

CRITICAL HITS				
Critical Hit Result		Weapon Type		
		Cutting	Stabbing	Crushing
<b>Flesh Wound</b>		01 - 16	01 - 20	01 - 20
<b>Unconscious</b>		17 - 28	21 - 30	21 - 28
<b>Broken Bone</b>	Below Knee	29	31	29 - 33
	Above Knee	30	32	34 - 40
	Below Elbow	31 - 32	33	41 - 50
	Above Elbow	33	34	51 - 55
	1d3 Ribs	34 - 36	35	56 - 60
	Pelvis	37	36	61 - 62
	Spine	38 - 39	37	63
	Neck	40	38	64
<b>Artery</b>		44 - 56	40 - 48	71 - 74
<b>Vein</b>		57 - 69	49 - 54	75 - 82
<b>External Organ</b>	Ear	70	55	83
	Eye	71	56	84
	Nose	72	57	85
	Mouth	73	58	86
<b>Internal Organ</b>	Abdomen	74 - 77	59 - 81	87 - 90
	Heart	78 - 80	82 - 83	91
	Brain	81 - 85	84 - 95	92
<b>Limb Crushed or Severed</b>	Below Knee	86 - 87	96	93
	Above Knee	88 - 95	97	94 - 95
	Below Elbow	96 - 97	98	96 - 97
	Above Elbow	98 - 99	99	98 - 99
	At Neck	00	00	00

Rule #001:

# The DM Is Always Right

Critical Hit Results Key		
<b>Flesh Wound</b>	Double damage; bleeds at 1pt per round until staunched	
<b>Unconscious</b>	FORT Save; DC = 8 + Damage done by blow ❖ fail = unconscious for 3d6 x 10 minutes ❖ success = stunned for 2d6 rounds	
<b>Vein</b>	Normal damage, bleeds for ½ that damage per round until staunched	
<b>Artery</b>	Normal damage, bleeds for same damage per round until staunched	
<b>Broken Bone</b>	Affected member is rendered useless. Roll 1d6 for recovery time: ❖ 1:heals in 1d3+3 days ❖ 2:heals in 1d10+10 days ❖ 3-6:heals in 2d6 weeks	
<b>Internal Organ</b>	<b>Abdomen</b>	Double damage, <i>Cure Critical Wounds</i> or better, or die in 3d20 hours
	<b>Heart</b>	Triple damage; <i>Cure Critical Wounds</i> or better, or die in 3d20 minutes
	<b>Brain</b>	Triple damage, <i>Cure Critical Wounds</i> or better or die in 3d20 minutes. If <i>Heal</i> or <i>Regenerate</i> is unavailable, rethrow INT: Roll 1d100 for INT range: ❖ 01 - 60 = roll on 1d6 ❖ 61 - 75 = roll on 2d6 ❖ 76 - 95 = roll on 3d6 ❖ 96 - 99 = roll on 4d6 ❖ 00 = roll on 5d6 Use the resulting score as shown, don't discard any dice.
<b>External Organ</b>	Ear, Nose, Mouth	1d6 Charisma penalty in social situations
	Eye	Blind in that eye. No depth perception, -2 penalty to combat, balance, pick pockets etc.
<b>Limb Severed or Crushed</b>	Below Knee/Elbow	Double damage; acts as <b>ARTERY</b> wound until a tourniquet is applied
	Above Knee/Elbow	Triple damage; acts as <b>ARTERY</b> wound until a tourniquet is applied
	Neck	Triple damage, acts as <b>ARTERY</b> wound until a tourniquet is applied. Dead if single-headed.

### CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load
1 Str	up to 3 lb.	4-6 lb.	7-10 lb.
2 Str	up to 6 lb.	7-13 lb.	14-20 lb.
3 Str	up to 10 lb.	11-20lb.	21-30 lb.
4 Str	up to 13 lb.	14-26 lb.	27-40 lb.
5 Str	up to 16 lb.	17-33 lb.	34-50 lb.
6 Str	up to 20 lb.	21-40 lb.	41-60 lb.
7 Str	up to 23 lb.	24-46 lb.	47-70 lb.
8 Str	up to 26 lb.	27-53 lb.	54-80 lb.
9 Str	up to 30 lb.	31-60 lb.	61-90 lb.
10 Str	up to 33 lb.	34-66 lb.	39-76 lb.
11 Str	up to 38 lb.	67-100 lb.	77-115 lb.
12 Str	up to 43 lb.	44-86 lb.	87-130 lb.
13 Str	up to 50 lb.	51-100 lb.	101-150 lb.
14 Str	up to 58 lb.	59-116 lb.	117-175 lb.
15 Str	up to 66 lb.	67-133 lb.	134-200 lb.
16 Str	up to 76 lb.	77-153 lb.	154-230 lb.
17 Str	up to 86 lb.	87-173 lb.	174-260 lb.
18 Str	up to 100 lb.	101-200 lb.	201-300 lb.
19 Str	up to 116 lb.	117-233 lb.	234-350 lb.
20 Str	up to 133 lb.	134-266 lb.	267-400 lb.
21 Str	up to 153 lb.	154-306 lb.	307-460 lb.
22 Str	up to 173 lb.	174-346 lb.	347-520 lb.
23 Str	up to 200 lb.	201-400 lb.	401-600 lb.
24 Str	up to 233 lb.	234-466 lb.	467-700 lb.
25 Str	up to 266 lb.	267-533 lb.	534-800 lb.
26 Str	up to 306 lb.	307-613 lb.	614-920 lb.
27 Str	up to 346 lb.	347-693 lb.	694-1,040 lb.
28 Str	up to 400 lb.	401-800 lb.	801-1,200 lb.
29 Str	up to 466 lb.	467-933 lb.	934-1,400 lb.
+10 Str	x4	x4	x4

### Condition Summary

#### Ability Drained

- ♦ Str, Dex 0: unable to move
- ♦ Con 0: dead
- ♦ Int, Wis, Cha 0: unconscious

#### Blinded

- ♦ All targets have Full Concealment
- ♦ Move at half speed
- ♦ Enemies get +2 when attacking. You lose any Dex bonus to AC
- ♦ Str and Dex checks at -4

#### Confused

- ♦ Roll 1d10 each round:
 

1	wander away for one minute
2-6	do nothing for one round
7-9	attack the nearest creature for one round
10	act normally for one round
- ♦ A confused creature, if attacked, attacks their attacker on their next turn

#### Cowering

- ♦ Lose Dex bonus to AC
- ♦ +2 to be hit
- ♦ Can take no actions

#### Dazed

- ♦ Can take no actions

#### Dying

- ♦ 10% chance of stabilizing each round, otherwise lose 1 hit point

#### Entangled

- ♦ -2 to attack
- ♦ -4 to effective Dex
- ♦ Concentration DC 15 if attempting to cast a spell

#### Prone

- ♦ Prone creatures take -4 on melee attacks, and cannot use ranged weapons (except for crossbows, which take no penalties)
- ♦ Attackers get +4 (melee) or -4 (ranged) on attacks vs. a prone creature
- ♦ Standing up is a Move-Equivalent move

#### Staggered

- ♦ If subdual damage equals current hit points, can only take partial actions

#### Stunned

- ♦ Can't take actions
- ♦ Lose any positive DEX bonus to AC.
- ♦ Drop anything held

### Jump Checks (PHB p70)

Type of Jump	Base	Additional Distance	Max Distance/Height
Running, LONG *	5 ft.	+1ft. / 1 point above 10	Char. height x 6 ft.
Standing, LONG	3 ft.	+1ft. / 2 points above 10	Char. height x 2 ft.
Running, HIGH *	2 ft.	+1ft. / 4 points above 10	Char. height x 1.5 ft.
Standing, HIGH	2 ft.	+1ft. / 8 points above 10	Char. height
Jump Back	1 ft.	+1ft. / 8 points above 10	Char. height

\* Running long/high: must move 20' before jumping; can't take Running Jump in heavy armour

Tumble Checks (PHB p75)	
DC	Task
15	Treat fall as if 10' shorter for damage calculation
15	Tumble up to 20'; success means no Attacks of Opportunity
25	Tumble up to 20' including occupied hexes; success means no Attacks of Opportunity

Concealment		
Concealment	Example	Chance to Miss
¼	Light fog or smoke, dim lighting, light foliage	10%
½	Dense fog or smoke (at 5')	20%
¾	Dense foliage	30%
9/10	Near total darkness	40%
Total	Blind, total darkness, dense fog (at 10')	50% (and must guess at target location)

Turning (PHB p139)	Check	Max HD
♦ Range: 60', line of sight	up to 0	Cleric level -4
♦ Roll 1d20 + Charisma modifier; table below shows highest HD you can turn	1-3	Cleric level -3
♦ Roll 2d6 + Cleric level + Cha Modifier to determine number of HD turned	4-6	Cleric level -2
♦ Undead with ½ HD of cleric's level are destroyed	7-9	Cleric level -1
♦ Turned undead with ½ HD of cleric's level are destroyed	10-12	Cleric level
♦ Turned undead flee for 10 rounds; if they are unable to flee they cower	13-15	Cleric level +1
♦ If cleric approaches turned undead closer than 10', they return to normal	16-18	Cleric level +2
	19-20	Cleric level +3
	21+	Cleric level +4

Attack Roll Modifiers		
Circumstance	Melee	Ranged
Attacker flanking defender*	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing (cannot use shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	See <b>Cover</b>	
Defender concealed or invisible	See <b>Concealment</b>	
Defender helpless	See PHB p 133	

\* A combatant flanks a defender when a combatant has an ally on the **opposite** side of the defender threatening him. Rogues can sneak attack defenders that they flank.

\*\* Most ranged weapons can't be used while the attacker is prone, but a combatant can use a crossbow while prone.

\*\*\* The defender loses any Dexterity bonus to AC.

\*\*\*\* Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

### Range Modifier:

-2 per complete Range Increment

### Maximum Range:

4 Range Increments for thrown weapons

10 Range Increments for projectile weapons

### Strike a Weapon (PHB p136 8-13)

- ♦ Attacking weapon can be no more than one size smaller than target weapon, attacker and defender make opposed attack rolls
- ♦ if attacker wins it hits.

Weapon	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted	10	10
Medium metal-hafted	10	25
Small hafted	5	2
Medium hafted	5	5
Large hafted	5	10
Huge club	5	60
Buckler (small)	10	5
Small wooden shield (medium)	5	10
Small steel shield (medium)	10	10
Large wooden shield (large)	5	15
Large steel shield (large)	10	20
Tower shield (huge)	5	20

Cover		
Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
¼	+2	+1
½	+4	+2
¾	+7	+3
9/10	+10	+4*
Total	—	—

**Fight Defensively** (PHB p124)

- ◆ -4 on all attacks
- ◆ +2 dodge bonus to AC for the same round

**Charge** (PHB p124)

- ◆ Must move at least 10' (up to double move)
- ◆ all in a straight line
- ◆ +2 to attack
- ◆ -2 to AC for 1 round

**Total Defense** (PHB p127)

- ◆ No action other than standard move
- ◆ get +4 dodge to AC for 1 round

**Subdual** (PHB p134)

- ◆ A normal weapon can be made to deal subdual damage (or vice versa) with a -4 penalty on the attack roll

**Aid** (PHB p135)

- ◆ Make attack against AC 10; if you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack or +2 circumstance bonus to their AC against that opponent

**Disarm** (PHB p137)

- ◆ Defender gets AoO
- ◆ In a melee attack make opposed attack roll
- ◆ +4 for each size difference to larger weapon
- ◆ +4 to defender if their weapon is two-handed
- ◆ If defender loses he is disarmed
- ◆ if attacker loses the defender may attempt to disarm the attacker

**Overrun** (PHB p139)

- ◆ During move portion of charge you can try to move past opponent. Opponent may avoid or block
- ◆ If opponent tries to block make a trip attack against him; if you succeed you can continue moving
- ◆ If you fail and are tripped you are prone in defender's square

- ◆ If you fail but are not tripped move back 5'; if that square is occupied you fall prone in it

**Bull Rush** (PHB p136)

- ◆ Move into defender's square; provokes AoO each with 25% of targeting defender by mistake
- ◆ Make opposed strength check (+/-4 for each size above/below medium)
- ◆ +2 bonus for charging
- ◆ defender gets +4 for having more than 2 legs or being extraordinarily stable
- ◆ If you succeed push defender back 5' and you can move with the defender back an extra 1' for each point of difference in the roll but this can provoke AoOs from others.

- ◆ If you fail move back 5'

**Attacking an Object** (PHB p135 8-11)

- ◆ AC 5 + size modifier
- ◆ +4 to attack roll if attacking with melee weapon

**Trip** (PHB p139)

- ◆ Can only try to trip an opponent who is up to one size larger than you
- ◆ Make melee touch attack (+/-4 for every size difference from medium), defender gets +4 for more than 2 legs or being extraordinarily stable
- ◆ If attacker succeeds make a Strength check versus opponent's Strength or Dexterity (whichever is higher)
- ◆ If you win opponent is tripped
- ◆ If you lose opponent may make Strength check against your Strength or Dexterity (higher) to trip you

**Grapple** (PHB p137)

Object Size	Mod
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Grapple check = base attack + strength mod + special size mod

- ◆ To start grab an opponent (make a melee touch attack) provokes AoO from target; if AoO does damage you fail to grapple

- ◆ If attack succeeds attacker and opponent make opposed grapple checks to start the grapple

- ◆ If succeeds move into target's space (provokes AoO from others)

- ◆ You can join a grapple with no AoO from target and grab succeeds automatically

- ◆ When grappled make opposed grapple check as an attack to do any of following:
  - ❖ 1d3 + Str mod subdual damage (-4 to check for normal)
  - ❖ Pin target or break the pin a target has over an ally
  - ❖ Escape

- ◆ Can attack with light weapons when grappled

- ◆ Escape artist check vs. grapple check to wriggle free as a standard action and move away

**Energy Drain** (DMG p75)

- ◆ For each negative level:
  - ❖ -1 to all skill and ability checks
  - ❖ -1 to attacks
  - ❖ -1 to saving throws
  - ❖ -1 effective level
- ◆ Lose highest spell prepared
- ◆ If not removed after 24 hours make Fort save (DC in creature description)
- ◆ If failed lose level (xp set to midpoint)
- ◆ If negative level is equal or greater than number of levels character is slain

**Spell Resistance** (DMG p81)

Spellcaster makes check (1d20 + caster level) vs. SR rating

**Special size modifier:**

Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Small	-4
Tiny	-8
Diminutive	-12
Fine	-16