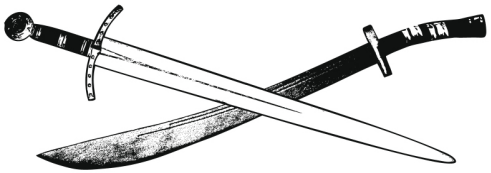


SKILLS & CHECKS

INCOME & REPUTATION/CRAFTING (p69/73)

Downtime *			
Result	Per Day	Per Week	Per Month
Up to 15	1s/–	10s/0	50s/0
16–25	3s/–	30s/0	150s/1
26–35	6s/–	60s/1	300s/2
36–45	10s/–	100s/1	500s/3
46+	15s/–	150s/1	750s/4

* Money earned/Silver Crafting Value is to the left of the slash and Reputation earned is to the right. Multiply the amount listed by the number of days, weeks, or months spent making the check. A character may earn one or the other during each Downtime, *not both*.



ACROBATICS/BALANCING (p69)

Surface/Circumstances	DC/DC Modifier
Uneven floor (up to 30° angle)	10
Uneven floor (30–60° angle)	15
Uneven floor (greater than 60° angle)	20
Narrow walkway (9–12 in. wide)	10
Narrow walkway (5–8 in. wide)	15
Narrow walkway (less than 4 in. wide)	25
Buckled, rolling, sagging, or shaking surface	+4
Slippery surface, or up to knee-deep water	+10
Character attacked once or more during previous or current round	+10

ATHLETICS/CLIMBING (p70)

Surface/Circumstances	DC/DC Modifier
Common hand- & footholds/opportunities to brace	10
Infrequent hand- & footholds/opportunities to brace	15
Rare hand- & footholds/opportunities to brace	20
Frequent chances to rest	10
Unstable surface	15
Slippery surface	25
Per character dragged (max. 2)	+4
Character attacked once or more during previous or current round	+10

ATHLETICS/SWIMMING (p70)

Water Conditions/Circumstances	DC/DC Modifier
Calm water 10	10
Rough water 15	15
Stormy water 25	25
Frequent chances to rest –4	–4
Per character dragged (max. 2) +4	+4
Character attacked once or more during previous or current round +10	+10

SLIDING DCs (p370)

Career/Threat Level	Easy (DC10)	Average (DC15)	Tricky (DC20)	Hard (DC25)	Desperate (DC30+)
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

Use this table to convert static DCs. Round the static DC to the nearest multiple of 5 and use the column that most closely matches the DC in the parentheses.

KNOWLEDGE CHECKS (p67)

Obscurity	DC
Common (e.g. laws in local area, info about brigands and monsters seen often on local roads)	10
Uncommon (e.g. laws in neighboring areas, info about brigands and monsters seen occasionally on local roads)	15
Rare (e.g. laws in distant lands, info about brigands and monsters that keep away from civilized areas)	20
Obscure (e.g. laws of uncommon brigands and monsters and info about their leaders)	25
Presumed Lost (e.g. laws of ancient gods, info about unique creatures of myth and legend)	30

BLEND, NOTICE, SEARCH & STEALTH/BLENDING, SNEAKING, AND CONCEALING (p71)

Circumstances	Check Modifier
<i>Ambient Light and Noise</i> * (see also page 218)	
No light (e.g. pitch black) or extreme noise (e.g. battlefield)	+4
Faint light (e.g. moonlight) or heavy noise (e.g. passing wagon)	+2
Dim light (e.g. dawn, dusk, or torchlight) or moderate noise (e.g. busy tavern)	+0
Bright light (e.g. daylight) or faint noise (e.g. nearby conversation)	–2
Intense light (e.g. Glow II spell) or no noise (e.g. dead of night)	–4
<i>Scenery</i>	
Dense and obscuring scenery	+4
Dense scenery (e.g. thick forest) or obscuring scenery (e.g. snow mounds)	+2
Unremarkable scenery	+0
Sparse scenery (e.g. barren forest) or revealing scenery (e.g. dry leaves)	–2
Sparse and revealing scenery	–4
<i>Species</i>	
Close to surrounding group (e.g. elf in crowd of humans)	–2
Similar to surrounding group (e.g. dwarf in crowd of elves)	–4
Unlike surrounding group (e.g. ogre in crowd of dwarves)	–10
Wildly different from surrounding group (e.g. drake in crowd of ogres)	Impossible
<i>Size</i>	
Character is smaller than observer	+4 per Size category difference
Character is larger than observer	–4 per Size category difference
<i>Senses</i>	
Character is blinded or deafened	–2
Character is blinded and deafened	–4
Observer is blinded or deafened	+4
Observer is blinded and deafened	Automatic success
<i>In the current round, the character also...</i>	
Whispers	+0
Talks	–2
Screams	–4
Moves up to 1/2 his Speed (rounded down)	+0
Moves faster than 1/2 his Speed, up to his full Speed	–4
Moves faster than his full Speed (e.g. Runs)	–10
Makes a quiet attack (e.g. sap against leather armor)	–2
Makes a noisy attack (e.g. quarter staff against chainmail)	–4
Makes a loud attack (e.g. steel sword against platemail)	–10

* A separate modifier is applied for each of these circumstances (light and noise).

NOTE

When printing, be sure to select “Page Scaling: Shrink/Fit to printable area”.

BLUFF/BLUFFING (p72)

Lie is...	Check Modifier
Believable (e.g. "Lord Bloodpyre's surrender demands are... steep.")	+10
Plausible (e.g. "He's an ogre. Of course those are human teeth.")	+4
Unremarkable (e.g. "I wouldn't look in there.")	+0
Questionable (e.g. "Here's a gold piece, no strings attached.")	-4
Suspect (e.g. "Reward? Maidens and treasure aren't really our bag.")	-10

DIGUISE/DISGUISES (p73)

Disguise changes...	Preparation Time *	Check Modifier
Small details (e.g. clothes, scars)	2d6 mins.	+0
Moderate details (e.g. skin color or texture)	3d6 mins.	-2
Large details (e.g. accent, walk)	4d6 mins.	-4
Height (up to 5% taller or shorter) **	+2d6 mins.	-4
Weight (up to 5% heavier or lighter) **	+2d6 mins.	-4
Species, close resemblance (e.g. elf posing as human) **	+1d6 mins.	-2
Species, similar resemblance (e.g. dwarf posing as elf) **	+2d6 mins.	-4
Species, little resemblance (e.g. ogre posing as dwarf) **	+4d6 mins.	-10
Species, no resemblance (e.g. drake posing as ogre)	Impossible	Impossible
Gender **	+2d6 mins.	-4
Age (per category of difference) **	+1d6 mins.	-2

* With actor's props (p159) or similar materials time drops to 1/2 (rounded down).
** Requires actor's props

IMPRESS/PERSUASION & INTIMIDATE/COERCION (p75)

Proposition	Check Modifier *
<i>Apparent Risk</i>	
None	+4/+2
Slight (e.g. possible ridicule or social sanction)	+0/+0
Moderate (e.g. possible mild retribution or minor criminal charges)	-2/-4
Extreme (e.g. possible severe retribution or major criminal charges)	-4/-10
Deadly (e.g. possible attacks on target or their friends and family)	-10/-15
<i>Apparent Incentive (e.g. bribes)</i>	
Incredible (e.g. target's income for a year or offer of equal value)	+10/+4
Extreme (e.g. target's income for a month or offer of equal value)	+4/+2
Moderate (e.g. target's income for a week or offer of equal value)	+0/+0
Slight (e.g. target's income for a day or offer of equal value)	-2/-4
None	-4/-10

* Modifier before slash applies to Persuade & modifier after slash applies to Coerce.

INVESTGATE/RESEARCHING (p77)

Disguise changes...	Time	DC
<i>Research Area</i>		
Single book, scroll, tablet, etc.	1d6 hours	10
Several books, scrolls, tablets, etc.	2d6 hours	15
Dozens of books, scrolls, tablets, etc.	4d6 hours	20
Hundreds of books, scrolls, tablets, etc.	1d6 days	25
Thousands of books, scrolls, tablets, etc.	4d6 days	30
Well organized	1/2 base time *	-4
Disorganized	2x base time *	+4
<i>Desired information is...</i>		
Linked to all other topics in area	x1/4 base time	-10
Linked to most other topics in area	x1/2 base time	-4
Linked to some other topics in area	Base time	+0
Linked to a few other topics in area	2 x base time	+4
Linked to no other topics in area	4 x base time	+10

* Applied *before* the desired information modifier

INVESTIGATE/PUZZLES (p77)

Difficulty	Time	DC
Trivia	1d6 rounds	10
Challenging	1d6 minutes	15
Grueling	4d6 minutes	25
Maddening	1d6 hours	40

HAGGLE/BARGAINING (p74)

Check Result	Sales Price
Buyer wins by 10+	50% of asking price
Buyer wins by 7-9	60% of asking price
Buyer wins by 4-6	80% of asking price
Buyer wins by 1-3	90% of asking price
Tie	100% of asking price
Seller wins by 1-3	110% of asking price
Seller wins by 4-6	120% of asking price
Seller wins by 7-9	140% of asking price
Seller wins by 10+	150% of asking price

SURVIVAL/FORAGING (p82)

Circumstance	DC Modifier
<i>Check Attempted</i>	
Fertile (forest/jungle)	10
Harsh (aquatic, caverns/mountains, swamp)	15
Barren (arctic, desert, plains)	20
<i>Travel Speed</i>	
Per Push Limit benefit	+4

SURVIVAL/TRACKING (p83)

Circumstances	Check Modifier
<i>Hunter</i>	
Moving faster than 1/2 Speed (rounded down)	-2
Moving faster than full Speed	-4
<i>Maneuvering Room</i>	
Smaller than Medium	-2 per Size
Larger than Medium	+2 per Size
Moving faster than 1/2 Speed (rounded down)	+2
Moving faster than full Speed	+4
<i>Bleeding</i>	+4
<i>Terrain</i>	
Soft (e.g. sand, mud, snow)	+4
Yielding (e.g. loose dirt, wet grass, gravel)	+2
Firm (e.g. lawn, field, forest, thick rug, dusty floor)	+0
Hard (e.g. rock, cobblestones, hardwood floor)	-2
<i>Age/Condition of Trail</i>	
Per day since trail was left	-2 (max. -10)
Per hour of rain or snow since trail was left	-2 (max. -10)

SPELLCASTING CHECKS (p112)

Spell Level	DC	Spell Level	DC
0	13	5	28
1	16	6	31
2	19	7	34
3	22	8	37
4	25	9	40

INVESTIGATE/CANVASSING (p76)

Population	Canvass Check Time	Check Modifier
None (No inhabitants; abandoned ruins, wilderness)	1d6 days	-20
Rural (1-50 inhabitants; small farm, frontier settlement)	4d6 hours	-10
Sparse (51-200 inhabitants; village, isolated hamlet)	2d6 hours	-5
Average (201-1000 inhabitants; town, independent outpost)	1d6 hours	0
Dense (1001-5000 inhabitants; large town, castle)	1d4 hours	+5
Urban (6001-25,000 inhabitants; city, port)	1d4 hours	+10
Sprawling (25,001+ inhabitants; capital city, bazaar)	1d6 hours	+20
Primary inhabitants are adversaries	x2	-10
<i>Result</i>	<i>Clue Gained</i>	
Up to 15	Dubious (e.g. area where cult operates; rough description of criminal with no distinguishing characteristics)	
16-30	Fruitful (e.g. location of cult's latest raid or distinguishing mark on criminal's body)	
31-45	Illuminating (e.g. location of cult figure's home or detailed description of criminal)	
46+	Revelatory (e.g. location of cult's temple or eyewitness account of the crime)	

RESOLVE/CONCENTRATING (p80)

Circumstance	DC Modifier
<i>Distraction</i>	
Mild (e.g. missed with an attack, adjacent shouting or chanting, 1-die Nature's Fury Complication)	+4
Moderate (e.g. up to 10 damage, explosion within 60 ft., 2-die Nature's Fury Complication)	+10
Extreme (e.g. 11-25 damage, explosion within 30 ft., 3-die Nature's Fury Complication)	+15
Incredible (e.g. 26+ damage, explosion within 10 ft., 4-die Nature's Fury Complication)	+20
<i>Character is...</i>	
<i>Bleeding</i>	+4
<i>Fatigued</i>	+4 per grade
<i>Flanked</i>	+4
<i>Shaken</i>	+4 per grade

RIDE/MANEUVERS (p81)

Circumstances	Check Modifier
<i>Check Attempted</i>	
Acrobatics/Balance	-4
Acrobatics/Break Fall	-10
Acrobatics/Jump	+0
Athletics/Push Limit	+0
Athletics/Swim	-4 (unless animal is native to water)
Takes animal within 10 ft. of open flame	-10
Takes animal though open flame	-20
<i>Maneuvering Room</i>	
Open (e.g. open plain, quiet road, wide canyon)	+4
Close (e.g. shallow stream, village street, narrow canyon)	+0
Crowded (e.g. light forest, quiet city street, courtyard)	-4
Tight (e.g. jungle, busy city street, cave or large dungeon hall)	-10
<i>Animal is...</i>	
Moving faster than 1/2 its Speed (rounded down)	-4
Wild (see page 169)	-10



COMBAT

COMBAT ACTIONS (p218–221)

Action	Time	Effect
<i>Attack Actions</i>		
Standard Attack	half	1 attack against 1 target
Bull Rush *	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square +1 additional per 4 over opponent result; target <i>sprawled</i> (Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Coup de Grace	full	
Disarm *	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> & may make additional Athletics(Str) checks to gain Grapple benefits
Pummel	full	Unarmed attack: hit = triple subdual damage
Taunt	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<i>Initiative Actions</i>		
Aim	half	(Unmoving target only) +1 with Standard Attack
Anticipate	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay	free	–1 Initiative for this round; max (10 + Init bonus) times
Distract	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready	full	1 half action taken later during this round
Refresh	1 rd.	If not attacked, regain 1 action die's result in vitality or 2 wounds
<i>Movement Actions</i>		
Standard Move	half	Move up to Speed in any direction
Handle Item	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	full	Prepare to ride 1 trained animal or vehicle
Reposition	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	full	1 Standard Move; +4 dodge bonus to Defense for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

CONDITIONS (p212–213)

Baffled (I–IV): Suffer a –2 penalty with all skill checks per grade. Lose 1 grade at the end of each scene.

Bleeding: Suffer 1 point of subdual damage at the end of each round. If 1 or more actions taken during the round, suffer 1d4 lethal damage instead. Heals at the end of the current scene. May be eliminated with a successful full-round Medicine check (DC 20).

Blinded: *Flat-footed*. Cannot see anything. Cannot make skill checks that require sight. Suffer a –8 penalty with attack checks. Opponents gain a +2 bonus when attacking.

Deafened: Cannot hear anything. Cannot make skill checks that require hearing.

Enraged: May not make skill checks. Automatically attack the nearest conscious opponent with most damaging attack. If no opponent is close enough to attack during the current round, turn on the nearest target, even if it's a friend. Once per round, may make a Resolve check (DC 20) to lose this condition. Fades at the end of the current scene. In either case, fall unconscious immediately after.

Entangled: Suffer a –2 penalty with attack checks and a –4 penalty with Dexterity-based skill checks. May not Refresh or Run. Speed drops to 1/2 standard (rounded down).

Fatigued: May not Run. Speed drops by 5 ft., and both Str and Dex scores drop by 2 per grade. If *fatigued IV* and *fatigued* again, fall unconscious. Lose 1 *fatigued* grade at the end of each scene and for each full hour of sleep.

Fixed: May not attack or make skill checks. Must take at least 1 Standard Move action per round toward the source of fixation. Once per round, may make a Resolve check (DC 20) to lose this condition. Fades at the end of the

current scene or if attacked by an adversary.

Flanked: Become *flanked* when 2 opponents stand on directly opposite and adjacent sides. These opponents gain a +2 bonus with attack checks.

Flat-Footed: Lose Dex. bonus to Defense (if positive), and all dodge bonuses to Defense. May now be targeted with a variety of special effects (e.g. sneak attack damage). Lose condition when take a half or full action, or successfully attacked.

Frightened: May not attack or make skill checks. Must take at least 1 Standard Move action per round away from the source of fear. Once per round, may make a Resolve check (DC 20) to regain composure and lose condition. Fades at the end of current scene.

Held: *Flat-footed*. May take no non-free actions except an opposed Athletics check to escape. If *held* a second time, become *pinned* instead.

Helpless: Become *helpless* when unable to defend in any way. Attacks on *helpless* targets gain a +4 bonus. May be targeted with a Coup de Grace action (see page 219).

Hidden: Become *hidden* from those who don't know location. They may not attack, nor may they target with skill checks requiring line of sight. If *hidden* and attack an oblivious target within Close Quarters, the target is considered *flat-footed* (even if he isn't otherwise).

Anyone aware of *hidden* character may make an opposed full-round Search check vs. Blend or Sneak (GM's choice). With success, lose the *hidden* condition. Lose this condition whenever cast a spell, make an attack, or take any obvious action.

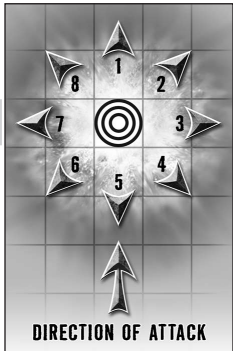
Incorporeal: Cannot be harmed with physical attacks. Affected by force damage and other non-physical attacks as normal. May pass through solid objects at will, though force fields and other effects block movement.

COVER (p215)

Cover	Examples	Defense Bonus	Reflex Bonus
One-quarter (1/4)	Short wall protecting up to knees	+2	+1
One-half (1/2)	Corner protecting all but half of torso and head window revealing down to waist	+4	+2
Three-quarters (3/4)	Corner or narrow protecting all but part of head	+6	+3
Total	Solid wall protecting entire body	Attack Impossible	+4

DEVIATION (p216)

Range Increments to target	1–2	3–4	5–6	7–8	9–10
Deviation Distance	1d2	1d4	1d6	1d8	1d10



MORALE (p379)

Morale Trigger	Resolve DC
Outnumbered less than 2-to-1	10
25% or more of group unconscious or slain / outnumbered 2-to-1	15
50% or more of group unconscious or slain / outnumbered 3-to-1	20
75% or more of group unconscious or slain / outnumbered 4-to-1 or more 25	25

Condition doesn't convey any special ability to float or fly. When *incorporeal* must hold breath when mouth and nose are blocked. If lose this condition while occupying the same space as another character or object, both merge and all characters in the merged mass are immediately killed.

Invisible: Become *hidden* when move at least 10 ft. from starting position as last action during a round.

Paralyzed: *Flat-footed*. May only take actions that are purely mental.

Pinned: *Flat-footed*. May take no actions except an opposed Athletics check to escape pin (become *held* instead). May be bound with 1 free action and may only speak as pinning character allows. Pinning character may use as a human shield, gaining 1/2 personal cover. Each adjacent opponent gains a +4 bonus with attacks targeting.

Prone: Become *prone* when intentionally lying on ground. May not take Movement actions other than Handle Item and Reposition. Still gain Bonus 5-ft. Step if don't take Movement action. Gain a +2 bonus to Defense against ranged attacks. Suffer a –2 penalty with melee attacks.

Prone: May not take 10 or 20. Suffer a –2 penalty with all attack checks, as well as Cha- and Wis-based skill checks, per grade. If *shaken IV* and *shaken* again, fall unconscious. Lose 1 *shaken* grade at the end of each scene.

Sickened: Suffer a –2 penalty with all attacks, skill checks, damage rolls and saves.

Slowed: Only 1 half action each round. Suffer a –1 penalty with attack checks and Reflex saves. Defense decreases by 1. Speed drops to 1/2 standard (rounded down).

Sprawled: Become *sprawled* when knocked off feet. *Flat-footed*. Suffer a –2 penalty with all attack checks. Reposition to lose condition (see page 220).

Stunned: *Flat-footed*. May take no actions.

TABLE OF OUCH (p207)

Result	Critical Injury
Up to 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 (rounded down), 4–6: hearing range 1/2 normal (rounded 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 (once per hour, Fort save (DC 15) or lose 1 Con; Downtime Medicine check (DC 40) to repair)

NATURAL HEALING

Standard (N)PC: Lose all damage at end of scene.

Special (N)PC: Regain 1 vitality/ Career Level/hour of rest & 1 wound/day of rest (no strenuous activity). Occurs even if critically injured.

Unconscious (N)PC: Awakens after 2d4 hrs.

CRITICAL INJURIES

Bleeding: Heals at the end of scene.

Other critical injuries: Lingers for 1d4 months. Time may be reduced by successful Treatment check.



ASSISTED HEALING

Medicine/Mend check (DC 15) on stable character. Success, target heals 2d6 damage. Special characters split this evenly between subdual, vitality, and wounds (target distributes remainder). Characters can only be Mended 1x per day, even if many characters can perform check.

Unconscious (N)PC: Awakened by DC 10 Medicine check.

MISCELLANEOUS

LIGHT AND VISION (p218)

Circumstance	Visual Increment	Hearing Increment	Defense Modifier
<i>Ambient Light</i>			
None (e.g. pitch black)	Drops to 0 ft.	+0 ft.	+8
Faint (e.g. moonlight)	–40 ft.	+0 ft.	+4
Dim (e.g. dawn, dusk, or torchlight)	–20 ft.	+0 ft.	+2
Bright (e.g. daylight)	+0 ft.	+0 ft.	+0
Intense (e.g. Glow II spell)	+40 ft.	+0 ft.	–2
<i>Ambient Noise</i>			
None (e.g. dead of night)	+0 ft.	+20 ft.	—
Faint (e.g. nearby conversation)	+0 ft.	+0 ft.	—
Moderate (e.g. busy tavern)	+0 ft.	–10 ft.	—
Heavy (e.g. passing wagon)	+0 ft.	–20 ft.	—
Extreme (e.g. battlefield)	+0 ft.	–40 ft.	—

ITEM DAMAGE SAVES (p155)

Construction/Scale	Damage Save Bonus	Number of Saves
<i>Constructio n</i>		
Brittle (paper, ice, glass, sand)	+0	—
Soft (cloth, dirt, leather)	+5	—
Hard (bone, metal, stone, wood)	+10	—
<i>Size/Thickness</i>		
Nuisance (N) or up to 1 in. thick	–4	1
Fine (F) or 2 in. thick	–2	1
Diminutive (D) or 3 in. thick	+0	1
Tiny (T) or 6 in. thick	+2	1
Small (S) or 9 in. thick	+4	2
Medium (M) or 1 ft. thick	+6	2
Large (L) or 2 ft. thick	+8	3
Huge (H) or 3 ft. thick	+10	4
Gargantuan (G) or 6 ft. thick	+12	6
Colossal (C) or 9 ft. thick	+15	8
Enormous (E) or 12 ft. thick	+20	10
Vast (V) or 15+ ft. thick	+25	12

GEAR AVAILABILITY (p155)

Population	Haggle Check Time	Availability Modifier
None (No inhabitants; abandoned ruins, wilderness)	1d6 days	–20
Rural (1–50 inhabitants; small farm, frontier settlement)	4d6 hours	–10
Sparse (51–200 inhabitants; village, isolated hamlet)	2d6 hours	–5
Average (201–1000 inhabitants; town, independent outpost)	1d6 hours	0
Dense (1001–5000 inhabitants; large town, castle)	1d4 hours	+5
Urban (6001–25,000 inhabitants; city, port)	1d4 hours	+10
Sprawling (25,001+ inhabitants; capital city, bazaar)	1d6 hours	+20
Primary inhabitants are adversaries	×2	–10

ACTION DICE

PLAYER USES (p62–63)

BOOST A DIE ROLL (Explodes)

Spend 1 action die to boost attack, skill or knowledge dice are rolled, but before resolution. May not be used when taking 10 or 20.

BOOST YOUR DEFENCE (Explodes)

Declare at start of combat round. +2 Defence for no. rounds equal to result. Can only benefit from one Defence boost at a time (new result replaces the old, even if lower).

ACTIVATE A THREAT

Spend 1+ action dice to activate a threat with an attack/skill check as a critical hit/success. Must spend before additional dice are rolled (eg. damage) and/or outcome described. In combat, if damage exceeds target's Con, spend 2 action dice to cause a critical injury.

ACTIVATE OPPONENT'S ERROR

Spend 1+ action dice to activate opponent's error (in line of sight) with an attack/skill check as a critical miss/failure. Must spend before additional dice are rolled (eg. damage) and/or outcome described.

HEAL YOUR CHARACTER

Standard Character, outside combat: Roll 1+ action dice to reduce damage by the total result.

Special Character, outside combat: Roll 1+ action dice to regain vitality equal to die result & 2 wounds.

During Combat: Must take Refresh action to heal as above.

Unconscious: Cannot spend action dice to heal.

REQUEST HINT(S) FROM GM

GM gains 1 action die for each hint given. GM may refuse.

GM USES (p365)

As above for NPCs, but with the following additions.

PROMOTE STANDARD NPC (2 Action Dice)

1 Standard NPC becomes Special for rest of adventure.

VILLAIN CHEATS DEATH (4 Action Dice)

See p384. Players do not vote or influence story of survival. GM develops and reveals story (perhaps in a new adventure). Villain suffers random Impact: Roll 1d4+1 on table 7.28. XP is awarded for the defeat. NPC may not return this adventure.

ADD TEMPORARY CAMPAIGN QUALITY (1–4 Action Dice)

Add a campaign quality to rest of scene. Can only add qualities with action die cost (p322).

PROMPT DRAMATIC SCENE (4 Action Dice)

Current scene becomes Dramatic:

- GM may spend any number of action dice on NPC die rolls and when healing NPCs.
- Standard adversaries may activate critical successes/hits.
- Player characters may not Cheat Death (p 384).