

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

- Spell power Amped** - Spell power is amplified d8 levels.
- Maximum Effect** - Spell has maximum effect.
- Duration Enhance** - Spell duration is doubled.
- 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.
- 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.
- Spell Split** - A spell targeting a single individual splits and affects 2 individuals.
- Enhanced Art** - An opponent saves at -3 against this potent spell.
- Positive Invigoration** - Spell goes off and the caster is healed of (2 x Spell level) hps.
- New Formula** - The caster learns a new spell formula. See below.
- Spell Twins** - The spell stutters and casts twice. The target remains the same.
- Retained Spell** - The spell is cast, components used, but remains in memory.
- Semi-Permanent** - Spell becomes semi permanent (duration is d20 days). If this result is not desired. Any other result may be taken.

Spell Fumbles

- Spell Knowledge Lost** - Spell caster loses all knowledge (and all memorised versions) of the attempted spell for d20 days.
- Feedback** - Spell goes off but stuns the caster for d6 rounds.
- Reduced Effect** - The spell power is reduced by d8 levels (minimum of 0 level),
- Spell Metamorph** - Spell metamorphs into another spell d2 levels higher. It can be of any school/sphere but any beneficial spell is re-rolled.
- Laughable Magi** - Your spell fizzles in a pathetic, novice way. Opponents gain +2 morale as an inept is opposing them.
- Target Switch** - A target of creature becomes caster. A target of caster becomes creature and a ranged spell goes off at ground zero.
- Negative Feedback** - The spell goes off but the caster loses (2 x spell level) hps.
- 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.
- 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.
- Oops, Wrong Spell** - The caster arses up and casts the wrong spell (roll randomly amongst memorised spells)
- Spell Fizzle** - With a soft honk and a heebie jeebie, the spell sputters and fails miserably.
- Spell Spray** - A magical surge in the weave affects your casting greatly. Not only does 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
angle, heavy	8
angle, 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 DLs at +3	+4	-8
Aim for Arm	Attacker's arm is disabled for d8 rounds. Anything wielded with the injured arm is at -4 to hit. Any concentration DLs at +1	+2	-4
Aim for Leg	Attacker's 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. Even if a 1 or 2 is rolled, the target loses any actions due this round. Max 1 size larger.	+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 opponent's natural AC. If this wins, the defender must make a reflex save (DL 13+opponent's strength bonus). Opponent gains a +2 - 2 per size difference. Failure ends the opponent on his ass. Max 1 size larger.	-	-
knockout 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. Maximum 1 size larger.	+3	-8
Spell hinder	Spell casters targeted by this attack have their concentration check DL at +2. No 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. Max 1 size larger.		

THE BASICS OF COMBAT

INITIATIVE

Roll a d10 and subtract your dexterity bonus. This is your initiative score. This will be rolled every round.

MAIN ROUND ACTIONS AND 3RD EDITION COMBAT MOVES

Attack roll - Roll a d20 and add attack bonus + Strength or Dexterity modifier (whichever is applicable) + Your size modifier + Misc bonuses you may have.

Your size modifier depends on your size (of course). It is rated as follows -

Colossal -8, Gargantuan -4, Huge -2, Large -1, Medium 0, Small +1, Tiny +2, Diminutive +4, Fine +8

As an aside, your AC has the same modifiers as given on the chart above. Creatures the DM throws at you already have this modifier factored into their AC. If your size changes, modify your AC accordingly.

Special actions - The following is a list of special actions described in D D 3rd edition.

Fight Defensively - You are at -4 to all attacks until your action in the next round. You gain a +2 AC bonus (+3 with tumbling) until your action in the next round.

Total Defence - You may move only and may perform no other action. You gain a +4 AC bonus (+6 with tumbling) until your action next round.

Casting a spell defensively - You may do a defensive casting to avoid giving your opponent an attack of opportunity. Roll d20 + concentration score with a DL of 15 + spell level.

Flanking - If you make a melee attack and an ally is directly opposite you, threatening your opponent, you gain a +2 flanking bonus on your attack roll. Only 1 combatant may take this bonus and the DM determines who may gain it. A rogue with sneak attack gains his special bonus damage if flanking an opponent.

Coup-de-grace - As a full round action, you can put the boot in a helpless defender. You automatically hit with a critical result. If the defender survives the blow, he must make a fortitude save with a DL of 10 + Damage dealt, or die

Delay - You may hold your actions until later in the round. You cannot interrupt anyone's action with a delay, you go after their declared action. If your action is not used by the end of the round, it is lost ...dither, dither.

Ready - You prepare an action for later in the round (e.g. I'll shoot at the first Orc that comes through the doorway). When the situation arises, you may take your action before the opponent has his action. The readied action is in effect until your next initiative. You may not change this into a Delayed action, you are being specific about your action and are gaining a bonus for that.

Refocus - You spend a round evaluating the situation and doing nothing else. Your next initiative roll is considered a 0. You go in your special 0 phase before anyone else can.

Subdual damage - Subdual damage is tracked separately from your HPs. When your HPs are equal to or less than your subdual damage, you are knocked out. They recover at a rate of (level) HPs per hour. When you are affected by a cure, you remove an equal amount of subdual damage.

Aid another - If you want to help your friend in combat, make an attack against an AC 10. If this succeeds, your friend gains a +2 to his AC or a +2 to hit. This is a circumstance bonus.

Attack with 2 weapons - A 2 weapon attack gains your full strength bonus on your primary attack and half your strength bonus on your secondary attack.

The Random Megacore <http://www.dungeon14.freemove.co.uk>

Difficulty Classes

DC	Description
5	Very Simple - Remain in the saddle while riding.
10	Average - Swim in calm water, Jam a lock, Climb ship's rigging, Handle a domestic animal).
15	Challenging - Swimming in rough water, Tying a slip knot, Getting a horse to leap, Performing first aid. AV RAG SAVI G THROW
20	Difficult - 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	Very Difficult - Break down a wooden Iron bound door, Make an antitoxin, Disarm a complex device, Hear a cat stalking.
30	Extreme - 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	Insane - 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	10 or less
Break open a simple wooden door	13
Break open a good wooden door	18
Break open a strong wooden door	23
Break open an Iron bound wooden door	25
Break open an Iron Door	28
Hold portal spell on door	+5 DC
Arcane lock on door	+10 DC

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
270	1
650	2
1,400	3
3,000	4
6,000	5
9,000	6
12,000	7
15,000	8
18,000	9
21,000	10
24,000	11
27,000	12
30,000	13
33,000	14
36,000	15
40,000	16
44,000	17
48,000	18
52,000	19
56,000	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)
 Mind thrust 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		
Defender running		-2
Defender grappling (attacker not)		
Defender pinned	+4	-4
Defender has cover	(see cover)	
Defender concealed or invisible concealment)	(see	
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, Wizard	Dru, 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*)

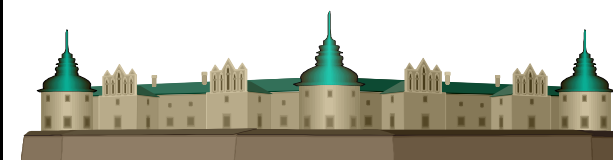
Mass Rule: Size L (hps x2, CR+1). Size H (hps x3, CR+2)

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



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Alchemy
 Animal empathy
 Appraise
 Balance
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 Climb
 Concentration
 Craft ()
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 Forgery
 Gather Information
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 Intuit Direction
 Jump
 Knowledge ()
 Listen
 Move Silently
 Open Lock
 Perform ()
 Pick Pocket
 Profession ()
 Read Lips
 Ride
 Scry
 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
Five tenths	Standing at arrow slit. Behind a door that's slightly ajar	+10	+4
Total	On the other side of a solid wall	-	-

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

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CONCEALMENT MODIFIERS

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

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

Level Draining - use the new 3rd edition rules.

Weapons vs. undead - use 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