

**Skill Checks**  
**1d20 + Skil Rank + Attribute Mod + Misc vs Difficulty Class (DC)**

Max = LVL + 3  
 ½ for Cross Class

See Chart & Armour

DM Decides based on circumstance (+2/-2 increments)

Character can take 10 if not under Duress  
 Character can take 20 given enough time (20x normal)  
 CoOperative: Each DC 10 roll by others provides +2 bonus  
 Skill Synergy: +2 where applicable

Pathetic	-5
Everyday	0
Easy	5
Routine	10
Moderate	13
Skillful	15
Challenging	18
Hard	20
Extreme	25
Heroic	30
Miracle	40

**Result**

DC -10	Fumble
DC	Success
DC +10	Greater Success
DC +20	Perfect Success

**Attribute Check**  
**1d20 + Att + Misc vs DC**

**Opposed Roll**  
 1d20 + SR + AM + Misc  
 vs  
 1d20 + SR + AM + Misc  
**Higher Total Scores Success**

**Spell Save DC**  
**10 + Spell Level + Ability Mod**

**Saving Throws**  
 Fortitude vs physical punishment, attacks vs vitality and health.  
 Reflex vs dodge attempts, traps, sudden shifts of balance.  
 Will vs mental influence, domination, illusions.

**Examples**      **p93 DMG**

Hear a pitched battle	-10
Track 10 giants/muddy field	0
Climb a knotted rope	5
Hear people through door	5
Ransack a chest to find a map	10
Stay awake whole night	12
Bash open a simple wooden door	13
Stabilize a dying friend	15

**Examples**      **p93 DMG**

Cast Fireball while hit with an Arrow	18
Notice typical secret door	20
Pick very simple lock	20
Walk a tightrope	20
Jump over orc's head (running start)	26
Hurriedly climb slick brick wall	30
Track a goblin that passed over hard rocks and it snowed yesterday	43

**Combat Basics**

0 Check for Surprise/Awareness  
 1 Roll for Initiative  
    Character's Flat Footed until first action  
 2 Combatants Act in their Initiative Order  
 3 Repeat Step 2 until Combat Over

Standard Action + Move Action  
 Move Action + Standard Action  
 Move Action + Move Action  
 Full Round Action

0 Awareness Determined by Circumstance and/or Spot/Listen/Hide roll(s)  
 If no Characters Unaware, No Surprise Round  
 1a Aware Characters Roll Initiative  
    Partial Actions Only  
 1b Unaware Characters are Surprised  
 2a Surprise Round Ends, First Regular Round  
 2b Remaining Characters Roll for Initiative  
 3 Combat Proceeds as Normal

1d20 + Dex Mod + Misc = Initiative

Feats or Circumstances

**Attack Basics**  
**1d20 + Base Bonus + Attrib Mod + Misc vs Armour Class (AC)**

**1d20 + Natural + Armour AC + Dex Mod + Size + Misc or (variant)**  
**10 + Natural + Armour AC + Dex Mod + Size + Misc**

A natural attack roll falling in the weapon's threat range provokes a second attack roll. If this roll succeeds in striking the opponent's AC, a critical hit is inflicted. Roll damage as normal X number of times as indicated by the critical multiplier for the weapon. Bonuses for sneak attack or special weapons (ex flaming) are not multiplied.

Roll dice for damage. Add STR bonus, 1.5x for two handed weapons, .5x for weapons in off-hand. Thrown weapons gain STR bonus. Bows/Slings gain only penalty unless built for STR, Crossbows not affected either way.

0 Hit Points: Disabled. Partial Actions Only causing 1 Point of Damage to Self  
 -1 to -9 HP: Unconscious. Lose 1 HP per round. 10% chance Stabilize each round.  
 -10 HP: Dead. Powerful Magic only applicable to return character to life.

**Modifiers**      **p132 PHB**

Circumstance	Melee	Ranged	
Attacker Flanking Defender	+2	--	1/4 Conceal: 10% Miss
Attacker on Higher Ground	+2	--	1/2 Conceal: 20% Miss
Attacker Prone	-4	XBow Only	3/4 Conceal: 30% Miss
Attacker Invisible	+2/NoDex	+2/ND	9/10 Conceal: 40% Miss
			Total Conceal: 50% Miss, Must Guess
Defender Sitting/Kneel	+2	-2	Hit cover? Had hit normally, hit cover instead.
Defender Prone	+4	-4	1/4 Cover: +2 AC, +1 Reflex Save
Defender Stunned	+2/NoDex	+2/ND	1/2 Cover: +4 AC, +2 Reflex Save
Defender Climbing (no Shield)	+2/ND	+2/ND	3/4 Cover: +7 AC, +3 Reflex Save
Defender Surprised/Flat Footed	NoDex	NoDex	9/10 Cover: +10 AC, +4 Reflex Save*
Defender Running	NoDex	-2/ND	*No Damage if save, 1/2 if not
Defender Grappling	NoDex	--	
Defender Pinned	+4/NoDex	-4/ND	Hit cover? Had hit normally, hit cover instead.

Combat Action List			
Action	Type	Move	AoO
Melee Attack	Standard	Yes	No
Ranged Attack	Standard	Yes	Yes
Unarmed Attack	Standard	Yes	Maybe
Disarm	Attack	Yes	Yes
Grapple	Attack	Yes	Yes
Trip	Attack	Yes	No
Charge	Full	x2	No
Overrun	Full	x2	No
Bull Rush	Attack	x2	Yes
Strike a Weapon	Standard	Yes	Yes
Strike an Object	Standard	Yes	Maybe
Full Melee Attack	Full	5'	No
Full Ranged Attack	Full	5'	Yes
Fight Defensively	Standard	Yes	No
Total Defense	Standard	Yes	No
Load Hand/Light Crossbow	Move	5'	Yes
Load Heavy/Repeating Crossbow	Full	5'	Yes
Feint	Standard	Yes	No
Prepare to Throw Oil	Full	5'	Yes
Coup de Grace	Full	5'	Yes
Delay	Free	--	No
Ready	Standard	Yes	No
Refocus	Full	5'	No
Cast 1 Action Spell	Standard	Yes	Yes
Cast Full Round Spell	Full	5'	Yes
Concentrate to Maintain	Standard	Yes	No
Cease Concentration	Free	--	No
Dismiss a Spell	Standard	Yes	No
Cast Defensively	Standard	Yes	No
Use Touch Spell on Self	Standard	Yes	No
Use Touch Spell on Opponent	Standard	Yes	No
Use Touch Spell on 6 friends	Full	5'	No
Activate Magic Item	Standard	Yes	Maybe
Cast Quickened Spell	Free	--	No
Spellcraft Check on Counterspell	Free	--	No
Move	Move	1x	Maybe
Double Move	Full	2x	Maybe
Run	Full	4x	Yes
Drop to the Floor	Free	--	No
Stand Up	Move	5'	No
Dis/Mount	Move	5'	No
Escape a Grapple	Standard	No	No
Climb ¼ Speed	Move	Sp	No
Climb ½ Speed	Full	Sp	No
Draw Weapon/Shield	Move	Maybe <sup>1</sup>	No
Sheathe Weapon	Move	Maybe <sup>1</sup>	Yes
Drop Item	Free	--	No
Pick up an Item	Move	5'	Yes
Retrieve a Stored Item	Move	5'	Yes
Open a Door	Move	5'	No
Move a Heavy Object	Move	5'	Yes
Aid Another	Standard	Yes	No
Heal a Dying Friend	Standard	Yes	Yes
Light Torch w/ Twindertwig	Standard	5;	Yes
Light Torch	Full	5'	Yes
Use 1 round skill	Full	Maybe	Usually
Extinguish Flames	Full	5'	No
Speak	Free	--	No
Use spell-like ability	Standard	Usually	Yes
Use supernatural ability	Standard	Usually	No
Use extraordinary ability	Standard	Usually	No
Rebuke/Turn Undead	Standard	Yes	No

Strike any foe within 5'  
(10'+ w/ reach wpns)

Strike any foe within wpn range and LOS  
-2 per Range Bracket  
(max range 10x projectile, 5x thrown)

Strike any foe within 5'

Make Opposed Attack Roll  
+4 bonus to larger wpn, +4 vs 2 handed wpn  
If fail, defender can attempt counter-disarm

Page 137, PHB -- If AoO Hits, Grapple Fails

Mounted, Page 139, PHB

Move 2x Base Distance  
Straight Line Only, Min 10' Movement  
+2 to hit, -2 AC until next action  
One attack only

Attack as Melee Touch Attack  
If succeed, STR vs DEX Opposed Roll  
Attacker +4 per size larger than Med, -4 per less  
Defender +4 if quadruped or higher  
If fail, defender can attempt counter-trip

-4 to hit, +2 Dodge

No Attacks, +4 Dodge to AC

Use full complement of attacks  
Every 5 base > 1, gain extra att: each  
att reduces base 5, ie, +11/+6/+1  
May hit any foe within reach/range

Push Attacker Back, AoO 25% chance hit Defender instead  
Opposed STR Check, +4 per size over Med, -4 per size under  
Attacker +2 if charging. Defender +4 if 4 legs or more  
Push min 5', +1' per point above defender's total (max move)  
If fail, 5' bounce back and fall prone

Page 64, PHB

Page 133, PHB, Auto Critical, Fortitude DC 10 + Damage or Perish

Reduce init for rest of combat. Can't interrupt foe action. Max -10 -Init Mod

Ready action later at specific point. Init set to # when action occurs. P 135 PHB

+20 to Init starting next round

Page 135, PHB. AoO if object Held or Carried  
Weapon: Make Opposed Attack Roll  
Wpn must be within 1 size category of target wpn  
Immobile Object Base AC: 5 + Size Mod  
+4 to hit w/ melee, +5 w/ ranged if take 1 round to aim  
Held Carried or Worn AC: 10 + Owner's Dex + Deflection  
Damage Dealt Reduced by Object's Hardness

If struck while casting Concentration vs  
DC 10 + Damage + Spell LVL

If Hit/Concentration Lost, Spell Lost

No AC Penalty, No AoO  
Concentration vs DC 15+Spell LVL

Ignores Armour, Dodge Bonuses Only  
Spell can be held until successful

Spell Completion Items (such as Scrolls) require  
concentration and can be disrupted, AoO provoked  
Other Items do not provoke AoO, cannot be disrupted

Select Ready Action, chose Target. DC 15 + Spell's LVL. See P 152 PHB

Base Speed Value - Armour/Encumbrance Penalty, Page 130 PHB

Straight Line Only, No DEX to AC

Page 137, PHB

Page 64X, PHB

With +1 Base Attack Bonus or more, can combine one action with a regular move

Possible STR Check

P 129 PHB  
DC 15 Healing Check  
or Magical Healing

Page 135, PHB - Attack vs AC 10  
if succeed ally gains +2 bonus to their AC or Attack  
vs that Opponent

0	LVL -4
1-3	LVL -3
4-6	LVL -2
7-9	LVL -1
10-12	LVL
13-15	LVL +1
16-18	LVL +2
19-21	LVL +3
22+	LVL +4

As Spell in all respects

Cannot be Disrupted

Page 139-140, PHB  
CHA Check = Max HD  
2d6+LVL+CHA = # Turned