

COMBAT

Initiative: 1d6 per side, highest goes first, on a tie simultaneous.

Combat Actions:

- Make half move and attack or other quick action (e.g. drink a potion)
- Charge at running speed and attack
- Full move with no attack
- Cast a spell (and move up to 5")

Special Manoeuvres:

Manoeuvre	DC	Save	Notes
Aid Another	-	-	Forgo attacks to grant +2 on attack and manoeuvre rolls to an ally vs an adjacent enemy.
Blind	16	Ref	Lasts 1d4 rounds
Bull Rush	12	Fort	Knock victim back 1d6" + str mod, or if one size larger 1" + str mod.
Charge	-	-	Run at least 30" for +2 to damage, -2 to AC
Disarm	14	Ref	Knocks weapon out of hand, 1d6+3 feet away.
Fight Defensively			Forgo all attacks for +2 to AC for turn
Grapple	14	Fort	Victim is grappled, suffers normal unarmed damage, and must succeed with own grapple to escape.
Overrun	14	Fort	Like bullrush plus charge, can elect to trip instead of push back, move continues after attack.
Sunder	16	Item Save	Attacking material must be as strong or stronger than targeted material.
Trip	14	Ref	Knocks opponent prone.

Death: Characters die when their negative hp total exceeds their Con score, or exceed -10 (whichever is greater). No maiming for near death experiences applies.

ENCOUNTERS

3d6 (2d6 for wicked creatures)	Reaction
2-3	Completely hostile, attack immediately
4-8	Hostile, not willing to parlay, may attack
9-16	Neutral, willing to parlay and trade
17-18	Friendly, willing to render assistance

Distance: 1d6 x 20 in close quarters, 1d6 x 60 in more open spaces.

Surprise: 1 on 1d6 for all participants, cannot act first turn of combat.

Morale:

- Trigger: NPC's and monsters might flee if half their number has been killed or disabled or their leader has been killed or disabled.

- Check: Pass a Will saving throw.

HEROIC TASKS

The score required for success depends on what level of skill the character has in the heroic task:

- Unskilled: >=18 on a d20
- Knack: >=15 on a d20
- Skilled: Roll vs indicated saving throw, modifying the roll with the indicated ability score modifier.

Task	Save + Stat Modifier	Notes
Bend Bars	Fort + Str	
Break Down Doors	Fort + Str	On failure, kicker suffers 1d4 dmg and has 5% chance of being crippled for 24 hours. +3 for light weapons, +5 for pole arms. Triggers wandering monster check.
Climb Sheer Surfaces	Ref + Dex	On failure, suffer falling damage calculated from mid point of fall. Speed of 10".
Decipher Codes	Will + Int	
Escape Bonds	Ref + Dex	Takes 1d10 minutes per attempt.
Find Secret Doors	Will + Int	
Find Traps	Will + Int	Takes a minimum of 1 turn per attempt.
Hide in Shadow	Ref + Dex	Camouflage clothing gives a +2 bonus
Jump	Fort + Str	Jumping 5" forward or 3" up takes no roll. Each full multiple of this adds -2, up to quadruple.
Listen at Doors	Will + Wis	
Move Silently	Ref + Dex	
Open Locks	Ref + Dex	
Pick Pockets	Ref + Dex	
Remove Traps	Ref + Dex	Failure sets off the trap.
Riding	Ref + Dex	Fall off on failure. Falling damage = distance + speed.
Survival	Will + Wis	Takes 4 hours per attempt. Consult table for results on success.
Swimming	Fort + Str	First failure: make no progress: Second failure: begin to drown.
Tracking	Will + Wis	
Trickery	Will + Cha	

CONDITIONS

Condition	Description
Blinded	Blinded characters cannot see. In a fight, they suffer a -10 penalty to hit their targets, and their opponent gains a tactical advantage against them. Blinded creatures are surprised on a roll of 1-3 on 1d6.
Comatose	The subject falls into a catatonic coma. During this time, it cannot be awakened by any means. This is not a sleep effect, and thus elves are not immune to it.
Crippled	The crippled condition indicates some problem with a creature's legs or feet. The creature's movement is reduced by one half and they suffer a -2 penalty on Reflex saving throws.
Deafened	Deafened characters are surprised on a roll of 1-3 on 1d6. Deafened spellcasters fail to cast their spells on a roll of 1-2 on 1d6.
Entangled	Entangled creatures move at quarter speed and cannot run. This gives their opponents a tactical advantage in combat. Entangled spellcasters fail to cast their spells on a roll of 1-2 on 1d6.
Fatigued	A fatigued character moves at half speed and his opponent's enjoy a tactical advantage in a fight.
Frightened	Frightened characters flee from the source of their fright as quickly as they can. If a frightened creature is unable to flee and must fight, their opponent gains a tactical advantage.
Incorporeal	Incorporeal creatures can only be harmed by magic weapons or spells. They can pass through solid objects.
Madness	Mad or insane characters act randomly each round (during combat) or turn (outside of combat), per the confusion spell.
Paralyzed	A paralyzed creature cannot move or act, but can perform purely mental functions.
Petrified	A petrified creature has been turned to stone and is considered unconscious. Damage sustained by a petrified creature (i.e. loss of a limb or head) is carried over to the creature when it is unpetrified.
Prone	A prone character has been knocked to the ground. Opponents wielding melee weapons enjoy a tactical advantage against him, while he enjoys a tactical advantage against foes with ranged weapons.
Sickened	Sickened creatures are dizzy and nauseated, and suffer a -2 penalty to attack and to their saving throws.
Stunned	A stunned character cannot move or attack and drops any item he holds. Opponents enjoy a tactical advantage against him.

TURN UNDEAD

HD	1	2	3	4	5	6	7	8	9-13	14-18	19+
1	10	7	4	3	2	D	D	D	D	D	D
2	13	10	7	4	3	2	D	D	D	D	D
3	16	13	10	7	4	3	2	D	D	D	D
4	19	16	13	10	7	4	3	2	D	D	D
5	20	19	16	13	10	7	4	3	2	D	D
6	-	20	19	16	13	10	7	4	3	T	D
7	-	-	20	19	16	13	10	7	4	T	T
8	-	-	-	20	19	16	13	10	7	2	T
9	-	-	-	-	20	19	16	13	10	3	2
10	-	-	-	-	-	20	19	16	13	10	2
11	-	-	-	-	-	-	20	19	16	13	10
12	-	-	-	-	-	-	-	20	19	16	13
13+	-	-	-	-	-	-	-	-	20	19	16

If D20 >= number the undead type targeted flee, or cower if unable to flee, for 3d6 rounds. T = automatic turn. D = undead is automatically destroyed or controlled for 24 hours.

FALLING

Distance	Damage	Crippled
10 ft	1d6	1 in 10
20 ft	2d6	1 in 6
30 ft	3d6	1 in 6
40 ft	4d6	2 in 6
50 ft	5d6	2 in 6
60 ft	6d6	3 in 6
70 ft	7d6	3 in 6
80 ft	8d6	4 in 6
90 ft	9d6	4 in 6
100 ft	10d6	5 in 6
110 ft	11d6	5 in 6
120 ft+	12d6	6 in 6