

Defence Die Choice	Die
No shield, 1-3 attackers front/side	d20p-4
With shield, 1-3 attackers front/side	d20p
4+ attackers front/side	d12p
Attackers to rear (no shield mod.)	d8p
Surprised (no defense mods.)	d8p
Helpless (AT at 1/2 w speed round up)	d8p
After casting a spell (for casting time + 5 secs.) + only stroll speed	-6

Action	Counts
Walk (5 ft/2.5 ft-5' every other sec.)	1
Jog (10 ft/5 ft)***	1
Run (15 ft/7.5 ft-alt. 5' and 10' per sec.)	1
Sprint (20 ft/10 ft)***	1
Halt run/sprint (10' over 1 count)	1
Change Facing to side	1*
Change Facing to rear	1*
Sit/kneel/stand from prone/reverse	1*
Pick up dropped weapon at feet	1
Draw/ready weapon, small	0
Draw/ready weapon, medium	1
Draw/ready weapon, large	2
Ready a carried ranged weapon	1
Draw a hurled weapon**	1
Ready a stowed weapon	5
Take aim	4
Quick Aim (-6 to hit)	0
Retrieve spell comp. not in hand	d4p
*free combined with other move/action	
**knife may combine with throwing	
From standing you must first walk or jog	
You can then move to a run or sprint.	

Initiative Die	Die
Standard Encounter	d12
Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when	d10
Can hear opponents in a concrete direction but not see them	d8
Going through a doorway, with absolute knowledge that an opponent is on the other side	d6
Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)	d4

Size	Effect. Range	Ranged def/melee	Dmg for KB
T	x2	d20p+10	5
S	x1.5	d20p+8	10
M	x1	d20p+6	15
L	x.67	d20p+4	20
H	x.5	d20p+2	25
G	x.25	d20p-2	30

Ranged Attacks*				
Att Die	Crossbow, Lt	Crossbow, Hvy	Javelin**	Longbow
d20p	5-60	5-80	5-30	5-60
d12p	61-100	81-140	31-50	61-120
d8p	101-140	141-190	51-70	121-160
d4p	141-180	191-250	71-100	161-210

  

Att Die	Shortbow	Sling	Thr. Axe**	Thr. Knife**
d20p	5-50	5-40	5-20	5-20
d12p	51-80	41-80	21-30	21-30
d8p	81-120	81-120	31-40	31-40
d4p	121-150	121-160	41-60	41-50

\*moving targets roll d20p, stationary targets roll d12p  
(no mods to either)  
\*\*STR bonus to dmg only if thrower jogged at least 15'

Max. Weapon Speeds	
Small	2
Medium	3
Large	4 these and bows require 2 hands

Shooting into melee	
Size	Defense Roll
T	d20p+10
S	d20p+8
M	d20p+6
L	d20p+4
H	d20p+2
G	d20p-2

keep rolling next nearest target within 15'

**Threshold of Pain** (30% +1%/level of HP (2%/level if fighter)  
--40% of HP if monster)  
If dmg > ToP, then trauma check (d20vs. 1/2 CON)  
If roll > 1/2 CON, fall to ground helpless for 5x(roll-1/2 CON) secs.

**Knockbacks** (for R-handed attacker, reverse for L-hand) **d12**  
1 = knocked right 90°  
2 = knocked right 45°  
3-7 = knocked straight back  
8-10 = knocked left 45°  
11-12 = knocked left 90°  
if direction is occupied by solid object, use next feasible result

Shields			
Shield Type	Def Bonus	DR	Cover Value
Small	+4	4	19
Medium	+6	6	16 (11)
Large	+6	6	11 (6)

Shield Damage		
Small	M/L	Required Save
8 pts	12 pts	Comp. D20 roll, def gains +6
12 pts	18 pts	Comp. D20 roll
16 pts	24 pts	Comp. D20 roll, def gains -6
20 pts	30 pts	None, shield destroyed

Monster Reach	
Short	2'
Medium	3'
Long	5'

Shield Damage	
Crushing	1/2 damage (highest die)
Hacking	1/2 damage (lesser die)
Piercing	1 point

**Critical Hit:** roll a 20 and beat defender's roll. Deal double damage.

**Critical Miss:** roll a 1 on an attack roll, always misses. If the defender beats your roll it's a fumble and the defender receives a free weapon attack against you. If a defender rolls a 1 on defense roll, attacker gets a free attack during the next second (no affect to weapon count-up)

**Near-Perfect Defense:** Roll a 19 on defense roll and beat attacker's roll and be within 5' of attacker. Receive an immediate free hand-to-hand attack, unless wielding a dirk, dagger, knife, etc. in which case you can use that. This can also be a kick, head-bitt, etc, if you're wielding a 2-handed weapon. A successful attack deals 2d4p-2 +STR mod. (that's 1d4p-2 and 1d4p-2 + STR mod.) that ignore shield and/or armor DR. It is possible to do 0 damage for this attack.

**Perfect Defense:** Roll a 20 for defense roll and beat attacker's roll. Make a free weapon attack against attacker.

**Aggressive Attack:** +5 to next attack and -2 to defensive rolls. If the defender gives ground against a successful aggressive attack, only do 1/2 damage.

**Charge:** Sprint into a foe at least 20 feet away in a straight line to gain +4 to attack, but lose any Dex bonus to Defense rolls for 5 seconds. Damage is normal but counts as double for determining knock-backs.

**Fight Defensively:** Before attacking you may take a penalty of -2, -4, -6 or -8 to your attack but gain a corresponding +1, +2, +3 or +4 to all defense rolls. You may not apply penetration to successful attacks using this maneuver. You may stop fighting defensively at any time. May be combined with Give Ground and/or Fighting Withdrawal maneuvers

**Fighting Withdrawal:** use normal walking movement to back up or sidestep. -2 penalty to next attack as long as you continue withdrawing.

**Flee:** Attacker can follow at normal speed or make a free attack (unless an enemy is adjacent). If attack, attacker may not pursue for number of sec. equal to 1/2 weapon speed rounded up. Fleeing character cannot use shield in defense, and uses a d10p for defense roll. Re-set count up for fleeing character's weapon.

**Full Parry:** +5 to defense rolls but re-set weapon count up. May be combined with Give Ground and/or Fighting Withdrawal maneuvers

**Give Ground:** During attacker's second, defender can move back 5' to gain +5 to defense roll and -1 to next attack. Attacker can automatically advance (press forward)

**Hold at Bay:** If you have reach and a jabbing weapon you can prevent a target from approaching you. The target would have to knock your weapon aside before they could attack you.

**Jab:** faster attack, not allowed with all weapons, deals 1/2 damage, no penetration

**Ready against a charge:** If you have reach and a spear or other polearm, take 3 secs to set it and be able to attack first. If successful you break the charge (charger loses charging benefits) and do double damage. Further, the attacker is held at bay.

Skill Level	Skill Mastery
0	Unskilled
1-25	Novice
26-50	Average
51-75	Advanced
76-87	Expert
88-100	Master

Skill checks: Roll percentile dice and add relevant circumstantial modifiers and compare to skill ability.

For Universal skills with no mastery points, use relevant ability score (lowest score of multiple abilities apply)

You may not use a non-universal skill for which you have no mastery levels

Opposed checks: Roll percentile dice and add mastery level and add relevant circumstantial modifiers

Difficulty	Modifier to Skill check roll
Trivial	-90
Easy	-80
Average	-40
Difficult	0
Very Difficult	+10

**Saving throws:** Opposed roll; d20p + character level (or monster to-hit) + any other modifiers

Illumination					
Illumination	Light Shed Dim (-4/-2)		Dark (-8/-4)	Burn Time	Notes
Candle	15' rad.	15'1" - 30'	30'1" and up	6 hours	easy to blow out
Lantern, Miner's	15' rad.	see p. 128	see p. 128	9 hrs./1/2	
Torch	30' rad.	30'1" - 60'	60'1" and up	30 mins.	x. weapon use

**Lighting:** In dim light, if you don't have low-light vision, suffer a -4 penalty to attacks and -2 to defenses. In total darkness it's -8 to attacks and -4 to defenses. If you have low-light vision and are outside the dim illumination of a light source, but within 120' of said source, suffer a -4 to attacks and -2 to defenses.

**Secret Doors:** Base chance to find is 1 in 6 (1 in 3 for thieves).