

DIFFICULTY CLASS (DC) VALUES				NORMAL DAMAGE EXPRESSIONS			LIMITED DAMAGE EXPRESSIONS		
Level	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st–3rd	5	10	15	1d6+3	1d10+3	2d6+3	3d6+3	2d10+3	3d8+3
4th–6th	7	12	17	1d6+4	1d10+4	2d8+4	3d6+4	3d8+4	3d10+4
7th–9th	8	14	19	1d8+5	2d6+5	2d8+5	3d8+5	3d10+5	4d8+5
10th–12th	10	16	21	1d8+5	2d6+5	3d6+5	3d8+5	4d8+5	4d10+5
13th–15th	11	18	23	1d10+6	2d8+6	3d6+6	3d10+6	4d8+6	4d10+6
16th–18th	13	20	25	1d10+7	2d8+7	3d8+7	3d10+6	4d10+7	4d12+7
19th–21st	14	22	27	2d6+7	3d6+8	3d8+7	4d8+7	4d10+7	4d12+7
22nd–24th	16	24	29	2d6+8	3d6+8	4d6+8	4d8+8	4d12+8	5d10+8
25th–27th	17	26	31	2d8+9	3d8+9	4d6+9	4d10+9	5d10+9	5d12+9
28th–30th	19	28	33	2d8+10	3d8+10	4d8+10	4d10+9	5d10+9	5d12+9

MONSTER VALUES			
ATTACK & DEFENSE VALUES			
AC: 14	F/R/W: 12	Attack: +5	Avg Dmg: 8
+1/level	+1/level	+1/level	+1/level
DAMAGE MODIFICATIONS			
Encounter Power: +25-50%		Multiple Targets: -25%	
Brute: +25%		Minion: 1/2 damage	
HP & DEFENSE BONUS BY ROLE			
Controller:	Lurker:	Skirmisher:	Elite:
24+8/lvl	21+6/lvl	24+8/lvl	x2 HP
Artillery:	Brute:	Soldier:	Solo:
21+6/lvl	26+10/lvl	24+8/lvl	x4 HP
-2 AC	-2 AC	+2 AC	

STATUS EFFECTS	
Blind	Daze
Deafen	Dominate
Immobilize	Mark
Petrify	Prone
Restrain	Slow
Stun	Weaken

SKILL CHALLENGE COMPLEXITY		
Complexity	Successes	Failure
1	4	3
2	6	3
3	8	3
4	10	3
5	12	3

DAMAGE BY LEVEL					
Level	Single Target	2+ Targets	Level	Single Target	2+ Targets
1	1d8 + 4	1d6 + 3	16	3d8 + 11	3d6 + 8
2	1d8 + 5	1d6 + 4	17	3d8 + 12	3d6 + 9
3	1d8 + 6	1d6 + 5	18	3d8 + 13	3d6 + 9
4	2d6 + 5	1d8 + 5	19	3d8 + 14	3d6 + 10
5	2d6 + 6	1d8 + 6	20	3d8 + 15	3d6 + 11
6	2d6 + 7	1d8 + 6	21	4d6 + 15	3d8 + 9
7	2d8 + 6	2d6 + 4	22	4d6 + 16	3d8 + 9
8	2d8 + 7	2d6 + 5	23	4d6 + 17	3d8 + 10
9	2d8 + 8	2d6 + 6	24	4d6 + 18	3d8 + 11
10	2d8 + 9	2d6 + 6	25	4d6 + 19	3d8 + 12
11	3d6 + 9	2d6 + 7	26	4d8 + 16	4d6 + 11
12	3d6 + 10	2d8 + 6	27	4d8 + 17	4d6 + 12
13	3d6 + 11	2d8 + 7	28	4d8 + 18	4d6 + 13
14	3d6 + 12	2d8 + 7	29	4d8 + 19	4d6 + 14
15	3d6 + 13	2d8 + 8	30	4d8 + 20	4d6 + 15