

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. 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.
15	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
20	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	
	spell used to create trap
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	DC Modifier
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.	
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)	Table: Difficulty Class Examples	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

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.

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

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.

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.

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.

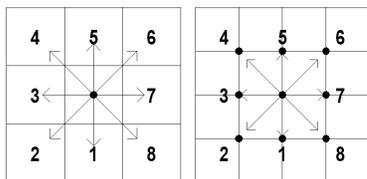
SPLASH WEAPONS

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 (rebuke) undead	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.