

FAVORABLE AND UNFAVORABLE CONDITIONS

Table: Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
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.

Table: Armor Class Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	— See Concealment —	—
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

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.

Table: Random Weather

d%	Weather	Cold Climate	Temperate Climate ¹	Desert
01-70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-100)	Heat wave (01-50) or cold snap (51-100)	Hot, windy
81-90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm ³	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard ⁴ , hurricane, tornado	Downpour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Table: Turning Undead

Turning Check Result	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

Table: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x5
Buckler	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 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.

2 Varies by material; see Table: Substance Hardness and Hit Points.

Table: Object Hardness and Hit Points

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

Table: DCs to Break or Burst Items

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

Table: Substance Hardness and Hit Points

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

Table: Size and Armor Class of Objects

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

ENERGY DRAIN AND NEGATIVE LEVELS

Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

-1 on all skill checks and ability checks.

-1 on attack rolls and saving throws.

-5 hit points.

-1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Listen Check DCs to Detect

Invisible Creatures	DC
Invisible Creature Is . . .	
In combat or speaking	0
Moving at half speed	Move Silently
Moving at full speed	Move Silently -4
Running or charging	Move Silently -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A Listen check that beats the DC by 20 pinpoints the invisible creature's location. A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance and +2 to hit). Defender loses Dex to AC.

Ability Damaged: Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Constitution 0 is dead.

Ability Drained: The character can regain these points only through magical means. A character with Constitution 0 is dead.

Blinded: -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed. All opponents are considered to have total concealment (50% miss chance)

Blown Away: A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Confused: 01-10, attack caster with melee or ranged weapons; 11-20, act normally; 21-50, babble incoherently; 51-70, flee away; 71-100, attack nearest creature

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Deafened: -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Flat-Footed: Loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Nauseated: Experiencing stomach distress. The only action such a character can take is a single move action per turn.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

FATIGUED/EXHAUSTED:

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

FEAR:

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).



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