

# Reference Sheet v2.9

# NPC/PC Classes, Monster Advancement

# Campaign Sheet 1

## NPC CLASSES (DMG P37-40)

### Adept

Level	Base Attack	Saves F/R/W	hp (d6)	Feats	Skill points	0	1	2	3
1	+0	+0/+0/+2	6	1	8	3	1		
2	+1	+0/+0/+3	9	1	10	3	1		
3	+1	+1/+1/+3	13	2	12	3	2		
4	+2	+1/+1/+4	16	2	14	3	2	0	
5	+2	+1/+1/+4	20	2	16	3	2	1	
6	+3	+2/+2/+5	23	3	18	3	2	1	
7	+3	+2/+2/+5	27	3	20	3	3	2	
8	+4	+2/+2/+6	30	3	22	3	3	2	0
9	+4	+3/+3/+6	34	4	24	3	3	2	1
10	+5	+3/+3/+7	37	4	28	3	3	2	1

### Aristocrat

Level	Base Attack	Saves F/R/W	hp(d8)	Feats	Skill points
1	+0	+0/+0/+2	8	1	16
2	+1	+0/+0/+3	12	1	20
3	+2	+1/+1/+3	17	2	24
4	+3	+1/+1/+4	21	2	28
5	+3	+1/+1/+4	26	2	32
6	+4	+2/+2/+5	30	3	36
7	+5	+2/+2/+5	35	3	40
8	+6/+1	+2/+2/+6	39	3	44
9	+6/+1	+3/+3/+6	45	4	48
10	+7/+2	+3/+3/+7	49	4	52

### Commoner

Level	Base Attack	Saves F/R/W	hp(d4)	Feats	Skill points
1	+0	+0/+0/+0	4	1	16
2	+1	+0/+0/+0	6	1	20
3	+1	+1/+1/+1	9	2	24
4	+2	+1/+1/+1	11	2	28
5	+2	+1/+1/+1	14	2	32
6	+3	+2/+2/+2	16	3	36
7	+3	+2/+2/+2	19	3	40
8	+4	+2/+2/+2	21	3	44
9	+4	+3/+3/+3	24	4	48
10	+5	+3/+3/+3	26	4	52

### Expert

Level	Base Attack	Saves F/R/W	hp(d6)	Feats	Skill points
1	+0	+0/+0/+2	6	1	24
2	+1	+0/+0/+3	9	1	30
3	+2	+1/+1/+3	13	2	36
4	+3	+1/+1/+4	16	2	42
5	+3	+1/+1/+4	20	2	48
6	+4	+2/+2/+5	23	3	54
7	+5	+2/+2/+5	27	3	60
8	+6/+1	+2/+2/+6	30	3	66
9	+6/+1	+3/+3/+6	34	4	72
10	+7/+2	+3/+3/+7	37	4	78

### Warrior

Level	Base Attack	Saves F/R/W	hp (d8)	Feats	Skill points
1	+1	+2/+0/+0	8	1	8
2	+2	+3/+0/+0	12	1	10
3	+3	+3/+1/+1	17	2	12
4	+4	+4/+1/+1	21	2	14
5	+5	+4/+1/+1	26	2	16
6	+6/+1	+5/+2/+2	30	3	18
7	+7/+2	+5/+2/+2	35	3	20
8	+8/+3	+6/+2/+2	39	3	22
9	+9/+4	+6/+3/+3	45	4	24
10	+10/+5	+7/+3/+3	49	4	26
11	+11/+6/+1	+7/+3/+3	54	4	28
12	+12/+7/+2	+8/+4/+4	58	5	30
13	+13/+8/+3	+8/+4/+4	63	5	32
14	+14/+9/+4	+9/+4/+4	67	5	34
15	+15/+10/+5	+9/+5/+5	72	6	36
16	+16/+11/+6/+1	+10/+5/+5	76	6	38
17	+17/+12/+7/+2	+10/+5/+5	81	6	40
18	+18/+13/+8/+3	+11/+6/+6	85	7	42
19	+19/+14/+9/+4	+11/+6/+6	90	7	44
20	+20/+15/+10/+5	+12/+6/+6	94	7	46

### NPC GEAR

Level	Value	Level	Value	Level	Value	Level	Value
1	900	6	5600	11	21k	16	77k
2	2000	7	7200	12	27k	17	100k
3	2500	8	9400	13	35k	18	130k
4	3300	9	12k	14	45k	19	170k
5	4300	10	16k	15	59k	20	220k

## INFLUENCING NPC ATTITUDE (DMG P149)

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20

## PC CLASSES SUMMARY

Class	Base Attack	Good Saves	HD	Skill Points	Gold
Barbarian	level	Fort	d12	4	4d4 x 10
Bard	level x 3/4	Ref, Will	d6	4	4d4 x 10
Cleric	level x 3/4	Fort, Will	d8	2	5d4 x 10
Druid	level x 3/4	Fort, Will	d8	4	2d4 x 10
Fighter	level	Fort	d10	2	6d4 x 10
Monk	level x 3/4	All	d8	4	5d4
Paladin	level	Fort	d10	2	6d4 x 10
Ranger	level	Fort	d10	4	6d4 x 10
Rogue	level x 3/4	Ref	d6	8	5d4 x 10
Sorcerer	level x 1/2	Will	d4	2	3d4 x 10
Wizard	level x 1/2	Will	d4	2	3d4 x 10

## PC WEALTH BY LEVEL (DMG P145, 5-1)

Level	Wealth	Level	Wealth	Level	Wealth	Level	Wealth
		6	13k	11	66k	16	260k
2	900	7	19k	12	88k	17	340k
3	2700	8	27k	13	110k	18	440k
4	5400	9	36k	14	150k	19	580k
5	9000	10	49k	15	200k	20	760k

## MONSTER ADVANCEMENT SUMMARY (MM P13)

Type	Base Attack	Good Saves	HD	Skill Points	Feats
Aberration	HD x 3/4	Fort	d8	+2/EHD	+1/4EHD
Animal	HD x 3/4	variable	d8	10-15	-
Beast	HD x 3/4	Fort, Ref	d10	+1/EHD	-
Construct	HD x 3/4	-	d10	-	-
Dragon	HD	All	d12	(Int+6)/EHD	+1/4EHD
Elemental	HD x 3/4	variable	d8	+2/EHD	+1/4EHD
Fey	HD x 1/2	Ref, Will	d8	+2/EHD	+1/4EHD
Giant	HD x 3/4	Fort	d8	+1/EHD	+1/4EHD
Humanoid	HD x 3/4	variable	d8	+1/EHD	+1/4EHD
Magical Beast	HD	Fort, Ref	d10	+1/EHD	+1/4EHD
Monstrous Humanoid	HD	Ref, Will	d8	+2/EHD	+1/4EHD
Ooze	HD x 3/4	-	d10	-	blindsight
Outsider	HD	All	d8	(Int+8)/EHD	+1/4EHD
Plant	HD x 3/4	Fort	d8	-	-
Shapechanger	HD x 3/4	All	d8	+1/EHD	+1/4EHD
Undead	HD x 1/2	Will	d12	+2/EHD	+1/4EHD
Vermin	HD x 3/4	Fort	d8	10-12	-

## ACCESS TO SPELLS

Spell Level	Bard	Cleric, Druid, Wizard	Paladin, Ranger	Sorcerer	Adept
0	1	1	-	1	1
1	(2) 3	1	(4) 6	1	1
2	(4) 5	3	(8) 10	4	(4) 5
3	(7) 8	5	(11) 12	6	(8) 9
4	(10) 11	7	(14) 15	8	(12) 13
5	(13) 14	9	-	10	(16) 17
6	(16) 17	11	-	12	-
7	-	13	-	14	-
8	-	15	-	16	-
9	-	17	-	18	-

## EXPERIENCE & LEVEL-DEPENDENT BENEFITS (DMG P252)

Level	XP	Max Skill	Max CC Skill	Feats	Ability
1	0	4	2	1st	
2	1000	5	2.5		
3	3000	6	3	2nd	
4	6000	7	3.5		1st
5	10000	8	4		
6	15000	9	4.5	3rd	
7	21000	10	5		
8	28000	11	5.5		2nd
9	36000	12	6	4th	
10	45000	13	6.5		
11	55000	14	7		
12	66000	15	7.5	5th	3rd
13	78000	16	8		
14	91000	17	8.5		
15	105000	18	9	6th	
16	120000	19	9.5		4th
17	136000	20	10		
18	153000	21	10.5	7th	
19	171000	22	11		
20	190000	23	11.5		5th

Reference Sheet v2.9

XP, Treasure

Campaign Sheet 2

EXPERIENCE POINT AWARDS (DMG P166, 7-1)

Challenge Rating										
Party Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1-3	300	600	900	1350	1800	2700	3600	5400	7200	10800
4	300	600	800	1200	1600	2400	3200	4800	6400	9600
5	300	500	750	1000	1500	2250	3000	4500	6000	9000
6	300	450	600	900	1200	1800	2700	3600	5400	7200
7	263	394	525	700	1050	1400	2100	3150	4200	6300
8	200	300	450	600	800	1200	1600	2400	3600	4800
9		225	338	506	675	900	1350	1800	2700	4050
10			250	375	563	750	1000	1500	2000	3000
11				275	413	619	825	1100	1650	2200
12					300	450	675	900	1200	1800
13						325	488	731	975	1300
14							350	525	788	1050
15								375	563	844
16									400	600
17										425

Challenge Rating										
Party Level	CR11	CR12	CR13	CR14	CR15	CR16	CR17	CR18	CR19	CR20
4	12800									
5	12000	18000								
6	10800	14400	21600							
7	8400	12600	16800	25200						
8	7200	9600	14400	19200	28800					
9	5400	8100	10800	16200	21600	32400				
10	4500	6000	9000	12000	18000	24000	36000			
11	3300	4950	6600	9900	13200	19800	26400	39600		
12	2400	3600	5400	7200	10800	14400	21600	28800	43200	
13	1950	2600	3900	5850	7800	11700	15600	23400	31200	46800
14	1400	2100	2800	4200	6300	8400	12600	16800	25200	33600
15	1125	1500	2250	3000	4500	6750	9000	13500	18000	27000
16	900	1200	1600	2400	3200	4800	7200	9600	14400	19200
17	638	956	1275	1700	2550	3400	5100	7650	10200	15300
18	450	675	1013	1350	1800	2700	3600	5400	8100	10800
19		475	713	1069	1425	1900	2850	3800	5700	8550
20			500	750	1000	1500	2000	3000	4000	6000

TREASURE VALUES PER ENCOUNTER (DMG P170, 7-2)

EL	Treasure	EL	Treasure	EL	Treasure	EL	Treasure
1	300 gp	6	2000 gp	11	7500 gp	16	28000 gp
2	600 gp	7	2600 gp	12	9800 gp	17	36000 gp
3	900 gp	8	3400 gp	13	13000 gp	18	47000 gp
4	1200 gp	9	4500 gp	14	17000 gp	19	61000 gp
5	1600 gp	10	5800 gp	15	22000 gp	20	80000 gp

TREASURE PER 1000XP (BASED ON DMG P170, 7-2)

Level	gp	Level	gp	Level	gp	Level	gp
1	1000	6	1111	11	2273	16	5833
2	1000	7	1238	12	2722	17	7059
3	1000	8	1417	13	3333	18	8704
4	1000	9	1667	14	4048	19	10702
5	1067	10	1933	15	4889	20	13333

To help stay within the treasure guidelines, find the average party level on the above table, which gives you the amount of treasure to give out with each 1000xp awarded.

GEMS (DMG P172, 7-5)

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodonchrosite; tiger eye turquoise; irregular freshwater pearl
26-50	2d4x10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite; jasper; moonstone; onyx; peridot; clear quartz rock crystal; sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4x10 gp	100 gp	Amber; amethyst; chrysoberyl; cpral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red, red-brown, or deep green spinel; tourmaline
71-90	2d4x100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4x100 gp	1000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4x1000 gp	5000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

TREASURES ABOVE 20TH LEVEL

Level	Magic Items	Level	Magic Items	Level	Magic Items
21	+1	25	+9	29	+31
22	+2	26	+12	30	+42
23	+4	27	+17		
24	+6	28	+23		

TREASURE (DMG P170-171, 7-4)

Level	d%	Coins	d%	Goods	d%	Items
1st	01-14	-	01-90	-	01-71	-
	15-29	1d6x1000 cp	91-95	1 gem	72-95	1 mundane
	30-52	1d8x100 sp	96-100	1 art	96-100	1 minor
	53-95	2d8x10 gp				
	96-100	1d4x10 pp				
2nd	01-13	-	01-81	-	01-49	-
	14-23	1d10x1000 cp	82-95	1d3 gems	50-85	1d3 mund.
	24-43	2d10x100 sp	96-100	1d3 art	86-100	1 minor
	44-95	4d8x10 gp				
	96-100	1d10x10 pp				
3rd	01-11	-	01-77	-	01-49	-
	12-21	2d10x1000 cp	78-95	1d3 gems	50-79	1d3 mund.
	22-41	4d8x100 sp	96-100	1d3 art	80-100	1 minor
	42-95	1d4x100 gp				
	96-100	1d10x10 pp				
4th	01-11	-	01-70	-	01-42	-
	12-21	3d10x1000 cp	71-95	1d4 gems	43-62	1d4 mund.
	22-41	4d12x1000 sp	96-100	1d3 art	63-100	1 minor
	42-95	1d6x100 gp				
	96-100	1d8x10 pp				
5th	01-10	-	01-60	-	01-57	-
	11-19	1d4x10k cp	61-95	1d4 gems	58-67	1d4 mund.
	20-38	1d6x1000 sp	96-100	1d3 art	68-100	1d3 minor
	39-95	1d8x100 gp				
	96-100	1d10x10 pp				
6th	01-10	-	01-56	-	01-54	-
	11-18	1d6x10k cp	57-92	1d4 gems	55-59	1d4 mund.
	19-37	1d8x1000 sp	93-100	1d4 art	60-99	1d3 minor
	38-95	1d10x100 gp			100	1 medium
	96-100	1d12x10 pp				
7th	01-11	-	01-48	-	01-51	-
	12-18	1d10x10k cp	49-88	1d4 gems	52-97	1d3 minor
	19-35	1d12x1000 sp	89-100	1d4 art	98-100	1 medium
	36-93	2d6x100 gp				
	94-100	3d4x10 pp				
8th	01-10	-	01-45	-	01-48	-
	11-15	1d12x10k cp	46-85	1d6 gems	49-96	1d4 minor
	16-29	2d6x1000 sp	86-100	1d4 art	97-100	1 medium
	30-87	2d8x100 gp				
	88-100	3d6x10 pp				
9th	01-10	-	01-40	-	01-48	-
	11-15	2d6x10k cp	41-80	1d8 gems	49-96	1d4 minor
	16-29	2d8x1000 sp	81-100	1d4 art	97-100	1 medium
	30-85	5d4x100 gp				
	86-100	2d12x10 pp				
10th	01-10	-	01-35	-	01-40	-
	11-24	2d10x1000 sp	36-79	1d8 gems	41-80	1d4 minor
	25-79	6d4x100 gp	80-100	1d6 art	81-99	1 medium
	80-100	5d6x10 pp			100	1 major
11th	01-08	-	01-24	-	01-31	-
	09-14	3d10x1000 sp	25-74	1d10 gems	32-84	1d4 minor
	15-75	4d8x100 gp	75-100	1d6 art	85-98	1 medium
	76-100	4d10x10 pp			99-100	1 major
12th	01-08	-	01-17	-	01-27	-
	09-14	3d12x1000 sp	18-70	1d10 gems	28-82	1d6 minor
	15-75	1d4x1000 gp	71-100	1d8 art	83-97	1 medium
	76-100	1d4x100 pp			98-100	1 major
13th	01-08	-	01-11	-	01-19	-
	09-75	1d4x1000 gp	12-66	1d12 gems	20-73	1d6 minor
	76-100	1d10x100 pp	67-100	1d10 art	74-95	1 medium
					96-100	1 major
14th	01-08	-	01-11	-	01-19	-
	09-75	1d6x1000 gp	12-66	2d8 gems	20-58	1d6 minor
	76-100	1d12x100 pp	67-100	2d6 art	59-92	1 medium
					93-100	1 major
15th	01-03	-	01-09	-	01-11	-
	04-74	1d8x1000 gp	10-65	2d10 gems	12-46	1d10 minor
	75-100	3d4x100 pp	66-100	2d8 art	47-90	1 medium
					91-100	1 major
16th	01-03	-	01-07	-	01-40	-
	04-74	1d12x1000 gp	08-64	4d6 gems	41-46	1d10 minor
	75-100	3d4x100 pp	65-100	2d10 art	74-90	1d3 med.
					91-100	1 major
17th	01-03	-	01-04	-	01-33	-
	04-68	3d4x1000 gp	05-63	4d8 gems	34-83	1d3 med.
	69-100	2d10x100 pp	64-100	3d8 art	84-100	1 major
18th	01-02	-	01-04	-	01-24	-
	03-65	3d6x1000 gp	05-54	3d12 gems	25-80	1d4 med.
	66-100	5d4x100 pp	55-100	3d10 art	81-100	1 major
19th	01-02	-	01-03	-	01-04	-
	03-65	3d8x1000 gp	04-50	6d6 gems	05-70	1d4 med.
	66-100	3d10x100 pp	51-100	6d6 art	71-100	1 major
20th	01-02	-	01-02	-	01-25	-
	03-65	4d8x1000 gp	03-38	1d12 gems	26-65	1d4 med.
	66-100	4d10x100 pp	39-100	1d10 art	66-100	1d3 major

- 50 coins weigh 1 pound
- For treasures above 20th level, use row for 20th, and add a number of major magic items from the chart to the left
- For art and mundane items, see DMG p172; magic items, see DMG p179

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