



WINDYJ'S DM SCREEN OF SUPERIOR REFERENCING



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ACTIONS IN COMBAT

ATTACK: Make a melee or ranged attack.

CAST A SPELL: Spell must have a casting time of 1 action.

CLIMB ONTO BIGGER CREATURE: Athletics or Acrobatics vs. Acrobatics. If successful, you climb on and treat target's space as difficult terrain. Target may take an action to make an Athletics check against your Athletics or Acrobatics to dislodge you.

DASH: Move extra distance equal to your current speed.

DISARM: Attack roll vs. target's Athletics or Acrobatics. No damage on success, but target drops held item. Attack has disadvantage if target item is being held in both hands.

DISENGAGE: Your movement this turn does not provoke attacks of opportunity.

DODGE: Attacks made against you have disadvantage and you have advantage on Dexterity saving throws until the start of your next turn. No longer applies if your speed drops to 0 or you are incapacitated.

ESCAPE GRAPPLE: Athletics or Acrobatics vs. Athletics.

FIRST AID: DC 10 Medicine to stabilize dying creature.

GRAPPLE: Replaces one attack. Athletics vs. Athletics or Acrobatics. On success, target becomes Grappled. Cannot be used on creatures more than one size larger than you.

HELP: Give target advantage on next ability check they make before the start of your next turn, or on an attack against a creature within 5 feet of you before the start of your next turn.

HIDE: Make a stealth check to become hidden.

MARK: Can mark target in addition to melee attack. Your opportunity attacks against marked target have advantage until start of your next turn and do not use your reaction. You are still limited to 1 per turn.

OVERRUN: Athletics vs. Athletics to move through an opponent's space. Advantage if larger than target, disadvantage if smaller.

READY: Ready an action to use later when a certain trigger occurs. Using this is a reaction and does not interrupt the trigger. Spells require concentration until they go off.

SHOVE: As Grapple, but can choose to push 5 feet away or knock prone. Can try to shove aside to another space within 5 feet of you, but roll at disadvantage.

TUMBLE: Acrobatics vs. Acrobatics to move through an opponent's space.

DEATH & DYING

INSTANT DEATH: If you drop to 0 HP and there is damage remaining that exceeds your maximum HP, you die instantly.

DEATH SAVING THROWS: If you start your turn with 0 HP, roll a d20. On a 10 or higher, you succeed; on a 9 or lower, you fail. At three successes, you are stabilized; at three failures, you are dead. A natural 20 counts as 2 successes, a natural 1 counts as 2 failures.

DAMAGE WHILE DYING: You suffer a saving throw failure if you take damage while dying.

STABILIZING: Stable creatures do not make death saving throws and regain 1 HP after 1d4 hours.

TRAVEL PACE & RESTING

Pace	Hour	Day	Effects
Fast	4 miles	30 miles	-5 penalty to passive Perception
Normal	3 miles	24 miles	-----
Slow	2 miles	18 miles	Able to use Stealth

FORCED MARCH: At the end of each hour, a character must make a Constitution save with a DC of 10 + the number of hours over 8 they have traveled that day. Failure gains them a level of exhaustion.

SHORT REST: 1 hour. Spend hit dice to regain HP.

LONG REST: 8 hours (with maximum 2 hours "keeping watch" with minimal activity). Regain full HP and half of your maximum hit dice.

CONDITIONS

BLINDED: Automatically fail sight-dependent checks, disadvantage to your attacks, advantage to hostile attacks.

CHARMED: Cannot hurt or attack the charmer. Charmer has advantage on social ability checks.

DEAFENED: Automatically fail all hearing-dependent checks.

FRIGHTENED: Disadvantage on checks and attacks while source of fear is in line of sight. Cannot deliberately move closer to source of fear.

GRAPPLED: Speed reduced to 0, no bonuses apply. Ends when grappler is incapacitated, you escape, or you are forcibly separated. Grappler can move with you at half speed.

INCAPACITATED: Cannot take actions or reactions.

INVISIBLE: Heavily obscured while hiding; you still make noise and tracks. Advantage while attacking, hostiles have disadvantage.

PARALYZED: Incapacitated, cannot move or speak. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

PETRIFIED: Your weight increases tenfold. You are incapacitated and unaware of your surroundings. Hostiles have advantage. Auto-fail Strength and Dexterity saves. Resist all damage, poison, and disease.

POISONED: You have disadvantage on attack rolls and ability checks.

PRONE: Can only crawl at half speed until you stand up. Attacks have disadvantage. Hostiles have advantage within 5 feet and disadvantage over 5 feet. Standing up uses half of your base movement.

RESTRAINED: Speed reduced to 0. Your attacks and Dexterity saves have disadvantage. Hostiles have advantage.

STUNNED: Incapacitated, cannot move, and speaks haltingly and in fragments. Auto-fail Strength and Dexterity saves. Hostiles have advantage.

UNCONSCIOUS: Incapacitated, prone, cannot move or speak, and unaware of surroundings. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

EXHAUSTION

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

STEALTH

HIDING: Stealth vs. Perception (if searching) or Passive Perception (if not searching). Cannot hide while engaged in melee.

LIGHTLY OBSCURED: Disadvantage on Perc. check (Dim light, patchy fog, moderate foliage)

HEAVILY OBSCURED: See Blinded. (Darkness)

ENVIRONMENT

FALLING: Falling deals 1d6 bludgeoning damage for every 10 feet you fall, up to 20d6.

SUFFOCATING: You can hold breath for a number of minutes equal to 1 + your Constitution modifier (minimum 30 seconds). Afterwards, you can last a number of rounds equal to your Constitution modifier (minimum 1) but drop to 0 and starts dying at start of your next turn afterwards.

FOOD: You need 1 pound of food per day. Half rations count as half a day without food. You can go without food for a number of days equal to 3 + your Constitution modifier (minimum 1). Afterwards, you take a level of exhaustion at the end of each day without food.

WATER: You need 1 gallon of water per day, 2 in hot weather. Half water requires DC 15 Constitution save; if you fail, you take a level of exhaustion at the end of the day. Not drinking any water causes an automatic level of exhaustion at the end of the day. If you already have a level of exhaustion, take 2 levels instead.

DONNING & DOFFING ARMOR

Category	Don	DoFF
Light	1 minute	1 minute
Medium	5 minute	1 minute
Heavy	10 minutes	5 minutes
Shield	1 action	1 action

LIGHT SOURCES

Source	Distance (ft)	Duration
Candle	5+5 Dim	1 hour
Lamp	15+30 Dim	6 hours
Lantern, bullseye	60+60 Dim Cone	6 hours
Lantern, hooded	60+30/+5 Dim	6 hours
Torch	20+20 Dim	1 hour

COVER

HALF: +2 to AC and Dexterity saves.

3/4: +5 to AC and Dexterity saves.

TOTAL: Cannot be directly targeted.



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CHARACTER

PLAYER

ARMOR CLASS MAX HIT POINTS PASSIVE PERCEPTION SPELL SAVE DC

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SPECIAL MOVEMENT

LONG JUMP: Up to Strength score in feet with 10 foot running start and half that distance with a standing start. If landing on difficult terrain, DC 10 Acrobatics or fall prone.

HIGH JUMP: Up to 3 + Strength mod feet with 10 foot running start and half that height with a standing start.

FLIGHT: If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise prevented from moving, it falls and takes 1d10 damage for every 10 feet it plummets. The ability to hover or magical means of flight negate this.

UNDERWATER COMBAT: Creatures that do not have a swim speed have disadvantage on melee attacks not made with a dagger, shortsword, spear, or trident. Ranged weapons cannot hit beyond their normal range, and have disadvantage unless they are crossbows, nets, or javelin-type throwing weapons.

Creatures immersed in water have resistance to fire damage.

MOUNTED COMBAT: A willing creature that is one size larger than you and physically capable of carrying you can serve as a mount. You can mount or dismount a creature within 5 feet of you once during your move, though this costs half your movement speed.

If an effect moves your mount against its will or you are knocked prone while you are mounted, make a DC 10 Dexterity save or be thrown off. You have advantage on this check if using a saddle. If your mount is knocked prone, you may take a reaction to land on your feet; otherwise, you fall prone within 5 feet of your mount.

A mount that is not acting independently moves as you direct it, and may take the Dash, Disengage, and Dodge actions. A controlled mount can act on the turn you mount it. If the mount provokes an opportunity attack while you're on it, the attacker can choose to either target you or the mount.

THINGS THAT BREAK CONCENTRATION

CASTING ANOTHER SPELL THAT REQUIRES CONCENTRATION: You cannot concentrate on two spells at once. You can, however, cast spells that do not require concentration while concentrating on a different spell.

TAKING DAMAGE or OVERWHELMING DISTRACTION: Make a Constitution save with a DC of 10 or half the damage you took, whichever is higher. If you fail the saving throw, your concentration ends. Make a separate saving throw for each source of damage.

BEING INCAPACITATED or KILLED: Duh.

SPELLCASTING REQUIREMENTS

SPELLCASTING FOCUS: Can replace material component. Holy symbol must be held or worn visibly.

VERBAL COMPONENT (V): Cannot cast while gagged or in area of silence.

SOMATIC COMPONENT (S): Must have free use of at least one hand to perform gestures.

MATERIAL COMPONENT (M): Must have specific components required by the spell on their person. If components are consumed by the spell, must provide enough components for each casting. Must have one hand free to access the components.

A CLEAR PATH TO THE TARGET: Target cannot be behind total cover. If you try to cast an area of effect spell with something in the way, the area of effect begins on the near side of the obstruction.

(Dis)ADVANTAGE

ADVANTAGE:

- Attacking an unaware target
- Attacking a blinded, paralyzed, restrained, petrified, stunned, or unconscious target
- Attacking a prone target in melee
- Flanking

DISADVANTAGE:

- Attacking while blinded, frightened, poisoned, prone, or restrained
- Attacking a prone target at range
- Attacking a dodging target
- Perception checks in lightly obscured environment
- Ranged weapon attacks while engaged in melee
- Ranged weapon attacks at long range

TRAVEL PACE

Creature	Pace	Minute	Hour	Day
Humanoid	Fast	400 ft	4 mi	30 mi
Humanoid	Normal	300 ft	3 mi	24 mi
Humanoid	Slow	200 ft	2 mi	18 mi
Riding Horse	Fast	800 ft	8 mi	60 mi*
Riding Horse	Normal	600 ft	6 mi	48 mi
Riding Horse	Slow	400 ft	4 mi	36 mi
Beast of Burden	Fast	550 ft	5.5 mi	40 mi
Beast of Burden	Normal	400 ft	4 mi	30 mi
Beast of Burden	Slow	250 ft	2.5 mi	25 mi

OBJECTS

Material	AC	Material	AC	Material	AC
Cloth/Paper	11	Rope	11	Stone	17
Rope	11	Wood	15	Iron/Steel	19
Crystal	13	Bone	15	Mithril	21

Size	Examples	Weak	Tough
Tiny	Bottle, Lock	1d4	2d4
Small	Chest, Chain	1d6	3d6
Medium	Barrel, Chandelier	1d8	4d6
Large	Cart, Window	1d10	5d10



ADVENTURING GEAR (COMPLETE LIST ON PAGE 150 OF PHB)

Item	\$	Lbs	Weapon	\$	Lbs
Acid (vial)	25gp	1	<i>Holy Symbol</i> - Amulet	5gp	1
Alchemist's fire	50gp	1	- Emblem	5gp	-
Ammo – Arrows	1gp	1	- Reliquary	5gp	2
- Blowgun needles	1gp	1	Holy Water	25gp	1
- Crossbow bolts	1gp	1½	Hunting trap	5gp	25
- Sling bullets	4cp	1½	Ink	10gp	-
Antitoxin	50gp	-	Ink pen	2cp	-
Backpack	2gp	5	Ladder	1sp	25
Ball Bearings	1gp	2	Lamp	5sp	1
Bedroll	1gp	7	Lantern, bullseye	10gp	2
Blanket	5sp	3	Lantern, hooded	5gp	2
Block & Tackle	1gp	5	Lock	10gp	1
Book	25gp	5	Magnifying glass	100gp	-
Bottle, Glass	2gp	2	Manacles	2gp	6
Caltrops	1gp	2	Mirror, steel	5gp	½
Candle	1cp	-	Oil	1sp	1
Case (Crsbw/Scroll)	1gp	1	Paper, 1 sheet	2sp	-
Chain	5gp	10	Parchment, 1 sheet	1sp	-
Chest	5gp	25	Perfume	5gp	-
Climber's Kit	25gp	12	Piton	5cp	¼
Clothes – Common	5sp	3	Poison, basic	100gp	-
- Costume	5gp	4	Pouch	5sp	1
- Fine	15gp	6	Quiver	1gp	1
- Traveler's	2gp	4	Rations, 1 day	5sp	2
Component Pouch	25gp	2	Robes	1gp	4
Flask/Tankard	2cp	1	Rope, hempen	1gp	10
<i>Focus (A^{cone}/D^{ruicid})</i>			Rope, silk	10gp	5
- Crystal ^A	10gp	1	Sealing wax	5sp	-
- Orb ^A	20gp	3	Shovel	2gp	5
- Rod ^A	10gp	2	Signet ring	5gp	-
- Staff ^A , Wooden ^D	5gp	4	Soap	2cp	-
- Sprig, Mistletoe ^D	1gp	-	Spellbook	50gp	3
- Totem ^D	1gp	-	Spikes, iron	1gp	5
- Wand ^A , Yew ^D	10gp	1	Spyglass	100gp	1
Grappling Hook	2gp	4	Tent, 2-person	2gp	20
Hammer, sledge	2gp	10	Torch	1cp	1
Healer's Kit	5gp	3	Waterskin, full	2sp	5

ANIMALS, SUPPLIES, AND VEHICLES

Animal	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lbs.
Donkey or Mule	8 gp	40 ft.	420 lbs.
Elephant	200 gp	40 ft.	1,320 lbs.
Horse, draft	50 gp	40 ft.	540 lbs.
Horse, riding	75 gp	60 ft.	480 lbs.
Mastiff	25 gp	40 ft.	195 lbs.
Pony	30 gp	40 ft.	225 lbs.
Warhorse	400 gp	60 ft.	540 lbs.

Item	Cost	Weight
Barding	×4*	×2*
Bit and Bridle	2 gp	1 lb.
Carriage	100 gp	600 lbs.
Cart	15 gp	200 lbs.
Chariot	250 gp	100 lbs.
Feed (per day)	5 cp	10 lbs.
Saddle		
Exotic	60 gp	40 lbs.
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddlebags	4 gp	8 lbs.
Sled	20 gp	300 lbs.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lbs.

* Cost and weight multiplier for equivalent humanoid armor

Vehicle	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing Ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

WEAPONS

Weapon	\$	Prop	Dmg	Weapon	\$	Prop	Dmg
Simple Melee							
Club	1sp	L	d4 B	Lt Hammer	2gp	LT	d4 B
Dagger	2gp	FLT	d4 P	Mace	5gp		d6 B
Great Club	5gp	2	d8 B	Quarterstaff	2sp	V	d6 B
Handaxe	5gp	LT	d6 S	Sickle	1gp	L	d4 S
Javelin	5sp	T	d6 P	Spear	1gp	TV	d6 P
Simple Ranged							
Lt Crossbow	25g	AL2	d8 P	Shortbow	25g	A2	d6 P
Dart	5cp	FT	d4 P	Sling	1sp	A	d4 B
Martial Melee							
Battleaxe	10g	V	d8 S	Morningstar	15g		d8 P
Flail	10g		d8 B	Pike	5gp	HR2	d10 P
Glaive	20g	HR2	d10S	Rapier	25g	F	d8 P
Greataxe	30g	H2	d12S	Scimitar	25g	FL	d6 S
Greatsword	50g	H2	2d6S	Shortsword	10g	FL	d6 P
Halberd	20g	HR2	d10S	Trident	5gp	TV	d6 P
Lance	10g	RS	d12P	War Pick	5gp		d8 P
Longsword	15g	V	d8 S	Warhammer	15g	V	d8 B
Maul	10g	H2	2d6B	Whip	2gp	FR	d4 S
Martial Ranged							
Blowgun	10g	AL	1 P	Hvy Crssbow	50g	AH2	d10 P
Hd Crssbow	75g	AL	d6 P	Longbow	50g	AH2	d8 P
Ammo	Finesse	Heavy	Light	Reach	Special	Thrown	2-Handed

FOOD & LODGING

Costs are included in daily lifestyle expenses.

Item	Cost
Ale, gallon	2 sp
Ale, mug	4 cp
Banquet	10 gp per person
Bread, loaf	2 sp
Cheese, hunk	1 sp
Inns (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine, common (pitcher)	2 sp
Wine, fine (bottle)	10 gp

LIFESTYLE EXPENSES

Lifestyle	Price per Day
Wretched	0
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

SERVICES

Service	Cost
Coach Cab	—
Between towns	3 cp per mile
Within a city	1 cp
Hiring	
Skilled	2 gp per day
Unskilled	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell Casting By Level	—
1st	10 gp
2nd	40 gp
3rd	90 gp
4th	160 gp
5th	250 gp
6th	360 gp

TOOLS

Item	\$	Lbs
Artisan's Tools		
Alchemists's sppls	50gp	8
Brewer's supplies	20gp	9
Calligrapher's sppls	10gp	5
Carpenter's tools	8gp	6
Cartographer's tools	15gp	6
Cobbler's tools	5gp	5
Cook's utensils	1gp	8
Glassblower's tools	30gp	5
Jeweler's tools	25gp	2
Leatherworker tools	5gp	5
Mason's tools	10gp	8
Painter's supplies	10gp	5
Potter's tools	10gp	3
Smith's tools	20gp	8
Tinker's tools	50gp	10
Weaver's tools	1gp	5
Woodcarver's tools	1gp	5
Disguise Kit	25gp	3
Forgery Kit	15gp	5
Gaming Set – Dice set	1sp	-
Dragonchess shet	1gp	½
Playing card set	5sp	-
3-Dragon Ante set	1gp	-
Herbalism Kit	5gp	3
Instruments - Bagpipes	30gp	6
Drum	6gp	3
Dulcimer	25gp	10
Flute/Shawm	2gp	1
Lute	35gp	2
Lyre	30gp	2
Horn	3gp	2
Pan flute	12gp	2
Viol	30gp	1
Navigator's Tools	25gp	2
Poisoner's Kit	50gp	2
Thieves' Tools	25gp	1

CREATURE STATS BY CHALLENGE RATING

— Defense —

— Offense —

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage per Round	Save DCs	XP Points
0	+2	≤ 13	1–6	≤ +3	1	≤ 13	0 or 10
1/8	+2	13	7–35	+3	2–3	13	25
1/4	+2	13	36–49	+3	4–5	13	50
1/2	+2	13	50–70	+3	6–8	13	100
1	+2	13	71–85	+3	9–14	13	200
2	+2	13	86–100	+3	15–20	13	450
3	+2	13	101–115	+4	21–26	13	700
4	+2	14	116–130	+5	27–32	14	1,100
5	+3	15	131–145	+6	33–38	15	1,800
6	+3	15	146–160	+6	39–44	15	2,300
7	+3	15	161–175	+6	45–50	15	2,900
8	+3	16	176–190	+7	51–56	16	3,900
9	+4	16	191–205	+7	57–62	16	5,000
10	+4	17	206–220	+7	63–68	16	5,900
11	+4	17	221–235	+8	69–74	17	7,200
12	+4	17	236–250	+8	75–80	17	8,400
13	+5	18	251–265	+8	81–86	18	10,000
14	+5	18	266–280	+8	87–92	18	11,500
15	+5	18	281–295	+8	93–98	18	13,000
16	+5	18	296–310	+9	99–104	18	15,000
17	+6	19	311–325	+10	105–110	19	18,000
18	+6	19	326–340	+10	111–116	19	20,000
19	+6	19	341–355	+10	117–122	19	22,000
20	+6	19	356–400	+10	123–140	19	25,000
21	+7	19	401–445	+11	141–158	20	33,000
22	+7	19	446–490	+11	159–176	20	41,000
23	+7	19	491–535	+11	177–194	20	50,000
24	+7	19	536–580	+12	195–212	21	62,000
25	+8	19	581–625	+12	213–230	21	75,000
26	+8	19	626–670	+12	231–248	21	90,000
27	+8	19	671–715	+13	249–266	22	105,000
28	+8	19	716–760	+13	267–284	22	120,000
29	+9	19	761–805	+13	285–302	22	135,000
30	+9	19	806–850	+14	303–320	23	155,000

DEFENSE: For every 2 points of AC above or below the listed amount for your target challenge, increase or decrease defensive challenge by 1 point.

OFFENSE: For every 2 points of attack bonus or save DC above or below the listed amount for your target challenge, increase or decrease offensive challenge by 1 point.

SIZE CATEGORIES

Size	Space	Hit Dice	Average HP per Die
Tiny	2.5 feet	d4	2.5
Small	5 feet	d6	3.5
Medium	5 feet	d8	4.5
Large	10 feet	d10	5.5
Huge	15 feet	d12	6.5
Gargantuan	≥ 20 feet	d20	10.5

SKILL CHECKS

DC	Difficulty
5	Very Easy
10	Easy
15	Medium
20	Hard
25	Very Hard
30	Nearly Impossible

Passive Checks: 10+Standard Modifiers

TRADE GOODS

Goods (1 lb.)	Cost
1 lb Wheat	1cp
1 lb flour 1 chicken	2cp
1 lb salt	5cp
1 lb iron / 1 yd ² canvas	1sp
1 lb copper / 1 yd ² cotton cloth	5sp
1 lb ginger / 1 goat	1gp
1 lb cinnamon/pepper / 1 sheep	2gp
1 lb cloves / 1 pig	3gp
1 lb silver / 1 yd ² linen	5gp
1 yd ² silk / 1 cow	10gp
1 lb saffron / 1 ox	15gp
1 lb gold	50gp
1 lb platinum	500gp

XP TARGET PER CHARACTER

Level	Easy	Medium	Hard	Deadly
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1100
6	300	600	900	1400
7	350	750	1100	1700
8	450	900	1400	2100
9	550	1100	1600	2400
10	600	1200	1900	2800
11	800	1600	2400	3600
12	1000	2000	3000	4500
13	1100	2200	3400	5100
14	1250	2500	3800	5700
15	1400	2800	4300	6400
16	1600	3200	4800	7200
17	2000	3900	5900	8800
18	2100	4200	6300	9500
19	2400	4900	7300	10900
20	2800	5700	8500	12700

ENCOUNTER MULTIPLIERS

Number of Monsters	Multiplier
1	×1
2	×1.5
3-6	×2
7-10	×2.5
11-14	×3
15 or more	×4

HP MULTIPLIERS

Challenge	Resistances	Immunities
1–4	×2	×2
5–10	×1.5	×2
11–16	×1.25	×1.5
17 or more	×1	×1.25

IMPROVISED DAMAGE

Level	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	8d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	40d10

MOB ATTACKS

Use Target's AC - Monster's Attack Mod to determine Attack DC, and therefore the ratio of that hit.

(Ex. 6 Orcs with +5 attack target w/AC of 19. Attack DC is 14, so 2 orcs hit)

Attack DC	Attackers That Hit
1–5	1 out of every 1
6–12	1 out of every 2
13–14	1 out of every 3
15–16	1 out of every 4
17–18	1 out of every 5
19	1 out of every 10
20	1 out of every 20

ADVANCEMENT

Level	XP	Prof.
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

POTIONS OF HEALING

Type	Cost	Dice
Standard	50 gp	2d4+2
Greater	200-250gp	4d4+4
Superior	200-250pp	8d4+8
Supreme	2000-2500pp	10d4+20

BASIC MULTIPLE ATTACKS

TWO WEAPON FIGHTING: If attacking with light melee weapon, bonus action attack with different light melee weapon in off-hand

OFF-HAND STRIKES: Ability modifiers not added to damage of bonus attacks unless modifier is negative.