

BALANCE CHECK DCs

| Narrow Surface | Balance DC ¹ | Difficult Surface | Balance DC ¹ |
|--------------------|-------------------------|------------------------|-------------------------|
| 7–12 " wide | 10 | Uneven flagstone | 10 ² |
| 2–6 " wide | 15 | Hewn stone floor | 10 ² |
| Less than 2 " wide | 20 | Sloped or angled floor | 10 ² |

¹ Add modifiers from Narrow Surface Modifiers, below, as appropriate.

² Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Narrow Surface Modifiers

| Surface | DC Modifier ¹ |
|---------------------|--------------------------|
| Lightly obstructed | +2 |
| Severely obstructed | +5 |
| Lightly slippery | +2 |
| Severely slippery | +5 |
| Sloped or angled | +2 |

¹ Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

BLUFF CHECK DCs

| Circumstances | Sense Motive Modifier |
|--|-----------------------|
| The target wants to believe you. | –5 |
| The bluff is believable and doesn't affect the target much. | +0 |
| The bluff is a little hard to believe or puts the target at some risk. | +5 |
| The bluff is hard to believe or puts the target at significant risk. | +10 |
| The bluff is way out there, almost too incredible to consider. | +20 |

CLIMB CHECK DCs

| DC | Example Surface or Activity |
|----|---|
| 0 | A slope too steep to walk up, or a knotted rope with a wall to brace against. |
| 5 | A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell. |
| 10 | A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging. |
| 15 | Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands. |
| 20 | An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins. |
| 25 | A rough surface, such as a natural rock wall or a brick wall. |
| 25 | An overhang or ceiling with handholds but no footholds. |
| — | A perfectly smooth, flat, vertical surface cannot be climbed. |

CONCENTRATION CHECK DCs

| Concentration DC ¹ | Distraction |
|-------------------------------|---|
| 10 + damage dealt | Damaged during the action. |
| 10 + half of continuous | Taking continuous damage |
| Distracting spell's save DC | Distracted by nondamaging spell. |
| 10 | Vigorous motion. |
| 15 | Violent motion |
| 20 | Extraordinarily violent motion. |
| 15 | Entangled. |
| 20 | Grappling or pinned. |
| 5 | Weather such as driving rain. |
| 10 | Weather is wind-driven hail, dust, or debris. |
| Distracting spell's save DC | Weather caused by a spell, such as <i>storm of vengeance</i> . ⁴ |

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

DIPLOMACY: INFLUENCING NPC ATTITUDE DCs

| Initial Attitude | New Attitude (DC to achieve) | | | | |
|------------------|------------------------------|-------------|-------------|-------------|---------|
| | Hostile | Unf. | Indif. | Friendly | Helpful |
| Hostile | Less than 20 | 20 | 25 | 35 | 50 |
| Unfriendly | Less than 5 | 5 | 15 | 25 | 40 |
| Indifferent | — | Less than 1 | 1 | 15 | 30 |
| Friendly | — | — | Less than 1 | 1 | 20 |
| Helpful | — | — | — | Less than 1 | 1 |

DISABLE DEVICE CHECK DCs

| Device | Time | Disable Device DC | Example |
|-----------|------------|-------------------|---|
| Simple | 1 round | 10 | Jam a lock |
| Tricky | 1d4 rounds | 15 | Sabotage a wagon wheel |
| Difficult | 2d4 rounds | 20 | Disarm a trap, reset a trap |
| Wicked | 2d4 rounds | 25 | Disarm a complex trap, cleverly sabotage a clockwork device |

ESCAPE ARTIST CHECK DCs

| Restraint | DC |
|--|---------------------------------|
| Ropes Binder's | Use Rope check at +10 |
| Net, <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell | 20 |
| Snare spell | 23 |
| Manacles | 30 |
| Tight space | 30 |
| Masterwork manacles | 35 |
| Grappler | Grappler's grapple check result |

HEAL CHECK DCs

| Task Heal | DC |
|--------------------------|-------------------|
| First aid | 15 |
| Long-term care | 15 |
| Treat wound from caltrop | 15 |
| Treat poison | Poison's save DC |
| Treat disease | Disease's save DC |

JUMP: LONG JUMP DCs

| Long Jump Distance | DC ¹ |
|--------------------|-----------------|
| 5 feet | 5 |
| 10 feet | 10 |
| 15 feet | 15 |
| 20 feet | 20 |
| 25 feet | 25 |
| 30 feet | 30 |

¹ Requires a 20-foot running start. Without a running start, double the DC.

JUMP: HIGH JUMP DCs

| High Jump Distance ¹ | DC ² |
|---------------------------------|-----------------|
| 1 foot | 4 |
| 2 feet | 8 |
| 3 feet | 12 |
| 4 feet | 16 |
| 5 feet | 20 |
| 6 feet | 24 |
| 7 feet | 28 |
| 8 feet | 32 |

¹ Not including vertical reach; see below.

² Requires a 20-foot running start. Without a running start, double the DC.

JUMP: VERTICAL REACH BY CREATURE SIZE

| Creature Size | Vertical Reach |
|---------------|----------------|
| Colossal | 128 ft. |
| Gargantuan | 64 ft. |
| Huge | 32 ft. |
| Large | 16 ft. |
| Medium | 8 ft. |
| Small | 4 ft. |
| Tiny | 2 ft. |
| Diminutive | 1 ft. |
| Fine | 1/2 ft. |

LISTEN CHECK DCs

| DC | Sound |
|-----|--|
| -10 | A battle |
| 0 | People talking ¹ |
| 5 | A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise. |
| 10 | An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise |
| 15 | A 1st-level rogue using Move Silently to sneak past the listener |
| 15 | People whispering ¹ |
| 19 | A cat stalking |
| 30 | An owl gliding in for a kill |

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

| Listen DC Modifier | Condition |
|--------------------|-------------------------|
| +5 | Through a door |
| +15 | Through a stone wall |
| -1 | Per 10 feet of distance |
| -5 | Listener distracted |

Listen Check DCs to Detect Invisible Creatures

| Invisible Creature Is . . . | DC |
|---------------------------------|--------------------------------|
| In combat or speaking | 0 |
| Moving at half speed | Move Silently check result |
| Moving at full speed | Move Silently check result -4 |
| Running or charging | Move Silently check result -20 |
| Some distance away | +1 per 10 feet |
| Behind an obstacle (door) | +5 |
| Behind an obstacle (stone wall) | +15 |

OPEN LOCK CHECK DCs

| Lock | DC |
|------------------|----|
| Very simple lock | 20 |
| Average lock | 25 |
| Good lock | 30 |
| Amazing lock | 40 |

PERFORM CHECK DCs

| DC | Performance |
|----|--|
| 10 | Routine performance. 1d10 cp/day. |
| 15 | Enjoyable performance. 1d10 sp/day. |
| 20 | Great performance. 3d10 sp/day. |
| 25 | Memorable performance. 1d6 gp/day. |
| 30 | Extraordinary performance. 3d6 gp/day. |

RIDE CHECK DCs

| Task | DC |
|-------------------------|-----------------|
| Guide with knees | 5 |
| Stay in saddle | 5 |
| Fight with warhorse | 10 |
| Cover | 15 |
| Leap | 15 |
| Soft fall | 15 |
| Spur mount | 15 |
| Control mount in battle | 20 |
| Fast mount or dismount | 20 ¹ |

¹ Armor check penalty applies.

SEARCH CHECK DCs

| Task | DC |
|---|---|
| Ransack a chest full of junk to find a certain item | 10 |
| Notice a typical secret door or a simple trap | 20 |
| Find a difficult nonmagical trap (rogue only) ¹ | 21 or higher |
| | 25 + level of spell used to create trap |
| Find a magic trap (rogue only) ¹ | |
| Notice a well-hidden secret door | 30 |
| Find a footprint | Varies |
| ¹ Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone. | |

SENSE MOTIVE CHECK DCs

| Task | DC |
|-------------------|----------|
| Hunch | 20 |
| Sense enchantment | 25 or 15 |

SLEIGHT OF HAND CHECK DCs

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

SPELLCRAFT CHECK DCs

| DC | Task |
|----------------|--|
| 13 | When using <i>read magic</i> , identify a <i>glyph of warding</i> . No action required. |
| 15 + spell lvl | Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry. |
| 15 + spell lvl | Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours. |
| 15 + spell lvl | Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required. |
| 15 + spell lvl | When casting <i>detect magic</i> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required. |
| 19 | When using <i>read magic</i> , identify a <i>symbol</i> . No action required. |
| 20 + spell lvl | Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry. |
| 20 + spell lvl | Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>wall of iron</i> spell. No action required. No retry. |
| 20 + spell lvl | Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day. Requires a full-round action. |
| 25 + spell lvl | After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry. |
| 25 | Identify a potion. Requires 1 minute. No retry. |
| 20 | Draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result. |
| 30 or higher | Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry. |

SURVIVAL CHECK DCs

| DC | Task |
|----|---|
| 10 | Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10. |
| 15 | Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15. |
| 15 | Keep from getting lost or avoid natural hazards, such as quicksand. |
| 15 | Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance. |

SURVIVAL: GETTING LOST

| | Survival DC | | Survival DC |
|----------------------|-------------|------------------|-------------|
| Moor or hill, map | 6 | Poor visibility | 12 |
| Mountain, map | 8 | Mountain, no map | 12 |
| Moor or hill, no map | 10 | Forest | 15 |

TRACKING

| Surface | Survival DC |
|---|-----------------|
| Very soft ground | 5 |
| Soft ground | 10 |
| Firm ground | 15 |
| Hard ground | 20 |
| Condition | Survival DC Mod |
| Every 3 creatures in the group being tracked | −1 |
| Size of creature or creatures being tracked: ¹ | |
| Fine | +8 |
| Diminutive | +4 |
| Tiny | +2 |
| Small | +1 |
| Medium | +0 |
| Large | −1 |
| Huge | −2 |
| Gargantuan | −4 |
| Colossal | −8 |
| Every 24 hours since the trail was made | +1 |
| Every hour of rain since the trail was made | +1 |
| Fresh snow cover since the trail was made | +10 |
| Poor visibility: ² | |
| Overcast or moonless night | +6 |
| Moonlight | +3 |
| Fog or precipitation | +3 |
| Tracked party hides trail (and moves at half speed) | +5 |

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

SWIM CHECK DCs

| Water | Swim DC |
|--------------|-----------------|
| Calm water | 10 |
| Rough water | 15 |
| Stormy water | 20 ¹ |

¹ You can't take 10 on a Swim check in stormy water.

TUMBLE CHECK DCs

| Tumble DC | Task |
|--|--|
| 15 | Treat a fall as if it were 10 feet shorter than it really is when determining damage. Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC. |
| 15 | Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC. |
| 25 | Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC. |
| Surface Is . . . | DC Modifier |
| Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth) | +2 |
| Severely obstructed (natural cavern floor, dense rubble, dense undergrowth) | +5 |
| Lightly slippery (wet floor) | +2 |
| Severely slippery (ice sheet) | +5 |
| Sloped or angled | +2 |

¹ Tumbling is impossible in a deep bog.

USE MAGIC DEVICE CHECK DCs

| Task | Use Magic Device DC |
|--------------------------|---------------------|
| Activate blindly | 25 |
| Decipher a written spell | 25 + spell level |
| Use a scroll | 20 + caster level |
| Use a wand | 20 |
| Emulate a class feature | 20 |
| Emulate an ability score | See text |
| Emulate a race | 25 |
| Emulate an alignment | 30 |

USE ROPE CHECK DCs

| Use Rope DC | Task |
|-----------------|--|
| 10 | Tie a firm knot |
| 10 ¹ | Secure a grappling hook |
| 15 | Tie a special knot, such as one that slips, slides slowly, or loosens with a tug |
| 15 | Tie a rope around yourself one-handed |
| 15 | Splice two ropes together |
| Varies | Bind a character |

¹ Add 2 to the DC for every 10 feet the hook is thrown; see text.

SKILLS: TYPICAL DIFFICULTY CLASSES

| Difficulty (DC) | Example (Skill Used) |
|------------------------|--|
| Very easy (0) | Notice something large in plain sight (Spot) |
| Easy (5) | Climb a knotted rope (Climb) |
| Average (10) | Hear an approaching guard (Listen) |
| Tough (15) | Rig a wagon wheel to fall off (Disable Device) |
| Challenging (20) | Swim in stormy water (Swim) |
| Formidable (25) | Open an average lock (Open Lock) |
| Heroic (30) | Leap across a 30-foot chasm (Jump) |
| Nearly impossible (40) | Track a squad of orcs across hard ground after 24 hours of rainfall (Survival) |

SKILLS THAT CAN BE USED UNTRAINED

| Skill | Ability | Skill | Ability |
|--------------------|---------|---------------|---------|
| Appraise | Int | Intimidate | Cha |
| Balance | Dex | Jump | Str |
| Bluff | Cha | Listen | Wis |
| Climb | Str | Move Silently | Dex |
| Concentration | Con | Perform | Cha |
| Craft | Int | Ride | Dex |
| Diplomacy | Cha | Search | Int |
| Disguise | Cha | Sense Motive | Wis |
| Escape Artist | Dex | Spot | Wis |
| Forgery | Int | Survival | Wis |
| Gather Information | Cha | Swim | Str |
| Heal | Wis | Use Rope | Dex |
| Hide | Dex | | |

SKILLS: EXAMPLE OPPOSED CHECKS

| Task | Skill (Key Ability) | Opposing Skill (Key Ability) |
|----------------------------|-----------------------|------------------------------|
| Con someone | Bluff (Cha) | Sense Motive (Wis) |
| Pretend to be someone else | Disguise (Cha) | Spot (Wis) |
| Create a false map | Forgery (Int) | Forgery (Int) |
| Hide from someone | Hide (Dex) | Spot (Wis) |
| Make a bully back down | Intimidate (Cha) | Special ¹ |
| Sneak up on someone | Move Silently (Dex) | Listen (Wis) |
| Steal a coin pouch | Sleight of Hand (Dex) | Spot (Wis) |
| Tie a prisoner securely | Use Rope (Dex) | Escape Artist (Dex) |

¹ An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

ACTIONS IN COMBAT

| Standard Action | Attack of Opportunity ¹ |
|--|------------------------------------|
| Attack (melee) | No |
| Attack (ranged) | Yes |
| Attack (unarmed) | Yes |
| Activate a magic item other than a potion or oil | No |
| Aid another | Maybe ² |
| Bull rush | No |
| Cast a spell (1 standard action casting time) | Yes |
| Concentrate to maintain an active spell | No |
| Dismiss a spell | No |
| Draw a hidden weapon (see Sleight of Hand skill) | No |
| Drink a potion or apply an oil | Yes |
| Escape a grapple | No |
| Feint | No |
| Light a torch with a tindertwig | Yes |
| Lower spell resistance | No |
| Make a dying friend stable (see Heal skill) | Yes |
| Overrun | No |
| Read a scroll | Yes |
| Ready (triggers a standard action) | No |
| Sunder a weapon (attack) | Yes |
| Sunder an object (attack) | Maybe ³ |
| Total defense | No |
| Turn or rebuke undead | No |
| Use extraordinary ability | No |
| Use skill that takes 1 action | Usually |
| Use spell-like ability | Yes |
| Use supernatural ability | No |

| Move Action | Attack of Opportunity ¹ |
|----------------------------|------------------------------------|
| Move | Yes |
| Control a frightened mount | Yes |

| | |
|--|-----|
| Direct or redirect an active spell | No |
| Draw a weapon ⁴ | No |
| Load a hand crossbow or light crossbow | Yes |
| Open or close a door | No |
| Mount a horse or dismount | No |
| Move a heavy object | Yes |
| Pick up an item | Yes |
| Sheathe a weapon | Yes |
| Stand up from prone | Yes |
| Ready or loose a shield ⁴ | No |
| Retrieve a stored item | Yes |

| Full-Round Action | Attack of Opportunity ¹ |
|--|------------------------------------|
| Full attack | No |
| Charge ⁵ | No |
| Deliver coup de grace | Yes |
| Escape from a net | Yes |
| Extinguish flames | No |
| Light a torch | Yes |
| Load a heavy or repeating crossbow | Yes |
| Lock or unlock weapon in locked gauntlet | Yes |
| Prepare to throw splash weapon | Yes |
| Run | Yes |
| Use skill that takes 1 round | Usually |
| Use touch spell on up to six friends | Yes |
| Withdraw ⁵ | No |

| Free Action | Attack of Opportunity ¹ |
|--------------------------------|------------------------------------|
| Cast a quickened spell | No |
| Cease concentration on a spell | No |
| Drop an item | No |
| Drop to the floor | No |
| Prepare spell components | No |

| | |
|-------|----|
| Speak | No |
|-------|----|

| No Action | Attack of Opportunity ¹ |
|-------------|------------------------------------|
| Delay | No |
| 5-foot step | No |

| Action Type Varies | |
|-------------------------------|--------|
| Disarm ⁷ | Yes |
| Grapple ⁷ | Yes |
| Trip an opponent ⁷ | No |
| Use feat ⁸ | Varies |

¹ Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If the object is being held, carried, or worn by a creature, yes. If not, no.

⁴ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁵ May be taken as a standard action if you are limited to taking only a single action in a round.

⁶ Unless the component is an extremely large or awkward item.

⁷ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

⁸ The description of a feat defines its effect.

SIZE MODIFIERS

| Size | Size Modifier | Size | Size Modifier |
|------------|---------------|------------|---------------|
| Colossal | -8 | Small | +1 |
| Gargantuan | -4 | Tiny | +2 |
| Huge | -2 | Diminutive | +4 |
| Large | -1 | Fine | +8 |
| Medium | +0 | | |

ATTACK ROLL MODIFIERS

Table: Attack Roll

| Modifiers | | |
|---------------------------|-----------------|-----------------|
| Attacker is . . . | Melee | Ranged |
| Dazzled | -1 | -1 |
| Entangled | -2 ¹ | -2 ¹ |
| Flanking defender | +2 | — |
| Invisible | +2 ² | +2 ² |
| On higher ground | +1 | +0 |
| Prone | -4 | -3 |
| Shaken or frightened | -2 | -2 |
| Squeezing through a space | -4 | -4 |

¹ An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

² The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.

³ Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

ARMOR CLASS MODIFIERS

| Defender is . . . | Melee | Ranged |
|---------------------------------|---------------------|-----------------|
| Behind cover | +4 | +4 |
| Blinded | -2 | -2 |
| Concealed or invisible | — See Concealment — | — |
| Cowering | -2 | -2 |
| Entangled | +0 ¹ | +0 ¹ |
| Flat-footed | +0 | +0 |
| Grappling (but attacker is not) | +0 | +0 ² |
| Helpless | -4 ³ | +0 ³ |
| Kneeling or sitting | -2 | +2 |
| Pinned | -4 | +0 |
| Prone | -4 | +4 |
| Squeezing through a space | -4 | -4 |
| Stunned | -2 | -2 |

¹ An entangled character takes a -4 penalty to Dexterity.

² Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.

³ Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders.

COVER AND CONCEALMENT

| Cover | AC | Reflex Saves |
|------------------------------|-----------------------|--------------|
| Normal Cover | +4 | +2 |
| Soft Cover (living creature) | +4 | +0 |
| Improved Cover ¹ | +8 | +4 |
| Total Cover | — can't be targeted — | |
| Concealment | Miss Chance | |
| Normal | 20% | |
| Total | 50% | |

¹ A creature in improved cover gains the Improved Evasion special ability, and gains +10 to all Hide check rolls.

GRAPPLING STEPS

| Step | Notes |
|-------------------------------|--------------------------|
| Step 1: Attack of Opportunity | |
| Step 2: Grab | melee touch attack |
| Step 3: Hold | opposed grapple check |
| Step 4: Maintain Grapple | move into target's space |

OVERRUN STEPS

| Step | Notes |
|-------------------------------|---|
| Step 1: Attack of Opportunity | |
| Step 2: Opponent avoids? | The opponent has the option to avoid you ¹ |
| Step 3: Opponent blocks? | Opposed overrun roll ² |
| Step 4: Consequences | You or your opponent may be knocked prone |

¹ Your opponent may not avoid you if you have the Improved Overrun feat, or if you are mounted and have the Trample feat.

² If you are mounted, your mount makes the opposed check. If your mount knocks the opponent prone, it may make a single hoof attack.

INCREASED DAMAGE BY SIZE

| Old Damage (Each)* | New Damage |
|--------------------|------------|
| 1d2 | 1d3 |
| 1d3 | 1d4 |
| 1d4 | 1d6 |
| 1d6 | 1d8 |
| 1d8 | 2d6 |
| 1d10 | 2d8 |
| 2d6 | 3d6 |
| 2d8 | 3d8 |

* Repeat the adjustment if the creature moves up more than one size category.

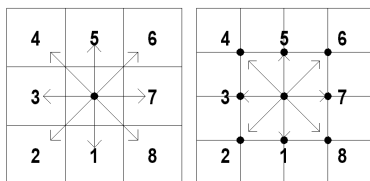
SPLASH WEAPONS

| Weapon | Range Increment | Direct Hit Damage | Splash Damage |
|-------------------------|-----------------|-------------------|---------------|
| Acid | 10 | 1d6 | 1 |
| Alchemist's Fire | 10 | 1d6 ¹ | 1 |
| Holy Water ² | 10 | 2d4 | 1 |
| Tanglefoot Bag | 10 | none | none |
| Thunderstone | 20 | none | none |

¹ Target of direct hit may catch fire. See PHB p.128

² Holy water only deals damage to undead and evil outsiders

MISSING WITH A SPLASH WEAPON



SPECIAL ATTACKS

| Special Attack | Brief Description | PHB pg # |
|---------------------|--|----------|
| Aid another | Grant an ally a +2 bonus on attacks or AC | 154 |
| Bull rush | Push an opponent back 5 feet or more | 154 |
| Charge | Move up to twice your speed and attack with +2 bonus | 154 |
| Disarm | Knock a weapon from your opponent's hands | 155 |
| Feint | Negate your opponent's Dex bonus to AC | 155 |
| Grapple | Wrestle with an opponent | 155 |
| Overrun | Plow past or over an opponent as you move | 157 |
| Sunder | Strike an opponent's weapon or shield | 158 |
| Throw splash weapon | Throw container of dangerous liquid at target | 158 |
| Trip | Trip an opponent | 158 |
| Turn (rebuken) | Channel positive (or negative) energy to turn away (or awe) undead | 159 |
| Two-weapon fighting | Fight with a weapon in each hand | 160 |

SPECIAL ABILITIES

| | Extraordinary | Spell-Like | Supernatural |
|-----------------------|---------------|------------|--------------|
| Dispel | No | Yes | Yes |
| Spell resistance | No | Yes | No |
| Antimagic field | No | Yes | Yes |
| Attack of opportunity | No | Yes | No |

ITEMS AFFECTED BY MAGIC ATTACKS

Table: Items Affected by Magical Attacks

| Order ¹ | Item |
|--------------------|--|
| 1st | Shield |
| 2nd | Armor |
| 3rd | Magic helmet, hat, or headband |
| 4th | Item in hand (including weapon, wand, or the like) |
| 5th | Magic cloak |
| 6th | Stowed or sheathed weapon |
| 7th | Magic bracers |
| 8th | Magic clothing |
| 9th | Magic jewelry (including rings) |
| 10th | Anything else |

¹ In order of most likely to least likely to be affected.

COMMON HARDNESS AND HIT POINT VALUES

| Weapon, Armor or Shield | Hardness | HP ¹ |
|--------------------------------|----------------------|-----------------|
| Light blade | 10 | 2 |
| One-handed blade | 10 | 5 |
| Two-handed blade | 10 | 10 |
| Light metal-hafted weapon | 10 | 10 |
| One-handed metal-hafted weapon | 10 | 20 |
| Light hafted weapon | 5 | 2 |
| One-handed hafted weapon | 5 | 5 |
| Two-handed hafted weapon | 5 | 10 |
| Projectile weapon | 5 | 5 |
| Armor | special ² | armor bonus x5 |
| Buckler | 10 | 5 |
| Light wooden shield | 5 | 7 |
| Heavy wooden shield | 5 | 15 |
| Light steel shield | 10 | 10 |
| Heavy steel shield | 10 | 20 |
| Tower shield | 5 | 20 |

¹ The hp value given is for Medium armor, weapons, and shields.

Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

² Varies by material; see Table: Substance Hardness and Hit Points.

| Object | Hardness | Hit Points | Break DC |
|----------------------------|----------|------------|----------|
| Rope (1 inch diam.) | 0 | 2 | 23 |
| Simple wooden door | 5 | 10 | 13 |
| Small chest | 5 | 1 | 17 |
| Good wooden door | 5 | 15 | 18 |
| Treasure chest | 5 | 15 | 23 |
| Strong wooden door | 5 | 20 | 23 |
| Masonry wall (1 ft. thick) | 8 | 90 | 35 |
| Hewn stone (3 ft. thick) | 8 | 540 | 50 |
| Chain | 10 | 5 | 26 |
| Manacles | 10 | 10 | 26 |
| Masterwork manacles | 10 | 10 | 28 |
| Iron door (2 in. thick) | 10 | 60 | 28 |

EXAMPLE DCs TO BREAK ITEMS

| Strength Check to: | DC |
|------------------------|----------------------------|
| Break down simple door | 13 |
| Break down good door | 18 |
| Break down strong door | 23 |
| Burst rope bonds | 23 |
| Bend iron bars | 24 |
| Break down barred door | 25 |
| Burst chain bonds | 26 |
| Break down iron door | 28 |
| Condition | DC Adjustment ¹ |
| Hold portal | +5 |
| Arcane lock | +10 |

¹ If both apply, use the larger number.

SUBSTANCE HARDNESS AND HIT POINTS

| Substance | Hardness | Hit Points |
|-----------------|----------|----------------------|
| Paper or cloth | 0 | 2/inch of thickness |
| Rope | 0 | 2/inch of thickness |
| Glass | 1 | 1/inch of thickness |
| Ice | 0 | 3/inch of thickness |
| Leather or hide | 2 | 5/inch of thickness |
| Wood | 5 | 10/inch of thickness |
| Stone | 8 | 15/inch of thickness |
| Iron or steel | 10 | 30/inch of thickness |
| Mithral | 15 | 30/inch of thickness |
| Adamantine | 20 | 40/inch of thickness |

SIZE AND ARMOR CLASS OF OBJECTS

| Size | AC Modifier ¹ |
|------------|--------------------------|
| Colossal | −8 |
| Gargantuan | −4 |
| Huge | −2 |
| Large | −1 |
| Medium | +0 |
| Small | +1 |
| Tiny | +2 |
| Diminutive | +4 |
| Fine | +8 |

¹ Stationary objects have a Dexterity of 0 (-5) and characters gain a +4 to attack in addition to these numbers.

TWO-WEAPON FIGHTING PENALTIES

| Circumstances | Primary Hand | Off Hand |
|---|--------------|----------|
| Normal penalties | −6 | −10 |
| Off-hand weapon is light | −4 | −8 |
| Two-Weapon Fighting feat | −4 | −4 |
| Off-hand weapon is light and Two-Weapon Fighting feat | −2 | −2 |

TURNING UNDEAD

| Turning Check Result | Most Powerful Undead Affected (Maximum Hit Dice) |
|----------------------|--|
| 0 or lower | Cleric's level − 4 |
| 1–3 | Cleric's level − 3 |
| 4–6 | Cleric's level − 2 |
| 7–9 | Cleric's level − 1 |
| 10–12 | Cleric's level |
| 13–15 | Cleric's level + 1 |
| 16–18 | Cleric's level + 2 |
| 19–21 | Cleric's level + 3 |
| 22 or higher | Cleric's level + 4 |

MOVEMENT AND DISTANCE

| | Speed | | | |
|-------------------|-------------|----------|-----------|-----------|
| | 15 feet | 20 feet | 30 feet | 40 feet |
| One Round | | | | |
| Walk | 15 ft. | 20 ft. | 30 ft. | 40 ft. |
| Hustle | 30 ft. | 40 ft. | 60 ft. | 80 ft. |
| Run (x3) | 45 ft. | 60 ft. | 90 ft. | 120 ft. |
| Run (x4) | 60 ft. | 80 ft. | 120 ft. | 160 ft. |
| One Minute | | | | |
| Walk | 150 ft. | 200 ft. | 300 ft. | 400 ft. |
| Hustle | 300 ft. | 400 ft. | 600 ft. | 800 ft. |
| Run (x3) | 450 ft. | 600 ft. | 900 ft. | 1,200 ft. |
| Run (x4) | 600 ft. | 800 ft. | 1,200 ft. | 1,600 ft. |
| One Hour | | | | |
| Walk | 1-1/2 miles | 2 miles | 3 miles | 4 miles |
| Hustle | 3 miles | 4 miles | 6 miles | 8 miles |
| One Day | | | | |
| Walk | 12 miles | 16 miles | 24 miles | 32 miles |

TERRAIN AND OVERLAND MOVEMENT

| Terrain | Highway | Road or Trail | Trackless |
|----------------|---------|---------------|-----------|
| Desert, sandy | x1 | x1/2 | x1/2 |
| Forest | x1 | x1 | x1/2 |
| Hills | x1 | x3/4 | x1/2 |
| Jungle | x1 | x3/4 | x1/4 |
| Moor | x1 | x1 | x3/4 |
| Mountains | x3/4 | x3/4 | x1/2 |
| Plains | x1 | x1 | x3/4 |
| Swamp | x1 | x3/4 | x1/2 |
| Tundra, frozen | x1 | x3/4 | x3/4 |

MOUNTS AND VEHICLES

| Mount/Vehicle | Per Hour | Per Day |
|---|-------------|----------|
| Mount (carrying load) | | |
| Light horse or light warhorse | 6 miles | 48 miles |
| Light horse (151–450 lb.) | 4 miles | 32 miles |
| Light warhorse (231–690 lb.) | 4 miles | 32 miles |
| Heavy horse or heavy warhorse | 5 miles | 40 miles |
| Heavy horse (201–600 lb.) | 3-1/2 miles | 28 miles |
| Heavy warhorse (301–900 lb.) | 3-1/2 miles | 28 miles |
| Pony or warpony | 4 miles | 32 miles |
| Pony (76–225 lb.) | 3 miles | 24 miles |
| Warpony (101–300 lb.) | 3 miles | 24 miles |
| Donkey or mule | 3 miles | 24 miles |
| Donkey (51–150 lb.) | 2 miles | 16 miles |
| Mule (231–690 lb.) | 2 miles | 16 miles |
| Dog, riding | 4 miles | 32 miles |
| Dog, riding (101–300 lb.) | 3 miles | 24 miles |
| Cart or wagon | 2 miles | 16 miles |
| Ship | | |
| Raft or barge (poled or towed) ¹ | 1/2 mile | 5 miles |
| Keelboat (rowed) ¹ | 1 mile | 10 miles |
| Rowboat (rowed) ¹ | 1-1/2 miles | 15 miles |
| Sailing ship (sailed) | 2 miles | 48 miles |
| Warship (sailed and rowed) | 2-1/2 miles | 60 miles |
| Longship (sailed and rowed) | 3 miles | 72 miles |
| Galley (rowed and sailed) | 4 miles | 96 miles |

¹ If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled.

AERIAL MANEUVERABILITY

| | Maneuverability | | | | |
|-----------------------|-----------------|-------------|-------------|-----------|------------|
| | Perfect | Good | Average | Poor | Clumsy |
| Minimum forward speed | None | None | Half | Half | Half |
| Hover | Yes | Yes | No | No | No |
| Move backward | Yes | Yes | No | No | No |
| Reverse | Free | −5 ft. | No | No | No |
| Turn | Any | 90°/5 ft. | 45°/5 ft. | 45°/5 ft. | 45°/10 ft. |
| Turn in place | Any | +90°/−5 ft. | +45°/−5 ft. | No | No |
| Maximum turn | Any | Any | 90° | 45° | 45° |
| Up angle | Any | Any | 60° | 45° | 45° |
| Up speed | Full | Half | Half | Half | Half |
| Down angle | Any | Any | Any | 45° | 45° |
| Down speed | Double | Double | Double | Double | Double |
| Between down and up | 0 | 0 | 5 ft. | 10 ft. | 20 ft. |

LIGHT SOURCES AND ILLUMINATION

| Object | Bright | Shadowy | Duration |
|---------------------------------|------------------|----------------|-----------------|
| Candle | n/a ¹ | 5 ft. | 1 hr. |
| Everburning torch | 20 ft. | 40 ft. | Permanent |
| Lamp, common | 15 ft. | 30 ft. | 6 hr./pint |
| Lantern, bullseye ² | 60-ft. cone | 120-ft. cone | 6 hr./pint |
| Lantern, hooded | 30 ft. | 60 ft. | 6 hr./pint |
| Sunrod | 30 ft. | 60 ft. | 6 hr. |
| Torch | 20 ft. | 40 ft. | 1 hr. |
| Spell | Bright | Shadowy | Duration |
| <i>Continual flame</i> | 20 ft. | 40 ft. | Permanent |
| <i>Dancing lights</i> (torches) | 20 ft. (each) | 40 ft. (each) | 1 min. |
| <i>Daylight</i> | 60 ft. | 120 ft. | 30 min. |
| <i>Light</i> | 20 ft. | 40 ft. | 10 min. |

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.