

## DIFFICULTY CLASSES BY LEVEL

Level	Easy	Moderate	Hard
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	29
15	15	22	30
16	16	22	31
17	16	23	31
18	17	23	32
19	17	24	33
20	18	25	34
21	19	26	35
22	20	27	36
23	20	27	37
24	21	28	37
25	21	29	38
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42

## Acrobatics

### Hop Down

Acrobatics DC 15 to drop 10 feet, standing, unhurt

**Reduce Fall Damage** (trained only) -1/2 check result

## Arcana

**Detect Magic** (trained only) at range 5 + level squares.  
Hard DC of phenomenon's level for keywords and purpose

## Athletics

### Long Jump

Standing: squares = check/10 • After move 2: check/5

### High Jump

Standing: feet = check/10 • After move 2: check/5

## Heal

Grant **second wind**: DC10

Grant **saving throw** or **stabilize** the dying: DC15

## Stealth

**Become Hidden**: Succeed versus passive perception  
Requires total concealment or superior cover.

**Remain Hidden**: Requires cover or concealment.

No speaking or attacking. Moving over 2 requires new check at -5. Running requires a new check at -10.

Skill	Ability
Acrobatics	Dex
Arcana	Int
Athletics	Str
Bluff	Cha
Diplomacy	Cha
Dungeoneering	Wis
Endurance	Con
Heal	Wis
History	Int

Skill	Ability
Insight	Wis
Intimidate	Cha
Nature	Wis
Perception	Wis
Religion	Int
Stealth	Dex
Streetwise	Cha
Thievery	Dex

# DUNGEONS DRAGONS<sup>®</sup>

## COMBAT ADVANTAGE

**You grant combat advantage when you are...**

Balancing	Running
Blinded	Squeezing
Climbing	Stunned
Dazed	Surprised
Flanked by the attacker	Unable to see attacker
Helpless	Unaware of the attacker
Prone ( <i>melee attacks only</i> )	Unconscious
Restrained	

## MONSTER KNOWLEDGE CHECKS

Monster Origin or Keyword	Skill versus monster level
<b>Aberrant</b>	<b>Dungeoneering</b>
<b>Construct</b>	<b>Arcana</b>
<b>Elemental</b>	<b>Arcana</b>
<b>Fey</b>	<b>Arcana</b>
<b>Immortal</b>	<b>Religion</b>
<b>Natural</b>	<b>Nature</b>
<b>Shadow</b>	<b>Arcana</b>
<b>Undead</b>	<b>Religion</b>

**Moderate DC:** origin, type, temperament, & keywords

**Hard DC:** resistances, vulnerabilities, and powers

## ACTIONS IN COMBAT

Standard Action	Description
<b>Aid attack</b> <b>Aid defense</b>	Choose an adjacent foe and any ally. Until next turn, that ally gets +2 to its next attack <b>or</b> gets +2 to defenses vs. the foe's attack.
<b>Bull rush</b>	Strength vs. Fortitude • Push 1 and shift into empty space.
<b>Charge</b>	Move 2 or more, each square closer to target. Make melee basic attack or bull rush at +1.
<b>Coup de grace</b>	Attack an adjacent, helpless target. Hits damage as a critical.
<b>Grab</b>	Strength vs. reflex • Sustain minor • Strength vs. fortitude to pull half speed.
<b>Ready an action</b>	Action becomes immediate reaction when triggered. Reenter initiative before triggering action.
<b>Second wind</b>	Spend a healing surge, and gain +2 defenses. (1 per encounter)
<b>Total defense</b>	Gain +2 to all defenses.
Move Action	Description
<b>Run</b>	Move speed +2, grant CA, -5 to attack until next turn.
<b>Squeeze</b>	Reduce a size, move half speed, grant CA, -5 attack.
Triggered Actions	Description
<b>Opportunity action</b>	1/turn • immediate interrupt
<b>Immediate action</b>	1/round • Trigger can occur mid-action, as when moving 1 square or making an attack roll.

## BLINDED

- You grant combat advantage.
- Your targets have total concealment
- You can't flank or take opportunity attacks

## DAZED

- You grant combat advantage.
- You can only take one non-free action per turn
- You **can't flank**.
- You can't take immediate or opportunity actions.

## DEAFENED

- You suffer a -10 penalty to perception.

## DOMINATED

- You grant combat advantage.
- You can only take one action per turn.
- Your dominator chooses your action from your at-will powers and actions.
- You **can't flank**.

## DYING

- You are also **helpless** and **unconscious**.
- On the end of your turn, make a death save.  
*9 or lower*: Failure. Fail 3 saves and die.  
*10-19*: No change.  
*20 or more*: You stop dying and you may spend a healing surge and gain hit points from 0.

## GRABBED

- You can't move, unless you teleport, or are pushed, pulled, or slid.
- To escape, use move action and successful athletics versus fortitude or acrobatics versus reflex.

## HELPLESS

- You grant combat advantage.
- You can be subjected to a coup de grace.
- Typically, you are also **unconscious**.

## IMMOBILIZED

- You can't move, unless you teleport, or are pushed, pulled, or slid. This ends the grab.

## PRONE

- To move, you must crawl, teleport, or be pushed, pulled, or slid.
- You suffer a -2 penalty to **all** your attacks.
- You grant combat advantage to **melee** attacks.
- You gain +2 to defenses against non-adjacent ranged attacks

## RESTRAINED

- You grant combat advantage.
- You can't move, unless you teleport.
- You suffer a -2 penalty to your attacks.

## SLOWED

- Your movement speed becomes 2, but you can use powers or actions, such as run, to move further.

## STUNNED

- You grant combat advantage.
- You can't take actions.
- You **can't flank**.

## SUPRISED

- You grant combat advantage.
- You can't take actions.
- You **can't flank**.

## UNCONSCIOUS

- You grant combat advantage.
- You are also **helpless**.
- You can't take actions.
- You **can't flank**.
- You suffer a -5 penalty to all defenses.

## WEAKENED

You inflict half damage, except for ongoing damage and damage that isn't generated by an attack.

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