



ENCOUNTERS

ENCOUNTER NUMBERS

DMG.49

Encounter Level	Number of Creatures								Mixed Pair
	1	2	3	4	5-6	7-9	10-12		
1	1,2	1/2	1/3	1/4	1/6	1/8	1/8	1/2+1/3	
2	2,3	1	1/2,1	1/2	1/3	1/4	1/6	1+1/2	
3	3,4	1,2	1	1/2,1	1/2	1/3	1/4	2+1	
4	3-5	2	1,2	1	1/2,1	1/2	1/3	3+1	
5	4-6	3	2	1,2	1	1/2	1/2	4+2	
6	5-7	4	3	2	1,2	1	1/2	5+3	
7	6-8	5	4	3	2	1	1/2	6+4	
8	7-9	6	5	4	3	2	1	7+5	
9	8-10	7	6	5	4	3	2	8+6	
10	9-11	8	7	6	5	4	3	9+7	
11	10-12	9	8	7	6	5	4	10+8	
12	11-13	10	9	8	7	6	5	11+9	
13	12-14	11	10	9	8	7	6	12+10	
14	13-15	12	11	10	9	8	7	13+11	
15	14-16	13	12	11	10	9	8	14+12	
16	15-17	14	13	12	11	10	9	15+13	
17	16-18	15	14	13	12	11	10	16+14	
18	17-19	16	15	14	13	12	11	17+15	
19	18-20	17	16	15	14	13	12	18+16	
20	19+	18	17	16	15	14	13	19+17	

TREASURE PER ENCOUNTER

DMG.51

Encounter Level	Treasure-Encounter	Encounter Level	Treasure-Encounter	Encounter Level	Treasure-Encounter
1	300 gp	8	3,400 gp	14	17,000 gp
2	600 gp	9	4,500 gp	15	22,000 gp
3	900 gp	10	5,800 gp	16	28,000 gp
4	1,200 gp	11	7,500 gp	17	36,000 gp
5	1,600 gp	12	9,800 gp	18	47,000 gp
6	2,000 gp	13	13,000 gp	19	61,000 gp
7	2,600 gp			20	80,000 gp

EXPERIENCE POINTS

DMG.38

For single monster. **Bold** numbers indicate standard XP for encounter of character's level.

Lvl.	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11
1-3	300	600	900	1350	1800	2700	3600	5400	7200	10800	-
4	300	600	1200	1600	2400	3200	4800	6400	9600	12800	-
5	300	500	750	1000	1500	2250	3000	4500	6000	9000	12000
6	300	450	600	900	1200	1800	2700	3600	5400	7200	10800
7	263	350	525	700	1050	1400	2100	3150	4200	6300	8400
8	200	300	400	600	800	1200	1600	2400	3600	4800	7200
9	-	225	338	450	675	900	1350	1800	2700	4050	5400
10	-	-	250	375	500	750	1000	1500	2000	3000	4500
11	-	-	-	275	413	550	825	1100	1650	2200	3300
12	-	-	-	-	300	450	600	900	1200	1800	2400
13	-	-	-	-	-	325	488	650	975	1300	1950
14	-	-	-	-	-	-	350	525	700	1050	1400
15	-	-	-	-	-	-	-	375	563	750	1125
16	-	-	-	-	-	-	-	-	400	600	800
17	-	-	-	-	-	-	-	-	425	638	-
18	-	-	-	-	-	-	-	-	-	450	-

Lvl.	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
5	18000	-	-	-	-	-	-	-	-
6	14400	21600	-	-	-	-	-	-	-
7	12600	16800	25200	-	-	-	-	-	-
8	9600	14400	19200	28800	-	-	-	-	-
9	8100	10800	16200	21600	32400	-	-	-	-
10	6000	9000	12000	18000	24000	36000	-	-	-
11	4950	6600	9900	13200	19800	26400	39600	-	-
12	3600	5400	7200	10800	14400	21600	28800	43200	-
13	2600	3900	5850	7800	11700	15600	23400	31200	46800
14	2100	2800	4200	6300	8400	12600	16800	25200	33600
15	1500	2250	3000	4500	6750	9000	13500	18000	27000
16	1200	1600	2400	3200	4800	7200	9600	14400	19200
17	850	1275	1700	2550	3400	5100	7650	10200	15300
18	675	900	1350	1800	2700	3600	5400	8100	10800
19	475	713	950	1425	1900	2850	3800	5700	8550
20	-	500	750	1000	1500	2000	3000	4000	6000

NPC GEAR VALUE

DMG.127

NPC Level	Value of Gear	NPC Level	Value of Gear	NPC Level	Value of Gear
1	900 gp	8	9,400 gp	14	45,000 gp
2	2,000 gp	9	12,000 gp	15	59,000 gp
3	2,500 gp	10	16,000 gp	16	77,000 gp
4	3,300 gp	11	21,000 gp	17	100,000 gp
5	4,300 gp	12	27,000 gp	18	130,000 gp
6	5,600 gp	13	35,000 gp	19	170,000 gp
7	7,200 gp			20	220,000 gp



COMBAT

ATTACK ROLL MODIFIERS

PHB.151

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

1 Entangled characters take -4 Dex penalty, which may affect attack roll.

2 Defender loses Dex bonus to AC.

3 Most ranged weapons can't be used prone, crossbows can be.

TWO WEAPON FIGHTING

PHB.160

Circumstances	Primary Hand	Off Hand	Circumstances	Primary Hand	Off Hand
Normal Penalties	-6	-10	Two-weapon fighting feat	-4	-4
Off-hand weapon is light	-4	-8	Off-hand weapon is light and two-weapon fighting feat	-2	-2

ACTIONS IN COMBAT

Attack, Defense, Magic, Movement, Weapons/Items

PHB.141

No Action	AoO
Delay (p.160)	No
5-foot step (p.144)	No
Free Action	AoO
Cast a quickened spell (p.98) <i>or</i> Feather Fall (p.144)	No
Cease concentration on a spell (p.144)	No
Draw ammunition (p.113, 143)	No
Drop an item (p.144)	No
Drop to the floor/prone (p.144)	No
Prepare spell components to cast a spell (p.141)	No
Speak (p.144)	No
Spellcraft check on counterspell attempt (p.160)	No

Standard Action	AoO
Attack (melee) (1d20+BAB+STR+Size) (p.139)	No
Attack (ranged) (1d20+BAB+DEX+Size+Range pen.) (p.139)	Yes
Attack (unarmed) (Medium -1d3 nonlethal damage) (p.121)	Yes
Attack defensively (-4 attack, +2 dodge AC) (p.140)	No
Activate a magic item other than a potion/oil (p.142)	No
Aid another (Grant ally +2 attack OR AC) (p.154)	Maybe
Bull rush (Push opponent back 5 feet or more) (p.154)	No
Cast a typical spell (p.140)	Yes
Concentrate to maintain an active spell (p.140)	No
Dismiss a spell (p.142)	No
Draw a hidden weapon (Sleight of Hand, p.81)	No
Drink a potion or apply an oil (p.142)	Yes
Escape a grapple (p.156)	No
Feint (negate opponent's Dex bonus to AC) (p.155)	No
Light a torch with a tinderwort (p.129)	Yes
Lower spell resistance (p.177)	No
Make a dying friend stable (See Heal, p.75)	Yes
Move Action (replaces Standard Action) (p.138)	Depends
Overrun (Plow past/over opponent as you move) (p.157)	No
Read a scroll	Yes
Ready (triggers a later Standard Action) (p.160)	No
Sunder a weapon (attack) (p.158)	Yes
Sunder an object (attack) (p.158)	If worn/carried
Total defense (+4 dodge AC, Can't AoO) (p.142)	No
Turn or rebuke undead (p.159)	No
Use extraordinary ability (p.142)	No
Use skill that takes 1 standard action	Usually
Use spell-like ability (p.142)	Yes
Use supernatural ability (p.142)	No

Move Action	AoO
Move (move speed, can't 5-foot step) (p.142)	Yes
Climb (at 1/4 speed, 1/2 speed at -5 penalty) (p.69)	No
Crawl (5 feet) (p.142)	Yes
Control a frightened mount	Yes
Direct or redirect an active spell (p.143)	No
Draw a weapon (can combine with regular move) (p.142)	No
Load a hand/light crossbow (p.115)	Yes
Open or close a door (p.143)	No
Mount/dismount steed (free action w/ DC 20 Ride check) (p.143)	No
Control a frightened mount	Yes
Move a heavy object (p.143)	Yes
Pick up an item (p.143)	Yes
Sheathe a weapon (p.142)	Yes
Stand up from prone (p.143)	Yes
Ready or loose a shield (can combine with regular move) (p.142)	No
Retrieve a stored item (p.143)	Yes

Full-Round Action	AoO
Full attack (p.143)	No
Full attack defensively (-4 attack, +2 dodge AC) (p.143)	No
Cast metamagic spell (spontaneous casters) (p.143)	Yes
Climb (at 1/2 speed, using 2 Move actions)	No
Charge (Move up to 2x speed, +2 attack, -2 AC) (p.154)	No
Deliver a coup de grace (p.153)	Yes
Escape from a net, spell, etc. (p.119)	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy/repeating crossbow (p.115)	Yes
Lock/unlock weapon in a locked gauntlet (p.124)	Yes
Prepare to throw a splash weapon (p.158)	Yes
Run (move up to 4x speed - straight line (3x heavy armor)) (p.144)	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends (p.141)	Yes
Withdraw (move up to 2x speed) (p.143)	No

Miscellaneous	AoO
Disarm (knock weapon from opponent's hands) (p.155)	Yes
Grapple (wrestle with an opponent) (p.155)	Yes
Trip (trip an opponent) (p.158)	Yes

These attacks substitute for a melee attack, not an action.

ARMOR CLASS MODIFIERS

PHB.151

Defender is...	Melee	Range	Defender is...	Melee	Range
Behind cover	+4	+4	Helpless	-4	+0
Blinded	-2	-2	Kneeling or sitting	-2	+2
Concealed or invisible	See Concealment		Squeezing through a space	-4	-4
Cowering	-2	-2	Pinned	-4	+0
Entangled	+0	+0	Prone	-4	+4
Flat-footed	+0	+0	Stunned	-2	-2
Grappling	+0	+0			

1 Defender loses Dex bonus to AC

2 Entangled characters take -4 penalty to Dexterity

3 Roll randomly to see which grappling combatant you strike.

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

TURNING UNDEAD

PHB.159

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

SPECIAL ABILITY TYPES

PHB.290

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagical field	No	Yes	Yes
Attack of Opportunity	No	Yes	No

Dispel: Dispel the effects of abilities of that type?

Spell Resistance: Protects a creature from these abilities?

Antimagical field: Suppresses the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

GRAPPLING

PHB.156

Starting a Grapple

1. Provoke Attack of Opportunity. (If AoO deals damage, fails.)
2. Grab. Make melee touch attack. (Miss, grapple fails.)
3. Hold. Make opposed grapple checks.
 - Success: Now grappling, deal unarmed strike damage.
 - 1d3 non-lethal damage for typical medium character.
 - Failure: grapple fails.
 - Tie: higher grapple check wins. If same, roll to break tie.
4. Maintain grapple. Move into target's space.
 - This move counts as a free action, *not* a move action.
 - Provokes AoO from non-grapple-target opponents.

Grappling Consequences

- No Threatened Squares
- No Dexterity Bonus
 - Lose Dex bonus to AC against opponents not grappling.
- No Movement
 - See below for details.

Grappling Actions



SKILL CHECKS

BALANCE (DEX)

ARMOR CP PHB.67

Surface	DC ¹	Surface	DC ¹
7-12 inches wide	10	Uneven flagstone	10 ²
2-6 inches wide	15	Hewn stone floor	10 ²
<2 inches wide	20	Sloped or angled floor	10 ²
Surface	DC Mod	1. Add modifiers listed in 2nd table.	
Lightly obstructed (light rubble)	+2		
Severely obstructed (natural cavern floor, dense rubble)	+5	2. Only if running or charging. Failure by <5 means character can't run or charge, but may otherwise act normally.	
Lightly slipper (wet floor)	+2		
Severely slippery (ice sheet)	+5		
Sloped or angled	+2		

BLUFF (CHA)

PHB.67

Example Circumstances	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 (STR)

ARMOR CP PHB.69

To advance over any slope or wall at 1/4 speed. Failure < 5 - no progress, failure ≥ 5 - fall.

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 rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed

DC Mod	Example Surface or Activity
-10	Climbing a chimney (artificial or natural or other location where you can brace against two opposite walls (reduces DC by 10).
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).
+5	Accelerated climbing (move at 1/2 speed instead of 1/4)

CONCENTRATION (CON)

PHB.69

Used defensively avoids AoO. DC is 15 + spell's level.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action
10 + half continuous damage last dealt	Taking continuous damage during the action
Distracting spell's save DC	Distracted by nondamaging spell
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm-tossed ship).
15	Violent motion on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
15	Entangled
20	Extraordinarily violent motion (earthquake)
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
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> .

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 (PERSUASION) (CHA)

R. Burlew Giantsp.com

DC = 15 + Int of highest level character + highest wis modifier. Failure<5 - does not accept deal, may counter-offer, failure ≥10, fails.

DC Mod	Relationship	Risk/Reward
-10	Intimate	Fantastic
-7	Friend	
-5	Ally	Favorable
-2	Acquaintance (+)	
+0	Just met	Even
+2	Acquaintance (-)	
+5	Enemy	Unfavorable
+7	Personal foe	
+10	Nemesis	Horrible

DISABLE DEVICE (INT)

TRAINED PHB.72

Failure < 5 - try again. Failure ≥ 5 - something goes wrong.

Device	Time	DC ¹	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

1 If character leaves behind no trace of tampering, add 5 to DC.

DISGUISE (CHA)

PHB.72

Failure < 5 - try again. Failure ≥ 5 - something goes wrong.

Disguise	Modifier
Minor details only	+5
Different gender	-2
Different race	-2
Different age category	-2
Familiarity	Viewer Spot Check Bonus
Recognizes on sight	+4
Friends / associates	+6
Close friends	+8
Intimate	+10

ESCAPE ARTIST (DEX)

ARMOR CP PHB.73

Restraint	Escape DC
Ropes	Binder's Use Rope check at +10
Net, <i>Animate Rope</i> , <i>Command Plants</i> , <i>Control Plants</i> , <i>Entangle</i>	20
Snare spell	23
Manacles or tight spaces	30
Masterwork manacles	35
Grappler	Grappler's grapple check

HEAL (WIS)

PHB.75

Heal DC	Task
15	First aid - stabilizes character w/ negative hp
15	Long-term care - patient recovers hp at twice normal rate over the course of a day.
15	Treat wound from caltrop, <i>Spike Growth</i> , or <i>Spike Stones</i>
Poison's DC	Treat poison (see DMG.297)
Disease's DC	Treat disease (see DMG.292)

JUMP (STR)

ARMOR CP PHB.77

Long jump DC is equivalent to long jump distance in feet. Failure < 5 - DC 15 Ref save to grab far edge. -6 penalty for every 10' below speed 30, +4 for every 10' above speed 30. Untrained long jump lands prone. All jump DCs assume 20' running start. If no running start, double DC.

High Jump	Jump DC	Creature Size	Vertical Reach
1 foot	4	Colossal	128 feet
2 feet	8	Gargantuan	64 feet
3 feet	12	Huge	32 feet
4 feet	16	Large	16 feet
5 feet	20	Medium	8 feet
6 feet	24	Small	4 feet
7 feet	28	Tiny	2 feet
8 feet	32	Diminutive	1 foot

LISTEN (WIS)

PHB.78

DC	Sound
-10	A battle
0	People talking (beat DC by 10 understand speech)
5	Person in medium armor walking at slow pace (10ft/round) trying not to make noise
10	Unarmored person walking at a slow pace (15ft/round) trying not to make noise
15	1st level rogue using Move Silent to sneak past
15	People whispering
19	A cat stalking
30	An owl gliding in for a kill

DC Mod	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

MOVE SILENTLY (DEX)

ARMOR CP PHB.79

Moves at 1/2 speed. >1/2 speed gives -5 penalty. Running gives -20.

Surface	Check Mod
Noisy (undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, snow)	-5

OPEN LOCK (DEX)

TRAINED PHB.79

Lock	DC	Lock	DC
Very simple	20	Good	30
Average	25	Amazing	40

RIDE (DEX)

PHB.80

Task	Ride DC	Task	Ride DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount/dismount	20
Soft fall	15	Riding bareback	+5

SEARCH (INT)

PHB.81

Task	Search DC
Ransack a chest full of junk to find certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only)	21 or higher
Find a magic trap (rogue only)	25 + spell level
Notice a well-hidden secret door	30

SENSE MOTIVE (WIS)

PHB.81

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15 (<i>Dominant Person</i>)
Discern secret message	Varies

SLEIGHT OF HAND (DEX)

TRAINED ARMOR CP PHB.81

Task	Sleight of Hand DC
Palm a coin-sized object	10
Lift a small object from a person	20
Use skill as a free action	+20

SPELLCRAFT (INT)

TRAINED PHB.82

DC	Task
13	When using read magic, identify a glyph of warding. 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. 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 detect magic, 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, the DC is 15+ one-half caster lvl.) No action required.
19	When using read magic, identify a symbol. 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 wall of iron spell. No action required. No retry.
20 + spell lvl	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
20 + 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 dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry.
30 +	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

SPOT (WIS)

PHB.83

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5
Become aware of invisible creature	DC 20

SURVIVAL (WIS)

PHB.83

DC	Task
10	Get along in the wild. Move up to 1/2 your overland speed while hunting & foraging (no food or water supplies needed).
15	Gain a +2 bonus on all Fort saves against severe weather while moving up to 1/2 your overland speed, or gain a +4 bonus if stationary. You may grant the same bonus to 1 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.

Varies Follow tracks (see the Track feat, PH pg 101).

SWIM (STR) ARMOR CP

PHB.84

Water	Swim DC	Check per round to swim at 1/2 speed.
Calm water	10	Failure<5 - no progress. Failure≥5 - go underwater. Hold breath # mds = Con.
Rough water	15	x2 armor check/encumbrance penalties.
Stormy water	20	

TUMBLE (DEX)

TRAINED ARMOR CP PHB.84

DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at 1/2 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 which you pass them (player's choice in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at 1/2 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 Mod
Lightly obstructed (light rubble, shallow bog, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slipper (ice sheet)	+5
Sloped or angled	+2

USE MAGIC DEVICE (CHA) TRAINED

PHB.85

Task	DC	Task	DC
Activate Blindly	25	Emulate a class feature	20
Decipher a written spell	25+spell lvl	Emulate an ability score	Score = UMD-15
Use a scroll	20+caster lvl	Emulate a race	25
Use a wand	20	Emulate an alignment	30

USE ROPE (DEX)

PHB.86

Use Rope DC	Task
10	Tie a firm knot
10	Secure a grappling hook
15	Tie a special knot (slip, slides, etc.)
15	Tie a rope around self one-handed
15	Splice two ropes together
Use Rope + 10	Bind a character



CONDITIONS

Condition Summary

DMG.300

Ability Damaged

The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained

The character has permanently lost 1 or more ability score points. The character can regain drained points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused

A confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering

The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed

The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Dead

The character's hit points are reduced to -10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened

A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Dying

A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Disabled

A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the game master deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Energy Drained

The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted

An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued

A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling. See Grapple.

Helpless

A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed

A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned

Held immobile (but not helpless) in a grapple.

Prone

The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened

The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks

Stable

A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered

A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned

A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned

Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious

Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from nonlethal damage in excess of current hit points

TRAVEL & EXPLORATION

MOVEMENT AND DISTANCE

PHB.162

	Speed						
	15 feet	20 feet	30 feet	35 feet	40 feet	50 feet	60 feet
Round							
Walk	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	50 ft.	60 ft.
Hustle	30 ft.	40 ft.	60 ft.	70 ft.	80 ft.	100 ft.	120 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	105 ft.	120 ft.	150 ft.	180 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	140 ft.	160 ft.	200 ft.	240 ft.
Minute							
Walk	150 ft.	200 ft.	300 ft.	350 ft.	400 ft.	500 ft.	600 ft.
Hustle	300 ft.	400 ft.	600 ft.	700 ft.	800 ft.	1,000 ft.	1,200 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,050 ft.	1,200 ft.	1,500 ft.	1,800 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,400 ft.	1,600 ft.	2,000 ft.	2,400 ft.
Hour							
Walk	1.5 miles	2 miles	3 miles	3.5 miles	4 miles	5 miles	6 miles
Hustle	3 miles	4 miles	6 miles	7 miles	8 miles	10 miles	12 miles
Day							
Walk	12 miles	16 miles	24 miles	28 miles	32 miles	40 miles	48 miles

HAMPERED MOVEMENT

PHB.163

Condition	Example	Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked/pitted surface, uneven floor	x2
Obstacle ¹	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2

¹ May require skill check

TERRAIN & MOVEMENT

PHB.164

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

GETTING LOST

DMG.86

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

Use highest DC that applies. +2 bonus w/ 5 ranks Knowledge (geography) or (local). Check once per hour.

Being Lost: Randomly determine direction for each hour of travel.

Recognizing that You're Lost: Each character may attempt Survival check (DC20, -1 per hour of random travel) to recognize they are lost.

Setting a New Course: Survival check (DC 15, +2 per hour of random travel) to determine correct direction. Failure: choose a random direction.

CARRYING CAPACITY

PHB.162

Str.	Light Load ¹	Medium Load ¹	Heavy Load ¹	Str.	Light Load ¹	Medium Load ¹	Heavy Load ¹
1	3 lbs.	6 lbs.	10 lbs.	16	76 lbs.	153 lbs.	230 lbs.
2	6 lbs.	13 lbs.	20 lbs.	17	86 lbs.	173 lbs.	260 lbs.
3	10 lbs.	20 lbs.	30 lbs.	18	100 lbs.	200 lbs.	300 lbs.
4	13 lbs.	26 lbs.	40 lbs.	19	116 lbs.	233 lbs.	350 lbs.
5	16 lbs.	33 lbs.	50 lbs.	20	133 lbs.	266 lbs.	400 lbs.
6	20 lbs.	40 lbs.	60 lbs.	21	153 lbs.	306 lbs.	460 lbs.
7	23 lbs.	46 lbs.	70 lbs.	22	173 lbs.	346 lbs.	520 lbs.
8	26 lbs.	53 lbs.	80 lbs.	23	200 lbs.	400 lbs.	600 lbs.
9	30 lbs.	60 lbs.	90 lbs.	24	233 lbs.	466 lbs.	700 lbs.
10	33 lbs.	66 lbs.	100 lbs.	25	266 lbs.	533 lbs.	800 lbs.
11	38 lbs.	76 lbs.	115 lbs.	26	306 lbs.	613 lbs.	920 lbs.
12	43 lbs.	86 lbs.	130 lbs.	27	346 lbs.	693 lbs.	1,040 lbs.
13	50 lbs.	100 lbs.	150 lbs.	28	400 lbs.	800 lbs.	1,200 lbs.
14	58 lbs.	116 lbs.	175 lbs.	29	466 lbs.	933 lbs.	1,400 lbs.
15	66 lbs.	133 lbs.	200 lbs.	+10	x4	x4	x4

¹ Maximum weight for load.

CREATURE SIZE

PHB.162

Size	Biped	Quadruped	Size	Biped	Quadruped
Medium	x1	x1.5	Small	x3/4	x1
Large	x2	x3	Tiny	x1/2	x3/4
Huge	x4	x6	Diminutive	x1/4	x1/2
Gargantuan	x8	x12	Fine	x1/8	x1/4
Colossal	x16	x24			

CARRYING LOADS

PHB.162

Load	Max Dex	Check Penalty	Speed					Run
			20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	
Medium	+3	-3	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	x4
Heavy	+1	-6	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	x3

ILLUMINATION

PHB.165

Object	Bright	Shadowy	Duration
Candle	n/a	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	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
Continual Flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft.	40 ft.	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

Ships: Rafts, barges, keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition, the vehicle can also float for an additional 14 hours, if someone can guide it, so add an additional 42 miles to daily distance traveled.

MOUNTS & VEHICLES

PHB.164

Mount/Vehicle	Per Hour	Per Day	Speed
Mount (carrying load¹)			
Light horse (151-450 lbs.)	6 miles	48 miles	60 ft.
Light warhorse (231-690 lbs.)	6 miles	48 miles	60 ft.
Heavy horse (201-600 lbs.)	5 miles	40 miles	50 ft.
Heavy warhorse (301-900 lbs.)	5 miles	40 miles	50 ft.
Pony (76-225 lbs.)	4 miles	32 miles	40 ft.
Warpony (101-300 lbs.)	4 miles	32 miles	40 ft.
Donkey (51-150 lbs.)	3 miles	24 miles	30 ft.
Mule (231-690 lbs.)	3 miles	24 miles	30 ft.
Dog, riding (101-300 lbs.)	4 miles	32 miles	40 ft.
Cart or wagon	2 miles	16 miles	20 ft.
Raft or barge (poled or towed)	1/2 miles	5 miles	5 ft.
Keelboat (rowed)	1 mile	10 miles	10 ft.
Rowboat (rowed)	1.5 miles	15 miles	15 ft.
Sailing ship (sailed)	2 miles	48 miles	20 ft.
Warship (sailed & rowed)	2.5 miles	60 miles	25 ft.
Longship (sailed & rowed)	3 miles	72 miles	30 ft.
Galley (rowed & sailed)	4 miles	96 miles	40 ft.

¹ See "Carrying Loads" table above for new carrying load speed.

BREAKING & ENTERING

ARMOR/WEAPON HARDNESS

PHB.166

Weapon/Shield	Example	Hardness	HP ¹
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
One-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One-handed hafted weapon	Battleaxe	5	5
Two-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	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 HP value given is for medium armor/weapons. Divide by 2 for each size category smaller, or multiply by 2 for each size category larger.

² Varies by material, see following table.

SUBSTANCE HARDNESS

PHB.166

Substance	Hardness	Hit Points
Paper, cloth or 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

OBJECT HARDNESS/BREAK DC

PHB.166

Object	Hardness	Hit Points	Break DC
Rope (1 in. diameter)	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
Bend iron bars			24
Break down barred door			25

Condition	DC Adjustment
Hold portal	+5
Arcane lock	+10

WALLS

DMG.60

Type	Width	Break		HP ¹	Climb DC
		DC	Hardness		
Masonry	1 ft.	35	8	90	20
Superior masonry	1 ft.	35	8	90	25
Reinforced masonry	1 ft.	45	8	180	15
Hewn stone	3 ft.	50	8	540	25
Unworked stone	5 ft.	65	8	900	15
Iron	3 in.	30	10	90	25
Paper	Paper	1	-	1	30
Wood	6 in.	20	5	60	21
Magically treated	-	+20	x2	x2 ²	-

¹ Per 10 ft by 10 ft section ² Or an additional 50 HP, whichever is greater.

DOORS

DMG.61

Type	Width	Hardness	HP	--Break DC--	
				Stuck	Locked
Simple wooden	1 in.	5	10	13	15
Good wooden	1.5 in.	5	15	16	18
Strong wooden	2 in.	5	20	23	25
Stone	4 in.	8	60	28	28
Iron	2 in.	10	60	28	28
Portcullis, wooden	3 in.	5	30	25 ¹	25 ¹
Portcullis, iron	2 in.	10	60	25 ¹	25 ¹
Lock	-	15	30		
Hinge	-	10	30		

¹ DC to lift. Use appropriate door figure for breaking.

PERTINENT CAMPAIGN INFORMATION

*Use this space to place campaign or session specific information, such as notes on recurring or important NPC's, town information, upcoming encounter information, initiative rolls, or anything else that could be useful to reference on a regular basis during your session.

WEATHER & AIR

WIND EFFECTS

DMG.95

Wind Force	Wind Speed	Ranged Attacks (Normal/Siege)	Creature Size	Effect on Creatures	Fort Save DC
Strong	21-30 mph	-2/--	≤Tiny	Knocked down	10
Severe	31-50 mph	-4/--	Tiny Small Medium	Blown away Knocked down Checked	15
Windstorm	51-74 mph	Impossible/-4	≤Small Medium Large-Huge	Blown away Knocked down Checked	18
Hurricane	75-174 mph	Impossible/-8	≤Medium Large Huge	Blown away Knocked down Checked	20
Tornado	175-300 mph	Impossible	≤Large Huge >Huge	Blown away Knocked down Checked	30

Checked: Unable to move forward, flying creatures blown back 1d6x5 ft.

Knocked Down: Knocked prone, flying creatures blown back 1d6x10 ft.

Blown Away: Knocked prone, rolled 1d4x10 ft for 1d4 points nonlethal damage per 10 ft. Flying creatures blown back 2d6x10 ft, 2d6 points nonlethal damage.

nonlethal damage.

RANDOM WEATHER

DMG.94

d%	Weather	Cold Climate	Temperate Climate	Desert
01-70	Normal	Cold, calm	Normal for season	Hot, calm
71-80	Abnormal	Heat wave (01-30) Cold snap (31-100)	Heat wave (01-50) Cold snap (51-100)	Hot, windy
81-90	Inclement	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour

AIRBORNE MANEUVERABILITY

DMG.20

Action	Perfect	Good	Average	Poor	Clumsy
Min. forward speed	None	None	Half	Half	Half
Hover/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/up	0	0	5 ft.	10 ft.	20 ft.

-Arranged by Thorvaldr-2013