

ADVENTURING GEAR (PHB221)

Item	Price	Weight
Standard adventurer's kit	15 gp	33lbs.
Backpack (empty)	2 gp	2lbs.
Bedroll	1 sp	5lbs.
Flint and steel	1 gp	-
Pouch, belt (empty)	1 gp	½ lbs.
Rations, trail (10 days)	5 gp	10lbs.
Rope, hempen (50 ft.)	1 gp	10lbs.
Sunrods (2)	4 gp	2lbs.
Waterskin	1 gp	4lbs.
Ammunition		
Arrows (30)	1 gp	3lbs.
Crossbow bolts (20)	1 gp	2lbs.
Sling bullets (20)	1 gp	5lbs.
Arcane implement		
Orb	15 gp	2lbs.
Rod	12 gp	2lbs.
Staff	5 gp	4lbs.
Wand	7 gp	-
Candle	1 cp	-
Chain (10 ft.)	30 gp	2lbs.
Chest (empty)	2 gp	25lbs.
Climber's kit	2 gp	11lbs.
Grapppling hook	1 gp	4lbs.
Hammer	5 sp	2lbs.
Pitons (10)	5 sp	5lbs.
Everburning torch	50 gp	1lbs.
Fine clothing	30 gp	6lbs.
Flask (empty)	3 cp	1lbs.
Holy symbol	10 gp	1lbs.
Journeybread (10 days)	50 gp	1lbs.
Lantern	7 gp	2lbs.
Ritual book	50 gp	3lbs.
Ritual components	Varies	-
Rope, silk (50 ft.)	10 gp	5lbs.
Spellbook	50 gp	3lbs.
Tent	10 gp	20lbs.
Thieves' tools	20 gp	1lbs.
Torch	1 sp	1lbs.

FOOD AND LODGING (PHB221)

Item	Price
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

CARRYING, LIFTING AND DRAGGING (PHB221)

Load	Strength Multiplier
Normal	x10 lbs.
Heavy (you are slowed)	x20 lbs.
Maximum drag	x50 lbs.
Quadruped	+ 25%

DIFFICULTY CLASS AND DAMAGE BY LEVEL (DMG42)

Level	DC Values*			Normal Damage			Limited Damage		
	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st-3rd	5	10	15	1d6+3	1d10+3	2d6+3	3d6+3	2d10+3	3d8+3
4th-6th	7	12	17	1d6+4	1d10+4	2d8+4	3d6+4	3d8+4	3d10+4
7th-9th	8	14	19	1d8+5	2d6+5	2d8+5	3d8+5	3d10+5	4d8+5
10th-12th	10	16	21	1d8+5	2d6+5	3d6+5	3d8+5	4d8+5	4d10+5
13th-15th	11	18	23	1d10+6	2d8+6	3d6+6	3d10+6	4d8+6	4d10+6
16th-18th	13	20	25	1d10+7	2d8+7	3d8+7	3d10+6	4d10+7	4d12+7
19th-21th	14	22	27	2d6+7	3d6+8	3d8+7	4d8+7	4d10+7	4d12+7
22nd-24th	16	24	29	2d6+8	3d6+8	4d6+8	4d8+8	4d12+8	5d10+8
25th-27th	17	26	31	2d8+9	3d8+9	4d6+9	4d10+9	5d10+9	5d12+9
28th-30th	19	28	33	2d8+10	3d8+10	4d8+10	4d10+9	5d10+9	5d12+9

* - For attacks with weapons or against AC, increase DC by 2.

OBJECT PROPERTIES (DMG65)

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

Material or Composition	HP Multiplier
Very fragile	x 0.25
Fragile/intricate	x 0.5
Reinforced	x 1.5
Paper or cloth	x 0.1
Glass or ice	x 0.25
Leather or hide	x 0.5
Wood	x 1
Stone	x 2
Iron or steel	x 3
Adamantine	x 5

FALL SEVERITY BY CHARACTER LEVEL (DMG44)

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

Damage = 1d10 per 10 ft.

OVERLAND TRAVEL, MOUNTS AND VEHICLES (PHB261 AND 221)

Transport	Price	Speed	Per Minute*	Per Hour*	Per Day*	Carrying Capacity
Walking	-	5	250 ft.	2 ½ miles	25 miles	by Strength
	-	6	300 ft.	3 miles	30 miles	by Strength
	-	7	350 ft.	3 ½ miles	35 miles	by Strength
Cart or Wagon	20 gp	5	250 ft.	2 ½ miles	25 miles	1 ton
Horse						
Riding horse	75 gp	10	500 ft.	5 miles	50 miles	237/475/1,187 lbs.
Warhorse	680 gp	8	400 ft.	4 miles	40 miles	262/525/1,312 lbs.
Water vessels						
Rowboat	50 gp	3	150 ft.	1 ½ miles	15 miles	600 lbs.
Sailing ship	10,000 gp	7	350 ft.	3 ½ miles	84 miles	150 tons
Downstream river	-	4-6	200-300 ft.	2-3 miles	20-30 miles	-

* Distance Multipliers x 1 for Easy Terrain (open fields, plains, roads, clear dungeon corridors);
x ¼ for Difficult Terrain (forests, hills, swamps, ruins, natural caves, cities);
x ½ for Very Difficult Terrain (dense forests, mountains, deep swamps, rubble-choked ruins).

DCs TO BREAK OR BURST COMMON ITEMS (DMG64)

Action	Strength DC
Break down wooden door	16
Break down barred door	20
Break down iron door	25
Break down adamantine door	29
Force open wooden portcullis	23
Force open iron portcullis	28
Force open adamantine portcullis	33
Burst rope bonds	26
Burst iron chains	30
Burst adamantine chains	34
Smash wooden chest	19
Smash iron box	26
Smash adamantine box	32
Break through wooden wall (6 in. thick)	26
Break through masonry wall (1 ft. thick)	35
Break through hewn stone wall (3 ft. thick)	43
Break through force portal	38

REWARD FREQUENCY (PHB259)

Frequency	Reward
Encounter	XP
Milestone (2 encounters)	Action point
Few encounters	Treasure
Quest	XP, treasure, other
About ten encounters	Level

ACROBATICS (PHB180)

Acrobatic Stunt	Acrobatics DC
Standard or Move action	See "DC By Level" table

Balance	Acrobatics DC
Narrow or unstable surface	20
Very narrow surface	+5
Narrow and unstable surface	+5

Success: Move half speed, grant Combat Advantage
 Failure by 4 or less: Don't move and lose action.
 Failure by 5+: Fall off (narrow) or Prone (unstable).
 Check again if damage is taken.

Escape from Grab	Acrobatics DC
Base DC	Opponent's Reflex defense

Escape from Restraints	Acrobatics DC
In 5 minutes	20
As standard action	+10

Failure: Cannot retry without help.

Reduce Falling Damage (Trained Only)	Reduction
Fall (free) or Jump down (move)	½ result

ARCANA (PHB181)

Detect Magic (Trained Only)	Arcana DC
Identify conjuration or zone (minor)	15 + ½ level
Identify ritual (standard)	20 + ½ level
Identify magical effect (standard)	20 + ½ level
Sense magic* (1 minute)	20 + ½ level

* - Range: 5 + level radius, ignore obstacles.

ATHLETICS (PHB182)

Climb (part of Move)	Athletics DC
Ladder	0
Rope	10
Uneven surface (cave wall)	15
Rough surface (brick wall)	20
Climber's kit	-2
Between two surfaces	-5
Slippery surface	+5
Unusually smooth surface	+5

Success: Move half speed, grant Combat Advantage
 Failure by 4 or less: Don't move and lose action.
 Failure by 5+: Fall. Repeat check (DC +5) to catch hold.
 Check again if damage is taken.

Escape from Grab (Move)	Athletics DC
Base DC	Opponent's Fortitude defense

Jump (part of Move)	Distance*
High jump, standing	Result /10 feet
High jump, running	Result /5 feet
Vertical reach	+ Height +1/3
Long jump, standing	Result /10 squares**
Long jump, running	Result /5 squares**

* - If you run out of movement in mid-jump, you fall.

** - Your vertical clearance equals 1/4th of this distance.

Swim (part of Move)	Athletics DC
In calm water	10
In rough water	15
In stormy water	20

Success: Move half speed or stay afloat and tread water.
 Failure by 4 or less: Don't move and lose action.
 Failure by 5+: Sink 1 square, risk drowning.

BLUFF (PHB183)

NO ACTION IF OPPOSED; STANDARD

Action	Bluff DC
Base DC	Opponent's Insight

Gain Combat Advantage, once per encounter
 Success: Advantage lasts until end of your next turn.
 Create Diversion to Hide
 Success: May attempt Stealth check immediately.

DUNGEONEERING OR NATURE (PHB 183 AND 186)

Forage Food for 24 Hours	DC
1 person	15
2 to 5 people	25
Cultivated area	-5
Barren area	+5

ENDURANCE (PHB184)

NO ACTION

Task	Endurance DC
Endure extreme environment	See table below
Resist disease	Varies
Ignore hunger	10+2 per day
Ignore thirst	15+4 per day
Hold breath (each round after 5)	10+1 per round
Swim or treat water (after 1 hour)	15+2 per hour

ENVIRONMENT (CHECK EVERY 8 HOURS) (DMG159)

Condition	Endurance DC
Severe weather	20
High altitude	21
Extreme altitude	26
Heat or Cold	22
Stifling heat or frigid cold	26
Pervasive smoke or ash	26
Pervasive necromantic energy	31

+2 to Endurance check during extended rest. Failure:
 Lose a healing surge. If out of surges, lose hp = level.

HEAL (PHB185)

First Aid (Standard)	Heal DC
Use Second Wind	10
Stabilize the dying	15
Grant saving throw at +2	15

Treat disease (part of extended rest)

Heal check replaces Endurance check if higher.

INSIGHT (PHB185)

NO ACTION IF OPPOSED; MINOR DURING COMBAT

Task	Insight DC
Sense motives, attitudes	10 + ½ creature's level
Sense outside influence	25 + ½ effect's level
Recognize effect as illusory	15 + ½ effect's level

INTIMIDATE (PHB186)

STANDARD

Action	Intimidate DC
Base DC	Opponent's Will defense
No common language	+5
Target is Unfriendly	+5
Target is Hostile	+10

Success: Bloodied target surrenders. Other targets may reveal secrets, or take some other action.

Failure: Can't retry for the rest of the encounter.

Target becomes hostile regardless of outcome.

PERCEPTION (PHB186)

NO ACTION, STANDARD OR 1 MINUTE

Listen	Perception DC
Battle, agitated conversation *	0
Normal conversation, ritual casting *	10
Doors opening and closing (or similar)	10
Whispers, quiet conversation	20
Battle preparations (weapons being drawn, etc)	30
Creature moving silently	Creature's Stealth
More than 10 squares away	+2
Through a door	+5
Through a wall	+10

* If you succeed by 5 or more, and you know the language being spoken, you can understand what the creatures are saying.

Spot or Search	Perception DC
Barely hidden	10
Well hidden	25
Creature hiding	Creature's Stealth
More than 10 squares away	+2

Room Search Results	Perception DC
Anything valuable is a chest of junk	Easy
Valuable item in unlikely place	Moderate
Secret latch or compartment	Moderate
Average secret door	Hard

Find Tracks	Perception DC
Soft ground (snow, loose dirt, mud)	15
Hard ground (wood or stone)	25
Rain or snow since tracks were made	+10
Each day since tracks were made	+2
Quarry obscured tracks	+5
Huge or larger creature	-5
Group of ten or more	-5

STEALTH (PHB188)

PART OF MOVE ACTION

Action	Stealth DC
Base DC	Opponent's Perception
You speak	+5
You move more than 2 squares	+5
You run	+10

You need Cover, Concealment or Diversion.

Success: You avoid notice and Gain Combat Advantage.

Failure: Can't retry until circumstances change.

Light Source causes you to fail.

STREETWISE (PHB188)

1 HOUR

Settlement and Information	Streetwise DC
Typical settlement	15
Hostile settlement	20
Totally alien settlement	30
Information is readily available	-2
Information is hard to come by	+5
Information is secret or closely guarded	+10

THIEVERY (PHB188)

STANDARD OR PART OF SKILL CHALLENGE

Disable Trap or Open Lock	Thievery DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

+2 on Thievery check if you use Thieves' Tools.

Pick Pockets	Thievery DC
Base DC	20 + ½ target's level
During Combat	+10

Success: You lift a small object

Failure by 4 or less: You fail but isn't noticed. May retry.

Failure by 5+: You're noticed.

Sleight of Hand	Thievery DC
Base DC	15

Success: You palm an unattended, small object or perform an act of legerdemain.

Failure: You still pick up the object, but onlookers see you, or see through your legerdemain.

KNOWLEDGE CHECKS (PHB178)

NO ACTION

Level of Knowledge	DC
Common	10
Expert	20
Master	25
Paragon tier	+5
Epic tier	+10

Monster Knowledge	DC
Name, type and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Monster origin or keywords	Skill
Elemental, fey or shadow	Arcana
Construct	Arcana
Aberrant	Dungeoneering
Natural	Nature
Immortal or undead	Religion

Failure: No retry unless new information comes to light.

YOUR TURN (DMG268)

Start of Your Turn

- Apply ongoing damage.
- Apply regeneration.
- Deal other effects.
- End effects that end at the start of your turn.
- No actions yet.

Actions on Your Turn

- Standard, move and minor actions (may trade down).
- Free actions.
- May spend action point to get extra action.
- Others take free, opportunity or immediate actions.

End of Your Turn

- Roll saving throws.
- Check actions spent to sustain effects.
- End effects that cease at the end of your turn.
- No actions.

STANDARD ACTIONS	Description	Page
Administer a potion	Help unconscious creature drink potion.	PHB255
Aid another	Help ally's attack, defense, skill or ability check. Make same check vs. AC or DC 10 to grant +2 bonus.	PHB287
Basic attack	Melee or ranged attack. Str or Dex vs. AC. 1[W]+Str mod. damage (2[W] at 21st level).	PHB287
Bull rush	Push target 1 square and shift into vacated square. Max. size is one larger than you. Str vs. Fortitude.	PHB287
Charge	Move at least 2 squares. and make melee basic attack or bull rush at +1 to roll. No further actions. PHB287	
Coup de grace	Critical hit against helpless enemy. If damage is equal or greater than Bloodied value, target dies. PHB288	
Equip or stow shield	Ready a shield or remove it. If proficient, add shield bonus to AC and Reflex.	PHB213
Grab	Hold onto an enemy. Str vs. Reflex. Target is immobilized (sustain: minor). Same check to move ½ your speed.	PHB290
Ready and action	Determine action and its trigger. Action becomes an immediate reaction.	PHB291
Second wind	Spend healing surge and gain +2 to defenses. Once per encounter.	PHB291
Total defense	+2 to defenses until start of your next turn.	PHB292
MOVE ACTIONS	Description	Page
Crawl	While prone, move up to half speed.	PHB288
Escape	Escape grab and shift 1 square. Acrobatics vs. Reflex or Athletics vs. Fortitude.	PHB288
Run	Move up to speed +2. Suffer -5 to attacks until start of your next turn. Grant combat advantage.	PHB291
Stand up	Stand up from prone in same square. If occupied, shift 1 square and stand. If no available square, stay prone.	PHB292
Shift	Move 1 square, no opportunity attacks. Can't shift in difficult terrain without extra shifts or terrain walk.	PHB292
Squeeze	Reduce space by 1, move half speed, -5 to attack rolls, grant advantage. End as free action.	PHB292
Walk	Move up to your speed.	PHB292
MINOR ACTIONS	Description	Page
Draw or sheathe weapon	Ready or store weapon.	PHB215
Drink potion	Consume potion.	PHB255
Drop prone	Drop to the ground.	PHB277
Load crossbow	Reload crossbow	PHB215
Open or close door	Open or close unstuck container or door	-
Pick up item	Pick up object in your or unoccupied space within reach	-
Retrieve or stow item	Retrieve or stow item on your person	-
IMMEDIATE ACTION	Description	Page
Readied action	Take readied action when trigger occurs as immediate reaction. Reset your initiative.	PHB291
OPPORTUNITY ACTION	Description	Page
Opportunity attack	Melee basic attack if foe moves or uses ranged or area powers. Happens before action. Once per foe turn.	PHB290
FREE ACTIONS	Description	Page
Drop held items	Drop items you hold.	-
End a grab	Let go of grabbed enemy. If creature can't take opportunity actions or is out of reach, it must end a grab.	PHB290
Spend action point	Spend point to take extra action. Once per encounter.	PHB286
Talk	Speak a few sentences.	-
NO ACTION	Description	Page
Delay	Carry out "Start of your turn" and "End of your turn" (for beneficial/sustain). Act later. Harmful/saves after acting.	PHB288

ATTACK MODIFIERS (PHB279)

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

COVER (PHB280 AND DNG43)

Melee
• Defender's burden.
• Corner to corner: if line is blocked, there's cover.
Ranged
• Attacker's burden.
• Choose corners: if all lines are blocked, there's cover.
• Allies of attacker don't provide cover.
Area
• As ranged, but based on origin square, and creatures don't provide cover.

COMBAT ADVANTAGE GRANTED:

Circumstance	Page
Balancing	PHB180
Blinded	PHB277
Climbing	PHB182
Dazed	PHB285
Flanked by attacker	PHB285
Helpless	PHB277
Prone (melee only)	PHB277
Restrained	PHB291
Running	PHB291
Squeezing	PHB292
Stunned	PHB277
Surprised	PHB277
Unable to see attacker	PHB281
Unaware of attacker	PHB188
Unconscious	PHB277

DEATH AND DYING (PHB295)

Dying
When you reach 0 hit points, you fall unconscious and are dying. Additional damage adds up. If you reach a negative value equal to your bloodied value, you die. If you receive healing, your hit points reset back to 0 before adding the healing.
Death Saving Throw
Lower than 10: you slip closer to death. Three results like this and you die.
10-19: No change.
20 or higher: If you have at least one healing surge left, your hit points reset to 0 and you spend a healing surge. You wake up, but are still prone.

BLINDED

- You grant combat advantage.
- You can't see any target (all have total concealment)
- You take -10 penalty to Perception checks.
- You can't flank an enemy.

DAZED

- You grant combat advantage.
- One standard, move or minor action (plus free) per round.
- Can't take immediate or opportunity actions.
- Can't flank an enemy

DEAFENED

- You can't hear anything.
- You take a -10 penalty to Perception checks.

DOMINATED

- You are dazed.
- The dominating creature chooses your actions.
- It can only make you use at-will powers.

DYING

- You're unconscious.
- You're at 0 or negative hit points.
- Make a death saving throw every round.

HELPLESS

- You grant combat advantage.
- You can be the target of a coup de grace.

IMMOBILIZED

- You can't move from your space.
- You can still teleport or be forced by a pull, push or slide.

MARKED

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

PETRIFIED

- You have been turned to stone.
- You can't take any actions.
- You gain resist 20 to all damage.
- You are unaware of your surroundings.
- You don't age.

PRONE

- You grant combat advantage in melee.
- You get a +2 bonus to all defenses against ranged attacks from nonadjacent foes.
- You're lying on the ground (if you are flying, you descend your fly speed. If you don't reach the ground, you fall.)
- You take a -2 penalty to attack rolls.
- You can drop prone as a minor action.

RESTRAINED

- You grant combat advantage.
- You're immobilized.
- You can't be forced to move by a pull, push or slide.
- You take a -2 penalty to attack rolls.

SLOWED

- Your speed (all modes except teleportation and forced movement) becomes 2, unless it was already lower. You can't increase your speed. If you already moved 2 or more squares when slowed, stop moving.

STUNNED

- You grant combat advantage.
- You can't take actions.
- You can't flank an enemy.

SURPRISED

- You grant combat advantage.
- You can only take free actions.
- You can't flank an enemy.

UNCONSCIOUS

- You're helpless.
- You take a -5 penalty to all defenses.
- You can't take actions.
- You fall prone, if possible.
- You can't flank an enemy.

WEAKENED

- Your attacks (but not ongoing damage) deal half damage.

ADDITIONAL RULES**AQUATIC AND UNDERWATER COMBAT (DMG45)**

- Powers with the “fire” keyword suffer -2 to attack rolls.
- Weapons (except spear and crossbow) suffer -2 to atk.
- Must use Swim speed, or must use Athletics skill.
- Aquatic creatures gain +2 to attacks vs. nonaquatic.
- Currents slide you. May use movement to counter slide.

MOUNTED COMBAT (DMG46)

- Mount must be larger than you (minimum size Large).
- Mount must be adjacent and willing to be mounted.
- -2 to attacks, AC and Reflex without a saddle.
- Mounted Combat feat: gain “mount” powers; mount may use your Athletics, Acrobatics Endurance, Stealth; mount may attack without a -2 penalty.
- Rider and mount share space, initiative, actions.
- Opportunity attacks from moving may target either. Opportunity attacks from ranged combat target rider.
- Mounting/dismounting is standard action.
- Rider and mount share penalties for squeezing.
- If rider is forced to move, may to move mount, too.
- Outdoors mounts in enclosed spaces (less than 50 feet radius) suffer -2 to attacks and defenses.
- If mount falls prone, you dismount. If you fall prone, make saving throw to stay mounted.

FLYING (DMG47)

- Flying creatures can move in any direction.
- Moving up or down doesn’t cost additional squares.
- Must move at least 2 squares each round or crash.
- Flying creatures can’t make opportunity attacks.
- A flying creature knocked prone crashes.
- Safe distance: if you crash, you descend squares equal to your fly speed. If you reach the ground, you can land. If you can’t land, you fall and take damage.
- If you fall your safe distance + 100 squares and is still in the air, you can halt your fall in the next turn by flying.
- Halt Descent (standard): Check Athletics + fly speed vs. DC 30. Success: spend move action to fly again.
- Clumsy flier: -4 to attack and defenses while flying.
- Clumsy grounded: -4 to attack and defenses on ground.
- Hover: creature can shift and make opportunity attacks.
- Overland flight: move action only, and only to fly.

DISEASE (DMG49)

- If monster attack, roll saving throw. Failure: infected.
- Other exposures: disease attacks. Hit: infected.
- Prolonged exposure: make one attack per day.
- After extended rest, roll Endurance to check disease’s progression.

POISON (DMG51)

- Apply poison to weapon(standard): lasts 5 minutes. One attack only.

UNSEEN TARGET (PHB261)

- Defender rolls Stealth vs. passive Perception. Failure by 10+: attacker pinpoints location.
- Attacker rolls Perception vs. last Stealth result (minor). Success by 10+: attacker pinpoints location.
- Attacker chooses target square, attacks with -5.
- Close or area attacks don’t suffer penalty.

EXAMPLE LIGHT SOURCES (DMG67)

Source	Radius	Brightness	Duration
Candle	2	dim	1 hour
Torch	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
Brazier	10	bright	8 hours
Fireplace/oven	5	bright	8 hours/load
Forge	2	bright	8 hours/load
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

OBSCURING TERRAIN (DMG61)

Type	Visibility*	Perception
Lightly (dim light, fog)	4 squares	-5 to vision
Heavily (heavy fog)	1 square	-5 to vision
Totally (darkness)	0	can’t see

* Creatures with low light vision ignore dim light penalties. Creatures with darkvision ignore darkness.

STARVATION, THIRST AND SUFFOCATION (DMG159)

Condition	Initial period	Check every
No food	3 weeks	day
No water	3 days	day
No air	3 rounds	round

Initial Endurance DC 20, +5 per previous check.

Success: last another day or round.

Failure: lose a healing surge. If out of surges, lose hp = level.

Healing surges lost can’t be regained until condition ends.

REST AND RECOVERY (PHB263)**Short rest**

- Duration: 5 minutes. No strenuous activity.
- No daily limit.
- Powers: renew encounter powers.
- Spend healing surges as desired.
- If you use encounter powers, you need another short rest.
- If interrupted, you need 5 more minutes.

Long rest

- Duration: 6 hours. No strenuous activity.
- Only once per 12 hours.
- Powers: renew encounter and daily powers.
- Regain all hit points and healing surges.
- Lose unspent action points. Gain 1 new action point.
- If interrupted, add duration of interruption to rest time.

LANGUAGES AND SCRIPTS (PHB25)

Language	Spoken by...	Script
Common	Humans, halflings, tieflings	Common
Deep Speech	Mind flayers, githyanki, kuo-toa	Rellanic
Draconic	Dragons, dragonborn, kobolds	lokharic
Dwarven	Dwarves, azer	Davek
Elven	Elves, eladrin, fomorians	Rellanic
Giant	Giants, orcs, ogres	Davek
Goblin	Goblins, hobgoblins, bugbears	Barazhad
Primordial	Efreets, archons, elementals	Barazhad
Supernal	Angels, devils, gods	Supernal
Abyssal	Demons, gnolls, sahuagin	Barazhad

NPC MANNERISMS (DMG186)

d20	Mannerism
1	Prone to singing, whistling or humming
2	Speaks in rhyme or meter
3	Has particularly high or low voice
4	Slurs words, lips or stutters
5	Enunciates very clearly
6	Speaks loudly
7	Whispers
8	Uses flowery speech or long words
9	Frequently uses the wrong word
10	Uses colorful oaths and exclamations
11	Constantly makes jokes or puns
12	Prone to predictions of certain doom
13	Fiddles and fidgets nervously
14	Squints
15	Stares into distance
16	Chews something
17	Paces
18	Taps fingers
19	Bites fingernails
20	Twirls hair or tugs beard

NPC QUIRKS (DMG186)

d20	Quirk
1	Distinctive jewelry
2	Piercing
3	Flamboyant or outlandish clothes
4	Formal or very clean clothes
5	Ragged or very dirty clothes
6	Pronounced scar
7	Missing tooth
8	Missing finger
9	Unusual eye color (or different colors)
10	Tattoo
11	Birthmark
12	Unusual skin color
13	Bald
14	Braided beard or hair
15	Unusual hair color
16	Nervous eye twitch
17	Distinctive nose
18	Distinctive posture - crooked or very rigid
19	Exceptionally beautiful
20	Exceptionally ugly