



# DEAD LANDS







## COMBAT ACTIONS

ACTION	MOVE	ATT. OF OFF.
<b>Attack Actions</b>		
Attack (melee)	Yes	No
Attack (ranged)	Yes	Yes
Attack (unarmed)	Yes	Maybe
Charge	x2 (special)	No
Full Attack	5-ft step	No
<b>Magic Actions</b>		
Cast a spell		
1-action spell	Yes	Yes
Full-round spell	5-ft step	Yes
Concentrate to maintain	Yes	No
Activate relic	Yes	Maybe
Use special ability		
Use spell-like ability	Usually	Yes
Use supernatural ability	Usually	No
Use extraordinary ability	Usually	No
<b>Movement-Only Actions</b>		
Double move	x2	Maybe
Run	x4	Yes
<b>Miscellaneous Actions</b>	Maybe	Maybe

## ATTACK MODIFIERS

CIRCUMSTANCE	MELEE	RANGED
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	+0
Attacker invisible	+2*	+2*
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender cowering, stunned, etc.	+2*	+2*
Defender climbing	+2*	+2*
Defender surprised, flat-footed	+0*	+0*
Defender running	+0*	-2*
Defender grappling	+0*	+0*
Defender pinned	+4*	-4*

\* The defender loses any Dexterity bonus to AC

## COVER

DEGREE OF COVER	AC	REFLEX
One-quarter	+2	+1
One-half	+4	+2
Three-quarters	+7	+3
Nine-tenths	+10	+4
Total	-	-

## CONCEALMENT

DEGREE OF CONCEALMENT	MISS CHANCE
One-quarter	10%
One-half	20%
Three-quarters	30%
Nine-tenths	40%
Total	50%
	and must guess

## PARTIAL ACTIONS

PARTIAL ACTION	MOVE	ATT. OF OFF.
<b>Attack Partial Actions</b>		
Attack (melee)	5-ft step	No
Attack (ranged)	5-ft step	Yes
Attack (unarmed)	5-ft step	Maybe
Charge	Yes	No
<b>Magic Actions</b>		
Cast a spell	5-ft step	Yes
Concentrate to maintain	5-ft step	No
Dismiss a spell	5-ft step	No
Activate relic	5-ft step	Maybe
Use special ability	5-ft step	Maybe
<b>Movement-Only Actions</b>		
Single move	Yes	No
Partial Run	x2	Yes
<b>Miscellaneous Partial Actions</b>	5-ft step	Maybe
<b>Special Partial Actions</b>		
Start full-round action	No	Maybe

## CREATURE SIZE

SIZE	REACH	FACE (WxH)
Fine	0	1/2 ft x 1/2 ft
Diminutive	0	1 ft x 1 ft
Tiny	0	2 1/2 ft x 2 1/2 ft
Small	5 ft	5 ft x 5 ft
Medium-size	5 ft	5 ft x 5 ft
Large (tall)	10 ft	5 ft x 5 ft
Large (long)	5 ft	5 ft x 10 ft
Huge (tall)	15 ft	10 ft x 10 ft
Huge (long)	10 ft	15 ft x 15 ft
Gargantuan (tall)	20 ft	20 ft x 20 ft
Gargantuan (long)	15 ft	30 ft x 30 ft
Colossal (tall)	25 ft	40 ft x 40 ft
Colossal (long)	15 ft	40 ft x 80 ft

## ACCESS TO SPELLS

SPELL LEVEL	LEVEL	DC CHECK	COST
0	1	15	1
1	2	17	3
2	4	19	6
3	6	21	9
4	8	23	12
5	10	25	15
6	12	27	18
7	14	29	21
8	16	31	24
9	18	33	27

## OBJECTS SIZE AND AC

SIZE	AC MODIFIER	SIZE	AC MODIFIER
Fine	+8	Large	-1
Diminutive	+4	Huge	-2
Tiny	+2	Gargantuan	-4
Small	+1	Colossal	-8
Medium-size	+0		

## SUBSTANCE HARDNESS AND HP

SUBSTANCE	HARDNESS	HP POINTS
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness

## WEAPONS HARDNESS AND HP

WEAPON	HARDNESS	HP POINTS
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Pistol	10	5
Rifle	10	7
Shotgun	10	10

## DCs TO BREAK ITEMS

ACTION	DC	ACTION	DC
Simple door	13	Iron bars	24
Good door	18	Barred door	25
Strong door	23	Chain bonds	26
Rope bonds	23	Iron door	28

## SPELLS BACKLASH/ SPECT. SUCCESS

CLASS	RESULT
<b>Blessed</b>	
Backlash:	Miracle fails
Spect. Success:	Cast miracle at no cost
<b>Huckster</b>	
Backlash:	Hex fails, take 2d6 damage and 1d4 temp. Intelligence
Spect. Success:	Cast hex as 1d6 levels higher
<b>Shaman</b>	
Backlash:	Favor fails, take 1d6 damage
Spect. Success:	Cast favor at no cost



## MALFUNCT. SEVERITY

2D6 ROLL	SEVERITY
2-5	Major
6-10	Minor
11-12	Catastrophic

## SHOTGUN DAMAGE

RANGE	DAMAGE	ATTACK BONUS
Touching	4d6	0
1st Increment	3d6	+1
2nd Increment	2d6	+2
3rd Increment and beyond	1d6	+3
Slug, any range	3d6	-2

## HARROWED CHECK

CHARACTER LEVEL	CHECK MODIFIER
5th-9th Level	+1
10th-14th Level	+2
15th Level or higher	+3

20+ = Character comes back harrowed

## INJURY THRESHOLDS EFFECT

INJURY THRESHOLD	PENALTY
Healthy	-0 to checks
Light Injury	-1 to checks
Heavy Injury	-2 to checks
Serious Injury	-3 to checks
Critical Injury	-4 to checks

## GIZMO CONSTRUCT. TABLE

DESCRIPTION	DC	BASE TIME
Repair	10	10-60 min
Slight improvement	15	1-5 hrs
Major improvement	20	1-10 hrs
New use of existing tech	25	1-6 days
New use of high tech	30	1-4 weeks
New realistic tech	35	1-6 months
Tech flaunts laws of science	40	1-12 months
Tech alters laws of science	45	1-4 years
Tech defies laws of science	50	1-20 years

## LABS

LABORATORY	ROLLS	SPACE	COST
None	-5	None	\$0
Basic	-	Carpet bag	\$100
Small	+5	Small wagon	\$500
Medium	+10	Barn loft	\$2000
Large	+15	Building	\$5000

## CARRIED TREASURE

LEVEL-GR	DINERO	OTHER TREASURE
1-3	\$1d10	5%
4-6	\$1d10x10	10%
7-10	\$1d20x10	25%
11-15	\$1d4x100	50%
16-20	\$1d10x100	75%

## LAIR TREASURE

LEVEL-GR	DINERO	OTHER TREASURE
1-3	\$1d6	5%
4-6	\$1d10x10	10%
7-10	\$1d10x100	20%
11-15	\$2d10x100	40%
16-20	\$2d10x500	50%

## OTHER TREASURE

1D20	RESULT
1-2	Cash: \$1d20x100
3	Blueprint
4-5	Gizmo
6-9	Rare Weapon
10-14	Masterwork Weapon (+1 to hit)
15-16	Object d'Art: \$1d10x200
17-18	Secrets
19-20	Relic

## ALCHEMY DCs

SITUATION	SENSE MOTIVE MODIFIER
Identify Substance	25
Identify Elixir	25
Make Acid	15
Identify Poison	20

## BALANCE DCs

SURFACE	DC	SURFACE	DC
7-12 inches	10	Uneven floor	10
2-6 inches	15	Surface angled	+5
0-2 inches	20	Surface slippery	+5

## BLUFF DCs

SITUATION	SENSE MOTIVE MODIFIER
Target wants to believe you	-5
Bluff is believable	+0
Bluff is a little hard to believe	+5
Bluff is hard to believe	+10
Bluff is way out there	+20

## CLIMB DCs

WALL OR SURFACE	DC
Steep slope, knotted rope and wall	0
Rope and wall, or knotted rope	5
Surface with ledges to hold and stand on	10
Surface with handholds and footholds	15
Uneven surface with narrow handholds	20
Rough surface	25
Overhang, ceiling with handholds	25
Smooth, flat, vertical surface	-
Climbing a chimney	-10
Climbing a corner	-5
Surface is slippery	+5

## CONCENTRATION DCs

DISTRACTION	DC
Injury during casting	10+damage+spell lev.
Suffering continuous damage	30+1/2 damage+spell lev.
Distracted by spell	spell's DC+spell lev.
Grappling or pinned	20+spell lev.
Vigorous motion	10+spell lev.
Violent motion	15+spell lev.
Wind-borne rain or sleet	5+spell lev.
Wind-borne dust or debris	10+spell lev.
Casting defensively	15+spell lev.

## DEMOLITIONS DCs

TASK	DC
Disarm dynamite or simple explosive	10
Set fuse	15
Build bomb or complicated charge	25
Disarm bomb or complicated charge	Opp.

## DISABLE DEVICE DCs

DEVICE	TIME	DC
Simple	1 round	10
Tricky	1d4 rounds	15
Difficult	2d4 rounds	20
Wicked	2d4 rounds	25

## ESCAPE ARTIST DCs

RESTRAINT	DC
Ropes	Binder's Use Rope +20
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check

## GUNPLAY DCs

TASK	DC
Shooting by reflection	15
Trick shot (entertainment only)	20
Road agent spin	20
Rollin' the gun	20
Border shift	25
Distracting shot	25
Creasin'	Spec.
Hipshootin'	Spec.

## JUMP DISTANCES

TYPE	DISTANCE	MAX. DIST.
Standing	3 ft+1 ft/2 pts ab. 10	Height x2
Running	5 ft+1 ft/pt ab. 10	Height x6
Stand. high	2 ft+1 ft/8 pts ab. 10	Height
Runn. high	2 ft+1 ft/4 pts ab. 10	Height x1 1/2
Jump back	1 ft+1 ft/8 pts ab. 10	Height



## LISTEN

## DCs

SOUND	DC
People talking	0
Person in medium armor	5
Person walking at slow pace	10
1st-lev Maverick moving silently	15
Cat stalking	19
Owl gliding in for a kill	30
Through a door	+5
Through a stone wall	+15

## OPEN LOCKS DCs

LOCK	DC	LOCK	DC
Very simple	20	Good	30
Average	25	Amazing	40

## RIDE DCs

TASK	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20

## SEARCH DCs

TASK	DC
Ransack a chest	10
Notice secret door or simple trap	20
Find difficult trap	21+
Find magic trap	25+
Notice a well-hidden secret door	30

## WILDERNESS LORE DCs

TASK	DC
Get along in the wild, food and water for 1 other person/pt ab. 10	10
Gain +2 to For saves vs. sweather, grant to 1 other person/pt ab. 15	15
Avoid getting lost or avoid natural hazard	15