

DM Screen Supplement (D&D 3.5e)

Grapple (PHB 156)

Grapple Check: BAB + Str Mod + Size Mod
Size: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16

Steps:

1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails.

2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.

3: Hold. Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.) Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Movement to MPH

Movement	MPH
30	3.4
40	4.6
50	5.7
60	6.8
70	8
80	9.1
90	10.2
100	11.4

Hampered Movement

Condition	Additional Movement Cost
Difficult Terrain	x2
Obstacles	x2
Poor visibility	x2

Movement (PHB 162)

Character Speed

	15 Feet	20 Feet	30 Feet	40 Feet
One Round (Tactical)¹				
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 Minute (Local)				
Walk	150ft	200 ft	300 ft	400 ft
Hustle	300 ft	400 ft	600 ft	800 ft
Run (x3)	450 ft	600 ft	900 ft	1200 ft
Run (x4)	600 ft	800 ft	1200 ft	1600 ft
One Hour				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run (x3)	-	-	-	-
Run (x4)	-	-	-	-
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	-	-	-	-
Run	-	-	-	-

Movement for Mounts and Vehicles (PHB 164)

Mount / Vehicle	Per Hour	Per Day
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)	4 miles	32 miles
Light warhorse (231–690 lb.)	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.)	3.5 miles	28 miles
Heavy warhorse (301–900 lb.)	3.5 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.)	3 miles	24 miles
Warpony (101–300 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.)	2 miles	16 miles
Mule (231–690 lb.)	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.)	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Raft or barge (poled or towed)	.5 mile	5 miles
Keelboat (rowed)	1 mile	10 miles
Rowboat (rowed)	1.5 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2.5 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

Jump Rules (PHB 77)

Light Sources (PHB 165)

Object	Bright	Shadowy	Duration
Candle	n/a	5 ft	1 hour
Everburning torch	20	40	Permanent
Lamp, common	15	30	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
Spells:			
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

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Attack Roll Modifiers (PHB 151)		
Attacker is	Melee	Ranged
Dazzled	-1	-1
Entangled	-2(1)	-2(1)
Flanking Defender	+2	-
Invisible	+2(2)	+2(2)
On Higher Ground	+1	+0
Prone	-4	- (3)
Shaken / Frightened	-2	-2
Squeezing Through A Space	-4	-4

(1) - Entangled characters also take -4 to Dex, which may affect attack roll

(2) - Defender loses Dex bonus to AC

(3) - Most ranged weapons can't be used while prone, but crossbow and shuriken can be used without penalty.

Armor Class Modifiers (PHB 151)		
Defender is	Melee	Ranged
Behind Cover	+4	+4
Blinded	-2(1)	-2(1)
Concealed or Invisible	See Concealment (PHB 152)	
Cowering	-2(1)	-2(1)
Entangled	+0(2)	+0(2)
Flat-Footed	+0	+0
Grappling (but attacker is not)	+0(1)	+0(1)(3)
Helpless	-4(4)	+0(4)
Kneeling or Sitting	-2	+2
Pinned	-4(4)	+0(4)
Prone	-4	+4
Squeezing Through A Space	-4	-4
Stunned	-2(1)	-2(1)

(1) - Defender loses Dexterity bonus to AC

(2) - Entangled characters take -4 penalty to Dexterity

(3) - Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.

(4) - Treat defenders Dexterity as 0 (-5 modifier). See helpless defenders (PHB 153)

Carrying Capacity (PHB 162)			
Strength	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.

Creature Sizes (DMG 29)					
Size	Max Height	Max Weight	Space	Reach Tall	Reach 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	2.5 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	20 ft
Colossal	64 ft >	250,000 lbs >	30 ft >	30 ft >	20 ft >

Lifting and Dragging
A character can lift as much as his or her maximum load over his or her head.
A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).
A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.