





## Actions

Action	Type	Attack of Opportunity	Action	Type	Attack of Opportunity
Attack (melee)	Standard	No	Light a torch with a tindertwig	Standard	Yes
Attack (ranged)	Standard	Yes	Load light or hand crossbow	Move	Yes
Attack (unarmed)	Standard	Yes	Load heavy crossbow	Full-round	Yes
Activate magic item	Standard	No	Lock or unlock gauntlet	Full-round	Yes
Aid another	Standard	Maybe	Lower spell resistance	Standard	No
Bull rush	Standard	Yes	Mount or dismount steed	Move	No
Cast quickened spell	Free	No	Move a heavy object	Move	Yes
Cast a 1-action spell	Standard	Yes	Move more than 5 feet	Move	Yes
Cast defensively	Standard	No	Open or close door	Move	No
Charge	Full or Standard	No	Overrun	Standard	Yes
Concentrate (spell/ability)	Standard	No	Pick up an item	Move	Yes
Control a frightened mount	Move	Yes	Prepare oil flask	Full-round	Yes
Coup de grace	Full-round	Yes	Quick draw weapon	Free	No
Delay	—	No	Quick draw hidden weapon	Move	No
Direct or redirect an active spell	Move	No	Read a scroll	Standard	Yes
Disarm	Varies	Yes	Ready	Standard	No
Dismiss a spell	Standard	No	Ready or loose a shield	Move	No
Draw a hidden weapon	Standard	No	Retrieve a stowed item	Move	Yes
Draw a weapon	Move	No	Run	Full-round	Yes
Drink a potion	Standard	Yes	Sheathe a weapon	Move	Yes
Drop an item	Free	No	Speak	Free	No
Drop to prone	Free	No	Stabilize dying creature	Standard	Yes
End concentration (spell/ability)	Free	No	Stand up from prone	Move	Yes
Escape a grapple	Standard	No	Stow item	Move	Yes
Escape entanglement	Full-round	Yes	Sunder (attack)	Standard	Yes
Extinguish flames	Full-round	No	Sunder (object)	Standard	Maybe
Feint	Standard	No	Total defense	Standard	No
Fight defensively	Free	No	Trip	Varies	Yes
Five-foot step	—	No	Turn/rebuke undead	Standard	No
Full attack (melee)	Full-round	No	Use extraordinary ability	Varies	No
Full attack (ranged)	Full-round	Yes	Use feat	Varies	Varies
Full attack (unarmed)	Full-round	Yes	Use spell-like ability	Standard	Yes
Grapple	Varies		Use supernatural ability	Standard	No
Light a torch with flint and steel	Full-round	Yes	Use touch spell on up to six allies	Full-round	Yes
			Withdraw	Full-round	No

## Weapons

### Simple Weapons—Ranged

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range	Weight	Type
Great sling	3 gp	1d4	1d6	1d8	x2	60 ft.	1 lb.	Bludgeoning
<b>Exotic Weapons—Melee</b>								
<i>Light</i>								
Fighting knife	3 gp	1d4	1d6	1d8	x2	—	2 lb.	Slashing
Sepi	3 gp	1d3	1d4	1d6	19–20/x3	—	2 lb.	Slashing
One-Handed								
Cedeku	15 gp	1d4	1d6	1d8	19–20/x2	—	3 lb.	Slashing
Urutuk hatchet	10 gp	1d4	1d6	1d8	x3	20 ft.	3 lb.	Slashing
Vardatch	20 gp	1d10	1d12	3d6	x2	—	16 lb.	Slashing



Attack Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	−1	−1
Entangled	−2 <sup>1</sup>	−2 <sup>1</sup>
Flanking target	+2	
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+1	+0
Prone	−4	− <sup>3</sup>
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4
Stunned	−2 <sup>1</sup>	−2 <sup>1</sup>

1 An entangled creature also suffers a −4 penalty to Dexterity, which may affect his attack roll.

2 The target loses any Dexterity bonus to AC. This bonus doesn’t apply if the target is blinded.

3 Roll randomly to determine which grappling combatant you strike. That combatant loses any Dexterity bonus to AC.

4 Most ranged weapons can’t be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Armor Class Modifiers

Target is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	−2 <sup>1</sup>	−2 <sup>1</sup>
Concealed or invisible	— see Concealment	—
Cowering	−2 <sup>1</sup>	−2 <sup>1</sup>
Entangled	+0 <sup>2</sup>	+0 <sup>2</sup>
Flat-footed	+0 <sup>1</sup>	+0 <sup>1</sup>
Grappling	+0 <sup>1</sup>	+0 <sup>1,3</sup>
Helpless	−4 <sup>4</sup>	+0 <sup>4</sup>
Kneeling or sitting	−2	+2
Pinned	−4 <sup>4</sup>	+0 <sup>4</sup>
Prone	−4	+4
Squeezing through a space	−4	−4
Stunned	−2 <sup>1</sup>	−2 <sup>1</sup>

1 The target loses any Dexterity bonus to AC.

2 An entangled creature suffers a −4 penalty to Dexterity.

3 Roll randomly to determine which grappling combatant you strike. That combatant loses any Dexterity bonus to AC.

4 Treat the target’s Dexterity as 0 (−5 modifier). Rogues can sneak attack helpless or pinned targets.

Concealment

Concealment	Miss Chance
Light: Light fog, dim illumination, light foliage	10%
Standard: Dense fog, darkness, heavy foliage	20%
Total: Attacker blind, target invisible, total darkness	50% <sup>1</sup>

1 You can’t attack a target with total concealment, but you can target a square you think he occupies with the listed miss chance.

Learning Spells

Method	Time*	Cost*	XP*
Teacher	1 day/level	50 gp/level	50 XP/level
Book/scroll	2 days/level	25 gp/level	50 XP/level
Spontaneous	2 days/level	50 gp/level	100 XP/level

\* Costs for learning a 0-level spell are half the cost of a 1st-level spell, with a minimum of 1 day per spell.

Creature Sizes

Size	Max Height <sup>1</sup>	Max Weight <sup>2</sup>	Space	Natural Reach (Tall)	(Long)
Fine	6 in.	1/8 lb.	1/2 ft.	0 ft.	0 ft.
Diminutive	1 ft.	1 lb.	1 ft.	0 ft.	0 ft.
Tiny	2 ft.	8 lbs.	2-1/2 ft.	0 ft.	0 ft.
Small	4 ft.	60 lbs.	5 ft.	5 ft.	5 ft.
Medium	8 ft.	500 lbs.	5 ft.	5 ft.	5 ft.
Large	16 ft.	4,000 lbs.	10 ft.	10 ft.	5 ft.
Huge	32 ft.	32,000 lbs.	15 ft.	15 ft.	10 ft.
Gargantuan	64 ft.	250,000 lbs.	20 ft.	20 ft.	15 ft.
Colossal	64+ ft.	250,000+ lbs.	30 ft.	30 ft.	20 ft.

1 Biped’s height, quadruped’s body length.

2 Assumes that the creature is about as dense as a normal animal.

Terrain and Overland Movement

Terrain	Example	Highway	Road or Trail	Trackless
Desert, sandy	White Desert	x1	x1/2	x1/2
Forest	The Caraheen	x1	x1	x1/2
Hills	Redstone Hills	x1	x3/4	x1/2
Jungle	Aruun Jungle	x1	x3/4	x1/4
Moor	Wogren Moor	x1	x1	x3/4
Mountains	Highhorn Mountains	x3/4	x3/4	x1/2
Plains	Eris Aman	x1	x1	x3/4
Swamp	Dead Marshes	x1	x3/4	x1/2
Tundra, frozen	Vale of Tears	x1	x3/4	x3/4

Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Hour (Overland)				
Walk	1-1/2 mi.	2 mi.	3 mi.	4 mi.
Hustle	3 mi.	4 mi.	6 mi.	8 mi.
Run	—	—	—	—
One Day (Overland)				
Walk	12 mi.	16 mi.	24 mi.	32 mi.
Hustle	—	—	—	—
Run	—	—	—	—

Hampered Movement

Condition	Example	Movement Cost
Difficult terrain	Rubble, undergrowth	x2
Obstacle	Low wall, deadfall	x2
Poor visibility	Darkness or fog	x2

Carrying Loads

	Max Dex	Check Penalty	Speed		
Load			30 ft.	20 ft.	Run
Medium	+3	−3	20 ft.	15 ft.	x4
Heavy	+1	−6	20 ft.	15 ft.	x3

Size Modifiers

Size	AC/Attack Modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	—
Large	−1
Huge	−2
Gargantuan	−4
Colossal	−8

Turning Undead

Turn Check	Max HD of Undead Affected
0 or lower	Level −4
1–3	Level −3
4–6	Level −2
7–9	Level −1
10–12	Level
13–15	Level +1
16–18	Level +2
19–21	Level +3
22+	Level +4



Armor & Weapon Hardness and Hit Points

Item	Example	Hardness	HP <sup>1</sup>
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
One-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One-handed hafted weapon	Battleaxe	5	5
Two-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armor	—	special <sup>2</sup>	armor bonus x 5
Buckler	—	10	5
Light wooden shield	—	5	7
Heavy wooden shield	—	5	15
Light steel shield	—	10	10
Heavy steel shield	—	10	20
Tower shield	—	5	20

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.  
2 Varies by material (see Substance Hardness & Hit Points).

Substance Hardness & Hit Points

Item	Hardness	HP
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Object Hardness & Hit Points

Item	Hardness	HP	Break DC
Rope	0	2	23
Simple wooden door	5	10	13
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

Base Save and Base Attack Bonuses

Class Level	Base Save Bonus (Good)	Base Attack Bonus (Poor)	Base Attack Bonus (Good)	Base Attack Bonus (Average)	Base Attack Bonus (Poor)
1st	+2	+0	+1	+0	+0
2nd	+3	+0	+2	+1	+1
3rd	+3	+1	+3	+2	+1
4th	+4	+1	+4	+3	+2
5th	+4	+1	+5	+3	+2
6th	+5	+2	+6/+1	+4	+3
7th	+5	+2	+7/+2	+5	+3
8th	+6	+2	+8/+3	+6/+1	+4
9th	+6	+3	+9/+4	+6/+1	+4
10th	+7	+3	+10/+5	+7/+2	+5
11th	+7	+3	+11/+6/+1	+8/+3	+5
12th	+8	+4	+12/+7/+2	+9/+4	+6/+1
13th	+8	+4	+13/+8/+3	+9/+4	+6/+1
14th	+9	+4	+14/+9/+4	+10/+5	+7/+2
15th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
16th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
17th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
18th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
19th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
20th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5

DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Modifier <sup>1</sup>
Hold portal	+5
Arcane lock	+10

1 If both apply, use the larger number.

The Sahi Calendar

Great Arcs	Season
Shareel	Spring
Doshram	Spring
Sahaad	Spring
Sennach	Summer
Halail	Summer
Zimra	Fall
Obares	Fall
Hanud	Winter
Hisha	Winter
Sutara	Winter

Light Sources & Illumination

Source	Bright	Shadowy	Duration
Candle	—	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

Languages

High Elven
Patrol Sign
Danisil
Halfling
Old Dwarven
Trader's Tongue
Norther
Courtier
Colonial
Erenlander
Orcish
Black Tongue