

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

Terrain Effects on Movement, DMG p124

Condition	Effect	
Darkness	× ² / ₃ *	*Normal movement possible with one successful Dex check per round
Heavy brush or forest	× ¹ / ₃	
Ice or slippery footing	× ² / ₃ *	
Rugged or rocky ground	×½	
Soft sand/snow, knee deep	× ² / ₃	
Water/snow, waist deep	×½	
Water/snow, shoulder deep	× ¹ / ₃	

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	× ¹ / ₃	×¼	
Sloped inward	+25%	Rough; requires <u>Mountaineering</u>	×1	× ¹ / ₃	×¼	
Encumbrance	— ^{5%} / _{Δmove}	Climbing movement rates are in feet / round	Rough w/ ledges	×1	×½	× ¹ / ₃
Wet or crumbling	—25%		Ice wall	—	none	×¼
Icy or slimy	—40%		Tree	×4	×3	×2
Climber < ½ HP	—10%		Rope & wall	×2	×1	×½
Mountaineering	+10%		Sloped inward	×3	×2	×1

Thieves: ×2

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

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°	⅓

Flying Modifiers, DMG p127

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

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	—	—	—	—

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
Desert or beach, rocky	—2	Freezing cold	—1
Desert or beach, sand	—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.

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_i = Con—X_i d20 ≤ Con_i ⇒ X = X+1, > ⇒ tread for Δt

d20 ≤ Str_i/2 ⇒ swim=move; Str = Str—X; check as before

Con_i or Str_i = 0 ⇒ drown; Δattack = —2^{swim}/_{move}Δt

← *Only thieves may climb very smooth wet surfaces.

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.

Notes on flying, DMG p78

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.

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
<i>Ambush, foreign environment</i>	-4
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
<i>Asleep, meditating</i>	see 1 st
Bow specialist, ready (PHB p52)	1 st
Foreign environment, <i>drunk</i>	+6
Hasted	-2
Hindered (climbing, held)	+3
<i>Preoccupied (studying, praying)</i>	+2
On higher ground	-1
Set to receive charge	-2
Slowed	+2
Wading in deep water	+4
Wading, slippery footing	+2
Waiting (PHB p112)	+1

0 lvl NPCs, DMG p17

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

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	18	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			
Creature	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5			

Attack Modifiers, PHB p90, DMG p76

Situation	Att adj
Attacker charging	+2
Attacker on higher ground	+1
Defender invisible <i>or</i> 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 ½ move	-1
Missile, mounted, ½ to ¾ move	-3
Missile, mounted, more than ¾ 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 ×½ 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, ½orc, 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; 1 st -2, 2 nd -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
½ling; 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
	13→15	5			9			8		11	10
Rogue	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
	9→12	11			10			10		14	11
Warrior	13→16	10			8			9		13	9
	17→20	9			6			8		12	7
	21+	8			4			7		11	5
	0	16			18			17		20	19
	1→2	14			16			15		17	17
Wizard	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
	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
	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
<i>Ceramic vessel</i>	1@4	B
<i>Chain or cable</i>	4@32	S
Glass bottle	1→2	B
Glass pane / mirror	1	All
<i>Lantern or candle</i>	1	All
Leather, common	2→8	S, P
<i>Leather, thick</i>	3@12	S, P
Rope, silk or hemp	2→5	S
Wooden chair	2→9	B, S
Wooden door, thick	30→50	B, S
<i>Wooden door, med</i>	10@30	B, S
Wooden pole	2→12	B, S
<i>Wooden table</i>	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.

Weapon Characteristics, PHB tb44

Weapon	Cost	Weight	Size	Type	Speed	S / M	L	Weapon	Cost	Weight	Size	Type	Speed	S / M	L
Arquebus	500 gp	10	M	P	15	1d10	1d10	Polearm: Awl pike ^{RC}	5 gp	12	L	P	13	1d6	1d12
Battle axe	5 gp	7	M	S	7	1d8	1d8	Bardiche	7 gp	12	L	S	9	2d4	2d6
Blowgun	5 gp	2	L		5			Bec de corbin	8 gp	10	L	P / B	9	1d8	1d6
Barbed dart	1 sp	1/10	S	P		1d3	1d2	Bill-guisarme	7 gp	15	L	P / S	10	2d4	1d10
Needle	2 cp	1/10	S	P		1	1	Fauchard	5 gp	7	L	P / S	8	1d6	1d8
Long bow	75 gp	3	L		8			Fauchard-fork	8 gp	9	L	P / S	8	1d8	1d10
Short bow	30 gp	2	M		7			Glaive ^{CL}	6 gp	8	L	S	8	1d6	1d10
Composite long bow	100 gp	3	L		7			Glaive-guisarme ^{CL}	10 gp	10	L	P / S	9	2d4	2d6
Composite short bow	75 gp	2	M		6			Guisarme	5 gp	8	L	S	8	2d4	1d8
Flight arrow	3sp/12	1/10	S	P		1d6	1d6	Guisarme-voulge	8 gp	15	L	P / S	10	2d4	2d4
Sheaf arrow	3 sp/6	1/10	S	P		1d8	1d8	Halberd	10 gp	15	L	P / S	9	1d10	2d6
Club		3	M	B	4	1d6	1d3	Hook fauchard	10 gp	8	L	P / S	9	1d4	1d4
Hand crossbow	300 gp	3	S		5			Lucern hammer ^{RC}	7 gp	15	L	P / B	9	2d4	1d6
Hand quarrel	1 gp	1/10	S	P		1d3	1d2	Military fork ^{CL}	5 gp	7	L	P	7	1d8	2d4
Heavy crossbow	50 gp	14	M		10			Partisan ^{RC}	10 gp	8	L	P	9	1d6	1d6+1
Heavy quarrel	2 sp	1/10	S	P		1d4+1	1d6+1	Ranseur ^{RC}	6 gp	7	L	P	8	2d4	2d4
Light crossbow	35 gp	7	M		7			Spetum ^{RC}	5 gp	7	L	P	8	1d6+1	2d6
Light quarrel	1 sp	1/10	S	P		1d4	1d4	Voulge	5 gp	12	L	S	10	2d4	2d4
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3	Quarterstaff		4	L	B	4	1d6	1d6
Dart	5 sp	1/2	S	P	2	1d3	1d2	Scourge	1 gp	2	S		5	1d4	1d2
Footman's flail	15 gp	15	M	B	7	1d6+1	2d4	Sickle	6 sp	3	S	S	4	1d4+1	1d4
Footman's mace	8 gp	10	M	B	7	1d6+1	1d6	Sling	5 cp.	1/10	S		6		
Footman's pick	8 gp	6	M	P	7	1d6+1	2d4	Staff sling	2 sp	2	M		11		
Hand or throwing axe	1 gp	5	M	S	4	1d6	1d4	Sling bullet	1 cp.	1/2	S	B		1d4+1	1d6+1
Harpoon	20 gp	6	L	P	7	2d4	2d6	Sling stone		1/2	S	B		1d4	1d4
Horseman's flail	8 gp	5	M	B	6	1d4+1	1d4+1	Spear	8 sp	5	M	P	6	1d6	1d8
Horseman's mace	5 gp	6	M	B	6	1d6	1d4	Sword: 1-handed	25 gp	10	M	S	6	1d8	1d12
Horseman's pick	7 gp	4	M	P	5	1d4+1	1d4	bastard 2-handed	25 gp	10	M	S	8	2d4	2d8
Javelin	5 sp	2	M	P	4	1d6	1d6	Broad	10 gp	4	M	S	5	2d4	1d6+1
Knife	5 sp	1/2	S	P / S	2	1d3	1d2	Khopesh	10 gp	7	M	S	9	2d4	1d6
Lance: Heavy horse ^{CM}	15 gp	15	L	P	8	1d8+1	3d6	Long	15 gp	4	M	S	5	1d8	1d12
Jousting ^{CM}	20 gp	20	L	P	10	1d3-1	1d2-1	Scimitar	15 gp	4	M	S	5	1d8	1d8
Light horse ^{CM}	6 gp	5	L	P	6	1d6	1d8	Short	10 gp	3	S	P	3	1d6	1d8
Medium horse ^{CM}	10 gp	10	L	P	7	1d6+1	2d6	Two-handed	50 gp	15	L	S	10	1d10	3d6
Lasso	5 sp	3	L		10			Trident	15 gp	5	L	P	7	1d6+1	3d4
Mancatcher ^{DR}	30 gp	8	L		7			Warhammer	2 gp	6	M	B	4	1d4+1	1d4
Morning star	10 gp	12	M	B	7	2d4	1d6+1	Whip	1 sp	2	M		8	1d2	1

^{CM} From charging mount ⇒ Dam ×2.

^{DR} Hit ⇒ dismount rider.

^{RC} Firmly set vs charge ⇒ dam ×2.

^{CL} Firmly set vs charging creatures ≥ L size ⇒ dam ×2.

Armor , PHB tb44, 46, CFH p106

Armor	Cost (gp)	Wgt	Dex	AC	Armor	Cost	Wgt	Dex	AC	Helms	Cost	Wgt	Vis	Hear	AC†	Shields	Cost	Wgt	#att
Full plate	4000→10000	70	-3	1	Brigandine	120	35	-2	6	Great helm*	30	10	-3	-4	£2	Body	10	15	‡
Field plate	2000	60	-3	2	Hide	15	30	-3	6	Closed faced	15	6	-2	-3	£4	Buckler	1	3	1
Plate mail	600	50	-3	3	Scale mail	120	40	-2	6	Open faced	8	5	-1	-2	£5	Medium	7	10	all
Banded mail	200	35	-2	4	Ring mail	100	30	-1	7	Cap or Coif	5	2	-0	-1	£7	Small	3	5	2
Bronze plate	400	45	-3	4	Studded	20	25	-1	7	* +2 or +3 to some saves; see CFH p108. ‡ Grants +1 AC towards all frontal / flank melee attacks and +2 towards fr/fl missiles.									
Splint mail	80	40	-2	4	Leather	5	15	-0	8										
Chain mail	75	40	-2	5	Padded	4	10	-0	8										

Missile Weapon Ranges, PHB tb45

(Med ⇒ hit -2, Long ⇒ hit -5)	Rate of fire	Range (yards)	Short	Med	Long
Arquebus	1 / 3	50	150	210	
Blowgun	2 / 1	10	20	30	
Composite long bow, flight arrow	2 / 1	60	120	210	
Composite long bow, sheaf arrow	2 / 1	40	80	170	
Composite short bow	2 / 1	50	100	180	
Longbow, flight arrow	2 / 1	70	140	210	
Longbow, sheaf arrow	2 / 1	50	100	170	
Short bow	2 / 1	50	100	150	
Club	1	10	20	30	
Hand crossbow	1	20	40	60	
Heavy crossbow	1 / 2	80	160	240	
Light crossbow	1	60	120	180	
Dagger	2 / 1	10	20	30	
Dart	3 / 1	10	20	40	
Hammer	1	10	20	30	
Hand or throwing axe	1	10	20	30	
Harpoon	1	10	20	30	
Javelin	1	20	40	60	
Knife	2 / 1	10	20	30	
Sling bullet	1	50	100	200	
Sling stone	1	40	80	160	
Spear	1	10	20	30	
Staff sling bullet	2 / 1	30→60	90		
Staff sling stone	2 / 1	30→60	90		

Specific Encumbrance, PHB tb48

Modified move rate	12	11	10	9	8	7	6	5	4	3	2	1	0
6	6	5	5	4	4	3	3	2	2	1	1	1	0
1	1						2						3
2	1		2			3		4				5	10
3	5		6		7			8		9			
4→5	10	11	12	13	14	15	16	17	18	19	20	21	25
6→7	20	23	26	29	32	35	38	41	44	47	50	53	55
8→9	35	40	45	50	55	60	65	70	75	80	85	89	90
10→11	40	46	52	58	64	70	76	82	88	94	100	106	115
12→13	45	53	61	69	77	85	93	101	109	117	125	133	140
14→15	55	65	75	85	95	105	115	125	135	145	155	165	170
16	70	80	90	100	110	120	130	140	150	160	170	180	195
17	85	97	109	121	133	145	157	169	181	193	205	217	220
18	110	123	136	149	162	175	188	201	214	227	240	253	255
18 50%	135	148	161	174	187	200	213	226	239	252	265	278	280
18 75%	160	173	186	199	212	225	238	251	264	277	290	303	305
18 90%	185	198	211	224	237	250	263	276	289	302	315	328	330
18 99%	235	248	261	274	287	300	313	326	339	352	365	378	380
18 00%	335	348	361	374	387	400	413	426	439	452	465	478	480
19	450	466	48	498	514	530	546	562	578	594	610	626	640
20	484	502	520	538	556	574	590	610	628	646	664	682	700
21	570	590	610	630	650	670	690	710	730	750	770	790	810
22	675	700	725	750	775	800	825	850	875	900	925	950	970
23	790	820	850	880	910	940	970	1000	1030	1060	1090	1120	1,130
24	1080	1110	1140	1170	1200	1230	1260	1290	1320	1350	1380	1410	1,440
25	1150	1200	1250	1300	1350	1400	1450	1500	1550	1600	1650	1700	1,750

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

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%

Critical Hits, DCon custom rules

"20" on normal attack ⇒ re–roll attack vs. AC – X
X Added effect on opponent
(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 numb or in agony; unusable d20 rounds

"20" on called shot ⇒ re–roll called shot vs. AC – X
X Added effect on opponent
(miss) Normal attack damage*
0→6 Body part numb or in agony; 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.

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
Creature is fighting hated enemy	+4	4 → 8+	9 → 14+
		–2	–1
		+1	+2
			+3

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. $d20 \leq \text{Notice} \Rightarrow \text{aware}$.
 Inattentive notice = Notice – 4
 Asleep notice = Inattentive – d6 (or choose –3 → –5)
 Save vs. breath for unnoticed failed surprise stealth attacks

Fumbles, DCon custom rules

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

"1" on ranged attack ⇒ re–roll att. vs. 1 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, %/ 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 %/ 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.

Hit Zones, DCon custom rules

d6 determines affected body part	
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, side antenna/tendrill
3	Eye, front antenna/tendrill
4	Nose, snout, proboscis
5	Tusk, horn, antler
6	Tooth, fang, beak, mouth

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.

Information in *italics* is not official. Of course, DCon custom rules are also unofficial.

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 ½ling saves ³
1	-3	25%	30%	-2	
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-halfing 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/sympthy, 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

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	Str	Dex	Con	Int	Wis	Cha	Height	Weight	Age 1 st	Span	Mid.	Old	Ven.
Requirements are adjusted.	Dwarf	8→18	3→17	+1 12→19	3→18	3→18	-1 2→16	m 43" f 41"	m 130# f 105#	40 + 5d6	250 + 2d100	125 years	167 years	250 years
	60' infra; UD: slope 80%, new 80%, sliding 66%, traps 50%, depth 50%							+1d10"	+4d10#	years	years	years	years	years
infra = infra-vision.	Elf	3→18	+1 7→19	-1 6→17	8→18	3→18	8→18	m 55" f 50"	m 90# f 70#	100 + 5d6	250 + 4d100	175 years	233 years	350 years
	60' infra; 90% MR to charm; +1 bow, short- & longsword; detect secret 33%							+1d10"	+3d10#	years	years	years	years	years
UD = Under-ground detect.	Gnome	6→18	3→18	8→18	+1 7→19	-1 2→17	3→18	m 38" f 36"	m 72# f 68#	60 + 3d12	200 + 3d100	100 years	133 years	200 years
Detect secret normally 16% (1d6 = 1).	60' infra; UD: slope 80%, unsafe 70%, depth 66%, direction 50%							+1d6"	+5d4#	years	years			
	Half-elf	3→18	6→18	6→18	4→18	3→18	3→18	m 60" f 58"	m 110# f 85#	15 + 1d6	125 + 3d20	62 years	83 years	125 years
m = male f = female " = inches # = pounds	60' infra; 30% MR to charm related spells; detect secret 33%							+2d6"	+3d12#	years	years	years	years	years
	Halfling	-1 6→17	+1 8→19	10→18	6→18	3→18	3→18	m 32" f 30"	m 52# f 48#	20 + 1d4	100 + d100	50 years	67 years	100 years
	15% 60'; 25% 30' infra; +1 sling, hurled; UD: grade 75%, direction 50%							+2d10"	+5d4#	years	years	years	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 cat. or Class (align.)	Str	Dex	Con	Int	Wis	Cha	Racial class level limits				
							Dwarf	Elf	Gnome	Half-Elf	Halfling
middle age	-1	-1	-1	+1	+1						
old age	-2	-2	-1		+1						
venerable	-1	-1	-1	+1	+1						
fighter	≥9						15	12	11	14	9
paladin (LG)	≥12		≥9		≥13	≥17	0	0	0	0	0
ranger (G)	≥13	≥13	≥14		≥14		0	15	0	16	0
mage				≥9			0	15	0	12	0
abjurer				≥9	≥15		0	0	0	0	0
conjurer			≥15	≥9			0	0	0	12	0
diviner				≥9	≥16		0	15	0	12	0
enchanter				≥9	≥16		0	15	0	12	0
illusionist		≥16		≥9			0	0	15	0	0
invoker			≥16	≥9			0	0	0	0	0
necromancer				≥9	≥16		0	0	0	0	0
transmuter		≥15		≥9			0	0	0	12	0
cleric				≥9			10	12	9	14	8
druid (N)				≥12	≥15		0	0	0	9	0
thief	≥9						12	12	13	12	15
bard	≥12		≥13		≥15		0	0	0	∞	0

Aging eff. cumulative. Abilities ≥16 ⇒ +10% XPs. 0 ⇒ class not allowed.

Warrior & Wizard experience levels & proficiencies, PHB tb14, 20, 34

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

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: 1 st level thief = +60%; ≤+30% per skill. Thief = +30% / level; ≤+15% per skill / lvl. 1 st level bard = +20% £+10% per skill. Bard = +15% / level £+7% per skill / level.		
Dex 10	-10%	-5%	-10%	-15%	-5%			
Dex 11	-5%		-5%	-10%				
Dex 12				-5%				
Dex 13→15								
Dex 16		+5%						
Dex 17	+5%	+10%		+5%	+5%			
Dex 18	+10%	+15%	+5%	+10%	+10%			
Dex 19	+15%	+20%	+10%	+15%	+15%			

Priest & Rogue experience levels & proficiencies, PHB tb23, 25, 34

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

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	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	Laying on of hands:					1 st	2 nd	3 rd
1	1									1						1							cure level ×2 ^{HP} /day	10%	15%					
2	2									2						2							Cure disease:	15%	21%					
3	2	1								2						2	1						¹ /week @ 1→5 level	20%	27%					
4	3	2								2	1					3	2						² /week @ 6→10 level	25%	33%					
5	4	2	1							3	1					3	3	1					³ /week @ 11→15 level	31%	40%					
6	4	2	2							3	2					3	3	2					⁴ /week @ 16→20 level	37%	47%					
7	4	3	2	1						3	2	1				3	3	2	1				Caster		43%	55%				
8	4	3	3	2						3	3	1				3	3	3	2				level	1 st	49%	62%	1	1		
9	4	3	3	2	1					3	3	2				4	4	3	2	1			1		56%	70%	2	2		
10	4	4	3	2	2					3	3	2	1			4	4	3	3	2			2		63%	78%	3	2	1	
11	4	4	4	3	3					3	3	3	1			5	4	4	3	2	1		3	2	70%	86%	4	2	2	
12	4	4	4	4	4	1				3	3	3	2			6	5	5	3	2	2		4	2	77%	94%	5	2	2	1
13	5	5	5	4	4	2				3	3	3	2	1		6	6	6	4	2	2		5	2	85%	99%	6	3	2	1
14	5	5	5	4	4	2	1			3	3	3	3	1		6	6	6	5	3	2	1	6	3	93%	99%	7	3	2	2
15	5	5	5	5	5	2	1			3	3	3	3	2		6	6	6	6	4	2	1	7	3	99%	99%	8	3	3	2
16	5	5	5	5	5	3	2	1		4	3	3	3	2	1	7	7	7	6	4	3	1	8	3	99%	99%	9	3	3	3
17	5	5	5	5	5	3	3	2		4	4	3	3	3	1	7	7	7	7	5	3	2	9	3	99%	99%	9	3	3	3
18	5	5	5	5	5	3	3	2	1	4	4	4	3	3	2	8	8	8	8	6	4	2	9	3	99%	99%	9	3	3	3
19	5	5	5	5	5	3	3	3	1	4	4	4	4	3	2	9	9	8	8	6	4	2	9	3	99%	99%	9	3	3	3
20	5	5	5	5	5	4	3	3	2	4	4	4	4	4	3	9	9	9	8	7	5	2	9	3	99%	99%	9	3	3	3

Class level advancement miscellany, PHB class description text

Class level advancement necessary; PHB class description text							Backstab, PHB tb30	Level	Dam	May only
Fighter	Paladin	Ranger	Cleric	Druid	Thief	Bard		1→4	×2	be used vs.
9: followers	3: turn	10: followers;	9: followers	3: identify plants, animals	10: followers	9: followers		5→8	×3	bipedals
	4: horse	track + ^{level} /3	10: stronghold	3: pass without trace	& scroll use	10: scroll use		9→12	×4	w/ definite
				7: immunity; shapechange				13 +	×5	backs.