

Attack:

melee: d20p + attack bonus

missile: d20p + range modifier + attack bonus

Defense

surprised: d8p

vs melee: d20p - 4 + defense bonus

vs melee with shield: d20p + defense bonus

vs missile, moving: d20p

vs missile, unmoving: d12p

vs missile, at long range: add defense bonus

vs missile, at extreme range: can raise shield for cover

while spellcasting: d8p **while spell fatigued:** -6

while incapacitated: d8p

Range modifiers:

short: 0
medium: -4
long: -6
extreme: -8



Defending with shield

unsuccessful defense → normal damage

successful defense by $10^{\textcircled{1}}$ → shield hit

attacker rolls weapon's shield damage

defender applies damage to shield's DR (check shield's save if applicable)

excess damage is applied to defender's armor and hp

successful defense by $10+^{\textcircled{1}}$ → miss completely

nat19 on attack and **modified** ≥ **defense** → +1 damage

nat20 on attack and **modified** ≥ **defense** → crit (roll d10,000)

nat20 on attack and **modified** < **defense** → normal hit

nat19 on defense and **modified** ≥ **attack** → NPD

nat20 on defense and **modified** ≥ **attack** → PD

nat20 on defense and **modified** < **attack** → attack misses

Both attacker and defender nat20 → normal

nat1 on attack → automatic miss

nat1 on attack and modified attack < defense → fumble

nat1 on defense → attacker gains free attack on next second

Both attacker and defender nat1 → *nothing happens*

NPD near perfect defense → immediate free hand to hand attack for (d4p-2 + d4p-2) + STR which **ignores DR** (or may use a dagger/knife if in hand)

PD perfect defense → as NPD but with weapon

① Actual value is 4 plus defense value:

- buckler 6
- small shield 8
- medium 10
- large 10
- body 10