



MONTE COOK'S

ARCANA

UNEARTHED

DM'S SCREEN

EXOTIC WEAPONS—MELEE (HEAVY)

Weapon	Damage	Critical	Range Increment	Type
SMALL				
Faen swordaxe	1d6	19–20/X 3	—	S
Spryte's swordstaff	1d4/1d4	19–20/X 2	—	S
MEDIUM				
Faen swordstaff	1d6/1d6	19–20/X 2	—	S
Mangler, light	1d10	X 3	—	P/S
Sibeccai kopesh	1d10	19–20/X 2	—	S
Sword, bastard	1d10	19–20/X 2	—	S
Swordaxe	1d8	19–20/X 3	—	S
Waraxe	1d10	X 3	—	S
LARGE				
Double-headed flail	1d8/1d8	X 2	—	B
Litorian warclub	1d8/1d8	X 3	—	S
Mangler, heavy	2d6	X 3	—	P/S
Swordstaff	1d8/1d8	19–20/X 2	—	S
HUGE				
Giant's swordstaff	1d10/1d10	19–20/X 2	—	S

EXOTIC WEAPONS—MELEE (AGILE)

Weapon	Damage	Critical	Range Increment	Type
TINY				
Faen nunchaku	1d4	X 2	—	B
SMALL				
Battle claw	1d6	19–20/X 2	—	S
Nunchaku	1d6	X 2	—	B
MEDIUM				
Greater battle claw	1d8	19–20/X 2	—	S
Spikestick	1d8	X 2	—	P
LARGE				
Spikestick, long	2d6	X 3	—	P

EXOTIC WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
TINY				
Crossbow, hand	—	—	—	—
Bolts (10)	1d4	19–20/X 2	30 feet	P
Shuriken (5)	1d2	X 2	10 feet	P
SMALL				
Furnoch	1d4	X 2	20 feet	P
Litorian bola	1d4	X 2	20 feet	B
Whip	1d2 S	X 2	15 feet	S
MEDIUM				
Crossbow, repeating	—	—	—	—
Bolts (5)	1d8	19–20/X 2	80 feet	P
Net	*	*	10 feet	—

* Special (see weapon description) S: Deals subdual rather than normal damage.

SIMPLE WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
UNARMED ATTACKS				
Gauntlet (Large)	1d4 S	X 2	—	B
Gauntlet (Medium)	1d3 S	X 2	—	B
Gauntlet (Small)	1d2 S	X 2	—	B
Gauntlet (Tiny)	1 S	X 2	—	B
Strike, unarmed (Large)	1d4 S	X 2	—	B
Strike, unarmed (Medium)	1d3 S	X 2	—	B
Strike, unarmed (Small)	1d2 S	X 2	—	B
Strike, unarmed (Tiny)	1 S	X 2	—	B
TINY				
Dagger	1d4	19–20/X 2	10 feet	P
Dagger, punching	1d4	X 3	—	P
Gauntlet, spiked	1d4	X 2	—	P
SMALL				
Gauntlet, spiked (giant's)	1d6	X 2	—	P
Mace, light	1d6	X 2	—	B
Sickle	1d6	X 2	—	S
Sprytestaff	1d4/1d4	X 2	—	B
MEDIUM				
Club	1d6	X 2	10 feet	B
Faen staff	1d6/1d6	X 2	—	B
Halfspear	1d6	X 3	20 feet	P
Mace, heavy	1d8	X 2	—	B
Morningstar	1d8	X 2	—	B/P
LARGE				
Greatclub	1d10	X 2	—	B
Maul (giant's mace)	1d10	X 2	—	B
Quarterstaff	1d6/1d6	X 2	—	B
Shortspear	1d8	X 3	20 feet	P
HUGE				
Giant's club	2d6	X 2	—	B
Great maul	2d8	X 2	—	B
Greatstaff	1d8/1d8	X 2	—	B
SIMPLE WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
TINY				
Spryte javelin	1d3	X 2	10 feet	P
SMALL				
Crossbow, light	—	—	—	—
Bolts, crossbow (10)	1d8	19–20/X 2	80 feet	P
Dart	1d4	X 2	20 feet	P
Sling	—	—	—	—
Bullets, sling (10)	1d4	X 2	50 feet	B
MEDIUM				
Crossbow, heavy	—	—	—	—
Bolts, crossbow (10)	1d10	19–20/X 2	120 feet	P
Javelin	1d6	X 2	30 feet	P
LARGE				
Javelin, heavy	1d8	X 2	30 feet	P
HUGE				
Crossbow, giant's	—	—	—	—
Bolts, crossbow (10)	2d6	19–20/X 2	120 feet	P

MARTIAL WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
SMALL				
Axe, throwing	1d6	X 2	10 feet	S
Hammer, light	1d4	X 2	20 feet	B
Handaxe	1d6	X 3	—	S
Lance, light	1d6	X 3	—	P
Pick, light	1d4	X 4	—	P
Sap	1d6 S	X 2	—	B
Sword, short	1d6	19–20/X 2	—	P
MEDIUM				
Battleaxe	1d8	X 3	—	S
Flail, light	1d8	X 2	—	B
Lance, heavy*	1d8	X 3	—	P
Longsword	1d8	19–20/X 2	—	S
Pick, heavy	1d6	X 4	—	P
Rapier	1d6	18–20/X 2	—	P
Scimitar	1d6	18–20/X 2	—	S
Trident	1d8	X 2	10 feet	P
Warhammer	1d8	X 3	—	B
LARGE				
Falchion	2d4	18–20/X 2	—	S
Flail, heavy	1d10	19–20/X 2	—	B
Glaive*	1d10	X 3	—	S
Greataxe	1d12	X 3	—	S
Greatsword	2d6	19–20/X 2	—	S
Guisarme	2d4	X 3	—	S
Halberd*	1d10	X 3	—	P/S
Longspear*	1d8	X 3	—	P
Ranseur*	2d4	X 3	—	P
Scythe	2d4	X 4	—	P/S
HUGE				
Giant's axe	2d8	X 3	—	S
Giant's sword	2d8	19–20/X 2	—	S
Great halberd*	2d6	X 3	—	P/S
Greatspear*	1d10	X 3	—	P

* Reach Weapon: This weapon adds 5 feet to the reach of the wielder.
S: This weapon deals subdual rather than normal damage.

SIZE MODIFIER TO AC		COVER		CONCEALMENT	
Size	AC/Attack Mod.	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus	Miss Chance
Fine	+8	1/4	+2	+1	10%
Diminutive	+4	1/2	+4	+2	20%
Tiny	+2	3/4	+7	+3	30%
Small	+1	9/10	+10	+4*	40%
Medium	0	Total	—	—	50%
Large	−1	* Character suffers half damage upon failing the save, no damage on a success.			
Huge	−2				
Gargantuan	−4	This material previously appeared in <i>Monte Cook's Arcana Unearthed</i> .			
Colossal	−8				

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MARTIAL WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
SMALL				
Blowgun	—	—	—	—
Needles, blowgun (20)	1	X 2	10 feet	P
Sprytebow	—	—	—	—
Arrows (20)	1d4	X 3	50 feet	P
Arrows, bodkin (20)	1d4	X 3	50 feet	P
MEDIUM				
Shortbow	—	—	—	—
Arrows (20)	1d6	X 3	60 feet	P
Shortbow, composite	—	—	—	—
Arrows (20)	1d6	X 3	70 feet	P
Arrows, bodkin (20)	1d6	X 3	70 feet	P
LARGE				
Longbow	—	—	—	—
Arrows (20)	1d8	X 3	100 feet	P
Arrows, bodkin (20)	1d8	X 3	100 feet	P
Longbow, composite	—	—	—	—
Arrows (20)	1d8	X 3	110 feet	P
Arrows, bodkin (20)	1d8	X 3	110 feet	P
HUGE				
Giant's bow	—	—	—	—
Arrows (20)	2d6	X 3	100 feet	P
Arrows, bodkin (20)	2d6	X 3	100 feet	P

STRENGTH CHECK TO:		WEAPON SIZE ADJUSTMENT	
Break down simple door	13	ONE SIZE SMALLER	ONE SIZE LARGER
Break down good door	18	1	1d3
Break down strong door	23	1d2	1d3
Burst rope bonds	23	1d3	1d4
Bend iron bars	24	1d4	1d6
Break down barred door	25	1d6	1d8
Burst chain bonds	26	1d6	1d10
Break down iron door	28	1d8	1d12

ARMOR

Armor	Armor Bonus	Max. Dex	Check Penalty	Spell Failure	SPEED (30 feet)	(20 feet)
LIGHT ARMOR						
Padded	+1	+8	0	5%	30 feet	20 feet
Leather jack	+2	+6	0	10%	30 feet	20 feet
Studded leather jack	+3	+5	−1	15%	30 feet	20 feet
Chain shirt	+4	+4	−2	20%	30 feet	20 feet
Leather coat	+4	+6	−2	10%	30 feet	20 feet
Devanian chain shirt*	+4	+8	−1	15%	30 feet	20 feet
MEDIUM ARMOR						
Hide	+3	+4	−3	20%	20 feet	15 feet
Beastscale armor	+4	+4	−3	20%	20 feet	15 feet
Breastplate	+5	+3	−4	25%	20 feet	15 feet
Chain hauberk	+5	+4	−4	20%	20 feet	15 feet
Devanian breastplate*	+5	+6	−3	20%	20 feet	15 feet
Articulated plate jack*	+6	+3	−4	20%	20 feet	15 feet
Brigandine	+6	+0	−6	30%	20 feet	15 feet
HEAVY ARMOR						
Banded mail	+6	+1	−6	35%	20 feet**	15 feet**
Heavy brigandine	+7	+0	−7	40%	20 feet**	15 feet**
Chain and plates	+7	+2	−5	30%	20 feet**	15 feet**
Plate armor	+8	+1	−6	35%	20 feet**	15 feet**
Devanian plate*	+8	+2	−5	30%	20 feet**	15 feet**
Dragonscale armor	+9	+1	−6	25%	20 feet**	15 feet**
Articulated plate*	+10	+2	−5	35%	20 feet**	15 feet**
Devanian articulated plate*	+10	+3	−4	20%	20 feet**	15 feet**
Superior articulated plate*	+11	+2	−5	30%	20 feet**	15 feet**
The definitive harness*	+12	+3	−4	25%	20 feet	15 feet

* Exotic armor
** When running in most Heavy armors, a character moves only triple speed, not quadruple speed.

Shield Size Compared to Character Size

Shield Size	Shield Bonus to AC	Other Factors
Two sizes smaller	+1*	Shield is a buckler (see description)
One size smaller	+1	Character carry other items in the same hand (character cannot use weapons in the shield hand)
Same	+2	Character cannot use shield hand for anything else
One size larger	+3	Possible only with a Devanian shield; character suffers additional −1 check penalty and 5% spell failure chance

*Bucklers offer no AC bonus against ranged attacks.

GRENADELIKE WEAPONS

Weapon*	Price	Damage	Range Increment	Weight
		DIRECT	SPLASH	
Acid (flask)	10 gp	1d6	1 point*	1 1/4 lbs.
Alchemist's fire (flask)	20 gp	1d6	1 point*	1 1/4 lbs.
Alchemist's frost (flask)	20 gp	1d6	1 point*	1 1/4 lbs.
Flash powder	35 gp	Blinds	—	1 lb.
Holy water (flask)	25 gp	2d4	1 point*	1 1/4 lbs.
Smoke bomb	40 gp	Smoke	—	1 lb.
Tanglefoot bag	50 gp	Entangles	—	4 lbs.
Thunderstone	30 gp	Sonic	—	1 lb.

* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land.

SPOTTING DISTANCE

Terrain	Distance
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)
Jungle or dense forest	2d4 × 10 feet (50 feet)
Light forest	3d6 × 10 feet (105 feet)
Scrub, brush, or bush	6d6 × 10 feet (210 feet)
Grassland, little cover	6d6 × 20 feet (420 feet)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

* 25 if one side is hiding, and ignore size modifiers.
** +5 bonus on Spot check if the spotter has low-light vision or if she has darkvision that extends far enough.

SPOTTING DIFFICULTY

Circumstances	DC
Base	20*
Size	+/−4 per size category
Contrast	+/−5 or more
Stillness (not moving)	+5
Six or more creatures	−2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

† +5 bonus on Spot check if the spotter has low-light vision, or +10 if she has darkvision that extends far enough.
†† Unless the spotter has darkvision that extends far enough.

INFLUENCING ATTITUDE

Initial Attitude	HOSTILE	UNFRIENDLY	New Attitude	INDIFFERENT	FRIENDLY	HELPLEFUL
Hostile	Less than 20	20	25	35	50	
Unfriendly	Less than 5	5	15	25	40	
Indifferent	—	Less than 1	1	15	30	
Friendly	—	—	Less than 1	1	20	

COMMON WEAPON AND SHIELD HARDNESS & HIT POINTS

Weapon	Hardness	hp
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Round shield	10	10
Long shield	10	20

* Hit points per inch of thickness

ATTACK ROLL MODIFIERS

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 prone	+4	−4
Defender stunned, cowering, or off balance	+2†	+2†
Defender climbing (cannot use shield)	+2†	+2†
Defender surprised or flat footed	+0†	+0†
Defender running	+0†	−2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	−4†
Defender has cover	—	see "Cover"
Defender concealed or invisible	—	see "Concealment"
Defender helpless	—	see "Helpless Defenders"

* A character flanks a defender when he has an ally on the opposite side of the defender, and that ally threatens the defender.
** A character can't use most ranged weapons while prone; a crossbow is an exception.
† The defender loses any Dexterity bonus to Armor Class.
†† When someone makes an attack against two or more grappling characters, roll randomly to see which grappling character is struck. The character attacked also loses any Dexterity bonus to Armor Class.

OBJECT HARDNESS & HIT POINTS

Object	Hardness	hp	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26

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EXOTIC WEAPONS—MELEE (HEAVY)

Weapon	Damage	Critical	Range Increment	Type
SMALL				
Faen swordaxe	1d6	19–20/X 3	—	S
Spryte's swordstaff	1d4/1d4	19–20/X 2	—	S
MEDIUM				
Faen swordstaff	1d6/1d6	19–20/X 2	—	S
Mangler, light	1d10	X 3	—	P/S
Sibeccai kopesh	1d10	19–20/X 2	—	S
Sword, bastard	1d10	19–20/X 2	—	S
Swordaxe	1d8	19–20/X 3	—	S
Waraxe	1d10	X 3	—	S
LARGE				
Double-headed flail	1d8/1d8	X 2	—	B
Litorian warclub	1d8/1d8	X 3	—	S
Mangler, heavy	2d6	X 3	—	P/S
Swordstaff	1d8/1d8	19–20/X 2	—	S
HUGE				
Giant's swordstaff	1d10/1d10	19–20/X 2	—	S

EXOTIC WEAPONS—MELEE (AGILE)

Weapon	Damage	Critical	Range Increment	Type
TINY				
Faen nunchaku	1d4	X 2	—	B
SMALL				
Battle claw	1d6	19–20/X 2	—	S
Nunchaku	1d6	X 2	—	B
MEDIUM				
Greater battle claw	1d8	19–20/X 2	—	S
Spikestick	1d8	X 2	—	P
LARGE				
Spikestick, long	2d6	X 3	—	P

EXOTIC WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
TINY				
Crossbow, hand	—	—	—	—
Bolts (10)	1d4	19–20/X 2	30 feet	P
Shuriken (5)	1d2	X 2	10 feet	P
SMALL				
Furnoch	1d4	X 2	20 feet	P
Litorian bola	1d4	X 2	20 feet	B
Whip	1d2 S	X 2	15 feet	S
MEDIUM				
Crossbow, repeating	—	—	—	—
Bolts (5)	1d8	19–20/X 2	80 feet	P
Net	*	*	10 feet	—

* Special (see weapon description) S: Deals subdual rather than normal damage.

SIMPLE WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
UNARMED ATTACKS				
Gauntlet (Large)	1d4 S	X 2	—	B
Gauntlet (Medium)	1d3 S	X 2	—	B
Gauntlet (Small)	1d2 S	X 2	—	B
Gauntlet (Tiny)	1 S	X 2	—	B
Strike, unarmed (Large)	1d4 S	X 2	—	B
Strike, unarmed (Medium)	1d3 S	X 2	—	B
Strike, unarmed (Small)	1d2 S	X 2	—	B
Strike, unarmed (Tiny)	1 S	X 2	—	B
TINY				
Dagger	1d4	19–20/X 2	10 feet	P
Dagger, punching	1d4	X 3	—	P
Gauntlet, spiked	1d4	X 2	—	P
SMALL				
Gauntlet, spiked (giant's)	1d6	X 2	—	P
Mace, light	1d6	X 2	—	B
Sickle	1d6	X 2	—	S
Sprytestaff	1d4/1d4	X 2	—	B
MEDIUM				
Club	1d6	X 2	10 feet	B
Faen staff	1d6/1d6	X 2	—	B
Halfspear	1d6	X 3	20 feet	P
Mace, heavy	1d8	X 2	—	B
Morningstar	1d8	X 2	—	B/P
LARGE				
Greatclub	1d10	X 2	—	B
Maul (giant's mace)	1d10	X 2	—	B
Quarterstaff	1d6/1d6	X 2	—	B
Shortspear	1d8	X 3	20 feet	P
HUGE				
Giant's club	2d6	X 2	—	B
Great maul	2d8	X 2	—	B
Greatstaff	1d8/1d8	X 2	—	B
SIMPLE WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
TINY				
Spryte javelin	1d3	X 2	10 feet	P
SMALL				
Crossbow, light	—	—	—	—
Bolts, crossbow (10)	1d8	19–20/X 2	80 feet	P
Dart	1d4	X 2	20 feet	P
Sling	—	—	—	—
Bullets, sling (10)	1d4	X 2	50 feet	B
MEDIUM				
Crossbow, heavy	—	—	—	—
Bolts, crossbow (10)	1d10	19–20/X 2	120 feet	P
Javelin	1d6	X 2	30 feet	P
LARGE				
Javelin, heavy	1d8	X 2	30 feet	P
HUGE				
Crossbow, giant's	—	—	—	—
Bolts, crossbow (10)	2d6	19–20/X 2	120 feet	P

MARTIAL WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
SMALL				
Axe, throwing	1d6	X 2	10 feet	S
Hammer, light	1d4	X 2	20 feet	B
Handaxe	1d6	X 3	—	S
Lance, light	1d6	X 3	—	P
Pick, light	1d4	X 4	—	P
Sap	1d6 S	X 2	—	B
Sword, short	1d6	19–20/X 2	—	P
MEDIUM				
Battleaxe	1d8	X 3	—	S
Flail, light	1d8	X 2	—	B
Lance, heavy*	1d8	X 3	—	P
Longsword	1d8	19–20/X 2	—	S
Pick, heavy	1d6	X 4	—	P
Rapier	1d6	18–20/X 2	—	P
Scimitar	1d6	18–20/X 2	—	S
Trident	1d8	X 2	10 feet	P
Warhammer	1d8	X 3	—	B
LARGE				
Falchion	2d4	18–20/X 2	—	S
Flail, heavy	1d10	19–20/X 2	—	B
Glaive*	1d10	X 3	—	S
Greataxe	1d12	X 3	—	S
Greatsword	2d6	19–20/X 2	—	S
Guisarme	2d4	X 3	—	S
Halberd*	1d10	X 3	—	P/S
Longspear*	1d8	X 3	—	P
Ranseur*	2d4	X 3	—	P
Scythe	2d4	X 4	—	P/S
HUGE				
Giant's axe	2d8	X 3	—	S
Giant's sword	2d8	19–20/X 2	—	S
Great halberd*	2d6	X 3	—	P/S
Greatspear*	1d10	X 3	—	P
* Reach Weapon: This weapon adds 5 feet to the reach of the wielder. S: This weapon deals subdual rather than normal damage.				
SIZE MODIFIER TO AC				
Size	AC/Attack Mod.	COVER		
Degree of Cover		Cover AC Bonus	Cover Reflex Save Bonus	Miss Chance
Fine	+8			
Diminutive	+4	+2	+1	10%
Tiny	+2	+4	+2	20%
Small	+1	+7	+3	30%
Medium	0	+10	+4*	40%
Large	–1	Total	—	50%
Huge	–2			
Gargantuan	–4			
Colossal	–8			
* Character suffers half damage upon failing the save, no damage on a success.				
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MARTIAL WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
SMALL				
Blowgun	—	—	—	—
Needles, blowgun (20)	1	X 2	10 feet	P
Sprytebow	—	—	—	—
Arrows (20)	1d4	X 3	50 feet	P
Arrows, bodkin (20)	1d4	X 3	50 feet	P
MEDIUM				
Shortbow	—	—	—	—
Arrows (20)	1d6	X 3	60 feet	P
Shortbow, composite	—	—	—	—
Arrows (20)	1d6	X 3	70 feet	P
Arrows, bodkin (20)	1d6	X 3	70 feet	P
LARGE				
Longbow	—	—	—	—
Arrows (20)	1d8	X 3	100 feet	P
Arrows, bodkin (20)	1d8	X 3	100 feet	P
Longbow, composite	—	—	—	—
Arrows (20)	1d8	X 3	110 feet	P
Arrows, bodkin (20)	1d8	X 3	110 feet	P
HUGE				
Giant's bow	—	—	—	—
Arrows (20)	2d6	X 3	100 feet	P
Arrows, bodkin (20)	2d6	X 3	100 feet	P
STRENGTH CHECK TO:				
	DC	WEAPON SIZE ADJUSTMENT		
Break down simple door	13	ONE SIZE SMALLER	ORIGINAL DAMAGE	ONE SIZE LARGER
Break down good door	18	1	1d2	1d3
Break down strong door	23	1d2	1d3	1d4
Burst rope bonds	23	1d3	1d4	1d6
Bend iron bars	24	1d4	1d6	1d8
Break down barred door	25	1d6	1d8	2d6
Burst chain bonds	26	1d6	1d10	2d6
Break down iron door	28	1d8	1d12	2d8
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ARMOR						
Armor	Armor Bonus	Max. Dex	Check Penalty	Spell Failure	SPEED (30 feet) (20 feet)	
LIGHT ARMOR						
Padded	+1	+8	0	5%	30 feet	20 feet
Leather jack	+2	+6	0	10%	30 feet	20 feet
Studded leather jack	+3	+5	−1	15%	30 feet	20 feet
Chain shirt	+4	+4	−2	20%	30 feet	20 feet
Leather coat	+4	+6	−2	10%	30 feet	20 feet
Devanian chain shirt*	+4	+8	−1	15%	30 feet	20 feet
MEDIUM ARMOR						
Hide	+3	+4	−3	20%	20 feet	15 feet
Beastscale armor	+4	+4	−3	20%	20 feet	15 feet
Breastplate	+5	+3	−4	25%	20 feet	15 feet
Chain hauberk	+5	+4	−4	20%	20 feet	15 feet
Devanian breastplate*	+5	+6	−3	20%	20 feet	15 feet
Articulated plate jack*	+6	+3	−4	20%	20 feet	15 feet
Brigandine	+6	+0	−6	30%	20 feet	15 feet
HEAVY ARMOR						
Banded mail	+6	+1	−6	35%	20 feet**	15 feet**
Heavy brigandine	+7	+0	−7	40%	20 feet**	15 feet**
Chain and plates	+7	+2	−5	30%	20 feet**	15 feet**
Plate armor	+8	+1	−6	35%	20 feet**	15 feet**
Devanian plate*	+8	+2	−5	30%	20 feet**	15 feet**
Dragonscale armor	+9	+1	−6	25%	20 feet**	15 feet**
Articulated plate*	+10	+2	−5	35%	20 feet**	15 feet**
Devanian articulated plate*	+10	+3	−4	20%	20 feet	15 feet
Superior articulated plate*	+11	+2	−5	30%	20 feet**	15 feet**
The definitive harness*	+12	+3	−4	25%	20 feet	15 feet
* Exotic armor ** When running in most Heavy armors, a character moves only triple speed, not quadruple speed.						
Shield Size Compared to Character Size	Shield Bonus to AC	Other Factors				
Two sizes smaller	+1*	Shield is a buckler (see description)				
One size smaller	+1	Character carry other items in the same hand (character cannot use weapons in the shield hand)				
Same	+2	Character cannot use shield hand for anything else				
One size larger	+3	Possible only with a Devanian shield; character suffers additional −1 check penalty and 5% spell failure chance				
*Bucklers offer no AC bonus against ranged attacks.						
GRENADELIKE WEAPONS						
Weapon*	Price	Damage		Range Increment		
		DIRECT	SPLASH			
Acid (flask)	10 gp	1d6	1 point*	10 feet		
Alchemist's fire (flask)	20 gp	1d6	1 point*	10 feet		
Alchemist's frost (flask)	20 gp	1d6	1 point*	10 feet		
Flash powder	35 gp	Blinds	—	10 feet		
Holy water (flask)	25 gp	2d4	1 point*	10 feet		
Smoke bomb	40 gp	Smoke	—	10 feet		
Tanglefoot bag	50 gp	Entangles	—	10 feet		
Thunderstone	30 gp	Sonic	—	20 feet		
* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land.						

SPOTTING DISTANCE		SPOTTING DIFFICULTY	
Terrain	Distance	Circumstances	DC
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)	Base	20*
Jungle or dense forest	2d4 × 10 feet (50 feet)	Size	+/-4 per size category
Light forest	3d6 × 10 feet (105 feet)	Contrast	+/-5 or more
Scrub, brush, or bush	6d6 × 10 feet (210 feet)	Stillness (not moving)	+5
Grassland, little cover	6d6 × 20 feet (420 feet)	Six or more creatures	-2
Total darkness	Limit of sight	Moonlight**	+5
Indoors (lit)	Line of sight	Starlight†	+10
		Total darkness	Impossible††
* 25 if one side is hiding, and ignore size modifiers.		† +5 bonus on Spot check if the spotter has low-light vision, or +10 if she has darkvision that extends far enough.	
** +5 bonus on Spot check if the spotter has low-light vision or if she has darkvision that extends far enough.		†† Unless the spotter has darkvision that extends far enough.	

INFLUENCING ATTITUDE					
Initial Attitude	HOSTILE		New Attitude		
		UNFRIENDLY	INDIFFERENT	FRIENDLY	HELPFUL
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20

COMMON WEAPON AND SHIELD HARDNESS & HIT POINTS			
Weapon	Hardness	hp	
Tiny blade	10	1	
Small blade	10	2	
Medium blade	10	5	
Large blade	10	10	
Small metal-hafted weapon	10	10	
Medium metal-hafted weapon	10	25	
Small hafted weapon	5	2	
Medium hafted weapon	5	5	
Large hafted weapon	5	10	
Huge club	5	60	
Buckler	10	5	
Round shield	10	10	
Long shield	10	20	

SUBSTANCE HARDNESS & HIT POINTS			
Substance	Hardness	hp*	Subst
Paper	0	2	Stone
Rope	0	2	Iron
Glass	1	1	Mithra
Ice	0	3	Adama
Wood	5	10	
* Hit points			

ATTACK ROLL MODIFIERS			
Circumstance			
Attacker flanking defender*			
Attacker on higher ground			
Attacker prone			
Attacker invisible			
Defender sitting or kneeling			
Defender prone			
Defender stunned, cowering, or off balance			
Defender climbing (cannot use shield)			
Defender surprised or flat footed			
Defender running			
Defender grappling (attacker not)			
Defender pinned			
Defender has cover			
Defender concealed or invisible			
Defender helpless			
* A character flanks a defender when he has an ally or defender, and that ally threatens the defender.			
** A character can't use most ranged weapons while prone.			
† The defender loses any Dexterity bonus to Armor Class.			
†† When someone makes an attack against two or more creatures, randomly to see which grappling character is struck.			

OBJECT HARDNESS & HIT POINTS			
Object	Hardness	hp	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Weight
1 1/4 lbs.
1 1/4 lbs.
1 1/4 lbs.
1 lb.
1 1/4 lbs.
1 lb.
4 lbs.
1 lb.