

CONDITION SUMMARY**Ability Drained (DMG p72)**

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

Blinded (DMG p83)

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

Confused (DMG p84)

- Roll 1d10 each round:

1	Wander away for 1 minute	7-9	Attack nearest creature for 1 round
2-6	Do nothing for 1 round	10	Act normally for 1 round
- A confused creature, if attacked, attacks their attacker next turn

Cowering (DMG p84)

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

Dazed (DMG p84)

- Can take no actions

Deafened (DMG p84)

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

Disabled (DMG p84)

- Partial action only, take 1 point of damage after any strenuous act

Dying (DMG p84)

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

Entangled (DMG p84)

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

Exhausted (DMG p84)

- Caused by doing something that causes fatigue while already fatigued
- Move at half normal speed, -6 to Str and Dex
- Need 1 hour rest, then become fatigued instead

Fatigued (DMG p84)

- 2 to Str and Dex. 8 hours rest needed, need 1 hour rest to remove

Fear (DMG p76)

Fear effects are cumulative, adding to the total level of fear

- Shaken:** -2 morale penalty on attack rolls, saves, and checks
- Frightened:** As Shaken, but will flee (on path of their choosing) until out of sight (or hearing) of the source. If unable to flee, will fight.
- Panicked:** As Shaken, but will flee (random path), and have 50% of dropping items in hand. If unable to flee, will cower.

Prone (DMG p85)

- Prone creature takes -4 on melee attacks, cannot use ranged weapons, except crossbow (which has no penalties)
- Attackers get +4 (melee) or -4 (ranged) on attacks
- Standing up is a move-equivalent action

Staggered (DMG p85)

- If subdual damage equals current HP, can only take partial actions

Stunned (DMG p85)

- Lose Dex bonus to AC, +2 to be hit, can take no actions
- Drop any items in hand

ENERGY DRAIN (DMG P75)

- For each negative level: -1 to all skill and ability checks, -1 to attacks, -1 to saving throws, -1 effective level
- Lose highest spell prepared
- If not removed after 24 hours, make Fort save (DC in creature description)
- If failed, lose level (XP set to midpoint between levels)
- If number of levels less than negative levels, character is slain

FALLING OBJECTS (DMG P89, 3-18)

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

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

WALLS (DMG P107, 4-3)

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**	-	+20	x2	x2†	-

* Per 10'x10' section

** Add modifiers to any other wall type

† Or 50, whichever is greater

DOORS (DMG P108, 4-4)

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 wooden	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 (DMG P60, 3-1, 3-2)

Distance		Difficulty	
Terrain	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 P133, 9-3)

		15'	20'	30'	40'
One Minute	Walk	150'	200'	300'	400'
	Hustle	300'	400'	600'	800'
	Run (x3)	450'	600'	900'	1,200'
	Run (x4)	600'	800'	1,200'	1,600'
One Hour	Walk	1.5 miles	2 miles	3 miles	4 miles
	Hustle	3 miles	4 miles	6 miles	8 miles
One Day	Walk	12 miles	16 miles	24 miles	32 miles

BONUS TYPES (DMG P177, 8-1)

Bonus Type	Improves	Bonus Type	Improves
Armor	AC	Inherent	Ability score
Circumstance	Attacks, checks	Insight	Attacks, AC, checks, saves
Competence	Attacks, saves, checks	Luck	Attacks, weapon damage, AC, saves, checks
Deflection	AC	Morale	Attacks, weapon damage, checks, saves
Dodge	AC	Natural Armor	AC
Enhancement	Armor's bonus	Profane	AC, saves, checks
Enhancement	Attacks, damage	Resistance	Saves
Enhancement	Ability score	Sacred	AC, saves, checks
Haste	AC	Synergy	Checks

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

VARIANT: DEATH FROM MASSIVE DAMAGE (DMG P66, 3-8)

Receiving more than 50 points of damage in a single attack will kill a creature. Alternatively, base the limit on the size of the creature:

Size	F	D	T	S	M	L	H	G	C
Max. dmg. per single attack	10	20	30	40	50	60	70	80	90

VARIANT: INSTANT KILL (DMG P64)

If a natural 20 is rolled, followed by another natural 20 to confirm the critical, roll again. Roll a third time, if it hits, the target is instantly slain

VARIANT: CRITICAL MISSES/FUMBLES (DMG P65)

On a natural 1, character must make a Dex check (DC 10) or fumble

WEAPONS (PHB P98, 7-4)

Type	Damage	Critical	Range	Size/Prof/Type
Axe, orc double	1d8/1d8	x3		L/E/S
Axe, throwing	1d6	x2	10'	S/M/S
Battleaxe	1d8	x3		M/M/S
Chain, spiked*	2d4	x2		L/E/P
Club	1d6	x2	10'	M/S/B
Crossbow, hand	1d4	19-20/x2	30'	T/E/P
Crossbow, heavy	1d10	19-20/x2	120'	M/S/P
Crossbow, light	1d8	19-20/x2	80'	S/S/P
Crossbow, repeating	1d8	19-20/x2	80'	M/E/P
Dagger	1d4	19-20/x2	10'	T/S/P
Dagger, punching	1d4	x3		T/S/P
Dart	1d4	x2	20'	M/S/P
Falchion	2d4	18-20/x2		L/M/S
Flail, dire	1d8/1d8	x2		L/E/B
Flail, heavy	1d10	19-20/x2		L/M/B
Flail, light	1d8	x2		M/M/B
Gauntlet, spiked	1d4	x2		T/S/P
Glaive*	1d10	x3		L/M/S
Greataxe	1d12	x3		L/M/S
Greatclub	1d10	x2		L/M/B
Greatsword	2d6	19-20/x2		L/M/S
Guisarme*	2d4	x3		L/M/S
Halberd	1d10	x3		L/M/PS
Halfspear	1d6	x3	20'	M/S/P
Hammer, hooked	1d6/1d4	x3/x4		M/E/BP
Hammer, light	1d4	x2	20'	S/M/B
Javelin	1d6	x2	30'	M/S/P
Kama	1d6	x2		S/E/S
Kama, halfling	1d4	x2		T/E/S
Kukri	1d4	18-20/x2		T/E/S
Lance, heavy*	1d8	x3		M/M/P
Lance, light	1d6	x3		S/M/P
Longbow	1d8	x3	100'	L/M/P
Longbow, composite	1d8	x3	110'	L/M/P
Longspear*	1d8	x3		L/M/P
Longsword	1d8	19-20/x2		M/M/S
Mace, heavy	1d8	x2		M/S/B
Mace, light	1d6	x2		S/S/B
Morningstar	1d8	x2		M/S/BP
Net	-	-	10'	M/E/-
Nunchaku	1d6	x2		S/E/B
Nunchaku, halfling	1d4	x2		T/E/B
Pick, heavy	1d6	x4		M/M/P
Quarterstaff	1d6/1d6	x2		L/S/B
Ranseur*	2d4	x3		L/M/P
Rapier	1d6	18-20/x2		M/M/P
Sap	1d6§	x2		S/M/B
Scimitar	1d6	18-20/x2		M/M/P
Scythe	2d4	x4		L/M/PS
Sickle	1d6	x2		S/S/S
Shortbow	1d6	x3	60'	M/M/P
Shortbow, composite	1d6	x3	70'	M/M/P
Shortspear	1d8	x3	20'	L/S/P
Shuriken	1	x2	30'	T/E/P
Siangham	1d6	x2		S/E/P
Siangham, halfling	1d4	x2		T/E/P
Sling	1d4	x2	50'	S/S/B
Strike, unarmed (M)	1d3§	x2		-/S/B
Strike, unarmed (S)	1d2§	x2		-/S/B
Sword, short	1d6	19-20/x2		S/M/P
Sword, bastard	1d10	19-20/x2		M/E/S
Sword, two-bladed	1d8/1d8	19-20/x2		L/E/S
Trident	1d8	x2	10'	M/M/P
Urgosh, dwarven	1d8/1d6	x3		L/E/SP
Waraxe, dwarven	1d10	x3		M/E/S
Warhammer	1d8	x3		M/M/B
Whip	1d2§	x2	15'	S/E/S

* Reach weapon

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

Mithral: Weigh half as much

Adamantine: Natural (cannot be dispelled) enhancement, does not stack with magic enhancement: 1d4/1d6 is +1, 1d8/1d10/1d12 is +2

Darkwood: Weigh half as much

WEAPON SIZE AND DAMAGE (DMG P162)

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 P104, 7-5)

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

Masterwork: Armor check penalty reduced by 1

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

Adamantine: Natural (cannot be dispelled) enhancement: Light armor or shield gets +1, medium gets +2, heavy gets +3, does not stack with magic enhancement

Darkwood: Weigh half as much, shield's check penalty reduced by 2

POISONS (DMG P80, 3-16)

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

* Permanent

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

DISEASES (DMG P75, 3-14)

Name	Infection	DC	Incubation	Damage
Blinding 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

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