

Animals & Mounts, MC & PHB p78

Mount	Move	×1	×½	×⅓
Draft horse	12	260	390	520
Heavy war horse	15	260	390	520
Medium war horse	18	220	330	440
Light war horse	24	170	255	340
Pony or <i>Donkey</i>	12	160	240	320
Wild horse	24	170	255	340
Riding horse	24	180	270	360
Mule	12	250	375	500
Camel	21	260	390	520
Dog, war / wild	12 / 15	15	20	30
Elephant	15	500	750	1000
Ox	15	220	330	440
Yak	15	220	330	440

Prepared by DCon.

Information in *italics* is not official.

Land Movement, DMG p125

Terrain type	Cost	Feature, situation	Cost
Barren, wasteland	-2	Chasm	-3
Clear, farmland	-½	Cliff	-3
<i>Desert, high dunes</i>	-6	Dust/sandstorm	×3
<i>Desert or beach, rocky</i>	-2	Freezing cold	-1
<i>Desert or beach, sand</i>	-3	Gale force winds	-2
Forest, heavy	-4	Heavy fog	-1
Forest, light	-2	Ice storm	-2
Forest, medium	-3	Mud	×2
Glacier	-2	Rain, heavy	×2
Hills, rolling	-2	Rain, light	-1
Hills, steep (foothills)	-4	Rain, torrential	×3
Jungle, heavy	-8	Ravine	-½
Jungle, medium	-6	Road (non-mountain)	½
Marsh, swamp	-8	Ridge	-1
Moor	-4	River	-1
Mountains, high	-8	Scorching heat	-1
Mountains, low	-4	Snow, blizzard	×4
Mountains, medium	-6	Snow, normal	×2
Plains, grassland, heath	-1	<i>Storm force winds</i>	-1
Scrub, brushland	-2	Stream	-½
Tundra	-3	Trail	×½

Daily travel = movement ×2 miles in a 10 hour march; travel costs are subtracted. Roads in mountains are the same as trails. Trails only affect costs of -1 or worse.

Terrain Effects on Movement, DMG p124

Condition	Effect
Darkness	×⅔*
Heavy brush or forest	×⅓
Ice or slippery footing	×⅔*
Rugged or rocky ground	×½
Soft sand/snow, knee deep	×⅔
Water/snow, waist deep	×½
Water/snow, shoulder deep	×⅓

*Normal movement possible with one successful Dex check per round

Climbing Modifiers, PHB p122 & 123

Situation	Modifier	Surface	Movement modifiers:	Dry	Wet	Icy
Abundant holds	+40%	Smooth, very; requires <u>Mtnrg</u>	×¼	×¼*	none	
Rope & wall	+55%	Smooth, cracked; requires <u>Mtnrg</u>	×½	×⅓	×¼	
Sloped inward	+25%	<u>Rough</u> ; requires <u>Mountaineering</u>	×1	×⅓	×¼	
Encumbrance	-5% / Δmove	Climbing movement rates are in feet / round.	Rough w/ ledges	×1	×½	×⅓
Wet or crumbling	-25%	Thieves: ×2	Ice wall	-	none	×¼
<u>Icy</u> or slimy	-40%		Tree	×4	×3	×2
Climber < ½ HP	-10%		Rope & wall	×2	×1	×½
<u>Mountaineering</u>	+10%		Sloped inward	×3	×2	×1

Notes on movement, PHB p120, 121 & 104

Jog # of round = Con ⇒ move ×2, then d20 ≤ Con each round
 Run d20 ≤ Str ⇒ ×3; d20 ≤ Str-4 ⇒ ×4; -8 ⇒ ×5;... per round
 d20 ≤ Con each round or rest #rounds = #rounds run.
 Falling damage = ^{df}/10, up to 20d6. Tumbling ×½ if ≤ 60'.
 swim = ^{move}/2; move ≤ ^{base}/3 ⇒ sink; Δt = (Con) hours+X
 Con_t = Con-X; d20 ≤ Con_t ⇒ X = X+1, > ⇒ tread for Δt
 d20 ≤ Str_t/2 ⇒ swim=move; Str_t = Str-X; check as before
 Con_t or Str_t = 0 ⇒ drown; Δattack = -2^{swim}/moveΔt
 ← *Only thieves may climb very smooth wet surfaces.

Water Transport & Weather Effects, PHB p71, DMG p126

Vessel	Movement:	Sail	Oar	Seaworth.	Length × Width	Crew capacity	Cargo capacity
Kayak	-	7	20%	8→10 × 2	1→2	250 lbs	
Canoe	-	7	10%	10→15 × 2→3	1→4	550 lbs	
War canoe	-	6	5%	25→35 × 3	4→6	800 lbs	
Coracle	2	2	1%	8→10 × 4→5	1→2	600 lbs	
Keelboat, Raft	2	2	15%	15→20 × 6→8	2→8	1 ton	
Barge	2	2	10%	25→40 × 8→12	2→6	2 ton	
Rowboat	5	5	15%	8→12 × 5→6	1→3	600 lbs	
Caravel	12→15	-	70%	70 × 20	30→40	150→200 ton	
Coaster	9→12	-	50%	60→70 × 20	20→30	100 ton	
Cog	9→12	-	65%	75→90 × 20	18→20	100→200 ton	
Currach	6	9→30	55%	20→40 × 8→15	6→8	5 ton	
Drakkar	6	12→36	50%	100 × 10→15	60→80 oar	160 men	
Dromond	6	27→36	40%	130→175 × 15	200 oar	70→100 ton	
Galleon	9→18	-	75%	130 × 30	130	500 ton	
Great galley	9	18→33	45%	130 × 20	140 oar	150 ton	
Knarr	6	12→36	65%	50→75 × 15→20	8→14 oar	10→50 ton	
Longship	6	15→39	60%	75 × 10→15	40→50 oar	50 ton	

Weather	Sail	Row
Adverse	×½	×1
Becalmed	0	×1
Favorable, average	×2	×1
Favorable, strong	×3	×1*
Gale	×4*	×½*
Hurricane	×5*	×½*
Light breeze	×1	×1
Storm	×3*	×½*

*A Seaworthiness check is required. A -45% penalty applies for vessels in a hurricane.

If adverse winds are storm strength or greater, sailing ships and galleys are blown off course by ×½ or more.

Water vessels may stay under way 24 hrs a day, given sufficient crew for rotation of at least two shifts; max crew for sail, max 2 for oar.
 P Daily travel = vessel movement 5 miles.

Flight Classes, DMG p77

Class	Min move	Turn	#att/round
A	(floats)	360°	1
B	(hovers)	180°	1
C	50%	90°	½
D	50%	60°	⅓
E	50%	30°	⅕

Flying Modifiers, DMG p127

Condition	Modifier
Hurricane	×0
Gale	×¼
Storm	×¼
Rain or Snow	×½
Strong winds	×½

50% HP required for winged flight; < 50% ⇒ glide @ ×½ to landing.
 From below, mounted attack against flying target is at -2.
 Breath weapon attacks from flying creatures which are directed more than 30° away from straight ahead grant the target +2 to save.
 Class difference modifies initiative: Adj = own class - target's class;
 Class B gets +1 bonus vs. class C, +2 vs. class D, +3 vs. class E.

Visibility Ranges (in yds), PHB p117 & Degrees of Darkness, DMG p119

Move	Spot	Type	ID	Detail	Condition	Att	Dam	Save	AC
1500	1000	500	100	10	← Clear Total dark →	-4	×0	-4	-4
10	10	5	5	3	Dense fog, blizzard	-3	×½	-3	-2
500	200	100	30	10	Light fog or snow	-	-	-	-
100	50	25	15	10	Moderate fog	-1	×1	-1	-
1000	500	250	30	10	Mist or light rain	-	-	-	-
100	50	30	10	5	Night, full moon	-1	×1	-1	-
50	20	10	5	3	Night, no moon	-3	×½	-3	-2
500	300	150	30	10	Twilight	-	-	-	-

Encounter Distance, DMG p102

Situation or Terrain	Range (ft)
Both groups surprised	3d6
One group surprised	4d6
Smoke, heavy fog	6d6
Jungle, dense forest	1d10×10
Light forest	2d6×10
Scrub, brush, bush	2d12×10
Grassland	5d10×10
Nighttime, dungeon	Visibility

Surprise Modifiers, DMG p102

Situation	Adj
Every 10 members of other party	+1
Extremely still conditions	+2
Heavy fog	-2
In darkness	-4
In poor light or rain	-1
Party fleeing or panicked	-2
Suspicious, expecting attack	+2
vs. camouflaged creatures	-1→-3
vs. elves & halflings (PHB p22)	-4
vs. creatures with distinctive odor	+2
vs. silenced or invisible creatures	-2

Initiative Modifiers, DMG p55

Situation	Adj
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive charge	-2
Wading, slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered (climbing, held)	+3
Bow specialist, ready (PHB p52)	1 st
Waiting (PHB p112)	+1

Adj is added to initiative roll.

0 lvl NPCs, DMG p17

NPC	HP
Child	1d2
Scholar	1d3
Invalid	1d4
Youth	1d6
Craftsman	1d6
Laborer	1d8
Soldier	1d8+1
Beggar	1d4
Merchant	1d6
Noble	1d8
Traveler	1d8

Calculated THAC0s, DMG p53

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	17	17	17	17	16	16	16	15	15	15	14	14
Hit Dice	1-1	1+2	2+2	3+2	4+2	5+2	6+2	7+2	8+2	9+2	10+2	11+2	12+2	13+2	14+2	15+2	16+2	17+2	18+2	19+2
Creature	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5	5	5	5

Attack Modifiers, PHB p90, DMG p76

Situation	Att adj
Attacker charging	+2
Attacker on higher ground	+1
Defender invisible or attacker held	-4
Defender off-balance, sitting	+2
Defender sleeping, held	auto
Defender stunned, prone	+4
Defender surprised, kneeling	+1
From untrained mount	-2
Rear attack	+2
Attacker afoot vs. mounted opponent	-1
Attack vs. opponent smaller than mount	+1
Missile, levitating, successive rounds	-1/rnd
Missile, mounted, unmoving	-0
Missile, mounted, less than 1/2 move	-1
Missile, mounted, 1/2 to 3/4 move	-3
Missile, mounted, more than 3/4 move	-5

Cover & Concealment, DMG p62

% hidden	Att vs. cover	Att vs. concealment
25%	-2	-1
50%	-4	-2
75%	-7	-3
90%	-10	-4

90% cover ⇒ area effect ×1/2 damage, save ⇒ 0

Grenade-like Missiles, DMG p63

Missile	Dia.	Hit damage	Splash dam
Acid	1 ft	2d4 HP	1 HP
Holy water	1 ft	1d6+1 HP	2 HP
Oil, flaming	3 ft	2d6, 1d6 HP	1→3 HP
Poison	1 ft	-	-

Modifiers From Race, Class, Proficiencies, etc.

Attack:
 Dwarf +1 vs. orc, 1/2orc, goblin, hobgoblin
 Ogre, troll, ogre magi, giant, troll; -4 vs. dwarf
 Elf; bow, short-, longsword +1
 Gnome +1 vs. kobold, goblin
 Gnoll, bugbear, ogre, troll, ogre magi, giant, titan; -4 vs. gnome
 Halfling; hurled, sling +1
 Summoned, evil; -1 vs. paladin
 Ranger; hated enemy +4 (-4 rxn)
 Melee weapon specialization; +1
 Bow, xbow spec.; point blank +2
 Rope Use; lasso +2
 Tumbling; unarmed +2
 Two weapon; 1st -2, 2nd -4; modified by Rxn Adj from Dex; rangers are exempt from this.
Damage: Melee weap. spec.; +2
Saving Throw:
 Elf; 90% MR vs. charm
 Half elf; 30% MR vs. charm
 Dwarf; rod, stff, wnd, spll, poison
 Gnome; rod, staff, wand, spell
 1/2ling; rod, stff, wnd, spll, poison
 Paladin; +2 vs. all saves
 Druid; +2 vs. fire, electricity
Armor Class:
 Parrying; (-^{level}/2) + (warrior; -1)
 Tumbling; no other actions, -4

Character Saving Throws, PHB p99, DMG p65

Class	Level	Paralysis	Poison	Death	Rod	Staff	Wand	Petrify	Poly-morph	Breath weapon	Spell
Priest	1→3	10	14	13	16	15					
	4→6	9	13	12	15	14					
	7→9	7	11	10	13	12					
	10→12	6	10	9	12	11					
Rogue	13→15	5	9	8	11	10					
	16→18	4	8	7	10	9					
	19+	2	6	5	8	7					
	1→4	13	14	12	16	15					
	5→8	12	12	11	15	13					
Warrior	9→12	11	10	10	14	11					
	13→16	10	8	9	13	9					
	17→20	9	6	8	12	7					
	21+	8	7	4	11	5					
	0	16	18	17	20	19					
	1→2	14	16	15	17	17					
	3→4	13	15	14	16	16					
	5→6	11	13	12	13	14					
	7→8	10	12	11	12	13					
	9→10	8	10	9	9	11					
Wizard	11→12	7	9	8	8	10					
	13→14	5	7	6	5	8					
	15→16	4	6	5	4	7					
	17+	3	5	4	4	6					
	1→5	14	11	13	15	12					
	6→10	13	9	11	13	10					
Wizard	11→15	11	7	9	11	8					
	16→20	10	5	7	9	6					
	21+	8	3	5	7	4					

Item Hit Points & Saving Throws, DMG p38→39

Item	Hit Points	Attack Mode
Ceramic vessel	1@4	B
Chain or cable	4@32	S
Glass bottle	1→2	B
Glass pane / mirror	1	All
Lantern or candle	1	All
Leather, common	2→8	S, P
Leather, thick	3@12	S, P
Rope, silk or hemp	2→5	S
Wooden chair	2→9	B, S
Wooden door, thick	30→50	B, S
Wooden door, thin	10@30	B, S
Wooden pole	2→12	B, S
Wooden table	10@20	B, S

Item	Acid	Crush. Blow	Disintegration	Fall	Magic fire	Normal Fire	Extr. Cold	Lightning	Electricity
Bone or Ivory	11	16	19	6	9	3	2	8	2
Cloth	12	-	19	-	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils	16	-	19	-	19	17	5	19	16
Paper, etc.	16	7	19	-	19	19	2	19	2
Potions	15	-	19	-	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	-	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

Information in italics is not official.

Prepared by DCon.

NPC Monthly Wages, DMG p108→110

Title	Wage
Ambassador, official	200–600 gp
Architect	200 gp
Carpenter	5 gp
Clerk	8 gp
Groom	1 gp
Huntsman	10 gp
Laborer	1 gp
Stonemason	4 gp
Archer, Artillerist	4 gp
Bowman, mounted	4 gp
Cavalry, heavy	10 gp
Cavalry, medium	6 gp
Cavalry, light	4 gp
X-bowman, mounted	4 gp
X-bowman, heavy	3 gp
X-bowman, light	2 gp
Engineer	150 gp
Footman, heavy	2 gp
Footman, light	1 gp
Footman, militia, irregular	5 sp
Handgunner (optional)	6 gp
Longbowman	8 gp
Marine	3 gp
Sapper	1 gp
Shieldbearer	5 sp

NPC Services, PHB p67→68

Service	Cost
Bath	3 cp
Clerk	2 sp/letter
Doctor, leech, bleeding	3 gp
Guide, in city	2 sp/day
Horseshoeing	1 gp
Lantern/torchbearer	1 sp/night
Laundry	1 cp/load
Messenger, in city	1 sp
Minstrel	3 gp/perform.
Mourner	2 sp/funeral
Teamster with wagon	1 sp/mi

Thief Average Ability Table, DMG p23

Exper. Level	Pick Pockets	Pick Locks	Find Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Languages
1	30%	25%	20%	15%	10%	10%	85%	–
2	35%	29%	25%	21%	15%	10%	86%	–
3	40%	33%	30%	27%	20%	15%	87%	–
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99%	55%
12	95%	77%	75%	94%	77%	35%	99%	60%
13	99%	82%	80%	99%	85%	40%	99%	65%
14	99%	87%	85%	99%	93%	40%	99%	70%
15	99%	92%	90%	99%	99%	50%	99%	75%
16	99%	97%	95%	99%	99%	50%	99%	80%
17	99%	99%	99%	99%	99%	55%	99%	80%

Morale Ratings & Situational Modifiers, DMG p71

Opponent type or Situation	Mor.	Opponent type or Situation	Mor.			
Animal, normal peaceful	3	Creature surprised or fighting magic-user	-2			
Animal, normal predator	7	Defending home	+3			
Humanoid, average 0th level	7	Defensive terrain advantage	+1			
Humanoid, mobs	9	Each additional check required in round	-1			
Humanoid, militia	10	Leader is of different alignment	-1			
Humanoid, green or disorganized troops	11	Most powerful ally killed	-4			
Humanoid, regular soldiers or hirelings	12	NPC has been favored	+2			
Humanoid, elite soldiers	14	NPC has been poorly treated	-4			
Humanoid, henchmen	15	No enemy slain	-2			
Monster, low intelligence	10	Creature loses 25% of HP or group	-2			
Monster, semi-intelligent	11	Creature loses 50% of HP or group	-4			
Monster, animal intelligence	12	Outnumbered 3 to 1 or more	-4			
Monster, non-intelligent	18	Outnumber opponent 3 to 1 or more	+2			
Abandoned by friends	-6	Unable to affect opponent (i.e. immune)	-8			
Allied with magic-user	+2	Creature morale modifiers due to Hit Dice				
Creature is chaotic/lawful	-1/+1	< ½	½ → < 1	4 → 8+	9 → 14+	15+
Creature is fighting hated enemy	+4	-2	-1	+1	+2	+3

Armor Modifiers to Thief Abilities, DCon custom rules

Armor Type	Pick Pockets	Pick Locks	Find Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls
All plate mails	-100%	-75%	-75%	-100%	-100%	-100%	-50%
Other metal armors	-75%	-50%	-50%	-75%	-75%	-75%	PHB p122
Hide armor	-40%	-20%	-20%	-40%	-40%	-40%	-20%
Full helm	-20%	-10%	-10%	-10%	-10%	-50%	-0%

Stealth and the Notice Check, DCon custom rules

Moving silently or hiding in shadows prevents others from noticing the character or saving vs. surprise attack.
 Notice = average of Int & Wis. $d20 \leq \text{Notice} \Rightarrow \text{aware}$.
 Asleep notice = Notice - 4 - d6 (or choose 3→5)
 Use Asleep notice for inattentive characters.
 Save vs. breath for unnoticed failed surprise stealth attacks

Critical Hits, DCon custom rules

X	Added effect on opponent
“20” on normal attack ⇒ re-roll attack vs. AC - X	
(miss) double-roll raw weapon damage	
0→3 Staggered; lose next attack in round	
4→6 Stunned; lose all remaining attacks this round	
7→8 Disarmed or Stunned; no attacks this & next round	
9 Knockdown; no attacks and AC-2 until up again	
10+ Body part numbed; unusable d20 rounds	

X	Added effect on opponent
“20” on called shot ⇒ re-roll called shot vs. AC - X	
(miss) Normal attack damage*	
0→6 Body part numbed; unusable d20 rounds	
7→9 Body part maimed; unusable until healed	
10+ Body part severed; hemorrhage -2 HP per round	

*If it already causes damage, double-roll raw weapon dam.

HP Debilitation Levels, DCon custom rules

HP	Debilitation level
0	Cannot fight, cast, use items, stand. Crawl rate = 1.
-1	Cannot move self. May only move light objects.
-2	Cannot think clearly. Movement uncoordinated.
-3	Cannot speak or move. Will not remember events.
-4	Character loses consciousness.

Fumbles, DCon custom rules

“1” on melee attack ⇒ re-roll attack vs. ally, then self
Ally: “1” Jostle; ally loses all remaining attacks in round.
Ally: hit Raw weapon damage + Str bonus, ^{w/} criticals
Self: “1” Trip; AC-2 + no attacks this & next round
Self: hit Raw weapon damage (no bonuses), ^{w/} criticals
Miss both Weapon drop; retrieve next round, no attacks

“1” on ranged attack ⇒ re-roll att. vs. ally, then Dex check
Ally: “1” Weapon damaged; unusable until repaired.
Ally: miss Wide; save vs. crush to find projectile intact.
Ally: hit Normal attack damage, ^{w/} bonuses and criticals
Dex: fail Weapon damaged + wide shot (both as above)

“1” on called shot ⇒ Dex (ranged) or Str (melee) check
Chk: OK Weapon drop; retrieve next round, no attacks
Chk: fail Weapon damaged; unusable until repaired.

Heroic Efforts, DCon custom rules

Ignore debilitation: $d20 \leq \text{Con} + \text{HP} \Rightarrow \text{action for 1 round}$.
 Also, character’s HP are reduced by number of levels of debilitation ignored, regardless of action’s successfulness.
 Example: character ^{w/} Con=9, -2HP tries to crawl 1 round; $d20 = 6 (\leq 9-2) \Rightarrow \text{crawls}$; HP goes to -4. Next round, repeat attempt; $d20 = 6 (> 9-4) \Rightarrow \text{fails}$; HP still goes to -8.

Information in italics is not official.

Hit Zones, DCon custom rules

d6	Body part
1	Head (roll on table below)
2	Nearest hand, paw, wing
3	Nearest arm, foreleg, wing
4	Nearest foot, hindpaw
5	Nearest leg, hindleg
6	Tail, nearest leg

d6	Head area
1	Brain, entire head
2	Ear, antenna
3	Eye, tendril
4	Nose, snout, proboscis
5	Tusk, horn, antler
6	Teeth, fang, beak, jaw

Crossbows, DCon cust. rules

Prof. includes range benefits of specialization. Fighters get extra attacks as if specialized.
 Specialization grants +1 to hit.
 Quarrel damage: hand = 1d4 HP, light = 1d6 HP, heavy = 1d8 HP.

Prepared by DCon.

Strength, PHB tb1						
Str	Hit	Dam	Weight allow	Max press	Open doors	Bend bars
1	-5	-4	1	3	≤1	0%
2	-4	-3	1	5	≤1	0%
3	-3	-2	5	10	≤2	0%
4→5	-2	-1	10	25	≤3	0%
6→7	-1		20	55	≤4	0%
8→9			35	90	≤5	1%
10→11			40	115	≤6	2%
12→13			45	140	≤7	4%
14→15			55	170	≤8	7%
16		+1	70	195	≤9	10%
17	+1	+1	85	220	≤10	13%
18 ¹	+1	+2	110	255	≤11	16%
18 50%	+1	+3	135	280	≤12	20%
18 75%	+2	+3	160	305	≤13	25%
18 90%	+2	+4	185	330	≤14	30%
18 99%	+2	+5	235	380	≤15, 3 ²	35%
18 00%	+3	+6	335	480	≤16, 6	40%
19	+3	+7	485	640	≤16, 8	50%
20	+3	+8	535	700	≤17, 10	60%
21	+4	+9	635	810	≤17, 12	70%
22	+4	+10	785	970	≤18, 14	80%
23	+5	+11	935	1,130	≤18, 16	90%
24	+6	+12	1,235	1,440	≤19, 17	95%
25	+7	+14	1,535	1,750	≤19, 18	99%

Dexterity, PHB tb2		
Dex	ini & m att	AC
1	-6	+5
2	-4	+5
3	-3	+4
4	-2	+3
5	-1	+2
6		+1
7→14		
15		-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4
20	+3	-4
21	+4	-5
22	+4	-5
23	+4	-5
24	+5	-6
25	+5	-6

Constitution, PHB tb3					
Con	HP adj.	System shock	Reser. survival	Pois. save	dwarf gnome
1	-3	25%	30%	-2	½ling saves ³
2	-2	30%	35%	-1	
3	-1	35%	40%		
4	-1	40%	45%		+1
5	-1	45%	50%		+1
6		50%	55%		+1
7		55%	60%		+2
8		60%	65%		+2
9		65%	70%		+2
10		70%	75%		+2
11		75%	80%		+3
12		80%	85%		+3
13		85%	90%		+3
14		88%	92%		+4
15	+1	90%	94%		+4
16	+2	95%	96%		+4
17	+2, 3	97%	98%		+4
18	+2, 4	99%	100%		+5
19	+2, 5	99%	100%	+1	+5
20	+2, 5	99%	100%	+1	
21	+2, 6	99%	100%	+2	
22	+2, 6	99%	100%	+2	
23	+2, 6	99%	100%	+3	
24	+2, 7	99%	100%	+3	
25	+2, 7	100%	100%	+4	

³all vs. rod, staff, wand, spell; dwarf & ½ling vs. poison also.

+1 HP / 6 turns
+1 HP / 5 turns
+1 HP / 4 turns
+1 HP / 3 turns
+1 HP / 2 turns
+1 HP / turn

¹Only non-halfling fighters have exceptional strength. ²Locked, barred, magically held.

Intelligence, PHB tb4					
Int	# of Lang	Max sp.lvl	Lrn spell	Spell / lvl	Illusion immun.
1	0				
2→8	1				
9	2	4 th	35	6	
10	2	5 th	40	7	
11	2	5 th	45	7	
12	3	6 th	50	7	
13	3	6 th	55	9	
14	4	7 th	60	9	
15	4	7 th	65	11	
16	5	8 th	70	11	
17	6	8 th	75	14	
18	7	9 th	85	18	
19	8	9 th	95	all	1 st lvl
20	9	9 th	96	all	2 nd lvl
21	10	9 th	97	all	3 rd lvl
22	11	9 th	98	all	4 th lvl
23	12	9 th	99	all	5 th lvl
24	15	9 th	100	all	6 th lvl
25	20	9 th	100	all	7 th lvl

Wisdom, PHB tb5			
Wis	Magic defense	Bonus spells	Spell failure
1	-6		80%
2	-4		60%
3	-3		50%
4	-2		45%
5	-1		40%
6	-1		35%
7	-1		30%
8			25%
9			20%
10			15%
11			10%
12			5%
13		1 st	
14		1 st	
15	+1	2 nd	
16	+2	2 nd	
17	+3	3 rd	
18	+4	4 th	
19	+4	1 st , 4 th	cs fr, ch p, cmd, friends, hyp.
20	+4	2 nd , 4 th	forget, hold p, ray enf, scare
21	+4	3 rd , 5 th	fear
22	+4	4 th , 5 th	ch m, conf, emot, fmb, sugg
23	+4	5 th , 5 th	chaos, feeb, hold m, jar, qust
24	+4	6 th , 6 th	geas, mass sugg, rod of ruler
25	+4	6 th , 7 th	a/sympathy, death, mss charm

Racial class level limit adjustment by ability, DMG tb8

Lowest prime requisite ability.
Level limit adjustment.
14 +1
15 +1
16 +2
17 +2
18 +3
19 +4

↑ adjusted

Charisma, PHB tb6			
Cha	Max hench.	Loyalty base	Encntr. reaction
1	0	-8	-7
2	1	-7	-6
3	1	-6	-5
4	1	-5	-4
5	2	-4	-3
6	2	-3	-2
7	3	-2	-1
8	3	-1	
9	4		
10	4		
11	4		
12	5		
13	5		+1
14	6	+1	+2
15	7	+3	+3
16	8	+4	+5
17	10	+6	+6
18	15	+8	+7
19	20	+10	+8
20	15	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14

Spell immunities

Fighter attacks per round, PHB tb15, 35			
Level	#att/rnd	Hurled dag, dart	Others
1→6	+0	specialized ⇒ +1	⇒ +½
7→12	+½	specialized ⇒ +2	⇒ +1
13+	+1	specialized ⇒ +3	⇒ +¾

Racial ability adjustments & requirements; racial characteristics, PHB tb 7, 8, 10, 11, 12

Notes	Race(s)	Str	Dex	Con	Int	Wis	Cha	Height	Weight	Age 1 st	Span	Mid.	Old	Ven.
Requirements are adjusted.	Dwarf			+1			-1	m 43"	m 130#	40 +	250 +	125	167	250
	60' infra; UD: slope 80%, new 80%, sliding 66%, traps 50%, depth 50%	8→18	3→17	12→19	3→18	3→18	2→16	f 41"	f 105#	5d6	2d100	years	years	years
infra = infra-vision.	Elf			+1				+1d10"	+4d10#	years	years			
UD = Under-ground detect.	Elf			-1				m 55"	m 90#	100 +	250 +	175	233	350
Detect secret normally 16% (1d6 = 1).	60' infra; 90% MR to charm; +1 bow, short- & longsword; detect secret 33%	3→18	7→19	6→17	8→18	3→18	8→18	f 50"	f 70#	5d6	4d100	years	years	years
	Gnome			+1				+1d10"	+3d10#	years	years			
	60' infra; UD: slope 80%, unsafe 70%, depth 66%, direction 50%	6→18	3→18	8→18	7→19	2→17	3→18	m 38"	m 72#	60 +	200 +	100	133	200
	Half elf			-1				f 36"	f 68#	3d12	3d100	years	years	years
	60' infra; 30% MR to charm related spells; detect secret 33%	3→18	6→18	6→18	4→18	3→18	3→18	+1d6"	+5d4#	years	years			
m = male	Halfing			+1				m 60"	m 110#	15 +	125 +	62	83	125
f = female	60' infra; +1 sling, hurled; UD: grade 75%, direction 50%	6→17	8→19	10→18	6→18	3→18	3→18	f 58"	f 85#	1d6	3d20	years	years	years
" = inches				-1				+2d6"	+3d12#	years	years			
# = pounds				+1				m 32"	m 52#	20 +	100 +	50	67	100
	15% 60'; 25% 30' infra; +1 sling, hurled; UD: grade 75%, direction 50%	6→17	8→19	10→18	6→18	3→18	3→18	f 30"	f 48#	1d4	d100	years	years	years
				-1				+2d10"	+5d4#	years	years			

Human: Height = m 60, f 59 + 2d10; Weight = m 140, f 100 + 6d10; Age @ 1st level = 15 + 1d4; Life span = 90 + 2d20; Middle age = 45; Old age = 60; Venerable = 90

Aging effects, class requirements, & level limits, PHB tb13, 22, DMG tb7

Age category / Class (align.)	Ability adjustments / requirements						Racial class level limits				
	Str	Dex	Con	Int	Wis	Cha	Dwarf	Elf	Gnome	Half elf	Halfling
middle age	-1		-1	+1	+1						
old age	-2	-2	-1		+1						
venerable	-1	-1	-1	+1	+1						
fighter	<u>≥ 9</u>						15	12	11	14	9
paladin (LG)	<u>≥ 12</u>		<u>≥ 9</u>		<u>≥ 13</u>	<u>≥ 17</u>	0	0	0	0	0
ranger (G)	<u>≥ 13</u>	<u>≥ 13</u>	<u>≥ 14</u>		<u>≥ 14</u>		0	15	0	16	0
mage				<u>≥ 9</u>			0	15	0	12	0
abjurer				<u>≥ 9</u>	<u>≥ 15</u>		0	0	0	0	0
conjurer			<u>≥ 15</u>	<u>≥ 9</u>			0	0	0	12	0
diviner				<u>≥ 9</u>	<u>≥ 16</u>		0	15	0	12	0
enchanter				<u>≥ 9</u>		<u>≥ 16</u>	0	15	0	12	0
illusionist		<u>≥ 16</u>		<u>≥ 9</u>			0	0	15	0	0
invoker			<u>≥ 16</u>	<u>≥ 9</u>			0	0	0	0	0
necromancer				<u>≥ 9</u>	<u>≥ 16</u>		0	0	0	0	0
transmuter		<u>≥ 15</u>		<u>≥ 9</u>			0	0	0	12	0
cleric					<u>≥ 9</u>		10	12	9	14	8
druid (N)					<u>≥ 12</u>	<u>≥ 15</u>	0	0	0	9	0
thief		<u>≥ 9</u>					12	12	13	12	15
bard		<u>≥ 12</u>		<u>≥ 13</u>		<u>≥ 15</u>	0	0	0	∞	0

Aging effects are cumulative. Abilities $\geq 16 \Rightarrow +10\%$ XPs. $0 \Rightarrow$ class not allowed for race.

Warrior & Wizard exp. levels & profs, PHB tb14, 20, 34

Lvl	fighter XP	paladin & ranger XP	prof. w, n	wizard XP	prof. w, n
1	0	0	4, 3	0	1, 4
2	2,000	2,250	4, 3	2,500	1, 4
3	4,000	4,500	5, 4	5,000	1, 5
4	8,000	9,000	5, 4	10,000	1, 5
5	16,000	18,000	5, 4	20,000	1, 5
6	32,000	36,000	6, 5	40,000	2, 6
7	64,000	75,000	6, 5	60,000	2, 6
8	125,000	150,000	6, 5	90,000	2, 6
9	250,000	300,000	7, 6	135,000	2, 7
10	500,000	600,000	7, 6	250,000	2, 7
11	750,000	900,000	7, 6	375,000	2, 7
12	1,000,000	1,200,000	8, 7	750,000	3, 8
13	1,250,000	1,500,000	8, 7	1,125,000	3, 8
14	1,500,000	1,800,000	8, 7	1,500,000	3, 8
15	1,750,000	2,100,000	9, 8	1,875,000	3, 9
16	2,000,000	2,400,000	9, 8	2,250,000	3, 9
17	2,250,000	2,700,000	9, 8	2,625,000	3, 9
18	2,500,000	3,000,000	10, 9	3,000,000	4, 10
19	2,750,000	3,300,000	10, 9	3,375,000	4, 10
20	3,000,000	3,600,000	10, 9	3,750,000	4, 10

Thieving skills & adjustments, PHB tb26@ 29, 33

Thieving skills & adj.	pick pockets	open locks	find traps	move silently	hide in shadow	detect noise	climb walls	read lang.
human base	5%	5%	5%	5%	5%	5%	40%	0%
bard base	15%	5%	5%	20%	5%	20%	60%	5%
thief base	20%	10%	5%	20%	10%	15%	70%	0%
Dwarf		+10%	+15%				-10%	-5%
Elf	+5%	-5%		+5%	+10%	+5%		
Gnome		+5%	+10%	+5%	+5%	+10%	-15%	
half-elf	+10%				+5%			
Halfling	+5%	+5%	+5%	+10%	+10%	+5%	-15%	-5%
leather arm.	-5%			-10%	-5%		-10%	
elven chain	-25%	-5%	-5%	-20%	-15%	-5%	-30%	
stud./pad.	-35%	-10%	-10%	-30%	-25%	-10%	-40%	
Dex 9	-15%	-10%	-10%	-20%	-10%	Notes on thief skills		
Dex 10	-10%	-5%	-10%	-15%	-5%	1 st level thief = +60%;		
Dex 11	-5%		-5%	-10%		≤ +30% per skill.		
Dex 12				-5%		Thief = +30% / level;		
Dex 13→15						≤ +15% per skill per level.		
Dex 16		+5%				1 st level bard = +20%		
Dex 17	+5%	+10%		+5%	+5%	£ +10% per skill.		
Dex 18	+10%	+15%	+5%	+10%	+10%	Bard = +15% / level		
Dex 19	+15%	+20%	+10%	+15%	+15%	£ -7% per skill per level.		

Priest & Rogue exp. levels & profs, PHB tb23, 25, 34

Lvl	cleric XP	druid XP	prof. w, n	rogue XP	prof. w, n
1	0	0	2, 4	0	2, 3
2	1,500	2,000	2, 4	1,250	2, 3
3	3,000	4,000	2, 5	2,500	2, 3
4	6,000	7,500	3, 5	5,000	3, 4
5	13,000	12,500	3, 5	10,000	3, 4
6	27,500	20,000	3, 6	20,000	3, 4
7	55,000	35,000	3, 6	40,000	3, 4
8	110,000	60,000	4, 6	70,000	4, 5
9	225,000	90,000	4, 7	110,000	4, 5
10	450,000	125,000	4, 7	160,000	4, 5
11	675,000	200,000	4, 7	220,000	4, 5
12	900,000	300,000	5, 8	440,000	5, 6
13	1,125,000	750,000	5, 8	660,000	5, 6
14	1,350,000	1,500,000	5, 8	880,000	5, 6
15	1,575,000	3,000,000	5, 9	1,100,000	5, 6
16	1,800,000	3,500,000	6, 9	1,320,000	6, 7
17	2,025,000	500,000	6, 9	1,540,000	6, 7
18	2,250,000	1,000,000	6, 10	1,760,000	6, 7
19	2,475,000	1,500,000	6, 10	1,980,000	6, 7
20	2,700,000	2,000,000	7, 10	2,200,000	7, 8

Wizard spell progression, PHB tb21

Bard spells, PHB tb32

Priest spell prog, PHB tb24

Paladin, PHB tb17

Ranger abilities, PHB tb18

Exp. level	Wizard spell levels									Wizard spell levels						Priest spell levels							Special Abilities:		Hide in shadow	Move silently	Caster level	Priest spells		
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	1 st	2 nd	3 rd	Laying on of hands:	Cure disease:	1 st 2 nd 3 rd 4 th	1 st	2 nd				3 rd		
1	1									1											cure level ×2 ^{HP} /day	10%	15%							
2										2												Cure disease:	15%	21%						
3										2												¹ /week @ 1→5 level	20%	27%						
4										2	1											² /week @ 6→10 level	25%	33%						
5										3	1											³ /week @ 11→15 level	31%	40%						
6										3	2											⁴ /week @ 16→20 level	37%	47%						
7										3	2	1										Caster	43%	55%						
8										3	3	1										level	49%	62%	1	1				
9										3	3	2										1	1							
10										3	3	2	1									2	2							
11										3	3	3	1									3	2	1						
12										3	3	3	2									4	2	2						
13										3	3	3	2	1								5	2	2	1					
14										3	3	3	3	1								6	3	2	1					
15										3	3	3	3	2								6	6	6	4	2	1			
16										4	3	3	3	2	1							7	7	7	6	4	3	1		
17										4	4	3	3	3	1							7	7	7	7	5	3	2		
18										4	4	4	3	3	2							8	8	8	8	6	4	2		
19										4	4	4	4	3	2							9	9	8	8	6	4	2		
20										4	4	4	4	4	3							9	9	9	8	7	5	2		

Class level advancement miscellany, PHB class description text

Fighter	Paladin	Ranger	Cleric	Druid	Thief	Bard
9; followers	3; turn 4; horse	10; followers track + ^{level} / ₃	9; followers 10; stronghold	3; identify plants, animals 3; pass without trace 7; immunity, shapechange	10; followers & scroll use	9; followers 10; scroll use

Backstab, PHB tb30	Level	Dam
	1→4	×2
	5→8	×3
	9→12	×4
	13+	×5

May only be used vs. bipedals w/ definite backs.