Combat Reference

Surprise → Position → Roll Initiative → Fight

Your Character Has Less Than Six Seconds...

GO!

Move Your Speed

1 Action
1 Bonus Action
1 Interaction

1 Reaction

Movement

Before, between, and after actions.

Move
Cost 5ft per 5ft

Climb
Cost 10ft per 5ft

Swim
Cost 10ft per 5ft

Prone
Cost 0ft

Crawl
Cost 10ft per 5ft

Stand
Cost 1/2 movement speed

Long Jump
10ft lead to go (Str score)ft

High Jump
10ft lead to go (Str mod)ft

Mount
Cost 1/2 movement speed

Improvise
Anything not listed

Difficult Terrain
Cost +5ft per 5ft

Grapple Move
Total speed halved

Actions

The main thing your character does.

Attack
Melee or ranged attack

Cast a Spell
Cast time of 1 action

Class Feature
Some features use actions

Dash
Double move speed

Disengage
Prevent an opportunity

Dodge
Put enemy at disadvantage

Escape
Escape a grapple with Str or Dex attack

Grapple
Strength contest

Help
Grant an ally advantage

Hide
Attempt to hide

Improvise
Any action not on this list

Ready
Choose a trigger and action

Search
Scan or investigate

Shove
Strength contest

Stablize
Use healer kit/make Med DC 10

Use Object
Interact, use special abilities

Use Shield
(Un)equip a shield

Bonus Actions

When applicable.

Off-hand Weapon Attack
For use with the Attack action

Cast a Spell
Cast time of 1 bonus action

Class Feature
Some features use bonus actions

Interactions

Are brief free actions *e.g.*:

Quickly say something
Draw/sheathe a weapon
Open or close door
Quickly grab an immediate object
Pick up a dropped/unattended item
Throw a lever or switch
Turn a key in a lock
Hand item to another player
Pull the hood of your cloak up

Reactions

Taken between turns if a trigger occurs.

Opportunity Attack
If an enemy leaves your reach

Readied Action
Part of your Ready action

Cast a Spell
Cast time of 1 reaction

ENCOUNTER BUILDING

USE THIS PROCESS AFTER YOU'VE ALREADY DESIGNED AN ENCOUNTER TO DETERMINE ITS DIFFICULTY OR TO START AN ENCOUNTER FROM SCRATCH WITH A TARGET DIFFICULTY IN MIND

1. MAKING NOTE OF EXP VALUES THAT DEFINE THE FOUR DIFFICULTY CATEGORIES FOR YOUR GROUP. FOR EACH PC IN PARTY, REFER TO ENCOUNTER DIFFICULTY EXP/PC TABLE, NOTING EXP VALUES FOR EACH PC IN EACH CATEGORY. THEN FOR EACH CATEGORY, ADD EXP VALUES FOR EACH PC IN THAT CATEGORY TO DETERMINE DIFFICULTY THRESHOLDS FOR ENCOUNTERS
2. NEXT, SELECT EACH CREATURE TO INCLUDE IN YOUR ENCOUNTER. ADD UP THEIR EXP VALUES FOUND IN THEIR STAT BLOCK NEXT TO THEIR CHALLENGE RATING, TO GET THE ENCOUNTER'S EXP VALUE
3. ADJUST ENCOUNTER EXP VALUE BY THE MULTIPLIER FOUND IN THE ENCOUNTER EXP MULTIPLIERS TABLE ACCORDING TO THE SIZE OF THE ADVENTURING PARTY
4. COMPARE THE ADJUSTED ENCOUNTER EXP VALUE WITH THE DIFFICULTY THRESHOLDS YOU CALCULATED IN STEP 1 TO GET AN ESTIMATE OF THE ENCOUNTER'S DIFFICULTY. ADJUST THE ENCOUNTER ACCORDINGLY

ENCTR XP THRESHOLD, *DMG 82*

LVL	EASY	MED	HARD	DEADLY
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1.1K
6	300	600	900	1.4K
7	350	740	1.1K	1.7K
8	450	900	1.4K	2.1K
9	550	1.1K	1.6K	2.4K
10	600	1.2K	1.9K	2.8K
11	800	1.6K	2.4K	3.6K
12	1K	2K	3K	4.5K
13	1.1K	2.2K	3.4K	5.1K
14	1.25K	2.5K	3.8K	5.7K
15	1.4K	2.8K	4.3K	6.4K
16	1.6K	3.2K	4.8K	7.2K
17	2K	3.9K	5.9K	8.8K
18	2.1K	4.2K	6.3K	9.5K
19	2.4K	4.9K	7.3K	10.9K
20	2.8K	5.7K	8.5K	12.7K

RANDOM TREASURE *DMG 133/136*

d100	CP	SP	EP	GP	PP
INDIVIDUAL TREASURE: CHALLENGE 0-4					
01-30	5d6 (17)				
31-60		4d6 (14)			
61-70			3d6 (10)		
71-95				3d6 (10)	
96-00					1d6 (3)
INDIVIDUAL TREASURE: CHALLENGE 5-10					
01-30	4d6 x100		1d6 x10		
31-60		6d6 x10		2d6 x10	
61-70			3d6 x10	2d6 x10	
71-95				4d6 x10	
96-00				2d6 x10	3d6 x10
INDIVIDUAL TREASURE: CHALLENGE 11-16					
01-20		4d6 x100		1d6 x100	
21-35			1d6 x100	1d6 x100	
36-75				2d6 x100	
76-00				2d6 x100	
INDIVIDUAL TREASURE: CHALLENGE 17+					
01-15			2d6 x1K	8d6 x100	
16-55				1d6 x1K	1d6 x100
56-00				1d6 x1K	2d6 x100

IN PARENTHESES = AVG

ENCTR BLDG *DMG 81-5*

PC LVL	MNSTR TO PC vs CR (Hard) *2:1*	*1:1*	*1:2*
1	1	¼	½
2	¼	½	1
3	½	1	2
4	½	1	3
5	1	2	4
6	1	2	5
7	1	3	5
8	1	3	6
9	2	4	7
10	2	4	8
11	3	4	8
12	3	5	9
13	3	6	10
14	4	6	11
15	4	7	11
16	4	7	12
17	4	8	13
18	5	8	14
19	5	9	14
20	5	10	15

DEFENSE: FOR EVERY 2 AC PTS AC ABOVE/ BELOW TARGET CHLG LISTED AMT, INCREASE/ DECREASE DEF CHLG 1 PT.

OFFENSE: FOR EVERY 2 PTS OF ATK BONUS OR SAVE DC ABOVE OR BELOW TARGET CHALLENGE LISTED AMT, INCREASE/DECREASE OFFENSIVE CHLG 1 PT.

MONSTER STATS BY CR *DMG 274*

CR	PROF BONUS	DEFENSIVE AC	DEFENSIVE HP	OFFENSIVE ATK BONUS	OFFENSIVE DMG/ RD	SAVE DC	XP VALUE
0	2	≤13	1-6	≤3	0-1	≤13	0/10
1/8	2	13	7-35	3	2-3	13	25
1/4	2	13	36-49	3	4-5	13	50
1/2	2	13	50-70	3	6-8	13	100
1	2	13	71-85	3	9-14	13	200
2	2	13	86-100	3	15-20	13	450
3	2	13	101-115	4	21-26	13	700
4	2	14	116-130	5	27-32	14	1.1K
5	3	15	131-145	6	33--38	15	1.8K
6	3	15	146-160	6	39-44	15	2.3K
7	3	15	161-175	6	45-50	15	2.9K
8	3	16	176-190	7	51-56	16	3.9K
9	4	16	191-205	7	57-62	15	5K
10	4	17	206-220	7	63-68	15	5.9K
11	4	17	221-235	8	69-74	17	7.2K
12	4	17	236-250	8	75-80	17	8.4K
13	5	18	251-265	8	81-86	18	10K
14	5	18	266-280	8	87-92	18	11.5K
15	5	18	281-295	8	93-98	18	13K
16	5	18	296-310	9	99-104	18	15K
17	6	19	311-325	10	105-110	19	18K
18	6	19	326-340	10	111-116	19	20K
19	6	19	341-355	10	117-122	19	22K
20	6	19	356-400	10	123-140	20	25K
21	7	19	401-445	11	141-158	20	33K
22	7	19	446-490	11	159-176	20	41K
23	7	19	491-535	11	177-194	20	50K
24	7	19	536-580	12	195-212	21	62K
25	8	19	581-625	12	213-230	21	75K
26	8	19	626-670	12	231-248	21	90K
27	8	19	671-715	13	249-266	22	105K
28	8	19	716-760	13	267-284	22	120K
29	9	19	761-805	13	285-302	22	135K
30	9	19	806-850	14	303-320	23	155K

FEAR, HORROR, AND MADNESS

DM SHOULD USE FEAR CHECKS SPARINGLY; PCS ARE HARDENED ADVENTURERS AND SHOULD BE ABLE TO FACE TOUGH MONSTERS W/OUT FEAR CHECKS PROVIDED THEY BELIEVE REASONABLE SURVIVAL CHANCE; ITEM/SPELL NOT ALLOWING CREATURE OR THREAT TO HARM PC NEGATES NEED FOR FEAR CHECK; EMOTION SPELL TO INSTILL COURAGE, CAST BEFORE AN ENCOUNTER, WILL NEGATE FEAR CHECK.

Fear Effects *(Ravenloft Campaign Setting (2nd Edition) 1994 Page 30 – 41)*

MUST SUCCEED ON WIS SAVE OR DROP WHATEVER HOLDING AND BECOME FRIGHTENED FOR 1d4 ROUNDS; WHILE FRIGHTENED, A CREATURE MUST TAKE THE DASH ACTION AND MOVE AWAY FROM SOURCE OF FEAR BY SAFEST AVAILABLE ROUTE ON EACH OF ITS TURNS, UNLESS NOWHERE TO MOVE; IF THE CREATURE ENDS TURN IN LOCATION WHERE NO LINE OF SIGHT TO FEAR SOUCE, CAN MAKE A WIS SAVE; SUCCESSFAL SAVE= END OF FEAR EFFECTS FOR THAT CREATURE

SITUATION	MODIFIER
SPELL SPECIFICALLY HELPFUL AGAINST ENCOUNTER	+4
MAGICAL ITEM SPECIFICALLY HELPFUL AGAINST ENCOUNTER	+4
FRIEND OR FAMILY ENDANGERED	+4
KNOW HOW A SIMILAR ENCOUNTER WAS	+2
DEFEATED FACING THREAT AGAIN ON THE SAME DAY	+1
DEFEATED PREVIOUSLY IN A SIMILAR ENCOUNTER	-2
SPELL SPECIFICALLY HELPFUL AGAINST ENCOUNTER	+4

Horror Effects *(Ravenloft Campaign Setting (2nd Edition) 1994 Page 30 – 41)*

SITUATION	MODIFIER
OPEN AREA (ROOM TO RUN)	+1
CHARACTER IS OF ANY EVIL ALIGNMENT	+1
CHARACTER IS LAWFUL GOOD	-1
CLOSED QUARTERS	-1
ACQUAINTANCE IS IN THE HORROR SCENE	-2
CLOSE FRIEND OR FAMILY MEMBER IS IN THE HORROR SCENE	-4
OPEN AREA (ROOM TO RUN)	+1

Failed Horror Check Results:

1d6	RESULT	DESCRIPTION
1	AVERSION	CANNOT BEAR TO LOOK AT HORROR SCENE; MUST REMAIN 30' AWAY IN OPEN SPACES; IF UNWILLINGLY EXPOSED, HAS 1 RD TO STEP AWAY FROM SCENE TO AVOID BEING FEARSTRUCK.
2	REVULSION	STRONGER THAN ABOVE RESULT, CHARACTER CANNOT BEAR TO VIEW OR BE NEAR ANYTHING EVEN SUGGESTS HORROR SCENE; E.G., MAY BE REPULSED BY RED WINE OR CUT OF RARE MEAT
3	OBSESSION	HORROR PLAYS ITSELF IN CHARACTER'S MIND; CANNOT BENEFIT FROM LONG OR SHORT REST; CANNOT MEMORIZE SPELLS NEXT DAY; CAN ATTEMPT WIS SAVE 1/WK TO END OBSESSION
4	SENSELESS RAGE	DESIRE TO DESTROY ANYTHING IN WAY FOR 3 RDS, RECEIVES +2 BONUS TO ATK AND DMG; ATTACKS 2X AS OFTEN; CAN ATTEMPT A WIS SAVE ON ALTERNATE TURNS (TURN 4,6,8 ETC.)
5	MENTAL SHOCK	REMAINS STUNNED FOR AT LEAST 3 RDS THEN WIS SAVE EACH RD; 3 CONSECUTIVE FAILURES RESULTS IN DEEP SHOCK (PARALYZATION); IN DEEP SHOCK, CAN REPEAT SAVE EACH HR.
6	FEARSTRUCK	BEHAVES AS IF HE OR SHE HAVE FAILED A FEAR CHECK

FOR NEXT MONTH, WHEN CHARACTER EXPERIENCES SOMETHING CLOSELY RESEMBLES THE HORROR SCENE, MUST ROLL A NEW SAVE W/ -2 PENALTY. IF FAILS, CHARACTER IS INSTANTLY EFFECTED BY ABOVE EFFECT (INCLUDING SENSELESS RAGE).

FEARSTRUCK CHARACTER MUST SUCCEED ON WISDOM SAVE OR DROP WHATEVER THEY'RE HOLDING AND TAKE DASH ACTION TO MOVE AWAY BY SAFEST AVAILABLE ROUTE ON EACH OF ITS TURNS. IF CHARACTER ENDS ITS TURN IN LOCATION WHERE IT DOES NOT HAVE LINE OF SIGHT THEY CAN REPEAT SAVE. ON SUCCESSFUL SAVE, CONDITION ENDS.

Madness *(Dungeon Master's Guide (5th Edition) Page 258 – 260)*

SOME EFFECTS CAN INFLICT MADNESS ON OTHERWISE STABLE MIND. CERTAIN SPELLS CAN CAUSE INSANITY, AND YOU CAN USE THE MADNESS RULES ON PAGE 259 OF THE DMGINSTEAD OF THE SPELL EFFECTS. DISEASES, POISONS, PLANAR EFFECTS, AND SOME ARTEFACTS CAN ALL INFLICT MADNESS. RESISTING MADNESS-INDUCING EFFECT USUALLY REQUIRES A WISDOM OR CHARISMA SAVE.

RANDOM WEATHER

d20	TEMPEREATURE
1-14	SEASONE NORMAL
15-17	NORMAL - 1d4 X 10º
18-20	NORMAL + 1d4 X 10º

d20	WIND
1-12	NONE
13-17	LIGHT
18-20	STRONG

d20	PRECIPITATION
1-12	NONE
13-17	LGT RAIN/SNOWFALL
18-20	HVY RAIN/SNOWFALL

HP MULTIPLIERS

CR	RESISTANCES	IMMUNITIES
1–4	×2	×2
5–10	×1.5	×2
11–16	×1.25	×1.5
≥ 17	×1	×1.25

MULTIPLIER

MONSTERS	MULTI
1	X1
2	X1.5
3-6	x2
7-10	X2.5
11-14	X3
15 +	X4

ENC EXP MULTIPLIERS

# ENEMIES	PARTY SIZE OF… 1-2	3-5	6-8	# ENEMIES	PARTY SIZE OF… 1-2	3-5	6-8
1	× 1.5	—	× .5	GANG (7-10)	× 3	× 2.5	× 2
2	× 2	× 1.5	—	MOB (11-14)	× 4	× 3	× 2.5
GROUP (3-6)	× 2.5	× 2	× 1.5	HORDE (15+)	× 5	× 4	× 3

WEATHER, DMG 109 *DRAGON MAGAZINE 15, 'WEATHER IN THE WILDERNESS,' PAGE 14*

TERRAIN 1d8	CLEAR	WOODS	RIVER	SWAMP	MOUNTAINS	DESERT	CITY
1	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR
2	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR
3	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR	CLEAR
4	UNUSUAL	CLEAR	CLEAR	CLEAR	UNUSUAL	CLEAR	CLEAR
5	CLOUDY	CLOUDY	CLOUDY	CLOUDY	CLOUDY	UNUSUAL	CLOUDY
6	CLOUDY	CLOUDY	CLOUDY	UNUSUAL	CLOUDY	STORMY	STORMY
7	STORMY	STORMY	STORMY	STORMY	STORMY	WINDS	UNUSUAL
8	WINDS	STORMY	STORMY	STORMY	STORMY	WINDS	UNUSUAL

WEATHER TYPE

1d10	CLEAR	CLOUDY	STORMY	WINDS	UNUSUAL
1	COLD	DENSE FOG	SNOW	HIGH	COLD/SNOW
2	COOL	LIGHT FOG	HEAVY RAIN	MEDIUM	DENSE FOG/HEAVY
3	COOL	LOW CLOUDS	MEDIUM RAIN	HIGH	LIGHT FOG/WARM
4	COOL	MEDIUM CLOUDS	LIGHT RAIN	MEDIUM	MEDIUM RAIN/COLD
5	FAIR	HIGH CLOUDS	THUNDERSTORM	LIGHT	THUNDERSTORM
6	FAIR	STORMY	CLOUDY	LIGHT	THUNDERSTORM
7	WARM	HIGH CLOUDS	LIGHT RAIN	MEDIUM	COLD/HIGH WIND
8	WARM	LOW CLOUDS	MEDIUM RAIN	LIGHT	LIGHT RAIN/COOL
9	WARM	LIGHT FOG	HEAVY RAIN	MEDIUM	THUNDERSTORM
10	HOT	DENSE FOG	SNOW	HIGH	HOT/HIGH WIND

SEASONAL

WINTER SEASON (WEATHER LASTS 1-4 WEEKS)		SPRING SEASON (WEATHER LASTS 1-2 WEEKS)		SUMMER SEASON (WEATHER LASTS 1-6 WEEKS)		AUTUMN SEASON (WEATHER LASTS 1-2 WEEKS)	
CLEAR	01-04	CLEAR	01-02	CLEAR	05-10	CLEAR	01-10
CLOUDY	01-10	CLOUDY	01-10	CLOUDY	01-10	CLOUDY	01-10
STORMY	01-10	STORMY	02-09	STORMY	02-09	STORMY	01-10
WINDS	01-10	WINDS	01-10	WINDS	01-10	WINDS	01-10
UNUSUAL	1,2,4-9	UNUSUAL	2,3,5,6,8,9	UNUSUAL	2,3,5,6,9,10	UNUSUAL	01-10

MADNESS, DMG 258-261

SHORT TERM

d100	EFFECT (LASTS 1d10 MINUTES)
01-20	CHARACTER RETREATS INTO OWN MIND AND BECOMES PARALYZED; EFFECT ENDS IF TAKES DAMAGE
21-30	INCAPACITATED-SPENDS DURATION SCREAMING, WEEPING, LAUGHING
31-40	FRIGHTENED-MUST USE ALL ACTIONS TO FLEE SOURCE OF FEAR
41-50	BABBLING, INCAPABLE OF NORMAL SPEECH
51-60	MUST ATTACK NEAREST CREATURE EACH ROUND
61-70	HALLUCINATIONS AND DISADV ON ABILITY CHECKS.
71-75	DOES WHATEVER ANYONE TELLS THEM AS LONG AS NOT OBVIOUSLY SELF-DESTRUCTIVE
76-80	OVERPOWERING URGE TO EAT SOMETHING STRANGE (E.G., DIRT, SLIME, OFFAL)
81-90	CHARACTER STUNNED
91-100	CHARACTER UNCONSCIOUS

LONG TERM

d100	EFFECT (LASTS 1d10X10 HOURS)
01-10	COMPELLED TO REPEAT SPECIFIC ACTIVITY OVER AND OVER, (E.G., WASHING HANDS, COUNTING COINS, PRAYING)
11-20	VIVID HALLUCINATIONS AND DISADV ON ABILITY CHECKS
21-30	EXTREME PARANOIA AND DISADV ON WIS AND CHA CHECKS
31-40	REGARDS SOMETHING (USUALLY SOURCE OF MADNESS) WITH REVULSION AS PER ANTIPATHY SPELL
41-45	POWERFUL DELUSION, CHOOSE DELUSIONAL POTION EFFECT
46-55	ATTACHED TO "LUCKY CHARM" (PERSON/THING). DISADV ON ALL ROLLS WHEN > 30' FROM IT.
56-65	CHARACTER IS BLINDED (25%) OR DEAFENED (75%)
66-75	UNCONTROLLABLE TREMORS OR TICS. DISADVANTAGE ON ALL ROLLS THAT INVOLVE DEX OR STR
76-85	PARTIAL AMNESIA, KNOWS THEMSELVES, BUT NOBODY ELSE OR ANY RECENT EVENTS
86-90	IF ANY DAMAGE TAKEN, MAKE DC 15 WIS SAVE OR AS IF UNDER CONFUSION SPELL FOR 1 MINUTE
91-95	CHARACTER LOSES ABILITY TO SPEAK
96-100	FALLS UNCONSCIOUS, CANNOT BE WAKENED.

INDEFINITE

d100	FLAW (LASTS UNTIL CURED)
01-15	BEING DRUNK KEEPS ME SANE
16-25	KEEP WHATEVER I FIND
26-30	TRY TO BECOME MORE LIKE SOMEONE ELSE (ADOPTS CLOTHING, MANNERISMS, NAME, ETC.)
31-35	MUST BEND THE TRUTH, EXAGGERATE OR LIE TO BE INTERESTING TO OTHER PEOPLE
36-45	ACHIEVING GOAL IS ONLY THING OF INTEREST TO ME; I'LL IGNORE ALL ELSE TO PURSUE IT
46-50	FIND IT HARD TO CARE ABOUT ANYTHING THAT GOES ON AROUND ME
51-55	DON'T LIKE WAY PEOPLE JUDGE ME ALL THE TIME
56-70	AM SMARTEST, WISEST, STRONGEST, FASTEST, MOST BEAUTIFUL PERSON I KNOW
71-80	POWERFUL ENEMIES ARE HUNTING ME. THEIR AGENTS ARE EVERYWHERE, ALWAYS WATCHING
81-85	THERE'S ONLY ONE PERSON I CAN TRUST, AND ONLY I CAN SEE THIS SPECIAL FRIEND
86-95	I CAN'T TAKE ANYTHING SERIOUSLY. THE MORE SERIOUS, THE FUNNIER I FIND IT
96-100	I'VE DISCOVERED THAT I REALLY LIKE KILLING PEOPLE

STRENGTH - BEING ABLE TO CRUSH A TOMATO

MEASURES BODILY POWER AND ATHLETIC TRAINING.

ATHLETICS[1]	
AUTO-MATIC	CLIMB A WALL WITH PLENTY OF HANDHOLDS OR SECURE, KNOTTED ROPE OR ROPE LADDER; SWIM IN RELATIVELY CALM WATER; HIGH JUMP # OF FEET = (3 + YOUR STR MODIFIER) OR FULL STR W/ A 10' RUNNING START [2]
SWIM (5)	½ YOUR MOVE SPEED, EACH HOUR MUST SUCCEED ON DC 10 CON SAVE THROW OR GAIN 1 LEVEL OF EXHAUSTION
E (10)	CLIMB WALL LACKING ADEQUATE AMOUNT OF HANDHOLDS @ ½ MOVEMENT; TREAD WATER IN ROUGH CONDITIONS; JUMP FEW FEET FARTHER NORMAL COULD; DURING LONG JUMP, CLEAR AN OBSTACLE LIKE A LOW-LYING HEDGE OR WALL ≤ ¼ OF THE JUMP'S DISTANCE
M (15)	CLIMB ROPE DANGLING FROM OVERHANG (I.E. LACKING VERTICAL SURFACE TO BRACE AGAINST), SWIM IN ROUGH WATER/AGAINST MILD CURRENT
H (20)	CLIMB WALL WITH VERY FEW HANDHOLDS; CATCH SELF ON ROPE OR OTHER HANDHOLD IN MIDDLE OR AT END OF JUMP; TREAD VIOLENT WATER; SWIM AGAINST STRONG CURRENT; THROW GRAPPLING HOOK IN MIDDLE OF JUMP
VH (25)	CLIMB SLIPPERY OR SHEER WALL WITH LITTLE OR NO HANDHOLDS; CLIMB VERTICALLY ALONG OVERHANG WITH ADEQUATE HANDHOLDS; SWIM IN STORMY WATERS
F (30)	SWIM FREE OF A VORTEX

FEATS OF STRENGTH • OTHER	
E (10)	FORCE OPEN STUCK/BROKEN DOOR; BREAK FREE FROM WEAK BINDINGS; PULL STUCK OR WEDGED OBJECT LOOSE
M (15)	BREAK THROUGH STUCK HEAVY DOOR OR WOODEN DOOR REINFORCED W/ IRON; PUSH THROUGH TOO SMALL EARTHEN TUNNEL
H (20)	BREAK THROUGH HEAVY LOCKED/BARRED DOOR OR ELABORATE LOCK; TOPPLE STONE STATUE; BREAK MANACLES/ ROPE BONDS; HANG ON TO WAGON WHILE BEING DRAGGED BEHIND IT
VH (25)	BREAK THROUGH HEAVY/REINFORCED DOOR (E.G. PRISON/ARMORY DOOR) OR MASTERWORK LOCK; HOLD DOOR SHUT AGAINST ROOM FILLING WITH WATER; KEEP LARGE BOULDER FROM ROLLING
CONTEST (VS. STR)	PUSH DOOR OPEN WHEN SOMEONE ELSE IS HOLDING IT

1: A PC CAN CLIMB/SWIM UNDER NORMAL CONDITIONS W/OUT HAVING TO MAKE CHECK; HOWEVER, STRENUOUS CONDITIONS MAY REQUIRE THEY PASS ATHLETICS CHECK. EACH 1' MVMT DURING A CHECK COSTS EXTRA 1' MVMT, OR AN EXTRA 2' IF CONSIDERED DIFFICULT TERRAIN. PCS W/ CLIMB/SWIM SPEEDS IGNORE EXTRA COSTS ASSOCIATED W/ MVMT OF THIS TYPE.

SIMILARLY, HORIZONTAL & VERTICAL DISTANCE PC CAN JUMP W/OUT HAVING TO MAKE CHECK IS DETERMINED BY STR SCORE & MODIFIER RESPECTIVELY. ATHLETICS CHECK GENERALLY ONLY REQUIRED WHEN ATTEMPTING TO JUMP DISTANCE FARTHER THAN ABLE.

2: DURING VERTICAL JUMP, PC CAN EXTEND ARMS TO ACHIEVE EXTRA DISTANCE EQUAL TO ½ OF HEIGHT ADDED TO JUMP DISTANCE TO ATTEMPT TO GRAB ON TO A LEDGE/OTHER HANDHOLD.

CONSTITUTION - ABLE TO EAT A BAD TOMATO

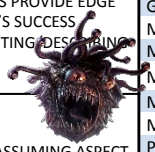
NO SKILLS ASSOCIATED WITH CON; TYPICALLY ONLY A SAVING THROW

CONDITIONS	
STARVE	3+CON MOD (MIN 1) DAYS BEFORE STARVATION BEGINS; EVERY DAY AFTER THIS IS +1 TO EXHAUSTION
WATER	DC 15 SAVE IF FAILS TO DRINK FULL DAILY INTAKE = +1 EXHAUSTION; AUTOMATIC IF FAILS TO DRINK ANYTHING; +2 IF ALREADY EXHAUSTED
SUFFOCATE	HOLD BREATH = 1+CON MINS (MIN 30S); WHEN OUT OF BREATH, CAN SURVIVE # RDS = CON MOD (MIN 1 RD) BUT NEXT RD OUT OF BREATH AND DYING
BASIC POISON	DC 10 CON SAVE

STAT	SAVING THROWS
STR	RESIST ANY EFFECT TO FORCEFULLY MOVE, RESTRAIN, PARALYZE, OR BIND
INT	SEE THROUGH ILLUSIONS & AVOID BEING TRICKED OR CONFUSED; MENTAL CLEVERNESS
DEX	DODGE INSTANTANEOUS (AREA, BEAMS, PROJECTILES, OR RAYS) ATTACKS; TO AVOID TRAPS; TO MAINTAIN YOUR BALANCE; TO STAY ON A MOUNT
CON	RESIST EFFECTS THAT TARGET YOUR HEALTH OR BODY (POISON, DISEASE, NECROTIC, ENERGY DRAIN); TO RESIST COLD OR THUNDER EFFECTS; TO ENDURE ONGOING ENVIRONMENTAL EFFECTS; TO MAINTAIN YOUR CONCENTRATION; TO ENDURE HUNGER AND THIRST; TO PUSH THE BODY PAST ITS COMFORT LIMITS (FOR EXAMPLE, A FORCED MARCH)
WIS	RESIST FEAR EFFECTS; TO RESIST PSYCHIC OR RADIANT DAMAGE; WISDOM IS MENTAL FORTITUDE AND CONVICTION
CHA	RESIST CHARMS, ENCHANTMENTS, AND COMPULSIONS; TO STAY CONNECTED TO YOUR PLANE; TO DEAL WITH HORROR; CHARISMA IS YOUR FORCE OF PERSONALITY, SENSE OF SELF, AND CENTEREDNESS

ADVANTAGE

- CIRCUMSTANCES UNRELATED TO CREATURE'S INHERENT CAPABILITIES PROVIDE EDGE
- SOME ASPECT OF THE ENVIRONMENT CONTRIBUTES TO CHARACTER'S SUCCESS
- A PLAYER SHOWS EXCEPTIONAL CREATIVITY OR CUNNING IN ATTEMPTING DESCRIBING A TASK
- PREVIOUS ACTIONS HAVE IMPROVED THE CHANCE OF SUCCESS



DISADVANTAGE

- CIRCUMSTANCES HINDER SUCCESS IN SOME WAY
- SOME ASPECT OF ENVIRONMENT HINDERS CHARACTER'S SUCCESS (ASSUMING ASPECT HASN'T ALREADY IMPOSED PENALTY TO ROLL)
- ELEMENT OF THE PLAN OR DESCRIPTION OF AN ACTION MAKES SUCCESS LESS LIKELY
- PREVIOUS ACTIONS IMPROVED CHANCE OF SUCCESS
- ANY NUMBER OF ADVANTAGE AND DISADVANTAGE CANCEL EACH OTHER OUT

NOTE: DM SHOULD GRANT ADV OR DISADV IN PREFERENCE TO APPLYING BONUSES OR PENALTIES

COMMON ROLLS

ROLL	DESCRIPTION
ADVANTAGE / DISADVANTAGE	ROLL 2D20; HIGHEST = ADV; LOWEST = DISADVANTAGE
INITIATIVE	1D20 + DEX MOD
SKILL CHECKS	1D20 + MOD + PROF BONUS

- PASSIVE CHECKS: 10 + STD MODIFIERS
- WORKING TOGETHER: ONE PERSON GETS ADVANTAGE
- GROUP CHECKS: EVERYONE ATTEMPTS SAME ACTION ROLLS; IF AT LEAST HALF THE GROUP BEATS THE DC, THE EFFORT SUCCEEDS

2A-NL

ABILITY SCORE	
SCORE	MOD
1	-5
2–3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	0
12–13	+ 1
14–15	+ 2
16–17	+ 3
18–19	+ 4
20–21	+ 5
22–23	+ 6
24–25	+ 7
26–27	+ 8
28–29	+ 9
30	+ 10

FALLING DMG 183	
TIME	FEET
0	0
0.5	4
1	16
1.5	36
2	64
2.5	100
3	144
3.5	196
4	256
4.5	324
5	400
5.5	484
6	572
12	1,628
18	2,684
30	3,740
36	4,796
42	6,908
48	7,964
54	9,020
60	10,076

1D6 BLUDGEON DMG /10' (MAX 20D6, LANDS PRONE

ADVANCEMENT		
Lvl	XP	Prof Bonus
1	0	+2
2	300	
3	900	
4	2.7k	
5	6.5k	+3
6	14k	
7	23k	
8	34k	
9	48k	+4
10	64k	
11	85k	
12	100k	
13	120k	+5
14	140k	
15	165k	
16	195k	
17	225k	+6
18	265k	
19	305k	
20	355k	

- SQUEEZING: MOVE AT ½ RATE TO SQUEEZE THROUGH SPACE 1 SIZE SMALLER; WHILE SQUEEZING, DEX SAVES & ATK ROLLS = DISADV
- ATTACK ROLLS AGAINST HAVE ADV

DESCRIPTION	LOC[1]
ADVENTURE TABLE	D-72
AOE RULES	D-249
ARMOR	144
CHASES/ESCAPE	D-252
COMBAT	189
CONDITIONS	290
COVER	196
CREATE MONSTER	D-273
DEATH/DYING	197
DISEASES	D-256
DOWNTIME	D-127
EXPENSES	157
FEATS	165
GENERAL GOODS	148
GRAPPLE(&195)	167
MADNESS	D-258
MAGIC ITEMS	D-135
MOUNTED CMBT	198
MOVEMENT	182
MULTI-CLASSING	163
POISONS	D-257
RAND DUNGEONS	D-290
RAND ENCOUNTER	D- 85
RAND NPCS	D-89
RAND SETTLEMENT	D-112
RAND WILDERNESS	D-108
RESTING	186
SIEGE EQUIP	D-255
SPELL LISTS	207
SPELLCASTING	201
TREASURE	D-133
TREASURE	D-133
UNDRWTR CBT	198
WEAPONS	146

1: All PHB EXCEPT D = DMG

INTELLIGENCE - KNOW A TOMATO IS A FRUIT

MEASURES MENTAL ACUITY, ACCURACY OF RECALL, ABILITY TO REASON.

ARCANA • HISTORY • NATURE • RELIGION • RECALL LORE	
E (10)	RECALL WIDELY KNOWN INFO; ID COMMON ITEMS[1]
M (15)	RECALL MORE OBSCURE/SPECIFIC INFO; ID UNCOMMON PEOPLE, PLACES, OBJECTS, SYMBOLS, FAUNA, OR FLORA; RECALL VAGUE INFO ABOUT SLIGHTLY OBSCURE FACTS; ID UNCOMMON MONSTER
H (20)	RECALL TRULY ESOTERIC OR PRECISE INFO; ID RARE PEOPLE, PLACES, OBJECTS, SYMBOLS, FAUNA, OR FLORA
VH (25)	RECALL INFO KNOWN ONLY BY PRIVILEGED FEW; ID EXCEEDINGLY RARE PEOPLE, PLACES, OBJECTS, SYMBOLS, FAUNA, OR FLORA

INVESTIGATION • OTHER	
E (10)	ID PARTICULARLY OBVIOUS TRAP OR SECRET/CODED MESSAGE LEFT BY A CONTACT; DISCOVER TRUE NATURE OF A LOW-LEVEL ILLUSION
M (15)	ID TYPICAL TRAP, DETERMINE TIME/CAUSE OF DEATH OF RECENTLY DECEASED CREATURE, ESTIMATE MATERIAL WORTH OF AN ITEM, DISCOVER TRUE NATURE OF A MID-LEVEL ILLUSION
H (20)	ID WELL-HIDDEN TRAP, OBJECT, OR AREA; FORGE DOCUMENT; ID A FORGERY; DISCOVER TRUE NATURE OF A HIGH-LEVEL ILLUSION
VH (25)	ID MAGICALLY-HIDDEN TRAP/OBJECT/AREA; DISCERN PURPOSE/PROCESS OF COMPLICATED DEVICE OR SYSTEM; DETERMINE INTEGRITY OF STRUCTURE/CONSTRUCT/FORMATION; ID ANY EXPLOITABLE WEAK POINTS

IMPROVISED TASKS • CLEVER SOLUTIONS	
E (10)	COMMUNICATE SIMPLE IDEA TO CREATURE THAT DOESN'T SHARE YOUR LANGUAGE
M (15)	DEDUCE WHAT KIND OF WEAPON CAUSED INJURY; ESTIMATE VALUE OF JEWELRY; DESIGN A DISGUISE TO HELP AN ALLY PASS AS A CITY GUARD
H (20)	DETERMINE HOW TO CAUSE PART OF A TUNNEL TO COLLAPSE; ESTIMATE GEMSTONE VALUE
VH (25)	ESTIMATE VALUE OF RARE, ANTIQUE, OR EXOTIC ITEM
Contest (v Insight)	PASS OFF A FORGED DOCUMENT AS REAL

1: INCLUDES PEOPLE, PLACES, OBJECTS, SYMBOLS, FAUNA, OR FLORA

DEXTERITY - DODGING A TOMATO

MEASURES AGILITY, REFLEXES, AND BALANCE.

ACROBATICS • BALANCE	
E (10)	WALK ACROSS ICY SURFACE, STAY UPRIGHT IN TURBULENT SITUATION, LAND SAFELY ON DIFFICULT TERRAIN
M (15)	WALK ALONG NARROW LEDGE, SWING FROM CHANDELIER AND LAND ON YOUR FEET
H (20)	CROSS WILDLY SWAYING ROPE BRIDGE
VH (25)	WALK ACROSS TIGHTROPE, VAULT OVER OR UNDER ENEMY (THROUGH THEIR SPACE); SURF DOWN STAIRCASE ON A SHIELD

ACROBATICS • TUMBLE	
M (15)	SWING FROM CHANDELIER
VH (25)	SOMERSAULT OVER CREATURE OF THE SAME SIZE

SLEIGHT OF HAND • CONCEAL/PLANT/STEAL AN OBJECT	
EASY	PERFORM SIMPLE ACTS OF LEGERDEMAIN SUCH AS PALMING COIN-SIZED OBJECT
M (15)	IF CREATURE DOESN'T KNOW ABOUT YOU
CONTEST (VS. PERCEP)	PLANT OR STEAL OBJECT ON OR FROM TARGET, CONCEAL AN OBJECT ON YOUR PERSON

STEALTH[1] • HIDING FROM SIGHT	
CONTEST (VS. PERCEP)	CONCEAL YOURSELF FROM ENEMIES; SNEAK PAST UNSUSPECTING TARGETS; SLIP AWAY WHILE OTHERS ARE DISTRACTED

PICK LOCK[2] • DISARM TRAP[2] • OTHER	
E (10)	PICK SIMPLE LOCK, JAM SIMPLE TRAP (E.G. PIT TRAP FROM OPEN); PERFORM TASK REQUIRING PARTICULARLY DEXTEROUS HANDS[3]
M (15)	PICK TYPICAL LOCK; KEEP A SCYTHING TRAP FROM TRIGGER; ESCAPE FROM TIGHT ROPE BINDINGS; SECURELY RESTRAIN A PRISONER
H (20)	PICK ELABORATE LOCK, DISARM TRAP OF AVERAGE COMPLEXITY (PREVENT NEEDLE/GAS TRAP FROM TRIGGER); STEER CHARIOT AROUND A TIGHT CORNER
VH (25)	PICK A MASTERWORK LOCK, DISARM A COMPLEX TRAP; ESCAPE FROM LOCKED MASTERWORK MANACLES
F (30)	PICK A MAGICAL LOCK (REQUIRES FEAT)

1: GENERALLY, BECOMING HIDDEN IN COMBAT REQUIRES BEING HEAVILY OBSCURED OR UNDER TOTAL COVER, BUT ULTIMATELY RULES LEAVE IT UP TO DM.

2: REQUIRES PROFICIENCY WITH THIEVES' TOOLS AND ALLOWS PC TO ADD PROFICIENCY BONUS TO OPEN LOCKS AND DISARM TRAPS CHECKS.

3: SUCH AS OPERATION ™.

SURPRISE

COMPARE DEX (STEALTH) CHECK OF ANYONE HIDING W/ PASSIVE WIS (PERCEPTION) SCORE OF OPPONENT. ANY CREATURE THAT DOESN'T NOTICE A THREAT IS SURPRISED AT START OF THE ENCOUNTER.

- ❑ IF SURPRISED, YOU CAN'T MOVE/TAKE ACTION ON FIRST TURN OF COMBAT AND CAN'T TAKE A REACTION UNTIL THAT TURN ENDS. MEMBER OF GROUP CAN BE SURPRISED EVEN IF OTHER MEMBERS AREN'T.
- ❑ IF NEITHER SIDE TRIES TO BE STEALTHY, THEY AUTOMATICALLY NOTICE EACH OTHER.

CLASS	HD	PRIMARY	SAVE THROW
BARBARIAN	d12	STR	STR & CON
BARD	d8	CHA	DEX & CHA
CLERIC	d8	WIS	WIS & CHA
DRUID	d8	WIS	INT & WIS
FIGHTER	d10	STR OR DEX	STR & CON
MONK	d8	DEX & WIS	STR & DEX
PALADIN	d10	STR & CHA	WIS & CHA
RANGER	d10	DEX & WIS	DEX & WIS
ROGUE	d8	DEX	DEX & INT
SORCERER	d6	CHA	CON & CHA
WARLOCK	d8	CHA	WIS & CHA
WIZARD	d6	INT	INT & WIS

SHAPES AND SPACES	
CONE	SIZE ÷ 10 (RND UP)
CUBE OR SQUARE	SIZE ÷ 5 (RND UP)
CYLINDER	RADIUS ÷ 5 (RND UP)
LINE	LENGTH ÷ 30 (RND UP)
SPHERE OR CICLE	RADIUS ÷ 5 (RND UP)

SALEABLE MAGIC ITEMS

RARITY	BASE PRICE	DAYS TO FIND BUYER	d100 ROLL MODIFIER*
COMMON	100 GP	1D4	+10
UNCOMMON	500 GP	1D6	+0
RARE	5K GP	1D8	-10
VERY RARE	50K GP	1D10	

* APPLY TO ROLLS ON SELLING A MAGIC ITEM TABLE

SELLING A MAGIC ITEM

d100+ MOD	YOU FIND A BUYER …
≤ 20	*OFFERING 1/10 BASE PRICE*
21-40	*OFFERING ¼ BASE PRICE*
41-80	*OFFERING ½ BASE PRICE*
81-90	*OFFERING FULL BASE PRICE*
≥ 91	*SHADY BUYER OFFERS 1½ BASE PRICE, NO QUESTIONS ASKED*

CRAFTING MAGIC ITEMS

RARITY	CREATION COST	MIN LEVEL
COMMON	100 GP	3
UNCOMMON	500 GP	3
RARE	5K GP	6
VERY RARE	50K GP	11
LEGENDARY	500K GP	17

SPELL SERVICES

Spell lvl	Pay
1	10 GP
2	40 GP
3	90 GP
4	160 GP
5	250 GP
6	360 GP

FORMULA FOR CALCULATING SPELLCASTING SERVICES: $(\text{SPELL LEVEL})^2 * 10 + (\text{CONSUMED MATERIALS} * 2) + (\text{NON-CONSUMED MATERIALS} * 0.1)$ -- EXAMPLE 5TH LVL GREATER RESTORATION USES 100GP DIAMOND DUST

SPELLCOST + MATERIAL = TOTAL

(52) * 10 + (100*2) = 450 GP

250 + 200 = 450 GP

EXPENSIVE SPELL COMPONENTS

SPELL	COMPONENT
ASTRAL PROJECTION	FOR EACH CREATURE AFFECTED: ONE JACINTH WORTH AT LEAST 1,000 GP AND ONE ORNATELY CARVED BAR OF SILVER WORTH AT LEAST 100 GP, ALL OF WHICH THE SPELL CONSUMES.
AWAKEN	AN AGATE WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
CIRCLE OF DEATH	THE POWDER OF A CRUSHED BLACK PEARL WORTH AT LEAST 500 GP
CLAIRVOYANCE	A FOCUS WORTH AT LEAST 100 GP, EITHER A JEWELED HORN FOR HEARING OR A GLASS EYE FOR SEEING
CLONE	A DIAMOND WORTH AT LEAST 1,000 GP AND AT LEAST 1 CUBIC INCH OF FLESH OF THE CREATURE THAT IS TO BE CLONED, WHICH THE SPELL CONSUMES, AND A VESSEL WORTH AT LEAST 2,000 GP THAT HAS A SEALABLE LID AND IS LARGE ENOUGH TO HOLD A MEDIUM CREATURE, SUCH AS A HUGE URN, COFFIN, MUD-FILLED CYST IN THE GROUND, OR A CRYSTAL CONTAINER FILLED WITH SALT WATER
CREATE UNDEAD	ONE CLAY POT FILLED WITH GRAVE DIRT, ONE CLAY POT FILLED WITH BRACKISH WATER, AND ONE 150 GP BLACK ONYX STONE FOR EACH CORPSE
DRAWMIJ'S INSTANT SUMMONS	A SAPPHIRE WORTH AT LEAST 1,000 GP
FIND THE PATH	A SET OF DIVINATORY TOOLS--SUCH AS BONES, IVORY STICKS, CARDS, TEETH, OR CARVED RUNES--WORTH 100 GP AND AN OBJECT FROM THE LOCATION YOU WISH TO FIND
FORBIDDANCE	A SPRINKLING OF HOLY WATER, RARE INCENSE, AND POWDERED RUBY WORTH AT LEAST 1,000 GP
FORCECAGE	RUBY DUST WORTH 1,500 GP
GATE	A DIAMOND WORTH AT LEAST 5,000 GP
GLYPH OF WARDING	INCENSE AND POWDERED DIAMOND WORTH AT LEAST 200 GP, WHICH THE SPELL CONSUMES
GREATER RESTORATION	DIAMOND DUST WORTH AT LEAST 100 GP, WHICH THE SPELL CONSUMES
HALLOW	HERBS, OILS, AND INCENSE WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
HEROES' FEAST	A GEM-ENCRUSTED BOWL WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
HOLY AURA	A TINY RELIQUARY WORTH AT LEAST 1,000 GP CONTAINING A SACRED RELIC, SUCH AS A SCRAP OF CLOTH FROM A SAINT'S ROBE OR A PIECE OF PARCHMENT FROM A RELIGIOUS TEXT
IDENTIFY	A PEARL WORTH AT LEAST 100 GP AND AN OWL FEATHER
IMPRISONMENT	A VELLUM DEPICTION OR A CARVED STATUETTE IN THE LIKENESS OF THE TARGET, AND A SPECIAL COMPONENT THAT VARIES ACCORDING TO THE VERSION OF THE SPELL YOU CHOOSE, WORTH AT LEAST 500 GP PER HIT DIE OF THE TARGET
LEGEND'S LORE	INCENSE WORTH AT LEAST 250 GP, WHICH THE SPELL CONSUMES, AND FOUR IVORY STRIPS WORTH AT LEAST 50 GP EACH
LEOMUND'S SECRET CHEST	AN EXQUISITE CHEST, 3 FEET BY 2 FEET BY 2 FEET, CONSTRUCTED FROM RARE MATERIALS WORTH AT LEAST 5,000 GP AND A TINY REPLICA MADE FROM THE SAME MATERIALS WORTH AT LEAST 50 GP
MAGIC CIRCLE	HOLY WATER OR POWDERED SILVER AND IRON WORTH AT LEAST 100 GP, WHICH THE SPELL CONSUMES
MAGIC JAR	A GEM, CRYSTAL, RELIQUARY, OR SOME OTHER ORNAMENTAL CONTAINER WORTH AT LEAST 500 GP
MORDENKAINEN'S SWORD	A MINIATURE PLATINUM SWORD WITH A GRIP AND POMMEL OF COPPER AND ZINC, WORTH 250 GP
PLANAR BINDING	A JEWEL WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
PLANE SHIFT	A FORKED, METAL ROD WORTH AT LEAST 250 GP, ATTUNED TO A PARTICULAR PLANE OF EXISTENCE
RAISE DEAD	A DIAMOND WORTH AT LEAST 500 GP, WHICH THE SPELL CONSUMES
REINCARNATE	RARE OILS AND UNGUENTS WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
RESURRECTION	A DIAMOND WORTH AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
REVIVIFY	DIAMONDS WORTH 300 GP, WHICH THE SPELL CONSUMES
SCRYING	A FOCUS WORTH AT LEAST 1,000 GP, SUCH AS A CRYSTAL BALL, A SILVER MIRROR, OR A FONT FILLED WITH HOLY WATER
SEQUESTER	A POWDER COMPOSED OF DIAMOND, EMERALD, RUBY, AND SAPPHIRE DUST WORTH AT LEAST 5,000 GP, WHICH THE SPELL CONSUMES
SHAPECHANGE	A JADE CIRCLET WORTH AT LEAST 1,500 GP, WHICH YOU MUST PLACE ON YOUR HEAD BEFORE YOU CAST THE SPELL
SIMULACRUM	SNOW OR ICE IN QUANTITIES SUFFICIENT TO MAKE A LIFE-SIZE COPY OF THE DUPLICATED CREATURE; SOME HAIR, FINGERNAIL CLIPPINGS, OR ANOTHER PIECE OF THAT CREATURE'S BODY PLACED INSIDE THE SNOW OR ICE; AND POWERED RUBY WORTH AT LEAST 1,500 GP SPRINKLED OVER THE DUPLICATE AND CONSUMED BY THE SPELL.
STONESKIN	DIAMOND DUST WORTH 100 GP, WHICH THE SPELL CONSUMES
SYMBOL	MERCURY, PHOSPHORUS, AND POWDERED DIAMOND AND OPAL WITH A TOTAL VALUE OF AT LEAST 1,000 GP, WHICH THE SPELL CONSUMES
TRUE RESURRECTION	A SPRINKLE OF HOLY WATER AND DIAMONDS WORTH AT LEAST 25,000 GP, WHICH THE SPELL CONSUMES

ID A MAGIC ITEM (VARIANT: DIFFICULT IDENTIFICATION)

HANDLING ITEM IS ENOUGH TO GIVE A SENSE SOMETHING IS EXTRAORDINARY. DISCOVERING MAGIC ITEM'S PROPERTIES ISN'T AUTO. **IDENTIFY SPELL** IS THE FASTEST WAY TO REVEAL ITEM'S PROPERTIES. POTIONS ARE AN EXCEPTION; A LITTLE TASTE IS ENOUGH TO TELL THE TASTER WHAT THE POTION DOES.

SOMETIMES MAGIC ITEM CARRIES A CLUE ON PROPERTIES. COMMAND WORD TO ACTIVATE RING MIGHT BE ETCHED INSIDE, OR FEATHERED DESIGN MIGHT SUGGEST IT'S A RING OF FEATHER FALLING.

WEARING/EXPERIMENTING WITH ITEM CAN OFFER HINTS ABOUT ITS PROPERTIES.

ATTUNEMENT AND ATTUNING TO AN ITEM: WITHOUT BECOMING ATTUNED TO ITEM REQUIRING ATTUNEMENT, A CREATURE GAINS ONLY ITS NON-MAGICAL BENEFITS, UNLESS DESCRIPTION STATES OTHERWISE. ATTUNING TO ITEM REQUIRES CREATURE TO SPEND SHORT REST FOCUSED ON ONLY ITEM WHILE IN PHYSICAL CONTACT. IF SHORT REST INTERRUPTED, ATTUNEMENT ATTEMPT FAILS. OTHERWISE, AT END OF THE SHORT REST, CREATURE GAINS INTUITIVE UNDERSTANDING OF HOW TO ACTIVATE ITEMS MAGICAL PROPERTIES, INCLUDING NECESSARY COMMAND WORDS.

SPELLCASTING REQUIREMENTS

SPELLCASTING FOCUS: CAN REPLACE MATERIAL COMPONENT. HOLY SYMBOL MUST BE HELD OR WORN VISIBLY.

VERBAL COMPONENT (V): CANNOT CAST WHILE GAGGED OR IN AREA OF SILENCE.

SOMATIC COMPONENT (S): MUST HAVE FREE USE OF AT LEAST ONE HAND TO PERFORM GESTURES.

MATERIAL COMPONENT (M): MUST HAVE SPECIFIC COMPONENTS REQUIRED BY SPELL ON THEIR PERSON; IF COMPONENTS ARE CONSUMED BY THE SPELL, MUST PROVIDE ENOUGH COMPONENTS FOR EACH CASTING. MUST HAVE ONE HAND FREE TO ACCESS THE COMPONENTS.

A CLEAR PATH TO THE TARGET: TARGET CANNOT BE BEHIND TOTAL COVER. IF YOU TRY TO CAST AN AREA OF EFFECT SPELL WITH SOMETHING IN THE WAY, THE AREA OF EFFECT BEGINS ON THE NEAR SIDE OF THE OBSTRUCTION.

OVERLAPPING SPELLS: SPELLS CAN ONLY OVERLAP WITH DIFFERENT SPELLS. WHILE TWO INSTANCES OF ONE SPELL OVERLAP, THE VERSION OF THE SPELL WITH THE HIGHER NUMBERS IS APPLIED.

MAGICAL ATTACK BONUS = ABILITY MOD + PROFICIENCY BONUS (DISADVANTAGE IF CASTING W/IN 5' OF AN ENEMY)

SPELL SAVE DC=8 + ABILITY MOD + PROFICIENCY BONUS + SITUATIONAL MOD

SPELL SCROLLS DMG 139

USING	MUST BE ON YOUR CLASS'S SPELL LIST. OTHERWISE SCROLL IS UNINTELLIGIBLE IF HIGHER LEVEL, DC10 + SPELL LVL; ON FAIL, WORDS ON SCROLL FADE & SCROLL CRUMBLES TO DUST, & MUST MAKE A DC 10 INT SAVE THROW OR DM ROLLS ON THE SCROLL MISHAP TABLE
COPYING	INT (ARCANA) 10 + SPELL LVL; SCROLL DESTROYED ON SUCCEED OR FAIL

SCROLL MISHAP DMG 139-140

d6	RESULT
1	SURGE OF MAGICAL ENERGY DEALS CASTER 1D6 FORCE DMG/SPELL LEVEL
2	SPELL AFFECTS THE CASTER OR AN ALLY (DET RANDOMLY) INSTEAD OF INTENDED TARGET, OR IT AFFECTS RANDOM TARGET NEARBY IF CASTER WAS INTENDED TARGET
3	SPELL AFFECTS A RANDOM LOCATION WITHIN THE SPELL'S RANGE.
4	SPELL EFFECT IS CONTRARY TO NORMAL, BUT NEITHER HARMFUL NOR BENEFICIAL (E.G., FIREBALL MIGHT PRODUCE AREA OF HARMLESS COLD
5	CASTER SUFFERS MINOR BUT BIZARRE EFFECT RELATED TO SPELL LASTING ONLY AS LONG AS ORIGINAL SPELL'S DURATION, OR 1d10 MINUTES FOR SPELLS TAKING EFFECT INSTANTANEOUSLY. E.G., FIREBALL MIGHT CAUSE SMOKE TO BILLOW FROM THE CASTER'S EARS FOR 1d10 MINUTES
6	SPELL ACTIVATES AFTER 1d12 HRS. IF CASTER WAS INTENDED TARGET, SPELL TAKES EFFECT NORMALLY. IF CASTER WAS NOT INTENDED TARGET, SPELL GOES OFF IN THE GENERAL DIRECTION OF INTENDED TARGET, UP TO THE SPELL'S MAX RANGE, IF THE TARGET HAS MOVED AWAY

POTION MISCIBILITY DMG 139-140

d100	RESULT
01	MIXTURE CREATES MAGICAL EXPLOSION, DEALING 6d10 FORCE DMG TO MIXER & 1d10 FORCE DMG TO EACH CREATURE W/IN 5' OF THE MIXER
02-08	MIXTURE BECOMES AN INGESTED POISON-DM'S CHOICE.
09-15	BOTH POTIONS LOSE THEIR EFFECTS.
16-25	ONE POTION LOSES ITS EFFECT
26-35	BOTH POTIONS WORK, BUT W/ ½ THEIR NUMERICAL EFFECTS & DURATIONS. POTION HAS NO EFFECT IF IT CAN'T BE HALVED THIS WAY.
36-90	BOTH POTIONS WORK NORMALLY
91-99	NUMERICAL EFFECTS & DURATION OF 1 POTION DOUBLED. IF NEITHER POTION HAS ANYTHING TO DOUBLE IN THIS WAY, THEY WORK NORMALLY.
00	ONLY ONE POTION WORKS, BUT EFFECT IS PERMANENT. CHOOSE SIMPLEST EFFECT TO MAKE PERMANENT, OR THE ONE THAT SEEMS THE MOST FUN. FOR EXAMPLE, A POTION OF HEALING MIGHT INCREASE THE DRINKER'S HIT POINT MAXIMUM BY 4, OR OIL OF ETHEREALNESS MIGHT PERMANENTLY TRAP THE USE IN THE ETHEREAL PLANE. AT YOUR DISCRETION, AN APPROPRIATE SPELL, SUCH AS DISPEL MAGIC OR REMOVE CURSE MIGHT END EFFECT

MAGIC ITEM RARITY

RARITY	CHAR LVL	VALUE (GP)
COMMON	≥ 1ST	50-100
UNCOMMON	≥ 1ST	101-500
RARE	≥ 5TH	501-5,000
VERY RARE	≥ 11TH	5,001-50K
LEGENDARY	≥ 17TH	> 50K

DAMAGE TYPES, *PHB 196*

DMG	EXAMPLE
ACID	CORROSIVE SPRAY OF BLACK DRAGON'S BREATH; DISSOLVING ENZYMES SECRETED BY A BLACK PUDDING
BLUDGEON	BLUNT FORCE ATTACKS (HAMMERS, FALLING, CONSTRICTION, ETC.)
COLD	INFERNAL CHILL RADIATING FROM ICE DEVIL'S SPEAR; FRIGID BLAST OF WHITE DRAGON'S BREATH
FIRE	RED DRAGONS FIRE BREATH; MANY SPELLS CONJURE FLAMES
FORCE	PURE MAGICAL ENERGY FOCUSED INTO DAMAGING FORM; MOST EFFECTS ARE SPELLS INCLUDING MAGIC MISSILE AND SPIRITUAL WEAPON
LIGHTNING	DEALT BY LIGHTNING BOLT SPELL OR BLUE DRAGON'S BREATH
NECROTIC	WITHERS MATTER & EVEN THE SOUL (E.G., CERTAIN UNDEAD & CHILL TOUCH)
PIERCING	PUNCTURING & IMPALING ATTACKS (E.G., SPEARS AND MONSTER BITES)
POISON	VENOMOUS STINGS; TOXIC GAS OF A GREEN DRAGON'S BREATH
PSYCHIC	MENTAL ABILITIES (E.G., MIND FLAYER'S PSIONIC BLAST)
RADIANT	SEARS FLESH LIKE FIRE & OVERLOADS SPIRIT (E.G, CLERIC'S FLAME STRIKE SPELL OR AN ANGEL'S SMITING WEAPON)
SLASHING	SWORDS. AXES. AND MONSTERS' CLAWS
THUNDER	CONCUSSIVE BURST OF SOUND, (E.G., EFFECT OF THE THUNDERWAVE SPELL)

DAMAGE RESISTANCE AND VULNERABILITY, *PHB 197*

RESISTANT	IF RESISTANT TO A DAMAGE TYPE, DAMAGE HALVED
VULNERABLE	IF VULNERABLE TO A DAMAGE TYPE, DAMAGE DOUBLED

COVER, *PHB 196*

½	+2 TO ARMOR CLASS AND ALL DEXTERITY SAVING THROWS
¾	+5 TO ARMOR CLASS AND ALL DEXTERITY SAVING THROWS
TOTAL	CAN'T BE TARGETED DIRECTLY BY AN ATTACK OR SPELL

FALLING DAMAGE, *PHB 183*

AT THE END OF A FALL, A CREATURE TAKES 1D6 BLUDGEONING DAMAGE FOR EVERY 10 FEET IT FELL, TO A MAXIMUM OF 20D6. THE CREATURE LANDS PRONE, UNLESS IT AVOIDS TAKING DAMAGE FROM THE FALL.

IMPROVISING DAMAGE, *DMG 249*

DICE	EXAMPLES
1D10	BURNED BY COALS, HOT BY A FALLING BOOKCASE, PRICKED BY A POISON NEEDLE
2D10	BEING STRUCK BY LIGHTNING, STUMBLING INTO A FIRE PIT
10D10	CRUSHED BY COMPACTING WALLS, HIT BY WHIRLING STEEL BLADES, WADING THROUGH A LAVA STREAM
18D10	BEING SUBMERGED IN LAVA, BEING HIT BY A CRASHING FLYING FORTRESS
24D10	TUMBLING INTO A VORTEX OF FIRE ON THE ELEMENTAL PLANE OF FIRE
∞D10	ROCKS FALL, EVERYONE DIES. CAMPAIGN ENDS

UNDERWATER COMBAT, *PHB 198*

MELEE WPN	CREATURE WHO DOESN'T HAVE SWIMMING SPEED HAS DISADVANTAGE ON ATK ROLL UNLESS WPN IS DAGGER, JAVELIN, SHORTSWORD, SPEAR, OR TRIDENT
RANGED WPN	AUTOMATICALLY MISSES TARGET BEYOND WEAPON'S NORMAL RANGE, THE ATK ROLE HAS DISADVANTAGE UNLESS WEAPON IS CROSSBOW, NET, OR WEAPON THROWN LIKE JAVELIN (INCLUDING SPEAR, TRIDENT, OR DART). CREATURES AND OBJECTS FULLY IMMERSED IN WATER HAVE RESISTANCE TO FIRE DAMAGE

MOUNTED COMBAT, *PHB 168 & 198*

- ❑ (DIS)MOUNTING COSTS HALF RIDER MOVEMENT SPEED; DURING RIDER MOVE, IF AN EFFECT MOVES MOUNT AGAINST ITS WILL WHILE RIDER IS ON IT OR IF RIDER KNOCKED PRONE, RIDER MUST SUCCEED ON A DC 10 DEX SAVING THROW OR FALL OFF THE MOUNT LANDING PRONE ON THE GROUND.
- ❑ IF THE MOUNT IS KNOCKED PRONE, RIDER CAN USE REACTION TO DISMOUNT AS IT FALLS AND LAND ON FEET. OTHERWISE, RIDER IS DISMOUNTED AND FALLS PRONE NEXT TO IT.
- ❑ WHILE RIDER MOUNTED, RIDER HAS TWO OPTIONS - EITHER CONTROL THE MOUNT OR ALLOW IT TO ACT INDEPENDENTLY. INTELLIGENT CREATURES, SUCH AS DRAGONS, ACT INDEPENDENTLY.
  - CONTROLLED: ITS INITIATIVE CHANGES TO MATCH RIDER, IT MOVES AS RIDER DIRECTS, AND HAS ONLY 3 ACTION OPTIONS: DASH, DISENGAGE, AND DODGE
  - INDEPENDENT: IT RETAINS OWN INITIATIVE. BEARING A RIDER PUTS NO RESTRICTIONS ON ITS ACTIONS AND IT MOVES/ACTS AS IT WISHES.
- ❑ IF MOUNT PROVOKES OPPORTUNITY ATTACK, ATTACKER CAN TARGET RIDER OR MOUNT.

MOB ATTACKS *DMG, 250*

Roll Needed	# Atkrs Needed
1-5	1
6-12	2
13-14	3
15-16	4
17-18	5
19	10
20	20

MIN D20 ROLL NEEDED TO HIT TARGET'S AC = # OF CREATURES MUST ATTACK THE TARGET FOR ONE OF THEM TO HIT TARGET

HERO POINTS-*DMG 264*, 5+(LVL X ½) PTS WHEN GOING UP LVL; ANY UNSPENT PTS LOST. SPEND 1 PT TO:
- ADD 1D6 TO OWN ATK, SAVE, OR ABILITY CHECK ROLL
- TURN DEATH SAVE FAILURE TO SUCCESS

SIZE CATEGORIES & HIT POINTS

SIZE	SPACE	HIT DIE (AVG. HP/DIE)	EXAMPLES
TINY	2.5 x 2.5 FT.	d4(2.5)	HAWK, IMP, RAT, SPRITE
SMALL	5 x 5 FT.	d6(3.5	GIANT RAT, GOBLIN, KOBOLD
MEDIUM	5 x 5 FT.	d8(4.5)	GNOLL, ORC, WEREWOLF
LARGE	10 x 10 FT.	d10(5.5)	CHIMERA, HIPPOGRIFF, OGRE
HUGE	15 x 15 FT.	d12(6.5)	CYCLOPS, FIRE GIANT, TREANT
GARGANTUAN	20+ x 20+ FT.	d20(10.5)	ANCIENT DRAGON, KRAKEN

SPEED FACTOR INITIATIVE MODIFIERS; *DMG 270-271*

FACTOR	MODIFIER	CREATURE SIZE	MODIFIER
SPELL CASTING	- 1/SPELL LEVEL	TINY	+ 5
MELEE, HEAVY/2-H WEAPON	- 2	SMALL	+ 2
MELEE, LIGHT/FINESSE WEAPON	+ 2	MEDIUM	+ 0
DRINK POTION	- 8	LARGE	- 2
DRAW WEAPON, LOAD BOW	- 5	HUGE	- 5
LOADING LIGHT CROSSBOW	- 8	GARGANTUAN	- 8

OBJECTS AC

MATERIAL	AC	MATERIAL	AC
CLOTH, PAPER, ROPE	11	IRON, STEEL	19
CRYSTAL, GLASS, ICE	13	MITHRAL	21
WOOD, BONE	15	ADAMANTINE	23
STONE	17		

OBJECT HIT POINTS

SIZE	FRAGILE	STRONG
TINY (BOTTLE/LOCK)	2 (1d4)	5 (2d4)
SMALL (CHEST/LUTE)	3 (1d6)	10 (3d6)
MEDIUM (BARREL)	4 (1d8)	18 (4d8)
LARGE (CART)	5 (1d10)	27 (5d10)

- ❑ **OBJECTS AND DMG TYPES**: OBJ IMMUNE TO POISON/PSYCHIC DMG; SOME DMG TYPES MORE EFFECTIVE AGAINST PARTICULAR OBJECT/SUBSTANCE THAN OTHERS (E.G., BLUDGEONING DAMAGE WON'T CUT THROUGH ROPE/LEATHER BUT PAPER/CLOTH VULNERABLE TO FIRE).
- ❑ **OBJ DMG THRESHOLD**: OBJ W/ DMG THRESHOLD HAS IMMUNITY TO ALL DMG UNLESS TAKES AN AMOUNT OF DMG FROM SINGLE ATTACK OR EFFECT ≥ ITS DMG THRESHOLD, THEN IT TAKES DMG AS NORMAL. ANY DMG IS NOT ≥ THE OBJECT'S DMG THRESHOLD CONSIDERED SUPERFICIAL & DOESN'T REDUCE THE OBJ'S HP.
- ❑ **HUGE & GARGANTUAN OBJ**: IF TRACK HP FOR OBJ, DIVIDE IT INTO LARGE OR SMALLER SECTIONS & TRACK EACH SECTION'S HP SEPARATELY; DESTROYING ONE SECTIONS COULD RUIN ENTIRE OBJ. *3A-CL*

COMBAT

MINOR ACTION

DRAW/SHEATH A WEAPON	LOAD CROSSBOW	RETRIEVE STORED ITEM;
PICK UP ITEM / MOVE OBJECT	OPEN CHEST/DOOR	XFR ITEM FROM ONE HAND TO ANOTHER

MOVE

ACTION	EFFECT / INFORMATION
WALK / RUN	UP TO MOVE SPEED
CLIMB/SWIM /CRAWL	MOVE AT 1/2 MOVEMENT (1' COST/1' MOVED)
CLIMB BIGGER CREATURE *DMG 271*	ATHLETICS OR ACROBATICS VS. ACROBATICS; IF SUCCESSFUL, YOU CLIMB ON AND TREAT TARGET'S SPACE AS DIFFICULT TERRAIN; TARGET MAY TAKE AN ACTION TO MAKE AN ATHLETICS CHECK AGAINST YOUR ATHLETICS OR ACROBATICS TO DISLODGE YOU

ACTIONS IN COMBAT, PHB 192-193 unless otherwise noted

ATTACK *PHB 103-196, 193*	MOST COMMON ACTION IN COMBAT IS ATTACK, WHETHER SWINGING YOUR SWORD, FIRING AN ARROW FROM A BOW, OR BRAWLING WITH FISTS
CAST SPELL *PHB 202*	SPELL MUST HAVE A CASTING TIME OF ONLY 1 ACTION
DASH	DOUBLE MOVEMENT OF CURRENT MODIFIED SPEED
DISARM *PHB 195; DMG 271*	ATK ROLL VS. TARGET'S ATHLETICS/ACROBATICS; NO DMG ON SUCCESS BUT, TARGET DROPS HELD ITEM; ATK HAS DISADVANTAGE IF TARGET IS SMALLER OR IF IT IS USING BOTH HANDS TO HOLD ITEM
DISENGAGE	PHB 192; MOVEMENT DOESN'T PROVOKE OPPORTUNITY ATTACKS FOR THE REST OF THE TURN
DODGE *PHB 192*	ADVANTAGE ON DEX SAVES AND ATTACKS VS. YOU HAVE DISADVANTAGE UNTIL NEXT TURN; NO LONGER APPLIES IF SPEED DROPS TO 0 OR YOU ARE INCAPACITATED
FIRST AID	DC 10 AGAINST MEDICINE TO STABILIZE DYING CREATURE
GRAPPLE *PHB 195*	REQ 1 FREE HAND; REPLACES 1 ATK; ATTACKER ATHLETICS VS TARGET ATHLETICS OR ACROBATICS (TARGET CHOICE); ON SUCCESS, TARGET BECOMES GRAPPLED; CANNOT USE ON CREATURES > 1 SIZE LARGER; CAN DRAG GRAPPLED CREATURE AT ½ SPEED; ESCAPE GRAPPLE WITH REVERSE CHECK
HELP *PHB 192*	YOU AID A CREATURE GIVING THEM ADVANTAGE ON THE NEXT ABILITY CHECK OR ATTACK THEY MAKE TO PERFORM THE TASK OR ATTACK YOU'RE HELPING THEM WITH
HIDE *PHB 177, 196*	MAKE A DEX (STEALTH) CHECK VS WIS(PERCEPTION) TO HIDE/WHILE UNSEEN GAINING THE BENEFITS OF AN UNSEEN ATTACKER AND TARGET
MARK PHB 251 DMG 271	CAN MARK TARGET IN ADDITION TO MELEE ATTACK; YOUR OPPORTUNITY ATTACKS AGAINST MARKED TARGET HAVE ADVANTAGE UNTIL START OF YOUR NEXT TURN AND DO NOT USE YOUR REACTION; YOU ARE STILL LIMITED TO 1 PER TURN
OVERRUN *PHB 195; DMG 272*	ATHLETICS VS. ATHLETICS TO MOVE THROUGH AN OPPONENT'S SPACE; ADVANTAGE IF LARGER THAN TARGET; DISADVANTAGE IF SMALLER
READY *PHB 193*	PREPARE AN ACTION TO USE LATER WHEN CERTAIN TRIGGER OCCURS; WHEN THE TRIGGER RESOLVES, TAKE THE ACTION OR IGNORE THE TRIGGER; SPELLS REQUIRE CONCENTRATION TO BE READIED OR UNTIL THEY GO OFF
SEARCH *PHB 193*	DEVOTE ACTION TO FINDING SOMETHING; DEPENDING ON NATURE OF SEARCH, MAY REQUIRE WIS (PERCEPTION) OR INT (INVESTIGATION) CHECK
TUMBLE *PHB 195; DMG 272*	OPPOSED DEX(ACROBATICS) TO MOVE THROUGH OPPONENTS SPACE.
USE OBJECT	IF OBJECT REQUIRES YOUR ACTION USE, TAKE USE OBJECT ACTION AS FREE ACTION; THIS ACTION USEFUL WHEN WANT TO INTERACT WI/ MORE THAN ONE OBJECT ON YOUR TURN.

MELEE ATTACKS, PHB 195

CL J	WHEN MELEE ATTACK REDUCES UNDAMAGED CREATURE TO 0 HP, ANY EXCESS DMG FROM THAT ATTACK MIGHT CARRY OVER TO ANOTHER CREATURE NEARBY. ATTACKER TARGETS ANOTHER CREATURE W/IN REACH &, IF ORIGINAL ATTACK ROLL CAN HIT, APPLIES ANY REMAINING DMG TO IT. IF CREATURE WAS UNDAMAGED AND LIKEWISE REDUCED TO 0 HP, REPEAT PROCESS, CARRYING OVER REMAINING DMG UNTIL THERE NO VALID TARGETS, OR UNTIL THE DMG CARRIED OVER FAILS TO REDUCE AN UNDAMAGED CREATURE TO 0 HP
OPPORTUNITY ATTACKS	WHEN A HOSTILE CREATURE MOVES OUT OF YOUR REACH WITHOUT DISENGAGING, GAIN INTERRUPTING ATTACK; YOU DO NOT PROVOKE AN OPPORTUNITY ATTACK IF YOU TELEPORT
TWO-WEAPON FIGHTING *PHB 195* *DMG 272*	TWO LIGHT WEAPON ATTACKS - ONE AS ACTION, OTHER AS BONUS ACTION; THROWN WEAPONS ALLOWED; ONLY NEGATIVE MODIFIERS APPLY TO BONUS ATTACK; ATTACKING W/ 2 LIGHT MELEE WEAPONS, USE BONUS TO ATTACK W/ OFFHAND BUT OFFHAND GETS NO ABILITY MOD TO DAMAGE.
SHOVING A CREATURE	ATTACKER ATHLETICS VS TARGET ATHLETICS OR ACROBATICS (TARGET CHOICE); SEE GRAPPLED CONDITION FOR EFFECT; TARGET CAN ONLY BE ONE SIZE LARGER THAN THE GRAPPLER; IF YOU WIN THE CONTEST YOU CAN EITHER KNOCK THE TARGET PRONE OR SHOVE IT 5'; CAN TRY TO SHOVE ASIDE TO ANOTHER SPACE WITHIN 5 FEET OF YOU, BUT ROLL AT DISADVANTAGE

RANGED ATTACKS, PHB 195

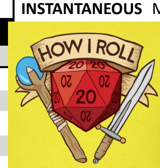
RANGE	IF ATTACKS HAVE TWO RANGES, THE SMALLER NUMBER IS NORMAL AND LARGER NUMBER IS LONG; YOU HAVE DISADVANTAGE WHEN ATTACKING BEYOND NORMAL RANGE
CLOSE COMBAT	ATTACK ROLL WITH A RANGED WEAPON OR SPELL HAS DISADVANTAGE IF YOU ARE WITHIN 5 FEET OF WHO CAN SEE YOU AND THEY ARE NOT INCAPACITATED

SPELLCASTING, *PHB 201-205*

ATTACK ROLL	D20 + SPELL CASTING ABILITY + PROFICIENCY BONUS, RANGED ATTACKS HAVE DISADVANTAGE WITHIN 5 FEET OF HOSTILE WHO IS NOT INCAPACITATED.
SAVING THROW	DC = 8 + SPELL CASTING ABILITY + PROFICIENCY BONUS + SPECIAL MODIFIERS

SPELL DURATION

INSTANTANEOUS	MANY SPELLS ARE INSTANTANEOUS. THE SPELL HARMS, HEALS, CREATES, OR ALTERS A CREATURE R OBJECT IN A WAY THAT CAN'T BE DISPELLED, BECAUSE ITS MAGIC ONLY EXISTS FOR AN ISTANT
	OME SPELLS REQUIRE MAINTAIN CONCENTRATION TO KEEP MAGIC ACTIVE. CAN END ONCENTRATION ANY TIME W/OUT EXPENDING ACTION. NORMAL ACTIVITY MOVING/ATTACKING), DOESN'T INTERFERE W/ CONCENTRATION. FACTORS BELOW CAN BREAK ONCENTRATION: **CAST ANOTHER SPELL REQUIRING CONCENTRATION -** LOSE CONCENTRATION IF YOU CAST ANOTHER SPELL REQUIRING CONCENTRATION. MAKE SEPARATE SAVE FOR EACH SOURCE. **KILLED** - LOSE CONCENTRATION ON SPELL



SIZE	SPACE	HD	HP/DIE
TINY	2.5'	d4	2.5
SMALL	5'	d6	3.5
MEDIUM	5'	d8	4.5
LARGE	10'	d10	5.5
HUGE	15'	d12	6.5
GARGANTUAN	≥ 20'	d20	10.5

HP/die is an avg

WEAPON PROPERTIES

PROPERTY	DESCRIPTION
NORMAL	STR IS MOD FOR ATTACK & DAMAGE
FINESSE	DEX IS MOD FOR ATTACK & DAMAGE
RANGED	DEX IS MOD FOR ATTACK & DAMAGE
THROWN	STR OR DEX IS MOD FOR ATTACK & DAMAGE
LIGHT	IDEAL FOR 2-HANDED FIGHTING
HEAVY	SMALL CREATURES HAVE DISADVANTAGE ON ATK
REACH	ADDS 5' TO RANGE
VERSATILE	1 0R 2 HANDED. (DAMAGE FOR 2 HANDS)

THINGS YOU CAN DO ON YOUR TURN
- MOVE UP TO YOUR SPEED.
- TAKE ONE ACTION AND BONUS ACTION
- COMMUNICATE WITH SPEECH, GESTURES, OR BOTH.
- INTERACT WITH ONE OBJECT OR FEATURE OF THE ENVIROMENT AS YOUMOVE OR TAKE YOUR ACTION. TO INTERACT WITH A SECOND OBJECT,TAKE THE „USE AN OBJECT" ACTION.

CRITICAL HIT EFFECTS

*WHERE THE EFFECT IS MARKED, NO EFFECT OCCURS IF THE APPENDAGE IS ARMOURED (I.E. SHIELD, HELM, AND BREASTPLATE). IF AN EFFECT CANNOT TAKE PLACE (E.G. CHARACTER'S SHIELD IS DESTROYED BUT THE CHARACTER ISN'T CARRYING A SHIELD), THE ALTERNATIVE IS ENCLOSED IN BRACKETS. IF AN EFFECT CANNOT TAKE PLACE, THEN THE ROLL IS REPEATED UNTIL AN EFFECT IS ROLLED THAT IS ABLE TO TAKE PLACE.

EDGED WEAPONS *(Dragon Magazine, #39, Critical Hits-Bad Misses. July 1980, pgs. 34-35)*

1d100	EFFECT	1d100	EFFECT
01-31	DOUBLE DAMAGE	82	SHIELD ARM REMOVED AT SHOULDER *
32-62	TRIPLE DAMAGE	83	SHIELD ARM REMOVED AT WRIST
63	SHIELD DESTROYED (NO EFFECT)	84	SHIELD ARM REMOVED AT ELBOW
64	SHIELD DESTROYED (ROLL AGAIN)	85	SHIELD ARM REMOVED AT SHOULDER
65	HELM REMOVED (LOSE EAR, STUN 1D6)	86	WEAPON ARM REMOVED AT WRIST
66	HELM REMOVED, LOSE EAR, STUN 1D6	87	WEAPON ARM REMOVED AT ELBOW
67	VOICE BOX PUNCTURED, NO TALKING *	88	WEAPON ARM REMOVED AT SHOULDER
68-69	EAR REMOVED *	89	ABDOMEN INJURY CARRY WEIGHT HALVED
70	EAR REMOVED, HELM REMOVED	90	CHEST INJURY CARRY WEIGHT HALVED
71-72	EYE REMOVED *	91	ABDOMEN INJURY DEATH IN 1D6 DAYS
73	EYE REMOVED	92	CHEST INJURY DEATH IN 1D4 DAYS
74	KNEE SPLIT, MOVEMENT HALVED	93	ABDOMEN INJURY DEATH IN 1D12 TURNS
75	KNEE SPLIT, NO MOVEMENT	94	CHEST INJURY DEATH IN 1D8 TURNS
76	FINGERS REMOVED –1D4 DEXTERITY	95	ABDOMEN INJURY, IMMEDIATE DEATH
77	LEG REMOVED AT ANKLE	96	CHEST INJURY, IMMEDIATE DEATH
78	LEG REMOVED AT KNEE	97	THROAT CUT IMMEDIATE DEATH *
79	LEG REMOVED AT HIP	98	THROAT CUT IMMEDIATE DEATH
80	SHIELD ARM REMOVED AT WRIST *	99	DECAPITATED IMMEDIATE DEATH *
81	SHIELD ARM REMOVED AT ELBOW *	00	DECAPITATED IMMEDIATE DEATH

BLUNT WEAPONS

01-31	DOUBLE DAMAGE	85-86	CHEST STRUCK, RIBS/LUNG INJURY NO MOVE
32-64	TRIPLE DAMAGE	87-88	CHEST STRUCK, RIBS, HEART INJURY DEATH
65-66	SHIELD BROKEN (NO EFFECT)	89-90	LEG STRUCK, FALL TO GROUND PRONE
67-68	SHIELD BROKEN (ROLL AGAIN)	91-92	LEG STRUCK, MOVEMENT HALVED
69-70	SHIELD ARM, NO SHIELD FOR 1D6 TURNS	93-94	LEG BROKEN NO MOVEMENT
71-72	SHIELD ARM BROKEN, LOSE SHIELD	95	HEAD STRUCK, LOSE 1D6 INTELLIGENCE *
73-74	WEAPON ARM STRUCK -2 TO HIT	96	HEAD STRUCK, LOSE 1D6 INTELLIGENCE
75-76	WEAPON ARM STRUCK -4 TO HIT	97	HEAD STRUCK, LOSE 1D12 INTELLIGENCE *
77-78	WEAPON ARM BROKEN NO ATTACKS	98	HEAD STRUCK, LOSE 1D12 INTELLIGENCE
79-80	HAND STRUCK –1D4 DEXTERITY, OR	99	SKULL CRUSHED DEAD *
87-82	HAND STRUCK –1D4 DEXTERITY	00	SKULL CRUSHED DEAD
83-84	CHEST STRUCK, STUNNED 1D6 TURNS		

MISSILE AND PIERCING WEAPONS

01-34	DOUBLE DAMAGE	89-90	ABDOMEN, IMMINENT DEATH
35-70	TRIPLE DAMAGE	91-92	CHEST, IMMINENT DEATH
71-72	SHIELD ARM STRUCK *	93	BLINDED IN EYE *
73-74	SHIELD ARM, NO SHIELD 1D4 TURNS	94	BLINDED IN EYE
75-76	WEAPON ARM STRUCK, -2 TO HIT	95	LARYNX PUNCTURED *
77-78	WEAPON ARM STRUCK, -4 TO HIT	96	LARYNX PUNCTURED
79-80	WEAPON ARM STRUCK, NO ATTACKS	97	STRUCK IN HEAD, LOSE 1D6 INTELLIGENCE *
81-82	ABDOMEN, DEATH IN 1D6 DAYS	98	STRUCK IN HEAD, LOSE 1D6 INTELLIGENCE
83-84	CHEST, DEATH IN 1D4 DAYS	99	STRUCK IN HEAD, IMMINENT DEATH *
85-86	ABDOMEN, DEATH IN 1D12 TURNS	00	STRUCK IN HEAD, IMMINENT DEATH
87-88	CHEST, DEATH IN 1D8 TURNS		

CRITICAL EFFECTS AGAINST ANIMALS

01-29	DOUBLE DAMAGE	77-78	ABDOMINAL INJURY, DEATH IN 1D12 TURNS
30-58	TRIPLE DAMAGE	79-80	ABDOMINAL INJURY, DEATH IN 1D6 DAYS
59-60	LIMB REMOVED AT BODY, HALF SPEED	81-82	CHEST INJURY, IMMINENT DEATH
61-62	LIMB REMOVED PARTIALLY, HALF SPEED	83-84	CHEST INJURY, DEATH IN 1D8 TURNS
63-64	LIMB PART REMOVED PARTIALLY, -2 HIT	85-86	CHEST INJURY, DEATH IN 1D4 DAYS
65-66	LIMB REMOVED AT BODY, -4 HIT	87-90	SNOUT STRUCK, IMMEDIATE RETREAT
67-68	LIMB REMOVED, HALF SPEED, -2 HIT	91-94	SNOUT STRUCK, -2 HIT FOR 1D4 TURNS
69-70	LIMB REMOVED, HALF SPEED, -4 HIT	95-98	SNOUT STRUCK, -4 HIT FOR 1D4 TURNS
71-72	THROAT CUT, IMMINENT DEATH	99	HEAD STRUCK, STUNNED FOR 1D6 ROUNDS
73-74	DECAPITATED	00	HEAD STRUCK, IMMINENT DEATH

FUMBLE *(Dragon Magazine, #39, Critical Hits-Bad Misses. July 1980, pgs. 34-35)*

1d100	EFFECT	1d100	EFFECT
01-19	SLIP, DEX SAVE, STUN 1D4 TURNS	77-78	HIT SELF, NORMAL DAMAGE
20-33	STUMBLE, DEX SAVE, STUN 1D6 TURNS	79-80	HIT SELF, DOUBLE DAMAGE
34-39	TRIP AND FALL, STUN 1D6 TURNS	81-82	HIT FRIEND, HALF DAMAGE
40-44	OFF BALANCE DEX SAVE, MISS TURN	83-84	HIT FRIEND, NORMAL DAMAGE
45-49	WEAPON GRIP, DEX SAVE, MISS TURN	85-86	HIT FRIEND, DOUBLE DAMAGE
50-54	WEAPON GRIP, DEX SAVE, DROP WEAPON	87-88	CRITICAL HIT, SELF
55-59	WEAPON GRIP, DROP WEAPON	89-90	CRITICAL HIT, FRIEND
60-61	SHIELD TANGLE WITH OPPONENT	91-92	TWIST ANKLE, HALF SPEED, DEX SAVE, FALL
62-63	SHIELD TANGLE, BOTH MISS ATTACK	93-95	HELP SLIPS, DEX TO FIX, -6 HIT
64-65	WEAPON TANGLED, MISS ATTACK	96-97	HELP SLIPS, DEX TO FIX, NO ATTACK
66-69	WEAPON KNOCKED AWAY 1D10 FEET	98-99	ROLL TWICE IGNORING 99 / 00
70-74	WEAPON BREAKS	00	ROLL THREE TIMES IGNORING 99 / 00

MASSIVE DAMAGE, *DMG 273*

OPTIONAL RULE MAKES IT EASIER FOR MASSIVE DMG TO FELL CREATURES. WHEN CREATURE TAKES DMG FROM A SINGLE SOURCE ≥ THAN ½ ITS HP MAX, IT MUST SUCCEED ON A DC 15 CON SAVE OR SUFFER RANDOM EFFECT DETERMINED BY PLAYER'S CHOICE ROLL - SYSTEM SHOCK TABLE OR LINGERING INJURY TABLE.

1d10	EFFECT	1d10	EFFECT
01	DROPS TO 0 HIT POINTS	06-07	CAN'T TAKE REACTION AND HAS DISADVTAGE ON ATK ROLLS & ABILITY CHECKS UNTIL END OF NEXT TURN
02-03	DROPS TO 0 HIT POINT BUT IS STABLE	08-10	CAN'T TAKE REACTIONS UNTIL END OF NEXT TURN
04-05	STUNNED UNTIL END OF NEXT TURN		

TRAPS AND DAMAGE, *DMG 120-121, 249*

DANGER	SAVE DC	ATK BONUS	CHAR LEVEL (d10) 1-4	5-10	11-16	17+	EXAMPLE
SETBACK	10-11	+3-5	1	2	4	10	BLADE, MINOR BURN, ACID, FALL
DANGEROUS	12-15	+6-8	2	4	10	18	MAGIC STRIKE; CRUSHED; BEAST ATK
DEADLY	16-20	+9-12	4	10	18	24	CAVE-IN, EXPLOSION, LIGHTNING, ERUPTION

CONDITION
ACID DMG
BLINDED
BLOODIED
BURNING
CHARMED
COLD DMG
CONCENTRATE
DEAFENED
EXHAUSTION
FRIGHTENED
FLYING
GRAPPLED/ RESTRAINED
LIGHTNING DMG
NECROTIC DMG
PARALYZED/ PETRIFIED
POISONED
PSYCHIC DMG
STUNNED

LINGERING INJURIES, DMG 272

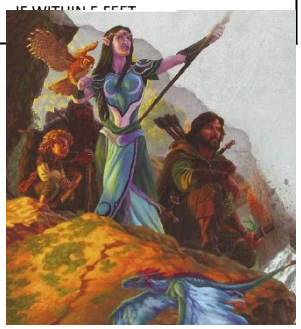
1d20	INJURY	DESCRIPTION
01	LOSE AN EYE	DISADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON SIGHT AND ON RANGED ATTACK ROLLS; MAGIC LIKE REGENERATE SPELL CAN RESTORE THE LOST EYE; IF HAVE NO EYES AFTER SUSTAINING THIS INJURY, YOU ARE BLINDED
02	LOSE AN ARM OR A HAND	YOU CAN NO LONGER HOLD ANYTHING WITH TWO HANDS, AND YOU CAN ONLY HOLD SINGLE OBJECT AT A TIME. MAGIC SUCH AS REGENERATE SPELL CAN RESTORE LOST APPENDAGE
03	LOSE A FOOT OR LEG	SPEED ON FOOT IS HALVED MUST USE CANE, CRUTCH, OR PROSTHESIS; YOU FALL PRONE AFTER USING THE DASH ACTION; HAVE DISADVANTAGE ON DEXTERITY CHECKS TO BALANCE; MAGIC LIKE REGENERATE SPELL CAN RESTORE LOST APPENDAGE
04	LIMP	SPEED ON FOOT REDUCED BY 5'; MUST MAKE DC10 DEX SAVE THROW AFTER USING DASH ACTION-IF FAIL, FALL PRONE; MAGICAL HEALING REMOVES LIMP
05-07	INTERNAL INJURY	WHENEVER ATTEMPT ANY ACTION IN COMBAT, REQUIRES A DC 15 CON SAVE HROW OR LOSE ACTION AND REACTIONS UNTIL START OF NEXT TURN; INJURY HEALS IF RECEIVE MAGICAL HEALING OR IF SPEND 10 DAYS ONLY RESTING
08-10	BROKEN RIBS	SAME EFFECT AS INTERNAL INJURY ABOVE, EXCEPT THE DC IS 10
11-13	HORRIBLE SCAR	DISFIGURED TO EXTENT CANNOT EASILY CONCEAL WOUND; DISADVANTAGE ON CHARISMA (PERSUASION) CHECKS; ADVANTAGE ON CHARISMA (INTIMIDATION) CHECKS; MAGICAL HEALING OF 6TH LEVEL OR HIGHER (I.E. HEAL/REGENERATE) REMOVES SCAR
14-16	FESTERING WOUND	HP MAX REDUCED BY 1 EVERY 24 HOURS THE WOUND PERSISTS; IF MAX DROPS TO 0 YOU DIE; WOUND HEALS WITH MAGICAL HEALING; TENDING WOUND REQUIRES A DC 15 WIS (MEDICINE) CHECK ONCE/24 HOURS - AFTER 10 SUCCESSES,WOUND HEALS

CONDITIONS, PHB 290-292

BLINDED	• CREATURE CAN'T SEE; AUTO FAILS CHECKS REQ SIGHT • ATTACKS WHEN BLINDED HAVE DISADVANTAGE; OPPONENTS ATTACKS HAVE ADVANTAGE	PARALYZED	• CREATURE IS INCAPACITATED; AUTOMATICALLY FAILS ALL STR/DEX SAVES • ATTACKS VS. CREATURE HAVE ADVANTAGE; • ANY ATTACK THAT HITS = CRITICAL HIT IF W/IN 5'
CHARMED	• CAN'T ATTACK CHARMER OR TARGET CHARMER W/ HARMFUL ABILITIES/EFFECTS • CHARMER HAS ADVANTAGE ON CHECK TO INTERACT SOCIALLY WITH CREATURE.	PETRIFIED	• TRANSFORMED TO STONE ALONG W/ NON-MAGICAL ITEMS • INCAPACITATED; CAN'T SPEAK, MOVE, UNAWARE OF ALL • ATTACKS VS. CREATURE HAVE ADVANTAGE • AUTO FAILS ALL STR & DEX SAVES • RESISTANT TO ALL DMG; WEIGHT X10; NO AGING • IMMUNE TO POISON & DISEASE (SUSPENDED IN SYSTEM)
DEAFENED	• TARGET CAN'T HEAR/AUTO FAILS CHECK REQ HEARING	POISONED	• DISADVANTAGE ON ATTACK ROLLS AND ABILITY CHECKS
FRIGHTENED	• CREATURE HAS DISADVANTAGE ON ABILITY CHECKS & ATTACK ROLLS WHILE SOURCE OF FEAR IS IN LINE OF SIGHT • CREATURE CAN'T WILLINGLY MOVE CLOSER TO SOURCE OF FEAR.	PRONE	• CAN ONLY CRAWL, UNLESS THEY STAND UP (HALF MOVEMENT) • DISADVANTAGE ON ATTACKS • ATTACKS VS. CREATURE HAVE ADVANTAGE WITHIN 5'. • OTHERWISE THEY HAVE DISADVANTAGE.
GRAPPLED	• SPEED BECOMES 0. CAN'T BENEFIT FROM SPEED BONUSES • CONDITION ENDS IF GRAPPLER IS INCAPACITATED. • ENDS IF AN EFFECT REMOVES THE GRAPPLED CREATURE FROM REACH OF THE GRAPPLER OR THE GRAPPLING EFFECT (E.G., HURLED AWAY BY THUNDERWAVE SPELL)	RESTRAINED	• SPEED BECOMES 0; CAN'T BENEFIT FROM SPEED BONUSES • ATTACKS VS. CREATURE HAVE ADVANTAGE • CREATURES ATTACKS HAVE DISADVANTAGE • DISADVANTAGE ON DEX SAVING THROWS.
INCAPACITATED	• CAN'T TAKE ACTIONS OR REACTIONS	STUNNED	• INCAPACITATED. CAN'T MOVE, SPEAKS FALTERINGLY • AUTOMATICALLY FAILS ALL STR & DEX SAVING THROWS • ATTACKS VS. CREATURE HAVE ADVANTAGE
INVISIBLE	• CREATURE IS IMPOSSIBLE TO SEE W/O AID OF MAGIC OR SPECIAL SENSE. • FOR PURPOSE OF HIDING, CREATURE IS HEAVILY OBSCURED. • LOCATION CAN BE DETECTED BY TRACKS OR NOISE. • ATTACKS VS. CREATURE HAVE DISADVANTAGE. • ATTACKS BY CREATURE HAVE ADVANTAGE.	UNCONSCIOUS INCAPACITATED	• INCAPACITATED. CAN'T SPEAK, MOVE, UNAWARE OF ALL. • DROPS WHATEVER IS HELD & FALLS PRONE • AUTOMATICALLY FAILS ALL STR & DEX SAVING THROWS • ATTACKS VS. CREATURE HAVE ADVANTAGE • ANY ATTACK THAT HITS = CRITICAL HIT IF WITHIN 5 FEET

COMBAT

1. DETERMINE SURPRISE.
2. ESTABLISH POSITIONS.
3. ROLL INITIATIVE. D20 + DEX (DEXTERITY ABILITY CHECK)
4. EACH ROUND, TAKE TURNS IN INITIATIVE ORDER. ON YOUR TURN, YOU CAN MOVE A DISTANCE UP TO YOUR SPEED AND TAKE ONE ACTION. YOU CAN ALSO INTERACT WITH ONE OBJECT OR FEATURE OF THE ENVIRONMENT FOR FREE, DURING EITHER YOUR MOVE OR YOUR ACTION.



WISDOM - NOT PUTTNG TOMATO IN FRUIT SALAD

MEASURES PERCEPTIVENESS, INTUITION, ATTUNEMENT W/ SURROUNDINGS

INSIGHT • PERCEPTION[1] • SENSE MOTIVE	
E (10)	SPOT DISTANT PROMINENT LANDMARK/STRUCTURE, HEAR FAR-OFF SOUND OF THUNDER OF COMING STORM, DETERMINE IF CHILD IS TELLING THE TRUTH
M (15)	SPOT NATURAL-OBSCURED OBJECT/FEATURE, EAVESDROP ON CONVERSATION IN NEXT ROOM, DISCERN LEADER OF GROUP, DISCERN INTENDED MESSAGE OF NON-VERBAL COMMUNICATION
H (20)	SPOT WELL-HIDDEN OBJECT OR FEATURE; EAVESDROP ON HUSHED CONVERSATION THROUGH HEAVY DOOR; GUESS ENEMY'S NEXT ACTION; INTERPRET ENEMY HAND SIGNS
VH (25)	SPOT NEARLY-INVISIBLE OBJECT/FEATURE, READ LIPS OF CREATURE YOU CAN SEE BUT NOT HEAR (REQ LANG); SENSE AN OUTSIDE INFLUENCE ON A PERSON, SUCH AS AN ENCHANTMENT SPELL
CONTEST (V STEALTH)	HEAR SOMEONE WHO'S TRYING TO BE SILENT; SPOT HIDING CREATURE
CONTEST (V CHA)	DETERMINE IF SOMEONE IS LYING/DISGUISING THEMSELVES/INTENTIONS (ALSO AGAINST DECEPTION)
CONTEST (V DEX)	SPOT CREATURE ATTEMPTING TO HIDE; HEAR MOVEMENTS OF HIDDEN FOE
SURVIVAL • TRACKING[2]	
E (10)	FOLLOW WELL-WORN TRAIL THROUGH FOREST OR TRACKS OF CREATURE THROUGH SNOW/MUD; FORAGE FOR DAY'S WORTH OF FOOD IN PLENTIFUL AREA; NAVIGATE ON CLEAR NIGHT
M (15)	FOLLOW ABANDONED/FORGOTTEN SNOW/MUD; TRACK CREATURE THROUGH FOREST, DIRT OR GRASS; FORAGE FOR DAY'S WORTH OF FOOD IN SPARSE AREA; NAVIGATE ON CLOUDY NIGHT; PREDICT ONCOMING STORM; ID SIGNS OF NEARBY CREATURES
H (20)	TRACK CREATURE OVER BARREN TERRAIN/BARE STONE; FORAGE FOR DAY'S WORTH OF FOOD IN HARSH AREA; NAVIGATE THROUGH ALIEN AREA ON CLOUDY NIGHT; PREDICT TOMORROW'S WEATHER
VH (25)	TRACK CREATURE AFTER RAINFALL; NAVIGATE ALIEN AREA ON STORMY NIGHT
ANIMAL HANDLING • MEDICINE • OTHER	
E (10)	CALM DOMESTICATED ANIMAL; STABILIZE DYING CREATURE OUTSIDE OF COMBAT; DIAGNOSE COMMON AILMENT
M (15)	CALM WILD BUT OTHERWISE PEACEFUL ANIMAL; KEEP TIRED ANIMAL MOVING; INTUIT AN ANIMAL'S EMOTIONAL STATE; SET BROKEN BONE; PERFORM COMPLEX MANEUVER WHILE MOUNTED; STABILIZE DYING CREATURE IN THE MIDDLE OF COMBAT; DIAGNOSE UNCOMMON AILMENT
H (20)	INTUIT HOSTILE ANIMAL'S NEXT ACTION; CONTROL UNTRAINED MOUNT; CALM AGGRESSIVE WILD ANIMAL; TRAIN ANIMAL FOR TASK; DIAGNOSE RARE AILMENT OR POISON
VH (25)	CALM A DANGEROUS/PANICKED WILD ANIMAL; DIAGNOSE MAGICAL/DIVINE AILMENT
F (30)	TAME/TRAIN WILD ANIMAL

1: PASSIVE PERCEPTION DC = 10+WIS MODIFIER (OR PERCEPTION)
2: FOR TRACKING DC, +5 FOR EACH DAY PASSED; -5 IF FOLLOWING EASY TRAIL (BLOOD)

CHALLENGE RATING, PROFICIENCY BONUS, & XP

CR	Prof Bonus	XP
0	+ 2	0 or 10
1/8	+ 2	25
¼	+ 2	50
½	+ 2	100
1	+ 2	200
2	+ 2	450
3	+ 2	700
4	+ 2	1.1k
5	+ 3	1.8k
6	+ 3	2.3k
7	+ 3	2.9k
8	+ 3	3.9k
9	+ 4	5k
10	+ 4	5.9k
11	+ 4	7.2k
12	+ 4	8.4k
13	+ 5	10k
14	+ 5	11.5k
15	+ 5	13k
16	+ 5	15k
17	+ 6	18k
18	+ 6	20k
19	+ 6	22k
20	+ 6	25k
21	+ 7	33k
22	+ 7	41k
23	+ 7	50k
24	+ 7	62k
25	+ 8	75k
26	+ 8	90k
27	+ 8	105k
28	+ 8	120k
29	+ 9	135K
30	+ 9	155K

DUNGEONS & DRAGONS

CHARISMA - SELL TOMATO-BASED FRUIT SALAD

MEASURES FORCE OF PERSONALITY, PERSUASIVENESS, PERSONAL MAGNETISM, SOCIAL INFLUENCE, AND PHYSICAL ATTRACTIVENESS

DECEPTION • DISGUISE, IMPERSONATE • LIE (VS INSIGHT)	
CONTEST (V. WIS)	FAST-TALK OR CON SOMEONE, ADOPT DISGUISE OR IMPERSONATE ANOTHER CREATURE, TELL LIE, HIDE TRUE INTENTIONS
INTIMIDATION • THREATEN, SCARE, FRIGHTEN FOES	
E (10)	SCARE SPINELESS NOBLE TO HAND OVER COIN PURSE; PRY INFO OUT OF COMMONER CHILD
M (15)	PRY INFO OUT OF SCARED PRISONER; CONVINCE STREET THUGS TO BACK DOWN FROM CONFRONTATION
H (20)	ADVISE GUARD IT MIGHT BE BEST TO LOOK THE OTHER WAY; COERCE OFFICIAL TO SIGN DOCUMENT
VH (25)	FRIGHTEN CREATURE LARGER THAN YOU-CAUSE IT TO FLEE; STOP AGITATED MOB IN TRACKS
CONTEST (V. INSIGHT)	INTIMIDATE TO GET YOUR WAY AGAINST A STRONG-WILLED INDIVIDUAL
PERFORMANCE • DANCE, SING, ENTERTAIN	
E (10)	ROUTINE PERFORMANCE (E.G., TELL STORY IN TAVERN OR AROUND CAMPFIRE)
M (15)	PROFESSIONAL PERFORMANCE (E.G., INSPIRING SPEECH OR IMPRESSIVE MUSICAL DISPLAY WHICH MAY ATTRACT THE ATTENTION OF A LOCAL TROUPE LEADING TO REGIONAL FAME)
H (20)	MEMORABLE PERFORMANCE WHICH MAY ATTRACT THE ATTENTION OF A LOCAL PATRON AND LEAD TO NATIONAL FAME
VH (25)	EXTRAORDINARY PERFORMANCE WHICH MAY ATTRACT THE ATTENTION OF DISTANT PATRONS AND EVEN EXTRAPLANAR BEINGS
PERSUASION • NEGOTIATE, REQUEST • MAKE FRIENDS	
E (10)	CONVINCE MAYOR TO ALLOW YOUR PARTY TO HELP; CALM DISTRAUGHT PERSON; MAKE CORDIAL REQUEST
M (15)	PERSUADE GROUP OF HIGHWAY THIEVES TO LEAVE IN PEACE, CONVINCE FRIENDLY ACQUAINTANCE YOU KNOW BEST
H (20)	CONVINCE CHAMBERLAIN TO LET YOUR PARTY SEE KING; RALLY A CROWN OF TOWNSFOLK; NEGOTIATE PEACE BTW WARRING TRIBES
VH (25)	CONVINCE SPHINX YOU'RE WORTHY OF SECRETS IT GUARDS, ASSURE DRAGON YOU'RE WORTH MORE ALIVE THAN DEAD
IMPROVISED TASKS • GATHER INFORMATION	
E (10)	GATHER COMMON GOSSIP IN TOWN OR NEIGHBORHOOD
M (15)	FIND WHAT YOU NEED IN UNFAMILIAR CITY; FIND OUT WHO'S REALLY IN POWER
H (20)	DISCOVER LOCAL INFO ONLY A FEW OTHER PEOPLE KNOW
VH (25)	DIG UP OBSCURE COMMUNITY NEWS OR LORE

TRAVELING[1]

PACE	MINUTE	RATE	DAY	EFFECT
SLOW	200 FT	2 MPH	18 MI	ALLOW STEALTH
BASE	300 FT	3 MPH	24 MI	—
FAST	400 FT	4 MPH	30 MI	PASS PERCEP -5

1: NORMAL TRAVEL @ 8 HRS/DAY; EACH ADDTL HR REQ. CON SAVE @ DC 10+1 FOR EACH EXTRA HR, FAILURE ADDS 1 LVL OF EXHAUSTION; USE PASSIVE PERCEPTION TO NOTICE THREATS (BASE=SPD÷10; SLOW- 1/3; FAST+1/3)

- ❑ MOUNTS GALLOP 2X MOVE, BUT ONLY FOR 1 HR
- ❑ NO PASSIVE PERCEPTION CHECK WHEN PERFORM NAVIGATE, DRAW MAP, TRACK, OR FORAGE

CONCEALMENT, LIGHT, & VISION

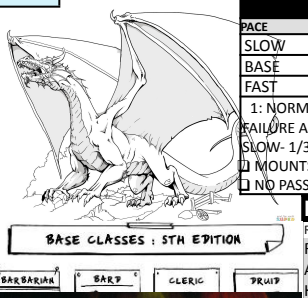
CONCEALMENT, PHB 183	
LIGHTLY OBSCURED	DIM LIGHT, PATCH FOG, MODERATE FOLIAGE (DISADVANTAGE PERCEPTION CHECKS)
HEAVILY OBSCURED	DARKNESS, HEAVY FOG, DENSE FOLIAGE (BLINDED CONDITION)
LIGHT	
BRIGHT	TORCHES, LANTERNS, FIRES, AND OTHER SOURCES OF LIGHT WITHIN A SPECIFIC RADIUS
DIM	BOUNDARY BETWEEN LIGHT SOURCE AND DARKNESS, TWILIGHT, DAWN, OR A BRIGHT FULL MOON
DARKNESS	OUTDOORS AT NIGHT, CONFINES OF AN UNLIT DUNGEON OR VAULT, OR MAGICAL DARKNESS
VISION, PHB 183 and 185	
BLINDSIGHT	PERCEIVE SURROUNDINGS WITHOUT RELYING ON SIGHT
DARKVISION	CAN SEE IN DARKNESS AS IF IT WHERE DIM LIGHT, CAN'T DISCERN COLOURS ONLY SHADES OF GREY
TRUESIGHT	CAN SEE IN NORMAL AND MAGICAL DARKNESS, INVISIBILITY, TRANSFORMATION, AND ETHEREAL PLANE

LIGHT SOURCES

SOURCE	BRIGHT	DIM	DURATION
MUNDANE			
CANDLE	5' R	+5' R	1 HRS
LAMP	15' R	+30' R	6 HRS
LANTERN, BULLSEYE	60' CONE	+ 60' CYLINDER	6 HRS
LANTERN, HOODED	30' R	+30' R	6 HRS
TORCH	20' R	+20' R	1 HR
MAGICAL			
CONTINUOUS FLAME	20' R	+20'R	UNTIL DISPELLED
DANCING LIGHTS		10' R	UP TO 1 MINUTE
FAERIE FIRE		10' R	UP TO 1 MINUTE
FLAME BLADE	10' R	+10' R	UP TO 10 MINUTES
FLAMING SPHERE	20' R	+20' R	UP TO 1 MINUTE
HOLY AURA		5' R	UP TO 1 MINUTE
LIGHT	20' R	+20' R	1 HR
MOONBEAM		5' CYLINDER	UP TO 1 MINUTE
PRISMATIC WALL	100'	+100'	10 MINUTES
WALL OF FIRE	60'	+60'	UP TO 1 MINUTE

STEALTH

- IF SOMEONE CAN SEE YOU, YOU CAN'T ATTEMPT TO HIDE FROM THEM.
- SOMEONE DOESN'T SEE YOU WHEN THEY'RE NOT LOOKING AT YOU.
- ONCE HIDDEN, YOU CAN BE DETECTED VIA SIGHT, HEARING OR BOTH.IF THEIR PASSIVE PERCEPTION > YOUR STEALTH ROLL, THEY DETECT YOU. THEY CAN ROLL PERCEPTION CHECK IF THEY ARE ACTIVELY LOOKING FOR YOU.
- IF YOU ARE HIDDEN, YOU HAVE ADVANTAGE ON ATTACK ROLLS AGAINST THE CREATURES THAT CAN'T SEE YOU. ATTACKING OUT OF STEALTH REVEALS YOU.



NAME GENERATOR

ROLL	BEGINNING	MIDDLE	END
1		BAR	
2		CHED	
3		DELL	-A
4		FAR	-AC
5	A-	GRAN	-AI
6	BE-	HAL	-AL
7	DE-	JEN	-AN
8	EL-	KEL	-AR
9	FA-	LIM	-EA
10	JO-	MOR	-EL
11	KI-	NET	-ER
12	LA-	PENN	-ESS
13	MA-	QUILL	-ETT
14	NA-	ROND	-IC
15		SAR	-ID
16	PA-	SHEN	-II
17	RE-	TUR	-IN
18	SI-	VASH	-IS
19	TA-	YOR	-OR
20	VA-	ZEN	-US

NPC ATTITITUDES DMG 244-5

REACTION (CHA)		FRIENDLY	INDIFFERENT	HOSTILE
RISK/SACRIFICE NPC	*SIGNIFICANT*	20		
ACCEPTS WHEN	*MINOR*	10	20	
HELPING	*NONE*	0	10	20
WILL NEITHER HELP NOR HINDER PCS		N/A	0	10
OPPOSES PCS & MAY TAKE RISKS TO DO SO		N/A	N/A	0

RANDOM NPC GENERATOR

ROLL	CHARACTERISTIC	IDEAL (ALIGNMENT)
1	ABSENTMINDED	ASPIRATION (ANY)
2	ARROGANT	CHARITY (GOOD)
3	BOORISH	COMMUNITY (LAWFUL)
4	CHEW SOMETHING	CREATIVITY (CHAOTIC)
5	CLUMSY	DISCOVERY (ANY)
6	CURIOUS	FAIRNESS (LAWFUL)
7	DM-WITTED	FREEDOM (CHAOTIC)
8	FIDGETS NERVOUOSLY	GLORY (ANY)
9	FREQUENTLY USES WRONG WORD	GREATER GOOD (GOOD)
10	FRIENDLY	GREED (EVIL)
11	IRRITABLE	HONOR (LAWFUL)
12	PRONE TO PREDIT CERTAIN DOOM	INDEPENDENCE (CHAOTIC)
13	PRONOUNCED SCAR	KNOWLEDGE (NEUTRAL)
14	SLURS WORDS, LISPS, OR STUTTERS	LIFE (GOOD)
15	SPEAKS LOUDLY OR WHISPERS	LIVE/LET LIVE (NEUTRAL)
16	SQUINTS	MIGHT (EVIL)
17	STARES INTO DISTANCE	NATION (ANY)
18	SUSPICIOUS	PEOPLE (NEUTRAL)
19	USES COLORFUL OATHS/EXCLAMATIONS	POWER (EVIL)
20	USES FLOWERY SPEECH/LONG WORDS	REDEMPTION (ANY)
ROLL	**FLAWS**	**BONDS**
1	FORBIDDEN LOVE/ROMANTIC SUSCEPTABILITY	PERSONAL GOAL/ACHIEVEMENT
2	DECADENCE	FAMILY MEMBERS
3	ARROGANCE	COLLEGUES/COMPATRIOTS
4	ENVY OF OTHER'S POSSESSIONS/STATION	BENEFACTOR, PATRON, EMPLOYER
5	OVERPOWERING GREED	ROMANTIC INTEREST
6	PRONE TO RAGE	SPECIAL PLACE
7	POWERFUL ENEMY	KEEPSAKE
8	SPECIFIC PHOBIA	VALUABLE POSSESSION
9	SHAMEFUL OF SCANDALOUS HISTORY	REVENGE
10	SECRET CROME OR MISDEED	ROLL X2, IGNORE A "10"
11	POSSESSES FORBIDDENT LORE	
12	FOOLHARDY BRAVERY	

ADVENTURING GEAR

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
ABACUS	2 GP	2 LB	*HOLY SYMBOL*		
ACID (VIAL)	25 GP	1 LB	AMULET	5 GP	1 LB
ALCHEMIST'S FIRE (FLASK)	50 GP	1 LB	EMBLEM	5 GP	- LB
AMMUNITION			RELIQUARY	5 GP	2 LB
ARROWS (20)	1 GP	1 LB	HOLY WATER (FLASK)	25 GP	1 LB
BLOWGUN NEEDLES (50)	1 GP	1 LB	HOURGLASS	25 GP	1 LB
CROSSBOW BOLTS (20)	1 GP	1½ LB	HUNTING TRAP	5 GP	25 LB
SLING BULLETS (200)	4 CP	1½ LB	INK (1 OZ BOTTLE)	10 GP	- LB
ANTITOXIN (VIAL)	50 GP	- LB	INK PEN	2 CP	- LB
ARCANE FOCUS	GP	LB	JUG OR PITCHER	2 CP	4 LB
CRYSTAL	10 GP	1 LB	LADDER (10')	1 SP	25 LB
ORB	20 GP	3 LB	LAMP	10 GP	2 LB
ROD	10 GP	2 LB	LANTERN, BULLSEYE	10 GP	2 LB
STAFF	5 GP	4 LB	LANTERN, HOODED	5 GP	2 LB
WAND	10 GP	1 LB	LOCK	10 GP	1 LB
BACKPACK	2 GP	5 LB	MAGNIFYING GLASS	100 GP	- LB
BALL BEARINGS (BAG OF 1k)	1 GP	2 LB	MANACLES	2 GP	6 LB
BARREL	2 GP	70 LB	MESS KIT	2 SP	1 LB
BASKET	4 SP	2 LB	MIRROR, STEEL	5 GP	½ LB
BEDROLL	1 GP	7 LB	OIL, FLASK	1 SP	1 LB
BELL	1 GP	- LB	PAPER (ONE SHEET)	2 CP	- LB
BLANKET	5 SP	3 LB	PARCHMENT (ONE SHEET)	1 SP	- LB
BLOCK AND TACKLE	1 GP	5 LB	PERFUME (VIAL)	5 GP	- LB
BOOK	25 GP	5 LB	PICK, MINER'S	2 GP	10 LB
BOTTLE, GLASS	2 GP	2 LB	PITON	5 CP	¼ LB
BUCKET	5 CP	2 LB	POISON, BASIC (VIAL)	100 GP	- LB
CALTROPS (BAG OF 20)	1 GP	2 LB	POLE (10')	5 CP	7 LB
CANDLE	1 CP	- LB	POT, IRON	2 GP	10 LB
CASE, CROWWBOW BOLT	1 GP	1 LB	*POTION OF HEALING*	50 GP	½ LB
CASE, MAP/SCROLL	1 GP	1 LB	POUCH	5 SP	1 LB
CHAIN (10')	5 GP	10 LB	QUIVER	1 GP	1 LB
CHALK (1 PIECE)	1 CP	- LB	RAM, PORTABLE	4 GP	35 LB
CHEST	5 GP	25 LB	RATIONS (1 DAY)	5 SP	2 LB
CLIMBER'S KIT	25 GP	12 LB	ROBES	1 GP	4 LB
CLOTHES, COMMON	5 SP	4 LB	ROPE, HEMP (50')	1 GP	10 LB
CLOTHES, COSTUME	5 GP	4 LB	ROPE, SILK (50')	10 GP	5 LB
CLOTHES, FINE	15 GP	6 LB	SACK	1 CP	½ LB
CLOTHES, TRAVELLER'S	2 GP	4 LB	SCALE, MERCHANT'S	5 GP	3 LB
COMPONENT POUCH	25 GP	2 LB	SEALING WAX	5 SP	- LB
CROWBAR	2 GP	5 LB	SHOVEL	2 GP	5 LB
DRUIDIC FOCUS			SIGNAL WHISTLE	5 CP	- LB
SPRIG OF MISTLETOE	1 GP	- LB	SIGNET RING	5 GP	- LB
TOTEM	1 GP	- LB	SOAP	2 CP	- LB
WOODEN STAFF	5 GP	4 LB	SPELLBOOK	50 GP	3 LB
YEW WAND	10 GP	1 LB	SPIKES, IRON	1 GP	5 LB
FISHING TACKLE	1 GP	4 LB	SPYGLASS	1000 GP	1 LB
FLASK OR TANKARD	2 CP	1 LB	TENT, TWO-PERSON	2 GP	20 LB
GRAPPLING HOOK	2 GP	4 LB	TINDERBOX	5 SP	1 LB
HAMMER	1 GP	3 LB	TORCH	1 CP	1 LB
HAMMER, SLEDGE	2 GP	10 LB	VIAL	1 GP	- LB
HEALER'S KIT	5	3	WATERSKIN (FULL)	2 SP	5 LB
			WHETSTONE	1 CP	1 LB

TOOLS

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
ARTISAN'S TOOLS			*GAMING SET*		
ALCHEMIST SUPPLIES	50 GP	8 LB	DICE SET	1 SP	- LB
BREWER SUPPLIES	20 GP	9 LB	DRAGONCHESS SET	1 GP	½ LB
CALLIGRAPHER SUPPLIES	10 GP	5 LB	PLAYING CARD SET	5 SP	- LB
CARPERNTER TOOLS	15 GP	6 LB	3-DRAGON ANTE SET	1 GP	- LB
CARTOGRAPHER TOOLS	15 GP	6 LB	HERBALISM KIT	5 GP	3 LB
COBBLER TOOLS	5 GP	5 LB	*MUSICAL INSTRUMENT*		LB
COOK UTENSILS	1 GP	8 LB	BAGPIPES	30 GP	6 LB
GLASSBLOWER TOOLS	30 GP	5 LB	DRUM	6 GP	3 LB
JEWELLER TOOLS	25 GP	2 LB	DULCIMER	25 GP	10 LB
LEATHERWORKER TOOLS	5 GP	5 LB	FLUTE	2 GP	1 LB
MASON TOOLS	10 GP	8 LB	LYRE	30 GP	2 LB
PAINTER SUPPLIES	10 GP	5 LB	HORN	3 GP	2 LB
POTTER TOOLS	10 GP	3 LB	PAN FLUTE	12 GP	2 LB
SMITH TOOLS	20 GP	8 LB	SHAWM	2 GP	1 LB
TINKER TOOLS	50 GP	10 LB	VIOL	30 GP	1 LB
WEAVER TOOLS	1 GP	5 LB	NAVIGATOR'S TOOLS	25 GP	2 LB
WOODCARVER TOOLS	1 GP	5 LB	POISONER'S KIT	50 GP	2 LB
DISGUISE KIT	25 GP	3 LB	THIEVES TOOLS	25 GP	1 LB
FORGERY KIT	15 GP	5 LB			

TRADE GOODS

CANVAS (ONE SQ. YD.)	1 SP	1 LB	IRON	1 SP	1 LB
CHICKEN	2 CP	1 LB	LINEN (ONE SQ. YD.)	5 GP	1 LB
CINNAMON	2 GP	1 LB	OX	15 GP	- LB
CLOTH, COTTON (ONE YD^2)	5 SP	1 LB	PEPPER	2 GP	1 LB
CLOVES	3 GP	1 LB	PIG	3 GP	- LB
COPPER	5 SP	1 LB	PLATINUM	500 GP	1 LB
COW	10 GP	- LB	SAFFRON	15 GP	1 LB
FLOUR	2 CP	1 LB	SALT	5 CP	1 LB
GINGER	1 GP	1 LB	SILK (ONE SQ. YD.)	10 GP	1 LB
GOAT	1 GP	- LB	SILVER	5 GP	1 LB
GOLD	50 GP	1 LB	WHEAT	1 CP	1 LB

TACK, HARNESS, AND DRAWN VEHICLES

BARDING USE HUMAN EQUIVALENT	X4 GP	X2 LB	*SADDLE*		
BIT AND BRIDLE	2 GP	1 LB	EXOTIC	60 GP	40 LB
CARRIAGE	10 GP	600 LB	MILITARY	20 GP	30 LB
CART	15 GP	200 LB	PACK	5 GP	15 LB
CHARIOT	25 GP	100 LB	RIDING	10 GP	25 LB
FEED (PER DAY)	5 CP	10 LB	SLED	20 GP	300 LB
SADDLEBAGS	4 GP	8 LB	WAGON	35 GP	40 LB

MOUNTS AND OTHER ANIMALS, PHB 157

ITEM	SPEED	COST	CAPACITY		SPEED	COST	CAPACIT
CAMEL	5 FT	50 GP	480 LB	HORSE, RIDING	60 FT	75 GP	480 LB
DONKEY OR MULE	4 FT	8 GP	420 LB	MASTIFF	40 FT	25 GP	195 LB
ELEPHANT	4 FT	20 GP	1320 LB	PONY	40 FT	30 GP	225 LB
HORSE, DRAFT	4 FT	50 GP	540 LB	WARHORSE	60 FT	400 GP	540 LB

WATERBORNE VEHICLES

ITEM	COST	SPEED	ITEM	COST	SPEED
GALLEY	30,000 GP	4 MPH	ROWBOAT	50 GP	½ MPH
KEELBOAT	3,000 GP	1 MPH	SAILING SHIP	10,000 GP	2 MPH
LONGSHIP	10,000 GP	3 MPH	WARSHIP	25,000 GP	2 ½ MPH

CONTAINER CAPACITY

CONTAINER	CAPACITY	CONTAINER	CAPACITY
BACKPACK	1 FT^3 /30 POUNDS	JUG OR PITCHER	1 GAL
BARREL	40 GAL / 4 FT^3	POT, IRON	1 GAL
BASKET	2 FT^3 / 40 LBS	POUCH	1/5 FT^3 / 6 LBS
BOTTLE	1½ PINTS	SACK	30 POUNDS / 1 FT^3
BUCKET	3 GAL / ½ FOOT^3	VIAL	4 OZ
CHEST	1 FT^3 / 300 LBS	TANKARD	1 PINT
FLASK	1 PINT	WATERSKIN	4 PINTS

EXPENSES / DAY

QUALITY	INN STAY	MEALS	LIFESTYLE
WRETCHED	-	-	-
SQUALID	7 CP	3 CP	1SP
POOR	1 SP	6 CP	2SP
MODEST	5 SP	3 SP	1GP
COMFORTABLE	8 SP	5 SP	2GP
WEALTHY	2 GP	8 SP	4GP
ARISTOCRATIC	4 GP	2 GP	10GP MIN

WEAPON PROPERTIES

PROPERTY	DESCRIPTION
NORMAL	STR IS MOD FOR ATK & DMG
FINESSE	DEX IS MOD FOR ATK & DMG
RANGED	DEX IS MOD FOR ATK & DMG
THROWN	STR OR DEX IS MOD FOR ATK & DMG
LIGHT	IDEAL FOR 2-HANDED FIGHTING
HEAVY	SMALL CREATURES HAVE DISADV ON ATK
REACH	ADDS 5' TO RANGE
VERSATILE	1 OR 2 HANDED. (DMG FOR 2 HANDS)

ITEM	COST
ALE, GALLON	2 SP
ALE, MUG	4 CP
BANQUET (/ PERSON)	10 GP
BREAD, LOAF	2 SP
CHEESE, HUNK	1 SP
MEAT, CHUNK	3 SP
WINE, COMMON (PITCHER)	2 SP
WINE, FINE (BOTTLE)	10 GP

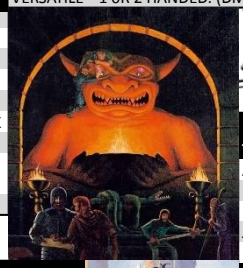
SERVICES

SERVICE	PAY
COACH CAB	
BETWEEN TWNS	*3 CP/MILE*
W/IN A CITY	*1 CP*
HIRELING	
SKILLED	*2 GP/DAY*
UNSKILLED	*2 SP/DAY*
MESSENGER	2 CP/MILE
ROAD/GATE TOLL	1 CP
SHIP'S PASSAGE	1 SP/MILE
STABLING /DAY	5 SP
1ST LVL SPELL [1]	10-30 GP + COMP
2ND LVL SPELL [1]	30-50 GP + COMP
3RD+ LVL SPELL [2]	How much ya got? [3]

1: 1ST/2ND LVL SPELLSCASTING SVCS EASY ENOUGH TO FIND IN DECENT-SIZED TOWN
2: 3RD+ SPELLS MUCH MORE RARE & FOUND ONLY W/ ANY AMOUNT OF REGULARITY IN LARGE CITY, (E.G., W/ UNIV OR TEMPLE
3: OFTEN SPELLCASTER MIGHT ASK FOR SERVICE RATHER THAN MONETARY PAYMENT

USEFUL OBJECTS

NAME	DESCRIPTION
ACID VIAL	RANGED ATTACK, 2D6 ACID DMG
ANTITOXIN	ADVANTAGE ON POISON SAVES FOR 1 HR
BALL BEARINGS	DC10 DEX SAVE OR FALL PRONE
CALTROPS	DC15 DEX SAVE OR STOP, 1 DMG, SPEED REDUCED 10'
HEALER'S KIT	10 USES. 1 USE AS ACTION TO STABILIZE DYING W/O CHK
HOLY WATER	2D6 RADIANT DMG TO FIENDS & UNDEAD
OIL	+5 FIRE DMG IF SPLASHED TARGET TAKES FIRE DMG; BURNS ON GROUND (5' AREA, 2 RDS, 5 FIRE DMG/RD)
HEALING POTION	1 ACTION TO HEAL 2D4 +2



ENCOUNTER DISTANCE

TERRAIN TYPE	DISTANCE
ARTIC, DESERT, FARMLAND, GRASSLAND	6d6 x 10'
FOREST, SWAMP, WOODLAND	2d8 x 10'
HILLS, WASTELAND	2d10 x 10'
JUNGLE	2d6 x 10'
MOUNTAINS	4d10 x 10'
AUDIBILITY	**DISTANCE**
TRYING TO BE QUIET	2d6 x 5'
NORMAL NOISE LEVEL	2d6 x 10'
VERY LOUD	2d6 x 50'
VISIBILITY OUTDOORS	**DISTANCE**
CLEAR DAY, NO OBSTRUCTIONS	2 mi
RAIN	1 mi
FOG	100-300'
FROM A HEIGHT	x 20

RANDOM ENCOUNTERS *DMG 84-6*

POP.	DENSITY	FREQ (DC 17)	ENCOUNTER TYPE GUIDANCE	d12+d8
SAFE	DENSELY INHABITED	1:24 HRS	WONDROUS & BENEFICIAL	2
			BENIGN CREATURE / SIDE QUEST	3-4
	WILDERNESS		OVERCOME PHYSICAL BARRIER	5-8
DANGEROUS	INHABITED	1:12 HRS	COMMON/EASILY AVERTED THREAT	9-13
	WILDERNESS		MEDIUM DIFFICULTY, HOSTILE	14-17
			HARD & HOSTILE, SMALL GROUP	18-19
	DUNGEON	1:1 / IDLE HR	DEADLY BUT SINGULAR THREAT	20

CURRENCY CONVERT

COIN	CP	SP	EP	GP	PP
CP	1	1/10	1/50	1/100	1/1,000
SP	10	1	1/5	1/10	1/100
EP	50	5	1	1/2	1/20
GP	100	10	2	1	1/10
PP	1,000	100	20	10	1

CARRY CAPACITY (LBS)

CARRY	15 X STR
PUSH, DRAG, LIFT	30 X STR; -5 TO SPD

TINY=½; LARGE=X2;
HUGE=X3; GARGANTUAN=X4 5B-NR

CAROUSING *DMG 128*

SPEND MONEY AS PER WEALTHY LIFESTYLE (4GP/DAY BASE); AT END OF CAROUSING PERIOD, THE PLAYER ROLLS D100 + CHAR EVEL TO SEE WHAT HAPPENS (OR DM CHOOSES)

ROLL	RESULT
1-10	JAILED 1D4 DAYS ON DISORDERLY CONDUCT/DISTURBING PEACE CHARGE; PAY 10GP FINE TO AVOID JAIL OR CAN TRY TO RESIST ARREST
11-20	REGAIN CONSCIOUSNESS IN STRANGE PLACE WITH NO MEMORY OF HOW GOT THERE; ROBBED OF 3D6 X 5 GP
21-30	MAKE ENEMY; THIS PERSON/ORGANIZATION IS NOW HOSTILE TO YOU; DM DETERMINES OFFENDED PARTY; YOU DECIDE HOW YOU OFFENDED THEM
31-40	WHIRLWIND ROMANCE. 25% ROMANCE ENDS BADLY, 50% ROMANCE IS ONGOING, 25% ROMANCE ENDS AMICABLY; CHAR DETERMINE ID OF LOVE INTEREST (SUBJECT TO DM APPROVAL)
41-80	MODEST WINNINGS FROM GAMBLING. RECUPERATE YOUR LIFESTYLE EXPENSES FOR THE TIME SPENT CAROUSING
81-90	MODEST WINS FROM GAMBLING; RECUPERATE LIFESTYLE EXPENSES FOR TIME SPENT CAROUSING AND GAIN 1D20 X 4 GP
91 +	MAKE SMALL FORTUNE GAMBLING; RECUPERATE LIFESTYLE EXPENSES FOR THE TIME SPENT CAROUSING & GAIN 4D6 X 10 GP

EXHAUSTION [1] *DMG 181, 185, 291*

LEVEL	EFFECT
1	DISADVANTAGE ON ABILITY CHECKS
2	SPEED HALVED
3	DISADVANTAGE ON ATTACK ROLLS AND SAVING THROWS
4	HIT POINT MAXIMUM HALVED
5	SPEED REDUCED TO 0
6	DEATH

1: THE EFFECTS OF EXHAUSTION ARE CUMULATIVE. AT THE END OF A LONG REST AND IF CREATURE HAS HAD FOOD OR DRINK, IT DECREASES LEVEL OF EXHAUSTION BY ONE.
AN EFFECT THAT REMOVES EXHAUSTION REDUCES ITS LEVEL AS SPECIFIED IN EFFECT'S DESCRIPTION, WITH ALL EXHAUSTION EFFECTS ENDING IF CREATURE'S EXHAUSTION LEVEL REDUCES BELOW 1

SUSTENANCE AND RESTING

SHORT REST *PHB 186 (ALTERNATE DMG 187)*

PERIOD OF DOWNTIME LASTING AT LEAST 1 HR, DURING WHICH TIME YOU CAN DO NOTHING MORE STRENUOUS THAN EATING, DRINKING, READING, OR TENDING TO WOUNDS. FOLLOWING EFFECTS RESOLVE AT END OF SHORT REST:

- REGAIN USE OF ABILITIES, FEATURES, AND RESOURCES REFRESHED BY TAKING A SHORT REST.
- ALLOWED TO EXPEND 1 OF ACCUMULATED HD BY ROLLING CORRESPONDING TYPE DIE; REGAIN HP = ROLLED VALUE + YOUR CON MOD; AFTERWARDS, YOU MAY CHOOSE TO SPEND ANOTHER HIT DIE.

LONG REST *PHB 186 (ALTERNATE DMG 187)*

PERIOD OF EXTENDED DOWNTIME LASTING AT LEAST 8 HRS, DURING WHICH MUST EITHER SLEEP OR PERFORM ONLY LIGHT ACTIVITIES (TALKING, EATING, OR STANDING WATCH). THESE ACTIVITIES MUST OCCUPY LESS THAN 2 HRS OF LONG REST. PERFORMING MORE THAN 1 HR OF STRENUOUS ACTIVITY (WALKING OR FIGHTING) WILL ALSO INTERUPT LONG REST; MAY ONLY BENEFIT FROM 1 LONG REST IN 24-HOUR PERIOD AND MUST BEGIN THE REST WITH AT LEAST 1 HP; FOLLOWING EFFECTS RESOLVE AT END OF LONG REST:

- REGAIN USE OF ABILITIES, FEATURES, AND RESOURCES REFRESHED BY TAKING A LONG REST
- REGAIN ALL OF HP UNLESS OTHERWISE INDICATED
- REGAIN A # OF HIT DIE EQUAL TO UP ½ OF YOUR TOTAL POSSIBLE HD

FOOD *DMG 111, PHB 185*

- ❑ ONE POUND OF FOOD PER DAY, OR MAKE FOOD LAST LONGER BY SUBSISTING ON HALF RATIONS. HALF POUND OF FOOD A DAY COUNTS AS HALF DAY "WITHOUT FOOD". NORMAL DAY EATING RESETS COUNT TO ZERO.
- ❑ A CHARACTER CAN GO WITHOUT FOOD FOR 3 +CON DAYS (MINIMUM 1). AT THE END OF EACH DAY BEYOND THAT LIMIT, A CHARACTER SUFFERS ONE LEVEL OF EXHAUSTION.

WATER *DMG 111, PHB 185*

- ❑ ONE GALLON OF WATER PER DAY, OR TWO IF THE WEATHER IS HOT. A CHARACTER WHO DRINKS HALF MUST SUCCEED ON A DC15 CON SAVING THROW OR SUFFER ONE LEVEL OF EXHAUSTION AT END OF DAY. LESS WATER AUTOMATICALLY FAILS.
- ❑ IF THE CHARACTER ALREADY HAS ONE OR MORE LEVELS OF EXHAUSTION, THE CHARACTER TAKES TWO LEVELS IN EITHER CASE.

HEALING

POTIONS				SPELL			
SOURCE	RARITY	HEAL	COST (GP)	SPELL	HEAL	SPELL	HEAL
REGULAR	COMMON	2d4+2	50 GP	HEALING WORD	1d4^+mod	CURE WOUND	1d8^+mod
GREATER	UNCOMMON	4d4+4	150 GP	MASS H.W. 6T	1d4^+mod	MASS C.W. 6T	3d8^+mod
SUPERIOR	RARE	8d4+8	450	PR OF HEALING	2d8^+mod	HEAL	70^
SUPREME	VERY RARE	10d4+20	1,350	REGENERATE	4d8+15	MASS HEAL	600

DAMAGE AND DYING

ITEM	DESCRIPTION
UNCONCIOUS	IF DAMAGE REDUCES YOU TO 0 HP AND FAILS TO KILL, FALL UNCONSCIOUS (SEE CONDITIONS); ENDS WHEN REGAIN ANY HP
DEATH SAVES	DC 10 - STABILIZE ON 3 SUCCESSES, DIE ON 3 FAILURES (SEE CHART BELOW); NATURAL 1 - COUNTS AS 2 FAILS; NATURAL 20 - REGAIN 1 HP; STABILIZE WHEN YOU REGAIN ANY HP
STABLIZING	DC 10 (MEDICINE) AS ACTION TO ADMIN FIRST AID TO UNCONSCIOUS CREATURE TO STABILIZE; REMAINS UNCONSCIOUS BUT DOESN'T MAKE DEATH SAVES; REGAIN 1 HP AFTER 1D4 HOURS; IF TAKE ANY DAMAGE IN THIS STATE, NO LONGER STABLE AND MUST START DEATH SAVES AGAIN
DAMAGE AT 0 HP	TAKE 1 DEATH SAVE FAILURE; CRITICAL HIT COUNTS AS 2 FAILS DAMAGE ≥ MAX HP KILLS YOU
SUBDUE	PC MAY CHOOSE TO KNOCK CREATURE UNCONCIOUS INSTEAD OF KILLING IT
SHORT REST	1 HOUR; CAN SPEND HIT DICE
LONG REST	8 HOURS; RESTORE ALL HP, SPELL SLOTS, & ½ TOTAL HIT DICE (MIN. 1 HD)

AT 0 HP, FALL UNCONSCIOUS (SEE CONDITION); MAKE DEATH SAVE EACH TURN

D20	DEATH SAVE RESULT	
1	2 FAILURES	AFTER 3 FAILURES, DEATH
2-9	1 FAILURE	
10-19	1 SUCCESS	AFTER 3 SUCCESSES, PC BECOMES STABLE/STOPS MAKING SAVES
20		PC GAINS 1 HIT POINT AND BECOMES CONSCIOUS

DEATH AND DYING

INSTANT DEATH SAVE @ 0 HP	DEATH INSTANT IF DAMAGE REMAINING AFTER 0 HP IS ≥ HP MAXIMUM, (DC 10) STABILIZE ON 3 SUCCESSES. DIE ON 3 FAILURES. STABILIZE WHEN YOU REGAIN ANY HP
DMG @ 0 HP	AUTOMATIC DEATH SAVE FAILURE. CRITS COUNT AS 2 FAILURES. CRIT DAMAGE >=HP MAX. KILLS
SUBDUAL	REDUCE CREATURE TO 0 HP CAN CHOOSE TO KNOCK UNCONSCIOUS INSTEAD OF KILL

RESURRECTION SPELLS

SPELL	LVL	TIME REQ	RNG	COMPONENT
ANIMATE DEAD	3	1 MIN	10 FT	VSM
CORPSE/BONES BECOME ZOMBIE/SKELETON FOR 24HRS				
REVIVIFY	3	1 ACTION	TOUCH	VSM
IF DIED W/IN THE LAST MIN, REGAINS 1 HP				
RAISE DEAD	5	1 HR	TOUCH	500 GP DIAMOND
IF DIED W/ 10 DAYS, REGAINS 1 HP; -4 TO ATTACKS, CHECKS, SAVES (DROPS BY 1 PER DAY)				
REINCARNATE	5	1 HR	TOUCH	1K GP OILS
IF DIED W/IN 10 DAYS, CREATES NEW BODY; DM ROLLS RACE				
RESURRECTION	7	1 HR	TOUCH	1K GP DIAMOND
IF DIED W/IN 100 YRS, REGAINS ALL HP; -4 TO ATTACKS, CHECKS SAVES. DROPS BY 1 PER DAY				
TRUE RESURRECTION	9	1 HR	TOUCH	25K GP DIAMOND
IF DIED W/IN 200 YRS, REGAINS ALL HP; CAN CREATE NEW BODY				

6A-FR

WEAPONS, ARMOUR, AND SHIELDS

ITEM	COST	DAMAGE TYPE	WGT	PROPERTIES
SIMPLE MELEE WEAPONS				
CLUB	1 SP	1D4 BLUDGEON	2 LB	LIGHT
DAGGER	2 GP	1D4 PIERCE	1 LB	FINESSE, LIGHT, THROWN (RANGE 20/60)
GREATCLUB	2 SP	1D8 BLUDGEON	10 LB	TWO-HANDED
HANDAXE	5 GP	1D6 SLASH	2 LB	LIGHT, THROWN (RANGE 20/60)
JAVELIN	5 SP	1D6 PIERCE	2 LB	THROWN (RANGE 30/120)
LIGHT HAMMER	2 GP	1D4 BLUDGEON	2 LB	LIGHT, THROWN (RANGE 20/60)
MACE	5 GP	1D6 BLUDGEON	4 LB	-
QUARTERSTAFF	2 SP	1D6 BLUDGEON	4 LB	VERSATILE (1D8)
SICKLE	1 GP	1D4 SLASH	2 LB	LIGHT
SPEAR	1 GP	1D6 PIERCE	3 LB	THROWN (RANGE 20/60), VERSATILE (1D8)
UNARM STRIKE	- -	1 BLUDGEON	- -	-
SIMPLE RANGED WEAPONS				
CROSSBOW,	25 GP	1D8 PIERCE	5 LB	AMMUNITION (RANGE 80/320), LOADING,
DART	5 CP	1D4 PIERCE	- LB	FINESSE,THROWN (RANGE 20/60)
SHORTBOW	25 GP	1D6 PIERCE	2 LB	AMMUNITION (RANGE 80/320), 2-HAND
SLING	1 SP	1D4 BLUDGEON	- LB	AMMUNITION (RANGE 30/120)
MARTIAL MELEE WEAPONS				
BATTLEAXE	12 GP	1D8 SLASH	4 LB	VERSATILE (1D10)
FLAIL	12 GP	1D8 BLUDGEON	2 LB	-
GLAIVE	20 GP	1D10 SLASH	6 LB	HEAVY, REACH, 2-HAND
GREATAXE	30 GP	1D12 SLASH	7 LB	HEAVY, 2-HAND
GREATSWORD	50 GP	2D6 SLASH	6 LB	HEAVY, 2-HAND
HALBERD	20 GP	1D10 SLASH	6 LB	HEAVY, REACH, 2-HAND
LANCE	10 GP	1D12 PIERCE	6 LB	REACH, SPECIAL,2-HAND
LONGSWORD	12 GP	1D8 SLASH	3 LB	VERSATILE (1D10)
MAUL	10 GP	2D6 BLUDGEON	10 LB	HEAVY, TWO-HANDED
MORNINGSTAR	15 GP	1D8 PIERCE	4 LB	-
PIKE	5 GP	1D10 PIERCE	18 LB	HEAVY, REACH, 2-HAND
RAPIER	25 GP	1D8 PIERCE	2 LB	FINESSE
SCIMITAR	25 GP	1D6 SLASHE	3 LB	FINESSE LIGHT
SHORTSWORD	10 GP	1D6 PIERCE	2 LB	FINESSE, LIGHT
TRIDENT	5 GP	1D6 PIERCE	4 LB	THROWN (RANGE 20/60), VERSATILE (1D8)
WAR PICK	5 GP	1D8 PIERCE	2 LB	-
WARHAMMER	12 GP	1D8 BLUDGEON	2 LB	VERSATILE (1D10)
WHIP	2 GP	1D4 SLASH	3 LB	FINESSE, REACH
MARTIAL RANGED WEAPONS				
BLOWGUN	10 GP	1 PIERCE	1 LB	AMMO (RNG 25/100), LOADING
CROSSBOW,HAND	75 GP	1D6 PIERCE	3 LB	AMMO (RNG 30/120), LIGHT,LOAD
CROSSBOW,HEAVY	50 GP	1D10 PIERCE	18 LB	AMMO (RNG (100/400) ,2-HAND,LOAD
LONGBOW	50 GP	1D8 PIERCE	2 LB	AMMO (RNG 150/600), HEAVY,
NET	1 GP		3 LB	SPECIAL, THROWN (RANGE 5/15)
IMPROVISED WEAPONS				
IMPROVISED	- -	1D4	- -	SIMILAR TO ANY ABOVE, THROWN 20/60
LGHT ARMOR		AC		*1 min to Don, 1 min to Doff* *PHB 144-145*
PADDED	5 GP	11+DEX MOD	8 LB	DISADVANTAGE (STEALTH)
LEATHER	10 GP	11+DEX MOD	10 LB	
STUDDED	45 GP	12+DEX MOD	13 LB	
MED ARMOR (+ DEX Mod to AC; Max +2) 5 min to Don, 1 min to Doff				***PHB 144-145***
HIDE	10 GP	12+DEX MOD	12 LB	-
CHAIN SHIRT	50 GP	13+DEX MOD	20 LB	-
SCALE MAIL	50 GP	14+DEX MOD	45 LB	DISADVANTAGE (STEALTH)
BREASTPLATE	400 GP	14+DEX MOD	20 LB	-
HALF PLATE	750 GP	15+DEX MOD	40 LB	DISADVANTAGE (STEALTH)
HVY ARMOR		AC		*10 min to Don, 5 min to Doff* *PHB 144-145*
RING MAIL	30 GP	14	40 LB	DISADVANTAGE (STEALTH)
CHAIN MAIL	75 GP	16 (STR 13)	55 LB	DISADVANTAGE (STEALTH)
SPLINT	200 GP	17 (STR 15)	60 LB	DISADVANTAGE (STEALTH)
PLATE	1500 GP	18 (STR 15)	65 LB	DISADVANTAGE (STEALTH)
SHIELD		AC		*1 Action to either Don or Doff* *PHB 144-145*
SHIELD	10 GP	+2	6 LB	

COMBAT

1. DETERMINE SURPRISE
2. ESTABLISH POSITIONS
3. ROLL INITIATIVE, D20 + DEX (DEXTERITY ABILITY MOD)
4. EACH ROUND, TAKE TURNS IN INITIATIVE ORDER. ON YOUR TURN, YOU CAN MOVE A DISTANCE UP TO YOUR SPEED AND TAKE ONE ACTION. YOU CAN ALSO INTERACT WITH ONE OBJECT OR FEATURE OF THE ENVIRONMENT FOR FREE, DURING EITHER YOUR MOVE OR YOUR ACTION.

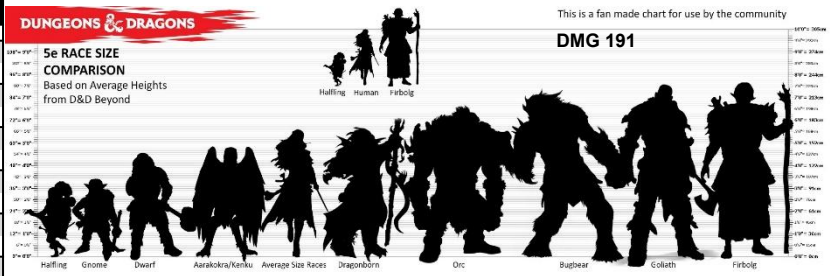
SPECIAL MOVEMENT RULES

FLYING: IF KNOCKED PRONE, SPEED REDUCED TO 0, OR OTHERWISE DEPRIVED OF ABILITY TO MOVE, CREATURE FALLS, UNLESS ABLE TO HOVER OR HELD ALOFT BY MAGIC (E.G. FLY SPELL).

FALLING: 1D6 BLUDGEONING DAMAGE FOR EVERY 10 FEET FALLEN (MAX 20D6), LANDS PRONE, UNLESS IT AVOIDS TAKING DAMAGE FROM THE FALL.

SUFFOCATION: CREATURE CAN HOLD BREATH FOR NO. OF MINS EQUAL TO 1 + CON (MIN 30SECS). WHEN CREATURE RUNS OUT OF BREATH, IT SURVIVES FOR NO. OF ROUNDS EQUAL TO CON (MIN 1 ROUND). AT START OF ITS NEXT TURN, IT DROPS TO 0 HIT POINTS AND IS DYING.

CARRYING: STRENGTH SCORE X15 IN LBS. DOUBLE FOR EACH SIZE CATEGORY ABOVE MEDIUM. LIFT \ PUSH \ DRAG DOUBLE.



CHASES DMG 252-255

- DURING THE CHASE, PARTICIPANTS CAN FREELY USE THE DASH ACTION A NUMBER OF TIMES EQUAL TO 3 + ITS CON MODIFIER.
- EACH ADDITIONAL DASH REQUIRES THE CREATURE TO SUCCEED ON A DC 10 CON CHECK AT THE END OF ITS TURN OR TAKE ONE LEVEL OF EXHAUSTION.
- STOPPING TO CAST SPELLS WILL ALLOW THE PURSUED TO INCREASE THEIR LEAD, AND MAY WELL MEAN THEY WILL GET AWAY, BUT IT IS CERTAINLY NOT FORBIDDEN.

ENDING THE CHASE

- EACH QUARRY MAKES A DEX (STEALTH) CHECK AT THE END OF EACH ROUND, AFTER EVERYONE HAS HAD THEIR TURN. THE RESULT IS COMPARED TO THE PASSIVE PER SCORE OF THE PURSUER(S).
- IF THE QUARRY IS NEVER OUT OF THE PURSUER'S SIGHT, THE CHECK FAILS AUTOMATICALLY.
- OTHERWISE, IF THE STEALTH CHECK IS HIGHER THAN THE PER SCORE, THE QUARRY ESCAPES. IF NOT, THE CHASE CONTINUES

CHASE COMPLICATIONS

- AS WITH ANY GOOD CHASE SCENE, COMPLICATIONS CAN ARISE TO MAKE A CHASE MORE INTENSE.
- COMPLICATIONS OCCUR RANDOMLY. EACH PARTICIPANT IN THE CHASE ROLLS A D20 AT THE END OF ITS TURN. CONSULT THE APPROPRIATE TABLE TO DETERMINE WHETHER A COMPLICATION OCCURS. IF IT DOES, IT AFFECTS THE NEXT CHASE PARTICIPANT IN THE INITATIVE ORDER, NOT THE PARTICIPATE WHO ROLLED THE DIE. THE PARTICIPANT WHO ROLLED THE DIE OR THE PARTICIPANT AFFECTED BY

ESCAPE FACTORS *DMG 254*

FACTOR	STEALTH CHECK HAS…
QUARRY HAS MANY THINGS TO HIDE BEHIND	ADVANTAGE
QUARRY IS IN A VERY CROWDED OR NOISY AREA	ADVANTAGE
QUARRY HAS FEW THINGS TO HIDE BEHIND	DISADVANTAGE
QUARRY IN UNCROWDED OR QUIET AREA	DISADVANTAGE
LEAD PURSUER IS RANGER OR HAS SURVIVAL PROFICIENCY	DISADVANTAGE

RANDOM ENCOUNTER CHANCES

AREA	ROLL 1d20…	d20	EXAMPLES
DANGEROUS OVERWORLD AREA	1/ HR OF TRAVEL. 1/ 20 MINUTES OF REST DURING DAY ONCE AT NIGHT.	18-20(15%) OR 19-20(10%)	MORDOR, UNDERDARK, ZOMBIE-INFESTED SWAMP
UNCIVILIZED, UNSETTLED, OR UNKNOWN OVERWORLD AREA	ONCE DURING DAY ONCE AT NIGHT.	17-20 (20%) OR 18-20(15%)	DOTHRAKI SEA, AMERICAN FRONTIER
WELL-TRAVELED OVERWORLD AREA	1/ DAY-NIGHT CYCLE.	20(5%)	A MAJOR HIGHWAY/TRADE ROUTE
STRUCTURE OR FORMATION POPULATED BY HOSTILES	1/ 15 MINUTES OF REST OR IDLE.	17-20 (20%)	ENEMY ENCAMPMENTS, CREATURES' LAIRS

RANDOM ENCOUNTERS *DMG 84-6*

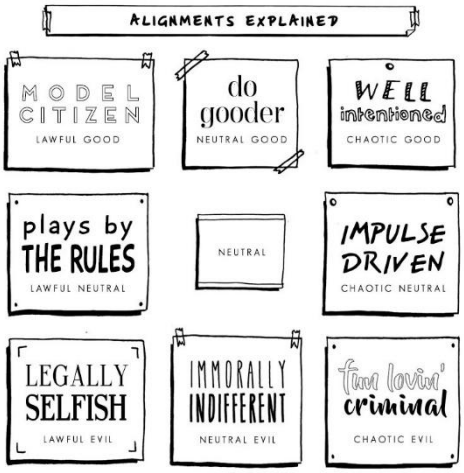
POP.	DENSITY	FREQ (DC 17)	ENCOUNTER TYPE GUIDANCE	d12+d8
SAFE	DENSELY INHABITED	1:24 HRS	WONDROUS & BENEFICIAL	2
	WILDERNESS		BENIGN CREATURE / SIDE QUEST	3-4
DANGEROUS	INHABITED	1:12 HRS	OVERCOME PHYSICAL BARRIER	5-8
	WILDERNESS		COMMON/EASILY AVERTED THREAT	9-13
			MEDIUM DIFFICULTY, HOSTILE	14-17
	DUNGEON	1:1 / IDLE HR	HARD & HOSTILE, SMALL GROUP	18-19
			DEADLY BUT SINGULAR THREAT	20

WILDERNESS CHASE *DMG 254*

d20	COMPLICATION
1	PATH TAKES THROUGH ROUGH BRUSH PATCH; MAKE DC 10 STR (ATHLETICS) OR DEX (ACROBATICS) (YOUR CHOICE) TO PASS BRUSH; ON FAIL, BRUSH COUNTS AS 5' DIFFICULT TERRAIN
2	UNEVEN GROUND THREATENS TO SLOW PROGRESS; MAKE DC 10 DEX (ACROBATICS) TO NAVIGATE AREA; ON FAIL, GROUND COUNTS AS 10' DIFFICULT TERRAIN
3	RUN THROUGH INSECT SWARM (SEE MM FOR STATS, DM CHOOSES TYPE); SWARM MAKES OPPORTUNITY ATTACK (+3 TO HIT; 4D4 PIERCING DMG HIT)
4	STREAM, RAVINE, OR ROCK BED BLOCKS PATH; MAKE DC 10 STR (ATHLETICS) OR DEX (ACROBATICS) (YOUR CHOICE) TO CROSS; ON FAIL, COUNTS AS 10' DIFFICULT TERRAIN
5	MAKE DC 10 CON SAVE; ON FAIL, BLINDED BY BLOWING SAND, DIRT, ASH, SNOW, OR POLLEN UNTIL END TURN; WHILE BLINDED IN THIS WAY, SPEED ½
6	SURPRISED BY SUDDEN DROP; MAKE DC 10 DEX SAVE TO STOP; ON FAIL, FALL 1D4 X 5', TAKING 1D6 BLUDGEON DMG/10' FALLEN AS NORMAL AND LAND PRONE
7	BLUNDER INTO HUNTER'S SNARE; MAKE DC 15 DEX SAVE TO AVOID; ON FAIL, CAUGHT IN NET AND RESTRAINED
8	CAUGHT IN STAMPEDE OF SPOOKED ANIMALS; MAKE DC 10 DEX SAVE; ON FAIL, KNOCKED ABOUT, TAKE 1D4 BLUDGEON DMG AND 1D4 PIERCING DMG
9	PATH NEAR PATCH OF RAZORVINE; MAKE DC 15 DEX SAVE OR USE 10' OF MOVEMENT (YOUR CHOICE) TO AVOID RAZORVINE; ON FAIL, TAKE 1D10 SLASH DMG
10	CREATURE INDIGENOUS TO AREA CHASES AFTER YOU; DM CHOOSES CREATURE APPROPRIATE FOR TERRAIN
11-20	NO COMPLICATION

URBAN CHASE *DMG 254*

D20	COMPLICATION
1	LARGE OBSTACLE (E.G., HORSE OR CART) BLOCKS YOUR WAY; MAKE DC 15 DEX (ACROBATICS) TO PASS OBSTACLE; ON FAIL, OBSTACLE COUNTS AS 10' DIFFICULT TERRAIN
2	CROWD BLOCKS WAY; MAKE A DC 10 STR (ATHLETICS) OR DEX (ACROBATICS) (YOUR CHOICE) TO PASS THROUGH THE CROWD UNIMPEDED; ON FAIL, CROWD COUNTS AS 10' DIFFICULT TERRAIN
3	LARGE STAINED-GLASS WINDOW OR SIMILAR BARRIER BLOCKS PATH; MAKE DC 10 STR SAVE TO SMASH THROUGH BARRIER/KEEP GOING; ON FAIL, BOUNCE OFF BARRIER AND FALL PRONE
4	MAZE OF BARRELS, CRATES, OR SIMILAR OBSTACLES IMPEDES WAY. MAKE DC 10 DEX (ACROBATICS) OR INT CHECK (YOUR CHOICE) TO NAVIGATE MAZE; ON FAIL, MAZE COUNTS AS 10' DIFFICULT TERRAIN
5	GROUND BENEATH FEET IS SLIPPERY WITH A LIQUID; MAKE A DC 10 DEX SAVE; ON FAIL, FALL PRONE
6	COME UPON PACK OF DOGS FIGHTING OVER FOOD; MAKE A DC 10 DEX (ACROBATICS) TO PASS THE PACK UNIMPEDED; ON FAIL, BITTEN & TAKE 1D4 PIERCING DMG, AND DOGS COUNT AS 5' DIFFICULT TERRAIN
7	RUN INTO BRAWL. MAKE DC 15 STR (ATHLETICS), DEX (ACROBATICS), OR CHR (INTIMIDATION) (YOUR CHOICE) TO PASS BRAWLERS UNIMPEDED; ON FAIL, TAKE 2D4 BLUDGEON DMG AND BRAWLERS COUNT AS 10' DIFFICULT TERRAIN
8	BEGGAR BLOCKS WAY; MAKE DC 10 STR (ATHLETICS), DEX (ACROBATICS), OR CHR (INTIMIDATION) (YOUR CHOICE) TO SLIP PAST BEGGAR; AUTO SUCCESS IF YOU TOSS HIM A COIN; ON FAIL, BEGGAR COUNTS AS 5' DIFFICULT TERRAIN
9	OVERZEALOUS GUARD (SEE THE MM FOR STATS) THINKS YOU'RE SOMEONE ELSE; IF MOVE 20' OR MORE ON YOUR TURN, GUARD MAKES OPPORTUNITY ATTACK WITH SPEAR (+3 TO HIT; 1D6 + 1 PIERCING DMG ON HIT)
10	FORCED TO MAKE SHARP TURN TO AVOID COLLIDING W/ SOMETHING IMPASSABLE; MAKE DC 10 DEX SAVE TO NAVIGATE TURN; ON FAIL, COLLIDE W/ SOMETHING HARD & TAKE 1D4 BLUDGEONING DMG
11-20	NO COMPLICATION

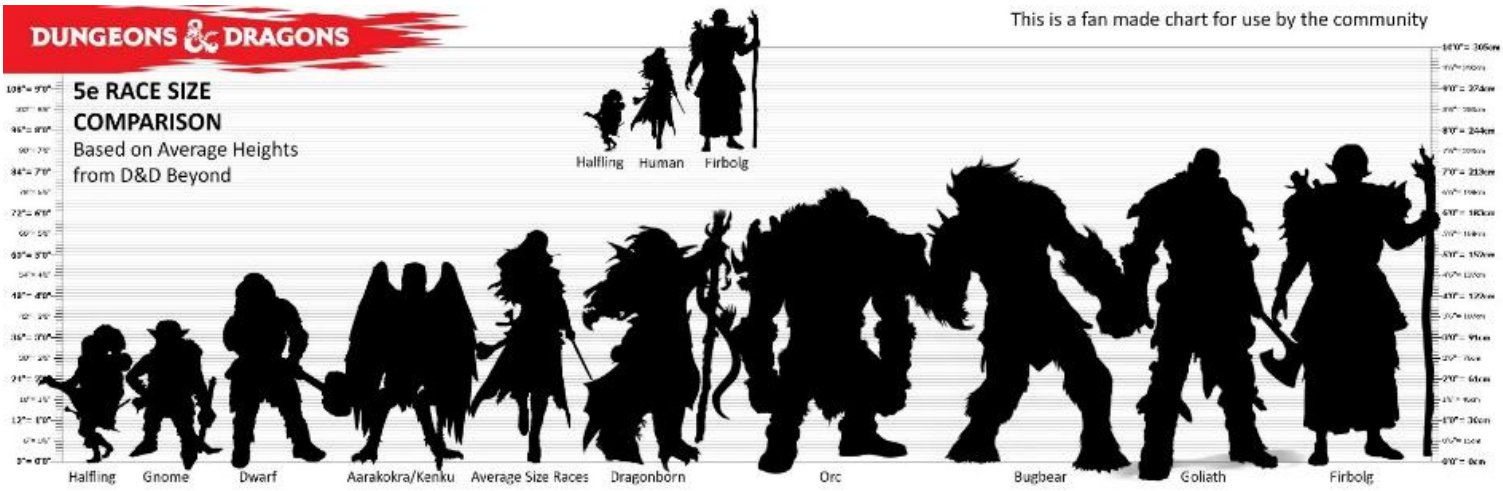


EXTREME WEATHER AND WILDERNESS HAZARDS *DMG 110*

ENVIRONMENT	CONSIDERATIONS
EXTREME COLD	❑ DC 10 CONSTITUTION SAVING THROW AT THE END OF EACH HOUR OR GAIN ONE LEVEL OF EXHAUSTION ❑ CREATURES WITH COLD DAMAGE RESISTANCE/IMMUNITY AUTOMATICALLY SUCCEED AS DO CREATURES WEARING COLD WEATHER GEAR AND CREATURES NATURALLY ADAPTED TO COLD CLIMATES
EXTREME HEAT	❑ CREATURE EXPOSED TO HEAT AND WITHOUT ACCESS TO DRINKABLE WATER MUST SUCCEED ON A CON SAVE AT THE END OF EACH HOUR OR GAIN ONE LEVEL OF EXHAUSTION; DC 5 FOR FIRST HOUR AND INCREASES BY 1 FOR EACH ADDITIONAL HOUR ❑ CREATURES WEARING MEDIUM OR HEAVY ARMOR OR CLAD IN HEAVY CLOTHING HAVE DISADVANTAGE ON SAVE; CREATURE WITH RESISTANCE OR IMMUNITY TO FIRE DAMAGE AUTOMATICALLY SUCCEED SAVE AS DO CREATURES NATURALLY ADAPTED TO HOT CLIMATES
DESECRATED GROUND	❑ UNDEAD STANDING ON DESECRATED GROUND HAVE ADVANTAGE ON ALL SAVING THROWS ❑ A VIAL OF HOLY WATER PURIFIES A 10-FOOT-SQUARE AREA OF DESECRATED GROUND WHEN SPRINKLED ON IT, AND A HALLOW SPELL PURIFIES DESECRATED GROUND WITHIN ITS AREA
FRIGID WATER	❑ A CREATURE CAN BE IMMERSED IN FRIGID WATER FOR A NUMBER OF MINUTES EQUAL TO ITS CONSTITUTION SCORE BEFORE SUFFERING ANY ILL EFFECTS. EACH ADDITIONAL MINUTE SPENT IN FRIGID WATER REQUIRES THE CREATURE TO SUCCEED ON A DC 10 CONSTITUTION SAVING THROW OR GAIN ONE LEVEL OF EXHAUSTION ❑ CREATURES WITH RESISTANCE OR IMMUNITY TO COLD DAMAGE IMMEDIATELY SUCCEED ON THE SAVING THROW, AS DO CREATURES THAT ARE NATURALLY ADAPTED TO LIVING IN ICE-COLD WATER
HEAVY PRECIPITATION	❑ EVERYTHING WITHIN THE AREA IS LIGHTLY OBSCURED, AND CREATURES IN THE AREA HAVE DISADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON SIGHT. HEAVY RAIN ALSO EXTINGUISHES OPEN FLAMES AND IMPOSES DISADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING
HIGH ALTITUDE	❑ FOR BREATHING CREATURES EACH HOUR SPENT TRAVELING AT HIGH ALTITUDE COUNTS AS TWO HOURS FOR THE PURPOSE OF DETERMINING HOW LONG THAT CREATURE CAN TRAVEL ❑ BREATHING CREATURES CAN BECOME ACCLIMATED TO A HIGH ALTITUDE BY SPENDING 30 DAYS OR MORE AT THIS ELEVATION. BREATHING CREATURES CANNOT BECOME ACCLIMATED TO ELEVATIONS ABOVE 20,000 FEET UNLESS THEY ARE NATIVE TO SUCH ENVIRONMENTS
ICE, SLIPPERY	❑ SLIPPERY ICE IS DIFFICULT TERRAIN. WHEN A CREATURE MOVES ONTO SLIPPERY ICE FOR THE FIRST TIME ON A TURN, IT MUST SUCCEED ON A DC 10 DEXTERITY (ACROBATICS) CHECK OR FALL PRONE
ICE, THIN	❑ THIN ICE HAS A WEIGHT TOLERANCE OF 3D10 X 10 POUNDS PER 10-FOOT-SQUARE AREA. WHENEVER THE TOTAL WEIGHT ON AN AREA OF THIN ICE EXCEEDS ITS TOLERANCE, THE ICE IN THAT AREA BREAKS. ALL CREATURES ON BROKEN ICE FALL THROUGH
QUICKSAND	❑ COVERS GROUND IN ROUGHLY 10' SQUARE AREA AND IS USUALLY 10' DEEP. WHEN CREATURE ENTERS AREA IT SINKS 1D4 + 1 FEET INTO QUICKSAND AND BECOMES RESTRAINED. AT START OF EACH OF THE CREATURE'S TURNS, IT SINKS ANOTHER 1D4'. AS LONG AS CREATURE ISN'T COMPLETELY SUBMERGED IN QUICKSAND, IT CAN ESCAPE BY USING ITS ACTION AND SUCCEEDING ON A DC 10 STR CHECK (+ # OF FT CREATURE HAS SUNK INTO QUICKSAND. A CREATURE COMPLETELY SUBMERGED INTO QUICKSAND CAN'T BREATHE ❑ A CREATURE CAN PULL ANOTHER CREATURE WITHIN ITS REACH OUT OF A QUICKSAND PIT BY USING ITS ACTION AND SUCCEEDING ON A STRENGTH CHECK. THE DC IS 5 PLUS THE NUMBER OF FEET THE TARGET HAS SUNK INTO THE QUICKSAND
RAZORVINE	❑ A PLANT THAT GROWS IN WILD TANGLES AND HEDGES, AND CLINGS TO THE SIDES OF BUILDINGS AND OTHER SURFACES AS IVY DOES. A 10-FOOT-HIGH, 10-FOOT-WIDE, 5-FOOT-THICK WALL OR HEDGE OF RAZORVINE HAS AC 11, 25 HIT POINTS, AND IMMUNITY TO BLUDGEONING, PIERCING, AND PSYCHIC DAMAGE ❑ WHEN A CREATURE COMES INTO DIRECT CONTACT WITH RAZORVINE FOR THE FIRST TIME ON A TURN, THE CREATURE MUST SUCCEED ON A DC 10 DEXTERITY SAVING THROW OR TAKE 1D10 SLASHING DAMAGE FROM THE RAZORVINE'S BLADELIKE THORNS
STRONG WIND	❑ IMPOSES DISADVANTAGE ON RANGED WEAPON ATTACK ROLLS AND WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING ❑ EXTINGUISHES OPEN FLAMES, DISPERSES FOG, AND MAKES FLYING BY NONMAGICAL MEANS NEARLY IMPOSSIBLE. A FLYING CREATURE IN A STRONG WIND MUST LAND AT THE END OF ITS TURN OR FALL ❑ A STRONG WIND IN A DESERT CAN CREATE A SANDSTORM THAT IMPOSES DISADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON SIGHT

Special Attacks	
Cleaving Through creatures	When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The attacker targets another creature within reach and, if the original attack roll can hit, applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.
Climb onto a Bigger creature	A suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After getting into position and onto the creature, the smaller creature uses its action to make a Strength (Athletics) check or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins, the smaller creature successfully moves into the target's space. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it. The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature can dislodge the smaller creature as an action--knocking it off, scraping it against a wall, or grabbing and throwing it--by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check.
Disarm	A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item. The attacker has disadvantage to disarm if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.
Grapple	Use the Attack action to grab a creature or wrestle with it. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the targets Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. Escaping a grapple: a grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or a Dexterity (Acrobatics) check contested by your Strength (Athletics) check. Moving a grappled creature: when you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.
Mark	When a creature makes a melee attack it can also mark its target. Until the end of the attacker's next turn, any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.
Opportunity Attacks	You can make an opportunity attack when a hostile creature you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach. You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction.
Ranged atk in close cbt	When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.
Shoving a creature	Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the attack action, this attack replaces one of them. The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.
Two-weapon fighting	When you take the attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has a thrown property, you can throw the weapon, instead of making a melee attack with it.
Unarmed Strk	On a hit, deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with unarmed strikes.
Unseen Attackers and targets	Disadvantage on the attack roll when you attack a target you can't see. This is true whether you're guessing the targets location or your targeting a creature you can hear but not see. You automatically miss If target isn't in the location you targeted, but the DM typically doesn't clarify if you missed because you didn't guess the target's location correctly.

Table: Creature Size and Scale										
Size Category	Attack And AC Modifier	Special Attacks Modifier[1]	Hide Modifier	Height or Length[2]	Weight[3]	Space[4]	Natural Reach[4]		Carrying Capacity Mulitiplier	
							Tall	Long	Biped	Quadruped
Fine	+8	−16	+16	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.	×1/8	×1/4
Diminutive	+4	−12	+12	6 in.–1 ft.	1/8 lb.–1 lb.	1 ft.	0 ft.	0 ft.	×1/4	×1/2
Tiny	+2	−8	+8	1 ft.–2 ft.	1 lb.–8 lb.	2-1/2 ft.	0 ft.	0 ft.	×1/2	×3/4
Small	+1	−4	+4	2 ft.–4 ft.	8 lb.–60 lb.	5 ft.	5 ft.	5 ft.	×3/4	×1
Medium	+0	+0	+0	4 ft.–8 ft.	60 lb.–500 lb.	5 ft.	5 ft.	5 ft.	×1	×1-1/2
Large	−1	+4	−4	8 ft.–16 ft.	500 lb.–2 tons	10 ft.	10 ft.	5 ft.	×2	×3
Huge	−2	+8	−8	16 ft.–32 ft.	2 tons–16 tons	15 ft.	15 ft.	10 ft.	×4	×6
Gargantuan	−4	+12	−12	32 ft.–64 ft.	16 tons–125 tons	20 ft.	20 ft.	15 ft.	×8	×12
Colossal and Colossal+	−8	+16	−16	64 ft. or more	125 tons or more	30 ft.	30 ft.	20 ft.	×16	×24

1. This modifier applies to the bull rush, grapple, overrun, and trip special attacks.
2. Biped's height, quadruped's body length (nose to base of tail)
3. Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.
4. These values are typical for creatures of the indicated size. Some exceptions exist.

https://www.dandwiki.com/wiki/SRD:Table_of_Creature_Size_and_Scale