

# Reference Sheet v2.9

## METAMAGIC COST

Feat	Level	Feat	Level
Empower	+2	Maximize	+3
Enlarge	+1	Quicken	+4
Extend	+1	Silent	+1
Heighten	level cast at	Still	+1

## SPELL SAVING THROW (PHB P150)

- DC is 10 + spell level + ability modifier

## SPELL RESISTANCE (DMG P81)

- Spellcaster makes check (1d20 + caster level) vs. SR rating

## SPECIAL ABILITIES (DMG P71-72, 3-12)

	Extraordinary	Supernatural	Spell-like
Affected by dispel?	No	No	Yes
Spell Resistance offers protection?	No	No	Yes
Suppressed by Antimagic Field?	No	Yes	Yes
Use provokes AoO?	No	No	Yes

## ANTIMAGIC (DMG P72)

- Spells centered outside the field but overlap still affect the area outside
- Summoned creatures vanish until field goes away, constructs, elemental, undead, etc. still function, but lose supernatural and spell-like abilities

## COUNTERSPELL (PHB P152)

- Ready an action that selects a target of your counterspell
- Identify spell, Spellcraft check DC 15 + spell's level, as a free action
- Cast appropriate counterspell (same spell, or opposite spell).
- Dispel Magic is treated differently, see below.

## DISPEL MAGIC (PHB P196)

**Targeted dispel:** Dispel check (1d20 + 1 per caster level, max +10) against DC of 11 + caster level of spell to be dispelled. Against magic items, make a check against the item's caster level, if you succeed all the item's properties are suppressed for 1d4 rounds

**Area dispel:** 30' radius, make checks against spell with highest caster level until one is dispelled. Magic items are not affected

**Counterspell:** Make a dispel check

## DETECT SPELLS (PHB P193-194)

Spell	Area/Range	Round 1	Round 2	Round 3
Plants/Animals	90°/60'	presence	number	condition/location
Alignment	90°/60'	presence	number	strength/location
Magic	90°/60'	presence	number	strength/location
Poison	thing, 5' cube	presence, Wis/Alchemy check DC 20 to identify		
Scribing	120' radius	presence, opposed Scry check to see scribe		
Secret Doors	90°/60'	presence	number/location	mechanism, 1/rnd
Snare/Pits	90°/60'	presence	number/location	type/trigger, 1/rnd
Thoughts	90°/60'	presence	number/strength	surface thoughts
Undead	90°/60'	presence	number/strongest	strength/location

Detect Magic strength:

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

Detect Alignment (good/evil/law/chaos) strength:

Creature/Object	Power	Power	Aura
Creature	HD/5	Lingering	Dim
Undead	HD/2	1 or less	Faint
Elemental	HD/2	2-4	Moderate
Magic (item/spell)	Caster level/2	5-10	Strong
Outsider	HD	11+	Overwhelming
Cleric	level		

Detect Undead strength:

Strength	HD	Strength	HD
Dim	Lingering Aura	Strong	5-10
Faint	1 or less	Overwhelming	11+
Moderate	2-4		

Lingering time is 1d6 multiplied by (original strength): 1 minute (faint), 10 minutes (moderate), 1 hour (strong), 1 day (overwhelming)

## USE MAGIC DEVICE CHECKS (PHB P75)

Task	DC	Task	DC
Decipher a written spell	25 + spell level	Emulate race	25
Emulate spell ability	20	Emulate alignment	30
Emulate class feature	20	Activate blindly	25
Emulate ability score	25		

# Magic

# Magic Sheet 1

## CONCENTRATION CHECKS (PHB P151)

Condition	Check DC
Injury	10 + damage taken + level of spell being cast
Spell	10 + damage taken + level of spell being cast
Grappling or Pinned	Can only cast spells without somatic components, and any material components must already be in hand. DC is 20 + level of spell being cast
Vigorous Motion	10 + level of spell being cast
Violent Motion	15 + level of spell being cast
Violent Weather	Hail, dust, etc.: 10 + level of spell being cast Blinding rain, sleet, etc.: 15 + level of spell being cast
Casting Defensively	15 + level of spell being cast
Entangled	15

## SPELLCRAFT CHECKS (PHB P74)

+2 to check when dealing with a spell from specialized school

-5 to check when dealing with a spell from prohibited school

DC	Task
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast - you must be able to hear or see the spell's verbal or somatic components. No retry.
15 + spell level	Learn a spell from a spellbook or scroll. Wizard only. No retry for that spell until you gain at least one rank in Spellcraft. Takes 1 + spell level days.
15 + spell level	Prepare a spell from a borrowed spellbook. Wizard only. One try per day.
15 + spell level	When casting detect magic, determine the school of the magic involved in the aura of a single item or creature you can see.
19	Using read magic, identify a symbol.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
30 or higher	Understand a strange or unique magical effect. No retry.

## ALCHEMY CHECKS (PHB P63)

DC	Task
25	Identify substance. Cost 1gp per attempt, or 20gp for take 20.
25	Identify potion. Cost 1gp per attempt, or 20gp for take 20.
15	Make acid. See Craft Skill, PHB p65-66 for time and cost.
20	Identify poison (after casting detect poison)
20	Make alchemist's fire, smokestick, or tindertwig. See Craft Skill, PHB p65-66 for time and cost.
25	Make antitoxin, sunrod, tanglefoot bag, or thunderstone. See Craft Skill, PHB p65-66 for time and cost.

## SCROLLS (DMG P203, SEE THIS PAGE FOR MISHAP EFFECTS)

- Must be same type (arcane/divine) as user can cast, must be in user's class spell list, user must meet minimum required attribute for casting spells at that level
- If user is of level to cast spell, can cast without check
- If not of level, make caster level check, DC is scroll creator's level + 1
- If failed, make Wisdom check (DC 5, 1 fails). Fail takes 1d6 damage/spell level

## WANDS (DMG P206)

- Spell trigger activation, must have spell on spell list
- Use is a standard action that does not provoke AoOs
- Takes as long as spell if normal casting time is greater than 1 action

## MAGIC SCHOOLS (PHB P54)

School	Prohibited
Abjuration	1) one of Conjuration, Enchantment, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Conjuration	1) Evocation 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation
Divination	4) any three schools 1) any one school
Enchantment	1) one of Abjuration, Conjuration, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Evocation	1) Conjuration 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation 4) any three schools
Illusion	1) one of Abjuration, Conjuration, Enchantment, Evocation, or Transmutation 2) both Divination and Necromancy
Necromancy	1) any one school 1) Conjuration
Transmutation	2) Evocation 3) two of Abjuration, Enchantment, or Illusion 4) any three schools

**METAPSIONIC COST (PSIHB P24-30)**

Feat	Cost	Feat	Cost
Enlarge	+2	Maximize	+6
Extend	+2	Persistent	+8
Heighten	effective level	Quicken	+8
Hide Display	+2	Twin	+8

**PSIONIC COMBAT (PSIHB P42, 4-1, 4-2, 4-3)**

DC for powers is 1d20 + power's key ability bonus + level of power  
 Power Level(Cost): 0(0/1) 1(1) 2(3) 3(5) 4(7) 5(9) 6(11) 7(13) 8(15) 9(17)  
 Will Save DC vs. attack is 1d20 + attack's ability modifier + DC modifier

	Ego Whip (Dex)	Id Insin. (Str)	Mind Blast (Cha)	Mind Thrust (Int)	Psychic Crush (Wis)	Sec. Prot.	PP
Empty Mind	+1	-2	+3	-3	-5	none	1
Intellect Fortress	-2	+1	0	+6	+4	3 mh	5
Mental Barrier	-1	+4	-3	+1	+3	2 mh	3
Thought Shield	-4	-1	-2	+4	+2	1 mh	1
Tower of Iron Will	+3	0	-1	+5	-3	2 mh	5
Nonpsionic buffer	-8	-9	+4	-8	-8	stun	na
Flat-footed/no PP	+8	+7	+8	+8	+8		
Ability Damage	1d4 Dex	1d2 Str	1d4 Cha	1d2 Int	2d4 Wis		
Power Points	3	3	9	1	5		

- Defenders who fail save against Id Insinuation ignore mental hardness
- Mind Blast affects all creatures in 60' cone, nonpsionics are stunned for 3d4 rounds
- All other attacks have range of 25' + 5' per 2 levels
- Tower of Iron Will applies to all in 10' radius, mental hardness stacks, save does not

**PSION POWER POINTS PER DAY**

Level	10-11	12-13	14-15	16-17	18-19	20-21	22-23	24-25	26-27
1	2	3	3	3	3	5	5	5	5
2	3	4	4	4	4	6	6	6	6
3	4	5	8	8	8	10	12	12	12
4	7	8	11	11	11	13	15	15	15
5	10	11	14	19	19	21	23	25	25
6	15	16	19	24	24	26	28	30	30
7	20	21	24	29	36	38	40	42	44
8	27	28	31	36	43	45	47	49	51
9	34	35	38	43	50	61	63	67	67
10	43	44	47	52	59	70	72	76	76
11	52	53	56	61	68	79	92	96	96
12	63	64	67	72	79	90	103	107	107
13	74	75	78	83	90	101	114	131	131
14	87	88	91	96	103	114	127	144	144
15	100	101	104	109	116	127	140	157	172
16	115	116	119	124	131	142	155	172	187
17	130	131	134	139	146	157	170	187	202
18	147	148	151	156	163	174	187	204	219
19	164	165	168	173	180	191	204	221	236
20	183	184	187	192	199	210	223	240	255

**CHECKS: CONCENTRATION, PSICRAFT, USE PSIONIC DEVICE**  
 Use Concentration, Spellcraft, and Use Magic Device tables, respectively

**AUTOHYPNOSIS CHECKS (PSIHB P18)**

Task	DC	Effect
Resist Fear	15	Second saving throw at +4
Memorize	13	Memorize or recall up to 800 words
Ignore callrop wound	13	Ignore movement penalty for 10 min.
Tolerate poison	Poison's DC	+4 for save against secondary damage
Willpower	15	Take normal actions while at 0 hit points

**STABILIZE SELF CHECK**

For the first round that you have negative hit points and are losing them, you can make a Stabilize Self check instead of the normal 10% chance of stabilizing. Check DC is 15, if you succeed you stop losing hit points.

**PSICRYSTAL SPECIAL ABILITIES (PSIHB P11, 1-5)**

Psion Level	Psicrystal Intelligence	Special
1-2	6	Sighted (40', can sense in darkness and silence), Empathic Link (up to one mile, owner can sense emotions from psicrystal)
3-4	7	Telepathic Link (owner can converse with Psicrystal, it knows all languages its owner does)
5-6	8	Self-propulsion (owner pays 1 power point, psicrystal gets 30' movement)
7-8	9	Speak with Other Creatures (60', speaks mentally, creatures verbally)
9-10	10	
11-12	11	Power resistance (psicrystal gets PR 5 + owner's level)
13-14	12	Sight Link (Once per day, owner sees what psicrystal sees, lasts 1 hour)
15-16	13	Channel Power (manifest power through psicrystal, must be within 1 mile)
17-18	14	
19-20	15	

**VARIANT: ALTERNATE PSIONIC DISPLAYS**

Auditory (Au)	A blurred mix of barely audible whispers
Material (Ma)	A strange feeling that makes hairs on the back of the neck stand up
Mental (Me)	An odd sense of deja vu, or the feeling of being watched
Olfactory (Ol)	Faint aroma of burning metal
Visual (Vi)	Pupils of the manifester's eyes glow slightly

For my own campaign, Psionics powers are barely detectable; the above displays would only be noticed within 5' + 5' per 2 levels of the power being manifested, and only by someone with ranks in Psicraft.

**BARDIC KNOWLEDGE (PHB P29)**

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
25	Obscure, known by a few, hard to come by.	A knight's family history; legends about a minor place of mystery or a magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only to those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

**FAMILIAR SPECIAL ABILITIES (PHB P51, 3-19)**

Master Level	Natural Armor	Int	Special
1-2	+1	6	Alertness, Improved Evasion, Share Spells (if familiar is within 5', spells master casts on herself may also affect familiar). Empathic Link (up to one mile)
3-4	+2	7	Touch (familiar can deliver touch spells)
5-6	+3	8	Speak with Master (can communicate verbally with Master)
7-8	+4	9	Speak with Animals of Its Type
9-10	+5	10	
11-12	+6	11	Spell resistance (familiar gets SR 5 + owner's level)
13-14	+7	12	Scry (once per day, master can Scry on familiar as a spell-like ability)
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

**MAGIC ITEM IMPROVEMENT COSTS**

**ARMOR AND SHIELDS**

Cost, in 1000s of gp:

From	To									
	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Masterwork	1	4	9	16	25	36	49	64	81	100
+1	-	3	8	15	24	35	48	63	80	99
+2	-	-	5	12	21	32	45	60	77	96
+3	-	-	-	7	16	27	40	55	72	91
+4	-	-	-	-	9	20	33	48	65	84
+5	-	-	-	-	-	11	24	39	56	75
+6	-	-	-	-	-	-	13	28	45	64
+7	-	-	-	-	-	-	-	15	32	51
+8	-	-	-	-	-	-	-	-	17	36
+9	-	-	-	-	-	-	-	-	-	19

**Bonus**

Bonus	Ability
+1	Bashing, Blinding, Light Fortification, Glamerd, Shadow, Silent Moves, Slick
+2	Animated, Arrow Deflection, SR 13
+3	Acid Resistance, Cold Resistance, Fire Resistance, Medium Fortification, Ghost Touch, Invulnerability, Lightning Resistance, Sonic Resistance, SR 15
+4	SR 17
+5	Etherealness, Heavy Fortification, Reflection, SR 19

**WEAPONS**

Cost: as above chart for armor, but double.

**Bonus**

Bonus	Ability
+1	Defending, Distance, Flaming, Ghost Touch, Keen, Mighty Cleaving, Returning, Shock, Spell Storing, Throwing, Wounding
+2	Bane, Chaotic, Disruption, Flaming Burst, Holy, Icy Burst, Lawful, Shocking Burst, Thundering, Unholy
+3	-
+4	Brilliant Energy, Dancing, Speed,
+5	Vorpal

**MAGIC ITEM CREATION TIME AND COSTS (DMG P241-242)**

Cost in gp: 1/2 the market price

Cost in XP: 1/25 the market price

Time: 1 day per 1000gp of the market price

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another,

independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

All material wholly derived from the System Reference Document is hereby designated as Open Game Content, in accordance with this license.