'	35	8	90	20
Reinforced masonry	1'	45	8	180	15
Hewn stone	3'	50	8	540	22
Unworked stone	5'	65	8	900	20
Iron	3"	30	10	90	25
Paper	paper-thin	1	-	1	30
Wood	6"	20	5	60	21
Magically treated**	-	+20	x2	x2†	-

\* Per 10'x10' section

\*\* Add modifiers to any other wall type

† Or 50, whichever is greater

**DOORS (DMG P108, 4-4)**

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	Stuck	Locked
Simple wooden	1"	5	10	13	15	
Good wooden	1.5"	5	15	16	18	
Strong wooden	2"	5	20	23	25	
Stone	4"	8	60	28	28	
Iron	2"	10	60	28	28	
Portcullis, wooden	3"	5	30	25*	25*	
Portcullis, iron	2"	10	60	25*	25*	
Lock	-	15	30			
Hinge	-	15	30			

\* DC to lift. Use appropriate door DC for break.

**SPOTTING DISTANCE/DIFFICULTY (DMG P60, 3-1, 3-2)**

Terrain	Distance		Difficulty	
	Distance (avg)	Circumstance	DC	
Smoke/heavy fog	2d4x5' (25')	Base	20	
Jungle/dense forest	2d4x10' (50')	Size	+/-4 per size	
Light forest	3d6x10' (105')	Contrast	+/-5 or more	
Scrub, brush/bush	6d6x10' (210')	Stillness (not moving)	+5	
Grassland	6d6x20' (420')	6+ creatures	-2	
Total darkness	Limit of sight	Moonlight*	+5	
Indoors (lit)	Line of sight	Starlight**	+10	
		Total Darkness	darkvision	

\* +5 bonus to check if spotter has low-light vision or darkvision to that range

\*\* +5 to check if spotter has low-light vision or +10 for darkvision to that range

**OVERLAND MOVEMENT RATES (PHB P133, 9-3)**

		15'	20'	30'	40'
One Minute	Walk	150'	200'	300'	400'
	Hustle	300'	400'	600'	800'
	Run (x3)	450'	600'	900'	1,200'
	Run (x4)	600'	800'	1,200'	1,600'
One Hour	Walk	1.5 miles	2 miles	3 miles	4 miles
	Hustle	3 miles	4 miles	6 miles	8 miles
One Day	Walk	12 miles	16 miles	24 miles	32 miles

**BONUS TYPES (DMG P177, 8-1)**

Bonus Type	Improves	Bonus Type	Improves
Armor	AC	Inherent	Ability score
Circumstance	Attacks, checks	Insight	Attacks, AC, checks, saves
Competence	Attacks, saves, checks	Luck	Attacks, weapon damage, AC, saves, checks
Deflection	AC	Morale	Attacks, weapon damage, checks, saves
Dodge	AC	Natural Armor	AC
Enhancement	Armor's bonus	Profane	AC, saves, checks
Enhancement	Attacks, damage	Resistance	Saves
Enhancement	Ability score	Sacred	AC, saves, checks
Haste	AC	Synergy	Checks

**Stacking:** Bonuses of the same type do not stack, except for circumstance, dodge, synergy, or armor and shield's Armor bonus types.

**VARIANT: DEATH FROM MASSIVE DAMAGE (DMG P66, 3-8)**

Receiving more than 50 points of damage in a single attack will kill a creature. Alternatively, base the limit on the size of the creature:

Size	F	D	T	S	M	L	H	G	C
Max. dmg. per single attack	10	20	30	40	50	60	70	80	90

**VARIANT: INSTANT KILL (DMG P64)**

If a natural 20 is rolled, followed by another natural 20 to confirm the critical, roll again. Roll a third time, if it hits, the target is instantly slain

**VARIANT: CRITICAL MISSES/FUMBLES (DMG P65)**

On a natural 1, character must make a Dex check (DC 10) or fumble

**WEAPONS (PHB P98, 7-4)**

Type	Damage	Critical	Range	Size/Prof/Type
Axe, orc double	1d8/1d8	x3		L/E/S
Axe, throwing	1d6	x2	10'	S/M/S
Battleaxe	1d8	x3		M/M/S
Chain, spiked*	2d4	x2		L/E/P
Club	1d6	x2	10'	M/S/B
Crossbow, hand	1d4	19-20/x2	30'	T/E/P
Crossbow, heavy	1d10	19-20/x2	120'	M/S/P
Crossbow, light	1d8	19-20/x2	80'	S/S/P
Crossbow, repeating	1d8	19-20/x2	80'	M/E/P
Dagger	1d4	19-20/x2	10'	T/S/P
Dagger, punching	1d4	x3		T/S/P
Dart	1d4	x2	20'	M/S/P
Falchion	2d4	18-20/x2		L/M/S
Flail, dire	1d8/1d8	x2		L/E/B
Flail, heavy	1d10	19-20/x2		L/M/B
Flail, light	1d8	x2		M/M/B
Gauntlet, spiked	1d4	x2		T/S/P
Glaive*	1d10	x3		L/M/S
Greataxe	1d12	x3		L/M/S
Greatclub	1d10	x2		L/M/B
Greatsword	2d6	19-20/x2		L/M/S
Guisarme*	2d4	x3		L/M/S
Halberd	1d10	x3		L/M/PS
Halfspear	1d6	x3	20'	M/S/P
Hammer, hooked	1d6/1d4	x3/x4		M/E/BP
Hammer, light	1d4	x2	20'	S/M/B
Javelin	1d6	x2	30'	M/S/P
Kama	1d6	x2		S/E/S
Kama, halfling	1d4	x2		T/E/S
Kukri	1d4	18-20/x2		T/E/S
Lance, heavy*	1d8	x3		M/M/P
Lance, light	1d6	x3		S/M/P
Longbow	1d8	x3	100'	L/M/P
Longbow, composite	1d8	x3	110'	L/M/P
Longspear*	1d8	x3		L/M/P
Longsword	1d8	19-20/x2		M/M/S
Mace, heavy	1d8	x2		M/S/B
Mace, light	1d6	x2		S/S/B
Morningstar	1d8	x2		M/S/BP
Net	-	-	10'	M/E/-
Nunchaku	1d6	x2		S/E/B
Nunchaku, halfling	1d4	x2		T/E/B
Pick, heavy	1d6	x4		M/M/P
Quarterstaff	1d6/1d6	x2		L/S/B
Ranseur*	2d4	x3		L/M/P
Rapier	1d6	18-20/x2		M/M/P
Sap	1d6§	x2		S/M/B
Scimitar	1d6	18-20/x2		M/M/P
Scythe	2d4	x4		L/M/PS
Sickle	1d6	x2		S/S/S
Shortbow	1d6	x3	60'	M/M/P
Shortbow, composite	1d6	x3	70'	M/M/P
Shortspear	1d8	x3	20'	L/S/P
Shuriken	1	x2	30'	T/E/P
Siangham	1d6	x2		S/E/P
Siangham, halfling	1d4	x2		T/E/P
Sling	1d4	x2	50'	S/S/B
Strike, unarmed (M)	1d3§	x2		-/S/B
Strike, unarmed (S)	1d2§	x2		-/S/B
Sword, short	1d6	19-20/x2		S/M/P
Sword, bastard	1d10	19-20/x2		M/E/S
Sword, two-bladed	1d8/1d8	19-20/x2		L/E/S
Trident	1d8	x2	10'	M/M/P
Urgosh, dwarven	1d8/1d6	x3		L/E/SP
Waraxe, dwarven	1d10	x3		M/E/S
Warhammer	1d8	x3		M/M/B
Whip	1d2§	x2	15'	S/E/S

\* Reach weapon


**Masterwork:** +1 to attack roll, does not stack with magic enhancement

**Mithral:** Weigh half as much

**Adamantine:** Natural (cannot be dispelled) enhancement, does not stack with magic enhancement: 1d4/1d6 is +1, 1d8/1d10/1d12 is +2

**Darkwood:** Weigh half as much

**WEAPON SIZE AND DAMAGE (DMG P162)**

Smaller	Original	Larger	Smaller	Original	Larger
1	1d2	1d3	1d6	1d8	2d6
1d2	1d3	1d4	1d6	1d10	2d6
1d3	1d4	1d6	1d8	1d12	2d8
1d4	1d6	1d8			

**ARMOR (PHB P104, 7-5)**

Type	Armor Bonus	Max. Dex Bonus	Check Penalty	Spell Failure
Padded	+1	+8	0	5%
Leather	+2	+6	0	10%
Studded leather	+3	+5	-1	15%
Chain shirt	+4	+4	-2	20%
Hide	+3	+4	-3	20%
Scale mail	+4	+3	-4	25%
Chainmail	+5	+2	-5	30%
Breastplate	+5	+3	-4	25%
Splint mail	+6	+0	-7	40%
Banded mail	+6	+1	-6	35%
Half-plate	+7	+0	-7	40%
Full plate	+8	+1	-6	35%
Buckler	+1		-1	5%
SW shield	+1		-1	5%
SS shield	+1		-1	5%
LW shield	+2		-2	15%
LS shield	+2		-2	15%
Tower shield	cover		-10	50%

**Masterwork:** Armor check penalty reduced by 1

**Mithral:** 1 category lighter, spell failure 10% less, maximum dexterity bonus +2, armor check penalty reduce by 3

**Adamantine:** Natural (cannot be dispelled) enhancement: Light armor or shield gets +1, medium gets +2, heavy gets +3, does not stack with magic enhancement

**Darkwood:** Weigh half as much, shield's check penalty reduced by 2

**POISONS (DMG P80, 3-16)**

Source	Type	Initial Damage	Secondary Damage
Small centipede	Injury DC 11	1d2 Dex	1d2 Dex
Greenblood oil	Injury DC 13	1 Con	1d2 Con
Medium-size spider	Injury DC 14	1d4 Str	1d6 Str
Bloodroot	Injury DC 12	0	1d4 Con + 1d6 Wis
Purple worm	Injury DC 24	1d6 Str	1d6 Str
Large scorpion	Injury DC 18	1d6 Str	1d6 Str
Wyvern	Injury DC 17	2d6 Con	2d6 Con
Blue whinnis	Injury DC 14	1 Con	Unconscious
Giant wasp	Injury DC 18	1d6 Dex	1d6 Dex
Shadow essence	Injury DC 17	1 Str*	2d6 Str
Black adder	Injury DC 12	0	1d6 Str
Deathblade	Injury DC 20	1d6 Con	2d6 Con
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex
Nitharit	Contact DC 13	0	3d6 Con
Dragon bile	Contact DC 26	3d6 Str	0
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex
Carion crawler brain	Contact DC 13	Paralysis	0
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con
Oil of taggit	Ingested DC 15	0	Unconscious
Id moss	Ingested DC 14	1d4 Int	2d6 Int
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int
Aresnic	Ingested DC 13	1 Con	1d8 Con
Lich dust	Ingested DC 17	2d6 Str	1d6 Str
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis

\* Permanent

Make secondary Fort Save 10 rounds (1 minute) after initial

**DISEASES (DMG P75, 3-14)**

Name	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str†
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con**
Devil chillst	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot*	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con**

\* Save does not mean recovery, must be magically healed

\*\* Make another save, failure means 1 point of temp. damage becomes permanent

† Must make 3 saves in a row to recover

‡ Every time 2 or more points of damage is done, make another save or be blinded

Make Fort Save (or Heal check) each day

# Reference Sheet v2.9

# Magic

# Magic Sheet 1

## METAMAGIC COST

Feat	Level	Feat	Level
Empower	+2	Maximize	+3
Enlarge	+1	Quicken	+4
Extend	+1	Silent	+1
Heighten	level cast at	Still	+1

## SPELL SAVING THROW (PHB P150)

- DC is 10 + spell level + ability modifier

## SPELL RESISTANCE (DMG P81)

- Spellcaster makes check (1d20 + caster level) vs. SR rating

## SPECIAL ABILITIES (DMG P71-72, 3-12)

	Extraordinary	Supernatural	Spell-like
Affected by dispel?	No	No	Yes
Spell Resistance offers protection?	No	No	Yes
Suppressed by Antimagic Field?	No	Yes	Yes
Use provokes AoO?	No	No	Yes

## ANTIMAGIC (DMG P72)

- Spells centered outside the field but overlap still affect the area outside
- Summoned creatures vanish until field goes away, constructs, elemental, undead, etc. still function, but lose supernatural and spell-like abilities

## COUNTERSPELL (PHB P152)

- Ready an action that selects a target of your counterspell
- Identify spell, Spellcraft check DC 15 + spell's level, as a free action
- Cast appropriate counterspell (same spell, or opposite spell).
- Dispel Magic is treated differently, see below.

## DISPEL MAGIC (PHB P196)

**Targeted dispel:** Dispel check (1d20 + 1 per caster level, max +10) against DC of 11 + caster level of spell to be dispelled. Against magic items, make a check against the item's caster level, if you succeed all the item's properties are suppressed for 1d4 rounds

**Area dispel:** 30' radius, make checks against spell with highest caster level until one is dispelled. Magic items are not affected

**Counterspell:** Make a dispel check

## DETECT SPELLS (PHB P193-194)

Spell	Area/Range	Round 1	Round 2	Round 3
Plants/Animals	90°/60'	presence	number	condition/location
Alignment	90°/60'	presence	number	strength/location
Magic	90°/60'	presence	number	strength/location
Poison	thing, 5' cube	presence, Wis/Alchemy check DC 20 to identify		
Scribing	120' radius	presence, opposed Scry check to see scribe		
Secret Doors	90°/60'	presence	number/location	mechanism, 1/rnd
Snare/Pits	90°/60'	presence	number/location	type/trigger, 1/rnd
Thoughts	90°/60'	presence	number/strength	surface thoughts
Undead	90°/60'	presence	number/strongest	strength/location

### Detect Magic strength:

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

### Detect Alignment (good/evil/law/chaos) strength:

Creature/Object	Power	Power	Aura
Creature	HD/5	Lingering	Dim
Undead	HD/2	1 or less	Faint
Elemental	HD/2	2-4	Moderate
Magic (item/spell)	Caster level/2	5-10	Strong
Outsider	HD	11+	Overwhelming
Cleric	level		

### Detect Undead strength:

Strength	HD	Strength	HD
Dim	Lingering Aura	Strong	5-10
Faint	1 or less	Overwhelming	11+
Moderate	2-4		

Lingering time is 1d6 multiplied by (original strength): 1 minute (faint), 10 minutes (moderate), 1 hour (strong), 1 day (overwhelming)

## USE MAGIC DEVICE CHECKS (PHB P75)

Task	DC	Task	DC
Decipher a written spell	25 + spell level	Emulate race	25
Emulate spell ability	20	Emulate alignment	30
Emulate class feature	20	Activate blindly	25
Emulate ability score	25		

## CONCENTRATION CHECKS (PHB P151)

Condition	Check DC
Injury	10 + damage taken + level of spell being cast
Spell	10 + damage taken + level of spell being cast
Grappling or Pinned	Can only cast spells without somatic components, and any material components must already be in hand. DC is 20 + level of spell being cast
Vigorous Motion	10 + level of spell being cast
Violent Motion	15 + level of spell being cast
Violent Weather	Hail, dust, etc.: 10 + level of spell being cast Blinding rain, sleet, etc.: 15 + level of spell being cast
Casting Defensively	15 + level of spell being cast
Entangled	15

## SPELLCRAFT CHECKS (PHB P74)

+2 to check when dealing with a spell from specialized school

-5 to check when dealing with a spell from prohibited school

DC	Task
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast - you must be able to hear or see the spell's verbal or somatic components. No retry.
15 + spell level	Learn a spell from a spellbook or scroll. Wizard only. No retry for that spell until you gain at least one rank in Spellcraft. Takes 1 + spell level days.
15 + spell level	Prepare a spell from a borrowed spellbook. Wizard only. One try per day.
15 + spell level	When casting detect magic, determine the school of the magic involved in the aura of a single item or creature you can see.
19	Using read magic, identify a symbol.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
30 or higher	Understand a strange or unique magical effect. No retry.

## ALCHEMY CHECKS (PHB P63)

DC	Task
25	Identify substance. Cost 1gp per attempt, or 20gp for take 20.
25	Identify potion. Cost 1gp per attempt, or 20gp for take 20.
15	Make acid. See Craft Skill, PHB p65-66 for time and cost.
20	Identify poison (after casting detect poison)
20	Make alchemist's fire, smokestick, or tindertwig. See Craft Skill, PHB p65-66 for time and cost.
25	Make antitoxin, sunrod, tanglefoot bag, or thunderstone. See Craft Skill, PHB p65-66 for time and cost.

## SCROLLS (DMG P203, SEE THIS PAGE FOR MISHAP EFFECTS)

- Must be same type (arcane/divine) as user can cast, must be in user's class spell list, user must meet minimum required attribute for casting spells at that level
- If user is of level to cast spell, can cast without check
- If not of level, make caster level check, DC is scroll creator's level + 1
- If failed, make Wisdom check (DC 5, 1 fails). Fail takes 1d6 damage/spell level

## WANDS (DMG P206)

- Spell trigger activation, must have spell on spell list
- Use is a standard action that does not provoke AoOs
- Takes as long as spell if normal casting time is greater than 1 action

## MAGIC SCHOOLS (PHB P54)

School	Prohibited
Abjuration	1) one of Conjuration, Enchantment, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Conjuration	1) Evocation 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation
Divination	4) any three schools 1) any one school
Enchantment	1) one of Abjuration, Conjuration, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Evocation	1) Conjuration 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation 4) any three schools
Illusion	1) one of Abjuration, Conjuration, Enchantment, Evocation, or Transmutation 2) both Divination and Necromancy
Necromancy	1) any one school 1) Conjuration
Transmutation	2) Evocation 3) two of Abjuration, Enchantment, or Illusion 4) any three schools

**METAPSIONIC COST (PSIHB P24-30)**

Feat	Cost	Feat	Cost
Enlarge	+2	Maximize	+6
Extend	+2	Persistent	+8
Heighten	effective level	Quicken	+8
Hide Display	+2	Twin	+8

**PSIONIC COMBAT (PSIHB P42, 4-1, 4-2, 4-3)**

DC for powers is 1d20 + power's key ability bonus + level of power  
 Power Level(Cost): 0(0/1) 1(1) 2(3) 3(5) 4(7) 5(9) 6(11) 7(13) 8(15) 9(17)  
 Will Save DC vs. attack is 1d20 + attack's ability modifier + DC modifier

	Ego Whip (Dex)	Id Insin. (Str)	Mind Blast (Cha)	Mind Thrust (Int)	Psychic Crush (Wis)	Sec. Prot.	PP
Empty Mind	+1	-2	+3	-3	-5	none	1
Intellect Fortress	-2	+1	0	+6	+4	3 mh	5
Mental Barrier	-1	+4	-3	+1	+3	2 mh	3
Thought Shield	-4	-1	-2	+4	+2	1 mh	1
Tower of Iron Will	+3	0	-1	+5	-3	2 mh	5
Nonpsionic buffer	-8	-9	+4	-8	-8	stun	na
Flat-footed/no PP	+8	+7	+8	+8	+8		
Ability Damage	1d4 Dex	1d2 Str	1d4 Cha	1d2 Int	2d4 Wis		
Power Points	3	3	9	1	5		

- Defenders who fail save against Id Insinuation ignore mental hardness
- Mind Blast affects all creatures in 60' cone, nonpsionics are stunned for 3d4 rounds
- All other attacks have range of 25' + 5' per 2 levels
- Tower of Iron Will applies to all in 10' radius, mental hardness stacks, save does not

**PSION POWER POINTS PER DAY**

Level	Ability									
	10-11	12-13	14-15	16-17	18-19	20-21	22-23	24-25	26-27	28-29
1	2	3	3	3	3	5	5	5	5	5
2	3	4	4	4	4	6	6	6	6	6
3	4	5	8	8	8	10	12	12	12	12
4	7	8	11	11	11	13	15	15	15	15
5	10	11	14	19	19	21	23	25	25	25
6	15	16	19	24	24	26	28	30	30	30
7	20	21	24	29	36	38	40	42	44	44
8	27	28	31	36	43	45	47	49	51	51
9	34	35	38	43	50	61	63	67	67	67
10	43	44	47	52	59	70	72	76	76	76
11	52	53	56	61	68	79	92	96	96	96
12	63	64	67	72	79	90	103	107	107	107
13	74	75	78	83	90	101	114	131	131	131
14	87	88	91	96	103	114	127	144	144	144
15	100	101	104	109	116	127	140	157	172	172
16	115	116	119	124	131	142	155	172	187	187
17	130	131	134	139	146	157	170	187	202	202
18	147	148	151	156	163	174	187	204	219	219
19	164	165	168	173	180	191	204	221	236	236
20	183	184	187	192	199	210	223	240	255	255

**CHECKS: CONCENTRATION, PSICRAFT, USE PSIONIC DEVICE**  
 Use Concentration, Spellcraft, and Use Magic Device tables, respectively

**AUTOHYPNOSIS CHECKS (PSIHB P18)**

Task	DC	Effect
Resist Fear	15	Second saving throw at +4
Memorize	13	Memorize or recall up to 800 words
Ignore callrop wound	13	Ignore movement penalty for 10 min.
Tolerate poison	Poison's DC	+4 for save against secondary damage
Willpower	15	Take normal actions while at 0 hit points

**STABILIZE SELF CHECK**

For the first round that you have negative hit points and are losing them, you can make a Stabilize Self check instead of the normal 10% chance of stabilizing. Check DC is 15, if you succeed you stop losing hit points.

**PSICRYSTAL SPECIAL ABILITIES (PSIHB P11, 1-5)**

Psion Level	Psicrystal Intelligence	Special
1-2	6	Sighted (40', can sense in darkness and silence), Empathic Link (up to one mile, owner can sense emotions from psicrystal)
3-4	7	Telepathic Link (owner can converse with Psicrystal, it knows all languages its owner does)
5-6	8	Self-propulsion (owner pays 1 power point, psicrystal gets 30' movement)
7-8	9	Speak with Other Creatures (60', speaks mentally, creatures verbally)
9-10	10	
11-12	11	Power resistance (psicrystal gets PR 5 + owner's level)
13-14	12	Sight Link (Once per day, owner sees what psicrystal sees, lasts 1 hour)
15-16	13	Channel Power (manifest power through psicrystal, must be within 1 mile)
17-18	14	
19-20	15	

**VARIANT: ALTERNATE PSIONIC DISPLAYS**

Auditory (Au)	A blurred mix of barely audible whispers
Material (Ma)	A strange feeling that makes hairs on the back of the neck stand up
Mental (Me)	An odd sense of deja vu, or the feeling of being watched
Olfactory (Ol)	Faint aroma of burning metal
Visual (Vi)	Pupils of the manifester's eyes glow slightly

For my own campaign, Psionics powers are barely detectable; the above displays would only be noticed within 5' + 5' per 2 levels of the power being manifested, and only by someone with ranks in Psicraft.

**BARDIC KNOWLEDGE (PHB P29)**

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
25	Obscure, known by a few, hard to come by.	A knight's family history; legends about a minor place of mystery or a magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only to those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

**FAMILIAR SPECIAL ABILITIES (PHB P51, 3-19)**

Master Level	Natural Armor	Int	Special
1-2	+1	6	Alertness, Improved Evasion, Share Spells (if familiar is within 5', spells master casts on herself may also affect familiar). Empathic Link (up to one mile)
3-4	+2	7	Touch (familiar can deliver touch spells)
5-6	+3	8	Speak with Master (can communicate verbally with Master)
7-8	+4	9	Speak with Animals of Its Type
9-10	+5	10	
11-12	+6	11	Spell resistance (familiar gets SR 5 + owner's level)
13-14	+7	12	Scry (once per day, master can Scry on familiar as a spell-like ability)
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

**MAGIC ITEM IMPROVEMENT COSTS**

**ARMOR AND SHIELDS**

Cost, in 1000s of gp:

From	To									
	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Masterwork	1	4	9	16	25	36	49	64	81	100
+1	-	3	8	15	24	35	48	63	80	99
+2	-	-	5	12	21	32	45	60	77	96
+3	-	-	-	7	16	27	40	55	72	91
+4	-	-	-	-	9	20	33	48	65	84
+5	-	-	-	-	-	11	24	39	56	75
+6	-	-	-	-	-	-	13	28	45	64
+7	-	-	-	-	-	-	-	15	32	51
+8	-	-	-	-	-	-	-	-	17	36
+9	-	-	-	-	-	-	-	-	-	19

**Bonus**

Bonus	Ability
+1	Bashing, Blinding, Light Fortification, Glamerd, Shadow, Silent Moves, Slick
+2	Animated, Arrow Deflection, SR 13
+3	Acid Resistance, Cold Resistance, Fire Resistance, Medium Fortification, Ghost Touch, Invulnerability, Lightning Resistance, Sonic Resistance, SR 15
+4	SR 17
+5	Etherealness, Heavy Fortification, Reflection, SR 19

**WEAPONS**

Cost: as above chart for armor, but double.

**Bonus**

Bonus	Ability
+1	Defending, Distance, Flaming, Ghost Touch, Keen, Mighty Cleaving, Returning, Shock, Spell Storing, Throwing, Wounding
+2	Bane, Chaotic, Disruption, Flaming Burst, Holy, Icy Burst, Lawful, Shocking Burst, Thundering, Unholy
+3	-
+4	Brilliant Energy, Dancing, Speed,
+5	Vorpal

**MAGIC ITEM CREATION TIME AND COSTS (DMG P241-242)**

Cost in gp: 1/2 the market price

Cost in XP: 1/25 the market price

Time: 1 day per 1000gp of the market price

**NPC CLASSES (DMG P37-40)**

**Adept**

Level	Base Attack	Saves F/R/W	hp (d6)	Feats	Skill points	Spells/day			
						0	1	2	3
1	+0	+0/+0/+2	6	1	8	3	1		
2	+1	+0/+0/+3	9	1	10	3	1		
3	+1	+1/+1/+3	13	2	12	3	2		
4	+2	+1/+1/+4	16	2	14	3	2	0	
5	+2	+1/+1/+4	20	2	16	3	2	1	
6	+3	+2/+2/+5	23	3	18	3	2	1	
7	+3	+2/+2/+5	27	3	20	3	3	2	0
8	+4	+2/+2/+6	30	3	22	3	3	2	0
9	+4	+3/+3/+6	34	4	24	3	3	2	1
10	+5	+3/+3/+7	37	4	28	3	3	2	1

**Aristocrat**

Level	Base Attack	Saves F/R/W	hp(d8)	Feats	Skill points
1	+0	+0/+0/+2	8	1	16
2	+1	+0/+0/+3	12	1	20
3	+2	+1/+1/+3	17	2	24
4	+3	+1/+1/+4	21	2	28
5	+3	+1/+1/+4	26	2	32
6	+4	+2/+2/+5	30	3	36
7	+5	+2/+2/+5	35	3	40
8	+6/+1	+2/+2/+6	39	3	44
9	+6/+1	+3/+3/+6	45	4	48
10	+7/+2	+3/+3/+7	49	4	52

**Commoner**

Level	Base Attack	Saves F/R/W	hp(d4)	Feats	Skill points
1	+0	+0/+0/+0	4	1	16
2	+1	+0/+0/+0	6	1	20
3	+1	+1/+1/+1	9	2	24
4	+2	+1/+1/+1	11	2	28
5	+2	+1/+1/+1	14	2	32
6	+3	+2/+2/+2	16	3	36
7	+3	+2/+2/+2	19	3	40
8	+4	+2/+2/+2	21	3	44
9	+4	+3/+3/+3	24	4	48
10	+5	+3/+3/+3	26	4	52

**Expert**

Level	Base Attack	Saves F/R/W	hp(d6)	Feats	Skill points
1	+0	+0/+0/+2	6	1	24
2	+1	+0/+0/+3	9	1	30
3	+2	+1/+1/+3	13	2	36
4	+3	+1/+1/+4	16	2	42
5	+3	+1/+1/+4	20	2	48
6	+4	+2/+2/+5	23	3	54
7	+5	+2/+2/+5	27	3	60
8	+6/+1	+2/+2/+6	30	3	66
9	+6/+1	+3/+3/+6	34	4	72
10	+7/+2	+3/+3/+7	37	4	78

**Warrior**

Level	Base Attack	Saves F/R/W	hp (d8)	Feats	Skill points
1	+1	+2/+0/+0	8	1	8
2	+2	+3/+0/+0	12	1	10
3	+3	+3/+1/+1	17	2	12
4	+4	+4/+1/+1	21	2	14
5	+5	+4/+1/+1	26	2	16
6	+6/+1	+5/+2/+2	30	3	18
7	+7/+2	+5/+2/+2	35	3	20
8	+8/+3	+6/+2/+2	39	3	22
9	+9/+4	+6/+3/+3	45	4	24
10	+10/+5	+7/+3/+3	49	4	26
11	+11/+6/+1	+7/+3/+3	54	4	28
12	+12/+7/+2	+8/+4/+4	58	5	30
13	+13/+8/+3	+8/+4/+4	63	5	32
14	+14/+9/+4	+9/+4/+4	67	5	34
15	+15/+10/+5	+9/+5/+5	72	6	36
16	+16/+11/+6/+1	+10/+5/+5	76	6	38
17	+17/+12/+7/+2	+10/+5/+5	81	6	40
18	+18/+13/+8/+3	+11/+6/+6	85	7	42
19	+19/+14/+9/+4	+11/+6/+6	90	7	44
20	+20/+15/+10/+5	+12/+6/+6	94	7	46

**NPC GEAR**

Level	Value	Level	Value	Level	Value	Level	Value
1	900	6	5600	11	21k	16	77k
2	2000	7	7200	12	27k	17	100k
3	2500	8	9400	13	35k	18	130k
4	3300	9	12k	14	45k	19	170k
5	4300	10	16k	15	59k	20	220k

**INFLUENCING NPC ATTITUDE (DMG P149)**

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20

**PC CLASSES SUMMARY**

Class	Base Attack	Good Saves	HD	Skill Points	Gold
Barbarian	level	Fort	d12	4	4d4 x 10
Bard	level x 3/4	Ref, Will	d6	4	4d4 x 10
Cleric	level x 3/4	Fort, Will	d8	2	5d4 x 10
Druid	level x 3/4	Fort, Will	d8	4	2d4 x 10
Fighter	level	Fort	d10	2	6d4 x 10
Monk	level x 3/4	All	d8	4	5d4
Paladin	level	Fort	d10	2	6d4 x 10
Ranger	level	Fort	d10	4	6d4 x 10
Rogue	level x 3/4	Ref	d6	8	5d4 x 10
Sorcerer	level x 1/2	Will	d4	2	3d4 x 10
Wizard	level x 1/2	Will	d4	2	3d4 x 10

**PC WEALTH BY LEVEL (DMG P145, 5-1)**

Level	Wealth	Level	Wealth	Level	Wealth	Level	Wealth
6	13k	11	66k	16	260k		
7	19k	12	88k	17	340k		
8	27k	13	110k	18	440k		
9	36k	14	150k	19	580k		
10	49k	15	200k	20	760k		

**MONSTER ADVANCEMENT SUMMARY (MM P13)**

Type	Base Attack	Good Saves	HD	Skill Points	Feats
Aberration	HD x 3/4	Will	d8	+2/EHD	+1/4EHD
Animal	HD x 3/4	variable	d8	10-15	-
Beast	HD x 3/4	Fort, Ref	d10	+1/EHD	-
Construct	HD x 3/4	-	d10	-	-
Dragon	HD	All	d12	(Int+6)/EHD	+1/4EHD
Elemental	HD x 3/4	variable	d8	+2/EHD	+1/4EHD
Fey	HD x 1/2	Ref, Will	d8	+2/EHD	+1/4EHD
Giant	HD x 3/4	Fort	d8	+1/EHD	+1/4EHD
Humanoid	HD x 3/4	variable	d8	+1/EHD	+1/4EHD
Magical Beast	HD	Fort, Ref	d10	+1/EHD	+1/4EHD
Monstrous Humanoid	HD	Ref, Will	d8	+2/EHD	+1/4EHD
Ooze	HD x 3/4	-	d10	-	blindsight
Outsider	HD	All	d8	(Int+8)/EHD	+1/4EHD
Plant	HD x 3/4	Fort	d8	-	-
Shapechanger	HD x 3/4	All	d8	+1/EHD	+1/4EHD
Undead	HD x 1/2	Will	d12	+2/EHD	+1/4EHD
Vermin	HD x 3/4	Fort	d8	10-12	-

**ACCESS TO SPELLS**

Spell Level	Bard	Cleric, Druid, Wizard	Paladin, Ranger	Sorcerer	Adept
0	1	1	-	1	1
1	(2) 3	1	(4) 6	1	1
2	(4) 5	3	(8) 10	4	(4) 5
3	(7) 8	5	(11) 12	6	(8) 9
4	(10) 11	7	(14) 15	8	(12) 13
5	(13) 14	9	-	10	(16) 17
6	(16) 17	11	-	12	-
7	-	13	-	14	-
8	-	15	-	16	-
9	-	17	-	18	-

**EXPERIENCE & LEVEL-DEPENDENT BENEFITS (DMG P252)**

Level	XP	Max Skill	Max CC Skill	Feats	Ability
1	0	4	2	1st	
2	1000	5	2.5		
3	3000	6	3	2nd	
4	6000	7	3.5		1st
5	10000	8	4		
6	15000	9	4.5	3rd	
7	21000	10	5		
8	28000	11	5.5		2nd
9	36000	12	6	4th	
10	45000	13	6.5		
11	55000	14	7		
12	66000	15	7.5	5th	3rd
13	78000	16	8		
14	91000	17	8.5		
15	105000	18	9	6th	
16	120000	19	9.5		4th
17	136000	20	10		
18	153000	21	10.5	7th	
19	171000	22	11		
20	190000	23	11.5		5th

# Reference Sheet v2.9

# XP, Treasure

# Campaign Sheet 2

### EXPERIENCE POINT AWARDS (DMG P166, 7-1)

Party Level	Challenge Rating									
	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1-3	300	600	900	1350	1800	2700	3600	5400	7200	10800
4	300	600	800	1200	1600	2400	3200	4800	6400	9600
5	300	500	750	1000	1500	2250	3000	4500	6000	9000
6	300	450	600	900	1200	1800	2700	3600	5400	7200
7	263	394	525	700	1050	1400	2100	3150	4200	6300
8	200	300	450	600	800	1200	1600	2400	3600	4800
9		225	338	506	675	900	1350	1800	2700	4050
10			250	375	563	750	1000	1500	2000	3000
11				275	413	619	825	1100	1650	2200
12					300	450	675	900	1200	1800
13						325	488	731	975	1300
14							350	525	788	1050
15								375	563	844
16									400	600
17										425

Party Level	Challenge Rating									
	CR11	CR12	CR13	CR14	CR15	CR16	CR17	CR18	CR19	CR20
4	12800									
5	12000	18000								
6	10800	14400	21600							
7	8400	12600	16800	25200						
8	7200	9600	14400	19200	28800					
9	5400	8100	10800	16200	21600	32400				
10	4500	6000	9000	12000	18000	24000	36000			
11	3300	4950	6600	9900	13200	19800	26400	39600		
12	2400	3600	5400	7200	10800	14400	21600	28800	43200	
13	1950	2600	3900	5850	7800	11700	15600	23400	31200	46800
14	1400	2100	2800	4200	6300	8400	12600	16800	25200	33600
15	1125	1500	2250	3000	4500	6750	9000	13500	18000	27000
16	900	1200	1600	2400	3200	4800	7200	9600	14400	19200
17	638	956	1275	1700	2550	3400	5100	7650	10200	15300
18	450	675	1013	1350	1800	2700	3600	5400	8100	10800
19		475	713	1069	1425	1900	2850	3800	5700	8550
20			500	750	1000	1500	2000	3000	4000	6000

### TREASURE VALUES PER ENCOUNTER (DMG P170, 7-2)

EL	Treasure	EL	Treasure	EL	Treasure	EL	Treasure
1	300 gp	6	2000 gp	11	7500 gp	16	28000 gp
2	600 gp	7	2600 gp	12	9800 gp	17	36000 gp
3	900 gp	8	3400 gp	13	13000 gp	18	47000 gp
4	1200 gp	9	4500 gp	14	17000 gp	19	61000 gp
5	1600 gp	10	5800 gp	15	22000 gp	20	80000 gp

### TREASURE PER 1000XP (BASED ON DMG P170, 7-2)

Level	gp	Level	gp	Level	gp	Level	gp
1	1000	6	1111	11	2273	16	5833
2	1000	7	1238	12	2722	17	7059
3	1000	8	1417	13	3333	18	8704
4	1000	9	1667	14	4048	19	10702
5	1067	10	1933	15	4889	20	13333

To help stay within the treasure guidelines, find the average party level on the above table, which gives you the amount of treasure to give out with each 1000xp awarded.

### GEMS (DMG P172, 7-5)

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; irregular freshwater pearl
26-50	2d4x10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite; jasper; moonstone; onyx; peridot; clear quartz rock crystal; sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4x10 gp	100 gp	Amber; amethyst; chrysoberyl; cpral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red, red-brown, or deep green spinel; tourmaline
71-90	2d4x100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4x100 gp	1000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4x1000 gp	5000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

### TREASURES ABOVE 20TH LEVEL

Level	Magic Items	Level	Magic Items	Level	Magic Items
21	+1	25	+9	29	+31
22	+2	26	+12	30	+42
23	+4	27	+17		
24	+6	28	+23		

### TREASURE (DMG P170-171, 7-4)

Level	d%	Coins	d%	Goods	d%	Items
1st	01-14	-	01-90	-	01-71	-
	15-29	1d6x1000 cp	91-95	1 gem	72-95	1 mundane
	30-52	1d8x100 sp	96-100	1 art	96-100	1 minor
	53-95	2d8x10 gp				
	96-100	1d4x10 pp				
2nd	01-13	-	01-81	-	01-49	-
	14-23	1d10x1000 cp	82-95	1d3 gems	50-85	1d3 mund.
	24-43	2d10x100 sp	96-100	1d3 art	86-100	1 minor
	44-95	4d8x10 gp				
	96-100	1d10x10 pp				
3rd	01-11	-	01-77	-	01-49	-
	12-21	2d10x1000 cp	78-95	1d3 gems	50-79	1d3 mund.
	22-41	4d8x100 sp	96-100	1d3 art	80-100	1 minor
	42-95	1d4x100 gp				
	96-100	1d10x10 pp				
4th	01-11	-	01-70	-	01-42	-
	12-21	3d10x1000 cp	71-95	1d4 gems	43-62	1d4 mund.
	22-41	4d12x1000 sp	96-100	1d3 art	63-100	1 minor
	42-95	1d6x100 gp				
	96-100	1d8x10 pp				
5th	01-10	-	01-60	-	01-57	-
	11-19	1d4x10k cp	61-95	1d4 gems	58-67	1d4 mund.
	20-38	1d6x1000 sp	96-100	1d3 art	68-100	1d3 minor
	39-95	1d8x100 gp				
	96-100	1d10x10 pp				
6th	01-10	-	01-56	-	01-54	-
	11-18	1d6x10k cp	57-92	1d4 gems	55-59	1d4 mund.
	19-37	1d8x1000 sp	93-100	1d4 art	60-99	1d3 minor
	38-95	1d10x100 gp			100	1 medium
	96-100	1d12x10 pp				
7th	01-11	-	01-48	-	01-51	-
	12-18	1d10x10k cp	49-88	1d4 gems	52-97	1d3 minor
	19-35	1d12x1000 sp	89-100	1d4 art	98-100	1 medium
	36-93	2d6x100 gp				
	94-100	3d4x10 pp				
8th	01-10	-	01-45	-	01-48	-
	11-15	1d12x10k cp	46-85	1d6 gems	49-96	1d4 minor
	16-29	2d6x1000 sp	86-100	1d4 art	97-100	1 medium
	30-87	2d8x100 gp				
	88-100	3d6x10 pp				
9th	01-10	-	01-40	-	01-48	-
	11-15	2d6x10k cp	41-80	1d8 gems	49-96	1d4 minor
	16-29	2d8x1000 sp	81-100	1d4 art	97-100	1 medium
	30-85	5d4x100 gp				
	86-100	2d12x10 pp				
10th	01-10	-	01-35	-	01-40	-
	11-24	2d10x1000 sp	36-79	1d8 gems	41-80	1d4 minor
	25-79	6d4x100 gp	80-100	1d6 art	81-99	1 medium
	80-100	5d6x10 pp			100	1 major
11th	01-08	-	01-24	-	01-31	-
	09-14	3d10x1000 sp	25-74	1d10 gems	32-84	1d4 minor
	15-75	4d8x100 gp	75-100	1d6 art	85-98	1 medium
	76-100	4d10x10 pp			99-100	1 major
12th	01-08	-	01-17	-	01-27	-
	09-14	3d12x1000 sp	18-70	1d10 gems	28-82	1d6 minor
	15-75	1d4x1000 gp	71-100	1d8 art	83-97	1 medium
	76-100	1d4x100 pp			98-100	1 major
13th	01-08	-	01-11	-	01-19	-
	09-75	1d4x1000 gp	12-66	1d12 gems	20-73	1d6 minor
	76-100	1d10x100 pp	67-100	1d10 art	74-95	1 medium
					96-100	1 major
14th	01-08	-	01-11	-	01-19	-
	09-75	1d6x1000 gp	12-66	2d8 gems	20-58	1d6 minor
	76-100	1d12x100 pp	67-100	2d6 art	59-92	1 medium
					93-100	1 major
15th	01-03	-	01-09	-	01-11	-
	04-74	1d8x1000 gp	10-65	2d10 gems	12-46	1d10 minor
	75-100	3d4x100 pp	66-100	2d8 art	47-90	1 medium
					91-100	1 major
16th	01-03	-	01-07	-	01-40	-
	04-74	1d12x1000 gp	08-64	4d6 gems	41-46	1d10 minor
	75-100	3d4x100 pp	65-100	2d10 art	74-90	1d3 med.
					91-100	1 major
17th	01-03	-	01-04	-	01-33	-
	04-68	3d4x1000 gp	05-63	4d8 gems	34-83	1d3 med.
	69-100	2d10x100 pp	64-100	3d8 art	84-100	1 major
18th	01-02	-	01-04	-	01-24	-
	03-65	3d6x1000 gp	05-54	3d12 gems	25-80	1d4 med.
	66-100	5d4x100 pp	55-100	3d10 art	81-100	1 major
19th	01-02	-	01-03	-	01-04	-
	03-65	3d8x1000 gp	04-50	6d6 gems	05-70	1d4 med.
	66-100	3d10x100 pp	51-100	6d6 art	71-100	1 major
					01-25	-
20th	01-02	-	01-02	-	01-25	-
	03-65	4d8x1000 gp	03-38	1d12 gems	26-65	1d4 med.
	66-100	4d10x100 pp	39-100	1d10 art	66-100	1d3 major

- 50 coins weigh 1 pound
- For treasures above 20th level, use row for 20th, and add a number of major magic items from the chart to the left
- For art and mundane items, see DMG p172; magic items, see DMG p179