

## Weapon Criticals and Fumbles

### A most excellent Critical

1. **Foot hit** Foot is broken. Target is off balance. Movement is reduced by 25%
2. **Leg hit** Leg is broken. Target is off balance. Movement reduced by 50%. Victim must make a reflex save (15) or fall prone.
3. **Abdomen hit** Target is winded. Movement at 50% and attack at -2 for the duration of the fight. Cannot run.
4. **Disarm** Weapon knocked d6 squares in a random direction. If this result is undesirable, you may roll on the damage modifier chart instead.
5. **Weapon hit** Opponents weapon takes a hit of d12 damage. See breaking weapons.
6. **Bleeder** Victim bleeds (d10%) of his full hps per round. Minimum 1 hp per round.
7. **Target strike** Choose any result on this table
8. **Hand hit** Hand broken. Anything use din this hand is at -6 and inflicts d4 damage per round.
9. **Arm hit** Arm is broken. Anything used in this hand is at -4 and inflicts d6 damage per round.
10. **Bowl em over** Opponent suffers knockdown into a rear square of your choice. Anything that is larger than you is unaffected.
11. **Wallop** Opponent knocked down (if no larger than 1 size bigger than you). Gain a +2 on the damage modifier roll.
12. **Bonce** Ye cuffed the mofo around its noggin. Target cannot move more than 5ft per round (duration d6 rounds). Target is at -4 to actions. Gain a +3 on the damage modifier roll.

### A most foul fumble

1. **Throwaway** You throw away your weapon d6 squares in a random direction.
2. **Slip and fall** A wee skid ends you on your ass. An attack of opportunity may be taken against you. Goodbye dignity.
3. **Break** Your weapon suffers a hit for d12 damage.
4. **Buddy bash** A poor swing inadvertently lamps your buddy. Roll again with your buddy as the target of the attack.
5. **Masochist** You lamp yourself with a ill swing. Inflict normal damage on yourself.
6. **Self stunner** You daze yourself. You are stunned for d3 rounds. Good luck, sucker.
7. **Muscle pull** Was that your pants ripping, naah, that was a muscle. You ululate loudly and are at a penalty of -2 to hit until repaired (treat as a 10+d20 hp wound for purposes of healing).
8. **Smack me** A poor shot leaves you wide open, with all and sundry taking opportunity shots at a +6 of hitting.
9. **Snigger** A shot, so awfully poor, raises the morale of your opponent by +3 and also gives him a free opportunity swing.
10. **Armour slip** Your armour shifts, causing much mirth amongst your foe. This degrades your ac by d4 places until fixed (this takes 1 full round per point fixed). If you don t have armour, then this has no effect on you.
11. **Oooooops** This could be a very close shave. Roll d12. On a roll of 1-2, suffer fumble results 1,2 and 7. On a roll of 3-12, you are safe.
12. **Lucky sod** A shite attack turns into a critical as your opponent dodges the wrong way. Roll on the critical chart..

### Damage Modifier

Roll a d12, with the following mods -

Weapon smaller than target (-2)  
 Weapon same size as target (0)  
 Weapon 1 size larger (+2)  
 Weapon 2 sizes + larger (+4)

### Result

-1 to 1 Maximum damage  
 2-4 Double weapon damage  
 5-6 Double all damage  
 7 Double all damage, target stunned d3 rounds  
 8 Triple all damage  
 9 Triple all damage, target stunned d3 rounds  
 10 Triple all damage, target stunned d4 rounds  
 11 Quadruple damage  
 12 Quadruple damage. Target stunned d4 rounds  
 13 Quadruple damage. Target stunned d6 rounds  
 14 Quintuple damage  
 15 Quintuple damage. Target stunned d6 rounds  
 16 Quintuple damage. Target stunned d10 rounds, location severed.  
 17+ hackmaster - x6 damage. Target stunned 2d6 rounds if still alive. Make a fortitude save (DR 20) or die .whoops...and stop complaining ;)

## Spell Criticals

1. **Spell power Amped** - Spell power is amplified d8 levels.
2. **Maximum Effect** - Spell has maximum effect.
3. **Duration Enhance** - Spell duration is doubled.
4. **Spell Metamorph** - Spell metamorphs into a different spell d3 levels higher. The spell retains its school/sphere and any non beneficial spell is re-rolled.
5. **Imposing Magic** - Spell goes off in such an impressive manner that all foes within (level x squares) must make a spell save or flee from the caster for (spell level) rounds.
6. **Spell Split** - A spell targeting a single individual splits and affects 2 individuals.
7. **Enhanced Art** - An opponent saves at -3 against this potent spell.
8. **Positive Invigoration** - Spell goes off and the caster is healed of (2 x Spell level) hps.
9. **New Formula** - The caster learns a new spell formula. See below.
10. **Spell Twins** - The spell Stutters and casts twice. The target remains the same.
11. **Retained Spell** - The spell is cast, components used, but remains in memory.
12. **Semi-Permanent** - Spell becomes semi permanent (duration is d20 days). If this result is not desired. Any other result may be taken.

## Spell Fumbles

1. **Spell Knowledge Lost** - Spell caster loses all knowledge (and all memorised versions) of the attempted spell for d20 days.
2. **Feedback** - Spell goes off but stuns the caster for d6 rounds.
3. **Reduced Effect** - The spell power is reduced by d8 levels (minimum of 0 level),
4. **Spell Metamorph** - Spell metamorphs into another spell d2 levels higher. It can be of any school/sphere but any beneficial spell is re-rolled.
5. **Laughable Magi** - Your spell fizzles in a pathetic, novice way. Opponents gain +2 morale as an inept is opposing them.
6. **Target Switch** - A target of creature becomes caster. A target of caster becomes creature and a ranged spell goes off at ground zero.
7. **Negative Feedback** - The spell goes off but the caster loses (2 x spell level) hps.
8. **Neon Obvioso** - The spell fails and the caster (and all clothing/equipment) glow like a beacon with an illumination radius of (spell level x 5ft). This lasts (spell level) hours.
9. **Spellemental** - The spell forms as a Spellemental which manifests at the target point. It attempts to touch all within range, discharging its power. The Spellemental has a MV of (spell level x 5ft) and an AR of (+ caster level). It remains for d10 rounds.
10. **Oops, Wrong Spell** - The caster arses up and casts the wrong spell (roll randomly amongst memorised spells)
11. **Spell Fizzle** - With a soft honk and a heebie jeebie, the spell sputters and fails miserably.
12. **Spell Spray** - A magical surge in the weave affects your casting greatly. Not only dose your spell go off, but another d4 spells go off simultaneously (the target remains the same). Spells are rolled randomly.

## MOVEMENT

### Movement Rates

#### Computing your base move

Your Base move ((Str + Con) 2)x2.5 rounded to the nearest 5ft.

Combat Move (in feet)	Base move
Combat Charge (in feet)	Base move x 2 (attack at end of move)
Overland Cautious	Base x 7.2 feet per minute
Overland normal	Base x 9.6 feet per minute

#### Size Modifiers to movement

Humanoid	S x0.75	M x1	L x1.5	H x2	G x3
4 legs or more	S x1.5	M x2	L x3	H x4	G x5
Flying Creature	S x2	M x3	L x4	H x5	G x6

### Movement modifiers

#### Base Dividers

Barren, wasteland	2
Clear, farmland	0.5
Desert, rocky	2
Desert, sand	3
Forest, heavy	4
Forest, light	2
Forest, medium	3
Glacier	2
Hills, rolling	2
Hills, steep (foothills)	4
ungle, heavy	8
ungle, medium	6
Marsh, swamp	8
Moor	4
Mountains, high	8
Mountains, low	4
Mountains, medium	6
n-travelled plains, grassland, heath	1
Scrub, brush land	2
Tundra	3

Wind speed of 25-31 mph	+1
Wind speed of 32-38 mph	+1.5
Wind speed of 39-63 mph	+2
Wind speed of 64-72 mph	+3
Wind speed of 73-100 mph	+5
Wind speed of 101+ mph	no move

## New Spell Formula

Choose your new spell formula from the following list -

**Enhanced art** - spell is treated as 2 levels higher for purposes of spell effects.

**Component reduction** - a single aspect of the spell components is removed (V, S, or M). At least one component must remain.

**Less stressful** - the spell is easy to cast for you. This results in a bonus of +3 to any concentration checks made for this spell.

**New Shape** - you may define a new spell shape (with the approval of the DM). It may not increase in area but may be reduced.



## THOSE CLEVER ATTACK OPTIONS

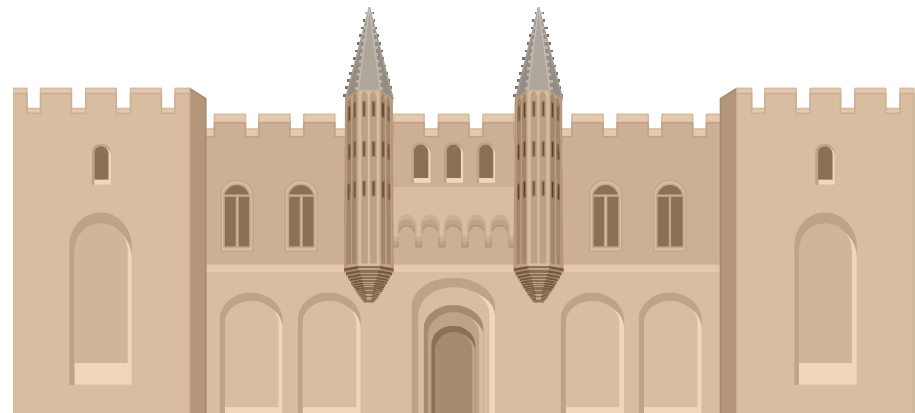
Action	Result	Init	Hit
Aim for Head	Targets cannot run. -3 to all attacks and ability checks. Any concentration check DL s at +3	+4	-8
Aim for Arm	Attackers arm is disabled for d8 rounds. Anything wielded with the in ured arm is at -4 to hit. Any concentration DL s at +1	+2	-4
Aim for Leg	Attackers leg is disabled for d8 rounds. Target must make a save (DL 12) gaining the dexterity bonus to the check or fall prone.	+2	-4
Stun Shot	Attacker is stunned for d6-2 rounds. ven if a 1 or 2 is rolled, the target loses any actions due this round. <b>Max 1 size larger.</b>	+4	-8
Disarm	An opposed attack, attacker and defender roll to see who scores the highest Ac. Defender gains +4 to the roll. If the attacker gains the higher Ac result, the target is disarmed.	-	-
Grab	Take away something from an opponent. First, roll an opposed attack (defender gains +5 if item is held in hand). If the attacker gains a higher result, then make a strength vs. strength check. If the grabber wins the test, the item is yanked from the grip of the opponent.	+1	-
Trip	Make a normal attack against the opponents natural ac. If this wins, the defender must make a reflex save (DL 13+opponents strength bonus). Opponent gains a +2 - 2 per size difference. Failure ends the opponent on his ass. <b>Max 1 size larger.</b>	-	-
nockout blow	A victim hit by this blow must make a fortitude save (DL 2+damage inflicted - max DL is 12). Failure knocks the opponent out for 10 minutes per point of damage inflicted. <b>Maximum 1 size larger.</b>	+3	-8
Spell hinder	Spell casters targeted by this attack have their concentration check DL at +2. o attack roll is needed and the victim must make a concentration check as if hit for 0 points of damage.	-6	-
Grapple	See page 137 of the 3rd edition H		
Overrun	You must move 10ft before impacting with the target to overrun. When you reach the target, he may move out of the way. If so, continue moving. If he decides to block, make a trip attack roll. If you succeed, he is forced prone and you pass freely. If you fail, you are bounced back 5ft and end your turn. If you fumble the roll, you end prone. <b>Max 1 size larger.</b>		

## RASTLIN

Simply make your attack against the base ac of your target. If you hit, roll a d% and use the following result. Remember to add your strength bonus to damage.

ROLL	MOVE	DAMAGE	REQUIREMENTS
01-02	Arm Bar	1	Str > 9
03-04	<b>Chinlock</b>	1	Str > 9
05-08	Chop	1	Str > 9
09-10	<b>Elbow Smash</b>	1	Str > 9
11-12	<b>Headlock</b>	1	Str > 9
13-16	Knee Lift	1	Str > 9
17-18	Stomach Kick	1	Str > 9
19-20	Backbreaker	2	MP => Oppt's
21-24	Weight Bodyslam	W	MP => Oppt's Weight
25-28	Piledriver	W	MP => Oppt's Weight; Dex > 9; Int > 9
29-30	<b>Reverse Atomic Drop</b>	W	MP => Oppt's Weight
31-32	<b>Suplex</b>	W	MP => Oppt's Weight; Dex > 9; Int > 9
33-34	<b>Bear Hug</b>	1/rd	Str > Oppt's Str; MP => Oppt's Weight
35-36	<b>Boston Crab</b>	1/rd	Str > Oppt's Str; Dex > 9; Int > 12
37-38	Head to Hard Object	1	Str > Oppt's Str
39-40	Shoulder Block	1	Str > Oppt's Str; Dex > 9
41-42	<b>Takedown</b>	1	Str > Oppt's Str
43-44	<b>Test of Strength</b>	1	Str > Oppt's Str
45-48	Whip to Hard Object	1	Str > Oppt's Str
49-50	Clothesline	1	Str > 9; Dex > 9;
51-52	<b>Flip</b>	1	Str > 9; Dex > 9; Int > 9
53-54	Flying Mare	1	Str > 9; Dex > 9; Int > 9
55-56	Hammer Lock	1	Str > 9; Dex > 9
57-58	<b>Hip Toss</b>	1	Str > 9; Dex > 9; Int > 12
59-62	Drop Kick	2	Str > 9; Dex > 12; Int > 12
63-64	Flying Head Scissors	2	Str > 9; Dex > 12; Int > 12
65-66	<b>Leg Takedown</b>	1	Str > 9; Dex > 12; Int > 9
67-68	<b>Gouging</b>	2	Str > 9
69-70	Head Stomp	2	Str > 9
71-72	<b>Choke</b>	1	Str > 9
73-78	Closed Fist	1	Str > 9
79-80	<b>Hair Pull</b>	1	Str > 9 Strength bonus to damage not added.
81-82	<b>Genital Buster</b>	3	Str > 9
83-84	Blocks opponent's next melee attack.		
85-86	Power Surge (PS) of +1 to Damage for move, Roll again ignoring PS.		
87-88	Power Surge (PS) of +2 to Damage for move, Roll again ignoring PS.		
89-90	Power Surge (PS) of +3 to Damage for move, Roll again ignoring PS.		
91-92	Power Surge (PS) of +4 to Damage for move, Roll again ignoring PS.		
93-94	Combination. Roll twice for two moves ignoring rolls over 82.		
95	Recover d8 subdual points, if any.		
96	Recover 2d6 subdual points, if any.		
97-00	Wild. Player may choose.		

Notes - All damage is subdual.  
**Blue results are sustained from round to round**  
**Orange results will break a hold automatically**



## Difficulty Classes

DC	Description
5	<b>Very Simple</b> - Remain in the saddle while riding.
10	<b>Average</b> - Swim in calm water, Jam a lock, Climb ships rigging, Handle a domestic animal).
15	<b>Challenging</b> - Swimming in rough water, Tying a slip knot, Getting a horse to leap, Performing first aid. AV RAG SAVING THROW
20	<b>Difficult</b> - Escape from a net, Lift a small object from a person, Notice a secret door, Swim in stormy water, Climb a dungeon wall, Disarm a standard trap.
25	<b>Very Difficult</b> - Break down a wooden Iron bound door, Make an antitoxin, Disarm a complex device, Hear a cat stalking.
30	<b>Extreme</b> - Pick down an Iron door, Slip out of manacles, Hear an owl glide in for the kill, Open a good lock, Notice a well hidden secret door.
35-40	<b>Insane</b> - Dodge a Wyrms breath, a task that is virtually impossible.

## Spells and Doors Difficulty Classes

Spell save DC **10 + Spell level + bonus** (Intelligence for Wizards, Charisma for Sorcerer, Wisdom for cleric).

Break open a simple door	<b>10 or less</b>
Break open a simple wooden door	<b>13</b>
Break open a good wooden door	<b>18</b>
Break open a strong wooden door	<b>23</b>
Break open an Iron bound wooden door	<b>25</b>
Break open an Iron Door	<b>28</b>
Hold portal spell on door	<b>+5 DC</b>
Arcane lock on door	<b>+10 DC</b>

## Challenge Ratings (Misc.)

Cs	Level + -1
Mechanical Trap	+1 CR per 2d6 damage
Magical Trap	1 (+1 CR per 2d6 damage)
arty challenge puzzle	p to party level CR (DM call)

## Challenge Ratings for Creatures

Old xps.	CR
15	1 4
35	1 3
65	1 2
175	1
270	2
650	3
975	4
1,400	5
2,000	6
3,000	7
5,000	8
8,000	9
11,000	10
14,000	11
17,000	12
20,000	13
30,000	14
40,000	15
50,000	16
60,000	17
70,000	18
80,000	19
100,000	20

## Psionics

Open a non-psionic mind - A successful psionic attack will open a mind like this.  
 Opening a psionic mind - Attack the mind till it has 0 psp  
 Closing a non-psionic mind - Make a will save (DL:16) (DL:20 if a psionic attack succeeded the previous round)  
 Closing a psionic mind - A close attempt may be made 4d+1 rounds after being opened. Make a will save (DL:18)

Mental attack score - Psionics gain a +1 per level. Wild talents gain a +1 every 2 levels. Also, you get your intelligence bonus added to this score.  
 Mental AC - Mental ac = 10 + wisdom bonus.

Psionic damage scores

Ego Whip	d6+1 (4)	Psi blast	d12+4 (10)
Id Ins	d8+2 (6)	Psychic crush	d10+3 (8)
Mind thrust	d4 (2)		

## Ability Bonuses

Score	Modifier	Score	Modifier
1	-5	24-25	+7
2-3	-4	26-27	+8
4-5	-3	28-29	+9
6-7	-2	30-31	+10
8-9	-1	32-33	+11
10-11	0	34-35	+12
12-13	+1	36-37	+13
14-15	+2	38-39	+14
16-17	+3	40-41	+15
18-19	+4	42-43	+16
20-21	+5	44-45	+17
22-23	+6	46-47	+18

## ATTAC ROLL MODIFI RS

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	na
Attacker invisible	+2	+2
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned or off balance	+2	+2
Defender climbing (cannot use shield)	+2	+2
Defender surprised or flat-footed		-2
Defender running		-2
Defender grappling (attacker not)		-2
Defender pinned	+4	-4
Defender has cover	(see cover)	
Defender concealed or invisible	(see concealment)	
Defender helpless	(see helpless)	
Defender loses dexterity bonus to AC		

## Saving Throws and Attack Bonuses

Level	FIGHTER			CLERIC			WIZARD / SORCERESS			ROGUE			Fighter Attack Bonus	Cleric/Rogue Attack Bonus	Wizard Attack Bonus
	Fort	Ref	Will	Fort	Ref	Will	Fort	Ref	Will	Fort	Ref	Will			
1	+2	+0	+0	+2	+0	+2	+0	+0	+2	+0	+2	+0	+1	+0	+0
2	+3	+0	+0	+3	+0	+3	+0	+0	+3	+0	+3	+0	+2	+1	+1
3	+3	+1	+1	+3	+1	+3	+1	+1	+3	+1	+3	+1	+3	+2	+1
4	+4	+1	+1	+4	+1	+4	+1	+1	+4	+1	+4	+1	+4	+3	+2
5	+4	+1	+1	+4	+1	+4	+1	+1	+4	+1	+4	+1	+5	+3	+2
6	+5	+2	+2	+5	+2	+5	+2	+2	+5	+2	+5	+2	+6/+1	+4	+3
7	+5	+2	+2	+5	+2	+5	+2	+2	+5	+2	+5	+2	+7/+2	+5	+3
8	+6	+2	+2	+6	+2	+6	+2	+2	+6	+2	+6	+2	+8/+3	+6/+1	+4
9	+6	+3	+3	+6	+3	+6	+3	+3	+6	+3	+6	+3	+9/+4	+6/+1	+4
10	+7	+3	+3	+7	+3	+7	+3	+3	+7	+3	+7	+3	+10/+5	+7/+2	+5
11	+7	+3	+3	+7	+3	+7	+3	+3	+7	+3	+7	+3	+11/+6/+1	+8/+3	+5
12	+8	+4	+4	+8	+4	+8	+4	+4	+8	+4	+8	+4	+12/+7/+2	+9/+4	+6/+1
13	+8	+4	+4	+8	+4	+8	+4	+4	+8	+4	+8	+4	+13/+8/+3	+9/+4	+6/+1
14	+9	+4	+4	+9	+4	+9	+4	+4	+9	+4	+9	+4	+14/+9/+4	+10/+5	+7/+2
15	+9	+5	+5	+9	+5	+9	+5	+5	+9	+5	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
16	+10	+5	+5	+10	+5	+10	+5	+5	+10	+5	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+10	+5	+5	+10	+5	+10	+5	+5	+10	+5	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+11	+6	+6	+11	+6	+11	+6	+6	+11	+6	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+11	+6	+6	+11	+6	+11	+6	+6	+11	+6	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+12	+6	+6	+12	+6	+12	+6	+6	+12	+6	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5



Party level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
1st to 3rd	300	600	900	1,350	1,800	2,700	3,600	5,400	7,200	10,800	-	-	-	-	-	-	-	-	-	-
4th	300	600	800	1,200	1,600	2,400	3,200	4,800	6,400	9,600	12,800	-	-	-	-	-	-	-	-	-
5th	300	500	750	1,000	1,500	2,250	3,000	4,500	6,000	9,000	12,000	18,000	-	-	-	-	-	-	-	-
6th	300	450	600	900	1,200	1,800	2,700	3,600	5,400	7,200	10,800	14,400	21,600	-	-	-	-	-	-	-
7th	263	394	525	700	1,050	1,400	2,100	3,150	4,200	6,300	8,400	12,600	16,800	25,200	-	-	-	-	-	-
8th	200	300	450	600	800	1,200	1,600	2,400	3,600	4,800	7,200	9,600	14,400	19,200	28,800	-	-	-	-	-
9th	-	225	338	506	675	900	1,350	1,800	2,700	4,050	5,400	8,100	10,800	16,200	21,600	32,400	-	-	-	-
10th	-	-	250	375	563	750	1,000	1,500	2,000	3,000	4,500	6,000	9,000	12,000	18,000	24,000	36,000	-	-	-
11th	-	-	-	275	413	619	825	1,100	1,650	2,200	3,300	4,950	6,600	9,900	13,200	19,800	26,400	39,600	-	-
12th	-	-	-	-	300	450	675	900	1,200	1,800	2,400	3,600	5,400	7,200	10,800	14,400	21,600	28,800	43,200	-
13th	-	-	-	-	-	325	488	731	975	1,300	1,950	2,600	3,900	5,850	7,800	11,700	15,600	23,400	31,200	46,800
14th	-	-	-	-	-	-	350	525	788	1,050	1,400	2,100	2,800	4,200	6,300	8,400	12,600	16,800	25,200	33,600
15th	-	-	-	-	-	-	-	375	563	844	1,125	1,500	2,250	3,000	4,500	6,750	9,000	13,500	18,000	27,000
16th	-	-	-	-	-	-	-	-	400	600	900	1,200	1,600	2,400	3,200	4,800	7,200	9,600	14,400	19,200
17th	-	-	-	-	-	-	-	-	-	425	638	956	1,275	1,700	2,550	3,400	5,100	7,650	10,200	15,300
18th	-	-	-	-	-	-	-	-	-	-	450	675	1,013	1,350	1,800	2,700	3,600	5,400	8,100	10,800
19th	-	-	-	-	-	-	-	-	-	-	-	475	713	1,069	1,425	1,900	2,850	3,800	5,700	8,550
20th	-	-	-	-	-	-	-	-	-	-	-	-	500	750	1,000	1,500	2,000	3,000	4,000	6,000

## Turning Undead

Turning result	Max HD affected
Up to 0	Clerics level -4
1-3	Clerics level -3
4-6	Clerics level -2
7-9	Clerics level -1
10-12	Clerics level
13-15	Clerics level +1
16-18	Clerics level +2
19-21	Clerics level +3
22+	Clerics level +4

## High Finance

Lifestyle	Monthly expenses	ADW*
Poor	1 gp	4 cps
Lower Class	8 gps	3 sps
Middle Class	16 gps	6 sps
Upper Class	98 gps+	4 gps
Nobles and the rich	500 gps +	50 gps

### Inns and Tavern costs

Lodgings	Poor	Average	Good	Quality
1 night	5cp	5sp	1gp	5gp
1 week	3sp	3gp	6gp	30gp
A tenday	4sp	4gp	8gp	44gp
1 month	11sps	11gp	22gp	130gp
Pint of ale	4cp	5cp	1sp	3sp
Meal, simple	8cp	2sp	5sp	1gp
Meal, fine	-	5sps	1gp	5gp
Meal, grand	-	-	5gp	20gp

## Doors

Door Type	Thickness	Hardness	Hps	Stuck DL	Lock DL
Simple Wooden	1 inch	5	10	13	15
Good wooden	1½ inches	5	15	16	18
Strong Wooden	2 inches	5	20	23	25
Stone	4 inches	8	60	28	28
Iron	2 inches	10	60	28	28
Portcull. Wooden	3 inches	5	30	25*	25*
Portcull. Iron	2 inches	10	60	25*	25*
Lock	-	15	30		
Hinge	-	15	30		

\*DC to life. Use appropriate door figure for breaking.

## Walls

Wall type	Thickness	Break DC	Hardness	Hps*	Climb dc
Masonry	1 foot	35	8	90	15
Superior Masonry	1 foot	35	8	90	20
Reinforced Mas.	1 foot	45	8	180	15
Hewn Stone	3 feet	50	8	540	22
Unworked Stone	5 feet	65	8	900	20
Iron	3 inches	30	10	90	25
Paper	wafer thin	1	-	1	30
Wood	6 inches	20	5	60	21
Magically treated	-	+20	x2	x2	-

\*per 10ft x 10ft section.

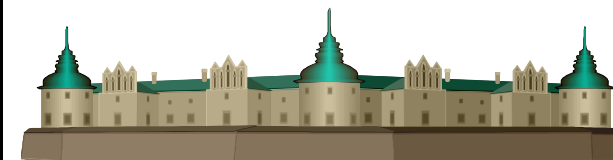
## Access to spells

Spell Level	Cler, Dru, Wizard	Sorc.	Bard	Pal, Rng.	Adept
0	1	1	1	-	1
1	1	1	2	4	1
2	3	4	4	8	4
3	5	6	7	11	8
4	7	8	10	14	12
5	9	10	13	-	-
6	11	12	16	-	-
7	13	14	-	-	-
8	15	16	-	-	-
9	17	18	-	-	-

## Notes and Noteworthy

2nd ed movement to 3rd ed base move = Old MV x2.5  
 Map scales: 1 inch = 30 miles (mm x 1.1811 = mile distance)  
 1 inch = 90 miles (mm x 3.5433 = mile distance)  
 The Random Megacore Website can be found at -  
<http://www.dungeon14.freemove.co.uk> (cheap plug \*wink\*)

Mass Rule: Size L (hps x2, CR+1). Size H (hps x3, CR+2)  
 Size G (hps x4, CR+3) Size C (hps x6, CR+4)  
 Punt rule: A larger creature can kick an individual over a given distance on a hit. A charging punt doubles the distance listed.  
 1 size larger or less Cant punt  
 2 sizes larger Punt victim d6 x5 feet



Alchemy  
 Animal empathy  
 Appraise  
 Balance  
 Bluff  
 Climb  
 Concentration  
 Craft ( )  
 Decipher Script  
 Diplomacy  
 Disable Device  
 Disguise  
 Escape Artist  
 Forgery  
 Gather Information  
 Handle Animal  
 Heal  
 Hide  
 Innuendo  
 Intimidate  
 Intuit Direction  
 Jump  
 Knowledge ( )  
 Listen  
 Move Silently  
 Open Lock  
 Perform ( )  
 Pick Pocket  
 Profession ( )  
 Read Lips  
 Ride  
 Scribe  
 Search  
 Sense Motive  
 Spellcraft  
 Spot  
 Swim  
 Tumble  
 Use Magic Device  
 Use Rope  
 Wilderness Lore

## COVER MODIFIERS

Degree of cover	Example	AC Bonus	Reflex save
One quarter	A human standing behind a 3ft wall	+2	+1
One half	Fighting from around a corner, behind a creature of the same size, in an open window	+4	+2
Three quarters	Peering around a corner or tree	+7	+3
Line of sight	Standing at arrow slit. Behind a door that is slightly ajar	+10	+4
Total	On the other side of a solid wall	-	-

## CONCEALMENT MODIFIERS

Concealment	Example	Miss chance
1-4	Light fog; moderate darkness; light foliage	10%
1-2	<b>Blur</b> spell; Dense fog at 5ft (such as <b>obscuring mists</b> )	20%
3-4	Dense foliage	30%
9-10	Complete total darkness	40%
Total	Invisibility; attacker blind; total darkness; pea soup fog	50% and must guess targets location

## Helpless

Regular attack - A melee attack gains a +4 to hit. Targets Dex score is treated as 0 and dex modifier to ac is -5.

Coup de Grace - A full round action, you can use a melee weapon to deliver a coup de grace. You automatically hit and deliver a critical. If the defender survives, he must make a fortitude save (DC 10 + damage dealt) or die. This won't work on creatures immune to critical hits and it also provides an attack of opportunity.

## The random Megacore

For all your DM and player needs. Download the latest character sheets, screen amendments, new rules and adventures.

HTT [www.dungeon14.freemove.co.uk](http://www.dungeon14.freemove.co.uk)

## Attacking an object

Substance	Hardness	Hit points	Item	Hard	Hps
Paper	0	2 inch of thickness	Tiny Blade	10	1
Rope	0	2 inch of thickness	Small Blade	10	2
Glass	1	1 inch of thickness	Medium blade	10	5
Ice	0	3 inch of thickness	Large blade	10	10
Wood	5	10 inch of thickness	Small hafted weapon	5	2
Stone	8	15 inch of thickness	Medium hafted weapon	5	5
Iron	10	30 inch of thickness	Large hafted weapon	5	10
Mithral	15	30 inch of thickness	Large wooden shield	5	15
Adamantite	20	40 inch of thickness	Tower shield	5	20

### How to strike an object

Inanimate objects - AC = 5  
You get +4 to hit with a melee weapon. Objects are immune to critical hits.

Held, carried or worn. This provides an attack of opportunity. The object uses its wielders dex modifier and any magical deflection bonuses to its ac. If the object is in a creatures hand, it gains a +5 ac bonus as it can be moved swiftly away.

NOTE - ranged weapons and energy attacks are divided by 2 before subtracting hardness.

## SCROLL FAILURES

Fail by	Result
1	Spell used, no effect. "pzzttt"
2	Spell used, caster takes 1hp damage per spell level
3	Spell used, caster takes 2hps damage per spell level.
4	Spell used, caster must make fortitude save (15) or pass out for d6 rounds.
5	Spell used, caster stunned for d6 rounds. Caster takes 1hp damage per level of spell
6	Spell exploded - all within (level x 5ft) are hit by the spell effect. This is centered on the caster.
7	Detonation - All spells on the scroll go off, centered on the caster.

## Misc - undead information

**Analysis** - see the critical location table treating any non specific location (i.e. weapon break) as a whole body paralysis.

**Level Draining** - see the new 3rd edition rules.

**Weapons vs. undead** - see the following chart

Type of undead	Bludgeon	Slashing	Piercing
Corporeal (fleshy)	1-2	full	1-4
Corporeal (skel)	full	1-2	1
Incorporeal	full	1-4	1