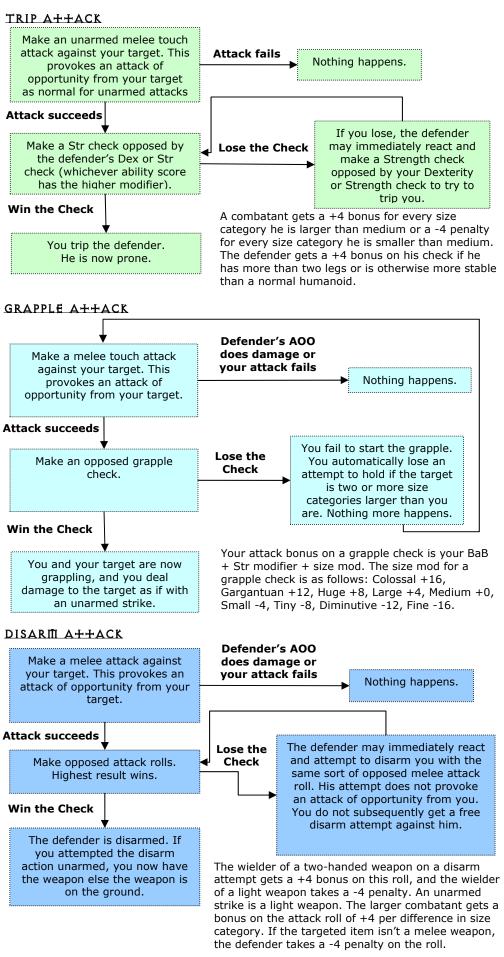
AS+RAL DEPENDAN+		OUS SPELLS	AS+RA Ysgard	L CO	L⊕R P⊕⊕ indigo	L COLOR	<u>s</u>	
Astral projection	· ·					Elysium		opal
Dimensional anchor	Forcecage		Limbo		jet	the Beastle	ands	emerald
Dimension door Summon monster (I – IX)	Leomund's ting Invisiblity purg	,	Pandemo		magenta	Arborea	odc.	sapphire
Teleport	Maze	<i>J</i> C	the Abys Carceri	5	amethyst olive	the Outlan the Prime	uS	brown silver
Teleport without error	See invisibility		the Wast	-ρ	rust	Fire		fire emerald
Teleportation circle	Sepia Snake s		Gehenna		russet	Earth		moss granite
Vanish	Mage armor		Baator		ruby	Water		dark blue
These spells do not function or	Magic missle		Acheron		flame	Air		pale blue
only partially function on the	Maze		Mechanu	S	diamond	Positive		white
Inner Planes and the Astral.	Mordenkainen		Arcadia		saffron	Negative		black
E+HEREAL DEPENDAN+	Otiluke's resili		Mt. Celes	stia	gold	Shadow		black spiral
Blink	Otiluke's telek	inetic sphere	Bytopia		amber	the Ethere		white spiral
Dimensional anchor	Shield					a demiplai	1e	random
Ethereal jaunt	Spiritual weap Tenser's floati		E+HER	EAL	CUR+AIN	COLORS		
Etherealness	Trueseeing	ily ulsk	the Prim		quoise	Steam	ivor	у
Leomund's secret chest	Wall of force		Air	blu		Radiance		bow
Vanish		ross the Ethereal	Earth		wn	Mineral		my pink
These spells do not function or		n affect objects	Fire	rec		Vacuum		k and white speck
only partially function on the		inous Ethereal.	Water	gre		Salt	tan	(GMO) (
JANDADD ODEATIDE IN			Smoke Ice	pea		Ash Dust		k grey
+ANDARD CREA+URE IIII			Ooze		uamarine ocolate	Postive	whit	wn grey -e
Check books for additional spell-li			Magma		roon	Negative	blac	
and guardinals). Immunities i		n 3.3 Sources.	Lightning			Shadow	silve	
Petitioner Imm: mind affecting spe Rilmani Imm: electricity, poison.		sonic 20	J 3 15			a demiplan		
Modron Imm: mind affecting, su			WINDS	Ф И I	PANDEME	NIUM		
drain, or energy drain.			d100	Effec				Save
Not subject to critical hit		cold 10/ III C 101	1-10			obles for 1d		Reflex 15 for half
Formian Imm: Cold, petrifaction,		fire 20, electricity	11-20			nes for 2d6		Reflex 18 for half
20, sonic 20. Hive mind(ex), all w/in 50	mi of queen are in	21-30	Conf	usion as sp	ell 1d4+1 rı	ıds	Will 15 negates
communication, no mem			31-40	Hit b	y flying bou	ulders for 2d	18	Reflex 20 for half
are, no member of group			41-50			all for 2d10		Reflex 22 for half
Slaadi Imm: sonic. Resist: acid			51-60			ell 2d4+1 rı		Will 20 negates
Archon Imm: electricity, petrific vs poison.	ation. Resist: Co	id 20, acid 20. +4	71-80 81-90			all for 4d10		Reflex 24 for half
Asura Imm: fire, petrification,	charms compul	sions Resist cold	61-90			all for 4d10 Styx (two s		Reflex 24 for half, Reflex 20 negates
20, acid 20. +4 vs poiso		Sioris: Resist: cold	91-100		nanent insa		,	Will 22 negates
Aasimon Imm: acid, cold, petrifica		ectricity 10, fire		-	SPIRE EF			VIII 22 Hegates
10. +4 vs poison		, ,				check DC 35	to cast	the spall
<i>Guardinal</i> Imm: electricity, petrific	ation. Resist: co	ld 20, acid 20. +4						an antimagic field
vs poison.			Ring			Limit.		
Eladrin Imm: electricity, petrific	ation. Resist: co	ld 20, acid 20. +4	9	1100 r		none	J C C	
vs poison.	D: -t: -! 20	14 20 6: 20	9 th	1000 r		none		
Tanar'ri Imm: poison, electricity.		, cold 20, fire 20.	8 th	900 m			Creature	s gain immunity to
Can summon own kind. Yugoloth Imm: poison, acid. Resis		20. alactricity 20					poison	,
Can summon own kind.			7 th	800 m	ni 6 th	8 th	Psionic s	pell-like abilities
Gehreleth Imm: poison. Freedom o			LI.					function
Baatezu Imm: fire, poison. Resist			6 th	700 m	ni 5 th			and negative
own kind. See in magica			-th	666	+h		J ,	an't be channeled
Undead Imm: mind affecting, po			5 th	600 m	ni 4 th			tural abilities ceas
disease, death, necroma	ntic effects, any	Fort save,	4 th	500 m	ni 3 rd		to function	on al is no longer
subdual, ability damage,		eath from massive	7	500 II	3	_		ous, dependant
damage. Not subject to		Niek end to die						ase to function
Elemental Imm: poison, sleep, par	aiysis, stunning.	NOT SUBJECT TO	3 rd	400 m	ni 2 nd			owers of demi-
critical hits.								nd lower annulled
SA+E TOWNS	-, .		2 nd	300 m	ni all	3 rd	Divine po	owers of lesser-
	Elysium	Esctasy		_				nd lower annulled
	Beastlands	Faunel	1 st	200 m	ni all		•	owers of
	Arborea Ysgard	Sylvania Glorium						liate deities and
	rsgaru Limbo	Xaos	00mb=	100 -	si -!!		lower an	
	Pandemonium	Bedlam	center	100 m		all	<u> ali alvine</u>	powers annulled
9	the Abyss	Plague-mort	SPELLS					
	Carceri	Curst	Summor		fails		21-11-15	inhin Ci ii
			LOLODORT	acion	rails it into	OF OUT OF	olali. It W	ithin Sigil requires
	3		Teleporta	icion				
rey Wastes Hopeless		alker's updates to			a spellcra	ft check, DC	215 + sp	
rey Wastes Hopeless L+ERNA+E GA+E +ውWNS	ns using Planew		Divinatio		a spellcra		215 + sp	

BY+⊕PIA	AS+R	AL	SHAD	•W	ELYSIUM
Mildly good.	Timeless: age	and bodily	All shadow spells	s maximized.	Strongly good. Entrapping: Will
Dothion	needs catch up		Shadow conjurat		save/wk spent DC 10+
Shurrock	E+HER		0% more potent,		consecutive wks or be trapped.
MOUN+ CELES+IA	No gra	vity	conj. and evoc. 60°		Amoria
Mildly good, mildly lawful.	Border Et	horoal	shade 90%. Fire a are impeded and re		Eronia Belierin
Lunia Mercuria	Deep Eth	nereal	DC 15 + spell l		Thalasia
Mercuria Venya		_		ever to east	+HE BEAS+LANDS
Solania	A	Š -			Mildly good.
Mertion	/	6 - 1	0	Λ.	Krigala
Jovar	1	δ Δ Γ		77	Brux
Chronias	-0-	0	0 0 0	- Y	Karasuthra
ARCADIA	-1.	0 0	0 0	OF	ARBOREA
Mildly lawful.	XX 8 _	9 9	1 /		Mildly good, mildly chaotic.
Abellio	Y	and some	Mary Man	30	Olympus
Buxenos	06	5		30	Ossa
MECHANUS	-			- MA	Pelion
Strongly lawful.	+ 0 0		8 8 2	2 ×	YSGARD
ACHER®N	力6 多				Mildly chaotic. Mildly positive.
Mildly lawful.	و وب	000	2 8	, 8_	Ysgard Muspelheim
Avalas	+0 6		0 0 0	S 9	Nidavellir
Thuldanin Tintabulus	, J	5 1	00000	ر ا	LI II B⊕
Ocanthus	7.	5 A r	7 04		Strongly chaos. Highly morphic.
BAA+⊕R	Ť	5 (ं इं		Wild magic.
Mildly evil, mildly lawful.	+	0	7		PANDEMONIUM
Avernus					Mildly chaotic.
Dis	P#SI	+IVE	NEGA	+IVE	Pandesmos
Minauros		tive dominant,	Strongly negation		Cocytus
Phlegethos: Fire dominant.		or blinded		ain a neg. level,	Phlegethon
Stygia		Fast heal 5, +5	at -1 level bed		Agathion
Malbolge		Fort DC 20/rnd	Negative ene		+HE ABYSS
Maladomini Cania: <i>Cold dominant.</i>		e max HP or		uke and control	Mildly evil, mildly chaotic.
Nessus		ve energy spells		a +10 for HD	CARCERI
GEHENNA		red. Turn and d is at a +10 for		ve energy spells	Mildly evil.
Mildly evil.	,	legative energy	impeded, spelle level to		Othrys Cathrys
Khalas		led, spellcraft	icver to	o cast.	Minethys
Chamada		evel to cast.			Colothys
Mungoth	•				Porphatys
Krangath					Agathys
+HE GREY WAS+E)		THE OU+LANDS
Strongly evil. Entrapping: Will					Spire affects magic. See table.
save/wk spent DC 10+					
consecutive wks or be trapped. Oinos					PLANAR ALIGNMEN+
Niflheim					Mildly Those of opposing
Pluton					aligned: alignment at a -2 to Cha
					checks. These stack for
PARAELEMEN+AL					multiple alignments.
Smoke: Risk suffocation.	•			•	Strongly Those not of this
Magma: 5d10/rnd fire damage.)	aligned: alignment are at a -2 to Cha, Int, Wis checks.
Ooze: Risk drowning.				,	Cha, The, Wis cheeks.
Ice: Cold dominant.	-				
QUASIELEMEN+AL	FIRE	EAR+H	WA+ER	AIR	ELEMEN+AL DOMINAN+
Radiance: Mildly positive. Fort DC	Fire dominant.		Water dominant.	Air dominant.	Fire: Risk immolation,
15 or blinded for 10rnd.	Fire spells	Earth spells,	Water spells	Air spells	3d10/rnd fire damage, double damage to water
Mineral: Mildly positive. Earth		empowered and extended. Water		empowered and enlarged. Earth	creatures.
dominant.	spells at a	spells at a	spells at a	spells at a	Cold: Risk freezing, 3d10/rnd
Steam: Mildly positive. Lightning: Mildly positive. 3d10	spellcraft DC	spellcraft DC	spellcraft DC	spellcraft DC	cold damage, double
electrical damage/rnd.	15+ spell level	15+ spell level	15+ spell level	15+ spell level	damage to fire
5d10 if you have metal	to cast.	to cast.	to cast.	to cast.	creatures.
equipment.				_	Earth: Risk suffocation, no
Ash: Mildly negative. Risk	INNER	⊕U+€R	TRANSI+IVE	PRIME	empty space to move. Water: Pisk drowning, fire
suffocation from ashfall.	Inner planes	Outer planes	Astral and	The prime	Water: Risk drowning, fire creatures 1d10/rnd.
Dust: Mildly negative.	have no	have no	ethereal planes	has both	Air: No additional effects.
Salt: Mildly negative, at OHP a	astral	ethereal	have no	astral and	Mildly Gain fast heal 2 and
mummified corpse. Vacuum: Mildly negative. Risk	connection.	connection.	connections to	ethereal	positive: regeneration.
			1 11		
suffocation, no air.			each other.	connections.	Mildly Take 1d6/rnd, at 0HP
suffocation, no air.			eacn otner.	connections.	Mildly Take 1d6/rnd, at 0HP negative: crumble into dust.



Mod -5	Circumstance
J	If moving faster than one half your normal speed
-20	While attacking, running, or
+16	charging Fine size
+12	Diminutive size
+8	Tiny
+4	Small
-4	Large
-8	Huge
-12	Gargantuan
-16	Colossal
-10	If using Bluff to distract direct observers in order to hide
-20	If using a hiding position to snipe, and you just attacked
+20	Invisible and moving
+40	Invisible and not moving
BLUF	F CHECK
Mod	
+5	The target wants to believe
0	Believable bluff or doesn't affect target much
+5	The bluff is a little hard to believe or risks target
+10	The bluff is hard to believe or endangers target
+20	The bluff is extremely hard to belief or contrary proof is evident
CEAD	
	CH CHECK
<i>DC</i> 10	Task
20	Ransack a room to find an item Notice a secret door or simple trap
21+	Find a difficult non-magical trap
25+	Find a magic trap
spell level	a aag.c aap
30	Notice a well hidden secret door
LIST	EN CHECK
	od Task/Circumstance
00/110 N	People talking
5	A Person in medium armor at a slow pace (10ft/rnd) trying to
	be quiet
10	An unarmored person at a slow pace (15ft/rnd) trying to
2-	be quiet
25	A cat stalking
30 +1	An owl gliding in for a kill Per 10 ft from listener
+1	Through a door
+15	Through a door Through a stone wall
	•
サドビト	I LOCK CHECK
	20 good 30
very simple	
very	
very simple averag	
very simple averag	ge 25 amazing 40
very simple averagon DISAB Device simple	ge 25 amazing 40
very simple averagonis AB Device simple ricky	ge 25 amazing 40 LE DEVICE CHECK Time DC Example 1 rnd 10 Jam a lock 1d4 rnds 15 Sabotage a wagon
very simple average DISAB Device imple ricky Difficult	JE DEVICE CHECK Time DC Example 1 rnd 10 Jam a lock 1d4 rnds 15 Sabotage a wagon 2d4 rnds 20 Disarm/reset a trap
very simple average DISAB Device imple ricky Difficult	JE DEVICE CHECK Time DC Example 1 rnd 10 Jam a lock 1d4 rnds 15 Sabotage a wagon 2d4 rnds 20 Disarm/reset a trap 2d4 rnds 25 Disarm a complex trap, cleverly sabotage a
very simple averag DISAB Device simple ricky Difficult Vicked	JE DEVICE CHECK Time DC Example 1 rnd 10 Jam a lock 1d4 rnds 15 Sabotage a wagon 2d4 rnds 20 Disarm/reset a trap 2d4 rnds 25 Disarm a complex trap,

CLIMB CH	ECK					TUMBLE	CHE	CK							
DC/Mod	Task/Circums	DC/Mod	Task / Circumstance												
0	A steep slope	or knotted	1 rope with	a nearby	y wall	15		Treat a fall as if it were 10 feet shorter than it really							
5	Unknotted rop				ope	. =		is when determining damage. Tumble at half speed as part of normal movement,							
4.0	hanging free,					15									
10	A surface with		ledges to r	iold and	stand on,			provoking no attacks of opportunity while doing so.							
15	or ship rigging A surface with		ls and footh	olde a t	roo or	25		Failure means you provoke attacks of opportunity. Tumble at half speed through an area occupied by an							
13	unknotted rop		is and rooti	ioius, a t	iee, oi	25					d the oppo				
20	An uneven su		narrow har	ndholds d	or						ovoking no				
_0	dungeon or ru								while d						
25	A rough surfa		wall			Impossible				ible in a de	eep bog.				
25	Overhangs or				footholds	+2				scree, ligh	t rubble, sl	hallo	w bog,		
Impossible	A smooth, per					_		undergr							
-10	Any point whe				be used	+5					cavern floo	r, de	ense		
-5	to brace, such				may be	. 2			iense un pery (we	dergrowth)				
-5	Any point who used to brace				s may be	+2 +5				ce sheet)					
+5	A slippery sur		riside a cor	IICI		+2		ped or a		cc snect)					
LONG JUI			IGH JUM	D		COVER		p = 0. c	9.00	СФИС	EALMEN				
	20-foot runnir		Requires a		running		ample	AC	Reflex		Example	.1.	Miss %		
	ut a running st		tart. Withou				hind	+2	+1		Light fog o	r	10%		
	ole the DC.	0,		ble the D		•	wall				light foliag				
	Distance	D		Size	Reach		ound	+4	+2		Blur spell		20%		
5 5	feet	4	4 1 ft	Colos.	128 ft	COI	rner			·	dense fog				
	0 feet	8		Garg.	64 ft	•	eking	+7	+3	,	Dense		30%		
	5 feet	1.		Huge	32 ft		ound				foliage		400/		
	0 feet	10		Large	16 ft		rner	. 10	+4*		Starlight	_	40%		
	5 feet 0 feet	2) 2		Medium Small	8 ft 4 ft	9/10 Arı	row	+10	+4"		Invisible o total	ı	50%, attacker		
	, continuing th			Tiny	2 ft		hind	_	_		darkness o	or	must		
	attern.	3		Dimin.	1 ft		l wall				blinded		guess		
	400000			Fine	½ ft	* Half	damag	e if fails	, no		attacker		location		
						damag	e if sav	e succe	eds.						
SAMPLE W	EAP O NS					A++ACK	R⊕LI	LЩ⊕р	S						
Simple		Dmg (M)		Range		Defender i	is I	Melee I		Attacke	r is M		Ranged		
Gauntlet	1d2	1d3	×2	_	Bl.	Blinded*		-2	-2	Dazzled		-1	-1		
Unarmed strik		1d3	×2	_ 10.ft	Bl.	Cowering*		+2	+2	Entangle	:d	-2	-2		
Dagger Club	1d3 1d4	1d4 1d6	19-20/×2 ×2	2 10 ft. 10 ft.	P. or Sl. Bl.	Entangled Flat-footed	*	+0 +0	+0 +0	Flanking defender		+2	_		
Mace, heavy	1d4 1d6	1d8	×2		Bl.	Grappling		+0	+0	Frighten		-2	-2s		
Morningstar	1d6	1d8	×2	_	Bl. and P.	(attacker no	ot)*	10	10	Invisible		+2	+2		
							,		+0	On highe		+1	+0		
Shortspear	1d4	1d6	×2	20 ft.	Р.	Helpless*		+4		On ingin					
Longspear				20 ft. —	P. P.	Kneeling or		+4 +2	-2	ground		' -	. •		
	1d4 1d6 1d4/1d4	1d6 1d8 1d6/1d6	×2 ×3 ×2	_	P. Bl.	Kneeling or sitting		+2	-2	ground Prone		-4	_		
Longspear Quarterstaff Spear	1d4 1d6 1d4/1d4 1d6	1d6 1d8 1d6/1d6 1d8	×2 ×3 ×2 ×3	_ _ 20 ft.	P. Bl. P.	Kneeling or sitting Pinned*		+2	-2 -4	ground Prone Shaken	or		_ -2		
Longspear Quarterstaff Spear Crossbow, hea	1d4 1d6 1d4/1d4 1d6 avy 1d8	1d6 1d8 1d6/1d6 1d8 1d10	×2 ×3 ×2 ×3 19-20/×2	_ _ 20 ft. 2 120 ft.	P. Bl. P. P.	Kneeling or sitting Pinned* Prone		+2 +4 +4	-2 -4 -4	ground Prone Shaken of frightene	or ed	-4 -2	- -2		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh	1d4 1d6 1d4/1d4 1d6 avy 1d8 nt 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2		P. Bl. P. P. P.	Kneeling or sitting Pinned* Prone Running*		+2 +4 +4 +0	-2 -4 -4 -2	ground Prone Shaken frightene Crossb	or ed oows can b	-4 -2 e us	- -2 ed while		
Longspear Quarterstaff Spear Crossbow, hei Crossbow, ligh Martial	1d4 1d6 1d4/1d4 1d6 avy 1d8 nt 1d6 Dmg (S)	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M)	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical	— 20 ft. 2 120 ft. 2 80 ft. Range	P. Bl. P. P. P. Type	Kneeling or sitting Pinned* Prone Running* Stunned*		+2 +4 +4 +0 +2	-2 -4 -4 -2 +2	ground Prone Shaken frightene Crossb	or ed nows can b e, unlike ot	-4 -2 e us	- -2 ed while		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh	1d4 1d6 1d4/1d4 1d6 avy 1d8 nt 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2	— 20 ft. 2 120 ft. 2 80 ft. Range	P. Bl. P. P. P. <i>Type</i> P.	Kneeling or sitting Pinned* Prone Running* Stunned*	d modi	+2 +4 +4 +0 +2 ifiers, de	-2 -4 -4 -2 +2	ground Prone Shaken frightene Crossb	or ed oows can b	-4 -2 e us	- -2 ed while		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh Martial Sword, short	1d4 1d6 1d4/1d4 1d6 avy 1d8 nt 1d6 Dmg (S) 1d4	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M)	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical	— 20 ft. 2 120 ft. 2 80 ft. Range 2 —	P. Bl. P. P. P. Type	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an	d modi y Dex i	+2 +4 +4 +0 +2 ifiers, de	-2 -4 -4 -2 +2 efender o AC.	ground Prone Shaken of frightene Crossb prone	or ed nows can b e, unlike ot	-4 -2 e us	- -2 ed while		
Longspear Quarterstaff Spear Crossbow, hed Crossbow, ligh Martial Sword, short Battleaxe	1d4 1d6 1d4/1d4 1d6 avy 1d8 nt 1d6 Dmg (S) 1d4 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2		P. BI. P. P. P. Type P. SI. BI. SI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an	d modi y Dex l D TUI	+2 +4 +4 +0 +2 ifiers, de bonus to	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crossic prone	or ed oows can b e, unlike ot weapor	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2		P. BI. P. P. P. Type P. SI. BI. SI. SI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modi y Dex l D TUI	+2 +4 +4 +0 +2 ifiers, de bonus to RNING	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crossby prone	or ed oows can be e, unlike ot weapor erful Undea	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d8 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2 18-20/×2		P. BI. P. P. P. Type P. SI. BI. SI. SI. P.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modi y Dex I D TUI 1d20 +	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crossic prone	or ed oows can be e, unlike ot weapor erful Undea vel HD -4	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, hei Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d8 1d10 1d6 1d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2 18-20/×2 18-20/×2		P. BI. P. P. P. Type P. SI. BI. SI. SI. P. SI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modii y Dex I D TUI 1d20 + 0 or lo 1-3 4-6	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower 3	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone K Most Power Cleric's leve	or ed pows can be e, unlike ot weapor erful Undea vel HD -4 vel HD -3	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d4 1d4	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d8 1d10 1d6 1d6 1d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2 18-20/×2 ×2		P. BI. P. P. Type P. SI. SI. SI. SI. SI. SI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modii y Dex i D TUI 1d20 + 0 or lor 1-3 4-6 7-9	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower 3	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Power Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev	or ed pows can be e, unlike of weapon erful Undea vel HD -4 vel HD -3 vel HD -2 vel HD -1	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, hei Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d2 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d6 1d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2 18-20/×2 ×3 ×3 ×2		P. BI. P. P. P. Type P. SI. SI. SI. SI. SI. SI. BI. SI. SI. BI. SI. SI. BI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modil y Dex I D TUI 1d20 + 0 or lo 1-3 4-6 7-9 10-1	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower 3 6 9	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev	or ed oows can be e, unlike ot weapon erful Undea vel HD -4 vel HD -3 vel HD -2 vel HD -1 vel HD	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d4 1d4	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d8 1d10 1d6 1d6 1d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 19-20/×2 18-20/×2 ×2		P. BI. P. P. Type P. SI. SI. SI. SI. SI. SI.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modily Dex 10 D TUI 1d20 + 0 or lo 4-6 7-9 10-1 13-1	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower 3 6 9 12	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone K Most Powe Cleric's lev	or ed bows can be e, unlike of weapon erful Undea vel HD -4 vel HD -3 vel HD -2 vel HD -1 vel HD +1	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, hei Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe	1d4 1d6 1d4/1d4 1d6 avy 1d8 at 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d4 1d4 1d2 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d6 1d 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 18-20/×2 ×3 ×3 ×3		P. Bl. P. P. Type P. Sl. Bl. Sl. Sl. Bl. Sl. Sl. Sl. Sl. Sl. Sl. Sl. Sl. Sl. S	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of D	d modily Dex 10 D TUI 1d20 + 0 or lo 1-3 4-6 7-9 10-1 13-1 16-1	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bo wer 3 6 9 12 15 18	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev	or ed bows can be e, unlike of weapon erful Undea vel HD -4 vel HD -3 vel HD -2 vel HD -1 vel HD +1 vel HD +1 vel HD +2	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword	1d4 1d6 1d4/1d4 1d6 2d9 1d8 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d4 1d2 1d6 1d6 1d6 1d6 1d6 1d7 1d8 1d8 1d8 1d8 1d8	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d6 1d1 1d8 1d12 1d10 1d10 2d6	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 18-20/×2 ×3 ×3 ×3 ×2		P. BI. P. P. Type P. SI. SI. SI. SI. BI. SI. BI. SI. SI. BI. SI. SI. SI. SI. SI. SI. SI. SI. SI. S	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of i	d modily Dex ID TUI dd20 + 0 or lot 1-3 4-6 7-9 10-1 13-1 16-1	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bo wer 3 6 9 12 15 18 21	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev	or ed pows can be e, unlike of weapon erful Undea vel HD -4 vel HD -3 vel HD -2 vel HD -1 vel HD +1 vel HD +2 vel HD +3	-4 -2 e usc her ns.	– -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow	1d4 1d6 1d4/1d4 1d6 2d7 1d8 1d6 2d7 1d4 1d6 1d6 1d6 1d6 1d6 1d8 1d4 1d2 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 1d6 1d8 1d8 1d10 1d6 1d6 1d 1d8 1d10 1d6 1d6 1d 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 19-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×2 19-20/×2	20 ft. 2120 ft. 280 ft. Range 2 — 2 — 2 — 2 — 2 — 2 — 2 — 100 ft.	P. BI. P. P. Type P. SI. SI. SI. SI. BI. SI. SI. SI. SI. SI. P. SI. SI. SI. P. SI. SI. P. SI. SI. P. SI. SI. SI. P. SI. SI. SI. SI. BI. SI. P. SI. SI. BI. SI. P. SI. SI. P.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of 1	d modily Dex 10 D TUI dd20 + 0 or lo 1-3 4-6 7-9 10-1 13-1 16-1 19-2 2 or hi	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bo wer 3 6 9 12 15 18 21 igher	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev	or ed pows can be e, unlike of weapor erful Undea vel HD -4 vel HD -2 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +3	-4 -2 e usi her ns.	- -2 ed while ranged		
Longspear Quarterstaff Spear Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow Shortbow	1d4 1d6 1d4/1d4 1d6 1d8 1d8 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d8 1d4 1d2 1d6	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d 1d8 1d12 1d10 1d10 2d6 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×3 ×3 ×3 ×3	20 ft. 20 ft. 2 80 ft. Range 2 — 2 — 2 — 2 — 2 — 2 — 2 — 100 ft. 60 ft.	P. BI. P. P. Type P. SI. SI. SI. SI. SI. SI. SI. SI. SI. SI	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of 1	d modily Dex ID TUI dd20 + 0 or lor 1-3 4-6 7-9 10-1 13-1 16-1 19-2 2 or hi	+2 +4 +4 +0 +2	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev Undead w	or ed bows can be e, unlike of weapor erful Undea vel HD -4 vel HD -2 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +3 vel HD +4 vithin 60 fee	-4 -2 e usc hher ns.	 -2 ed while ranged ffected		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow Shortbow Exotic	1d4 1d6 1d4/1d4 1d6 1d8 1d8 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d8 1d4 1d2 1d6 1d10 1d8 1d8 1d10 1d6 1d4 Dmg (S)	1d6 1d8 1d6/1d6 1d8 1d10 1d8 1d6 1d8 1d8 1d10 1d6 1d6 1d 1d8 1d12 1d10 1d10 2d6 1d8 1d10	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×7 Critical	20 ft. 20 ft. 20 ft. 20 ft. 20 80 ft. 20	P. BI. P. P. Type P. SI. SI. SI. SI. BI. SI. SI. SI. SI. P. SI. SI. P. SI. SI. P. Type	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UNDEAL Result of 1	d modily Dex ID TUI dd20 + 0 or lot 1-3 4-6 7-9 10-1 13-1 16-1 19-2 2 or hi	+2 +4 +4 +0 +2	-2 -4 -4 -2 +2 efender o AC. CHEC	ground Prone Shaken of frightene Crosst prone Most Powe Cleric's lev modifier in	or ed bows can be e, unlike of weapor erful Undea vel HD -4 vel HD -2 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +3 vel HD +4 vithin 60 fee for turning	-4 -2 e usc hher ns.	 -2 ed while ranged ffected		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow Shortbow Exotic Crossbow, har	1d4 1d6 1d4/1d4 1d6 1d8 1d8 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d8 1d4 1d2 1d6 1d10 1d8 1d8 1d10 1d6 1d6 1d6 1d6 1d7 1d8 1d8 1d10 1d6 1d6 1d7 1d8 1d8 1d10 1d6 1d4 Dmg (S)	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d 1d8 1d12 1d10 1d10 2d6 1d8	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 19-20/×2 ×3 ×3 ×3 ×3 ×3 ×3	20 ft. 21 ft. 22 ft. 23 ft. 24 ft. 25 ft. 26 ft. 27 ft. 28 ft. 28 ft. 29 ft. 20 ft. 20 ft. 21 ft. 22 ft. 23 ft. 24 ft. 25 ft. 26 ft. 27 ft. 28 ft. 28 ft.	P. BI. P. P. Type P. SI. SI. SI. SI. SI. SI. SI. SI. SI. SI	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UND EAI Result of I	d modily Dex 10 1020 + 0 or lor 1-3 4-6 7-9 10-1 13-1 16-1 20-r hi amage:	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bo wer 3 6 9 12 15 18 21 igher : If you y total H	-2 -4 -4 -2 +2 efender o AC. CHECI onus can turn Charisma it Dice of	ground Prone Shaken of frightene Crossle prone K Most Power Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev undead w modifier if	or ed oows can be e, unlike of weapon erful Undea vel HD -4 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +4 vithin 60 fee for turning ou turn.	-4 -2 e usi her ns.	 -2 ed while ranged ffected		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow Shortbow Exotic Crossbow, had SPECIAL A	1d4 1d6 1d4/1d4 1d6 1d8 1d8 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d6 1d6 1d4 1d4 1d2 1d6 1d10 1d8 1d8 1d10 1d6 1d6 1d6 1d7 1d8 1d8 1d4 1d4 1d8 1d8 1d10 1d6 1d4 Dmg (S) 1d4 Dmg (S) 1d4 1d3 1d4 1d3	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d10 1d6 1d6 1d6 1d1 1d10 2d6 1d10 2d6 1d8 1d10	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 19-20/×2 x3 ×3 ×3 Critical 19-20/×2	20 ft.	P. BI. P. P. Type P. SI. SI. BI. SI. BI. SI. BI. SI. P. SI. Type P. P. Type P. P. Type P.	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UND EAI Result of I	d modily Dex 10 1020 + 0 or lor 1-3 4-6 7-9 10-1 13-1 16-1 20-r hi amage:	+2 +4 +4 +0 +2 ifiers, de bonus to RNING Char bower 3 6 9 12 15 18 21 igher : If your 4 + your 6 + total H	-2 -4 -4 -2 +2 efender o AC. CHECI onus can turn Charisma it Dice oi	ground Prone Shaken of frightene Crossle prone K Most Power Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev undead w modifier if fundead y ES: AFF	or ed oows can be e, unlike of weapon weapon erful Undea vel HD -4 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +4 vithin 60 fee for turning ou turn.	-4 -2 e use her ns.	 -2 ed while ranged fected		
Longspear Quarterstaff Spear Crossbow, hea Crossbow, ligh Martial Sword, short Battleaxe Flail Longsword Sword, bastar Rapier Scimitar Whip Warhammer Greataxe Greatclub Flail, heavy Greatsword Longbow Shortbow Exotic Crossbow, har	1d4 1d6 1d4/1d4 1d6 1d8 1d8 1d6 Dmg (S) 1d4 1d6 1d6 1d6 1d6 1d8 1d4 1d2 1d6 1d10 1d8 1d8 1d10 1d6 1d6 1d6 1d6 1d7 1d8 1d8 1d10 1d6 1d6 1d7 1d8 1d8 1d10 1d6 1d4 Dmg (S)	1d6 1d8 1d6/1d6 1d8 1d10 1d8 Dmg (M) 1d6 1d8 1d8 1d0 1d6 1d6 1d6 1d6 1d6 1d1 1d10 2d6 1d8 1d6 Dmg (M) 1d4	×2 ×3 ×2 ×3 19-20/×2 19-20/×2 Critical 19-20/×2 ×3 ×2 19-20/×2 18-20/×2 ×3 ×3 ×2 19-20/×2 ×3 ×3 ×3 Critical 19-20/×2	20 ft. 20 ft. 20 ft. 20 ft. 20 ft. 20 ft. 20	P. BI. P. P. Type P. SI. SI. BI. SI. BI. SI. BI. SI. P. Type P. Type P. Type P. Type P. Type	Kneeling or sitting Pinned* Prone Running* Stunned* For starred loses an UND EAI Result of I	d modility Dex 10 1020 + 0 or loo 1-3 4-6 7-9 10-1 13-1 16-1 19-2 2 or hi amage: c level y many	+2 +4 +4 +0 +2 ifiers, debonus to RNING Char bower 3 6 9 12 15 18 21 igher : If your total H CIAL A Extrace	-2 -4 -4 -2 +2 efender o AC. CHECI onus can turn Charisma it Dice of	ground Prone Shaken of frightene Crossle prone K Most Power Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev Cleric's lev undead w modifier if	or ed bows can be e, unlike of weapon weapon erful Undea vel HD -4 vel HD -1 vel HD +1 vel HD +2 vel HD +3 vel HD +4 vithin 60 fee for turning ou turn.	-4 -2 e use her ns.	 -2 ed while ranged ffected		

Lances in a mounted charge deal double damage.

Bluff vs. Sense motive + BaB. Opponent loses Dex.

HECK								HECK							
,								Task / Circumstance							
Unkno	tted rop	e with ne	arby wall, k	notted r				Treat a fall as if it were 10 feet shorter than it really is when determining damage.							
A surface with plenty of ledges to hold and stand on,							5	Tumble at half speed as part of normal movement, provoking no attacks of opportunity while doing so.							
		handhold	te and footh	olde a t	roe or	21									
unknotted rope							enemy (over, under, or around the opponent						:) as ์		
dungeon or ruin walls								opportu	nity while o	loing so.			2.10 01		
Overh	A rough surface or brick wall Overhangs or ceiling with handholds but no footholds							Tumbling is impossible in a deep bog. Lightly obstructed (scree, light rubble, shallow bog,							
					ho usod		E			d (natural	cavern	floor do	nco		
				es may	ne useu							i ilooi, de	1130		
Any point where two perpendicular surfaces may be								Lightly s	lippery (we	et floor)					
used to brace, such as inside a corner								Severely slippery (ice sheet)							
	pery surf		1011 111	<u> </u>				Sloped o	or angled	C 0 11		nes:			
	at runnin				rupping	CAA		inlo AC	Dofloy	CON			Micc 0/-		
			•		_	1/4		-		1/4			Miss % 10%		
double the DC.		, 3			_ ,	-, ¬			- '1	1/7	_	_	10 /0		
Distance			C Dist.	Size	Reach	1/2	Arour	nd +4	4 +2	1/2	Blur s	pell or	20%		
5 feet				Colos.	128 ft	2/4			7 . 7	2/4		_	200/		
						3/4			/ +3	3/4			30%		
20 feet				_	16 ft					9/10			40%		
25 feet		2	0 5 ft			9/10	Arrow		0 +4*	Total	Invisil	•	50%,		
30 feet				Small	4 ft	T	slit	_			total		attacke		
	_					rotal			-				must guess		
рацегп.			2 011			* /			ails, no	_			location		
					,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,										
VEAP	NS					A++A	CK R	⊕LL П€	ÐDS						
D				Range		Defend	der is	Mele	e Ranged				Range		
.,	1d2	1d3	×2	_	BI.				-2			-1	-1		
іке													-2 —		
												+2	_		
	1d6	1d8	×2	_	BI.							-2	-2s		
	1d6	1d8	×2	_	Bl. and P.	(attack	er not)					+2	+2		
	1d4	1d6	×2		P.					<u> </u>	ier	+1	+0		
				_			ig or	+2	-2	ground		4			
	•			20 ft			*	± 1	_1		or		-2		
eavv												-2	-2		
ght	1d6	1d8	19-20/×2		Р.		g*					an be use	ed while		
, E			Critical												
	1d4	1d6	19-20/×2	_	Р.										
			×3	_						-					
				_											
ard	1d8	1d10	19-20/×2 19-20/×2		SI.	Result	of 1d2	20 + Cha	r bonus	Most Pow	erful U	ndead Af	fected		
	Task/r A stee Unkno hangii A surf unkno An un dunge A roug Overh A smo Any p to bria A slipp III P a 20-foo out a ru bble the Distance 5 feet 10 feet 15 feet 20 feet 25 feet 30 feet n, contin pattern.	Task/Circumst A steep slope of Unknotted rope hanging free, of A surface with or ship rigging A surface with unknotted rope An uneven surface overhangs or of A smooth, perform Any point whe to brace, such Any point whe to brace, a slippery surface of the DC. Distance 5 feet 10 feet 15 feet 20 feet 25 feet 30 feet 10 feet 15 feet 20 feet 21 feet 22 feet 30 feet 30 feet 30 feet 31 feet 31 feet 42 feet 43 feet 44 feet 55 feet 66 feet 77 fear out in in in it is	Task/Circumstance A steep slope or knotted Unknotted rope with ne hanging free, or rope of A surface with plenty of or ship rigging A surface with handhold unknotted rope An uneven surface with dungeon or ruin walls A rough surface or brick Overhangs or ceiling wi A smooth, perfectly flat Any point where two pe used to brace, such as inside Any point where two pe used to brace, such as inside Any point where two pe used to brace, such as inside Any point where two pe used to brace, such as inside A slippery surface ITI P a 20-foot running but a running start, bule the DC. Distance 5 feet 10 feet 15 feet 20 feet 25 feet 10 feet 25 feet 10 feet 25 feet 10 feet 126 feet 27 feet 18 feet 19 feet 10 feet 10 feet 11 feet 12 feet 11 feet 12 feet 13 feet 14 feet 15 feet 16 feet 17 feet 18 feet 19 feet 10 feet 10 feet 11 feet 11 feet 12 feet 12 feet 13 feet 14 feet 15 feet 16 feet 17 feet 18 feet 19 feet 10 feet 10 feet 11 feet 11 feet 12 feet 12 feet 13 feet 14 feet 15 feet 16 feet 17 feet 18 feet 19 feet 10 feet 10 feet 11 feet 12 feet 11 feet 12 feet 12 feet 13 feet 14 feet 15 feet 16 feet 17 feet 18 feet 19 feet 10 feet 10 feet 11 feet 12 feet 11 feet 12 feet 12 feet 13 feet 14 feet 15 feet 16 feet 17 feet 18 feet 19 feet 19 feet 10 feet	Task/Circumstance A steep slope or knotted rope with Unknotted rope with nearby wall, k hanging free, or rope of a rope trick A surface with plenty of ledges to h or ship rigging A surface with handholds and footh unknotted rope An uneven surface with narrow handungeon or ruin walls A rough surface or brick wall Overhangs or ceiling with handhold A smooth, perfectly flat vertical sur Any point where two parallel surface to brace, such as inside a chimney Any point where two perpendicular used to brace, such as inside a corr A slippery surface ITIP A 20-foot running out a running start, where the DC. Distance Distance Distance Distance S feet 10 feet 15 feet 10 feet 15 feet 20 feet 21 de 4 ft 20 feet 21 de 4 ft 22 3 ft 30 feet 24 6 ft 28 7 ft 32 8 ft IN EAP NS Dmg (S) Dmg (M) Critical 1d2 1d3 ×2 1d3 1d4 19-20/×2 1d4 1d6 ×2 1d6 1d8 ×2 1d6 1d8 ×3 1d4/1d4 1d6/1d6 ×2 1d6 1d8 ×3 1d4/1d4 1d6/1d6 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3 1d6 1d8 ×2 1d6 1d8 ×3 1d6 1d8 ×3	A steep slope or knotted rope with a nearby Unknotted rope with nearby wall, knotted rhanging free, or rope of a rope trick spell A surface with plenty of ledges to hold and or ship rigging A surface with handholds and footholds, a tunknotted rope An uneven surface with narrow handholds dungeon or ruin walls A rough surface or brick wall Overhangs or ceiling with handholds but not A smooth, perfectly flat vertical surface Any point where two parallel surfaces may to brace, such as inside a chimney Any point where two perpendicular surfaces used to brace, such as inside a corner A slippery surface MIP	Task/Circumstance A steep slope or knotted rope with a nearby wall Unknotted rope with nearby wall, knotted rope hanging free, or rope of a rope trick spell A surface with plenty of ledges to hold and stand on, or ship rigging A surface with handholds and footholds, a tree, or unknotted rope An uneven surface with narrow handholds or dungeon or ruin walls A rough surface or brick wall Overhangs or ceiling with handholds but no footholds A smooth, perfectly flat vertical surface Any point where two parallel surfaces may be used to brace, such as inside a chimney Any point where two perpendicular surfaces may be used to brace, such as inside a corner A slippery surface IMP Ta 20-foot running Out a running start, the the DC. Distance Distance Distance Distance Distance Doc Dist. Size Reach 15 feet 12 3 ft Huge 32 ft 10 feet 18 2 ft Garg. 64 ft 11 Colos. 128 ft 12 3 ft Huge 32 ft 12 3 ft Huge 32 ft 12 3 ft Huge 32 ft 13 feet 14 1 ft Colos. 128 ft 12 3 ft Huge 32 ft 16 4 ft Large 16 ft 18 24 6 ft Small 4 ft 19 20 feet 16 4 ft Small 4 ft 19 20 feet 16 16 4 ft Small 4 ft 18 10 19 20/×2 10 ft. P. or Sl. 18 16 16 168 ×2 — Bl. 18 16 168 ×2 — Bl. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — P. 18 16 168 ×3 — P. 18 169 109 20/×2 = Ringer Type 18 16 168 ×3 — Bl. 18 16 168 ×3 — Bl. 18 169 109 20/×2 = Ringer Type 19 109 109 109 109 20/×2 = Ringer Type 109 109 109 109 20/×2 = Ringer Type 109 109 109 109 20/×2 = Ringer Type 109 109 109 109	Task/Circumstance	DC/Mod	Task/Circumstance A steep slope or knotted rope with a nearby wall Unknotted rope with nearby wall, knotted rope hanging free, or rope of a rope trick spell A surface with plenty of ledges to hold and stand on, or ship rigging A surface with handholds and footholds, a tree, or dungeon or ruin walls 15 Tumble provoking is when handholds or dungeon or ruin walls A rough surface with handholds and footholds A smooth, perfectly flat vertical surface Any point where two parallel surfaces may be used to brace, such as inside a chimney Any point where two parallel surfaces may be used to brace, such as inside a corner A slippery surface HIGH Umip A 20-foot running put a running start, ble bt the DC. DC Dist. Size Reach to feet 4 1 ft Colos. 128 ft Seet 4 1 ft Colos. 128 ft Seet 16 4 ft Large 16 ft 20 feet 16 4 ft Large 16 ft Side to pattern. 1/2 Around +4 corner 9/10 Arrow +1 slit nown in the pattern. T/EAP⊕NS Dmg (S) Dmg (M) Critical Range Type 1d6 1d8 x2 — Bl. and P. 1d4 1d6 x2 10 ft. Bl. 1d6 1d8 x2 — Bl. and P. 1d4 1d6 x2 20 ft. P. 1d6 1d8 x3 — P. 1d7 x4	Task/Circumstance	Task/Circumstance	Task/Circumstance	Tests/Circumstance		

SR Applies

Attack of Opp.

Antimagic

No

No

