

NPC CLASSES (DMG P107-110)

Adept

| Level | Base Attack | Saves F/R/W | hp (d6) | Feats | Skill points | 0 | 1 | 2 | 3 |
|-------|-------------|-------------|---------|-------|--------------|---|---|---|---|
| 1 | +0 | +0/+0/+2 | 6 | 1 | 8 | 3 | 1 | | |
| 2 | +1 | +0/+0/+3 | 9 | 1 | 10 | 3 | 1 | | |
| 3 | +1 | +1/+1/+3 | 13 | 2 | 12 | 3 | 2 | | |
| 4 | +2 | +1/+1/+4 | 16 | 2 | 14 | 3 | 2 | 0 | |
| 5 | +2 | +1/+1/+4 | 20 | 2 | 16 | 3 | 2 | 1 | |
| 6 | +3 | +2/+2/+5 | 23 | 3 | 18 | 3 | 2 | 1 | |
| 7 | +3 | +2/+2/+5 | 27 | 3 | 20 | 3 | 3 | 2 | |
| 8 | +4 | +2/+2/+6 | 30 | 3 | 22 | 3 | 3 | 2 | 0 |
| 9 | +4 | +3/+3/+6 | 34 | 4 | 24 | 3 | 3 | 2 | 1 |
| 10 | +5 | +3/+3/+7 | 37 | 4 | 28 | 3 | 3 | 2 | 1 |

Aristocrat

| Level | Base Attack | Saves F/R/W | hp(d8) | Feats | Skill points |
|-------|-------------|-------------|--------|-------|--------------|
| 1 | +0 | +0/+0/+2 | 8 | 1 | 16 |
| 2 | +1 | +0/+0/+3 | 12 | 1 | 20 |
| 3 | +2 | +1/+1/+3 | 17 | 2 | 24 |
| 4 | +3 | +1/+1/+4 | 21 | 2 | 28 |
| 5 | +3 | +1/+1/+4 | 26 | 2 | 32 |
| 6 | +4 | +2/+2/+5 | 30 | 3 | 36 |
| 7 | +5 | +2/+2/+5 | 35 | 3 | 40 |
| 8 | +6/+1 | +2/+2/+6 | 39 | 3 | 44 |
| 9 | +6/+1 | +3/+3/+6 | 45 | 4 | 48 |
| 10 | +7/+2 | +3/+3/+7 | 49 | 4 | 52 |

Commoner

| Level | Base Attack | Saves F/R/W | hp(d4) | Feats | Skill points |
|-------|-------------|-------------|--------|-------|--------------|
| 1 | +0 | +0/+0/+0 | 4 | 1 | 16 |
| 2 | +1 | +0/+0/+0 | 6 | 1 | 20 |
| 3 | +1 | +1/+1/+1 | 9 | 2 | 24 |
| 4 | +2 | +1/+1/+1 | 11 | 2 | 28 |
| 5 | +2 | +1/+1/+1 | 14 | 2 | 32 |
| 6 | +3 | +2/+2/+2 | 16 | 3 | 36 |
| 7 | +3 | +2/+2/+2 | 19 | 3 | 40 |
| 8 | +4 | +2/+2/+2 | 21 | 3 | 44 |
| 9 | +4 | +3/+3/+3 | 24 | 4 | 48 |
| 10 | +5 | +3/+3/+3 | 26 | 4 | 52 |

Expert

| Level | Base Attack | Saves F/R/W | hp(d6) | Feats | Skill points |
|-------|-------------|-------------|--------|-------|--------------|
| 1 | +0 | +0/+0/+2 | 6 | 1 | 24 |
| 2 | +1 | +0/+0/+3 | 9 | 1 | 30 |
| 3 | +2 | +1/+1/+3 | 13 | 2 | 36 |
| 4 | +3 | +1/+1/+4 | 16 | 2 | 42 |
| 5 | +3 | +1/+1/+4 | 20 | 2 | 48 |
| 6 | +4 | +2/+2/+5 | 23 | 3 | 54 |
| 7 | +5 | +2/+2/+5 | 27 | 3 | 60 |
| 8 | +6/+1 | +2/+2/+6 | 30 | 3 | 66 |
| 9 | +6/+1 | +3/+3/+6 | 34 | 4 | 72 |
| 10 | +7/+2 | +3/+3/+7 | 37 | 4 | 78 |

Warrior

| Level | Base Attack | Saves F/R/W | hp (d8) | Feats | Skill points |
|-------|----------------|-------------|---------|-------|--------------|
| 1 | +1 | +2/+0/+0 | 8 | 1 | 8 |
| 2 | +2 | +3/+0/+0 | 12 | 1 | 10 |
| 3 | +3 | +3/+1/+1 | 17 | 2 | 12 |
| 4 | +4 | +4/+1/+1 | 21 | 2 | 14 |
| 5 | +5 | +4/+1/+1 | 26 | 2 | 16 |
| 6 | +6/+1 | +5/+2/+2 | 30 | 3 | 18 |
| 7 | +7/+2 | +5/+2/+2 | 35 | 3 | 20 |
| 8 | +8/+3 | +6/+2/+2 | 39 | 3 | 22 |
| 9 | +9/+4 | +6/+3/+3 | 45 | 4 | 24 |
| 10 | +10/+5 | +7/+3/+3 | 49 | 4 | 26 |
| 11 | +11/+6/+1 | +7/+3/+3 | 54 | 4 | 28 |
| 12 | +12/+7/+2 | +8/+4/+4 | 58 | 5 | 30 |
| 13 | +13/+8/+3 | +8/+4/+4 | 63 | 5 | 32 |
| 14 | +14/+9/+4 | +9/+4/+4 | 67 | 5 | 34 |
| 15 | +15/+10/+5 | +9/+5/+5 | 72 | 6 | 36 |
| 16 | +16/+11/+6/+1 | +10/+5/+5 | 76 | 6 | 38 |
| 17 | +17/+12/+7/+2 | +10/+5/+5 | 81 | 6 | 40 |
| 18 | +18/+13/+8/+3 | +11/+6/+6 | 85 | 7 | 42 |
| 19 | +19/+14/+9/+4 | +11/+6/+6 | 90 | 7 | 44 |
| 20 | +20/+15/+10/+5 | +12/+6/+6 | 94 | 7 | 46 |

NPC GEAR (DMG P127, 4-23)

| Level | Value | Level | Value | Level | Value | Level | Value |
|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 900 | 6 | 5600 | 11 | 21k | 16 | 77k |
| 2 | 2000 | 7 | 7200 | 12 | 27k | 17 | 100k |
| 3 | 2500 | 8 | 9400 | 13 | 35k | 18 | 130k |
| 4 | 3300 | 9 | 12k | 14 | 45k | 19 | 170k |
| 5 | 4300 | 10 | 16k | 15 | 59k | 20 | 220k |

INFLUENCING NPC ATTITUDE (PHB P72)

| Initial Attitude | New Attitude | | | | |
|------------------|--------------|-------------|-------------|-------------|---------|
| | Hostile | 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 |
| Helpful | - | - | - | Less than 1 | 1 |

PC CLASSES SUMMARY

| Class | Base Attack | Good Saves | HD | Skill Points | Gold |
|-----------|-------------|------------|-----|--------------|----------|
| Barbarian | level | Fort | d12 | 4 | 4d4 x 10 |
| Bard | level x 3/4 | Ref, Will | d6 | 6 | 4d4 x 10 |
| Cleric | level x 3/4 | Fort, Will | d8 | 2 | 5d4 x 10 |
| Druid | level x 3/4 | Fort, Will | d8 | 4 | 2d4 x 10 |
| Fighter | level | Fort | d10 | 2 | 6d4 x 10 |
| Monk | level x 3/4 | All | d8 | 4 | 5d4 |
| Paladin | level | Fort | d10 | 2 | 6d4 x 10 |
| Ranger | level | Fort, Ref | d8 | 6 | 6d4 x 10 |
| Rogue | level x 3/4 | Ref | d6 | 8 | 5d4 x 10 |
| Sorcerer | level x 1/2 | Will | d4 | 2 | 3d4 x 10 |
| Wizard | level x 1/2 | Will | d4 | 2 | 3d4 x 10 |

PC WEALTH BY LEVEL (DMG P135, 5-1)

| Level | Wealth | Level | Wealth | Level | Wealth | Level | Wealth |
|-------|--------|-------|--------|-------|--------|-------|--------|
| 2 | 0.9k | 6 | 13k | 11 | 66k | 16 | 260k |
| 3 | 2.7k | 7 | 19k | 12 | 88k | 17 | 340k |
| 4 | 5.4k | 8 | 27k | 13 | 110k | 18 | 440k |
| 5 | 9.0k | 9 | 36k | 14 | 150k | 19 | 580k |
| | | 10 | 49k | 15 | 200k | 20 | 760k |

MONSTER ADVANCEMENT SUMMARY (MM P290)

| Type | HD | Base Attack | Good Saves | Skill Points | Feats |
|--------------------|-----|-------------|------------|--------------|------------|
| Aberration | d8 | HD x 3/4 | Will | Int + 2/EHD | 1+ 1/E3HD |
| Animal | d8 | HD x 3/4 | variable | Int + 2/EHD | 1+ 1/E3HD |
| Construct | d10 | HD x 3/4 | - | Int + 2/EHD | 1+ 1/E3HD |
| Dragon | d12 | HD | All | Int + 6/EHD | 1+ 1/E3HD |
| Elemental | d8 | HD x 3/4 | variable | Int + 2/EHD | 1+ 1/E3HD |
| Fey | D6 | HD x 1/2 | Ref, Will | Int + 6/EHD | 1+ 1/E3HD |
| Giant | d8 | HD x 3/4 | Fort | Int + 2/EHD | 1+ 1/E3HD |
| Humanoid | d8 | HD x 3/4 | variable | Int + 2/EHD | 1+ 1/E3HD |
| Magical Beast | d10 | HD | Fort, Ref | Int + 2/EHD | 1+ 1/E3HD |
| Monstrous Humanoid | d8 | HD | Ref, Will | Int + 2/EHD | 1+ 1/E3HD |
| Ooze | d10 | HD x 3/4 | - | - | blindsight |
| Outsider | d8 | HD | All | Int + 8/EHD | 1+ 1/E3HD |
| Plant | d8 | HD x 3/4 | Fort | Int + 2/EHD | 1+ 1/E3HD |
| Undead | d12 | HD x 1/2 | Will | Int + 4/EHD | 1+ 1/E3HD |
| Vermin | d8 | HD x 3/4 | Fort | Int + 2/EHD | 1+ 1/E3HD |

ACCESS TO SPELLS

| Spell Level | Bard | Cleric, Druid, Wizard | Paladin, Ranger | Sorcerer | Adept |
|-------------|---------|-----------------------|-----------------|----------|---------|
| 0 | 1 | 1 | - | 1 | 1 |
| 1 | (2) 3 | 1 | (4) 6 | 1 | 1 |
| 2 | (4) 5 | 3 | (8) 10 | 4 | (4) 5 |
| 3 | (7) 8 | 5 | (11) 12 | 6 | (8) 9 |
| 4 | (10) 11 | 7 | (14) 15 | 8 | (12) 13 |
| 5 | (13) 14 | 9 | - | 10 | (16) 17 |
| 6 | (16) 17 | 11 | - | 12 | - |
| 7 | - | 13 | - | 14 | - |
| 8 | - | 15 | - | 16 | - |
| 9 | - | 17 | - | 18 | - |

EXPERIENCE & LEVEL-DEPENDENT BENEFITS (PHB P22, 3-2)

| Level | XP | Max Skill | Max CC Skill | Feats | Ability |
|-------|--------|-----------|--------------|-------|---------|
| 1 | 0 | 4 | 2 | 1st | |
| 2 | 1000 | 5 | 2.5 | | |
| 3 | 3000 | 6 | 3 | 2nd | |
| 4 | 6000 | 7 | 3.5 | | 1st |
| 5 | 10000 | 8 | 4 | | |
| 6 | 15000 | 9 | 4.5 | 3rd | |
| 7 | 21000 | 10 | 5 | | |
| 8 | 28000 | 11 | 5.5 | | 2nd |
| 9 | 36000 | 12 | 6 | 4th | |
| 10 | 45000 | 13 | 6.5 | | |
| 11 | 55000 | 14 | 7 | | |
| 12 | 66000 | 15 | 7.5 | 5th | 3rd |
| 13 | 78000 | 16 | 8 | | |
| 14 | 91000 | 17 | 8.5 | | |
| 15 | 105000 | 18 | 9 | 6th | |
| 16 | 120000 | 19 | 9.5 | | 4th |
| 17 | 136000 | 20 | 10 | | |
| 18 | 153000 | 21 | 10.5 | 7th | |
| 19 | 171000 | 22 | 11 | | |
| 20 | 190000 | 23 | 11.5 | | 5th |

Reference Sheet v3.5 (a)

XP, Treasure

Campaign Sheet 2

EXPERIENCE POINT AWARDS (DMG P38, 2-6)

Table with columns: Party Level, CR 1-10, Challenge Rating, Party Level, CR11-20, Challenge Rating.

TREASURE VALUES PER ENCOUNTER (DMG P51, 3-3)

Table with columns: EL, Treasure, EL, Treasure, EL, Treasure, EL, Treasure.

TREASURE PER 1000XP (BASED ON DMG P54)

Table with columns: Level, gp, Level, gp, Level, gp, Level, gp.

To help stay within the treasure guidelines, find the average party level on the above table, which gives you the amount of treasure to give out with each 1000xp awarded.

GEMS (DMG P55, 3-6)

Table with columns: d%, Value, Average, Examples.

TREASURES ABOVE 20TH LEVEL

Table with columns: Level, Magic Items, Level, Magic Items, Level, Magic Items.

TREASURE (DMG P170-171, 7-4)

Table with columns: Level, d%, Coins, d%, Goods, d%, Items.

- 50 coins weigh 1 pound
• For treasures above 20th level, use row for 20th, and add a number of major magic items from the chart to the left
• For art and mundane items, see DMG p55; magic items, see DMG p216