

EXPERIENCE POINT REWARDS

Monster Level	Standard Monster	Minion	Elite	Solo
1	100	25	200	500
2	125	31	250	625
3	150	38	300	750
4	175	44	350	875
5	200	50	400	1,000
6	250	63	500	1,250
7	300	75	600	1,500
8	350	88	700	1,750
9	400	100	800	2,000
10	500	125	1,000	2,500
11	600	150	1,200	3,000
12	700	175	1,400	3,500
13	800	200	1,600	4,000
14	1,000	250	2,000	5,000
15	1,200	300	2,400	6,000
16	1,400	350	2,800	7,000
17	1,600	400	3,200	8,000
18	2,000	500	4,000	10,000
19	2,400	600	4,800	12,000
20	2,800	700	5,600	14,000
21	3,200	800	6,400	16,000
22	4,150	1,038	8,300	20,750
23	5,100	1,275	10,200	25,500
24	6,050	1,513	12,100	30,250
25	7,000	1,750	14,000	35,000
26	9,000	2,250	18,000	45,000
27	11,000	2,750	22,000	55,000
28	13,000	3,250	26,000	65,000
29	15,000	3,750	30,000	75,000
30	19,000	4,750	38,000	95,000
31	23,000	5,750	46,000	115,000
32	27,000	6,750	54,000	135,000
33	31,000	7,750	62,000	155,000
34	39,000	9,750	78,000	195,000
35	47,000	11,750	94,000	235,000
36	55,000	13,750	110,000	275,000
37	63,000	15,750	126,000	315,000
38	79,000	19,750	158,000	395,000
39	95,000	23,750	190,000	475,000
40	111,000	27,750	222,000	555,000

Target Encounter XP Total:

Encounter Level × No. of PCs × XP for Standard Monster of Encounter Level

DCs to CLIMB OR BREAK THROUGH WALLS

Wall	Climb DC	Break DC
Masonry wall (1 ft. thick)	20	35
Hewn stone wall (3 ft. thick)	20	43
Natural stone wall (3 ft. thick)	10	43
Wooden wall (6 in. thick)	30	26

DCs to BREAK DOWN DOORS

Strength Check to	DC	Level
Break down wooden door	16	3
Break down barred door	20	9
Break down stone or iron door	25	18
Break down adamantine door	29	29
Break through force portal	38	–

DCs to OPEN PORTCULLISES

Strength Check to	DC	Level
Force open wooden portcullis	23	15
Force open iron portcullis	28	26
Force open adamantine portcullis	33	30+

OBJECT PROPERTIES

Object Size	AC/Reflex	Fort	Base HP	Example
Tiny	10	5	5	Bottle, book
Small	8	8	10	Chest, manacles
Medium	5	10	23	Door, statue
Large	4	12	40	Wagon, vault door
Huge	3	15	100	Big statue
Gargantuan	2	20	200	Even bigger statue

Material or Composition	Hit Point Multiplier
Very fragile	× 0.25
Fragile/intricate	× 0.5
Reinforced	× 1.5
Paper or cloth	× 0.1
Glass or ice	× 0.25
Leather or hide	× 0.5
Wood	None
Stone	× 2
Iron or steel	× 3
Adamantine	× 5

EXAMPLE LIGHT SOURCES

Source	Radius	Brightness	Duration
Candle	2	dim	1 hour
Torch in wall	5	bright	1 hour
Lantern	10	bright	8 hours/pint
Campfire	10	bright	8 hours
Sunrod	20	bright	4 hours
Phosphorescent fungi	10	dim	ongoing
Sacrificial brazier	10	bright	8 hours
Fireplace/oven	5	bright	8 hours/load of fuel
Forge	2	bright	8 hours/load of fuel
Magma	40	bright	ongoing
Tiny fire creature	2	bright	ongoing
Small fire creature	5	bright	ongoing
Medium fire creature	10	bright	ongoing
Large fire creature	20	bright	ongoing
Huge or Gargantuan fire creature	40	bright	ongoing

FALL SEVERITY BY CHARACTER LEVEL

Level	Painful	Perilous	Deadly
1 st – 5 th	20 ft.	30 ft.	40 ft.
6 th – 10 th	30 ft.	50 ft.	70 ft.
11 th – 15 th	40 ft.	70 ft.	110 ft.
16 th – 20 th	60 ft.	90 ft.	140 ft.
21 st – 25 th	80 ft.	110 ft.	170 ft.
26 th -30 th	90 ft.	130 ft.	200 ft.

Falling Damage: 1d10 damage per 10 ft. of falling.

LISTENING THROUGH A DOOR

Perception DC*	Sounds the PCs hear
Monster's Stealth check +5	Monsters moving around quietly
5	Battle in progress, or agitated or dramatic conversation**
15	Normal conversation or ritual casting**
15	Doors opening or closing (or similar sounds)
25	Quiet conversations, whispers
35	Battle preparations (drawing weapons and so on)

*Add +2 DC, if they are more than 10 squares away

**If succeed by 5 or more, can understand words.

DIFFICULTY CLASS AND DAMAGE BY LEVEL

Level	Difficulty Class (DC) Values			Normal Damage Expressions			Limited Damage Expressions		
	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1 st – 3 rd	10	15	20	1d6+3	1d10+3	2d6+3	3d6+3	2d10+3	3d8+3
4 th – 6 th	13	17	21	1d6+4	1d10+4	2d8+4	3d6+4	3d8+4	3d10+4
7 th – 9 th	15	19	23	1d8+5	2d6+5	2d8+5	3d8+5	3d10+5	4d8+5
10 th – 12 th	17	21	25	1d8+5	2d6+5	3d6+5	3d8+5	4d8+5	4d10+5
13 th – 15 th	18	22	26	1d10+6	2d8+6	3d6+6	3d10+6	4d8+6	4d10+6
16 th – 18 th	20	24	28	1d10+7	2d8+7	3d8+7	3d10+6	4d10+7	4d12+7
19 th – 21 st	22	26	30	2d6+7	3d6+8	3d8+7	4d8+7	4d10+7	4d12+7
22 nd – 24 th	23	27	31	2d6+8	3d6+8	4d6+8	4d8+8	4d12+8	5d10+8
25 th – 27 th	24	28	32	2d8+9	3d8+9	4d6+9	4d19+9	5d10+9	5d12+9
28 th – 30 th	25	29	33	2d8+10	3d8+10	4d8+10	4d10+9	5d10+9	5d12+9

For single Skill Checks, increase DC by +5; for weapons or against AC, increase by +2.

BASE OVERLAND SPEED

Speed	Per Day	Per Hour	Per Minute
4	20 miles	2 miles	200 ft.
5	25 miles	2 ½ miles	250 ft.
6	30 miles	3 miles	300 ft.
7	35 miles	3 ½ miles	350 ft.
8	40 miles	4 miles	400 ft.

MOUNTS AND VEHICLES

Mount/Vehicle	Speed	Per Day	Per Hour
Riding horse	10	50 miles	5 miles
Warhorse	8	40 miles	4 miles
Cart or wagon	5	25 miles	2 ½ miles
Rowboat	3	15 miles	1 ½ miles
Downstream	4 – 6	20 – 30 miles	2 – 3 miles
Sailing ship	7	84 miles	3 ½ miles

TERRAIN AND MOVEMENT

Distance Multiplier	Terrain
× ½	Mostly difficult terrain: dense forests, mountains, deep swamps, rubble-choked ruins
× ¾	Extensive difficult terrain: forests, hills, swamps, crumbling ruins, natural caves, cities
× 1	Very little difficult terrain: open fields, plains, roads, clear dungeon corridors

ENVIRONMENTAL DANGERS

Condition	Endurance DC
Severe weather	20
High altitude	21
Extreme altitude	26
Cold	22
Frigid cold	26
Heat	22
Stifling heat	26
Pervasive smoke or ash	26
Pervasive necromantic energy	31
One Endurance check per 8 hours, each failure means loss of a healing surge. Healing surges lost this way are not regained as long as the environmental danger continues.	
Without healing surges: Takes damage equal the level.	
During extended rest: +2 to Endurance.	

STARVATION, THIRST, AND SUFFOCATION

After a period without food (3 weeks), water (3 days), or air (3 minutes), an Endurance check must be made, a success extends the period by another day (hunger or thirst) or round (air). The DC is 20 and increases each time by +5 (regardless of success or failure). After each failure, a healing surge is lost. If no healing surges remain, take damage equal the level. No healing surges lost this way are regained, until the condition ends. During strenuous situations, like combat or similar encounters, holding the breath is harder: A check must be made at the end of every turn.

ATTACK MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1
Attacker run during his turn	-5

The following situations grant combat advantage:

- Balancing
- Blinded
- Climbing
- Dazed
- Flanked by the attacker
- Helpless
- Prone (melee attacks only)
- Restrained
- Running
- Squeezing
- Stunned
- Surprised
- Unable to see the attacker
- Unaware of the attacker
- Unconscious

COMPLEXITIES OF SKILL CHALLENGES

Complexity	Successes	Failures
1	4	2
2	6	3
3	8	4
4	10	5
5	12	6

GRABBING

Grab: Standard Action

- **Target:** Creature within one size category in melee range (not weapon range).
- **Strength Attack:** Strength vs. Reflex, need at least one free hand. *On hit:* Enemy is immobilized until it escapes or grab is ended.
- **Sustaining a Grab:** Sustaining a grab is a minor action, ending one a free action.
- **Effects that end a Grab:** Conditions that prevent opportunity attacks end grabs (dazed, stunned, surprised, or unconscious). A move from the grabbed creature, bringing it out of melee range, also ends the grab.

Moving a Grabbed Target: Standard Action

- **Strength Attack:** Strength vs. Fortitude. *On hit:* Move up to half speed and grabbed target is moved with the grabber.
- **Opportunity Attacks:** No opportunity attacks from each other, grabbed victim also provokes no opportunity attacks from this movement

Escaping a Grab: Move Action

- **Acrobatics or Athletics:** Either Acrobatics vs. Reflex or Athletics vs. Fortitude against grabber.
- **Check:** Resolve the check. *Success:* End the grab and a shift as part of the move action. *Failure:* Grab continues.

CONDITIONS

Blinded

- Grant combat advantage
- Can't see any target (your targets have total concealment)
- Takes a -10 penalty to Perception checks
- Can't flank an enemy

Dazed

- Grant combat advantage
- Can take either a standard action, a move action, or a minor action on your turn. Can't take immediate actions or opportunity actions.
- Can't flank an enemy

Deafened

- Can't hear anything.
- Takes a -10 penalty to Perception checks.

Dominated

- Is dazed.
- The dominating creature chooses the action. The only powers it can make the victim use are at-will powers.

Dying

- Is unconscious.
- Is at 0 or negative hit points.
- Makes a death saving throws every round.

Helpless

- Grant combat advantage.
- Can be the target of a coup de grace.
- Note: Usually you're helpless because you're unconscious.

Immobilized

- Can't move from your space, although can teleport and can be forced to move by a pull, a push, or a slide.

Marked

- Takes a -2 penalty to attack rolls for any attack that doesn't target the marking creature.

Petrified

- Has been turned to stone.
- Can't take actions.
- Gains resist 20 to all damage.
- Is unaware of surroundings.
- Doesn't age.

Prone

- Grants combat advantage against melee attacks.
- +2 to all defenses against ranged non-adjacent attacks.
- Lies on the ground (if flying, safely descends a distance equal the fly speed. If that doesn't reach the ground, the remainder of the distance is a fall).
- Takes a -2 penalty to attack rolls.
- Can drop prone as a minor action

Restrained

- Grants combat advantage.
- Is immobilized
- Can't be forced to move by a pull, push or slide.
- Takes a -2 penalty to attack rolls.

Slowed

- Speed becomes 2. This applies to all movement modes but doesn't apply to teleportation, push, pull, or slide. Cannot increase the speed above 2 in any way. If slowed during a movement, movement stops immediately if it was higher than 2 squares already.

Stunned

- Grants combat advantage.
- Cannot take actions except free actions.
- Cannot flank an enemy.

Unconscious

- Is helpless
- Takes a -5 penalty to all defenses.
- Cannot take actions.
- Falls prone, if possible.
- Cannot flank an enemy.

Weakened

- Attacks deal half damage. Ongoing damage is not affected.