Damage Types

* Slashing (cut)
* Bludgeoning (smash)
* Piercing (pierce)
* Fire (burn)
* Cold (Freeze)
* Poison (Toxin)
* Acid (Corrosion)
* Psychic (Mental Durability)
* Necrotic (Decay)
* Lightning (Electrical)
* Thunder (Sound)
* Force (Force)

Special abilities Types

Ability Score Loss

Alternate Form

Antimagic

Blindsight And Blindsense

Breath Weapon

Change Shape

Charm and Compulsion

Cold Immunity

Constrict

Damage Reduction

Darkvision

Death Attacks

Disease

Energy Drain And Negative Levels

Etherealness

Evasion And Improved Evasion

Fast Healing

Fear

Fire Immunity

Gaseous Form

Gaze Attacks

Improved Grab

Incorporeality

Invisibility

Level Loss

Low-Light Vision

Manufactured Weapons

Movement Modes

Natural Weapons

Nonabilities

Paralysis

Poison

Polymorph

Pounce

Powerful Charge

Psionics

Rake

Rays

Regeneration

Resistance To Energy

Scent

Sonic Attacks

Spell Immunity

Spell Resistance

Spells

Summon

Swallow Whole

Telepathy

Trample

Tremorsense

Turn Resistance

Vulnerability to Energy

Weapon Types

Simple Melee Weapons

Club (B 1d4)

Dagger (P 1d4)

Greatclub (B 1d8)

Handaxe (S 1d6)

Javelin (P 1d6)

Light hammer (B 1d4)

Mace (B 1d6)

Quarterstaff (B 1d6)

Sickle (S 1d4)

Spear (P 1d6)

Unarmed strike (B 1)

Simple Ranged Weapons

Crossbow, light (P 1d8)

Dart (P 1d4)

Shortbow (P 1d6)

Sling (B 1d4)

Martial Melee Weaons

Battleaxe (S 1d8)

Flail (B 1d8)

Glaive (S 1d10)

Greataxe (S 1d12)

Greatsword (S 2d6)

Halberd (S 1d10)

Lance (P 1d12)

Longsword (S 1d8)

Maul (B 2d6)

Morningstar (P 1d8)

Pike (P 1d10)

Rapier (P 1d8)

Scimitar (S 1d6)

Shortsword (P 1d6)

Trident (P 1d6)

War pick (P 1d8)

Warhammer (B 1d8)

Whip (S 1d4)

Martial Ranged Weapons

Blowgun (P 1)

Crossbow, hand (P 1d6)

Crossbow, heavy (P 1d10)

Longbow (P 1d8)

Net

Skills

* Acrobatics (Dex)
* Animal Handling (Wis)
* Arcana (Int)
* Athletics (Str)
* Deception (Cha)
* History (Int)
* Insight (Wis)
* Intimidation (Cha)
* Investigation (Int)
* Medicine (Wis)
* Nature (Int)
* Perception (Wis)
* Performance (Cha)
* Persuasion (Cha)
* Religion (Int)
* Sleight of Hand (Dex)
* Stealth (Dex)
* Survival (Wise)

Saving Throws

* Strength
* Dexterity
* Constitution
* Intelligence
* Wisdom
* Charisma

Initiative (Determines the order of turns during combat using Dexterity)

* Tie Roll (1d20)

Club (B 1d4)

Dagger (P 1d4)

Greatclub (B 1d8)

Handaxe (S 1d6)

Javelin (P 1d6)

Light hammer (B 1d4)

Mace (B 1d6)

Quarterstaff (B 1d6)

Sickle (S 1d4)

Spear (P 1d6)

Unarmed strike (B 1)

Crossbow, light (P 1d8)

Dart (P 1d4)

Shortbow (P 1d6)

Sling (B 1d4)

Battleaxe (S 1d8)

Flail (B 1d8)

Glaive (S 1d10)

Greataxe (S 1d12)

Greatsword (S 2d6)

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Morningstar (P 1d8)

Pike (P 1d10)

Rapier (P 1d8)

Scimitar (S 1d6)

Shortsword (P 1d6)

Trident (P 1d6)

War pick (P 1d8)

Warhammer (B 1d8)

Whip (S 1d4)

Blowgun (P 1)

Crossbow, hand (P 1d6)

Crossbow, heavy (P 1d10)

Longbow (P 1d8)

Net