

CONDITION SUMMARY**Ability Score Loss (DMG p300)**

- Str, Dex 0: unable to move; Con 0: dead; Int, Wis, Cha 0: unconscious

Blinded (DMG p300)

- All targets have full concealment, you move at half speed
- -2 AC penalty, you lose any Dex bonus to your AC
- Str and Dex based checks, Search checks, etc. at -4

Confused (DMG p300)

- Roll 1d10 each round:

0	Attack caster, or close with weapon	5-6	Flee from caster top speed
1	Act normally for 1 round	7-10	Attack nearest
2-4	Do nothing, babble incoherently		

- If attacked, attacks their attacker next turn, can't take AoOs

Cowering (DMG p300)

- Lose Dex bonus to AC, -2 to AC, can take no actions

Dazed (DMG p300)

- Can take no actions

Dazzled (DMG p300)

- -1 attack roll, Search and Spot checks

Deafened (DMG p300)

- -4 to initiative checks, 20% spell failure for spells with verbal components, cannot make Listen checks

Disabled (DMG p300)

- Move action at half speed, or standard action and take 1 point of damage

Dying (DMG p300)

- 10% chance of stabilizing each round, otherwise lose 1 HP

Energy Drain (DMG p300)

- -1 attack roll, saving throws, skill checks, and ability checks
- Lose 5 hit points and -1 to effective level
- Spellcasters lose 1 spell or spell slot from the highest level spell castable
- Stay 24 hours, removable. After that, saving throws avoid level loss

Entangled (DMG p300)

- -2 to attack, -4 effective Dex, Concentration check DC 15 for casters

Exhausted (DMG p300)

- Move at half speed, -6 penalty to Str and Dex
- Need 1 hour rest, then become fatigued instead

Fascinated (DMG p300)

- Takes no actions, -4 to reaction skills, potential threat allow new save
- Obvious threat breaks, ally shakes subject free as standard action

Fatigued (DMG p301)

- Cannot run and charge. -2 to Str and Dex.
- 8 hours rest needed to remove, another fatigued action causes exhaustion

Grappling (DMG p301)

- Threaten no squares, lose Dex bonus to AC against others

Helpless (DMG p301)

- Effective Dex 0, +4 to melee creature, can sneak attack and coup de grace

Nauseated (DMG p301)

- Only single move action per round

Prone (DMG p301)

- -4 on melee attacks, no ranged weapons except crossbow
- Attackers get +4 (melee) or -4 (ranged) on attacks
- Standing up is a move action drawing AoOs

Shaken, Frightened, Panicked (DMG p301)

- **Shaken:** -2 morale penalty on attack rolls, saves, and checks
- **Frightened:** As Shaken, but will flee (on chosen path) from the source. If unable to flee, will fight. Must use special skills/abilities to flee
- **Panicked:** As Frightened, but flight at top speed and random path, and drop items in hand. If unable to flee, will cower.

Sickened (DMG p301)

- -2 penalty on attack, weapon damage, saving throws, and checks

Staggered (DMG p301)

- Take either move or standard action per round

Stunned (DMG p301)

- Lose Dex bonus to AC, -2 AC, can take no actions, drop items in hand

FALLING OBJECTS (DMG P303, 8-4)

- If hit by a falling object, add 1d6 for every additional 200 pounds and every 10' fallen (Lighter objects use min distances below)

Object Weight	Min Distance	Object Weight	Min Distance
200-101	20'	30-11	50'
100-51	30'	10-6	60'
50-31	40'	1-5	70'

WALLS (DMG P60, 3-9)

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Masonry	1'	35	8	90	15
Superior masonry	1'	35	8	90	20
Reinforced masonry	1'	45	8	180	15
Hewn stone	3'	50	8	540	22
Unworked stone	5'	65	8	900	20
Iron	3"	30	10	90	25
Paper	paper-thin	1	-	1	30
Wood	6"	20	5	60	21

Magically treated**

* Per 10'x10' section

** Add modifiers to any other wall type

† Or 50, whichever is greater

DOORS (DMG P61, 3-10)

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	Stuck	Locked
Simple wooden	1"	5	10	13	15	
Good wooden	1.5"	5	15	16	18	
Strong wooded	2"	5	20	23	25	
Stone	4"	8	60	28	28	
Iron	2"	10	60	28	28	
Portcullis, wooden	3"	5	30	25*	25*	
Portcullis, iron	2"	10	60	25*	25*	
Lock	-	15	30			
Hinge	-	15	30			

* DC to lift. Use appropriate door DC for break.

SPOTTING DISTANCE/DIFFICULTY (FROM 3RD ED)

Terrain	Distance		Difficulty	
	Distance (avg)	Circumstance	DC	
Smoke/heavy fog	2d4x5' (25')	Base		20
Jungle/dense forest	2d4x10' (50')	Size		+/-4 per size
Light forest	3d6x10' (105')	Contrast		+/-5 or more
Scrub, brush/bush	6d6x10' (210')	Stillness (not moving)		+5
Grassland	6d6x20' (420')	6+ creatures		-2
Total darkness	Limit of sight	Moonlight*		+5
Indoors (lit)	Line of sight	Starlight**		+10
		Total Darkness		darkvision

* +5 bonus to check if spotter has low-light vision or darkvision to that range

** +5 to check if spotter has low-light vision or +10 for darkvision to that range

OVERLAND MOVEMENT RATES (PHB P162, 9-3)

	15'	20'	30'	40'
One Minute	Walk	150'	200'	300'
	Hustle	300'	400'	600'
	Run (x3)	450'	600'	900'
	Run (x4)	600'	800'	1,200'
One Hour	Walk	1.5 miles	2 miles	3 miles
	Hustle	3 miles	4 miles	6 miles
One Day	Walk	12 miles	16 miles	24 miles
				32 miles

BONUS TYPES (DMG P21)

Bonus Type	Usually Improves	Bonus Type	Usually Improves
Alchemical	Saves	Luck	Attacks, weapon damage, AC, saves, checks
Armor	AC	Morale	Attacks, weapon damage, checks, saves
Circumstance	Attacks, checks	Natural Armor	AC
Competence	Attacks, saves, checks	Profane	AC, saves, checks
Deflection	AC	Racial	Skills
Dodge	AC	Resistance	Saves
Enhancement	Attacks, damage, armor, abilities	Sacred	AC, saves, checks
Inherent	Ability score	Shield	AC
Insight	Attacks, AC, checks, saves	Size	AC, abilities

Stacking: Bonuses of the same type do not stack, except for circumstance, dodge, and armor/shield's Armor bonus types.

WEAPONS (PHB P116, 7-5)

Type	Dam(S)	Dam(M)	Crit	Rng	Size	Prof	Type
Axe, orc double	1d6/1d6	1d8/1d8	x3		2 H	E	S
Axe, throwing	1d4	1d6	x2	10'	Lght	M	S
Battleaxe	1d6	1d8	x3		1 H	M	S
Bolas	1d3§	1d4§	x2	10'	Rng	E	B
Chain, spiked*	1d6	2d4	x2		2 H	E	P
Club	1d4	1d6	x2	10'	1 H	S	B
Crossbow, hand	1d3	1d4	19-20/x2	30'	Rng	E	P
Crossbow, heavy	1d8	1d10	19-20/x2	120'	Rng	S	P
Crossbow, light	1d6	1d8	19-20/x2	80'	Rng	S	P
Crossbow, rept heavy	1d8	1d10	19-20/x2	120'	Rng	E	P
Crossbow, rept light	1d6	1d8	19-20/x2	80'	Rng	E	P
Dagger	1d3	1d4	19-20/x2	10'	Lght	S	P or S
Dagger, punching	1d3	1d4	x3		Lght	S	P
Dart	1d3	1d4	x2	20'	Rng	S	P
Falchion	1d6	2d4	18-20/x2		2 H	M	S
Flail	1d6	1d8	x2		1 H	M	B
Flail, dire	1d6/1d6	1d8/1d8	x2		2 H	E	B
Flail, heavy	1d8	1d10	19-20/x2		2 H	M	B
Gauntlet	1d2	1d3	x2		Unar	S	B
Gauntlet, spiked	1d3	1d4	x2		Lght	S	P
Glaive*	1d8	1d10	x3		2 H	M	S
Greataxe	1d10	1d12	x3		2 H	M	S
Greatclub	1d8	1d10	x2		2 H	M	B
Greatsword	1d10	2d6	19-20/x2		2 H	M	S
Guisarme*	1d6	2d4	x3		2 H	M	S
Halberd	1d8	1d10	x3		2 H	M	P or S
Hammer, gnm hooked	1d6/1d4	1d8/1d6	x3/x4		2 H	E	B n P
Hammer, light	1d3	1d4	x2	20'	Lght	M	B
Handaxe	1d4	1d6	x3		Lght	M	S
Javelin	1d4	1d6	x2	30'	Rng	S	P
Kama	1d4	1d6	x2		Lght	E	S
Kukri	1d3	1d4	18-20/x2		Lght	E	S
Lance*	1d6	1d8	x3		2 H	M	P
Longbow	1d6	1d8	x3	100'	Rng	M	P
Longbow, composite	1d6	1d8	x3	110'	Rng	M	P
Longspear*	1d6	1d8	x3		2 H	M	P
Longsword	1d6	1d8	19-20/x2		1 H	M	S
Mace, heavy	1d6	1d8	x2		1 H	S	B
Mace, light	1d4	1d6	x2		Lght	S	B
Morningstar	1d6	1d8	x2		1 H	S	B n P
Net	-	-	-	10'	Rng	E	-
Nunchaku	1d4	1d6	x2		Lght	E	B
Pick, light	1d3	1d4	x4		Lght	M	P
Pick, heavy	1d4	1d6	x4		1 H	M	P
Quarterstaff	1d4/1d4	1d6/1d6	x2		2 H	S	B
Ranseur*	1d6	2d4	x3		2 H	M	P
Rapier	1d4	1d6	18-20/x2		1 H	M	P
Sai	1d3	1d4	x2	10'	Lght	E	B
Sap	1d4§	1d6§	x2		Lght	M	B
Scimitar	1d4	1d6	18-20/x2		1 H	M	P
Scythe	1d6	2d4	x4		2 H	M	P or S
Sickle	1d4	1d6	x2		Lght	S	S
Shield, heavy	1d3	1d4	x2		1 H	M	B
Shield, light	1d2	1d3	x2		Lght	M	B
Shortbow	1d4	1d6	x3	60'	Rng	M	P
Shortbow, composite	1d4	1d6	x3	70'	Rng	M	P
Shortspear	1d4	1d6	x2	20'	1 H	S	P
Shuriken	1	1d2	x2	10'	Rng	E	P
Siangham	1d4	1d6	x2		Lght	E	P
Sling	1d3	1d4	x2	50'	Rng	S	B
Spear	1d6	1d8	x3	20'	2 H	S	P
Spiked armor	1d4	1d6	x2		Lght	M	P
Spiked shield, heavy	1d4	1d6	x2		1 H	M	P
Spiked shield, light	1d3	1d4	x2		Lght	M	P
Sword, short	1d4	1d6	19-20/x2		Lght	M	P
Sword, bastard	1d8	1d10	19-20/x2		1 H	E	S
Sword, two-bladed	1d6/1d6	1d8/1d8	19-20/x2		2 H	E	S
Trident	1d6	1d8	x2	10'	1 H	M	P
Unarmed strike	1d2 §	1d3 §	x2		Unar	S	B
Urgosh, dwarven	1d6/1d4	1d8/1d6	x3		2 H	E	S or P
Waraxe, dwarven	1d8	1d10	x3		1 H	E	S
Warhammer	1d6	1d8	x3		1 H	M	B
Whip*	1d2§	1d3§	x2		1 H	E	S

* Reach weapon § Nonlethal damage

Masterwork: +1 to attack roll, does not stack with magic enhancement

Adamantine: Ignore hardness less than 20, always MW

Darkwood: Weigh ½ as much, always MW

Mithral: Weigh half as much, always MW

Iron, Cold: Strong against fey

Silver, Alchemical: -1 damage

WEAPON SIZE AND DAMAGE (DMG P28)

Smaller	Original	Larger	Smaller	Original	Larger
1	1d2	1d3	1d6	1d8	2d6
1d2	1d3	1d4	1d6	1d10	2d6
1d3	1d4	1d6	1d8	1d12	2d8
1d4	1d6	1d8			

ARMOR (PHB P123, 7-6)

Type	Bonus	Max. Dex Bonus	Check Penalty	Spell Failure
Light				
Padded	+1	+8	0	5%
Leather	+2	+6	0	10%
Studded leather	+3	+5	-1	15%
Chain shirt	+4	+4	-2	20%
Medium				
Hide	+3	+4	-3	20%
Scale mail	+4	+3	-4	25%
Chainmail	+5	+2	-5	30%
Breastplate	+5	+3	-4	25%
Heavy				
Splint mail	+6	+0	-7	40%
Banded mail	+6	+1	-6	35%
Half-plate	+7	+0	-7	40%
Full plate	+8	+1	-6	35%
Shield				
Buckler	+1		-1	5%
LW shield	+1		-1	5%
LS shield	+1		-1	5%
HW shield	+2		-2	15%
HS shield	+2		-2	15%
Tower shield	+4	+2	-10	50%

Masterwork: Armor check penalty reduced by 1

Adamantine: DR 1/- Light, DR 2/- Medium, DR 3/- Heavy, always MW

Darkwood: Weigh ½ as much, shield's penalty reduced by 2, always MW

Dragonhide: Druids can wear, always MW

Mithral: 1 category lighter, spell failure 10% less, maximum dexterity bonus +2, armor check penalty reduce by 3, always MW

POISONS (DMG P297, 8-3)

Source	Type	Initial Damage	Secondary Damage
Carrion crawler brain	Contact DC 13	Paralysis	0
Nitharit	Contact DC 13	0	3d6 Con
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con
Malys root paste	Contact DC 16	1 Dex	2d4 Dex
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con
Dragon bile	Contact DC 26	3d6 Str	0
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int
Aresnic	Ingested DC 13	1 Con	1d8 Con
ld moss	Ingested DC 14	1d4 Int	2d6 Int
Oil of taggit	Ingested DC 15	0	Unconscious
Lich dust	Ingested DC 17	2d6 Str	1d6 Str
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con
Black adder venom	Injury DC 11	1d6 Con	1d6 Str
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex
Bloodroot	Injury DC 12	0	1d4 Con + 1d6 Wis
Drow poison	Injury DC 13	Unconscious	Unconscious
Greenblood oil	Injury DC 13	1 Con	1d2 Con
Blue whinnies	Injury DC 14	1 Con	Unconscious
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str
Shadow essence	Injury DC 17	1 Str*	2d6 Str
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex
Deathblade	Injury DC 20	1d6 Con	2d6 Con
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str

* Permanent

Make secondary Fort Save 10 rounds (1 minute) after initial

DISEASES (DMG P292, 8-2)

Name	Infection	DC	Incubation	Damage
Blinking sickness	Ingested	16	1d3 days	1d4 Str†
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con**
Devil chillst	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con**

* Save does not mean recovery, must be magically healed

** Make another save, failure means 1 point of temp. damage becomes permanent

† Must make 3 saves in a row to recover

‡ Every time 2 or more points of damage is done, make another save or be blinded Make Fort Save (or Heal check) each day