ABILITY MODIFIERS

Ability scores, after changes made because of race, typically range from 1 to 19. The table below shows the ability modifiers for all ability scores, ranging from -5 to +10. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Ability Score	Modifier	Ability Score	Modifier
1	-5	18	+3
2	-4	19	+4
3	-3	20	+5
4-5	-2	21	+6
6-8	-1	22	+7
9-12	±0	23	+8
13-15	+1	24	+9
16-17	+2	25	+10

Proficiency Bonus Table

Level	Proficiency Bonus	Common Ability Bonus
1	+1	±0
2	+1	±0
3	+1	±0
4	+2	+1
5	+2	+1
6	+3	+1
7	+3	+1
8	+4	+2
9	+4	+2
10	+5	+2
11	+5	+2
12	+6	+3
13	+6	+3
14	+7	+3
15	+7	+3
16	+8	+4
17	+8	+4
18	+9	+4
19	+9	+4
20	+10	+5

Ability Check Guidelines

Challenge	DC	Example
Routine	0	Notice something in plain sight (Perception).
Easy	5	Repair a broken door-latch (Craft)
Average	10	Haggle with a down-on-his-luck merchant (Persuasion)
Tough	15	Guide your ship safely through a raging storm (Profession: Sailor)
Challenging	20	Leap onto the back of a giant eagle as it swoops past you (Athletics)
Formidable	25	Open an ancient lock made by a legendary dwarven craftsman (Disable Device)
Heroic	30	Move a goddess of the arts to tears with your song (Performance)

Saving Throw Types: There are six different kinds of Saving Throws each corresponding to an ability score. The situations and effects that trigger a Saving Throw generally fall into one of the following categories. This list is not definitive but should provide a template for Dungeon Masters to determine a Saving Throw category for something not listed here.

Save Type	Categories
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Ability and Energy Drain, Disease, Killing Strike, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

SKILLS

All characters begin play with whatever skills they receive from their chosen race and character class, plus their chosen background skill (see page 38).

Strength Skills	Proficiency Required
Athletics	No
Intelligence Skills	
Arcana	Yes
Ciphers	No
Craft†	Yes
History	No
Language†	Yes
Nature	No
Poison	Yes
Religion	No
Wisdom Skills	
Animal Handling	No
Insight	No
Medicine	No
Perception	No
Profession†	No
Survival	No
Dexterity Skills	
Acrobatics	No
Disable Device	Yes
Sleight of Hand	No
Stealth	No
Charisma Skills	
Deception	No
Disguise	Yes
Intimidation	No
Performance†	No
Persuasion	No

† Proficiency in this skill grants proficiency in one particular Craft, Language, Profession, or Performance subskill. See the relevant skill description for more information.

SOCIAL INTERACTION

Attitude	Implications	Possible Actions
Preferred	Will take risks to help you	Protect, heal, aid
Goodwill	Wishes you well	Chat, advise, offer limited help, advocate
Neutral	Doesn't much care	Socially expected interaction
Antipathy	Wishes you ill	Mislead, gossip, avoid, scrutinize, insult and cheat
Hatred	Will take risks to hurt you	Attack, berate, flee

When making Persuasion checks, the initial attitude of the target modifies the speaker's Persuasion skill check as follows:

Initial Attitude	Persuasion Check Modifier
Preferred	+4 bonus to the skill check
Goodwill	+2 bonus to the skill check
Neutral	± 0 to the skill check
Antipathy	-2 penalty to the skill check
Hatred	-4 penalty to the skill check

The Persuasion check result determines the result of the interaction:

Check Result	Encounter Reaction
Less than 10	The target's attitude is worsened by one category. ("Neutral" to Antipathy")
10	The target's attitude is unchanged.
15	The target's attitude is unchanged. The character may make another attempt at Persuasion with a +4 bonus.
20	The target's attitude improves by one category. ("Hatred" to "Antipathy")
25	The target's attitude improves by two categories. ("Hatred" to "Neutral")
30	The target's attitude improves by three categories. ("Hatred" to "Goodwill")

CHARACTER CLASSES

Class	Hit Die	Ability Requirements	Alignment	Class Features
Assassin	d6 (4)	Intelligence 13, Dexterity 13	Non-good	Backstab, Burglar, Find Traps, Killing Strike, Additional Languages, Footpad, Read Languages, Spy
Barbarian	d12 (7)	Strength 13, Constitution 13	Non-lawful	Battle Frenzy, Danger Sense, Primal Will, Keen Reflexes, Force of Nature, Extra Attacks, Improved Danger Sense
Bard	d8 (5)	Intelligence 13, Wisdom 13, Charisma 13	Any neutral	Additional Languages, Bard Spells, Bardic Music, Lore, Use Written Magic Items
Cleric	d8 (5)	Wisdom 9	Any	Cleric Spells, Domain, Turn Undead
Druid	d8 (5)	Wisdom 13, Charisma 13	Any neutral	Druid Spells, Resistance to Elements, Woodland Stride, Wild Shape, Immunity to Nature's Charms, Immunity to Nature's Venom, A Thousand Faces, Timeless Body, Hibernate
Fighter	d10 (6)	Strength 9	Any	Weapon Specialization, Cleave, Combat Dominance, Extra Attacks
Magic-User	d4 (3)	Intelligence 9	Any	Spellbook, Magic-user Spells, Spellcasting Focus
Monk	d8 (5)	Strength 13, Wisdom 13, Dexterity 13	Any lawful	Fast Movement, Martial Arts Mastery, Slow Fall, Stunning Attack, Speak with Animals, Extra Attacks, Meditative Trance, Purity of Body, Mind over Body, Still Mind, Tongues, Immunity to Nature's Venom, Quivering Palm, Speak with Plants
Paladin	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Lawful good	Detect Evil, Lay on Hands, Immunity to Disease, Divine Grace, Turn Undead, Paladin's Mount, Extra Attacks, Paladin Spells
Ranger	d10 (6)	Strength, Wisdom 13, Constitution 13	Non-evil	Favored Enemies, Foe Hunter, Animal Empathy, Strider, Extra Attacks, Ranger Spells, Use Scrying Device
Thief	d6 (4)	Dexterity 9	Any	Backstab, Burglar, Find Traps, Sneak Attack, Footpad, Read Languages, Acrobat, Read Magic

Class	Armor	Shield	Weapon Proficiencies	Poison
Assassin	Light	Small shield	Any	Yes
Barbarian	Light & medium	Any	Any	?
Bard	Light	Any	Any	?
Cleric	Any	Any	Club, dagger, footman's flail, footman's mace, great club, hammer, horseman's flail, horseman's mace, morningstar, quarterstaff, sling, and warhammer. They are also proficient with the preferred weapon of their deity.	?
Druid	Light	Any wooden	Club, dagger, dart, great club, quarterstaff, scimitar, sling, sickle, and spear (any)	?
Fighter	Any	Any	Any	?
Magic-User	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Monk	None	None	Club, dagger, dart, footman's flail, footman's mace, great club, hand axe, horseman's flail, horseman's mace, javelin, light crossbow, long bow, polearm (any), quarterstaff, sickle, short bow, short sword, sling, and spear (any)	?
Paladin	Any	Any	Any	No
Ranger	Light & medium	Any	Any	?
Thief	Light	None	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling	?

Armor: The listed armors are those that the character is proficient with; those that he has trained in and may use without additional penalties. If a character dons armor that he is not proficient with, he is penalized on all attack rolls, taking a –1 penalty to attack rolls if wearing light armor or using a shield unskilled, a –2 penalty if wearing medium armor unskilled, or a –4 penalty if wearing heavy armor without training in its use.

Weapons: The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon with which they are not proficient, they suffer a -4 penalty to all of their attack rolls.

Poison: The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Dungeon Master.

Initial Character Funds

Class	Initial Funds (Die Range)
Assassin	20-120 gold pieces (2d6x10)
Barbarian	50-200 gold pieces (5d4x10)
Bard	30-180 gold pieces (3d6x10)
Cleric	30-180 gold pieces (3d6x10)
Druid	30-180 gold pieces (3d6x10)
Fighter	50-200 gold pieces (5d4x10)
Magic-User	20-80 gold pieces (2d4x10)
Monk	5-20 gold pieces (5d4)
Paladin	50-200 gold pieces (5d4x10)
Ranger	50-200 gold pieces (5d4x10)
Thief	20-120 gold pieces (2d6x10)

Coin Exchange Rates

Standard Exchange Rates

| Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP) =	1	1/10	1/100	1/200	1/1000
Silver Piece (SP) =	10	1	1/10	1/20	1/100
Electrum Piece (EP) =	100	10	1	1/2	1/10
Gold Piece (GP) =	200	20	2	1	1/5
Platinum Piece (PP) =	1000	100	10	5	1

Armor

Light Armor: Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the AC Bonus from your armor type to determine your Armor Class.

Medium Armor: Medium armor offers more protection than light armor, but it also impairs movement more. Characters in medium armor are moderately encumbered. Moderately encumbered characters reduce their Movement Rate by ¼ and their maximum Dexterity bonus to Armor Class is +2. In addition, the character takes a -2 penalty to all Acrobatics, Athletics, Sleight of Hand, and Stealth checks.

Heavy Armor: Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Characters in heavy armor are heavily encumbered. Heavily encumbered characters receive no Dexterity bonus to Armor Class and reduce their Movement Rate by ½. In addition, the character takes a -4 penalty to all Acrobatics, Athletics, Sleight of Hand, and Stealth checks.

Light Armor	Cost	AC Bonus	Maximum DEX Bonus	Weight	Notes
Padded	5 gp	+1	Full	10 lbs.	Includes quilted armor and leather jerkins
Leather	15 gp	+2	Full	15 lbs.	Includes hide armor
Medium Armor	**Cost**	**AC Bonus**	**Maximum DEX Bonus**	**Weight**	**Notes**
Studded leather	30 gp	+3	+2	25 lbs.	
Chain shirt	50 gp	+4	+2	25 lbs.	Includes brigandine, ringmail, and scalemail
Chainmail	100 gp	+5	+2	35 lbs.	
Heavy Armor	**Cost**	**AC Bonus**	**Maximum DEX Bonus**	**Weight**	**Notes**
Splint mail	200 gp	+6	None	40 lbs.	Includes banded mail
Platemail	400 gp	+7	None	45 lbs.	
Full plate	1000 gp	+8	None	40 lbs.	
Shield	**Cost**	**AC Bonus**	**Weight**		**Notes**
Small, wooden	4 gp	+1	3 lbs.		
Small, steel	10 gp	+1	5 lbs.		
Large, wooden	6 gp	+2	8 lbs.		
Large, steel	15 gp	+2	10 lbs.		

LEATHER

CHAIN

PLATE MAIL
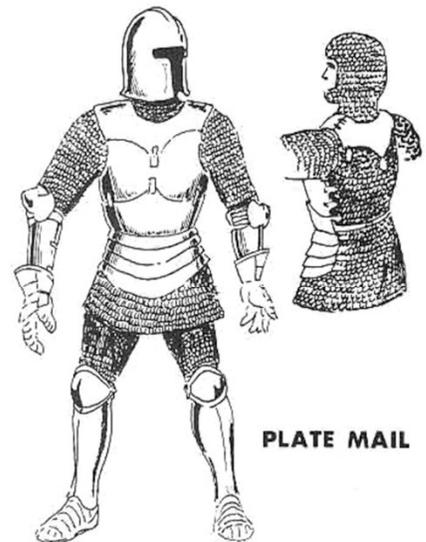
Melee Weapons

Tiny Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Gauntlet	2 gp	1d3	Bludgeoning		1 lb.	
Unarmed strike	—	1	Bludgeoning		—	

Small Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Flail, horseman's	5 gp	1d6	Bludgeoning		5 lbs.	
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Mace, horseman's	4 gp	1d6	Bludgeoning		4 lbs.	
Pick, horseman's	5 gp	1d6	Piercing		3 lbs.	
Sword, short	10 gp	1d6	Piercing or Slashing		2 lbs.	Finesse
Sickle	6 gp	1d6	Slashing		2 lbs.	Finesse

Medium Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, battle	8 gp	1d8	Slashing		6 lbs.	
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Flail, footman's	10 gp	1d8	Bludgeoning		10 lbs.	
Mace, footman's	8 gp	1d8	Bludgeoning		8 lbs.	
Morningstar	8 gp	1d8	Bludgeoning		6 lbs.	
Pick, footman's	8 gp	1d8	Piercing		6 lbs.	
Scimitar	15 gp	1d8	Slashing		4 lbs.	
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Sword, bastard	25 gp	1d8	Slashing		6 lbs.	Deals 1d10 damage when used 2-handed
Sword, broad	15 gp	2d4	Slashing		5 lbs.	
Sword, long	15 gp	1d8	Slashing		4 lbs.	
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown
Warhammer	10 gp	1d8	Bludgeoning		5 lbs.	
Whip	1 gp	1d2	Slashing		2 lbs.	Disarm, Finesse, Trip

Large Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, great	15 gp	1d12	Slashing		10 lbs.	
Club, great	—	1d8	Bludgeoning		8 lbs.	
Flail, great	12 gp	1d10	Bludgeoning		12 lbs.	
Lance, light	6 gp	1d6	Piercing		6 lbs.	Reach
Lance, heavy	10 gp	1d8	Piercing		12 lbs.	Reach
Polearms						
Awl pike	5 gp	1d8	Piercing		9 lbs.	Reach, Set
Bardiche	15 gp	1d10	Slashing		10 lbs.	Reach
Crow's Beak	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Glaive	8 gp	1d8	Slashing		10 lbs.	Reach
Guisarme	10 gp	1d8	Slashing		10 lbs.	Reach, Trip
Halberd	10 gp	1d8	Slashing or Piercing		12 lbs.	Reach, Set
Military fork	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Ranseur	8 gp	1d6	Piercing		12 lbs.	Disarm, Reach, Set
Scythe	8 gp	1d8	Slashing		8 lbs.	Trip
Quarterstaff	—	1d6	Bludgeoning		4 lbs.	
Sword, great	30 gp	2d6	Slashing		8 lbs.	

Ranged Weapons

Tiny Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Crossbow, hand	100 gp	1d4	Piercing	30'	2 lbs.	Loading
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Dart	5 sp	1d4	Piercing	20'	½ lb.	Thrown

Small Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Bola	3 gp	1d3	Bludgeoning	10'	2 lbs.	Thrown, Trip
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Javelin	1 gp	1d4	Piercing	30'	2 lbs.	Thrown
Sling	-	1d4	Bludgeoning	50'	0 lbs.	Loading

Medium Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Bow, short	15 gp	1d6	Piercing	60'	2 lbs.	Two-handed
Bow, short composite	75 gp	1d6	Piercing	75'	2 lbs.	Two-handed
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Crossbow, light	15 gp	1d8	Piercing	80'	4 lbs.	Loading
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown

Large Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Bow, long	75 gp	1d8	Piercing	100'	3 lbs.	Two-handed
Bow, long composite	100 gp	1d8	Piercing	110'	3 lbs.	Two-handed
Crossbow, heavy	25 gp	1d10	Piercing	120'	8 lbs.	Loading
Net	20 gp	-	-	10'	6 lbs.	Thrown (10' maximum)

Miscellaneous Equipment

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Arrows (20)	1 gp	3 lbs.	Climbing gear	25 gp	5 lbs.	Parchment (sheet)	1 gp	-
Backpack	2 gp	2 lbs.	Fishhook	1 sp	-	Perfume (vial)	5 gp	*
Barrel, small	2 gp	30 lbs.	Fishing net (10' sq.)	4 gp	5 lbs.	Piton	3 cp	½ lb.
Basket	-	-	Flint and steel	1 gp	*	Quiver	12 sp	1 lb.
large	3 sp	1 lb.	Glass bottle	10 gp	*	Rope (per 50 ft.)	-	-
small	5 cp	*	Grappling hook	8 sp	4 lbs.	hemp	4 sp	20 lbs.
Belt pouch	-	-	Holy symbol (silver)	25 gp	*	silk	10 gp	8 lbs.
large	1 gp	1 lb.	Holy water (vial)	25 gp	*	Sack	-	-
small	15 sp	½ lb.	Hourglass	25 gp	1 lb.	large	2 sp	½ lb.
Block & tackle	5 gp	5 lbs.	Iron pot	5 sp	2 lbs.	small	10 cp	*
Bolts, crossbow (10)	1 gp	1 lb.	Ladder, 10 ft.	5 cp	20 lbs.	Sealing wax	1 gp	1 lb.
Bolt case	1 gp	1 lb.	Lantern	-	-	Sewing needle	5 sp	-
Bucket	5 sp	3 lbs.	beacon	150 gp	50 lbs.	Signal whistle	8 sp	*
Bullets, sling (20)	1 sp	4 lbs.	bull's-eye	12 gp	3 lbs.	Signet ring	5 gp	*
Caltrops	2 gp	2 lbs.	hooded	7 gp	2 lbs.	Soap	5 sp	1 lb.
Chain (per ft.)	-	-	Lock	-	-	Spellbook (blank)	25 gp	5 lb.
heavy	4 gp	3 lbs.	good	100 gp	1 lb.	Spyglass	1,000 gp	1 lb.
light	3 gp	1 lb.	poor	20 gp	1 lb.	Tent	-	-
Chest	-	-	Magnifying glass	100 gp	*	large	25 gp	20 lbs.
large	2 gp	25 lbs.	Map or scroll case	8 sp	½ lb.	pavilion	100 gp	50 lbs.
small	1 gp	10 lbs.	Merchant's scale	2 gp	1 lb.	small	5 gp	10 lbs.
Cloth (10 sq. yards)	-	-	Mirror, small silver	20 gp	*	Thieves' tools	30 gp	1 lb.
common	7 gp	10 lbs.	Musical instrument	5-100 gp	½-3 lbs.	Torch	1 cp	1 lb.
fine	50 gp	10 lbs.	Oil (per flask)	-	-	Water clock	1,000 gp	200 lbs.
rich	100 gp	10 lbs.	lamp	6 cp	1 lb.	Whetstone	2 cp	1 lb.
Candle	1 cp	*	naphtha	10 gp	2 lbs.	Wineskin	15 sp	1 lb.
Canvas (sq. yard)	4 sp	1 lb.	Paper (sheet)	2 gp	-	Winter blanket	5 sp	3 lbs.
Chalk	1 cp	*	Papyrus (sheet)	8 sp	-	Writing ink (vial)	8 gp	*

Clothing

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Belt	3 sp	½ lb.	Gloves	10 sp	*	Sandals	1 sp	1 lbs.
Boots	-	-	Gown, common	10 sp	2 lbs.	Sash	4 sp	½ lb.
riding	2 gp	2 lbs.	Hose	1 gp	½ lb.	Scabbard	1 gp	1 lb.
soft	1 gp	1 lb.	Knife sheath	3 cp	½ lb.	Shoes	10 sp	1 lb.
Breeches	2 gp	1 lb.	Mittens	3 sp	*	Silk jacket	80 gp	2 lbs.
Cap, hat	2 sp	*	Pin	5 gp	*	Surcoat	10 sp	1 lb.
Cloak	-	-	Plain brooch	5 gp	*	Tabard	6 sp	1 lb.
good cloth	5 sp	2 lbs.	Robe	-	-	Toga, coarse	8 cp	2 lbs.
fine fur	50 gp	2 lbs.	common	6 sp	2 lbs.	Tunic	8 sp	2 lbs.
Girdle	2 gp	½ lb.	embroidered	20 gp	2 lbs.	Vest	6 sp	1 lb.

* Ten of these items weigh one pound.

Accommodations

Item	Cost
Ale (per gallon)	4 sp
Banquet (per person)	10 gp
Bread	10 cp
Cheese	4 sp
City rooms	-
common	15 sp
poor	2 sp
Common wine (pitcher)	4 sp
Egg or fresh vegetables	2 cp
Honey	10 sp
Inn lodging	-
common	10 sp
poor	1 sp
Meat for one meal	2 sp
Meals	-
good	10 sp
common	6 sp
poor	2 sp
Small beer (gallon)	1 sp
Soup	1 sp

Provisions

Item	Cost
Barrel of pickled fish	3 gp
Butter (per lb.)	4 sp
Coarse sugar (per lb.)	1 gp
Dry rations (5 lbs., weekly supply)	5 gp
Eggs (per 100)	16 sp
(per dozen)	2 sp
Figs (per lb.)	6 sp
Firewood (per day)	2 cp
Herbs (per lb.)	1 sp
Nuts (per lb.)	1 gp
Raisins (per lb.)	4 sp
Rice (per lb.)	4 sp
Salt (per lb.)	2 sp
Salted herring (per 100)	1 gp
Spice (per lb.)	-
exotic (saffron, clove)	15 gp
rare (pepper, ginger)	2 gp
uncommon (cinnamon)	1 gp
Tun of cider	8 gp
Tun of good wine	20 gp

Hirelings

Item	Cost
Bath	5 cp
Bearer/porter (per day)	2 sp
Blacksmith (per day)	3 gp
Carpenter (per day)	4 sp
Clerk (per letter)	4 sp
Doctor, leech, or bleeding	3 gp
Guard (per day)	4 gp
Guide, in city (per day)	4 sp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Linkboy (per night)	1 sp
Mason (per day)	5 sp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet	4 sp

Animals

	Cost
Boar	10 gp
Bull	20 gp
Calf	5 gp
Camel	50 gp
Capon	3 cp
Cat	1 sp
Chicken	2 cp
Cow	10 gp
Dog	-
guard	25 gp
hunting	17 gp
war	20 gp
Donkey, mule or ass	8 gp
Elephant	-
labor	200 gp
war	500 gp
Falcon (trained)	1,000 gp
Goat	1 gp
Goose	5 cp
Guinea hen	2 cp
Horse	-
draft	200 gp
heavy war	400 gp
light war	150 gp
medium war	225 gp
riding	75 gp
Hunting cat	5,000 gp
Partridge	5 cp
Peacock	5 sp
Pig	3 gp
Pigeon	1 cp
Pigeon, homing	100 gp
Pony	30 gp
Ram	4 gp
Sheep	2 gp
Songbird	10 sp
Swan	5 sp

Transports

	Cost
Barge	500 gp
Canoe	-
small	30 gp
war	50 gp
Caravel	10,000 gp
Carriage or wagon	-
common	150 gp
coach, ornamented	7,000 gp
Chariot	-
chariot, riding	200 gp
chariot, war	500 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Galleon	50,000 gp
Great galley	30,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	-
common	2 gp
galley	10 gp
Raft or small keelboat	100 gp
Sail	20 gp
Sedan chair	100 gp
Wagon or cart wheel	5 gp

Tack & Harness

	Cost	Weight
Barding	-	-
chain	500 gp	70 lbs.
leather or padded	150 gp	60 lbs.
plate	2,000 gp	85 lbs.
Bit and bridle	15 sp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	*
Horseshoes & shoeing	1 gp	10 lbs.
Saddle	-	-
pack	5 gp	15 lbs.
riding	10 gp	35 lbs.
Saddle bags	-	-
large	4 gp	8 lbs.
small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	-	-
horse	5 gp	15 lbs.
ox	3 gp	20 lbs.

Lifestyle Expenses (day)

	Cost
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	5 gp
Aristocratic	10 gp
Self-Sufficient	Special

ADVENTURING

Encumbrance	Penalties
None	None
Moderate	Movement Rate reduced by 5 feet. Maximum Dexterity bonus of +2 to Armor Class. -2 to all Acrobatics, Sleight of Hand, and Stealth checks, and to all Athletics checks made to swim.
Heavy	Movement Rate reduced by 10 feet. No Dexterity bonus to Armor Class. -4 to all Acrobatics, Sleight of Hand, and Stealth checks, and to all Athletics checks made to swim.

Adjusted Movement Rate for Encumbered Characters

Unencumbered Movement Rate	Moderately Encumbered	Heavily Encumbered
25'	20'	15'
30'	25'	20'
35'	30'	25'
40'	35'	30'
45'	40'	35'
50'	45'	40'
55'	50'	45'
60'	55'	50'

Converting Units of Time

	Hours	Minutes	Rounds
Hour	1	60	600
Turn	1/6	10	100
Minute	1/60	1	10
Round	1/600	1/10	1

Distance traveled per:

Movement Rate	Round	Minute	Hour	Day
15'	15'	150'	1 ½ miles	12 miles
20'	20'	200'	2 miles	16 miles
25'	25'	250'	2 ½ miles	20 miles
30'	30'	300'	3 miles	24 miles
35'	35'	350'	3 ½ miles	28 miles
40'	40'	400'	4 miles	32 miles
45'	45'	450'	4 ½ miles	36 miles
50'	50'	500'	5 miles	40 miles

Light Source	Radius of Bright Light	Burning Time
Torch	30-foot sphere	1 hour
Hooded Lantern	30-foot sphere	6 hours*
Bull's-eye Lantern	60-foot cone	6 hours*
Magic Weapon	15-foot sphere	Infinite

* Per pint of fine oil

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

COMBAT

Combat Step-by-Step

1. Determine surprise. The DM determines whether anyone involved in the combat encounter is surprised.

2. Establish positions. The DM decides where all the characters and creatures are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are - how far away and in what direction.

3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4. Take turns. Each participant in the battle takes a turn in initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Combat Turns: A round represents about 6 seconds in the game world.

During a round, each participant in a battle takes a turn. Turn order is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

- Combat Movement: On your turn, you can move a distance up to your Movement Rate and take one action. You decide whether to move first or take your action first. Your Movement Rate is noted on your character sheet.

- Combat Actions: The most common actions you can take are described in the Combat Actions section on page 64. Many class features and other abilities provide additional options for your action.

Cover and Concealment Bonuses

Level of:	Concealment	Cover
Light	+1 to Armor Class	+2 to Armor Class
Heavy	+2 to Armor Class	+4 to Armor Class, +2 to DEX saves
Total	+4 to Armor Class	Can't be directly targeted, +4 to DEX saves

Rolling a "Natural 1" or "Natural 20"
Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

Critical Hits
On a "natural 20" (a 20 is rolled on your d20) the attack automatically hits, even the resulting attack roll total would normally miss. In addition, a critical hit always deals maximum damage.

Fumbles
On a "natural 1" (a 1 is rolled on your d20) the attack automatically misses, even if the resulting attack roll total would normally hit.

Conditional Attack Roll Modifiers

Blinded Combatants
Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ of their normal Movement Rate, rounded to the nearest 5' increment.

Perception skill checks made by blinded combatants (such as those within an area of total darkness) suffer a -4 penalty and foes have total concealment against blinded combatants.

Opponents who can see blinded characters gain a +2 bonus to hit them and, in the case of thieves or assassins, may make Sneak Attacks or Killing Strikes against them even if they are not surprised. See Unseen Combatants below for more details.

Cover and Concealment

One of the best ways to avoid being hit and injured is to hide behind something - a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against ranged attacks. There are two types of protection a character can have:

Concealment: The first is concealment. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, dimly lit rooms, and brambles.

- A target has light concealment when in a dimly lit room (see page 58) or when lightly obscured by fog, smoke, or foliage.
- A target has heavy concealment if in an area of heavy fog or smoke, or heavily obscured by foliage.
- A target has total concealment when in a completely dark area (see page 58) or when its attacker cannot see it (i.e. when the attacker is blinded or the defender is invisible). See the sections for Blinded Combatants, above, and for Unseen Combatants, below, for more information.

Cover: The other type of protection is cover. It is, as its name implies, something a character can hide behind that will block a missile. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

- A target has light cover when an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target has heavy cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk. A target with heavy cover gains a +2 bonus to Dexterity Saving Throws.
- A target has total cover if it is completely blocked by an obstacle. A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target with total cover gains a +4 bonus to Dexterity Saving Throws.

Example: A man crouching behind a stone wall would be protected if a Fireball exploded in front of the wall but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Armor Class Bonuses Due to Cover and Concealment: Cover or concealment helps a potential target by providing a bonus to the target's Armor Class. The AC bonus for concealment or cover depends on the degree to which it is being used as shelter. The different modifiers for varying degrees of cover and concealment are shown below.

Cover and Concealment Bonuses

Level of:	Concealment	Cover
Light	+1 to Armor Class	+2 to Armor Class
Heavy	+2 to Armor Class	+4 to Armor Class, +2 to DEX saves
Total	+4 to Armor Class	Can't be directly targeted, +4 to DEX saves

Flank Attacks

Attacks made against a defender by flanking foes are called flanking attacks. Flanking attacks against a defender are made with a +1 bonus to the attack roll. Thieves and assassins making flank attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 65 for details on flanking attacks in combat.

Incapacitated Combatants

During melee combat opponents who are magically sleeping, held, unconscious or otherwise helpless are automatically struck for a critical hit (see page 67) by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Prone Combatants

Attackers gain a +2 bonus to melee attack rolls against prone targets, but do not get this bonus when making ranged attacks against prone targets. In addition, prone combatants suffer a -2 penalty to attack rolls with unarmed strikes and all weapons except for crossbows.

Rear Attacks

Opponents attacking a defender's rear facing gain a +2 bonus to their attack roll. Thieves and assassins making rear attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 65 for details on making rear attacks in combat.

A flanking attacker who is also making a rear attack does not gain both attack roll bonuses. Only the better, rear attack, bonus applies to its attack rolls (though its ally still gains a flanking bonus to its attack rolls).

Stunned Combatants

Stunned combatants suffer a -2 penalty to Armor Class and cannot act or move until they recover.

Surprised Combatants

Surprised combatants lose their Dexterity bonus and shield bonus to Armor Class until they act. Surprised combatants cannot act or move during the surprise round.

Thieves and assassins gain a +2 bonus to attack rolls made against surprised opponents. Thieves may Sneak Attack them for added damage, while assassins have the option of making Killing Strikes against surprised opponents.

Unseen Combatants

Combatants often try to escape their foes' notice by hiding, casting the Invisibility spell, or lurking in darkness.

When attacking an unseen target, the target is harder to hit (it gains a +4 bonus to its Armor Class because it has total concealment). This is true whether the combatant is guessing its target's location or is targeting a creature that can't be seen but can otherwise be detected. If the target isn't in the location targeted, the attack automatically misses, but the DM typically just says that the attack missed, not whether the attacker guessed the target's location correctly.

When a combatant can't see its attacker, because they are blinded or unable to see in darkness, or the attacker is invisible, the attacker gains a +2 bonus to attack rolls made against it. If an attacker is hidden or unseen when making an attack, it gives away its location when its attack hits or misses.

LEVEL ADVANCEMENT

As your character goes on adventures and overcomes challenges, he gains experience, represented by experience points (XP). A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level. When your character gains a level, his class often grants additional features, as detailed in the class description

Level	Experience Points	Level	Experience Points
1	0	11	750,000
2	2,500	12	1,000,000
3	5,000	13	1,250,000
4	10,000	14	1,500,000
5	20,000	15	1,750,000
6	37,500	16	2,000,000
7	75,000	17	2,250,000
8	150,000	18	2,500,000
9	250,000	19	2,750,000
10	500,000	20	3,000,000