

Reference Sheet v3.5 (a)

METAMAGIC COST

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

SPELL SAVING THROW (PHB P177)

- DC is 10 + Spell Level + Caster Ability Modifier

SPELL RESISTANCE (PHB P177)

- Caster Level Check (1d20 + caster level) vs. SR rating

SPECIAL ABILITIES (DMG P289)

	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 P290)

- 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 P170)

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

DISPEL MAGIC (PHB P223)

Targeted dispel: Dispel check (1d20 + 1 per caster level, max +10) against each spell on target - 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 for each creature. Magic items are not affected

Counterspell: Make a dispel check

DETECT SPELLS (PHB P218-220)

Spell	Area/Range	Round 1	Round 2	Round 3
Animals/Plants	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/Craft(alchemy) check DC 20 to identify		
Scrying	40’ radius	presence, opposed caster level check to see scrier		
Secret Doors	90°/60’	presence	number/location	mechanism, 1/rnd
Snares/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:

Spell / Item	Faint	Moderate	Strong	Overwhelming
Functioning Spell (SL)	1st - 3rd	4th – 6th	7th – 9th	10th+ / deity-level magic
Magic Item (CL)	1st – 5th	6th – 11th	12th – 20th	21st+ / artifact

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

Creature/Object	Faint	Moderate	Strong	Overwhelming
Creature (HD)	= 10	11-25	26-50	51 =
Undead (HD)	= 2	3-8	9-20	21 =
Outsider (HD)	= 1	2-4	5-10	11 =
Cleric (Lvl)	1	2-4	5-10	11 =
Magic item/spell (CL)	= 2nd	3rd – 8th	9th – 20th	21st =

Detect Undead strength:

Undead HD	Faint	Moderate	Strong	Overwhelming
	= 1	2-4	5-10	11 =

Lingering Aura Duration (Detect Alignment, Magic, Undead):

Strength	HD	Strength	HD
Faint	1d6 rounds	Strong	1d6x10 minutes
Moderate	1d6 minutes	Overwhelming	1d6 days

USE MAGIC DEVICE CHECKS (PHB P85)

Task	DC	Task	DC
Activate blindly (+2 prev success)	25	Emulate class feature	20 (text)
Decipher a written spell (1 min)	25 + spell level	Emulate ability score	15 (text)
Use a scroll	20 + caster level	Emulate race	25
Use a wand	20	Emulate alignment	30

Activate blindly: Fail by 10 or more = 2d6 damage or affect wrong target

For ability score, effective ability score = use magic device check – 15.

For class feature, effective class = use magic device check – 20.

Magic

Magic Sheet 1

CONCENTRATION CHECKS (PHB P69)

DC *	Distraction
10 + damage taken	Damaged during action
10+½ cont. dam last taken	Taking continuous damage
Distracting spell’s save DC	Distracted by nondamaging spell
10	Vigorous Motion (bouncy horse, wagon, boat)
15	Violent Motion (rapid horse, wagon, boat)
20	Extraordinarily violent motion (earthquake)
15	Entangled
20	Grappling or Pinned (No somatic spells, mat. comps. in hand.)
10	Violent Weather (blinding rain or sleet)
15	Violent Weather (hail, dust, debris)
Distracting spell’s save DC	Weather caused by spell
15	Casting on the Defensive
* Add the level of spell being cast, concentrated on or directed.	

SPELLCRAFT CHECKS (PHB P82)

+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 <i>read magic</i> , identify a <i>glyph of warding</i> .
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. Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook. Wizard only. One try per day.
15 + spell level	When casting <i>detect magic</i> , determine the school of the magic involved in the aura of a single item or creature you can see.
19	Using <i>read magic</i> , identify a <i>symbol</i> .
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 <i>wall of iron</i> spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day. Requires full-round action
25 + spell level	After rolling saving throw against a spell targeted on you, determine spell.
25	Identify a potion. No retry. Requires 1 minute.
20	Draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> . Requires 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique magical effect. No retry. Time varies.

SCROLLS (DMG P238, - MISHAP EFFECTS)

- Must be same type (arcane/divine) as user can cast, must be in user’s class spell list, must have minimum ability score for spell 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 (For other mishap effects, DMG pg 238)

WANDS (DMG P245)

- 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 P57)

- Specialists except Diviners: Drop any other two schools except divination and universal
- For Diviners: Drop any other one school.

School	Subschools
Abjuration	None
Conjuration	Calling, Creation, Healing, Summoning, Teleportation
Divination	Scrying
Enchantment	Charm, Compulsion
Evocation	None
Illusion	Figment, Glamer, Pattern, Phantasm, Shadow
Necromancy	None
Transmutation	None

BARDIC KNOWLEDGE (PHB P28)

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.

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

PSIONIC DISPLAYS & ALTERNATES (PSIHB 34)

Auditory (Au)	Bass-pitched hum, akin to many deep-pitched voices. A blurred mix of barely audible whispers.
Material (Ma)	Subject or area is slicked with ephemeral translucent goo which evaporates quickly. A strange feeling that makes hairs on the back of the neck stand up .
Mental (Me)	A ringing tingles within the minds of all living creatures within 30 feet. An odd sense of deja vu, or the feeling of being watched.
Olfactory (Ol)	An odd but familiar odor brings to mind a brief mental flash of a buried memory. Faint aroma of burning metal.
Visual (Vi)	Manifesters eyes burn like points of silver fire, and a flash of multicolored light sweeps from the manifestor to 5 feet away. Pupils of the manifestor's eyes glow slightly.

MAGIC ITEM CREATION TIME AND COSTS (DMG P282 -283)

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

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	

FAMILIAR SPECIAL ABILITIES (PHB P53)

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 ITEMS

ARMOR AND SHIELDS

Cost, in 1000s of gp:

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
1	4	9	16	25	36	49	64	81	100

Cost/Bonus	Ability
+2,700	Glamerd
+1	Fortification, light
+3,750	Slick, Shadow, Silent moves
+2	SR 13
+15,000	Slick, improved, Shadow, improved, Silent moves, improved
+18,000	Acid, Cold, Electricity, Fire, Sonic resistance
+3	Ghost touch, invulnerability, Fortification, moderate, SR 15, Wild
+33,750	Slick, greater, Shadow, greater, Silent moves, greater
+42,000	Acid, Cold, Electricity, Fire, Sonic resistance, improved
+4	SR 17
+49,000	Etherealness, undead controlling
+5	Fortification, heavy, SR 19
+66,000	Acid, Cold, Electricity, Fire, Sonic resistance, greater

POTIONS – FAVORITES (DMG p230)

Potion	Cost	Potion	Cost	Potion	Cost
Cure light wounds	50	Barkskin +2	300	Magic weapon	50
Cure moderate wounds	300	Barkskin +3	600	Greater magic w/f +1 *	750
Cure serious wounds	750	Barkskin +4	900	Greater magic w/f +2 *	1200
Bull's Cat's Bear's etc	300	Barkskin +5	1200	Greater magic w/f +3 *	1800
Neutralize poison	750	Resist energy (10)	300	Greater magic w/f +4 *	2400
Displacement	750	Resist energy (20)	700	Greater magic w/f +5 *	3000
Haste	750	Resist energy (30)	1100	Keen Edge	750
Heroism	750	Invisibility	300	Magic Circle A. (Align)	750

\* Greater magic w/f +x refers to either a potion of greater magic weapon, or greater magic lang

RINGS/WONDROUS ITEMS – FAVORITES (DMG P231, 246)

Ring/Wondrous	Bonus	Cost	Wondrous	Bonus	Cost
	+1	2,000	Ogre Gloves/Giant Belts		
	+2	8,000	Gloves of Dexterity	+2	4,000
Ring of Protection	+3	18,000	Amulet of Health	+4	16,000
Amulet of Natural Armor	+4	32,000	Headband of Intellect	+6	36,000
	+5	50,000	Periapt of Wisdom		
			Cloak of Charisma		
Cloak of Resistance = 5		1,000 (+1), 4,000 (+2), 9,000 (+3), 16,000 (+4), 25,000 (+5),			
Bracers of Armor = 8		36,000 (+6), 49,000 (+7), 64,000 (+8),			