

Actions (PHB 8-3, 8-4)

*provokes an attack of opportunity † may provoke an AoO

Free Actions

- Drop item, drop to floor, speak, cast quickened spell, etc.

Move-Equivalent Actions

- Climb (1/4 normal speed), sheathe weapon*, open door, pick up item*, get stored item*, move heavy object*, stand up from prone, load light/hand crossbow*, etc.
- Draw weapon, ready/loose shield can be combined with a regular move action if your base attack is at least +1, otherwise they are move-equivalent actions

Standard Actions (take action and standard move)

- Single attack, ready (trigger a partial action), aid another, bull rush, feint (see bluff, PHB p64), overrun, heal dying ally*, light torch with tindertwig*, use skill that takes one action†, turn undead, attack a weapon* or object†, total defense, etc.

Full-Round Actions (take action and 5' step)

- Full attack, climb (1/2 normal speed), use skill that take 1 round†, coup de grace* (PHB p133), light torch*, change form*, refocus (no move), escape from being entangled, load heavy/repeating crossbow*, etc.

Partial Actions

- Single attack, cast spell, single move, partial run (x2 speed)
- Above get 5' step only, except single move

Fight Defensively (PHB p124)

- -4 on all attacks, +2 dodge bonus to AC for the same round

Charge (PHB p124)

- Must move at least 10' (up to double move), all in a straight line
- +2 to attack, -2 to AC for 1 round

Total Defense (PHB p127)

- No action other than standard move, get +4 dodge to AC for 1 round

Subdual (PHB p134)

- A normal weapon can be made to deal subdual damage (or vice versa) with a -4 penalty on the attack roll

Disarm (PHB p137)

- Defender gets AoO
- In a melee attack, make opposed attack roll, +4 for each size difference to larger weapon, +4 to defender if their weapon is two-handed
- If defender loses, he is disarmed, if attacker loses, the defender may attempt to disarm the attacker

Overrun (PHB p139)

- During move portion of charge, you can try to move past opponent, opponent may avoid or block
- If opponent tries to block, make a trip attack against him, if you succeed, you can continue moving
- If you fail and are tripped, you are prone in defender's square
- If you fail but are not tripped, move back 5'; if that square is occupied, you fall prone in it

Bull Rush (PHB p136)

- Move into defender's square, provokes AoO, each with 25% of targeting defender by mistake
- Make opposed strength check (+/-4 for each size above/below medium), +2 bonus for charging, defender gets +4 for having more than 2 legs or being extraordinarily stable
- If you succeed, push defender back 5', and you can move with the defender back an extra 1' for each point of difference in the roll, but this can provoke AoOs from others.
- If you fail, move back 5'

Aid (PHB p135)

- Make attack against AC 10, if you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack, or +2 circumstance bonus to their AC against that opponent

Attacking an Object (PHB p135, 8-11)

- AC 5 + size modifier
- +4 to attack roll if attacking with melee weapon

Size	Example	Modifier
Colossal	Broad side of barn	-8
Gigantic	Narrow side of barn	-4
Huge	Wagon	-2
Large	Big door	-1
Small	Chair	+1
Tiny	Tome	+2
Diminutive	Scroll	+4
Fine	Potion in vial	+8

Strike a Weapon (PHB p136, 8-13)

- Attacking weapon can be no more than one size smaller than target weapon, attacker and defender make opposed attack rolls, if attacker wins, it hits.

Weapon	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted	10	10
Medium metal-hafted	10	25
Small hafted	5	2
Medium hafted	5	5
Large hafted	5	10
Huge club	5	60
Buckler (small)	10	5
Small wooden shield (medium)	5	10
Small steel shield (medium)	10	10
Large wooden shield (large)	5	15
Large steel shield (large)	10	20
Tower shield (huge)	5	20

Trip (PHB p139)

- Can only try to trip an opponent who is up to one size larger than you
- Make melee touch attack
- If attacker succeeds, make a Strength check versus opponent's Strength or Dexterity (whichever is higher). Each takes +/-4 for every size difference from medium, defender gets +4 for more than 2 legs or being extraordinarily stable
- If you win, opponent is tripped (prone), if you lose, opponent may make Strength check against your Strength or Dexterity (higher) to trip you

Grapple (PHB p137)

- Grapple check = base attack + strength mod + special size mod
- Special size mod: Colossal +16, Gargantuan +12, Huge +8, Large +4, Small -4, Tiny -8, Diminutive -12, Fine -16
- To start, grab an opponent (make a melee touch attack), provokes AoO from target; if AoO does damage, you fail to grapple
- If attack succeeds, attacker and opponent make opposed grapple checks to start the grapple
- If succeeds, move into target's space (provokes AoO from others)
- You can join a grapple with no AoO from target and grab succeeds automatically
- When grappled, make opposed grapple check as an attack to do any of following:
 - 1d3 + Str mod subdual damage (-4 to check for normal)
 - Pin target, or break the pin a target has over an ally
 - Escape
- Can attack with light weapons when grappled
- Escape artist check vs. grapple check to wriggle free as a standard action and move away

Turning (PHB p139)

- Range: 60 feet, line of sight
 - Roll 1d20 + Cha mod; table below shows highest HD you can turn
- | Check | Max HD | Check | Max HD |
|---------|------------------|-------|------------------|
| up to 0 | Cleric level - 4 | 13-15 | Cleric level + 1 |
| 1-3 | Cleric level - 3 | 16-18 | Cleric level + 2 |
| 4-6 | Cleric level - 2 | 19-21 | Cleric level + 3 |
| 7-9 | Cleric level - 1 | 22+ | Cleric level + 4 |
| 10-12 | Cleric level | | |
- Roll 2d6 + Cleric level + Cha mod, determine number of HD turned
 - Undead with 1/2 HD of cleric's level are destroyed
 - Turned undead flee for 10 rounds, if they can't, they cover
 - If cleric gets closer than 10', turned undead will return to normal

Jump Checks (PHB p70)

Type of Jump	DC	Max. Distance/Height
Running, long*	distance + 5	Character's height x 6'
Standing, long	2 x distance + 4	Character's height x 2'
Running, high*	4 x height + 2	Character's height x 1.5'
Standing, high	8 x height - 6	Character's height
Jump Back	8 x distance + 2	Character's height

For characters with speed of 20', multiply DC by 3/2, 40' by 3/4, 15' by 2, etc.
*must move 20' before jumping, can't take running jump in heavy armor

Tumble Checks (PHB p75)

DC	Task
15	Treat fall as if it were 10 feet shorter for damage calculation
15	Tumble up to 20', success means no AoOs
25	Tumble up to 20', including occupied squares, success means no AoOs

Untrained Skills (PHB 4-2)

Skill (Ability)	Armor Check Penalty	Skill (Ability)	Armor Check Penalty
Appraise (Int)		Intimidate (Cha)	
Balance (Dex)	Yes	Jump (Str)	Yes
Bluff (Cha)		Listen (Wis)	
Climb (Str)	Yes	Move Silently (Dex)	Yes
Concentration (Con)		Perform (Cha)	
Craft (Int)		Ride (Dex)	
Diplomacy (Cha)		Scry (Int)	
Disguise (Cha)		Search (Int)	
Escape Artist (Dex)	Yes	Sense Motive (Wis)	
Forgery (Int)		Spot (Wis)	
Gather Information (Cha)		Swim (Str)	
Heal (Wis)		Use Rope (Dex)	
Hide (Dex)	Yes	Wilderness Lore (Wis)	

Trained Skills with Check Penalties (PHB 4-2)

Pick Pocket (Dex) and Tumble (Dex) are both subject to armor check penalties

Skill Synergies (PHB p63-76)

5 ranks in	+2 bonus to
Bluff	Diplomacy, Intimidate, Pick Pockets
Handle Animal	Ride
Jump	Tumble
Prof (herbalist)	Heal
Sense Motive	Diplomacy
Tumble	Balance, Jump

Skill Synergies Under Special Circumstances (PHB p63-76)

5 ranks in	+2 bonus to	Circumstance
Animal Empathy	Handle Animal	Get bonus when dealing with animals, need 9 ranks when dealing with beasts to get bonus
Bluff	Disguise	When known that you are being observed and trying to act in character
Bluff	Innuendo	Sending only
Decipher Script	Use Magic Device	Only if related to scrolls
Sense Motive	Innuendo	Receiving or intercepting only
Spellcraft	Use Magic Device	Only if related to scrolls
Use Rope	Climb	When using a rope to climb
Use Rope	Escape Artist	When binding someone
Escape Artist	Use Rope	When escaping from rope bonds
Intuit Direction	Wilderness Lore	When trying to avoid getting lost

Concentration Checks (PHB p151)

Condition	Check DC
Injury	10 + damage taken + level of spell being cast
Spell	10 + damage taken + level of spell being cast
Grappling or Pinned	Can only cast spells with without somatic components, and any material components must already be in hand. DC is 20 + level of spell being cast
Vigorous Motion	10 + level of spell being cast
Violent Motion	15 + level of spell being cast
Violent Weather	Hail, dust, etc.: 10 + level of spell being cast Blinding rain, sleet, etc.: 15 + level of spell being cast
Casting Defensively	15 + level of spell being cast
Entangled	15

Spell Saving Throw (PHB p150)

- DC is 10 + spell level + ability modifier

Spell Resistance (DMG p81)

- Spellcaster makes check (1d20 + caster level) vs. SR rating

Counterspell (PHB p152)

- Ready and action that selects a target of your counterspell
- Identify spell, Spellcraft check DC 15 + spell's level, as a free action
- Cast appropriate counterspell (same spell, opposite spell, dispel magic, etc.)

Scrolls (DMG p203, see this page for mishap effects other than damage)

- Must be same type (arcane/divine) as user can cast, must be in user's class spell list, user must meet minimum required attribute for casting spells at that level
- If user is of level to cast spell, can cast without check
- If not of level, make Spellcraft check, DC is scroll creator's level + 1
- If failed, make Wisdom check (DC 5, 1 fails). Fail takes 1d6 damage/spell level

Cover (PHB 8-9)

Degree of Cover	AC Bonus	Ref Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4 (1/2 damage on fail, none on success)

Concealment (PHB 8-10)

Concealment	Example	Miss Chance
1/4	Light fog, some darkness	10%
1/2	Dense fog (at 5')	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
total	Blind, total darkness, dense fog (at 10')	50%, and must guess location

Combat Modifiers (PHB 8-8)

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	*
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender stunned, cowering, off-balance, climbing	+2†	+2†
Defender surprised, flat-footed	+0†	+2†
Defender running	+0†	-2†
Defender (not Attacker) grappling	+0‡	+0‡
Defender pinned	+4†	-4†

* Only crossbow can be used † Defender loses Dex bonus to AC ‡ roll randomly to see who is the target, they lose Dex bonus to AC

Range (PHB p118)

- -2 for each range increment
- 5 increments maximum for thrown, 10 increments maximum for projectile

v1.8, Dec 8, 2000

<http://home.golden.net/~novacane/DnD/index.html>
email comments, suggestions, corrections to novacane@golden.net

Condition Summary

Ability Drained (DMG p72)

- Str, Dex 0: unable to move; Con 0: dead; Int, Wis, Cha 0: unconscious

Blinded (DMG p83)

- All targets have full concealment
- Move at half speed
- Enemies get +2 when attacking, you lose any Dex bonus to your AC
- Str and Dex based checks at -4

Confused (DMG p84)

- Roll 1d10 each round:
 - 1 Wander away for 1 minute
 - 2-6 Do nothing for 1 round
 - 7-9 Attack nearest creature for 1 round
 - 10 Act normally for 1 round
- A confused creature, if attacked, attacks their attacker next turn

Cowering (DMG p84)

- Lose Dex bonus to AC, +2 to be hit, can take no actions

Dazed (DMG p84)

- Can take no actions

Dying (DMG p84)

- 10% chance of stabilizing each round, otherwise lose 1 HP

Entangled (DMG p84)

- -2 to attack, -4 effective Dex, Concentration check DC 15 for casters

Fear (DMG p76)

Fear effects are cumulative, adding to the total level of fear

- **Shaken:** -2 morale penalty on attack rolls, saves, and checks
- **Frightened:** As Shaken, but will flee (on path of their choosing) until out of sight (or hearing) of the source. If unable to flee, will fight.
- **Panicked:** As Shaken, but will flee (random path), and have 50% of dropping items in hand. If unable to flee, will cower.

Prone (DMG p85)

- Prone creature takes -4 on melee attacks, cannot use ranged weapons, except crossbow (which has no penalties)
- Attackers get +4 (melee) or -4 (ranged) on attacks
- Standing up is a move-equivalent action

Staggered (DMG p85)

- If subdual damage equals current HP, can only take partial actions

Stunned (DMG p85)

- Lose Dex bonus to AC, +2 to be hit, can take no actions
- Drop any items in hand

Energy Drain (DMG p75)

- For each negative level:
 - -1 to all skill and ability checks
 - -1 to attacks
 - -1 to saving throws
 - -1 effective level
- Lose highest spell prepared
- If not removed after 24 hours, make Fort save (DC in creature description)
- If failed, lose level (XP set to midpoint between levels)
- If negative level is equal or greater than number of levels, character is slain

Range (PHB p118)

- -2 for each range increment
- 5 increments maximum for thrown, 10 increments maximum for projectile

Cover (PHB 8-9)

Degree of Cover	AC Bonus	Ref Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4 (1/2 damage on fail, none on success)

Concealment (PHB 8-10)

Concealment	Example	Miss Chance
1/4	Light fog, some darkness	10%
1/2	Dense fog (at 5')	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
total	Blind, total darkness, dense fog (at 10')	50%, and must guess location

Combat Modifiers (PHB 8-8)

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	*
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender stunned, cowering, off-balance, climbing	+2†	+2†
Defender surprised, flat-footed	+0†	+2†
Defender running	+0†	-2†
Defender (not Attacker) grappling	+0‡	+0‡
Defender pinned	+4†	-4†

* Only crossbow can be used † Defender loses Dex bonus to AC

‡ roll randomly to see who is the target, they lose Dex bonus to AC

Poisons (DMG 3-16)

Source	Type	Initial Damage	Secondary Damage
Small centipede	Injury DC 11	1d2 Dex	1d2 Dex
Greenblood oil	Injury DC 13	1 Con	1d2 Con
Medium-size spider	Injury DC 14	1d4 Str	1d6 Str
Bloodroot	Injury DC 12	0	1d4 Con + 1d6 Wis
Purple worm	Injury DC 24	1d6 Str	1d6 Str
Large scorpion	Injury DC 18	1d6 Str	1d6 Str
Wyvern	Injury DC 17	2d6 Con	2d6 Con
Blue whinnis	Injury DC 14	1 Con	Unconscious
Giant wasp	Injury DC 18	1d6 Dex	1d6 Dex
Shadow essence	Injury DC 17	1 Str*	2d6 Str
Black adder	Injury DC 12	0	1d6 Str
Deathblade	Injury DC 20	1d6 Con	2d6 Con
Malysse root paste	Contact DC 16	1 Dex	2d4 Dex
Nitharit	Contact DC 13	0	3d6 Con
Dragon bile	Contact DC 26	3d6 Str	0
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex
Carrion crawler brain	Contact DC 13	Paralysis	0
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con
Oil of taggit	Ingested DC 15	0	Unconscious
Id moss	Ingested DC 14	1d4 Int	2d6 Int
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int
Aresnic	Ingested DC 13	1 Con	1d8 Con
Lich dust	Ingested DC 17	2d6 Str	1d6 Str
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis

* Permanent

Diseases (DMG 3-14)

Name	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str‡
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con**
Devil chills†	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot*	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con**

* Save does not mean recovery, must be magically healed

** Make another save, failure means 1 point of temp. damage becomes permanent

† Must make 3 saves in a row to recover

‡ Every time 2 or more points of damage is done, make another save or be blinded

Weapons

Type	Damage	Critical	Range	Size/ Proficiency/ Dmg Type
Axe, orc double	1d8/1d8	x3		L/E/S
Axe, throwing	1d6	x2	10'	S/M/S
Battleaxe	1d8	x3		M/M/S
Chain, spiked*	2d4	x2		L/E/P
Club	1d6	x2	10'	M/S/B
Crossbow, hand	1d4	19-20/x2	30'	T/E/P
Crossbow, heavy	1d10	19-20/x2	120'	M/S/P
Crossbow, light	1d8	19-20/x2	80'	S/S/P
Crossbow, repeating	1d8	19-20/x2	80'	M/E/P
Dagger	1d4	19-20/x2	10'	T/S/P
Dagger, punching	1d4	x3		T/S/P
Dart	1d4	x2	20'	M/S/P
Falchion	2d4	18-20/x2		L/M/S
Flail, dire	1d8/1d8	x2		L/E/B
Flail, heavy	1d10	19-20/x2		L/M/B
Flail, light	1d8	x2		M/M/B
Gauntlet, spiked	1d4	x2		T/S/P
Glaive*	1d10	x3		L/M/S
Greataxe	1d12	x3		L/M/S
Greatclub	1d10	x2		L/M/B
Greatsword	2d6	19-20/x2		L/M/S
Guisarme*	2d4	x3		L/M/S
Halberd	1d10	x3		L/M/PS
Halfspear	1d6	x3	20'	M/S/P
Hammer, gnome hooked	1d6/1d4	x3/x4		M/E/BP
Hammer, light	1d4	x2	20'	S/M/B
Javelin	1d6	x2	30'	M/S/P
Kama	1d6	x2		S/E/S
Kama, halfling	1d4	x2		T/E/S
Kukri	1d4	18-20/x2		T/E/S
Lance, heavy*	1d8	x3		M/M/P
Lance, light	1d6	x3		S/M/P
Longbow	1d8	x3	100'	L/M/P
Longbow, composite	1d8	x3	110'	L/M/P
Longspear*	1d10	x3		L/M/P
Longsword	1d8	19-20/x2		M/M/S
Mace, heavy	1d8	x2		M/S/B
Mace, light	1d6	x2		S/S/B
Morningstar	1d8	x2		M/S/BP
Net	-	-	10'	M/E/-
Nunchaku	1d6	x2		S/E/B
Nunchaku, halfling	1d4	x2		T/E/B
Pick, heavy	1d6	x4		M/M/P
Quarterstaff	1d6/1d6	x2		L/S/B
Ranseur*	2d4	x3		L/M/P
Rapier	1d6	18-20/x2		M/M/P
Sap	1d6§	x2		S/M/B
Scimitar	1d6	18-20/x2		M/M/P
Scythe	2d4	x4		L/M/PS
Sickle	1d6	x2		S/S/S
Shortbow	1d6	x3	60'	M/M/P
Shortbow, composite	1d6	x3	70'	M/M/P
Shortspear	1d8	x3	20'	L/S/P
Shuriken	1	x2	30'	T/E/P
Siangham	1d6	x2		S/E/P
Siangham, halfling	1d4	x2		T/E/P
Sling	1d4	x2	50'	S/S/B
Strike, unarmed (M)	1d3§	x2		-/S/B
Strike, unarmed (S)	1d2§	x2		-/S/B
Sword, short	1d6	19-20/x2		S/M/P
Sword, bastard	1d10	19-20/x2		M/E/S
Sword, two-bladed	1d8/1d8	19-20/x2		L/E/S
Trident	1d8	x2	10'	M/M/P
Urgosh, dwarven	1d8/1d6	x3		L/E/SP
Waraxe, dwarven	1d10	x3		M/E/S
Warhammer	1d8	x3		M/M/B
Whip	1d2§	x2	15'	S/E/S

* Reach weapon

Armor

Type	Armor Bonus	Max. Dex Bonus	Check Penalty
Padded	+1	+8	0
Leather	+2	+6	0
Studded leather	+3	+5	-1
Chain shirt	+4	+4	-2
Hide	+3	+4	-3
Scale mail	+4	+3	-4
Chainmail	+5	+2	-5
Breastplate	+5	+3	-4
Splint mail	+6	+0	-7
Banded mail	+6	+1	-6
Half-plate	+7	+0	-7
Full plate	+8	+1	-6
Buckler	+1		-1
SW shield	+1		-1
SS shield	+1		-1
LW shield	+2		-2
LS shield	+2		-2
Tower shield	cover		-10

Experience Point Awards (DMG 7-1)

Party Level	Challenge Rating									
	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1-3	300	600	900	1350	1800	2700	3600	5400	7200	10800
4	300	600	800	1200	1600	2400	3200	4800	6400	9600
5	300	500	750	1000	1500	2250	3000	4500	6000	9000
6	300	450	600	900	1200	1800	2700	3600	5400	7200
7	263	394	525	700	1050	1400	2100	3150	4200	6300
8	200	300	450	600	800	1200	1600	2400	3600	4800
9		225	338	506	675	900	1350	1800	2700	4050
10			250	375	563	750	1000	1500	2000	3000
11				275	413	619	825	1100	1650	2200
12					300	450	675	900	1200	1800
13						325	488	731	975	1300
14							350	525	788	1050
15								375	563	844
16									400	600
17										425

Party Level	Challenge Rating									
	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
4	12800									
5	12000	18000								
6	10800	14400	21600							
7	8400	12600	16800	25200						
8	7200	9600	14400	19200	28800					
9	5400	8100	10800	16200	21600	32400				
10	4500	6000	9000	12000	18000	24000	36000			
11	3300	4950	6600	9900	13200	19800	26400	39600		
12	2400	3600	5400	7200	10800	14400	21600	28800	43200	
13	1950	2600	3900	5850	7800	11700	15600	23400	31200	46800
14	1400	2100	2800	4200	6300	8400	12600	16800	25200	33600
15	1125	1500	2250	3000	4500	6750	9000	13500	18000	27000
16	900	1200	1600	2400	3200	4800	7200	9600	14400	19200
17	638	956	1275	1700	2550	3400	5100	7650	10200	15300
18	450	675	1013	1350	1800	2700	3600	5400	8100	10800
19		475	713	1069	1425	1900	2850	3800	5700	8550
20			500	750	1000	1500	2000	3000	4000	6000

Treasure Values per Encounter (DMG 7-2)

EL	Treasure per Encounter	EL	Treasure per Encounter	EL	Treasure per Encounter
1	300 gp	9	4500 gp	17	36000 gp
2	600 gp	10	5800 gp	18	47000 gp
3	900 gp	11	7500 gp	19	61000 gp
4	1200 gp	12	9800 gp	20	80000 gp
5	1600 gp	13	13000 gp		
6	2000 gp	14	17000 gp		
7	2600 gp	15	22000 gp		
8	3400 gp	16	28000 gp		

v1.8, Dec 8, 2000

<http://home.golden.net/~novacane/DnD/index.html>
email comments, suggestions, corrections to novacane@golden.net