

CREATING A CHARACTER

- 1. CHOOSE YOUR RACE.** Race is the kind of CREATURE you want to be. Take note of any racial ability modifiers. You'll need to adjust your Ability Stats with these in Step 3. Write any Racial Powers on your Character Sheet. Make note of any other Racial Abilities on your Character Sheet.
 - 2. CHOOSE YOUR CLASS.** Consider what ROLE you need to play in your party: Controller (Wizard), Defender (Fighter, Paladin), Leader (Cleric, Warlord) or Striker (Ranger, Rogue, Warlock). After you choose your class, consider what Builder Option you want to use. Write these things on your character sheet now: **a)** Make a mark against your class/build *Key Abilities*; **b)** Write your *Class Bonus to Defences* on your sheet in the appropriate box; **c)** Make a note of your *Class Features* somewhere handy on your sheet.
 - 3. DETERMINE YOUR ABILITY SCORES.** These numbers determine how good your character is at certain things. The higher the score, the better they are in that area. Decide whether you will use the Standard Array: **16, 14, 13, 12, 11, 10**; or whether you will use a Custom Array from the table on p.18 of the PHB. Put your highest scores in stats that best suit your Build Option. After this, adjust your scores to suit your Racial Abilities. Work through each line of the Abilities box and determine your Ability Check Bonus for each stat.
 - 4. CHOOSE YOUR SKILLS.** Skills are things your character can do outside of combat. Note where you get Skill Bonuses for certain skills due to Race. Find your Trained Skills options under your Class Information. Choose X number of listed skills as Trained Skills. Take any Suggested Skills under your Build Option. Write +5 against these skills under Trained on your character sheet. Now go through and write in all your Ability Modifiers against each skill. Add up the totals for each skill. Don't write any number if it comes to +0.
 - 5. SELECT YOUR FEATS.** Feats are abilities that improve your character in some way. Take the Suggested Feats under your Build Option; or find your own choice of Feat in the list. Careful of pre-requisites. If you take a feat that adds to one of your skills, then write the number under Feat in the skills chart, and readjust your skill totals.
- Write your selected feats in the space provided on your character sheet.
- 6. CHOOSE POWERS.** Powers are neat tricks your character can do. Choose Powers according to your Build Option or choose your own. Note how many Powers you get (p.29 PHB). Some races, classes or feats give you access to more or different Powers. Check this before you start selecting. Most characters get 2 x At Will Powers, 1 x Encounter Power, and 1 x Daily Power at 1st Level. Choose your Powers from Level 1 Powers according to the class you chose. Write what your Powers do on your character sheet. Note what Ability each Power uses. Note the BAB number for each power. At this stage, just write your Ability Modifier in this box. Write the vs. Defence type in the Defence box. Don't write Damage just yet, or Critical Damage. We'll come to that soon. It is a good idea to write your At Will Powers somewhere up-front. Write your Encounter and Daily Powers somewhere else (you won't use them as much).
 - 7. BUY YOUR EQUIPMENT.** Every 1st Level character gets 100 gold pieces to spend at creation. Buy your Armour (based on your Armour Training under your Class). Buy a Melee Weapon and a Ranged Weapon (based on your Weapon Proficiencies under your Class). Buy an Implement if you need to (see your Class info). Buy a Standard Adventurer's Kit (15gp). Your town or city clothes are free. Leave some money spare to pay for bribes, taxes, etc.
 - 8. CALCULATE YOUR HIT POINTS.** See your Class Information. It's your CON score + X.
 - 9. CALCULATE HEALING SURGES.**
 - 10. CALCULATE PASSIVE SKILL CHECKS.**
 - 11. CALCULATE DEFENSES.** Write the Bonus your Armour gives you under where it says Item. Note that you cannot add an Ability Modifier to Armour Class if you are wearing Heavy Armour.
 - 12. CALCULATE EXPERIENCE POINTS.**
 - 13. CALCULATE ACTION POINTS.** You get 1 point to start off with.
 - 14. CALCULATE YOUR MOVEMENT.** See your Race info for this. Your Armour might slow you.
 - 15. WRITE DOWN YOUR VISION.** See Race.
 - 16. CALCULATE BASE ATTACK BONUS, DAMAGE, and CRITICAL DAMAGE FOR ALL YOUR WEAPONS AND POWERS.**
 - 17. NAME YOUR CHARACTER.**
 - 18. STATE YOUR HOME-REGION.** Ask DM.
 - 19. DO YOUR CHARACTER BACKGROUND.**

GOING UP A LEVEL

1. ABILITY SCORES. At 4th, 8th, 14th, 18th, 24th and 28th Levels you increase TWO Ability Scores by ONE POINT. At 11th and 21st Level, you increase EVERY Ability Score by ONE POINT. If you increase an Ability Score to an EVEN NUMBER: raise all your Power and Defence stats that rely on that Ability by ONE POINT.

2. LEVEL MODIFIER. If your NEW LEVEL is an EVEN NUMBER, then every stat that is based on ONE-HALF your LEVEL becomes ONE POINT better.

3. PARAGON AND EPIC LEVELS. If you just reached 11th Level, then you need to decide if you want to specialise in a PARAGON PATH. If you just reached 21st Level, then you need to decide if you want to aim for an EPIC DESTINY.

4. HIT POINTS. Check your Class description to see how many Hit Points you get by going up a level. If your Constitution Ability went up by 1, then your Hit Points go up by 1 point as well. If your Constitution score reached an EVEN NUMBER, then you get ONE extra Healing Surge.

5. CLASS FEATURES. Check your Class Features to see if any of them improve when you go up a level.

6. FEATS. You learn ONE new Feat at every EVEN NUMBERED level. You also get a new Feat at 11th Level and 21st Level. If your Ability Scores have gone up, you may meet pre-requisites for some nice new Feats.

7. POWERS. You get a new Power nearly every level. You can only take the same Power once. Consult the chart on page 29 **Character Advancement** in order to see what Powers you get, and when you get them.

RETRAINING

- Every time you gain a new level, you can RETRAIN.
- You can exchange ONE Feat, or ONE Power, or ONE Trained Skill selection with ONE other of the SAME TYPE.
- You can only make ONE change per level, and you must do it AS SOON AS YOU LEVEL UP.
- If you replace Feats, you must meet the pre-requisites of the new Feat.

- You can replace Heroic Tier Feats with Paragon or Epic Tier Feats (so long as your character has already reached that Tier and meet any pre-requisites).
- You must replace Powers with another Power of the SAME TYPE.
- Replaced Powers must be of the SAME LEVEL as the original, or of a LOWER LEVEL.
- You cannot replace a Power gained via a Paragon Path or Epic Destiny.
- You can replace ONE Trained Skill with another Skill from your Class List.
- You cannot replace a Skill if it is required for a Feat, Power, or any other Attribute you have.

THE THREE TIERS OF PLAY

HEROIC TIER – LEVELS 1 to 10

- You move around on foot, or on a mundane mount.
- You are earthbound.
- The fate of villages and small towns depend on your protection.
- You fight dangerous animals, goblins, orcs, ghouls, skeletons, trolls, and evil cultists.
- You explore haunted crypts, caves, dungeons, and deserted mineshafts.

PARAGON TIER – LEVELS 11 to 20

- At 11th Level you can choose a Paragon Path – a special path of class progression that sets you apart from others.
- You can travel faster – on mounts that fly, or through spells associated with certain powers or rituals.
- The fate of a city, or a nation, depends on your bravery and protection.
- You travel to uncharted regions, traverse deep dungeons (or The Underdark).
- You fight drow, vampires, mind flayers and adult dragons.

EPIC TIER – LEVELS 21 to 30

- You can aim for an Epic Destiny.
- You can travel anywhere at the blink of an eye.
- The fate of the whole World rests on your shoulders.
- You travel to other planes of existence.
- You fight great demons, devils, liches, death lords, and even the gods themselves.

THE D&D PANTHEON

BAHAMUT – Lawful Good – justice, protection, liberty, honour, vigilance against evil, protection of the weak, defence of law and order.

MORADIN – Lawful Good – creation, artisans, miners, smiths, dwarves, stoicism, tenacity, loyalty.

AVANDRA – Good – change, freedom, travel, trade, adventure, frontier civilisation, luck, liberty.

PELOR – Good – the sun, summer, agriculture, humans, paladins, rangers, healers, kindness, mercy, compassion. Be watchful against evil.

CORELLON – Unaligned – beauty, the arts, arcane magic, spring, fey creatures, artists, musicians, lost magic items, forgotten rituals. Hates Lolth.

ERATHIS – Unaligned – civilization (town and city), inventions, law, rulers, judges, pioneers, achieve your goals, seek out new ideas and new worlds.

IOUN – Unaligned – knowledge, prophecy, sages, seers, tacticians, bringing reason into balance with emotions. Hates Vecna.

KORD – Unaligned – storms, battles, strength, fighters, athletes, weather, bravery, glory.

MELORA – Unaligned – wilderness, the sea, rangers, hunters, elves, sailors. Anti-aberrations and other abominations.

SEHANINE – Unaligned – moon, autumn, trickery, illusions, elves, halflings, lovers, seek your destiny, keep to the shadows, seek new experiences.

ASMODEUS – Evil – Nine Hells – tyranny, domination, devils.

BANE – Evil – war, conquest, goblins, evil humans.

TIAMAT – Evil – wealth, greed, envy, vengeance, chromatic dragons.

TOROG – Evil – the Underdark, jailers, torturers, imprisonment.

VECNA – Evil – undead, necromancy, secrets.

ZEHIR – Evil – darkness, poison, assassination, snakes, yuan-ti.

GRUUMSH – Chaotic Evil – destruction, barbarian hoards, slaughter, pillaging, orcs.

LOLTH – Chaotic Evil – shadows, lies, spiders, scheming, treachery, drow.

THE REALMS PANTHEON

COMING SOON

LANGUAGES AND RACES

COMMON: Humans, halflings, tieflings

DEEP SPEECH: Mind flayers, githyanki, kuo-toas.

DRACONIC: Dragons, dragonborn, kobolds.

DWARVEN: Dwarves, azer.

ELVEN: Elves, eladrin, formorians.

GIANT: Giants, orcs, ogres.

GOBLIN: Goblins, hobgoblins, bugbears.

PRIMORDIAL: Efreet, archons, elementals.

SUPERNAL: Angels, devils, gods.

ABYSSAL: Demons, gnolls, sahuagin.

DRAGONBORN

Average Height: 6ft, 4"

Average Weight: 270lbs

Ability Scores: +2 Strength, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Draconic

Skill Bonuses: +2 History, +2 Intimidate

Dragonborn Fury: Bloodied, gain +1 racial bonus to attack rolls.

Dragon Heritage: Healing Surge = ¼ max HP + CON modifier.

Dragon Breath: Encounter. Minor Action. Close Blast 3.

[Best Stat] + [+2/+4/+6]. Hit: 1d6/2d6/3d6 + CON.

Favours: Warlord, Fighter and Paladin.

DWARF

Average Height: 4ft, 6"

Average Weight: 190lbs

Ability Scores: +2 Constitution, +2 Wisdom

Size: Medium

Speed: 5 squares

Vision: Low Light

Languages: Common, Dwarven

Skill Bonuses: +2 Dungeoneering, +2 Endurance

Cast-Iron Stomach: +5 racial save bonus vs. poison.

Dwarven Resilience: Use Second Wind as Minor Action (instead of a Standard Action).

Dwarven Weapon Proficiency: Throwing Hammer, Warhammer.

Encumbrance Speed: Move normal speed in heavy armour or carrying a heavy load.

Stand Your Ground: When an effect forces you to move, you move 1 square less than the effect specifies. When an attack would knock you prone, you can make a saving throw to avoid being knocked over.

Favours: Paladin, Cleric and Fighter.

ELADRIN

Average Height: 5ft, 8"

Average Weight: 150lbs

Ability Scores: +2 Dexterity, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Low Light

Languages: Common, Elven

Skill Bonuses: +2 Arcana, +2 History

Eladrin Education: Gain training in 1 extra skill from the big Skill List in Chapter 5. Choose any one skill.

Eladrin Weapon Proficiency: Longsword.

Eladrin Will: Gain +1 racial bonus to Will Defence. Plus, you gain +5 racial bonus to saves against Charm Effects.

Fey Origin: You are considered to be a Fey creature.

Trance: You meditate rather than sleep. 4 hours. You are always fully aware of your surroundings.

Fey Step: Encounter. Teleport. Move Action. Personal. You can Teleport up to 5 squares.

Favours: Wizard, Rogue and Warlord.

ELF

Average Height: 5ft, 7"

Average Weight: 150lbs

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium

Speed: 7 squares

Vision: Low Light

Languages: Common, Elven

Skill Bonuses: +2 Nature, +2 Perception

Elven Weapon Proficiency: Longbow, Short Bow

Fey Origin: You are a Fey creature.

Group Awareness: Grant non-elf allies within 5 squares a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

Elven Accuracy: Encounter. Free Action. Reroll an attack roll. Use the second roll, even if it's lower.

Favours: Ranger, Rogue and Cleric.

HALF-ELF

Average Height: 5ft, 8"

Average Weight: 160lbs

Ability Scores: +2 Constitution, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low Light

Languages: Common, Elven + choice of one other

Skill Bonuses: +2 Diplomacy, +2 Insight

Dilettante: At 1st Level, choose *one* At-Will Power from a different class. Use that power as an Encounter Power.

Dual Heritage: Take Feats that have either Human or Elf as a pre-requisite.

Group Diplomacy: Grant allies within 10 squares +1 racial bonus to Diplomacy checks.

Favours: Warlord, Paladin and Warlock.

HALFLING

Average Height: 4 ft

Average Weight: 80lbs

Ability Scores: +2 Dexterity, +2 Charisma

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common + choice of one other

Skill Bonuses: +2 Acrobatics, +2 Thievery

Bold: You gain +5 racial bonus to saves vs. fear.
Nimble Reaction: Gain +2 racial bonus to AC vs. opportunity attacks.
Second Chance: Encounter. Immediate Interrupt. When an attack hits you, force enemy to roll attack again and use that one.
Favours: Rogue, Ranger and Warlock.

HUMAN

Average Height: 6 ft
Average Weight: 170lbs
Ability Scores: +2 to *one* ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal
Languages: Common + choice of one other
Bonus At-Will Power: At 1st Level you gain *one extra* At-Will Power from your class list.
Bonus Feat: You gain a Bonus Feat at 1st Level.
Bonus Skill: You gain training in one extra Skill from your class skill list.
Human Defence Bonus: +1 to Fort, Ref and Will defences.
Favours: No particular class. You choose.

TIEFLING

Average Height: 5ft, 10"
Average Weight: 160lbs
Ability Scores: +2 Intelligence, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Low Light
Languages: Common, Elven + choice of one other
Skill Bonuses: +2 Bluff, +2 Stealth
Bloodhunt: Gain +1 racial bonus to attacks vs. bloodied foes.
Fire Resistance: You have Resist Fire 5 + One Half your Level.
Infernal Wrath: Encounter. Minor Action. Gain +1 power bonus vs. the enemy that last hit you. Add CHA mod to damage.
Favours: Warlock, Warlord and Rogue.

DOPPELGANGER

Ability Scores: +2 Intelligence, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Normal
Languages: Common
Skill Bonuses: +2 Bluff, +2 Insight
Mental Defence: +1 bonus to Will defence
Shape Change: At Will. Polymorph. Minor Action. Alter your physical form to appear like any Medium humanoid (incl. a unique individual). Others make an Insight check vs. your Bluff check (at +5) to discover the ruse!
Favours: Warlord, Rogue and Wizard.

DROW

Ability Scores: +2 Dexterity, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Darkvision
Languages: Common, Elven, and Undercommon

Skill Bonuses: +2 Intimidate, +2 Stealth
Drow Trance: Extended rest takes only 4 hours and you don't need to sleep. You stay fully aware and alert.
Lolthouched: Once per encounter you can use ONE of these powers. Either:

- **Cloud of Darkness:** Encounter. Minor Action. Close burst 1. Creates a zone of darkness around you. Blocks line of sight for all except you. Any creature in the zone is blinded. – OR –
- **Darkfire:** Encounter. Radiant. Minor Action. Ranged 10, Targets one creature. Attack: INT, or WIS or CHA +2 vs. Reflex (+4 at 11th level, +6 at 21st level). Hit: Until the end of your next turn, all attacks vs. that creature have combat advantage. Target cannot benefit from invisibility or concealment.

Favours: Ranger, Warlock and Rogue.

GNOME

Ability Scores: +2 Intelligence, +2 Charisma
Size: Small
Speed: 5 squares
Vision: Low Light Vision
Languages: Common, Elven
Skill Bonuses: +2 Arcana, +2 Stealth
Reactive Stealth: If you have cover or concealment when you roll Initiative – you may make a Stealth check to escape notice as a free action. This lasts until you attack something.
Fade Away: Encounter. Illusion. Immediate Reaction. When you take damage from any source, you turn invisible until you attack, or until the end of your next turn (whichever comes first).
Favours: Wizard, Rogue, and Cleric.

ORC

Ability Scores: +2 Constitution, +2 Strength
Size: Medium
Speed: 6 squares
Vision: Low Light vision
Languages: Common, Giant
Running Charge: When you charge, add +2 to your speed for that action.
Bloodfury Attack: Encounter. Weapon. Standard Action. Melee Weapon. Attack: STR vs. AC. Hit: 1[W] + Strength modifier damage and you may spend a healing surge. Increase to 2[W] at 21st level.
Favours: Fighter, Paladin and Warlord.

SHADAR-KAI

Ability Scores: +2 Intelligence, +2 Dexterity
Size: Medium
Speed: 6 squares
Vision: Low light vision
Languages: Common
Skill Bonuses: +2 Acrobatics, +2 Stealth
Winterkin: +1 bonus to Fortitude defence
Shadow Jaunt: Encounter. Teleportation. Move Action. You teleport 3 squares and become insubstantial (half damage from all attacks) until the start of your next turn.
Favours: Rogue, Warlock and Fighter.

MASTER TABLE OF TARGET DCs

PC Level	Low DC	Medium DC	High DC
1 – 3	15	20	25
4 – 6	18	22	26
7 – 9	20	24	28
10 – 12	22	26	30
13 – 15	23	27	31
16 – 18	25	29	33
19 – 21	27	31	35
22 – 24	28	32	36
25 – 27	29	33	37
28 – 30	30	34	38

In a Skill Challenge: The DM can raise or lower DC by +2.
For Attacks with Weapons or against AC: Increase DCs by +2.

- ** If a Player nominates to go for the High DC and wins, then he/she gets to request a better than normal outcome.
- ** If a Player nominates to go for a Low DC and loses, then the DM gets to adjudicate a worse than normal outcome.
- ** A Medium DC results in a normal outcome adjudicated by the DM.

CO-OPERATION: Up to 4 allies can help Aid another PC in a Skill Check. It is a DC 10 to Aid. An Aid adds +2 to the final roll (for a maximum of +8).

KNOWLEDGE CHECK (Standard Action)

Common Knowledge	DC 15
Expert Knowledge	DC 20
Master Knowledge	DC 25
Paragon Tier	Add +10 to the DC
Epic Tier	Add +15 to the DC

MONSTER KNOWLEDGE (Standard Action)

Name, Type, Keywords	DC 15
Powers	DC 20
Resists and Vulnerabilities	DC 25
Paragon Tier Creatures	Add +5 to the DC
Epic Tier Creatures	Add + 10 to the DC

ACROBATICS (Dexterity)

ACROBATIC STUNT (Move Action)

Low Difficulty	DC 15
Medium Difficulty	DC 20
High Difficulty	DC 25

BALANCE (Move Action at Half-Speed)

Narrow or Unstable Surface	DC 20
Very Narrow Surface	DC 25
Very Narrow AND Unstable	DC 30

- ** Fail by 4 or Less: Stand still. Stop moving. But you don't fall.
- ** Fail by 5 or More: You fall over (prone) or off the surface.
- ** While balancing, all enemies get Combat Advantage.
- ** If you take damage, make another Balance check to remain standing.

ESCAPE FROM A GRAB (Move Action)

Make an Acrobatics Check vs. Reflex.
 If you succeed, you can end the grab and shift one square.

ESCAPE FROM RESTRAINTS (5 Minutes)

** DC = 20 + Modifiers determined by the DM
 Add +10 to the DC if the PC wants to try a Fast Escape
 You *cannot* Try Again.

LAND ON YOUR FEET (Immediate Reaction)

** DC 15 + 1 for every 5 feet you fall
 You cannot Try Again.

REDUCE FALLING DAMAGE (Immediate Reaction) Trained Only

Roll 1d20 and add your Acrobatics bonus. Divide this number by 2. The result is the number you subtract from your damage taken.

ARCANA (Intelligence)

** You must be Trained in this skill to know something about the Far Realm.

DETECT MAGIC (Trained Only)

Detect Conjuration, Summoning or Zone (Minor Action):

DC 15 + one-half the Power's Level

Identify Ritual (Standard Action):

DC 20 + one-half the Ritual's Level

Identify Magical Effect (Standard Action):

DC 20 + one-half the Effect's Level

Sense The Presence Of Magic (1 Minute):

DC 20 + one-half the Level of the Magic Item

You can Detect Magic within 5 + Your Level in squares

You cannot Try Again with any of the above skill checks.

ATHLETICS (Strength)

CLIMB (Move Action at Half-Speed)

Ladder	DC 0
Rope	DC 10
Uneven Surface (cave wall)	DC 15
Rough Surface (brick wall)	DC 20
Slippery Surface	Add +5 to check
Unusually smooth surface	Add +5 to check

** Using a Climber's Kit grants you a +2 bonus

** Fail by 4 or Less: Stop moving. But you don't fall

** Fail by 5 or more: You fall down. 1d10 dam/10ft fallen.

** While balancing, all enemies get Combat Advantage

Taking Damage: Make another Climb check. If the damage made you bloodied, add +5 to Climb DC. If you fail check, you fall. If you try to Catch Hold as you fall, add the damage you took to the DC to stop from falling.

Catch Hold: If you fall you can do this as an Immediate Reaction to stop yourself. Base DC of Climb + 5. Can make a check every 10 feet you fall. You can do this 3 times.

ESCAPE FROM A GRAB (Move Action)

Make an Athletics Check vs. Fortitude.
 If you succeed, you can end the grab and shift one square.

JUMP (Move Action)

**** Jumping Vertically:** Make Athletics check. Divide your check result by 10. This is the number in feet you can jump up. If you get a 2 square running start you divide by 10 (not 20).

**** Jumping Horizontally:** Make Athletics check. Divide your check result by 10. This is the number in feet you can jump across. If you get a 2 square running start you divide by 5 (not 10).

SWIM (Move Action)

Swim in Calm Water DC 10

Swim in Rough Water DC 15

Swim in Stormy Water DC 20

**** Success:** Swim at half your speed or tread water.

**** Fail by 4 or Less:** Stay still. Lose move action.

**** Fail by 5 or More:** Sink 1 square and risk suffocation (see DMG)

**** Try Again:** Yes, on your next turn.

BLUFF (Charisma)

Standard Action

Bluff Check vs. Opponent Insight Check

**** Gain Combat Advantage:** Once per combat encounter you can try to gain combat advantage by Feinting. Standard Action. Bluff vs. Insight. Success gives you combat advantage against opponent until the end of your NEXT turn. Try again? No.

**** Create Diversion To Hide:** Bluff checks vs. Opponent Insight. Success means you can make a Stealth check to hide.

DIPLOMACY (Charisma)

**** The DC is set by the DM and depends on the attitude of your opponent, and in a Skill Challenge requires a number of rolls.**

DUNGEONEERING (Wisdom)

You need to be Trained in this to recognise creatures from the Far Realm.

FORAGE

**** Takes 1 hour**

**** DC 15 to find food and water for 1 person (lasts 1 day).**

**** You can make 1 check per hour.**

ENDURANCE (Constitution)

Travel Through Wilderness Base DC 15

Make A Forced March Base DC 15

Endure Extreme Weather Base DC 15

Resist Disease Varies (see DMG)

Ignore Hunger DC 10 (+ 2 per day)

Ignore Thirst DC 15 (+4 per day)

Hold Breath (each round after 5 rounds) DC 10 (+1/round)

Swim or Tread Water (after 1 hour) DC 15 (+2/hour)

HEAL (Wisdom)

Standard Action

**** First Aid:** Allow adjacent PC to use Second Wind (DC 10)

**** Stabilize The Dying:** No longer needs to make saves (DC 15)

**** Grant A Saving Throw:** DC 15 Heal check. Adjacent ally can immediately make a saving throw OR get a +2 bonus to a save at the end of his/her NEXT turn.

Try Again? Yes, next turn.

INSIGHT (Wisdom)

Minor Action. Requires some level of interaction.

Insight check vs. Opponent Bluff check

Or

Sense Motives, Attitudes DC 10 + Creature's Level

Sense Outside Influence DC 25 + Effect's Level

Recognise An Illusion DC 15 + Effect's Level

INTIMIDATE (Charisma)

Standard Action

Opposed Check – Intimidate vs. WILL. Take a -5 penalty if you cannot speak opponent's language.

Enemy Is ... Will Defence Modifier ...

Unfriendly: + 5

Hostile: + 10

**** Using Intimidate makes an opponent HOSTILE.**

**** Rattle Enemy:** You can force a bloodied target to surrender, get a target to reveal secrets against its will, or cow a target into taking some other action.

NATURE (Wisdom)

FORAGE

**** Takes 1 hour**

**** DC 15 to find food and water for 1 person (lasts 1 day). DC 25 to find food for up to 5 people.**

**** You can make 1 check per hour.**

HANDLE ANIMAL

This is now part of a Skill Challenge.

PERCEPTION (Wisdom)

Passive Check – No Action Required. You either notice something or you don't. If you want to search actively it is a Standard Action OR 1 minute (DM discretion). Sample checks:

Hear A Normal Conversation DC 10

Hear Whispers DC 20

Hear Something Through A Door Add +5 to check

Hear Something Through A Wall Add +10 to check

Hear Something More Than 10 Squares Away Add +2

Spot Something Barely Hidden DC 10

Spot Something Well Hidden DC 25

Spot Something More Than 10 Squares Away Add +2

Find Tracks (soft ground) DC 15

Find Tracks (Hard Ground) DC 25

Rain or Snow Since Tracks Were Made Add +10

Each Day Since Tracks Were Made Add +2

Quarry Obscured Its Tracks Add +5

Huge or Larger Creature Minus 5

Group of 10 Or More Creatures Minus 5

STEALTH (Dexterity)

Opposed Check: Stealth vs. Perception

** **Superior Cover or Total Concealment:** If a creature's Perception check beats your Stealth check, it knows you are present, and knows your general direction. If it beats you by +10 or more, it knows exactly where you are.

** **Combat Advantage:** You have Combat Advantage against a target that isn't aware of you.

** You are automatically seen if you carry a light source.

** Speak (-5), Move more than 2 squares (-5), Run (-10).

** **Try Again?** No.

STREET WISE (Charisma)

** Using this skill takes 1 hour and might be part of a Skill Challenge.

Finding Information (typical settlement)	DC 15
Finding Information (hostile settlement)	DC 20
Finding Information (alien settlement)	DC 30
Information is hard to come by	Add +5
Information is a secret or is hard to come by	Add +10
Information is readily available	Minus 2

** **Try Again?** Yes, but you may draw undue attention.

THIEVERY (Dexterity)

DISABLE TRAP (Standard Action)

** You get a +2 bonus if you use Thieves Tools.

Heroic Tier Trap DC 20

Paragon Tier Trap DC 30

Epic Tier Trap DC 35

** **Delay Trap:** You get a +5 bonus if you simply delay a trap (and not disable it).

** **Success:** Disabling a trap makes it safe to pass only until the end of your NEXT turn!

** **Fail by 4 or Less:** Nothing happens.

** **Fail by 5 or More:** You trigger the trap.

** **Try Again?** Yes – unless you triggered the trap.

OPEN LOCK (Standard Action)

** You get a +2 bonus if you use Thieves Tools.

Heroic Tier Lock DC 20

Paragon Tier Lock DC 30

Epic Tier Lock DC 35

** **Try Again?** Yes.

PICK POCKET (Standard Action)

** **DC = 20 + Your Target's Level.** If in combat, take a -10 penalty.

** **Fail by 4 or Less:** Don't get object. Don't get noticed.

** **Fail by 5 or More:** Don't get object. But you get noticed.

** **Try Again?** Yes, unless you are noticed.

SLEIGHT OF HAND (Standard Action)

Base DC: 15

The DM might raise the DC depending on the circumstances.

COMBAT CONDITIONS

BLOODIED (Red Square Tile)

Target is reduced to half their hit points.

MARKED (Yellow Square Tile)

Target must attack the creature that marked it, or suffer a -2 penalty to all attacks.

DAZED (Blue Square Tile)

You grant combat advantage (add a brown stacking counter). You can only take a single action in a round (either Standard, Move OR Minor). You can't flank.

SLOWED (Green Square Tile)

Your speed becomes 2. Does not apply to teleportation, push, pull or slides.

BLINDED (Black Stacking Counter)

You grant combat advantage (add a brown stacking counter). All your attacks are -5 to hit (due to targets having total concealment). -10 to Perception checks. Can't flank.

DEAFENED (Blue Stacking Counter)

You take a -10 Penalty to Perception checks. You can't hear anything.

DOMINATED (Purple Stacking Counter)

You are DAZED (add a blue square tile and a brown stacking counter). The dominating creature can choose your one action. The only Powers you can be made to use are At-Will Powers.

IMMOBILIZED (Red Stacking Counter)

You can't move from your space (although you can teleport). You can also be pushed, pulled, or slid.

PETRIFIED (White Stacking Counter)

You are turned to stone. You can take no actions. You gain Resist 20. You are unaware of your surroundings.

RESTRAINED (Orange Stacking Counter)

You grant Combat Advantage (add a brown stacking counter). You're immobilized (add a red stacking counter). Can't be pushed, pulled or slid. Take a -2 penalty to all attack rolls.

STUNNED (Yellow Stacking Counter)

You grant Combat Advantage (add a brown stacking counter). You can't take any actions. You can't flank an enemy.

WEAKENED (Grey Stacking Counter)

Your attacks deal half-damage. Ongoing damage you deal is not affected.

COMBAT ADVANTAGE ONLY (Brown Stacking Counter)

You grant Combat Advantage. Attackers get +2 to hit you.

OTHER CONDITIONS (Use Green Stacking Token)

PRONE (Miniature Face Up, Lying On Ground)

You are lying on the ground. You take -2 penalty to attack rolls. You grant Combat Advantage. You get +2 bonus to your AC vs. ranged attacks.

HELPLESS (Miniature Face Up, Lying On Ground)

You grant Combat Advantage. You can be the target of a Coup de Grace.

ASLEEP (Miniature Face Up, Lying On Ground)

You're helpless (see above). Take a -5 penalty to all defences. You can't take any actions. You fall prone (see above). You take a -5 penalty to Perception checks. You can't flank an enemy. If you take any damage you wake up (that is if you survive a Coup de Grace).

UNCONSCIOUS (Miniature Face Down, Lying On Ground)

You fall prone (see above). You are helpless (see above). You can't take any actions. You are -5 to all your Defences. You can't flank an enemy.

DYING (Miniature Face Down, Lying On Ground)

You're unconscious. You're at ZERO or NEGATIVE hit points. You need to make a death saving throw every round. If you fail three times, you die.

THE COMBAT SEQUENCE

1. DETERMINE SURPRISE. This is a usually a passive Stealth check (PCs) vs. passive Perception check (Creatures). Sometimes it's the other way around (if the monsters are sneaking up).

2. ESTABLISH POSITIONS. Place miniatures on the grid.

3. ROLL INITIATIVE.

4. TAKE SURPRISE ROUND TURNS: Only creatures who got surprise can act this round. They can only take a Minor, Move or Standard Action.

5. END SURPRISE ROUND. START NEXT ROUND.

Note that you can take only ONE Immediate Action per round.

6. END THE ENCOUNTER. The encounter ends when the PCs decide to take a Short Rest or an Extended Rest.

TAKING YOUR TURN

AT THE START OF YOUR TURN ...

** If you are suffering ongoing damage, you take it NOW.

** If you have *regeneration*, then you regenerate hp NOW.

** Deal with any other effects.

ACTIONS ON YOUR TURN ...

** You can take one Minor, one Move, and one Standard Action on your turn. You can take them in any order you like.

** You can substitute actions, so long as you trade down.

** **Extra Action:** If you want to take an extra action, you must spend an Action Point.

AT THE END OF YOUR TURN ...

** Make **Saving Throws** against any effects that can be ended by succeeding in a saving throw.

** Check that you have spent the required actions in order to

Sustain An Effect.

** Some **effects end** at the end of your turn. Tell the DM.

TYPES OF ATTACKS

MELEE AND RANGED: Targets individuals. A melee attack against multiple enemies consists of separate attacks, each with its own attack roll and damage roll.

CLOSE ATTACK: A **Close Burst** uses your own square as point of origin. A **Close Blast** uses a square adjacent to you as point of origin. Roll damage before you roll to attack. Then make individual attack rolls (and each creature takes the same damage).

AREA ATTACK: An **Area Burst** uses a distant square as point of origin, then fans outwards. You can be hurt by your own area burst if you trap yourself in it. Roll damage before you roll to attack. Then make individual attack rolls (and each creature takes the same damage).

ATTACK MODIFIERS

Combat Advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee + ranged only)	-2
Target has total concealment (melee + ranged only)	-5
Target is at long range (weapon attacks only)	-2
You charge at a target	+1

** The following conditions grant Combat Advantage:

Asleep, Balancing, Blinded, Climbing, Dazed, Flanked, Helpless, Prone, Restrained, Running, Stunned, Surprised, Unable to see the attacker, Unconscious.

** **Targeting An Invisible Creature:** Creature makes a Stealth check vs. PC passive Perception check. If PC beats creature, then the PC knows the general direction of creature. If he beats it by 10 or more, he knows the exact square of the creature. Melee and Ranged attacks still takes a -5 penalty to hit. Close or Area attacks do NOT take a penalty to hit.

ATTACK RESULTS

** **AUTOMATIC MISS:** If you roll a Natural 1 then you score an automatic miss.

** **AUTOMATIC HIT:** If you roll a Natural 20 then you score an automatic hit.

** **CRITICAL HIT:** When you roll a Natural 20, you still add your BAB. If your BAB hits the target, you do **MAXIMUM DAMAGE**.

** **PRECISION:** Some powers allow you to score an Automatic Hit on a number lower than 20, but you still needs to add your BAB and hit in order to do **CRITICAL** damage.

** **EXTRA DAMAGE:** Some magic items do extra damage when you score a Critical Hit. You do NOT maximise this.

** **INSUBSTANTIAL CREATURES:** These creatures only take Half-Damage while-ever they are insubstantial.

SAVING THROWS

** Roll 1d20.

** Lower than 10: You fail. The effect continues.

** 10 or Higher: You succeed. The effect ends.

** **Choose Order:** You can choose which effects to save against first.

MOVEMENT

- ** You can move up to your speed. You can sacrifice a Standard Action to move up to twice your speed.
- ** **Shift:** You can move 1 square without provoking an OA.
- ** **Run:** You can move an extra 2 squares – but you provoke an AO.
- ** **Crawl:** You can crawl up to half your speed whilst prone.
- ** **Squeeze:** Move at half speed when you squeeze. Grant OA.
- ** You can't move diagonally past the corner of a wall or terrain.
- ** You can move through a square occupied by an ally.
- ** You can move through a square occupied by a helpless enemy, or an enemy two sizes larger or smaller than you.
- ** You can end your movement in an ally's square if he is prone.
- ** You can end your movement in an enemy square if he is helpless.
- ** **Difficult Terrain:** Costs an extra +1 square of movement.
- ** Forced movement isn't hindered by difficult terrain.
- ** **Phasing:** You can move through doors and walls, etc. But phasing does not ignore difficult terrain or other creatures.

FALLING

- ** You take 1d10 damage for every 10 feet you fall.
- ** You fall prone when you land.
- ** An Acrobatics check can reduce damage.
- ** **Catching Yourself:** You can make a saving throw to stop yourself getting pushed over a ledge. If you roll lower than 10 you go over the edge. If you roll 10 or higher to catch yourself and fall prone at the edge.

BULL RUSH (Standard Action)

- ** You can bull rush a target adjacent to you. Target must be your size (or one size smaller or larger).
- ** Make a Strength vs. Fortitude attack roll. Do not add weapon modifiers.
- ** Hit: Push target 1 square away from you. You shift into vacated square.

CHARGE (Standard Action)

- ** You must move at least 2 squares. You move and make a melee attack OR bull rush.
- ** Gain +1 to your melee attack OR bull rush.
- ** May provoke an OA.

COUP DE GRACE (Standard Action)

- ** Make an attack roll against a helpless target. Unless you roll a natural 1, you score a Critical Hit and do maximum damage.
- ** If you deal damage greater to or equal to the target's bloodied value, the target dies immediately.

GRAB (Standard Action)

- ** You can grab a target adjacent to you. Target must be your size (or one size smaller or larger).
- ** Make a Strength vs. Reflex attack roll. You must have at least one hand free. If you hit, enemy is immobilized (red stacking counter) and grabbed. Sustain as a minor action. The enemy can attempt to escape on his turn.
- ** To move a grabbed target: Make a Strength vs. Fortitude attack roll. Success means you move target at half your speed.

OPPORTUNITY ATTACK (Immediate Action)

- ** It is a Basic Melee Attack.
- ** If an enemy leaves a square adjacent to you, you can make an opportunity attack. Exceptions: push, pull, slide, shift, teleport.
- ** If an enemy tries to make a ranged or area attack from a square adjacent to you.
- ** If an enemy moves through threatening reach squares.
- ** You can only make one OA against the same enemy/round.

RUN (Move Action)

- ** When you run you move up to your speed +2.
- ** You take a -5 to attack rolls until the start of your next turn.
- ** You grant combat advantage to all enemies until the start of your next turn.
- ** Enemies may make OA's if you left threatened squares.

SECOND WIND (Standard Action)

- ** Usable once per encounter.
- ** You spend one Healing Surge to regain hit points.
- ** You gain a +2 bonus to all defences until the start of next turn.

SHIFT (Move Action)

- ** Move 1 square.
- ** Does not provoke Opportunity Attacks.
- ** You cannot shift while in (or into) difficult terrain.

SQUEEZING (Move Action)

- ** Creatures who must squeeze move at half-speed.
- ** Squeezing provokes opportunity attacks.
- ** If you are squeezing, you roll attacks at -5.
- ** You grant combat advantage.

STAND UP (Move Action)

- ** Standing up is a full Move Action. It does not provoke an OA.

TOTAL DEFENCE (Standard Action)

- ** You gain a +2 to all your defences until the start of your next turn.

HEALING, DEATH, AND DYING

- ** When your hit points drop to zero or lower you fall unconscious and are dying.
- ** Spending your Second Wind gives you back ¼ of your max hit points (rounded down). You can do this once/encounter.
- ** Monsters and NPCs get 1 surge at Heroic Tier, 2 surges at Paragon, and 3 at Epic.
- ** When you reach zero HP, you fall unconscious. You need to make a saving throw to recover: If you roll three failures, you die.
- 9 or Lower:** You slip one step closer to death.
- 10 to 19:** No change.
- 20 +:** Spend a healing surge. You are no longer dying. You are still prone, however, until your next turn.
- ** When you are dying and receive healing, you go to zero hit points (0 HP) and then regain HP equal to the healing effect. You are still prone until your next turn.
- ** **Death:** Fail your save three times or take negative damage that is equal to or greater than your bloodied value.

TERRAIN – GUIDELINES

Walls	Climb DC	Break DC STR check
Masonry Wall (1ft thick)	20	35
Hewn Stone Wall (5ft thick)	20	43
Natural Stone Wall (5ft thick)	10	43
Wooden Wall (6 in. thick)	30	26

** Opening a door is a Minor Action. It is a Standard Action to open a jammed or stuck door.

Strength check to ...	DC STR check	Level Encountered
Break down a wooden door.	16	3
Break down a barred door.	20	9
Break down stone or iron door.	25	18
Break down adamantine door.	29	29
Break through a force portal.	38	---

** Picking a lock is a Standard Action.

Lock Quality	Thievery check	Level Encountered
Poor	DC 18	1
Average	DC 22	5
Superior	DC 28	14
Amazing	DC 33	26

** Opening a portcullis is a Standard Action.

Type	DC STR check	Level Encountered
Wooden	23	15
Iron	28	26
Adamantine	33	30+

** Secret Doors and Trapdoors are found via a Perception check.

** It costs 1 extra square of movement to move through a **tapestry or curtain**.

** **Stairs** are difficult terrain and cost 1 extra square.

** **Pools** are difficult terrain and cost 1 extra square.

** **Ledges and platforms** are difficult terrain.

** **Trees** are difficult terrain and cost 1 extra square.

** **Undergrowth** is difficult terrain. Costs 1 extra square.

** **Foliage, Leaves and Vines** are both difficult and concealing terrain. Costs 1 extra square to move through.

** **Sand** is difficult terrain, but dirt is normal.

** A **slope on a hill** is considered difficult terrain.

** **Ice and swamps** are considered difficult terrain.

** **Streets** can be a mixture of normal and difficult terrain due to poor maintenance and potholes, etc.

** Opening a **window** is a Minor Action. Going through a window is a Move Action that costs 1 extra square.

** **Arrow slits and murder holes** grant superior cover.

** **Catwalks** are difficult terrain and cost 1 extra square.

** **Furniture** and other **small-medium stationery objects** are difficult terrain to duck under or hop over. May give some cover.

** **Blood Rock:** Standing on a square of blood rock grants you a Critical Hit on a natural dice roll of 19 or 20.

** **Cave Slime:** Entering this square forces you to make an Acrobatics check DC 18/26/34 or target falls prone.

** **Choke Frost:** Persons entering a square of this stuff suffer a -1 penalty to speed (stacks per square you move through).

** **Cloudspore:** A square of this stuff provides concealment for 5 minutes.

** **Ember Moss:** Highly flammable. Those standing in this square take an extra +5 damage from fire attacks, and suffer a -4 penalty to saves vs. fire damage.

** **Font Of Power:** While you stand in this square it is attuned with a particular power source (ie. fire). The source does +5 bonus to damage (per tier) from that source to a target.

** **Grab Grass:** If you fall prone in this square you must make a STR check DC 13/21/29 in order to stand up again.

** **Grasping Slime:** Slime causes you to stick to the floor (immobilised). Make a DC 19 Athletics check to proceed.

** **Illusions:** PC makes a passive Perception check vs. 10+Level of Illusion. Equal or better reveals the illusion.

** **Loadstone:** Difficult terrain. Ranged attacks starting in or passing over loadstone take a -2 penalty to hit.

** **Mirror Crystal:** When you stand on mirror crystal you can see other crystals within 20 squares. You can range attack any target standing on or adjacent to those other crystals.

** **Pillar of Life:** Any creature who begins its turn adjacent to this pillar gains 5 hit points per tier immediately.

** **Sacred Circle:** Share deity's alignment? You get +2 bonus on attacks while standing in the sacred circle.

** **Slippery Slide:** Difficult terrain. Make an Acrobatics check (DC 18/26/34) or fall prone and end move.

** **Spider Webs:** Make an Athletics or Acrobatics check (DC 18/26/34) or become immobilised until you make check.

** **Whirlwind:** Make a STR check DC 13/21/29 or get pushed in a random direction (including up) 2d6 squares per tier.

LIGHT SOURCES

Light Source	Radius	Brightness	Duration
Candle	2 sq	Dim	1 hour
Torch	5 sq	Bright	1 hour
Lantern	10 sq	Bright	8 hours
Campfire	10 sq	Bright	8 hours
Sunrod	20 sq	Bright	4 hours
Fungi	10 sq	Dim	Ongoing
Wizard Fire	20 sq	Dim	Ongoing
Fireplace/Oven	5 sq	Bright	8 hours

SKILL CHALLENGES

Step 1: Choose the type of challenge.

Step 2: Choose the grade of difficulty. This is how many victories and defeats the PCs need to end the challenge.

DIFFICULTY = NUMBER OF PCs IN PARTY

Difficulty	Victories	Defeats
1	4	2
2	6	3
3	8	4
4	10	5
5	12	6
6	14	7

Step 3: Set the Level of the challenge. In most cases it will be equal to the average level of the party. DM can adjust up or down by -2 or +2.

Step 4: Run the challenge by consulting the table below. Keep track of victories and defeats. A Skill Challenge can reach across several encounters.

MASTER TABLE OF TARGET DCs

PC Level	Low DC	Medium DC	High DC
1 – 3	15	20	25
4 – 6	18	22	26
7 – 9	20	24	28
10 – 12	22	26	30
13 – 15	23	27	31
16 – 18	25	29	33
19 – 21	27	31	35
22 – 24	28	32	36
25 – 27	29	33	37
28 – 30	30	34	38

For Attacks with Weapons or against AC: Increase DCs by +2.

Group Skill Checks: When a challenge calls for a group check, each character makes a check against the appropriate DC. If at least *half the group succeeds* then the group check is a success. Otherwise the group check fails.

** If a Player nominates to go for the High DC and wins, then he/she gets to request a better than normal outcome.

** If a Player nominates to go for a Low DC and loses, then the DM gets to adjudicate a worse than normal outcome.

** A Medium DC results in a normal outcome adjudicated by the DM.

Step 5: Give out XP.

XP = Level of Challenge (modified by number of PCs in party). See *Target Encounter XP* table.

NPC AND MONSTER READINESS

** Determine the readiness of the NPCs/Monsters:

>> **They're Asleep:** They take -5 to their Perception checks.

>> **They're Distracted:** They take -2 to their Perception checks.

>> **They're Ready:** They are on guard, but not alerted to trouble.

>> **They're Alert:** They know the PCs are coming and prepare!

** If the PCs are behind a door, then the base Perception check for the monsters hearing the PCs is DC 25.

ENCOUNTER COMBINATIONS

** Enemy warband points total = **Number in party x Average Party Level**. Standard monsters count as 1 x Their Level.

** Elite monsters count as 2 x Their Level (and should be around the same level as the average party member).

** Solo monsters count as 5 x Their Level (and should be around the same level as the average party member).

** 4 x Minion monsters count as one Normal monster (and should be around the same level as the average party member).

** Use 2 or 3 Brutes or Soldiers. Spice up a warband up with other roles (like Skirmisher, Lurker, Artillery, Controller, or Leader)

** Replace one party-level Normal monster with a Trap or Hazard of the same level.

REWARDS AND EXPERIENCE POINTS

** Divide the XP total for the encounter by the numbers of players present to help overcome the encounter. That's how many XP each character gets for that encounter.

** What counts as "overcoming an encounter"?

- Killing, routing (scaring away), or capturing opponents
- Disarming or destroying a trap (but not setting off the trap accidentally!).
- Using a Skill Challenge to talk down or avoid an opponent (rather than fight him/her).
- Completing a quest.

** What doesn't count?

- Avoiding an encounter by bypassing it through use of a non-Skill Challenge or other means. You might complete the quest (and get XP), but you avoided the challenges leading to it (no XP for those).

** PCs can also get Treasure as part of their reward for overcoming an encounter (either via Combat or Skill Challenge).

ACTION POINTS

** Characters start each new day with one Action Point.

** Characters reach a **Milestone** after they complete two Combat Encounters.

** Every time a character reaches a Milestone he/she gets one Action Point.

** Action Points can be saved up over a number of Milestones, however ...

** When the character takes an Extended Rest, all Action Points disappear.

** A character starts the new day afresh with one Action Point.

QUEST REWARDS

** **Major Quests:** Quest Level = Average PC Level in Party. Major Quests are given to the **whole party**. When the quest is completed, XP is given based on the number of PCs in the party. The XP total is divided equally between the PCs.

** **Minor Quests:** Minor Quests are given to **individuals** to complete. When an individual completes that quest, then he/she gets the XP based on his/her Level. It is *not* divided up.

** Treasure can also be given as part of a quest reward.

MONEY

- 1 gold piece = 100 copper pieces (CPs are 1c coins in \$AU)
- 1 gold piece = 10 silver pieces (SPs are 10c coins in \$AU)
- 1 gold piece = \$1.00 coin in \$AU
- 1 platinum piece = 100 gold pieces (or \$100 in \$AU)
- 1 astral diamond = 10,000 gold pieces (or \$10,000 in \$AU)
- 1 astral diamond = 100 platinum pieces (or \$10,000 in \$AU)

TREASURE

GEMS (Sold At Full Price)

PC Level	Value	Examples
1-4	100 gp	Amber, amethyst, garnet, moonstone, jade, pearl
5-10	500 gp	Alexandrite, aquamarine, black pearl, topaz
11-15	1,000 gp	Emerald, fire opal, sapphire
16-20+	5,000 gp	Diamond, jacinth, ruby

ART OBJECTS (Sold At 1/5 Full Price)

PC Level	Value
1-5	250 gp per piece
6-10	1,500 gp per piece
11-15	2,500 gp per piece
16-20	7,500 gp per piece
21-25	15,000 gp per piece
26-30	50,000 gp per piece

Examples of Art Objects include: Birdhouses, Chandeliers, Lamp Sconces, Urns, Wall Plaques, Shoe Scraper (with mud tray), Garden Tools, Cherub Statues (small), Celestial Sun Dial, Fish Bowl Holder Stand, Serving Trays, Vases, Mirrors, Candlestick Holders, Teapots, Dinner Bells, Stained Glass Objects, Tiles, Weathervanes, Books & Manuscripts, Ceramic & Porcelain Objects, Clocks, Objects Made of Glass, Lamps, Shaped Metal Objects (usually bronze), Incense Burners, Wooden Carvings, Dining Sets, Maps, Bells & Whistles, Compasses, Fishing Equipment, Sextants, Musical Instruments, Medical Instruments, Sewing Equipment, Silver Objects, Gold Objects, Bronze Objects, Sculptures/Carvings, Textile Art, Embroidery, Linen, Bookends, Ceramic Plates, Music Boxes, Mugs/Cups/Chalices, Ornaments, Paperweights, Beads, Necklaces, Bottles, Dolls, Inkwells & Quills, Pipes (smoking), Combs, Brushes, Compacts, Hand Mirrors, Hatpins, Snuff Boxes, Powder Boxes, Trinket Boxes, Money-purse.

OVER THE COURSE OF EVERY 10 ENCOUNTERS THE PARTY GAINS ...

- ONE MAGIC ITEM AT +1 PARTY LEVEL
- ONE MAGIC ITEM AT +2 PARTY LEVEL
- ONE MAGIC ITEM AT +3 PARTY LEVEL
- ONE MAGIC ITEM AT +4 PARTY LEVEL
- GOLD, GEMS & ART OBJECTS EQUAL TO CURRENT PARTY LEVEL

THERE CAN BE VARIATIONS ON THE ABOVE.

* 6 PLAYERS: ADD ONE MAGIC ITEM AT +2 LEVEL

* 4 PLAYERS: REMOVE +2 LEVEL MAGIC ITEM

VALUE OF MAGIC ITEMS IN GOLD PIECES (PER LEVEL)

Level of Item	Item Value
1	360
2	520
3	680
4	840
5	1,000
6	1,800
7	2,600
8	3,400
9	4,200
10	5,000
11	9,000
12	13,000
13	17,000
14	21,000
15	25,000
16	45,000
17	65,000
18	85,000
19	105,000
20	125,000
21	225,000
22	325,000
23	425,000
24	525,000
25	625,000
26	1,125,000
27	1,625,000
28	2,125,000
29	2,625,000
30	3,125,000

HANDING OUT REWARDS

Over the course of 10 encounters, hand out:

- 1 Large Reward (3 Parcels at once)
- 2 Medium Rewards (2 Parcels, at two different times)
- 3 Small Rewards (1 Parcel at three different times)









