

Martial Weapons — Melee						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	Small Slashing
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb.	Small Bludgeoning
Handaxe	6 gp	1d6	x3	-	5 lb.	Small Slashing
Lance, light	6 gp	1d6	x3	-	5 lb.	Small Piercing
Pick, light	4 gp	1d4	x4	-	4 lb.	Small Piercing
Sap	1 gp	1d6S	x2	-	3 lb.	Small Bludgeoning
Sword, short	10 gp	1d6	19-20/x2	-	3 lb.	Small Piercing
Battleaxe	10 gp	1d8	x3	-	7 lb.	Medium Slashing
Flail, light	8 gp	1d8	x2	-	5 lb.	Medium Bludgeoning
Lance, heavy	10 gp	1d8	x3	-	10 lb.	Medium Piercing
Longsword	15 gp	1d8	19-20/x2	-	4 lb.	Medium Slashing
Pick, heavy	8 gp	1d6	x4	-	6 lb.	Medium Piercing
Rapier	20 gp	1d6	18-20/x2	-	3 lb.	Medium Piercing
Scimitar	15 gp	1d6	18-20/x2	-	4 lb.	Medium Slashing
Trident	15 gp	1d8	x2	10 ft.	5 lb.	Medium Piercing
Warhammer	12 gp	1d8	x3	-	8 lb.	Medium Bludgeoning
Falchion	75 gp	2d4	18-20/x2	-	16 lb.	Large Slashing
Flail, heavy	15 gp	1d10	19-20/x2	-	20 lb.	Large Bludgeoning
Glaive	8 gp	1d10	x3	-	15 lb.	Large Slashing
Greataxe	20 gp	1d12	x3	-	20 lb.	Large Slashing
Greatclub	5 gp	1d10	x2	-	10 lb.	Large Bludgeoning
Greatsword	50 gp	2d6	19-20/x2	-	15 lb.	Large Slashing
Guisarme	9 gp	2d4	x3	-	15 lb.	Large Slashing
Halberd	10 gp	1d10	x3	-	15 lb.	Large Piercing/Slashing
Longspear	5 gp	1d8	x3	-	9 lb.	Large Piercing
Ranseur	10 gp	2d4	x3	-	15 lb.	Large Piercing
Scythe	18 gp	2d4	x4	-	12 lb.	Large Piercing/Slashing

Martial Weapons — Ranged						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Shortbow	30 gp	1d6	x3	60 ft.	2 lb.	Medium Piercing
Arrows (20)	1 gp	-	-	-	3 lb.	-
Shortbow, composite	75 gp	1d6	x3	70 ft.	2 lb.	Medium Piercing
Arrows (20)	1 gp	-	-	-	3 lb.	-
Longbow	75 gp	1d8	x3	100 ft.	3 lb.	Large Piercing
Arrows (20)	1 gp	-	-	-	3 lb.	-
Longbow, composite	100gp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	-	-	-	3 lb.	-

Asian Weapons — Melee						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Wakizashi **	300 gp	1d6	19-20/x2	-	3 lb.	Small Slashing
Kusari-gama	10 gp	1d6	x2	-	3 lb.	Medium Slashing
Katana †	400 gp	1d10	19-20/x2	-	6 lb.	Large Slashing

* No weight worth noting.
** Except as indicated, same as masterwork short sword.
† Except as indicated, same as masterwork bastard sword.

Asian Weapons — Ranged						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Blowgun	1 gp	1	x2	10 ft.	2 lb.	Small Piercing
Needles, blowgun (20)	1 gp	-	-	-	*	-

Siege Engines					
Item	Cost	Damage	Critical	Range Increment	Crew
Catapult, heavy	800 gp	5d6	—	200 ft. (100' minimum)	5
Catapult, light	550 gp	3d6	—	150 ft. (100' minimum)	2
Ballista	500 gp	3d6	x3	120 ft.	1
Ram	2,000 gp	4d6	x3	—	10

Simple Weapons — Melee						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Unarmed Attacks						
Gauntlet	2 gp	*	*	-	2 lb.	Bludgeoning
Strike (Medium-size)	-	1d3S	x2	-	-	Bludgeoning
Strike (Small)	-	1d2S	x2	-	-	Bludgeoning
Armed Attacks						
Dagger	2 gp	1d4	19-20/x2	10 ft.	1 lb.	Tiny Piercing
Dagger, punching	2 gp	1d4	x3	-	2 lb.	Tiny Piercing
Gauntlet, spiked	5 gp	1d4	x2	-	2 lb.	Tiny Piercing
Mace, light	5 gp	1d6	x2	-	6 lb.	Small Bludgeoning
Sickle	6 gp	1d6	x2	-	3 lb.	Small Slashing
Club	-	1d6	x2	10 ft.	3 lb.	Medium Bludgeoning
Halfspear	1 gp	1d6	x3	20 ft.	3 lb.	Medium Piercing
Mace, heavy	12 gp	1d8	x2	-	12 lb.	Medium Bludgeoning
Morningstar	8 gp	1d8	x2	-	8 lb.	Med. Bludgeon/Pierce
Quarterstaff	-	1d6/1d6	x2	-	4 lb.	Large Bludgeoning
Shortspear	2 gp	1d8	x3	20 ft.	5 lb.	Large Piercing

Simple Weapons — Ranged						
Weapon	Cost	Damage	Critical	Range	Weight	Type
Crossbow, light	35 gp	1d8	19-20/x2	80 ft.	6 lb.	Small Piercing
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Dart	5 sp	1d4	x2	20 ft.	½ lb.	Small Piercing
Sling	-	1d4	x2	50 ft.	0 lb.	Small Bludgeoning
Bullets, sling (10)	1 sp	-	-	-	5 lb.	-
Crossbow, heavy	50 gp	1d10	19-20/x2	120 ft.	9 lb.	Medium Piercing
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	Medium Piercing

Range Modifiers:	-2 for each complete range increment
Maximum Range:	4 increments for thrown weapons 10 increments for projectiles

Exotic Weapons — Melee						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Kama,halfling	2 gp	1d4	x2	-	1 lb.	Tiny Slashing
Kukri	8 gp	1d4	18-20/x2	-	3 lb.	Tiny Slashing
Nunchaku,halfling	2 gp	1d4	x2	-	1 lb.	Tiny Bludgeoning
Siangham,halfling	2 gp	1d4	x2	-	1 lb.	Tiny Piercing
Kama	2 gp	1d6	x2	-	2 lb.	Small Slashing
Nunchaku	2 gp	1d6	x2	-	2 lb.	Small Bludgeoning
Siangham	3 gp	1d6	x2	-	1 lb.	Small Piercing
Hammer, gnome hooked	20 gp	1d6/1d4	x3/x4	-	6 lb.	Med. Bludgeon/Piercing
Sword, bastard	35 gp	1d10	19-20/x2	-	10 lb.	Med. Slashing
Waraxe, dwarven	30 gp	1d10	x3	-	15 lb.	Med. Slashing
Axe, orc double	60 gp	1d8/1d8	x3	-	25 lb.	Large Slashing
Chain, spiked	25 gp	2d4	x2	-	15 lb.	Large Piercing
Flail, dire	90 gp	1d8/1d8	x2	-	20 lb.	Large Bludgeoning
Sword,two-bladed	100gp	1d8/1d8	19-20/x2	-	30 lb.	Large Slashing
Urgrosh,dwarven	50 gp	1d8/1d6	x3	-	15 lb.	Large Piercing/Slashing

Exotic Weapons — Ranged						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Crossbow, hand	100gp	1d4	19-20/x2	30 ft.	3 lb.	Tiny Piercing
Bolts (10)	1 gp	-	-	-	1 lb.	-
Shuriken	1 gp	1	x2	10 ft.	1/10 lb.	Tiny Piercing
Whip	1 gp	1d2S	x2	15 ft.	2 lb.	Small Slashing
Crossbow, repeating	250gp	1d8	19-20/x2	80 ft.	16 lb.	Medium Piercing
Bolts (5)	1 gp	-	-	-	1 lb.	-

Weapon/Shield hardness & hit-points		
Weapon	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Small wooden shield	5	10
Large wooden shield	5	15
Small steel shield	10	10
Large steel shield	10	20
Tower Shield	5	20

Object Hardness and Hit Points			
Object	Hardness	hp	Break DC
Glass vial	1	1	5
Earthenware jar	2	3	8
Rawhide (½" wide)	3	2	23
Rope (1" diameter)	0	2	23
Simple wooden door	5	10	13
Spear haft	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1' thick)	8	90	35
Hewn stone (3' thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2" thick)	10	60	28

Substance Hardness and Hit Pts		
Object	Hardness	Hit Pts
Paper	0	2 per 1" thickness
Rope	0	2 per 1" thickness
Glass	1	1 per 1" thickness
Ice	0	3 per 1" thickness
Wood	5	10 per 1" thickness
Stone	8	15 per 1" thickness
Iron	10	30 per 1" thickness
Mithril	15	30 per 1" thickness
Adamantite	20	40 per 1" thickness

Size and AC of Objects	
Size (Example)	AC Modifier
Colossal (broad side of a barn)	-8
Gigantic (narrow side of a barn)	-4
Huge (wagon)	-2
Large (big door)	-1
Medium-size (barrel)	+0
Small (chair)	+1
Tiny (tome)	+2
Diminutive (scroll)	+4
Fine (potion in a vial)	+8

DC to Break or Burst Items	
STR Check to:	DC
Break down SIMPLE door	13
Break down GOOD door	18
Break down STRONG door	23
Break down BARRED door	25
Break down IRON door	28
<i>Hold Portal</i> spell*	+5
<i>Arcane Lock</i> spell*	+10
* <i>Not cumulative; use best</i>	
Burst ROPE bonds	23
Burst CHAIN bonds	26
Burst entangling net	23
Bend iron bars	24
<i>Entangle</i> spell	20
Spider web: tiny	22 (16*)
Spider web: small	24 (18*)
Spider web: medium	26 (20*)
Spider web: large	32 (26*)
Spider web: huge	34 (28*)
Spider web: gargantuan	36 (30*)
Spider web: colossal	38 (32*)
* DC to escape from sticky web	

Light Sources		
Object	Light	Duration
Candle	5'	1 hr
Lamp, common	15'	6 hrs/pint
Lantern, bullseye	60' cone*	6 hrs/pint
Lantern, hooded	30'	6 hrs/pint
Sunrod	30'	6 hrs
Torch	20'	1 hr
Magic blade	20'	Infinite
*A cone 60' long and 20' wide at its far end		
Spell	Light	Duration
<i>Continual Flame</i>	20'	Permanent
<i>Dancing Lights</i> (torches)	20' (each)	1 minute
<i>Daylight</i>	60'	30 minutes
<i>Light</i>	20'	10 minutes

Grenade-like Weapons					
Weapon	Cost	Damage			Weight
		Direct Hit	Splash	Range Increment	
Acid (flask)	10 gp	1d6	1 pt	10 ft.	1¼ lb
Alchemist's Fire (flask)	20 gp	1d6	1 pt	10 ft.	1¼ lb
Holy Water (flask)	25 gp	2d4	1 pt	10 ft.	1¼ lb
Tanglefoot Bag	50 gp	Entangles	n/a	10 ft.	4 lb
Thunderstone	30 gp	Sonic Attack	n/a	20 ft.	1 lb

Armour								
Armour Type	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Speed (30')	Speed (20')	Weight	Spell failure chance
Light armour								
Padded	5 gp	+1	+8	0	30 ft.	20 ft.	10 lb.	5%
Leather	10 gp	+2	+6	0	30 ft.	20 ft.	15 lb.	10%
Studded leather	25 gp	+3	+5	-1	30 ft.	20 ft.	20 lb.	15%
Chain shirt	100gp	+4	+4	-2	30 ft.	20 ft.	25 lb.	20%
Medium armour								
Hide	15 gp	+3	+4	-3	20 ft.	15 ft.	25 lb.	20%
Scale mail	50 gp	+4	+3	-4	20 ft.	15 ft.	30 lb.	25%
Chainmail	150gp	+5	+2	-5	20 ft.	15 ft.	40 lb.	30%
Breastplate	200gp	+5	+3	-4	20 ft.	15 ft.	30 lb.	25%
Heavy armour								
Splint mail	200gp	+6	+0	-7	20 ft.*	15 ft.*	45 lb.	40%
Banded mail	250gp	+6	+1	-6	20 ft.*	15 ft.*	35 lb.	35%
Half-plate	600gp	+7	+0	-7	20 ft.*	15 ft.*	50 lb.	40%
Full plate	1,500gp	+8	+1	-6	20 ft.*	15 ft.*	50 lb.	35%

Shields								
Shield	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Speed (30')	Speed (20')	Weight	Spell failure chance
Buckler	15 gp	+1	-	-1	-	-	5 lb.	5%
Shield, small, wooden	3 gp	+1	-	-1	-	-	5 lb.	5%
Shield, small, steel	9 gp	+1	-	-1	-	-	6 lb.	5%
Shield, large, wooden	7 gp	+2	-	-2	-	-	10 lb.	15%
Shield, large, steel	20 gp	+2	-	-2	-	-	15 lb.	15%
Shield, tower	30 gp	**	-	-10	-	-	45 lb.	50%
Extras								
Armour spikes	+50gp	-	-	-	-	-	+10lb.	—
Gauntlet, locked	8 gp	-	-	Special	-	-	+5lb.	100%
Shield spikes	+10gp	-	-	-	-	-	+5lb.	—

Renaissance Weapons (Firearms)-Ranged*						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Pistol	250 gp	1d10	x3	50 ft.	3 lb.	S Piercing
Bullets, pistol (10)	3 gp	-	-	-	2 lb.	-
Musket	500 gp	1d12	x3	150 ft.	10 lb.	M Piercing
Bullets, rifle (10)	3 gp	-	-	-	2 lb.	-

*Exotic Weapon Proficiency (Renaissance) gains a creature proficiency with all Renaissance weapons; otherwise, a -4 penalty is assessed against all attack rolls.

Modern Weapons (Firearms)-Ranged*						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Pistol, automatic	n/a	1d10	x3	150 ft.	5 lb.	S Piercing
Metal cartridge, pistol (20)	n/a	-	-	-	½ lb.	-
Pistol, revolver	n/a	1d10	x3	100 ft.	3 lb.	S Piercing
Metal cartridge, pistol (20)	n/a	-	-	-	½ lb.	-
Rifle, automatic	n/a	1d12	x3	250 ft.	12 lb.	M Piercing
Metal cartridge clip, rifle (30)	n/a	-	-	½ lb.	-	-
Rifle, repeater	n/a	1d12	x3	200 ft.	10 lb.	M Piercing
Metal cartridge, rifle (20)	n/a	-	-	-	½ lb.	-
Scattergun	n/a	*	*	10 ft.	10 lb.	M Piercing
Scattergun shells (20)	n/a	-	-	-	½ lb.	-
Grenade launcher	n/a	*	*	200 ft.	12 lb.	L**

*Exotic Weapon Proficiency (Modern) gains a creature proficiency with all modern weapons; otherwise, a -4 penalty is assessed against all attack rolls.

** Fires fragmentation or smoke grenades. See Modern Era Grenadelike Weapons.

Futuristic Weapons (Firearms)-Ranged*						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Laser pistol	n/a	2d10	x2	100 ft.	2 lb.	S Special
Energy pack, laser pistol	n/a	-	-	-	½ lb.	-
Antimatter rifle	n/a	6d10	x2	10 ft.	10 lb.	M Special
Energy pack, antimatter rifle	n/a	-	-	-	½ lb.	-
Flamer	n/a	3d6‡	-	20 ft.	8 lb.	M Special
Fuel pack, flamer	n/a	-	-	-	½ lb.	-
Laser rifle	n/a	3d10	x2	200 ft.	7 lb.	M Special
Energy pack, laser rifle	n/a	-	-	-	½ lb.	-

Skills That Can Be Used Untrained

Appraise	INT
Balance	DEX*
Bluff	CHA
Climb	STR*
Concentration	CON
Craft	INT
Diplomacy	CHA
Disguise	CHA
Escape Artist	DEX*
Forgery	INT
Gather Information	CHA
Heal	WIS
Hide	DEX*
Intimidate	CHA
Jump	STR*
Listen	WIS
Move Silently	DEX*
Perform	CHA
Ride	DEX
Scry	INT
Search	INT
Sense Motive	WIS
Spot	WIS
Swim	STR**
Use Rope	DEX
Wilderness Lore	WIS

* The PC's Armour Check, if any, also applies

** -1 per 5lbs of gear carried

Attack Roll Modifiers		
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, or off balance	+2***	+2***
Defender climbing (cannot use shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	
Defender helpless	See Helpless Defenders	

* A combatant flanks a defender when a combatant has an ally on the opposite side of the defender threatening him. Rogues can sneak attack defenders that they flank.

** Most ranged weapons can't be used while the attacker is prone, but a combatant can use a crossbow while prone.

*** The defender loses any Dexterity bonus to AC.

**** Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Partial Actions		
Partial Action	Move	Attack of Opportunity*
Attack Partial Actions		
Attack (melee)	5-ft. step	No
Attack (ranged)	5-ft. step	Yes
Attack (unarmed)	5-ft. step	Maybe
Partial charge	Yes (special)**	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial run	x2	Yes
Miscellaneous Partial Actions***	5-ft. step	Maybe
Magic Partial Actions		
Cast a spell****	5-ft. step	Yes
Activate magic item	5-ft. step	Maybe
Use special ability*	5-ft. step	Maybe
Concentrate to maintain a spell	5-ft. step	No
Dismiss a spell	5-ft. step	No
Special Partial Action		
Start full-round action	No	Maybe

* Regardless of the action, if a combatant moves within or out of a threatened area, a combatant usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

** A combatant must move in a straight line before attacking and must move at least 10 feet.

*** Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

**** Unless doing so is a full-round action, in which case a combatant could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

Cover		
Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
¼	+2	+1
½	+4	+2
¾	+7	+3
9/10	+10	+4*
Total	—	—

Turning (PHB p139)

- Range: 60', line of sight
- Roll 1d20 + Charisma modifier; table below shows highest HD you can turn

Check	Max HD
up to 0	Cleric level -4
1-3	Cleric level -3
4-6	Cleric level -2
7-9	Cleric level -1
10-12	Cleric level
13-15	Cleric level +1
16-18	Cleric level +2
19-20	Cleric level +3
21+	Cleric level +4

- Roll 2d6 + Cleric level + Cha Modifier to determine number of HD turned
- Undead with ½ HD of cleric's level are destroyed
- Turned undead flee for 10 rounds; if they are unable to flee they cower
- If cleric approaches turned undead closer than 10', they return to normal

Poisons (DMG p80)					
Source	Type	Save DC	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	
Arsenic	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 othru fumes	Inhaled	DC 18	1 Con*	3d6 Con	
Insanity mist	Inhaled	DC 15	1d4 Wis	2d6 Wis	

* Permanent

Concealment		
Concealment	Example	Chance to Miss
¼	Light fog or smoke, dim lighting, light foliage	10%
½	Dense fog or smoke (at 5')	20%
¾	Dense foliage	30%
9/10	Near total darkness	40%
Total	Blind, total darkness, dense fog (at 10')	50% (and must guess at target location)

Jump Checks (PHB p70)		
Type of Jump	DC	Max Distance/Height
Running, LONG *	distance + 5	Character's height x 6'
Standing, LONG	(2 x distance) + 4	Character's height x 2'
Running, HIGH *	(4 x height) + 2	Character's height x 1.5'
Standing, HIGH	(8 x height) - 6	Character's height
Jump Back	(8 x height) + 2	Character's height

❖ For characters with a Speed of 20', multiply DC by 1.5
❖ For characters with a Speed of 40', multiply DC by 0.75

* Must move 20' before jumping; can't take Running Jump in heavy armour

Tumble Checks (PHB p75)	
DC	Task
15	Treat fall as if 10' shorter for damage calculation
15	Tumble up to 20'; success means no Attacks of Opportunity
25	Tumble up to 20' including occupied hexes; success means no Attacks of Opportunity

CRITICAL HITS				
Critical Hit Result		Weapon Type		
		Cutting	Piercing	Crushing
Flesh Wound		01 - 16	01 - 20	01 - 20
Unconscious		17 - 28	21 - 30	21 - 28
Broken Bone	Below Knee	29	31	29 - 33
	Above Knee	30	32	34 - 40
	Below Elbow	31 - 32	33	41 - 50
	Above Elbow	33	34	51 - 55
	1d3 Ribs	34 - 36	35	56 - 60
	Pelvis	37	36	61 - 62
	Spine	38 - 39	37	63
Neck	40	38	64	
Skull	41 - 43	39	65 - 70	
Artery		44 - 56	40 - 48	71 - 74
Vein		57 - 69	49 - 54	75 - 82
External Organ	Ear	70	55	83
	Eye	71	56	84
	Nose	72	57	85
	Mouth	73	58	86
Internal Organ	Abdomen	74 - 77	59 - 81	87 - 90
	Heart	78 - 80	82 - 83	91
	Brain	81 - 85	84 - 95	92
Limb Crushed or Severed	Below Knee	86 - 87	96	93
	Above Knee	88 - 95	97	94 - 95
	Below Elbow	96 - 97	98	96 - 97
	Above Elbow	98 - 99	99	98 - 99
	At Neck	00	00	00

Critical Hit Results Key		
Flesh Wound	Double damage; bleeds at 1pt per round until staunched	
Unconscious	FORT Save; DC = 8 + Damage done by blow ❖ fail = unconscious for 3d6 x 10 minutes ❖ success = stunned for 2d6 rounds	
Vein	Normal damage, bleeds for ½ that damage per round until staunched	
Artery	Normal damage, bleeds for same damage per round until staunched	
Broken Bone	Affected member is rendered useless. Roll 1d6 for recovery time: ❖ 1:heals in 1d3+3 days ❖ 2:heals in 1d10+10 days ❖ 3-6:heals in 2d6 weeks	
Internal Organ	Abdomen	Double damage, <i>Cure Critical Wounds</i> or better, or die in 3d20 hours
	Heart	Triple damage; <i>Cure Critical Wounds</i> or better, or die in 3d20 minutes
	Brain	Triple damage, <i>Cure Critical Wounds</i> or better or die in 3d20 minutes. If <i>Heal</i> or <i>Regenerate</i> is unavailable, rethrow INT: Roll 1d100 for INT range: ❖ 01 - 60 = roll on 1d6 ❖ 61 - 75 = roll on 2d6 ❖ 76 - 95 = roll on 3d6 ❖ 96 - 99 = roll on 4d6 ❖ 00 = roll on 5d6 Use the resulting score as shown, don't discard any dice.
External Organ	Ear, Nose, Mouth	1d6 Charisma penalty in social situations
	Eye	Blind in that eye. No depth perception, -2 penalty to combat, balance, pick pockets etc.
Limb Severed or Crushed	Below Knee/Elbow	Double damage; acts as ARTERY wound until a tourniquet is applied
	Above Knee/Elbow	Triple damage; acts as ARTERY wound until a tourniquet is applied
	Neck	Triple damage, acts as ARTERY wound until a tourniquet is applied. Dead if single-headed.

Condition Summary

(DMG p83)

Ability Drained

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

Blinded

- All targets have Full Concealment
- Move at half speed
- Enemies get +2 when attacking. You lose any Dex bonus to AC
- Str and Dex checks at -4

Confused

- Roll 1d10 each round:

1	wander away for one minute
2-6	do nothing for one round
7-9	attack the nearest creature for one round
10	act normally for one round
- A confused creature, if attacked, attacks their attacker on their next turn

Cowering/Stunned

- Lose Dex bonus to AC
- +2 to be hit
- Can take no actions
- If stunned, drop any items in hand

Dazed

- Can take no actions

Dying

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

Entangled

- -2 to attack
- -4 to effective Dex
- Concentration DC 15 if attempting to cast a spell

Prone

- Prone creatures take -4 on melee attacks, and cannot use ranged weapons (except for crossbows, which take no penalties)
- Attackers get +4 (melee) or -4 (ranged) on attacks vs. a prone creature
- Standing up is a Move-Equivalent move

Staggered

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

Action Types

* provokes an Attack of Opportunity

** may provoke an Attack of Opportunity

Free Actions

- Drop item
- drop to floor
- speak
- cast quickened spell

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*
- 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

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 *

Partial Actions

- Single attack
- cast spell
- single move
- partial run (x2 speed)
- Above get 5' step only except single move

Fight Defensively (*PHB p124*)

- -4 on all attacks
- +2 dodge bonus to AC for the same 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

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

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'

Action Procedures & Effects

Attacking an Object (*PHB p135 8-11*)

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

Size	Example	Modifier
Colossal	broad side of barn	-8
Gigantic	narrow side of barn	-4
Huge	wagon	-2
Large	big door	-1
Small	chair	+1
Tiny	toke	+2
Diminutive	scroll	+4
Fine	potion in vial	+8

Strike a Weapon (*PHB p136 8-13*)

- Attacking 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	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted	10	10
Medium metal-hafted	10	25
Small hafted	5	2
Medium hafted	5	5
Large hafted	5	10
Huge club	5	60
Buckler (small)	10	5
Small wooden shield (medium)	5	10
Small steel shield (medium)	10	10
Large wooden shield (large)	5	15
Large steel shield (large)	10	20
Tower shield (huge)	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 (+/-4 for every size difference from medium), defender gets +4 for more than 2 legs or being extraordinarily stable
- If attacker succeeds make a Strength check versus opponent's Strength or Dexterity (whichever is higher)
- If you win opponent is tripped
- 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 modifier:

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

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)
- If negative level is equal or greater than number of levels character is slain

Spell Resistance (*DMG p81*)

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