

# COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND

#### HIT POINTS (PH PAGE 166)

Weapon or Shield <sup>1</sup>	Example	Hardness	HP <sup>2</sup>
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 <sup>3</sup>	armor bonus × 5
Buckler	aline aline a	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 Each +1 enhancement bonus adds +2 to hardness and +10 to hit points.

2 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

3 Varies by material; see Substance Hardness and Hit Points, below.

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# SUBSTANCE HARDNESS AND HIT POINTS (PH PAGE 166)

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
lce	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

# DCs to BREAK OR BURST

TEMS (PH PAGE 166)

Arcane lock

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC
	Adjustment <sup>1</sup>
Hold nortal	+5

1 If both apply, use the larger number.

# **ITEMS AFFECTED BY**

MAGICAL ATTACKS (PH PAGE 177)

Order <sup>1, 2</sup>	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else
1 In orde affected	r of most likely to least likely to be I.
2 If weare	er rolls a natural 1 on the save, roll

randomly among the 4 objects most likely to be affected. — 10 30 hp

#### SIZE AND ARMOR CLASS OF OBJECTS (PH PAGE 166)

Size (Example)	AC	Size (Example)	AC
Colossal (broad	-5	Medium (barrel)	3
side of a barn)		Small (chair)	4
Gargantuan (narrow	-1	Tiny (book)	5
side of a barn)		Diminutive (scroll)	7
Huge (wagon)	1	Fine (potion)	11
Large (big door)	2		

#### OBJECT HARDNESS AND HIT POINTS (PH PAGE 166)

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	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

#### WALLS (DMG PAGE 60)

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points <sup>1</sup>	Climb DC
Masonry	1 ft.	35	8	90 hp	20
Superior masonry	1 ft.	35	8	90 hp	25
Reinforced masonry	1 ft.	45	8	180 hp-	15
Hewn stone	3 ft.	50	8	540 hp	25
Unworked stone	5 ft.	65	8	900 hp	15
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	71-1-1 ×	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated <sup>2</sup>	-	+20	×2	×23	

1 Per 10-foot-by-10-foot section.

2 These modifiers can be applied to any of the other wall types. 3 Or an additional 50 hit points, whichever is greater.

#### DOORS (DMG PAGE 61)

Typical		Hit	Brea	k DC
Thickness	Hardness	Points	Stuck	Locked
1 in.	5	10 hp	13	15
1-1/2 in.	5	15 hp	16	18
2 in.	5	20 hp	23	25
4 in.	8	60 hp	28	28
2 in.	10	60 hp	28	28
3 in	5	30 hp	25 <sup>1</sup>	25 <sup>1</sup>
2 in.	10	60 hp	25 <sup>1</sup>	25 <sup>1</sup>
1	15	30 hp		
	10	30 hp		
	Thickness 1 in. 1-1/2 in. 2 in. 4 in. 2 in. 3 in	Thickness Hardness   1 in. 5   1-1/2 in. 5   2 in. 5   4 in. 8   2 in. 10   3 in 5   2 in. 10    15	ThicknessHardnessPoints1 in.510 hp1-1/2 in.515 hp2 in.520 hp4 in.860 hp2 in.1060 hp3 in530 hp2 in.1060 hp3 in530 hp1530 hp	ThicknessHardnessPointsStuck1 in.510 hp131-1/2 in.515 hp162 in.520 hp234 in.860 hp282 in.1060 hp283 in530 hp25 <sup>1</sup> 2 in.1060 hp25 <sup>1</sup> 1530 hp25 <sup>1</sup>

#### TURNING UNDEAD (PH PAGE 159)

Turning Check Result (d20 + Cha)	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level – 4
1–3	Cleric's level – 3
4-6	Cleric's level – 2
7–9	Cleric's level – 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

Medium	Nu	mber of Size Ca	ategories Increase	sed
Damage	One	Two	Three	Four
1d2	1d3	1d4	1d6	1d8
1d3	1d4	1d6	1d8	2d6
1d4	1d6	1d8	2d6	3d6
1d6	1d8	2d6	3d6	4d6
1d8	2d6	3d6	4d6	6d6
1d10	2d8	3d8	4d8	6d8
1d12	3d6	4d6	6d6	8d6
2d4	2d6	3d6	4d6	6d6
2d6	3d6	4d6	6d6	8d6
2d8	3d8	4d8	6d8	8d8
2d10	4d8	6d8	8d8	12d8

#### DECREASING WEAPON DAMAGE BY SIZE (DMG PAGE 28) Medium Number of Size Categories Decreased

Medium	Nun	nder of Size Cat	egories Decreas	sea
Damage	One	Two	Three	Four
1d2	1			-
1d3	1d2	1	-	
1d4	1d3	1d2	1	All and
1d6	1d4	1d3	1d2	1
1d8	1d6	1d4	1d3	1d2
1d10	1d8	1d6	1d4	1d3
1d12	1d10	1d8	1d6	1d4
2d4	1d6	1d4	1d3	1d2
2d6	1d10	1d8	1d6	1d4
2d8	2d6	1d10	1d8	1d6
2d10	2d8	2d6	1d10	1d8

#### INFLUENCING NP Initial

Attitude	Hos
Hostile	Less th
Unfriendly	Less t
Indifferent	-
Friendly	-
Helpful	

# INCREASING WEAPON DAMAGE BY SIZE (DMG PAGE 28)

#### ATTACK ROLL MODIFIERS (PH PAGE 151)

Attacker is	Melee	Ranged
Dazzled	-1	-1
Entangled	-21	-2 <sup>1</sup>
Flanking defender	+2	
Invisible	+22	+22
On higher ground	+1	+0
Prone	-4	3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

1 An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.

3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

#### ARMOR CLASS MODIFIERS (PH PAGE 151)

Defender is	Melee	Ranged
Behind cover	+4	+4
Blinded	-21	-2 <sup>1</sup>
Concealed or invisible	See Con page 15	cealment, 2
Cowering	-21	-2 <sup>1</sup>
Entangled	+02	+02
Flat-footed (such as surprised, balancing, climbing)	+01	+01
Grappling (but attacker is not)	+01	+01,3
Helpless (such as paralyzed, sleeping, or bound)	-44	+04
Kneeling or sitting	-2	+2
Pinned	-44	+04
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 <sup>1</sup>	-21
	10	

1 The defender loses any Dexterity bonus to AC.

2 An entangled character takes a -4 penalty to Dexterity.

- 3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
- 4 Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders. See also Helpless Defenders, Player's Handbook page 153.

			_
Unfriendly	Indifferent	Friendly	Helpful
20	25	35	50
5	15	25	40
Less than 1	1	15	30
_	Less than 1	1	20
1 - 2	- 1	ess than	1 1
	New Attitud Unfriendly 20 5	New Attitude (DC to ach Unfriendly Indifferent 20 25 5 15 Less than 1 1 — Less than 1	5 15 25 Less than 1 1 15

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
ndifferent	Doesn't much care	Socially expected interaction
riendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

# CONTRACTOR OCCUPATION, OCCUPATION, SHA CONTRACTOR Missing with a Thrown Weapon





When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

# CLIMB CHECK DCS (PH PAGE 69)

#### Climb DC Example Surface or Activity A slope too steep to walk up, or a knotted rope with a wall to brace against. A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell. A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging. 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. An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins. A rough surface, such as a natural rock wall or a brick wall. An overhang or ceiling with handholds but no footholds. A perfectly smooth, flat, vertical surface cannot be climbed

# LISTEN CHECK DCS (PH PAGE 78)

Listen DC	Sound
-10	A battle
0	People talking <sup>1</sup>
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering <sup>1</sup>
19	A cat stalking
30	An owl gliding in for a kill

1 If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.



#### ACTIONS (PH PAGE 141)

Action	Туре	Attack of Opportunity
Attack (melee)	Standard	No
Attack (ranged)	Standard	Yes
Attack (unarmed)	Standard	Yes
Activate ring, rod, staff, wand,		
or wondrous item	Standard	No
Aid another	Standard	Maybe
Bull rush	Standard	No
Cast quickened spell	Free	No
Cast a spell (1 standard action)	Standard	Yes
Cast a spell defensively (using		
Concentrate)	Standard	No
Cease concentration		
(on activated spell/ability)	Free	No
Charge	Full or Standard	No
Concentrate on spell or special ability	Standard	No
Control a frightened mount	Move	Yes
Coup de grace attack	Full-round	Yes
Delay action		No
Direct or redirect an active spell	Move	No
Disarm foe	Varies	Yes
Dismiss a spell	Standard	No
Draw a hidden weapon		
(using Sleight of Hand)	Standard	No
Draw a weapon	Move	No
Drink a potion	Standard	Yes
Drop an item	Free	No
Drop to prone	Free	No
Escape a grapple	Standard	No
Escape from entanglement	Full-round	Yes
Extinguish flames	Full-round	No
Feint (using Bluff skill)	Standard	No
Fight defensively	Free	No
Five-foot step	_	No
Full attack (melee)	Full-round	No
Full attack (ranged)	Full-round	Yes
Full attack (unarmed)	Full-round	Yes
Grapple foe	Turround	105
(grab, grapple, damage, or pin)	Varies	Varies
Light a torch with flint and steel	Full-round	Yes
Light a torch with a tindertwig	Standard	Yes
Load light or hand crossbow	Move	Yes
Load a heavy or repeating crossbow	Full-round	Yes
Lock or unlock a weapon	run-runu	105
in a locked gauntlet	Full-round	Voc
	Standard	Yes
Lower spell resistance Mount a creature or dismount		No
	Move	No
Move a heavy object	Move	Yes
Move more than 5 feet	Move	Yes
Open or close a door	Move	No
Overrun	Standard	No

#### ACTIONS (CONTINUED)

Action	Туре	Attack of Opportunity
Pick up an item	Move	Yes
Prepare spell components		
to cast a spell	Free	No
Prepare oil for throwing	Full round	Yes
Quick draw weapon		
(with Quick Draw feat)	Free	No
Quick draw hidden weapon		
(with Quick Draw feat and		
Sleight of Hand)	Move	No
Read a scroll	Standard	Yes
Ready a standard action	Standard	No
Ready or loose a shield	Move	No
Retrieve a stowed item	Move	Yes
Run	Full-round	Yes
Sheathe a weapon	Move	Yes
Speak	Free	No
Stabilize a dying creature		
(using Heal skill)	Standard	Yes
Stand up from prone	Move	Yes
Stow an item	Move	Yes
Sunder a weapon (attack)	Standard	Yes
Sunder an object (attack)	Standard	Maybe
Total defense	Standard	No
Trip an opponent	Varies	No
Turn or rebuke undead	Standard	No
Use extraordinary ability	Varies	No
Use feat	Varies	Varies
Use spell-like ability	Standard	Yes
Use supernatural ability	Standard	No
Use touch spell on up to six allies	Full-round	Yes
Withdraw	Full-round	No

### CONCENTRATION CHECK DCS (PH PAGE 70)

ncentration DC <sup>1</sup>	Distraction
+ damage dealt	Damaged during the action.
+ half of continuous mage last dealt	Taking continuous damage during the action.
stracting spell's ve DC	Distracted by nondamaging spell.
	Vigorous motion.
	Violent motion.
	Extraordinarily violent motion.
	Entangled.
	Grappling or pinned.
	Weather is a high wind carrying blinding rain or sleet.
	Weather is wind-driven hail, dust, or debris.
stracting spell's ve DC	Weather caused by a spell, such as storm of vengeance.

#### SKILLS (PH PAGE 63)

Armor Check Attack of

Maybe

Maybe

Maybe

No

Maybe

Modifier

26-27

28-29

32-33

34-35

36-37

38-39

40-41

30-31

		Annoi Check	
Skill (Key Ability)	Untrained	Penalty	0
Appraise (Int)	Yes	No	
Balance (Dex)	Yes	Yes	
Bluff (Cha)	Yes	No	
Climb (Str)	Yes	Yes	
Concentration (Con)	Yes	No	
Craft (Int)	Yes	No	
Decipher Script (Int)	No	No	
Diplomacy (Cha)	Yes	No	
Disable Device (Dex)	Yes	Yes	
Disguise (Cha)	Yes	No	
Escape Artist (Dex)	Yes	Yes	
Forgery (Int)	Yes	No	
Gather Information (Cha	a) Yes	No	
Handle Animal (Cha)	No	No	
Heal (Wis)	Yes	No	
Hide (Dex)	Yes	Yes	
Intimidate (Cha)	Yes	No	
Jump (Str)	Yes	Yes	
Knowledge (Int)	No	No	
Listen (Wis)	Yes	No	
Move Silently (Dex)	Yes	Yes	
Open Lock (Dex)	No	Yes	
Perform (Cha)	Yes	No	
Profession (Wis)	No	No	
Ride (Dex)	Yes	No	
Search (Int)	Yes	No	
Sense Motive (Wis)	Yes	No	
Sleight of Hand (Dex)	No	Yes	
Speak Language (None)	No	No	
Spellcraft (Int)	No	No	
Spot (Wis)	Yes	No	
Survival (Wis)	Yes	No	
Swim (Str)	Yes	Yes (double)	
Tumble (Dex)	No	Yes	
Use Magic Device (Cha	) No	No	
Use Rope (Dex)	Yes	No	

# ABILITY MODIFIERS (PH PAGE 8)

Score	Modifier	
1	-5	
2-3	-4	
4-5	-3	
6–7	-2	
8–9	-1	
10-11	0	
12-13	+1	
14-15	+2	
16-17	+3	
18-19	+4	
20-21	+5	

#### MOVEMENT AND DISTANCE (PH PAGE 162)

	Speed					
	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.
One Round (Tactical) <sup>1</sup>						
Walk	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	120 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.	150 ft.	180 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.	200 ft.	240 ft.
One Minute (Local)						
Walk	150 ft.	200 ft.	300 ft.	400 ft.	500 ft.	600 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.	1,000 ft.	1,200 fi
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.	1,500 ft.	1,800 fi
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.	2,000 ft.	2,400 fi
One Hour (Overland)						
Walk	1-1/2 miles	2 miles	3 miles	4 miles	5 miles	6 miles
Hustle	3 miles	4 miles	6 miles	8 miles	10 miles	12 mile
Run		-				-
One Day (Overland)						
Walk	12 miles	16 miles	24 miles	32 miles	40 miles	48 mile
Hustle		-		-		-
Run		_	-		-	-

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 ft.) rather than feet. See Player's Handbook page 147 for more information on tactical movement in combat.

#### MAXIMUM DISTANCE FOR SPOT CHECKS

Terrain	Distance	DETECT MAGIC (PH PAGE 219)
Dungeon	Varies	
Sparse forest	3d6 × 10 ft.	Spell or Object
Medium forest	2d8 × 10 ft.	Functioning spell (spell level)
Dense forest	2d6 × 10 ft.	Magic item (caster level)
Moor	6d6 × 10 ft.	
Swamp	2d8 × 10 ft.	DETECT EVIL (PH PAGE 219)
Gentle hills	2d10 × 10 ft.	
Rugged hills	2d6 ×]10 ft.	Creature/Object
Mountains	4d10 × 10 ft.,	Evil creature <sup>1</sup> (HD)
	more on peaks,	Evil Undead (HD)
	less in valleys	Evil outsider (HD)
Desert	6d6 × 20 ft.	Cleric of an evil deity <sup>2</sup> (class levels
Sandy desert	6d6 × 10 ft.	Evil magic item or spell (caster lev
Plains	6d6 × 40 ft.	1 Except for undead and outsiders
Clear water	4d8 × 10 ft.	2 Some characters who are not cle
Murky water	1d8 × 10 ft.	indicate whether this applies.

Object	Bright	Shadowy	Duration	
Candle	n/a <sup>1</sup>	5 ft.	1 hr.	
Everburning torch	20 ft.	40 ft.	Permanent	
Lamp, common	15 ft.	30 ft.	6 hr./pint 6 hr./pint	
Lantern, bullseye <sup>2</sup>	60-ft. cone	120-ft. cone		
Lantern, hooded	30 ft.	60 ft.	6 hr./pint	
Sunrod	30 ft.	60 ft.	6 hr.	
Torch	20 ft.	40 ft.	1 hr.	

#### HAMPERED MOVEMENT (PH PAGE 163)

Condition	Example	Additional Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	×2
Obstacle <sup>1</sup>	Low wall, deadfall, broken pilla	r ×2
Poor visibility	Darkness or fog	×2
Impassable	Floor-to-ceiling wall, closed do blocked passage	or, —
1 May require a	skill check	

### ARMORED/ENCUMBERED SPEEDS

Reduced Speed <sup>1</sup>
5
15
20
30
35
40
45
50
60

1 Such as when wearing medium or heavy armor, or when carrying a medium or heavy load.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th-20th	21st+ (artifact)

ETECT EVIL (PH PAGE 219)		Aura Power		
Creature/Object	Faint	Moderate	Strong	Overwhelming
Evil creature <sup>1</sup> (HD)	10 or lower	11-25	26-50	51 or higher
Evil Undead (HD)	2 or lower	3-8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2-4	5-10	11 or higher
Cleric of an evil deity <sup>2</sup> (class levels)	1	2-4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Spell	Bright	Shadowy	Duration	
Continual flame	20 ft.	40 ft.	Permanent	
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.	
Daylight	60 ft.	120 ft.	30 min.	
Light	20 ft.	40 ft.	10 min.	

1 A candle does not provide bright illumination, only shadowy illumination. 2 A bullseye lantern illuminates a cone, not a radius.