

Dungeons and Dragons Quick Reference

Table 1-1: Ability Modifiers and Bonus Spells

| Score | Mod | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Str | Dex | Con | Int | Wis | Cha |
|-------|-----|---|---|---|---|---|---|---|---|---|---|----------------|-----------------|-----------------|-----------------|---------------|-----------------|
| 0 | -- | | | | | | | | | | | Shadow | | Ghost | Zombie | | |
| 1 | -5 | | | | | | | | | | | Toad | Gel. Cube | | Carrion crawler | Gel. Cube | Zombie |
| 2-3 | -4 | | | | | | | | | | | Rat, Weasel | | | Tiger, Hydra | Shrieker | Spider |
| 4-5 | -3 | | | | | | | | | | | Sm Mon centi. | Col. Anim. Obj | | Otyugh | | |
| 6-7 | -2 | | | | | | | | | | | Kobold | Purple Worm | Gray Elf | Troll | | Dretch tanar'ri |
| 8-9 | -1 | | | | | | | | | | | Halfling | Ogre | Wild Elf | Half-Orc | Orc | Dwarf, 1/2Orc |
| 10-11 | 0 | - | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Human | Human | Human | Human | Human | Human |
| 12-13 | +1 | - | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Half-Orc | Elf, Halfling | Dwarf, Gnome | Dragon Turtle | Owlbear | Dragonne |
| 14-15 | +2 | - | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Gnoll | Displacer Bst | Carrion crawler | Inv Stalker | Wraith | Storm giant |
| 16-17 | +3 | - | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | Sm Earth Elem. | Blink Dog | Griffon | Beholder | Devourer | Ogre mage |
| 18-19 | +4 | - | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | Centaur | Astral deva | Horse | Mind Flyer | Couatl | Large barghest |
| 20-21 | +5 | - | 2 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | | | | Kraken | Unicorn | |
| 22-23 | +6 | - | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | | | | | | |
| 24-25 | +7 | - | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 | | | | | | |
| 26-27 | +8 | - | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | | | | | | |
| 28-29 | +9 | - | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | | | | | | |
| 30-31 | +10 | - | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | Fire Giant | | | | | |
| 32-33 | +11 | - | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | | Elder Air Elem. | | Gr. Gold wrym | Gr. Gold wrym | Gr. Gold wrym |
| 34-35 | +12 | - | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 1 | | | The Tarrasque | | | |
| 36-37 | +13 | - | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | | | | | | |
| 38-39 | +14 | - | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | | | | | | |
| 40-41 | +15 | - | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | | | | | | |
| 42-43 | +16 | - | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | | | | | | |
| 44-45 | +17 | - | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | Nightshade | | | | | |
| 46-47 | +18 | - | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | | | | | | |

Table 2-1: Racial Ability Adjustments (modified)

| Race | Ability Adj | Favored Class | Move | Size | Bonuses |
|----------|---------------------|---------------|------|-------|---|
| Human | None | Any | 30' | Med | +1 feat @ 1st level, +4 Skill Pts @ 1st Level |
| Dwarf | +2Con, -2Cha | Fighter | 20' | Med | Darkvision, +2 save vs poison, +2 save vs spells, +1 attack vs orcs and goblinoids, +4 Dodge vs Giants, +2 Appraise & Craft vs Stones or gems |
| Elf | +2Dex, -2Con | Wizard | 30' | Med | Low Light Vision, Immune to sleep spells, +2 Save vs Enchantments, +1 Long Sword, Rapier or Bows, +2 Listen, +2 Search, +2 Spot |
| Gnome | +2Con, -2Str | Illusionist | 20' | Small | Low Light Vision, +2 Save vs Illusions, +1 Attack vs kobolds and goblinoids, +2 Listen, +2 Alchemy, 0 level spells |
| Half-Elf | None | Any | 30' | Med | Low Light Vision, +1 Listen, +1 Search, +1 Spot, Elven Blood |
| Half-Orc | +2Str, -2Int, -2Cha | Barbarian | 30' | Med | Darkvision, Orc Blood |
| Halfling | +2Dex, -2Str | Rogue | 20' | Small | +2 Climb, +2 Jump, +2 Move Silently, +2 Listen, +1 all saves, +2 save vs fear, |

Table 3-2: Experience and Level-Dependent Benefits

| Level | xp | Skill max | Cross max | Feats | Ability inc | Level | xp | Skill max | Cross max | Feats | Ability inc | Class | HD | Starting gp |
|-------|-------|-----------|-----------|-------|-------------|-------|--------|-----------|-----------|-------|-------------|-----------------|-----|-------------|
| 1 | 0 | 4 | 2 | 1st | -- | 11 | 55000 | 14 | 7 | -- | -- | Barbarian (Brb) | d12 | 4d4x10 |
| 2 | 1000 | 5 | 2½ | -- | -- | 12 | 66000 | 15 | 7½ | 5th | 3rd | Bard (Brd) | d6 | 4d4x10 |
| 3 | 3000 | 6 | 3 | 2nd | -- | 13 | 78000 | 16 | 8 | -- | -- | Cleric (Clr) | d8 | 5d4x10 |
| 4 | 6000 | 7 | 3½ | -- | 1st | 14 | 91000 | 17 | 8½ | -- | -- | Druid (Drd) | d8 | 2d4x10 |
| 5 | 10000 | 8 | 4 | -- | -- | 15 | 105000 | 18 | 9 | 6th | -- | Fighter (Ftr) | d10 | 6d4x10 |
| 6 | 15000 | 9 | 4½ | 3rd | -- | 16 | 120000 | 19 | 9½ | -- | 4th | Monk (Mnk) | d8 | 5d4 |
| 7 | 21000 | 10 | 5 | -- | -- | 17 | 136000 | 20 | 10 | -- | -- | Paladin (Pal) | d10 | 6d4x10 |
| 8 | 28000 | 11 | 5½ | -- | 2nd | 18 | 153000 | 21 | 10½ | 7th | -- | Ranger (Rng) | d10 | 6d4x10 |
| 9 | 36000 | 12 | 6 | 4th | -- | 19 | 171000 | 22 | 11 | -- | -- | Rogue (Rog) | d6 | 5d4x10 |
| 10 | 45000 | 13 | 6½ | -- | -- | 20 | 190000 | 23 | 11½ | -- | 5th | Sorcerer (Soc) | d4 | 3d4x10 |
| | | | | | | | | | | | | Wizard (Wiz) | d4 | 3d4x10 |

Table 6-4, 6-5 & 6-7: Random Starting Ages, Aging Effects & Random Height and Weight

| Race | Age Base | Age | | | | | | | Male | | | | Female | | | | | | |
|---|----------|----------|------|--------------|--|----------|-----|----------|------|--|------|--------|--------|--------|------|--------|-----|--------|--|
| | | Brb, Rog | | Brd, Soc Pal | | Ftr, Rng | | Clr, Mnk | | Drd, Wiz | | Height | | Weight | | Height | | Weight | |
| | | Mid | Old | Ven | Max | Base | Mod | Base | Mod | Base | Mod | Base | Mod | Base | Mod | Base | Mod | | |
| Human | 15 | +1d4 | +1d6 | +2d6 | 35 | 53 | 70 | +2d20 | 58" | +2d10 | 120# | x(2d4) | 53" | +2d10 | 85# | x(2d4) | | | |
| Dwarf | 40 | +3d6 | +5d6 | +7d6 | 125 | 188 | 250 | +2d100 | 45" | +2d4 | 130# | x(2d6) | 43" | +2d4 | 100# | x(2d6) | | | |
| Elf | 110 | +4d6 | +6d6 | +10d6 | 175 | 263 | 300 | +4d100 | 53" | +2d6 | 85# | x(1d6) | 53" | +2d6 | 80# | x(1d6) | | | |
| Gnomes | 40 | +4d6 | +6d6 | +9d6 | 100 | 150 | 200 | +3d100 | 36" | +2d4 | 40# | x(1) | 34" | +2d4 | 35# | x(1) | | | |
| Half-Elf | 20 | +1d6 | +2d6 | +3d6 | 62 | 93 | 125 | +3d20 | 55" | +2d8 | 100# | x(2d4) | 53" | +2d8 | 80# | x(2d4) | | | |
| Half-Orc | 14 | +1d4 | +1d6 | +2d6 | 30 | 45 | 60 | +2d10 | 58" | +2d10 | 130# | x(2d4) | 52" | +2d10 | 90# | x(2d4) | | | |
| Halfling | 20 | +2d4 | +3d6 | +4d6 | 50 | 75 | 100 | +5d20 | 32" | +2d4 | 30# | x(1) | 30" | +2d4 | 25# | x(1) | | | |
| Age = Age Base + (Class mod) | | | | | Height = Base + Mod | | | | | Weight = Base + (Height Mod x Weight Mod) | | | | | | | | | |
| Middle Age (Mid): -1Str, Con, Dex; +1Int, Wis, Cha | | | | | Old Age (Old): -2Str, Con, Dex; +1Int, Wis, Cha | | | | | Venerable (Ven): -3Str, Con, Dex; +1Int, Wis, Cha | | | | | | | | | |

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Table 4-2: Skills (C=Class Skill, x=Cross Class Skill, --=Not available, *subject to armor check penalties)

| Skill | Bbn | Brd | Clr | Drd | Ftr | Mnk | Pal | Rgr | Rog | Sor | Wiz | Untrnd | Stat | Notes |
|------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|------|---|
| Alchemy | x | C | x | x | x | x | x | x | x | C | C | -- | Int | generally takes 1 hour |
| Animal Empathy | -- | -- | -- | C | -- | -- | -- | C | -- | -- | -- | -- | Cha | -4 on beasts |
| Appraise | x | C | x | x | x | x | x | x | C | x | x | Yes | Int | Estimate within 10%,50%-150 for rare |
| Balance | x | C | x | x | x | C | x | x | C | x | x | Yes | Dex* | |
| Bluff | x | C | x | x | x | x | x | x | C | x | x | Yes | Cha | Opposed by Sense Motive. |
| Climb | C | C | x | x | C | C | x | C | C | x | x | Yes | Str* | Fail by more than 5=fail |
| Concentration | x | C | C | C | x | C | C | C | x | C | C | Yes | Con | |
| Craft | C | C | C | C | C | C | C | C | C | C | C | Yes | Int | |
| Decipher Script | -- | C | -- | -- | -- | -- | -- | C | -- | -- | -- | -- | Int | |
| Diplomacy | x | C | C | C | x | C | C | x | C | x | x | Yes | Cha | |
| Disable Device | x | x | x | x | x | x | x | x | C | x | x | -- | Int | Beat by 10 or more=Bypass |
| Disguise | x | C | x | x | x | x | x | x | C | x | x | Yes | Cha | |
| Escape Artist | x | C | x | x | x | C | x | x | C | x | x | Yes | Dex* | |
| Forgery | x | x | x | x | x | x | x | x | C | x | x | Yes | Int | |
| Gather Information | x | C | x | x | x | x | x | x | C | x | x | Yes | Cha | |
| Handle Animal | C | x | x | C | C | x | C | C | x | x | x | -- | Cha | |
| Heal | x | x | C | C | x | x | C | C | x | x | x | Yes | Wis | |
| Hide | x | C | x | x | x | C | x | C | C | x | x | Yes | Dex* | Opposed by Spot. |
| Innuendo | x | x | x | x | x | x | x | x | C | x | x | -- | Wis | |
| Intimidate | C | x | x | x | x | x | x | x | C | x | x | Yes | Cha | DC=10+HD. |
| Intuit Direction | C | C | x | C | x | x | x | C | C | x | x | -- | Wis | |
| Jump | C | C | x | x | C | C | x | C | C | x | x | Yes | Str* | |
| Knowledge (arcane) | x | C | C | x | x | C | x | x | x | C | C | -- | Int | |
| Knowledge (religion) | x | C | C | x | x | x | C | x | x | x | C | -- | Int | |
| Knowledge (nature) | x | C | x | C | x | x | x | C | x | x | C | -- | Int | |
| Knowledge (all skills) | x | C | x | x | x | x | x | x | x | x | C | -- | Int | |
| Listen | C | C | x | x | x | C | x | C | C | x | x | Yes | Wis | Opposes Move Silently. |
| Move Silently | x | C | x | x | x | C | x | C | C | x | x | Yes | Dex* | Opposed by Listen. |
| Open Lock | x | x | x | x | x | x | x | x | C | x | x | -- | Dex | Takes 1 round |
| Perform | x | C | x | x | x | C | x | x | C | x | x | Yes | Cha | |
| Pick Pocket | x | C | x | x | x | x | x | x | C | x | x | -- | Dex* | Opposed by Spot. |
| Profession | x | C | C | C | x | C | C | C | C | C | C | -- | Wis | |
| Read Lips | -- | -- | -- | -- | -- | -- | -- | -- | C | -- | -- | -- | Int | 30' range. DC15+ |
| Ride | C | x | x | x | C | x | C | X | x | x | x | Yes | Dex | |
| Scry | -- | C | C | C | -- | -- | -- | -- | -- | C | C | Yes | Int | |
| Search | x | x | x | x | x | x | x | C | C | x | x | Yes | Int | |
| Sense Motive | x | C | x | x | x | x | x | x | C | x | x | Yes | Wis | Takes 1 minute. |
| Speak Language | x | C | x | x | x | x | x | x | x | x | x | -- | -- | 1 language per rank. |
| Spellcraft | x | C | C | C | x | x | x | x | x | C | C | -- | Int | |
| Spot | x | x | x | x | x | x | x | C | C | x | x | Yes | Wis | |
| Swim | C | C | x | C | C | C | x | C | C | x | x | Yes | Str | Takes 1 round. Fail by more the 5=Drowned |
| Tumble | x | C | x | x | x | C | x | x | C | x | x | -- | Dex* | AC Bonuses. |
| Use Magic Device | -- | C | -- | -- | -- | -- | -- | -- | C | -- | -- | -- | Cha | |
| Use Rope | x | x | x | x | x | x | C | C | C | x | x | Yes | Dex | |
| Wilderness Lore | C | x | x | x | x | x | C | C | x | x | x | Yes | Wiz | |

Table: Synergy Bonus Cross Reference (Skill must be rank 5+ to get synergy)

| Skill | Bonus | Skill | Bonus |
|------------------|---|------------------------|----------------------------|
| Animal Empathy | +2 Handle Animal | Profession (herbalist) | +2 Heal |
| Bluff | +2 Intimidate, +2 Pick Pocket, +2 Innuendo, +2 Disguise, +2 Diplomacy | Sense Motive | +2 Diplomacy, +2 Innuendo |
| Decipher Script | +2 Use Magic Device | Tumble | +2 Balance Check |
| Handle Animal | +2 Ride | Use Magic Device | +2 Spellcraft |
| Intuit Direction | +2 Wilderness lore | Use Rope | +2 Climb, +2 Escape Artist |
| Jump | +2 Tumble | | |

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Table 5-1: Feats (modified)

| General Feats | Prerequisite | Benefit | General Feats | Prerequisite | Benefit |
|--|----------------------|------------------------------------|----------------------------|----------------------|---------------------------------------|
| Alertness | | +2 Listen, +2 Spot | Power Attack | Str13+ | -x atk for +x dmg |
| Ambidexterity | Dex15+ | Ignore off hand penalties | Cleave | | If drop target, may attack next one |
| Armor Proficiency (light) | | | Great Cleave | +4atk | As cleave but no limit |
| Armor Proficiency (medium) | | | Improved Bull Rush | | No AOO during bull rush |
| Armor Proficiency (heavy) | | | Sunder | | No AOO when you stick weapon |
| Blind Fight | | ½ attack penalties, | Quick Draw | +1atk | Draw weapon as free action |
| Combat Casting | | +4 Concentration while casting | Run | | x5 instead of x4 |
| Combat Reflexes | | Extra AOO, +Dex Bonus | Shield Proficiency | | |
| Dodge | Dex13+ | +1AC vs selected opponent | Simple Weapon Proficiency | | |
| Mobility | | +4AC dodge vs AOO | Skill Focus* | | +2 bonus on skill |
| Spring Attack | +4at | Partial move before & after atk | Spell Focus* | | +2 DC for a school of magic |
| Endurance | | +4 physical action over time | Spell Penetration | | +2 bonus to beat a SR |
| Exotic Weapon Proficiency* | +1atk | May use an exotic weapon | Toughness** | | +3 hp |
| Expertise | Int13+ | May swap +x atk for -x AC | Track | | see text PHB pg 85-86 |
| Improved Disarm | | No AOO when disarming | Two-Weapon Fighting | | penalties are reduced by 2 |
| Improved Trip | | AOO after a trip | Improved Twp-Weapon | Ambidexterity, +9atk | Extra attack at -5 atk |
| Whirlwind Attack | +4atk, Spring Attack | 1 attack against all surrounding | Weapon Finesse* | Weapon Prof., +1atk | Use Dex bonus instead on Str |
| Great Fortitude | | +2 Fort | Weapon Focus* | Weapon Prof., +1atk | +1 atk for selected weapon |
| Improved Critical | +8atk, Weapon Prof. | Double critical threat range | Item Creation Feats | | |
| Improved Initiative | | +4 Initiative Bonus | Brew Potion | Spellcaster 3+ | see text PHB pg 80 |
| Improved Unarmed Strike | | Considered armed when unarmed | Craft Magic Arms & Armor | Spellcaster 5+ | see text PHB pg 81 |
| Deflect Arrows | Dex13+ | 1/rnd: DC20 Reflex to deflect | Craft Rod | Spellcaster 9+ | see text PHB pg 81 |
| Stunning Fist | Wis13+, +8atk | see text PHB pg 85 | Craft Staff | Spellcaster 12+ | see text PHB pg 81 |
| Iron Will | | +2 Will | Craft Wand | Spellcaster 5+ | see text PHB pg 81 |
| Leadership | Level 6+ | see DMG | Craft Wondrous Item | Spellcaster 3+ | see text PHB pg 81 |
| Martial Weapon Proficiency* | | | Forge Ring | Spellcaster 12+ | see text PHB pg 82 |
| Mounted Combat | Ride Skill | If mount hit: ride check vs attack | Scribe Scroll | Spellcaster 1+ | see text PHB pg 84 |
| Mounted Archery | | ½ penalty for ranged weapon | Meta Feats | | |
| Trample | | see text PHB pg 86 | Empower Spell | | Variable effects x1.5. +2 level |
| Ride-By Attack | | see text PHB pg 84 | Enlarge Spell | | Range or area x2. +1 level |
| Spirited Charge | | see text PHB pg 85 | Extend Spell | | Duration x2. +1 level |
| Point Blank Shot | | +1 atk for 0-30 foot range | Heighten Spell | | May cast a spell as a higher level |
| Far Shot | | Range Step x1.5, Thrown x2 | Maximize Spell | | Variable effects as at max |
| Precise Shot | | May use ranged in melee, no AOO | Quicken Spell | | Cast spell as a free action. +4 level |
| Rapid Shot | Dex13+ | +1attack/rnd, @ highest atk-2 | Silent Spell | | No verbal. +1 level |
| Shot on the Run | Dex13+, Mobility | Partial move before & after atk | Still Spell | | No somatic. +1 level |
| *Can gain feat multiple times. Each applies to a different weapon, skill, school, etc... | | | Special Feats | | |
| **Can gain feat multiple time. Effects stack. | | | Extra Turning** | Paladin or Cleric | +4 more turning per day |
| atk=Base attack bonus, AOO=Attack of Opportunity, SR=Spell Resistance | | | Spell Mastery* | Wizard | see text PHB pg 54 |
| | | | Weapon Specialization | Ftr4+, Weapon Focus | +2 dmg |

Table 3-7: Deities (modified)

| Deity | Title | Align | Domain | Worshippers | |
|--------------------|--------------------------|-------|--|--------------------------------------|-----------------------------|
| | | | | Races | Classes |
| Heironeous | God of Valor | LG | Good, Law, War | Any | Pal, Ftr, Mnk |
| Moradin | God of Dwarves | LG | Earth, Good, Law, Protection | Dwarves | |
| Yondalla | Goddess of Halfling | LG | Good, Law, Protection | Halflings | |
| Ehlonna | Goddess of the Woodlands | NG | Animal, Good, Plant, Sun | Elves, gnomes, Half-elves, Halflings | Rng, Drd |
| Garl Glittergold | God of Gnomes | NG | Good, Protection, Trickery | Gnomes | |
| Pelor | God of the Sun | NG | Good, Healing, Strength, Sun | Any | Rng, Brd |
| Corellon Larethian | God of Elves | CG | Chaos, Good, Protection, War | Elves, Half-Elves | |
| Kord | God of Strength | CG | Chaos, Good, Luck, Strength | Any | Ftr, Brb, Rog, athletes |
| Wee Jas | Goddess of Death & Magic | LN | Death, Law, Magic | Any | Wiz, Necro, Soc |
| St. Cuthbert | God of Retribution | LN | Destruction, Law, Protection, Strength | Any | Ftr, Mnk, soldiers |
| Boccob | God of Magic | TN | Knowledge, Magic, Trickery | Any | Wiz, Soc, sages |
| Fharlanghn | God of Roads | TN | Luck, Protection, Travel | Any | Brd, adventurers, merchants |
| Obad-Hai | God of Nature | TN | Air, Animal, Earth, Fire, Plant, Water | Any | Drd, Brb, Rng |
| Olidammara | God of Thieves | CN | Chaos, Luck, Trickery | Any | Rod, Brd, thieves |
| Hextor | God of Tyranny | LE | Destruction, Evil, Law, War | Any | Evil: Ftr, Mnk |
| Nerull | God of Death | NE | Death, Evil, Trickery | Any | Evil: necro, Rog |
| Vecna | God of Secrets | NE | Evil, Knowledge, Magic | Any | Evil: Wiz, Soc, Rog, spies |
| Erythnul | God of Slaughter | CE | Chaos, Evil, Trickery, War | Any | Evil: Ftr, Brb, Rog |
| Gruumsh | God of Orcs | CE | Chaos, Evil, Strength, War | Half-orcs, Orcs | |

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Table 7-4: Weapons

| Weapon | Cost | dmg | crit | Rng | Wt | Type |
|--------------------------|------|---------|----------|-----|----|------|
| Simple Melee | | | | | | |
| <i>Unarmed</i> | | | | | | |
| Gauntlet* | 2 | * | * | | 2 | B |
| Strike (Med) | | 1d3§ | x2 | | | B |
| Strike (Sm) | | 1d2§ | x2 | | | B |
| <i>Tiny</i> | | | | | | |
| Dagger* | 2 | 1d4 | 19-20/x2 | 10 | 1 | P |
| Dagger, punching | 2 | 1d4 | x3 | | 2 | P |
| Gauntlet, spiked* | 5 | 1d4 | x2 | | 2 | P |
| <i>Small</i> | | | | | | |
| Mace, light | 5 | 1d6 | x2 | | 6 | B |
| Sickle | 6 | 1d6 | x2 | | 3 | S |
| <i>Medium</i> | | | | | | |
| Club | | 1d6 | x2 | 10 | 3 | B |
| Half-spear | 1 | 1d6 | x3 | 20 | 3 | P |
| Mace, heavy | 12 | 1d8 | x2 | | 12 | B |
| Morningstar | 8 | 1d8 | x2 | | 8 | BP |
| <i>Large</i> | | | | | | |
| Quarterstaff | | 1d6/1d6 | x2 | | 4 | BD |
| Short-spear | 2 | 1d8 | x3 | 20 | 5 | P |
| Simple Ranged | | | | | | |
| <i>Light</i> | | | | | | |
| Crossbow, light* | 35 | 1d8 | 19-20/x2 | 80 | 6 | P |
| Darts | .5 | 1d4 | x2 | 20 | .5 | P |
| Sling* | .1 | 1d4 | x2 | 50 | | B |
| <i>Medium</i> | | | | | | |
| Crossbow, heavy* | 50 | 1d10 | 19-20/x2 | 120 | 9 | P |
| Javelin* | 1 | 1d6 | x2 | 30 | 2 | P |
| Martial Melee | | | | | | |
| <i>Light</i> | | | | | | |
| Axe, throwing | 8 | 1d6 | x2 | 10 | 4 | S |
| Hammer, light | 1 | 1d4 | x2 | 20 | 2 | B |
| Hand axe | 6 | 1d6 | x3 | | 5 | S |
| Lance, light* | 6 | 1d6 | x3 | | 5 | P |
| Pick, light | 4 | 1d4 | x4 | | 4 | P |
| Sap | 1 | 1d6§ | x2 | | 3 | B |
| Short Sword | 10 | 1d6 | 19-20/x2 | | 3 | P |
| <i>Medium</i> | | | | | | |
| Battleaxe | 10 | 1d8 | x3 | | 7 | S |
| Flail, light* | 8 | 1d8 | x2 | | 5 | B |
| Lance, heavy* | 10 | 1d8 | x3 | | 10 | P |
| Long Sword | 15 | 1d8 | 19-20/x2 | | 4 | S |
| Pick, heavy | 8 | 1d6 | x4 | | 6 | P |
| Rapier* | 20 | 1d6 | 18-20/x2 | | 3 | P |
| Scimitar | 15 | 1d6 | 18-20/x2 | | 4 | S |
| Trident | 15 | 1d8 | x2 | 10 | 5 | P |
| Warhammer | 12 | 1d8 | x3 | | 8 | B |
| <i>Large</i> | | | | | | |
| Falchion | 75 | 2d4 | 18-20/x2 | | 16 | S |
| Flail, heavy* | 15 | 1d10 | 19-20/x2 | | 20 | B |
| Glaive* | 8 | 1d10 | x3 | | 15 | S |
| Great Axe | 20 | 1d12 | x3 | | 20 | S |
| Great Club | 5 | 1d10 | x2 | | 10 | B |
| Great Sword | 50 | 2d6 | 19-20/x2 | | 15 | S |
| Guisarme* | 9 | 2d4 | x3 | | 15 | S |
| Halberd* | 10 | 1d10 | x3 | | 15 | PS |
| Long Spear | 5 | 1d8 | x3 | | 9 | P |
| Ranseur* | 10 | 2d4 | x3 | | 15 | P |
| Scythe | 18 | 2d4 | x4 | | 12 | PS |
| Extras | | | | | | |
| Masterwork single weapon | +300 | | | | | |
| Masterwork double weapon | +600 | | | | | |

* See text of weapon for special rules.

Codes: (B)ludgeoning, (D)ouble weapon, (G)renade, (P)iercing, (R)each, (S)lashing, (§)ubdual damage

| Weapon | Cost | dmg | crit | Rng | Wt | Type |
|-------------------------------|------|----------|----------|-----|----|------|
| Martial Melee | | | | | | |
| <i>Medium</i> | | | | | | |
| Short Bow | 30 | 1d6 | x3 | 60 | 2 | P |
| Short Composite Bow | 75 | 1d6 | x3 | 70 | 2 | P |
| Mighty Comp S. Bow (+1) | 150 | 1d6 | x3 | 70 | 2 | P |
| Mighty Comp S. Bow (+2) | 225 | 1d6 | x3 | 70 | 2 | P |
| <i>Large</i> | | | | | | |
| Long Bow | 75 | 1d8 | x3 | 100 | 3 | P |
| Long Composite Bow | 100 | 1d8 | x3 | 110 | 3 | P |
| Mighty Comp L. Bow (+1) | 200 | 1d8 | x3 | 110 | 3 | P |
| Mighty Comp L. Bow (+2) | 300 | 1d8 | x3 | 110 | 3 | P |
| Mighty Comp L. Bow (+3) | 400 | 1d8 | x3 | 110 | 3 | P |
| Mighty Comp L. Bow (+4) | 500 | 1d8 | x3 | 110 | 3 | P |
| Exotic Melee | | | | | | |
| <i>Tiny</i> | | | | | | |
| Kama, Halfling* | 2 | 1d4 | x2 | | 1 | S |
| Kukri | 8 | 1d4 | 18-20/x2 | | 3 | S |
| Nunchaku, Halfling* | 2 | 1d4 | x2 | | 1 | B |
| Siangham, Halfling* | 2 | 1d4 | x2 | | 1 | P |
| <i>Small</i> | | | | | | |
| Kama* | 2 | 1d6 | x2 | | 2 | S |
| Nunchaku* | 2 | 1d6 | x2 | | 2 | B |
| Siangham* | 3 | 1d6 | x2 | | 1 | P |
| <i>Medium</i> | | | | | | |
| Bastard Sword* | 35 | 1d10 | 19-20/x2 | | 10 | S |
| Dwarven War Axe* | 30 | 1d10 | x3 | | 15 | S |
| Gnome Hooked hammer* | 20 | 1d6/1d4 | x3/x4 | | 6 | BP |
| <i>Large</i> | | | | | | |
| Orc Dbl Axe* | 60 | 1d8/1d8 | x3 | | 25 | SD |
| Chain, Spiked* | 25 | 2d4 | x2 | | 15 | SR |
| Flail, dire* | 90 | 1d8/1d8 | x2 | | 20 | BPD |
| Two-bladed Sword* | 100 | 1d8/1d8 | 19-20/x2 | | 15 | SD |
| Dwarven Urgeosh* | 50 | 1d8/1d6 | x3 | | 15 | SPD |
| Exotic Ranged | | | | | | |
| <i>Tiny</i> | | | | | | |
| Crossbow, hand* | 100 | 1d4 | 19-20/x2 | 30 | 3 | P |
| Shuriken* | 1 | 1 | x2 | 10 | .1 | P |
| <i>Small</i> | | | | | | |
| Whip* | 1 | 1d2§ | x2 | 15* | 2 | S |
| <i>Medium</i> | | | | | | |
| Crossbow, repeating* | 250 | 1d8 | 19-20/x2 | 80 | 16 | P |
| Net | 20 | * | * | 10* | 10 | * |
| Grenade like Weapons | | | | | | |
| Acid (flask) | 10 | 1d6/1 | | 10 | 1 | G |
| Alchemist's fire (flask) | 20 | 1d6/1 | | 10 | 1 | G |
| Holy water (flask) | 25 | 2d4/1 | | 10 | 1 | G |
| Tanglefoot bag | 50 | entangle | | 10 | 4 | |
| Thunderstone | 30 | sonic | | 20 | 1 | |
| Ammo | | | | | | |
| Arrows (20) | 1 | | | | 3 | |
| Silvered Arrow (20) | 20 | | | | 3 | |
| Master Work (20) | 140 | | | | 3 | |
| Bolts (10) | 1 | | | | 1 | |
| Silvered Bolt (10) | 10 | | | | 1 | |
| Master Work Bolt (10) | 70 | | | | 1 | |
| Bullets (10) | 1 | | | | 5 | |
| Silvered Bullet (10) | 10 | | | | 5 | |
| Master Work Bullet (10) | 70 | | | | 5 | |
| Clip (5) | 1 | | | | 1 | |
| Clip (5) of silvered bolts | 6 | | | | 1 | |
| Clip (5) of master work bolts | 51 | | | | 1 | |

Dungeons and Dragons Quick Reference

Table 7-5: Armor

| Armor | Cost | AC | Max Dex Bonus | Armor Check Penalty | Arcane Spell Failure | Speed | | Wt |
|-----------------|------|----|---------------------|---------------------------|----------------------------|-------|------|-----|
| | | | | | | 30ft | 20ft | |
| <i>Light</i> | | | | | | | | |
| Padded | 5 | +1 | +8 | 0 | 5% | 30 | 20 | 10 |
| Leather | 10 | +2 | +6 | 0 | 10% | 30 | 20 | 15 |
| Studded Leather | 25 | +3 | +5 | -1 | 15% | 30 | 20 | 20 |
| Chain shirt | 100 | +4 | +4 | -2 | 20% | 30 | 20 | 25 |
| <i>Medium</i> | | | | | | | | |
| Hide | 15 | +3 | +4 | -3 | 20% | 20 | 15 | 25 |
| Scale mail | 50 | +4 | +3 | -4 | 25% | 20 | 15 | 30 |
| Chain mail | 150 | +5 | +2 | -5 | 30% | 20 | 15 | 40 |
| Breast plate | 200 | +5 | +3 | -4 | 25% | 20 | 15 | 30 |
| <i>Heavy</i> | | | | | | | | |
| Splint mail | 200 | +6 | +0 | -7 | 40% | 20* | 15* | 45 |
| Banded mail | 250 | +6 | +1 | -6 | 35% | 20* | 15* | 35 |
| Half-plate | 600 | +7 | +0 | -7 | 40% | 20* | 15* | 50 |
| Full plate | 1500 | +8 | +1 | -6 | 35% | 20* | 15* | 50 |
| <i>Shields</i> | | | | | | | | |
| Buckler | 15 | +1 | | -1 | 5% | | | 5 |
| Small wooden | 3 | +1 | | -1 | 5% | | | 5 |
| Small steel | 9 | +1 | | -1 | 5% | | | 6 |
| Large wooden | 7 | +2 | | -2 | 15% | | | 10 |
| Large steel | 20 | +2 | | -2 | 15% | | | 15 |
| Tower | 30 | ** | | -10 | 50% | | | 45 |
| <i>Extras</i> | | | | | | | | |
| Armor spikes | +50 | | | | | | | +10 |
| Locked gauntlet | 8 | | | special | | | | +5 |
| Shield spikes | +10 | | | | | | | +5 |
| Master Work | +300 | | | (+1) | | | | |

Armor for unusual creatures

| Size | Humanoid | | NonHumanoid | |
|--------|----------|-------|-------------|-------|
| | Price | Wt | Price | Wt |
| Tiny* | x½ | x1/10 | x1 | x1/10 |
| Small | x1 | x½ | x2 | x½ |
| Medium | x1 | x1 | x2 | x1 |
| Large | x2 | x2 | x4 | x2 |
| Huge | x4 | x5 | x8 | x5 |

* Divide Ac bonus by 2

Table 7-6: Donning Armor

| Armor | Don | Hastily | Remove |
|--|-------------|------------|----------------|
| Padded, Leather, Hide, Studded Leather, Chain Shirt | 1 minute | 5 rounds | 1 minute* |
| Breast plate, Scale mail, Chain mail, Banded mail, Splint mail | 4 minutes* | 1 minute | 1 minute* |
| Half-Plate, Full Plate | 4 minutes** | 4 minutes* | 1d4+1 minutes* |

* Cut time in half with help
** Must have help to don armor

Table 7-8: Containers and Carriers

| Item | Cost | Wt | Holds | Item | Cost | Wt | Holds | Item | Cost | Wt | Holds |
|---------------------|------|----|----------|-----------------------|------|-----|------------|-------------------------|-------|-----|--------|
| <i>Liquids</i> | | | | <i>Dry Goods</i> | | | | <i>Ships</i> | | | |
| Bottle, wine glass | 2 | | ½ pint | Backpack | 2 | 2 | 1 cu ft | Rowboat | 50 | | |
| Flask | .03 | | 1 pint | Barrel | 2 | 30 | 10 cu ft | Oar | 2 | | |
| Jug, clay | .03 | 1 | 1 gallon | Basket | .4 | 1 | 2 cu ft | Galley | 30000 | | 150t |
| Mug/Tankard clay | .02 | | 1 pint | Bucket | .5 | 2 | 1 cu ft | Longship | 10000 | | 50t |
| Pitcher, clay | .02 | 1 | ½ gallon | Chest | 2 | 25 | 2 cu ft | Keelboat | 3000 | | 40-50t |
| Pot, iron | .5 | 2 | 1 gallon | Pouch, belt | 1 | .5 | .2 cu ft | Sailing ship | 10000 | | 150t |
| Vial, ink or potion | 1 | | 1 ounce | Sack | .1 | .5 | 1 cu ft | Warship | 25000 | | -- |
| Waterskin | 1 | | ½ gallon | Saddlebags | 4 | 8 | 5 cu ft | | | | |
| | | | | Spell component pouch | 5 | .25 | .125 cu ft | <i>Hauling Vehicles</i> | | | |
| | | | | | | | | Cart | 15 | 200 | 1000# |
| | | | | | | | | Sled | 20 | 300 | 2000# |
| | | | | | | | | Wagon | 35 | 400 | 4000# |

DMG Table 5-6: Siege Engines

| Item | Cost | dmg | crit | rng | crew |
|-----------------|------|-----|------|--------------|------|
| Catapult, heavy | 800 | 5d6 | | 200 (100min) | 5 |
| Catapult, light | 550 | 3d6 | | 150 (100min) | 2 |
| Ballista | 500 | 3d6 | x3 | 120 | 1 |
| Ram | 2000 | 4d6 | x3 | | 10 |
| Siege tower | 1000 | | | | |

Dungeons and Dragons Quick Reference

Table 7-7: Goods and Services

| Item | Cost | Wt | Item | Cost | Wt | Item | Cost | Wt |
|-------------------------|------|----|-------------------------------------|-------|-----|---------------------------------|-------|-----|
| <i>Adventuring Gear</i> | | | Soap (per lb) | .5 | 1 | <i>Food, Drink, and Lodging</i> | | |
| Backpack (empty) | 2 | 2 | Spade or shovel | 2 | 8 | Ale | | |
| Barrel (empty) | 2 | 30 | Spyglass | 1000 | 1 | Gallon | .2 | 8 |
| Basket (empty) | .4 | 1 | Tent | 10 | 20 | Mug | .04 | 1 |
| Bedroll | .1 | 5 | Torch | .01 | 1 | Banquet (per person) | 10 | |
| Bell | 1 | | Vial, ink or potion | 1 | | Bread, per loaf | .02 | .5 |
| Blanket, winter | 1 | 3 | Water skin | 1 | 4 | Cheese, hunk of | .1 | .5 |
| Block and tackle | 5 | 5 | Whetstone | .02 | 1 | Inn stay (per day)* | | |
| Bottle, wine, glass | 2 | | <i>Class tools and skill kits</i> | | | Good | 2 | |
| Bucket (empty) | .5 | 2 | Alchemist's lab* | 500 | 40 | Common | .5 | |
| Caltrops | 1 | 2 | Artisan's tools* | 5 | 5 | Poor | .2 | |
| Candle | .01 | | Artisan's tools, masterwork* | 55 | 5 | Meals (per day)* | | |
| Canvas (sq yd) | .1 | 1 | Climber's kit* | 80 | 5 | Good | .5 | |
| Case, map or scroll | 1 | .5 | Disguise kit* | 50 | 8 | Common | .3 | |
| Chain (10') | 30 | 2 | Healer's kit* | 50 | 1 | Poor | .1 | |
| Chalk, 1 piece | .01 | | Holly and mistletoe | -- | | Meat, chunk of | .3 | .5 |
| Chest (empty) | 2 | 25 | Holy symbol, wooden | 1 | .1 | Rations, trail (per day) | .5 | 1 |
| Crowbar | 2 | 5 | Holy symbol, silver | 25 | 1 | Wine | | |
| Firewood (per day) | .01 | 20 | Hourglass | 25 | 1 | Common (pitcher) | .2 | 6 |
| Fishhook | .1 | | Magnifying glass* | 100 | | Fine (bottle) | 10 | 1.5 |
| Fishing net, 25 sq ft | 4 | 5 | Musical instrument, common* | 5 | 3 | <i>Mounts and Related Gear</i> | | |
| Flask | .03 | | Musical instrument, masterwork* | 100 | 3 | Barding | | |
| Flint and steel | 1 | | Scale, merchant's* | 2 | 1 | Medium-sized creature | x2 | x1 |
| Grappling hook | 1 | 4 | Spell component pouch | 5 | 3 | Large creature | x4 | x2 |
| Hammer | .5 | 2 | Spellbook, wizard's (blank) | 15 | 3 | Bit and bridle | 2 | 1 |
| Ink (1 oz vial) | 8 | | Thieves' Tools | 30 | 1 | Cart | 15 | 200 |
| Ink pen | .1 | | Thieves' Tools, masterwork | 100 | 2 | Dog, riding | 150 | |
| Jug, clay | .03 | 9 | Water clock* | 1000 | 200 | Donkey or Mule | 8 | |
| Ladder, 10-foot | .05 | 20 | Tools, masterwork | +50 | | Feed (per day) | .05 | 10 |
| Lamp, common | .1 | 1 | <i>Clothing</i> | | | Horse | | |
| Lantern, bullseye | 12 | 3 | Artisan's outfit | 1 | 4 | Horse, heavy | 200 | |
| Lantern, hooded | 7 | 2 | Cleric's Vestments | 5 | 6 | Horse, light | 75 | |
| Lock* | | 1 | Cold weather outfit | 8 | 7 | Pony | 30 | |
| Very Simple (DC20) | 20 | 1 | Courtier's outfit | 30 | 6 | Warhorse, heavy | 400 | |
| Average (DC25) | 40 | 1 | Entertainer's outfit | 3 | 4 | Warhorse, light | 150 | |
| Good (DC30) | 80 | 1 | Explorer's outfit | 10 | 8 | Warpony | 100 | |
| Amazing (DC40) | 150 | 1 | Monk's outfit | 5 | 2 | Saddle | | |
| Manacles* | 15 | 2 | Noble's outfit | 75 | 10 | Military | 20 | 30 |
| Manacles, masterwork* | 50 | 2 | Peasant's outfit | .1 | 2 | Pack | 5 | 15 |
| Mirror, small steel | 10 | .5 | Royal outfit | 200 | 15 | Riding | 10 | 25 |
| Mug/tankard, clay | .02 | 1 | Scholar's outfit | 5 | 6 | Saddle, Exotic | | |
| Oil (1-piny flask)* | .1 | 1 | Traveler's outfit | 1 | 5 | Military | 60 | 40 |
| Paper (sheet) | .4 | | <i>Special Substances and items</i> | | | Pack | 15 | 20 |
| Parchment (sheet) | .2 | | Antitoxin (vial) | 50 | | Pack | 30 | 30 |
| Pick, miner's | 3 | 10 | Smokestick | 20 | .5 | Riding | 30 | 30 |
| Pitcher, clay | .02 | 5 | Sunrod | 2 | 1 | Saddlebags | 4 | 8 |
| Piton | .1 | .5 | Tindertwig | 1 | | Sled | 20 | 300 |
| Pole, 10; | .2 | 8 | <i>Transportation</i> | | | Stabling (per day) | .5 | |
| Pot, iron | .5 | 10 | <i>Buildings</i> | | | Wagon | 35 | 400 |
| Pouch, belt | 1 | 1 | Simple House | 1000 | | Ship's passage | .1/m | |
| Ram, portable | 10 | 20 | Grand House | 5000 | | Coach cab | .03/m | |
| Ration, trail (per day) | .5 | 1 | Mansion | 100k | | Messenger | .02/m | |
| Rope, hemp (50') | 1 | 10 | Tower | 50k | | Teleportation | var | |
| Rope, silk (50') | 10 | 5 | Castle | 500k | | Road or gate toll | .01 | |
| Sack (empty) | .1 | .5 | Huge Castle | 1000k | | | | |
| Sealing wax | 1 | 1 | Moat with bridge | 50k | | | | |
| Sewing needle | .5 | | | | | | | |
| Signal whistle | .8 | .1 | | | | | | |
| Signet ring* | 5 | | | | | | | |
| Sledge | 1 | 10 | | | | | | |

* see description

