

NPC TRAITS																				
Threat Level																				
Initiative and Defense																				
Grade	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
II	+0	+1	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+8	+9	+9
III	+1	+1	+2	+2	+3	+4	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12
IV	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15
V	+2	+3	+4	+5	+5	+6	+7	+8	+9	+10	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18
VI	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21
VII	+3	+3	+4	+5	+6	+8	+9	+10	+11	+12	+13	+15	+16	+17	+18	+19	+20	+22	+23	+24
VIII	+3	+4	+6	+7	+8	+9	+11	+12	+13	+14	+16	+17	+18	+19	+21	+22	+23	+24	+26	+27
IX	+4	+5	+6	+8	+9	+10	+12	+13	+15	+16	+18	+19	+20	+22	+23	+25	+26	+28	+29	+30
X	+4	+6	+7	+9	+10	+12	+13	+15	+16	+18	+19	+21	+22	+24	+25	+27	+28	+30	+31	+33

Attack																				
Grade	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10
II	+0	+1	+1	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+9	+9	+10	+11	+11	+12	+12
III	+0	+1	+2	+3	+3	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15
IV	+1	+2	+3	+4	+5	+5	+6	+7	+8	+9	+10	+10	+11	+12	+13	+14	+15	+15	+16	+17
V	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
VI	+1	+2	+3	+4	+5	+6	+7	+9	+10	+11	+12	+13	+14	+15	+17	+18	+19	+20	+21	+22
VII	+2	+3	+4	+5	+7	+8	+9	+10	+11	+13	+14	+15	+16	+17	+19	+20	+21	+22	+23	+25
VIII	+2	+3	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+21	+22	+23	+25	+27	+27
IX	+2	+3	+5	+6	+8	+9	+11	+12	+14	+16	+17	+18	+20	+21	+23	+24	+26	+27	+29	+30
X	+3	+5	+6	+8	+9	+11	+12	+14	+15	+17	+18	+20	+21	+23	+24	+26	+27	+29	+30	+32

Resilience, Competence, and Health																				
Grade	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+0	+0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
II	+0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+7	+7	+7	+8
III	+1	+2	+2	+2	+3	+3	+4	+4	+4	+5	+5	+6	+6	+6	+7	+7	+8	+8	+8	+9
IV	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11
V	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
VI	+2	+3	+3	+4	+5	+5	+6	+6	+7	+7	+8	+9	+9	+10	+10	+11	+11	+12	+13	+14
VII	+3	+4	+4	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11	+11	+12	+13	+13	+14	+14	+15
VIII	+3	+4	+4	+5	+6	+7	+7	+8	+9	+10	+10	+11	+12	+13	+13	+14	+15	+16	+16	+17
IX	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17	+18	+18
X	+4	+5	+6	+7	+8	+8	+9	+10	+11	+12	+12	+13	+14	+15	+16	+16	+17	+18	+19	+20

Signature Skills																				
Grade	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
I	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12
II	+3	+3	+4	+5	+5	+6	+7	+7	+8	+9	+9	+10	+11	+11	+12	+13	+13	+14	+15	+15
III	+4	+5	+6	+6	+7	+8	+9	+9	+10	+11	+12	+12	+13	+14	+15	+15	+16	+17	+18	+18
IV	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18	+19	+20	+20	+21	+21
V	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24
VI	+7	+8	+9	+10	+11	+12	+13	+14	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25	+26	+27
VII	+8	+10	+11	+12	+13	+14	+15	+16	+17	+19	+20	+21	+22	+23	+24	+25	+26	+28	+29	+30
VIII	+9	+11	+12	+13	+14	+16	+17	+18	+19	+21	+22	+23	+24	+26	+27	+28	+29	+31	+32	+33
IX	+10	+12	+13	+14	+16	+17	+18	+20	+21	+22	+24	+25	+26	+28	+29	+30	+32	+33	+34	+36
X	+11	+12	+14	+15	+17	+18	+20	+21	+23	+24	+26	+27	+29	+30	+32	+33	+35	+36	+38	+39

- Rules
- Combat
- Status
- Skills
- Environment
- NPC
- Gear
- Spells
- Restricted

- DC succ.
- DC fail
- 1sq~5ft.~1,50m
- 1ft.~30cm
- 1in.~2,5cm
- 1miles~1,6km
- 1lb.~0,5kg



MORALE		
Morale Trigger		Rslv DC
Outnumbered < than 2-to-1		10
25% group lost / outn. 2-to-1		15
50% group lost / outn. 3-to-1		20
75% gp lost / outn. 4-to-1 or +		25
...failed by	Consequence	Avoid
5 or less	Hesitation	1 AD
6-10	Withdrawal	1 AD
11-15	Retreat	2 AD
16-20	Rout	2 AD
20 or more	Surrender	3 AD



DISPOSITION		
Disposition	Attitude	Assist. *
+21 to +25	Devoted	18
+16 to +20	Supportive	16
+11 to +15	Friendly	14
+6 to +10	Intrigued	12
+5 to -5	Neutral	10
-6 to -10	Cold	8
-11 to -15	Unfriendly	6
-16 to -20	Hostile	4
-21 to -25	Adversarial	2

■ PCs & villains can avoid assist. for 1 AD
* If serious risk, this number 1/2 (down)

DOWNTIME & CRAFTING			
Result	Day	Week	Month
< 15	1s/-	10s/0	50s/0
16-25	3s/-	30s/0	150s/1
26-36	6s/-	60s/1	300s/2
36-45	10s/-	100s/1	500s/3
46+	15s/-	150s/1	750s/4

ACTION DICE		
(Explodes on max. value)		
Cost	Benefit	Effect
1	Boost a Die Roll	Atk,Skill,Sav,let,strss,sub
1	Boost Defense	+2 to Defense for result r
1-4	Activate a Threat **	Line of Sight; Various
1-4	Activate opponent Error	Line of Sight; Various
1	Heal	Refresh Action
2	Promote standard NPC *	For current adventure
4	Villain Cheat Death *	1d4+1 fate (pg.386)
var.	Campaign Quality *	For current scene (pg.322)
4	Dramatic scene *	For current scene
1-4	Perks/Complications	Narrative Control

■ Roll 1d6 if standard or 1 die type higher than PC if Special
* GM only
** Special NPC or standard w/ Treacherous quality only

SLIDING DCs					
Carr/TL	Easy	Averag.	Tricky	Hard	Desp.
1-2	10	13	16	19	22
3-4	11	14	17	20	23
5-6	12	15	18	21	24
7-8	13	16	19	22	25
9-10	14	17	20	23	26
11-12	15	18	21	24	27
13-14	16	19	22	25	28
15-16	17	20	23	26	29
17-18	18	21	24	27	30
19-20	20	23	26	29	32

CAMPAIGN QUALITIES

Name	AD
Fantasy Craft pg. 322	
Beefy Heroes	1
Bleak Heroes	3
Bold Heroes	1
Code of Honor	2
Dead means Dead	3
Deadly combat	3
Dominant heroes	2
Doomed heroes	4
Hearthy Heroes	1
Hewn limbs	2
Iron Heroes	1
Jacks of all trades	1
Luck abound	1
Miracles (perm.)	-
■ Fickle Universe	2
■ Generous Universe	1
■ Indifferent Universe	1
■ Warring Universe	2
■ Wrathful Universe	2
Paranoia	2
Rampant Corruption	1
Reputable Heroes	1
Reviled Heroes	2
Savage Wilds	2
Sorcery (perm.)	-
■ Corrupting Magic	3
■ Cyclical Magic	2
■ Difficult Magic	3
■ Easy Magic	1
■ Potent Magic	2
■ Wild Magic	2
Tense	2
Wire Fu	1
Adv. Companion pg. 142	
Dangerous Monsters	2
Fear and loathing	2
Legendary Monsters	4
Resilient Heroes	1

PERSUASION [D]/COERC.	
Proposition	Mod.
Apparent Risk (sanction)	
None	+4/+2
Slight (ridicule)	+0/+0
Moderate (mild)	+0/+0
Extreme (severe)	-4/-10
Deadly (attacks)	-10/-15
Apparent Incentive (targ. income)	
Incredible (year)	+10/+4
Extreme (month)	+4/+2
Moderate (week)	+0/+0
Slight (day)	-2/-4
None	-4/-10

DISGUISES		
Disg.changes...	Time **	Mod.
Small details	2d6 m	+0
Moder. details	3d6 m	-2
Large details	4d6 m	-4
Height (+/-5%) *	+2d6 m	-4
Weight (+/-5%) *	+2d6 m	-4
Species, close *	+1d6 m	-2
Species, similar*	+2d6 m	-4
Species, unlike *	+4d6 m	-10
Species, wildy	Imp.	Imp.
Gender *	+2d6 m	-4
Age (/category) *	+1d6 m	-2

* Requires Tools.
** 1/2 (down) with Tools.

RESEARCHING		
Circumstances	Time	DC
Research Area		
Single support	1d6 h	10
Several sup.	2d6 h	15
Dozens sup.	4d6 h	20
Hundreds sup.	1d6 d	25
Thousands sup.	4d6 d	30
Well organized	1/2	-4
Disorganized	*2	+4
Desired information is linked to...		
All topics	1/4	-10
Most topics	1/2	-4
Some topics	-	+0
Few topics	*2	+4
No topics	*4	+10



BARGAINING [D]	
Wins by...	Price
Buyer, 10+	50%
Buyer, 7-9	60%
Buyer, 4-6	80%
Buyer, 1-3	90%
Tie	100%
Seller, 1-3	110%
Seller, 4-6	120%
Seller, 7-9	140%
Seller, 10+	150%

BLUFFING [D]	
Lie is...	Mod.
Believable	+10
Plausible	+4
Unremarkable	+0
Questionable	-4
Suspect	-10

FORAGING	
Terrain	Mod.
Check Attempted	
Fertile (forest)	10
Harsh (swamp)	15
Barren (plains)	20
Travel Speed	
/Push Limit ben.	+4

TRACKING	
Circumstances	Mod.
Hunter	
>1/2speed(dwn)	-2
>full speed	-4
Prey	
Per - than M	-2
Per + than M	+2
>1/2speed(dwn)	+2
>full speed	+4
Bleeding	+4
Terrain	
Soft (sand, mud)	+4
Yielding (gravel)	+2
Firm (lawn,field)	+0
Hard (rock)	-2
Age/Condition of Trail	
/day (max. 10)	-2
/h rain (max. 10)	-2

PUZZLES		
Difficulty	Time	DC
Trivial	1d6 r	10
Challenging	1d6 m	15
Grueling	4d6 m	25
Maddening	1d6 h	40

CONDITIONS		
Condition	Effect	Cancel
<i>Baffled (I-IV)</i>	-2 to Skill checks	-I: end scene
<i>Bleeding</i>	1sub./r if no action OR 1d4/r	End scene, full Medi. DC20
<i>Blinded</i>	<i>Flat-footed</i> , -8atk, +2atk opp.	-
<i>Deafened</i>	-	-
<i>Enraged</i>	No Skill checks, atk nearest	Reslv DC20, end sc. => uncons.
<i>Entangled</i>	-2 atk, -4 DEX. Skill, speed/2	-
<i>Fatigued (I-IV+s)</i>	-5ft., -2 Str. & Dex., no Run	-I: end scene or 1h of sleep
<i>Fixated</i>	No atk/skill, min 1 Move/r	Reslv. DC20, end sc., attacked
<i>Flanked</i>	+2attack opponent	-
<i>Flat-Footed</i>	Loses DEX. & Dodge bonus	half or full a, success. attked
<i>Frightened</i>	No atk or skill, min. 1 Move/r	Reslv DC20, end scene
<i>Held *</i>	<i>Flat-footed</i> , only Athl. to esca.	Successfull Athl. or <i>pinned</i>
<i>Helpless *</i>	+4 atk opp., Coup de Grace	-
<i>Hidden</i>	No L of Si. opp., targt <i>flanked</i>	After obvious or Perception
<i>Incorporeal</i>	Immu.physic., affect by Force	If merge w/some., both killed
<i>Invisible</i>	<i>Hidden</i> if moves 10ft.	-
<i>Paralyzed</i>	<i>Flat-footed</i> , mental actions	-
<i>Pinned *</i>	cf. <i>Held</i> , bound/shield,+4atk o.	Successfull Athl. => <i>held</i>
<i>Prone</i>	5ft. Step,+2 Def. vs. rng.,-2atk	Reposition
<i>Shaken (I-IV+s)</i>	No 10 or 20, -2atk,CHA.&WIS.	-I: end sc.
<i>Sickened</i>	-2 atk, skill, damage, saves	-
<i>Slowed</i>	H-a; -1atk/Ref./Def.; speed/2	-
<i>Sprawled *</i>	<i>Flat-footed</i> , -2 attack	Reposition or Attacked
<i>Stunned</i>	<i>Flat-footed</i> , no action	-

* Armor DR/2 (Up) & when unconscious.

SPECIAL SITUATIONS	
Falling	<ul style="list-style-type: none"> ■ 1d6/10ft. (max. 20d6) + <i>sprawled</i>; no DR ■ Acrobatics DC20 for 1/2 dmg (down, 1/10ft. min)
Mounted characters	<ul style="list-style-type: none"> ■ Mount moves; -2atk Melee & Unarm.; -4 Magic & Ranged ■ Lower Def., Init., Saving Throw; Higher DR & Res ■ Rider set dmg (att. can set for 2AD); Trip (rider&o. <i>sprwld</i>)
1-&2-Handed Weapons	<ul style="list-style-type: none"> ■ M size & + may use 2H wp w/ 1H, -4attack ■ 1H weapon w/ 2H, +2 Strength for dmg
Starvation and Thirst	<ul style="list-style-type: none"> ■ 3 common meals & 1 quart of fluids / day else... ■ Fort. DC10+1/prev save or <i>fatigued+ 1d6+1d4/prev day</i> ■ 3 days w/out food. before saves; must eat/drink to rest.
Suffocation	<ul style="list-style-type: none"> ■ Can hold breath Constit. rounds. Then, each round... ■ Fort. DC10+1/prev. save or 0 vit., next r=0 wounds & dying
Terminal Situation	<ul style="list-style-type: none"> ■ Outside combat only, GM can declare Terminal Situ. ■ Victim in Melee range killed or unconscious for 1 AD
Underwater Combat	<ul style="list-style-type: none"> ■ If <4 ranks in Athl., -2atk,Ref.,save,skill(except Swim) ■ Explosive blast increment double
Fly	<ul style="list-style-type: none"> ■ Maneuvers with Acrob.; 1 size larger for Def., Blend & Sneak ■ Error ranges w/ attacks and Spellcasting +2 (or +4 if hovers)

DAMAGE TYPES					
Name	DR	Lethal	DC	Effect	Special
Acid	Spé.	✓	-	-	See below...
				<ul style="list-style-type: none"> ■ Unarmored : full dmg then dmg/2 at the start of each Init. Count until=0 ■ Armored : if dmg < DR, armor suffer dmg; else both suffer dmg ■ If Armor fail 1 save, broken & both suffer dmg; if fail 2 saves, destroyed 	
Bang *	x	x	Fort. dmg	<i>stunnd 1r, deafend 1d6r</i>	Not- <i>deafened</i> only
Cold	x	x	to Subdual	to Subdual	to Subdual, cf. Heat wave
Divine	x	✓	Will. dmg	<i>baffled 1d6r</i>	-
Electrical	x	✓	Fort. dmg.	<i>sickened 1d6r</i>	-
Explosive *	✓	✓	Ref. dmg.	<i>damage/2 (down, min. 1)</i>	20+ dmg => <i>sprawled</i>
Fire	✓	✓	Ref. dmg.	<i>catch fire</i>	See below...
				<ul style="list-style-type: none"> ■ Full dmg at start of each Init. Count+Will. dmg or <i>run out, prone, rolling</i> ■ Each round if 1d20 < dmg, fire spreads (5ft. in random direction) ■ Until put out, fire worsens by 1d6 per round ■ Putting out fire by any means, rolling, decreases fire by 10 per round 	
Flash *	x	x	Fort. dmg.	<i>blinded 1d6r</i>	Not- <i>blinded</i> only
Force	✓	✓	-	-	Affect <i>incorporeal</i>
Heat	x	x	to Subdual	to Subdual	to Subdual, cf. Cold wave
Sneak	✓	✓	-	+xd6 by attack, first hit	vitals, not <i>hidden</i> /crit. Immu.
					<i>Flat-footed, helpless, flanked</i>
Sonic *	x	✓	Fort. dmg.	<i>deafened 1d6r</i>	Affect even <i>deafened</i>
Stress	x	x	Will. 10+tot./2 (dwn)	<i>shaken, reset pool</i>	Crit. hit= <i>stunned 1r/1d6r</i>
Subdual	✓	x	Fort. 10+tot./2 (dwn)	<i>fatigued, reset pool</i>	Crit. hit= <i>stunned 1r/1d6r</i>

* *tapers off*

TABLE OF OUCH	
Result	Critical Injury (1d4 months)
< 35	<i>Bleeding</i>
36-40	Battered limb (1d6: 1-3: -2 with actions taken using the arm, 4-6: Speed reduced by 10 ft.)
41-45	Bruised ego (all healing times doubled)
46-50	Head trauma (1d6: 1-3: visual range 1/2 normal (down), 4-6: hearing range 1/2 normal (down))
51-55	Broken limb (1d6: 1-3: lose use of arm, 4-6: Speed reduced by 20 ft.)
56-60	Internal rupture (-3 to highest of Str, Dex, or Con)
61-65	Brain trauma (-3 to highest of Int, Wis, or Cha)
66+	Grave wound (1/hour, Fort save (DC 15) or lose 1 Con; Downtime Medicine check (DC 40) to repair)

SIZE	ITEM SIZE				
	Size	Def.	Footprint	Wounds	Save Number
Nuisance (N)	+16	32 / sq	1/8 constit. (up)	-4	1
Fine (F)	+8	16 / sq	1/4 constit. (up)	-2	1
Diminutive (D)	+4	8 / sq	1/3 constit. (up)	+0	1
Tiny (T)	+2	4 / sq	1/2 constit. (up)	+2	1
Small (S)	+1	2 / sq	2/3 constit. (up)	+4	2
Medium (M)	+0	1 sq	=constit.	+6	2
Large (L)	-1	3 x 3 sq	1,5 x constit.	+8	3
Huge (H)	-2	6 x 6 sq	2 x constit.	+10	4
Gargantuan (G)	-4	12 x 12 sq	3 x constit.	+12	6
Colossal (C)	-8	25 x 25 sq	4 x constit.	+15	8
Enormous (E)	-16	50 x 50 sq	5 x constit.	+20	10
Vast (V)	-32	> 50 x 50 sq	6 x constit.	+25	12

ITEM CONSTRUCTION	
Const.	Damage save
Brittle	+0
Soft	+5
Hard	+10
<ul style="list-style-type: none"> ■ AP & Keen added to dmg ■ Saves failed is x2 on Crit. Hit ■ Blast : +1 fail/10 under dmg ■ Item <i>Broken</i> if N saves failed ■ Item <i>Destroyed</i> if 2xN failed 	

NATURAL HEALING	
(if light activities only)	
Pool	Rate
Vitality	1 per CL per hour
Wounds	1 per day
Stress	1 per 10 minutes
Subdual	1 per 10 minutes
Temp Imp.	1/day if 8h sleep

ACTIONS		
Action	Time	Effect
Attack Actions		
Standard Attack	half	1 attack against 1 target
Bull Rush *	full	Opposed Athletics to push targ. 1 sq+1 sq per 4 over & <i>sprawled</i> ; fail=back 5 ft. & <i>sprawled</i>
Coup de Grace	full	(<i>Helpless</i> adj. targ.) hit=unconscious <i>OR</i> auto. critical hit + Fort. DC=(10+dmg) or death
Disarm	half	Opposed Standard Atk disarm 1 targ. in Close Quart.; +4 2-hand, +4/bigger wp; fail=flat-footed
Feint	half	Prestidigitation vs. Notice to render opponent <i>flat-footed</i> ; 1/opp. each r; fail=flat-footed
Grapple **	full	Opposed Athletics, targ. <i>Held</i> , become <i>flat-footed</i> , Grapple benefits; fail=flat-footed
Pummel	full	Unarmed atk; hit=3xsub. dmg; outside combat targ. suffers 1 <i>fatigued</i> per 5 by which he fails
Taunt	half	Opposed Sense Mot., targ. in Close Quart. atk you w/ next action; fail=+1 w/ next atk for targ.
Threaten	half	Intimi. vs. Resolve to inflict 1d6 stress to targ. in Close Quarters; fail=+1 w/ next atk for targ.
Tire	half	Opposed Resolve to inflict 1d6 subdual (no DR or Res.) to targ.; fail=flat-footed
Trip *	half	Opposed Acrobatics to render targ. <i>sprawled</i> ; fail=flat-footed
Gaze attack	half	1/2 vis. Inc. distance; 1 at a time; crit. fail.=if mirror surface w/in LoFs: 4ad to reflect, if wield: 1ad
Trample	full	Speed; 2sz smaller opp.; 1 atk.; 2nd and + opp. gains +2 cumul. Def.; Fort. DC=dmg or <i>sprawled</i>
Turn (ali./type)	full	30ft.; Will. 10+Reslv bonus/2(up) or <i>frightened 1d4+CHA. r</i> ; special char. +4; move 30ft. away
Wing buffet	full	Cone wing speed length; smaller op.=Ref. DC Str.+4/cat. diff. or 1d4 sq away+sprawled ; 1sq away
Flurry	full	If 3 or + natural attacks: one attack with each of them

Initiative Actions		
Aim	half	+1 with Standard Attack until target move more than 5ft.; 1 target at a time
Anticipate	half	Sense Motive DC =(10+target base attack bonus) for dodge bonus=mod WIS. (min. +1) for 1 round
Delay	free	-1 Initiative for this round; max (10+Init. bonus) times
Distract	half	Bluff (DEX.) vs. Sense Motive to opp. Initiative -2d6 for this round; fail=flat-footed
Ready	full	Trigger for 1 half action taken later during this round
Refresh	1 round	If not attacked, regain 1 AD in vitality and 2 wounds; if standard -AD accumulated dmg

Movement Actions		
Standard Move	half	Move up to Speed in any direction
Handle item	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dism.	full	(Speed) Acro. DC 15; if mount unwil. : <i>held</i> =>opposed Surv. <i>OR pinned</i> => no check (1AD to cancel)
Reposition	half	Stand or drop <i>prone</i> , become flat-footed
Run	full	Move 4 x Speed in straight line (3 x Speed in full armor); become flat-footed
Total Defense	full	1 Standard Move; +4 dodge bonus to Def. for 1 full round

* The larger gains +2 per category of Size diff. Cannot initiate action on 2 size or more bigger opp.

** The smaller gains +2 per cat. of Size diff. for initial check, then it's the bigger. Idem.

GRAPPLE BENEFITS	
Benefit	Effect
Pin	Opponent <i>pinned</i>
Break Free	Can help to; <i>pinned to held</i> ; <i>held</i> to adjacent sq
Disarm	Opponent drops 1 weapon
Handle Item	Handl. Item OR opp. Armor=DR/2 (down,ha cancel)
Injure	Unarmed or 1-handed weapon's damage
Grapple 2nd Opp. (<i>held</i>)	Moves in adj. sq; Grapple on 2nd opp.; -4 w/ Athlet.
Move	(<i>Held</i>) moves Grappl. into adj. sq OR (<i>pin</i>) to speed
Screaming Club (<i>pinned</i>)	1 attack w/ smaller opponent (1d8 sub. 20 S/2h)
Sprawl	<i>prone</i> & 1 opponent <i>sprawled</i>
Throw	Opponent <i>sprawled</i> in adjacent sq.; unarmed dmg
Use Opp. Weap. (<i>pinned</i>)	Use opponent 1-handed weapon
Swallow (2sz sm.,on crit.)	Grapple end; inflict 5w dmg/round; -2 atk & skill Vict. suffoc.; opp. Athl. or atk to escape; dmg if win

VISION AND HEARING			
Circumstance	Incr.	Defense	
Ambient Light			
None (pitch black)	To 0 ft.	+8	
Faint (moonlight)	-40 ft.	+4	
Dim (dawn, dusk, torch)	-20 ft.	+2	
Bright (daylight)	+0 ft.	+0	
Intense (Glow II spell)	+40 ft.	-2	
Ambient Noise			
None (dead of night)	+20 ft.	-	
Faint (nearby convers.)	+0 ft.	-	
Moderate (busy tavern)	-10 ft.	-	
Heavy (passing wagon)	-20 ft.	-	
Extreme (battlefield)	-40 ft.	-	
<ul style="list-style-type: none"> ■ Vision incr. : Wisdom x 10ft. (max. x10) ■ Hearing incr. : Wisdom x 5ft. (max. x10) ■ Smell incr. : Wisdom x 1ft. (max. x10) ■ Notice, Search : -2/add. Incr. beyond 1st 			

SPECIAL SKILL	
Multi-tasking	
■ 2 skills : -5 both checks, error range +2	
Cooperative checks	
■ 1 leader, 5 helpers max.; same skill as leader DC15	
■ +1/Success, +2/Crit. Success, tach ruined if Crit. Fail.	
Team checks	
■ Low. skill if all must succeed; high. if 1 must succeed	
Knowledge checks	
■ 1d20+INT.+Studies; gains 1 hint	
■ Comm. 10, Unco. 15, Rare 20, Obscur. 25, Pres. Lost 30	
Complex task: Progress task	
■ 2 or mores Challenges (one Skill, dedicate time)	
■ Suc.:+1C; Fail:curr. err. +2; C. Suc.:+2C; C. Fail:-1C/AD	
■ fail if Dur. end or clear Chal.<0; Suc. if last Chal. clear	
Complex task: Precision task	
■ Timed; must score more success than fail to succeed	
■ Challenges becomes ind. Steps/Stages in the process	
Check modifiers	
■ Synergy : +2 to a check if 4 ranks in a supporting skill	
■ Discretionary : -4 to +4	
Untrained with a skill	
■ DC15 max., error range +2	
Studies (max. 2)	
■ Related to Knowl. check : +1 hint	
■ Related to Skill check : +1	
■ NPC share : +1 to improve Disposition	
Recognition	
■ 1/scene: PC can call team Know. for NPC to reco. him.	
■ DC20, bonus=Renown/2 (down)	



CONCENTRATING	
Circumstances	Mod.
Distraction	
Mild (missed, 1AD NF)	+4
Moderate (<10 dmg,2AD)	+10
Extreme (<25 dmg, 3AD)	+15
Incredible (26+ dmc,4AD)	+20
Character is...	
<i>Bleeding</i>	+4
<i>Fatigued</i>	+4/g
<i>Flanked</i>	+4
<i>Shaken</i>	+4/g

MANEUVERS	
Circumstances	Mod.
Check Attempted	
Acrob./Balance	-4
Acrob./Break Fall	-10
Acrob./Jump	+0
Athl./Push Limit	+0
At./Swim (no-native)	-4
W/in 10 ft. op. flame	-10
Though open flame	-20
Maneuvering Room	
Open (plain, road)	+4
Close (village)	+0
Crowded (quiet city)	-4
Tight (busy city)	-10
Animal is...	
> 1/2 Speed (down)	-4
Wild	-10

COVER		
(1 personnal and 1 scenery)		
Cover	Defense	Ref.
1/4	+2	+1
1/2	+4	+2
3/4	+6	+3
Total	Imp.	+4

BLENDING, SNEAKING & CONCEALING	
Circumstances	Modif.
Ambient Light/Noise/Scenery *	
None/Extreme/Dense & obscuring	+4
Faint/heavy/Dense	+2
Dim/Moderate/Unremarkable	+0
Bright/faint/sparse	-2
Intense/No noise/Sparse & revealing	-4
Species	
Close (elf in crowd of humans)	-2
Similar (dwarf in crowd of elves)	-4
Unlike (ogre in crowd of dwarves)	-10
Wildly diff. (drake in crowd of ogres)	Imp.
Size	
Character is smaller than observer	+4/cat.
Character is larger than observer	-4/cat.
Senses	
Character is blinded or deafened	-2
Character is blinded and deafened	-4
Observer is blinded or deafened	+4
Observer is blinded and deafened	Success
In the current round, character also...	
Whispers	+0
Talks	-2
Screams	-4
Moves up to 1/2 Speed (down)	+0
Moves faster than 1/2 Speed	-4
Moves faster than full Speed (Runs)	-10
Makes a quiet attack (sap vs. leather)	-2
Makes a noisy attack (staff vs. chain)	-4
Makes a loud attack (sword vs. plate)	-10

* A separate modifier for each circumstance

BALANCING, CLIMBING & SWIMMING	
Conditions/Circumstances	DC/Mod.
Good (<30°/12-in, Comm. & Calm)	10
Fair (30+°/8-in, Infreq. & Rough)	15
Poor (60+°/4-in, Rare & Stormy)	25
Unstable	+4
Slippery	+10
Character attacked prev./curren. r	+10
Per character dragged (max. 2)	+4
Frequent chances to rest	-4

SPECIAL COMBAT	
Untrained with an attack	
■ -4 attack, error range +2	
Damage conversion	
■ Subdual <=> lethal; -4 attack, dmg/2 (up)	
Massive damages	
■ 25+ : Fort. DC=dmg/2 (down) or 1d20+dmg Ouch	
■ if 50+ : Fort. DC=dmg/2 (down) or die	
Ranged attack	
■ -2 per full range increment btw atk and target	

SKILLS

Acrobatics - pg.69	DEX.
■ Balance, Jump, Tumble [1 half action]	
■ Break fall [1 free action, DC 20]	
Athletics - pg.70	STR.
■ Climb, Swim [1 half action]	
■ Push Limit [1 free action, DC 20]	
Blend - pg.71 - Subconsciously	CHA.
■ Stealth [1 free action]	
Bluff [D, L] - pg.72	CHA.
■ Lie [1 full action]	
Crafting [F, T] - pg.72	INT.
■ Build, Counterfeit, Repair [Dw., min. Craf. Time]	
■ Dismantle [item Comp./5 (up) h]	
■ Improvise [1 full action]	
Disguise [T] - pg.73	CHA.
■ Mask [Varies]	
Haggle [D, L] - pg.74	CHA.
■ Bargain [1 minute]	
Impress [D, L] - pg.74	CHA.
■ Influence, Persuade [1 minute]	
Intimidate [L] - pg.75	WIS.
■ Browbeat, Coerce [1 full action]	
Investigate [D, L] - pg.76	WIS.
■ Canvass, Decipher, Research [Varies]	
■ Identify [item Comp. Min. OR item Rep. Cost h]	
Medicine [T] - pg.77 - Cross-species	INT.
■ Calm, Mend [1 minute], Stabilize [1 full action]	
■ Treatment [Downtime]	
Notice - pg.78 - Subconsciously	WIS.
■ Awareness [1 free action]	
Prestidigitation - pg.79	DEX.
■ Conceal action [1 free action]	
■ Disable [T] [item Comp./10 (up) full]	
■ Stash [1 half action]	
Resolve - pg.80	CON.
■ Concentrate [1 free action, DC 10]	
■ Relax [Downtime, at least 10 min., DC 15]	
Ride [F] - pg.80	DEX.
■ Maneuver [1 half action]	
Search - pg.81 - Deliberately	INT.
■ Perception [1 full action]	
Sense Motive - pg.81	WIS.
■ Detect lie [1 free action]	
Sneak - pg.82 - Deliberately	DEX.
■ Hide [1 full action]	
Survival - pg.82	WIS.
■ Breed animal, Train animal [Downtime]	
■ Forage [4 hours], Track [Varies]	
Tactics - pg.83	INT.
■ Ambush, Outmaneuver [1 minute]	

[D] Disposition applied

[F] Focuses

[L] Lang. (error range +4)

[T] Tools (untrained/thr. +3)

TRAVEL SPEED

Conditions	Trav. Speed	Survival DC **
Terrain		
Aquatic	-	12
Arctic	-	12
Caverns/mountains	-1	16
Desert	-	12
Forest/jungle	-1	20
Indoors/settled	-	8
Plains	-	12
Swamp	-1	20
Weather		
Dust/fog/rain/snow (1ad)	-	+2
Dust/fog/rain/snow (2ad)	-	+4
Dust/fog/rain/snow (3ad)	-	+6
Dust/fog/rain/snow (4ad)	-	+8
Wind (1ad)	-1/+1 *	-
Wind (2ad)	-2/+2 *	-
Wind (3ad)	-3/+3 *	-
Wind (4ad)	-4/+4 *	-

* Air & sea, left if against wind else right. Ground > /2 (down)

** 1/Downtime period, secret team check., lost diff. hours.

SPECIAL SPELLS

Air	Spell lvl.	DC
■ Not in underwater, vacuum	0	13
Aligned	1	16
■ Must possess Align., may oppose	2	19
Curse	3	22
■ Only countered w/ counter-curses	4	25
Darkness (opposes Light) *	5	28
■ Heal Undeads, block darkvision	6	31
Earth	7	34
■ Not in mid-air	8	37
Fire	9	40
■ Not in underwater		
Ice		
■ Underwater: Area ice (dmg sv=CL+SL)		
■ Char. caught <i>pinned</i> , (Athlt. DC 20)		
Light (opposes Darkness) *		
■ Damage Undeads		
Lightning		
■ Distance becomes Personal		
■ Area: explosive sphere 2sq-blast		
Silence (opposes Sonic) *		
Sonic (opposes Silence) *		
■ Not in vacuum		

* If 2 opposing spells in the same Area :

lower CL+Spell Level is countered

if values are equal, both are countered



NATURE'S FURY

AD	Intensity/Dur.	Effect
Cold/Heat Wave		
1	1d6 hours	Surviv. DC20 or 1d6 sub. per 1h/4h
2	2d6 hours	Surviv. DC20 or 1d6 sub. per 1h/4h
3	3d6 hours	Surviv. DC20 or 1d6 sub. per 1h/4h
4	4d6 hours	Surviv. DC20 or 1d6 sub. per 1h/4h
Dust/Fog/Rain/Snow		
1	1d6 hours	-20 ft. to visu. incr.
2	2d6 hours	-40 ft. to visu. incr.
3	3d6 hours	-60 ft. to visu. incr.
4	4d6 hours	-80 ft. to visu. incr.
Earthquake		
1	1d6 rounds	-2 atk & Dex-skill
2	2d6 rounds	-4 atk & Dex-skill;
		Ref. DC15 /r or <i>sprawled</i>
3	3d6 rounds	-6 atk & Dex-skill;
		Ref. DC20 /r or 1d6 let. + <i>sprawled</i>
4	4d6 rounds	-8 atk & Dex-skill;
		Ref. DC25 /r or 2d6 let. + <i>sprawled</i>
Fire		
1	1 square	1d6 fire damage
2	2 x 2 squares	2d6 fire damage
3	3 x 3 squares	3d6 fire damage
4	4 x 4 squares	4d6 fire damage
Flood/Landslide		
1	Flash/mudslide	3d6 sub., Ref. DC15 for 1/2 dmg
2	Minor landslide	6d6 let., Ref. DC15 for 1/2 dmg
3	Major landslide	9d6 let., Ref. DC15 for 1/2 dmg;
		failed=buried (1d20 x 1000 lbs.)
4	Avalanche	12d6 let., Ref. DC15 for 1/2 dmg;
		failed=buried (1d20 x 1000 lbs.)
Lightning		
1	Distant strike	1d6 stress, Will. DC15 for 1/2 dmg
2	Local strike	2d6 stress, Will. DC15 for 1/2 dmg
3	Near strike	3d6 stress, Will. DC15 for 1/2 dmg;
		1d6 flash, Ref. DC15 for 1/2 dmg
4	Direct strike	12d6 elect.+ <i>sprawld</i> Ref. DC15=/2
Wind		
1	1d6 rounds	-2 w/ hurld atk; -5ft. against wind
2	2d6 rounds	-4 w/ hurld atk; -10ft. against wind
3	3d6 rounds	-6 w/ hurld atk; -20ft. against wind
4	Tornado	hurld & mov Imp.; Fort. DC20 or in: 12d6 let.+ <i>sprawled</i> 1d6 miles, Ref. DC15=/2



GEAR AVAILABILITY & CANVASSING [D]

(item avail. if Complexity < Haggle check result)	Result	Clue
Population	Time	Check
None (0 inhab.; abandoned)	1d6 days	-20
Rural (1-50; small farm)	4d6 hours	-10
Sparse (51-200; village)	2d6 hours	-5
Average (201-1000; town)	1d6 hours	+0
Dense (1001-5000; L. town)	1d4 hours	+5
Urban (6001-25000; city)	1d4 hours	+10
Sprawling (capital; 25 001+)	1d6 hours	+20
Primary inhab. adversaries	x2	-10

SCAVENGING

Item/Scenery	Time	Raw Materials
Diminutive	15 m	1s x average Crafting Bonus
Tiny	30 m	2s x average Crafting Bonus
Small	1 h	5s x average Crafting Bonus
Medium	2 h	10s x average Crafting Bonus
Large	6 h	25s x average Crafting Bonus
Huge	1 d	100s x avrg. Crafting Bonus
Gargantuan	1 w	200s x avrg. Crafting Bonus
Colossal	1 M	500s x avrg. Crafting Bonus
Enormous	2 M	1000s x avrg. Crafting Bonus
Vast	6 M	2500s x avrg. Crafting Bonus

■ Scavengers=1/4(up) the char. who can stand on,in, adj.
 ■ Time/2 (up) each time number of char. doubles.
 ■ Raw Materials weigh 1/10 their silver value (up).

WEAPON QUALITIES

Name	Effect
Aligned	gain 1 Alignment
AP	ignore DR. Weapon & ammunition stack
Blast	damage tapers off
Bleed	Fort. dmg or <i>bleeding</i>
Bludg.	Blunt pro.; 1d6/1h or 1d8/2h subdual th.20
Cavalry	No attack penalties while mounted
Cord	Half action to recover & ha to readying
Double	Two-weapon
Excruciating	1/2 (down) stress samage
Finesse	Can use DEX. Or STR. for damage
Grip	+4 (gear) to resist Disarm
Guard	(gear) to Def.; lost if <i>flat-footed</i>
Heavy	No movement actions in the round of attack
Hook	+2 (gear) to Disarm
Hurl	Hurled pro.; can hurl to 15ft. X2
Inaccurate	-2 to attack
Indirect	-5 to attack invisible sq; w/ fail atk deviate
Keen	added to determine massiv. & critical dmg
Lightweight	may arm weapon as if 1 size larger
Load	Handle action to reload
Lure	+2 (gear) to Feint
Massive	15+ Str.; if smaller : Fort. dmg or <i>sprawled</i>
Poisonous	1 dose of poison; poisoned w/ 1 half action
Pummeling	may Pummel
Reach	bonus to wielder reach
Return	return to initial sq at the start of Init. Count
Spread	1/2 dmg (down) for 1 adj. target w/out Cover
Spike	Edged pro.; 1d6/1h or 1d8/2h subdual th.20
Stationary	move on vehicle; 5 minutes to prepare
Trip	+2 (gear) to Trip; rang. Trip in Close Quarters
Unreliable	Error range +2