Skill Check DCs, Trap Obstacle Attacks & İmpromptu Damage by Environment

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	15	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	20	+10	3d6	1d12
Adventurer	Ridiculously Hard	25	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	20	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	25	+15	4d8	2d12
Champion	Ridiculously Hard	30	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	25	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	30	+20	3d20	4d10
Epic	Ridiculously Hard	35	+25	3d20 or 4d20	4d10 or 4d12

Conditions

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or atwill attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Dazed: You take a -4 penalty to attacks.

Fear: Fear dazes you and prevents you from using the escalation die.

- *Hampered:* You can only make basic attacks, no frills. You can still move normally. (Fighters and bards, that also means no flexible attacks. Monsters, that means no triggering special abilities for specific attack rolls.)
- *Helpless:* If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a -4 penalty to all defenses and you can be the target of a *coup de grace*.
- *Stuck:* You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

Stunned: You take a -4 penalty to defenses and can't take any actions.

Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened: You take a -4 penalty to attacks and to defenses.

İntercepting

You intercept a creature when you move to stop an enemy attempting to rush past you to attack someone else. You must be near the enemy and the person that enemy is trying to reach. The GM rules on what counts as moving "past" a defending character or enemy. The standard consequence of being intercepted is that you use your attack against the creature that intercepted you. On your next turn, if you're willing to provoke an opportunity attack or succeed on a disengage check, you can move to where you were headed in the first place.

Disengaging

You can use a move action to move away from the foes that engage you, but you draw an opportunity attack from each of those enemies when you do. To disengage without drawing an opportunity attack, roll a normal save (11+). You can disengage from more than one foe with a single successful check: take a -1 penalty for each foe beyond



Chum the Adventure

(d20 roll when you wish to be entertained)

- 1-3: A situation the PCs solved recently has repercussions: survivors, vengeful witnesses, etc.
- **4–5:** Cue the ominous music! Use nastier specials for all monsters next battle.
- **6–7:** A PC's wound deprives them of a significant spell or power in the next battle. Let the character feel heroic for fighting while at a disadvantage.
- 8: Ask the players for the weirdest, most dangerous thing that might be happening in the adventure without their PCs' knowledge. Reward the best idea with an immediate incremental advance for that player's PC. Don't tell them whether or not you plan to use the idea.
- **9–11:** The balance of power shifts: One PC with an unused icon relationship result of 6 now has a 5 instead.
- 12–13: Sudden magical surge! One PC has a choice: roleplay their favorite magic item's quirk and treat its default bonus as one tier higher the rest of the day, or don't and it becomes nonmagical for the rest of the day.
- 14–15: One PC who failed to roll any icon relationship advantages flips a coin. Heads = a 6 with one of their icons; tails = a 5 with one of their icons.
- 16-17: An icon noticed you! Grant a PC who did something memorable a complicated advantage (5) with an icon they don't have a relationship with.
- **18–19:** Cue the heroic music! The next battle starts with the escalation die one point higher than normal.
 - **20:** Tell the players that after the next battle or other significant portion of the adventure, they'll vote on which PC was the most awesome. That PC gets something at least as cool as a bonus incremental advance. The player in second place gets whatever change is in the GM's pocket.

the first that you are disengaging from. If the disengage check succeeds, you can move normally without drawing opportunity attacks from the foes you were engaged with. If you fail the disengage check, you don't move, you lose your move action for that turn, you remain engaged, and you don't take opportunity attacks.

BASELINE STATS FOR MONSTERS CHART

	All	Normal M	onster	Mool	<s< th=""><th>Large/Do</th><th>uble Str.</th><th>Huge/Trip</th><th>le Str.</th><th></th><th>А</th><th>.11</th><th></th></s<>	Large/Do	uble Str.	Huge/Trip	le Str.		А	.11	
Level	Attack Bonus	Strike Damage	НР	Strike Damage	HP Each	Strike Damage	НР	Strike Damage	нр	AC	Better Defense	Lesser Defense	Fear (HP)
0	+5	4	20	3	5	9	41	12	60	16	14	10	7
1	+6	5	27	4	7	10	54	15	81	17	15	11	9
2	+7	7	36	5	9	14	72	21	108	18	16	12	12
3	+8	10	45	6	11	21	90	30	135	19	17	13	15
4	+9	14	54	7	14	28	108	42	162	20	18	14	18
5	+10	18	72	9	18	36	144	54	216	21	19	15	24
6	+11	21	90	12	23	42	180	63	270	22	20	16	30
7	+12	28	108	18	27	56	216	84	324	23	21	17	36
8	+13	38	144	23	36	76	288	114	432	24	22	18	48
9	+14	50	180	31	45	100	360	150	540	25	23	19	60
10	+15	58	216	37	54	116	432	174	648	26	24	20	72
11	+16	70	288	46	72	140	576	210	864	27	25	21	96
12	+17	90	360	60	90	180	720	270	1080	28	26	22	120
13	+18	110	432	74	108	220	864	330	1296	29	27	23	144
14	+19	135	576	90	144	270	1152	405	1728	30	28	24	192

Monster Equivalents

	Adventurer Battle	Champion Battle	Epic Battle	Normal counts as	Mook counts as	Large counts as	Huge counts as
	2 levels lower	1 level lower	Same level	0.5	0.1	1	1.5
VEL 0	1 level lower	Same level	1 level higher	0.7	0.15	1.5	2
Lev d to fel	SAME LEVEL	1 level higher	2 levels higher	1	.2	2	3
TER AREI (LEV	1 level higher	2 levels higher	3 levels higher	1.5	.3	3	4
TSV PA	2 levels higher	3 levels higher	4 levels higher	2	.4	4	6
Monsj compa party	3 levels higher	4 levels higher	5 levels higher	3	.6	6	8
ZÜA	4 levels higher	5 levels higher	6 levels higher	4	.8	8	A second as

Customizing a Monster

Scrapper	Sharp but thin	+1 to +3 atk	-10 to -30% hp
Offensive	Soft but strong	-1 to -3 defenses	+1 to +3 atk
Defensive	Tough but weak	+1 to +3 AC	-10 to -30% hp
Lunk	Big and squishy	+15% to +40% hp	-1 to -3 defenses
Brittle	Tough but thin	+1 to +3 AC	-10 to -30% hp

Leveling a Monster

Levels Added	Multiplier	Levels Added	Multiplier
+1 level	x 1.25	+4 levels	x 2.5
+2 levels	x 1.6	+5 levels	x 3.2
+3 levels	x 2.0	+6 levels	x 4.0

- 1: Raise its attack bonuses and defenses by 1 per added level.
- **2:** For damage and hit points (and special abilities like healing), multiply the original stats by the number listed on the table above.

GP PER FULL HEAL-UP

1 st Lvl PCs:	100 gp per PC	6 th Lvl PCs:	325 gp per PC
2 nd Lvl PCs:	125 gp per PC	7 th Lvl PCs:	425 gp per PC
3rd Lvl PCs:	175 gp per PC	8 th Lvl PCs:	500 gp per PC
4 th Lvl PCs:	210 gp per PC	9 th Lvl PCs:	650 gp per PC
5 th Lvl PCs:	250 gp per PC	10 th Lvl PCs:	850 gp per PC

Optional No Math System

- 1-2: Useless stuff, fake potions, costume jewelry, nothing gained.
- **3–4:** One healing potion, lower tier.
- **5–10:** One healing potion from PC's tier.
- **11–15:** Two potions, oils, runes of PC's choice from PC's tier.
- **16–20:** Three potions/oils/runes of PC's choice from PC's tier.

İtem Chakras and Default Bonuses

Туре of Magic Item, aka Снакка	DEFAULT BONUS (often +1 adventurer, +2 champion, +3 epic)	Pg.
Armor, robe, shirt, tunic	Armor Class	287
Arrow, crossbow bolt, slingstone	No default bonus. The most common type of magic ammunition expands crit range by 1	287
Belt, swordbelt, kilt, girdle	Recoveries per day	288
Book, scroll, manual, grimoire	No default bonus. These items commonly confer knowledge or skill	288
Boots, sandals, slippers, shoes	Disengage checks and other footwork	289
Cloak, mantle, cape	Physical Defense	289
Glove, gauntlet, mitt	No default bonus	289
Helmet, circlet, crown, cap	Mental Defense	290
Necklace, pendant	Save bonus	290
Ring x 2	No default bonus. Anything goes	291
Shield	Hit points	291
Staff (implement)	Operates as both a wand and a symbol; champion and epic tier only	291
Symbol, holy relic, sacred sickle (implement)	Attack and damage (divine spell or attack); adventurer and champion tier only	292
Wand (implement)	Attack and damage (arcane spell or attack); adventurer and champion tier only	292
Weapon, melee	Attack and damage (using the weapon)	292
Weapon, ranged	Attack and damage (using the weapon)	292
Wondrous item	No default. Anything goes	293

RULE RECAPS

- **Ambush & Surprise:** Ambushers choose one attacker and highest initiative ally to attack, then roll initiative for everyone else. (pg. 164)
- **Death & Dying:** A PC is down at 0 hp, and dead at negative half hp. Make death saves (16+) each round to heal using a recovery. Four failures is death. Start at 0 hp when healed. DC 10 Wisdom check to stabilize. Nat 20 = full action. (pg. 169)
- **Fight in Spirit:** A +1 to +2 bonus a PC who's out of the battle can give to another PC, provided they narrate. (pg. 166)
- **Flee:** The PCs can flee a battle if all players agree and GM allows it. It brings a campaign loss. (pg. 166)
- **Grabbed:** See page 172 of the core rulebook for the old grab rules. A simpler rule from Rob is: While grabbed, the creature grabbing you automatically deals half the damage of the original attack as a free action at the start of its turn. No +4 bonus on its other attack(s). It's best to disengage (but no -5 penalty) or pop free from creatures grabbing you! See the *GM Screen Guide*, page 58.
- **Invisibility:** Yields a 50% miss chance before attack roll, and +5 bonus to stealth checks. (pg. 172)
- Modifiers: Use a +2 bonus when a creature has some sort of advantage. (pg. 171)

Consumables Costs

Tier	Cost	Effect	HP Cap
Healing Potion (Costs		
Adventurer	50 gp	Recovery +1d8 hp	30
Champion	100 gp	Recovery +2d8 hp	60
Epic	200 gp	Recovery +3d8 hp	100
Iconic	300 gp	Recovery +4d8 hp	130
Resistance Potio	n Costs		
Adventurer	100 gp	Resist 16+	
Champion	200 gp	Resist 16+	
Epic	400 gp	Resist 16+	
Oil Costs			
Adventurer	100 gp	+1 Oil	
Champion	200 gp	+2 Oil	
Epic	400 gp	+3 Oil	
Rune Costs			
Adventurer	150 gp	+1 Rune	
Champion	300 gp	+2 Rune	
Epic	600 gp	+3 Rune	

GM STUFF TO REMEMBER Start of Session

- Players make icon rolls. (pg. 179)
- Based on the icons in play, determine story points, give out icon rewards, or leave to players. (pg. 179–182)

During the Session

- Have players roll icon dice for **in-game dramatic events**. (pg. 179–183)
- Have players roll icon dice for **discovery & surprise**. (pg. 179–183)
- Advance the escalation die (pg. 162)
- Quick rest and full heal-up. (pg. 170–171)

After the Session

- Have players choose recurring elements of the session. (pg. 189–190)
- Optional: Players roll icon dice for the next session for story setup instead of at beginning. (pg. 182)

No Recoveries: You get half healing and take a -1 penalty (cumulative) to attacks and all defenses until full heal-up. (pg. 169) **Ongoing Damage:** Damage stacks. Also, take damage at the end of your turn, right before you roll the save. (pg. 173)

Rally: As a standard action, a PC can heal using a recovery. The first time is free; thereafter it requires a normal save. (pg. 166)

Resistance: Attack roll using that type of damage must equal or exceed the resistance number or it's only half damage. (pg. 173)

Shooting into Melee: When you fumble, reroll the attack against an ally engaged with target, if any. (pg. 172)

- **Temporary Hit Points:** They don't stack, and they end after a battle or when you roll initiative. (pg. 175)
- **Unarmed Attacks:** Strength attack with a –2 penalty vs. AC. On a hit, deal 1d6/two levels + Str mod damage. Add 1d3 damage at odd levels. (pg. 168)