

## D&D 3<sup>rd</sup> Ed : GM Information

### Skill Checks

	DC
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Extremely Difficult	30

NOTE: A natural 20 or a natural 1 have no effect when making skill checks

### Vision

Obstruction	Vision	Miss
	Distance	Chance
Open grassland, little cover	420'	
Scrub, Brush, v.lt.Foliage	205'	
lt.Foliage, lt.Fog, Twighligh	105'	10%
Blur Spell, hvy.Fog, Smoke	25'	20%
hvy.Foliage/ Jungle	50'	30%
Near Total Darkness	5'	40%
Total Darkness, Blind	0'	50%

Modifiers	DC 20+
Size	(as special size modifiers table)
Camouflaged	-5
In Contrast to surroundings	+5
Six + creatures	-2
Moonlight (if applicable)	+5
Starlight	+10
Starlight (low light vision)	+5

To identify a target if not clearly visible, base DC 20

### Damage Adjustments

Weapon	Adjustment
Off-Handed	Base + (STR bonus/ 2)
Two-Handed	Base + (STR bonus x 1.5)
Mounted Lance*	Double Damage
Spears and Pikes*	Double Damage
Ranged Attacks <sup>2</sup>	Half Damage
Acid/Fire/Lightning <sup>2</sup>	Half Damage
Cold Attacks <sup>2</sup>	Quarter Damage
Arrows v Door, Clubs v Rope	No Damage

<sup>2</sup> - Only applicable when damaging Objects  
\* - Applied only in a Mounted Charge

### Special Size Modifier

Size	Modifier
Fine	-16
Diminutive	-12
Tiny	-8
Small	-4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

### Cover Modifiers

cover	AC	Reflex Sv.
1/4 covered	+2	+1
1/2 covered	+4	+2
3/4 covered	+7	+3
9/10 covered (see book)	+10	+4*

### Two Weapon Combat

	Bonus
Strong Hand / Off Hand	-6 / -10
Using one light weapon	-4 / -8
Two Weapon Fighting Feat	-4 / -8
Both combined	-2 / -6

NOTE : With the Ambidexterity Feat both hands equal the strong hand

### Donning Armour

	Without Help	Correct	Hasty	Remove
Light Armour	1 min	5 rnds	1 min	
Medium Armour	4 min	1 min	1 min	
Heavy Armour	NO	4 min	d4+1 min	
With Help				
Light Armour	same	same	same	
Medium Armour	2 min	same	5 rnds	
Heavy Armour	4 min	2 min	"/2	

NOTE: Hastily donned armour incurs a -1 penalty to checks and AC

### Towns

GP limit is maximum the town can afford / month

Size	GP Limit
Thorp	40
Hamlet	100
Village	200
Small Town	800
Large Town	3,000
Small City	15,000
Large City	40,000
Metropolis	100,000

## The Basics

Flat Footed (FF): No DEX bonus is applied to AC, No attacks of opportunity allowed  
All combatants are Flat Footed until their first action in combat.

Attacks of Opportunity (AOO): Free actions made when permitted.

Attack as if its the first attack in the round.

Attacks from multiple weapons or actions are not permitted

Attacks requiring Full Round Actions are also not permitted.

AOO's may not be made against cover of 1/2 or greater

Only one AOO is allowed per character each round.

Full Round Actions (FRA): Actions which require a complete round to perform.

Only a five foot step is allowed.

Standard Round Action: Characters may move Speed allowance and attack

Surprise Round: If surprised only characters aware of the attack may act.

## Combat Options

Aid Another: +2 AC bonus or +2 Attack modifier, Attack same foe DC 10

Charge: -2 AC bonus, +2 Attack modifier, Must move at least 10'

Coup de Grace: Automatic Critical hit is performed, then a Fortitude save vs Death  
Foe must be Helpless, provokes an AOO, Takes an FRA.

Partial Defense: +2 AC bonus, -4 Attack modifier (Riposte)

Refocus: For the next round only consider initiative as if a 20 was rolled  
Provokes an AOO, Takes an FRA, No actions may be performed

Shots into Melee: -4 Attack modifier, unless the target is of a significant size

Standard: Roll attack DC= Targets AC

Subduing: -4 Attack modifier, to do Subdual damage with a lethal weapon  
And vice versa.

Touch Attack: AC = 10 + DEX + SIZE only

## Combat Manouevres

Disarm: Roll attack DC= Targets AC  
Gauntlets may not be removed  
Defender gains +10 for lock gauntlets, and +4 for a 2-H weapon  
The larger weapon gives its wielder a +4 bonus  
If unarmed, attacker gains the weapon  
If failed, defender may reciprocate as a free action.

Bull Rush: Provokes an AOO, 25% chance of wrong target, Takes an FRA,  
Defender will not hit the wrong target.  
Target must be no more than one Size larger or Smaller  
Roll Opposed STR check.  $\pm 4$  for size difference  
Defender is pushed back 5'+1' per point difference in STR roll  
Attacker rebounds 5' if roll is failed, REFLEX save to avoid falling  
An AOO is provoked by the looser of the STR roll  
Attacker and Defender may not respond to this AOO.  
This attack may be combined with a Charge.

Unarmed Combat: This provokes an AOO. Subdual Damage is usually done  
Normal Damage may be done instead with a -4 Attack modifier.  
Base Unarmed damage is d3 for Medium creatures and d2 for small

Grapple: Follow these instructions, this takes an FRA.  
1. To begin with an AOO is provoked from the target only  
2. The Attacker must pass a Touch attack to grab the Defender  
3. Perform the Opposed Grapple Check  
Base Attack + STR modifier + Special Grapple Size Modifier  
4. An AOO is provoked to all but the Defender.  
5. Damage is applied as with Unarmed attacks.  
If grappling a being already grappled 1, and 3 are already passed.  
While grappling or being grappled, no AOO's may be taken  
Light Weapons and certain Spells may be used where appropriate.

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### Item Creation

1/25 total GP cost in XP must be burned into the item

Item	Cost of Item
Scroll	Spell lvl x Cast lvl x 25gp

Total cost = cost of item x 1½ (for expendable materials)

Potion	Spell lvl x Cast lvl x 50gp
Wand	Spell lvl x Cast lvl x 750gp

Note: 0 levels spells are considered to be ½ level spells for this calculation.

### Turn / Rebuke Undead

Use 3+(Cha Modifier)/ day, range 60', duration 1 min

Max controlled (rebuke only) = Clerics level

Only Total Cover protects the undead

Roll d20 + (Cha modifier) then Roll 2d6 + Clerics lvl +  
(Cha Modifier) = total lvls  
Nearest effected first  
Ignore any already effected  
+2 to hit if Turned Unless Cornered

Result	Max Lvl
<= 0	Clerics lvl -4
1-3	Clerics lvl -3
4-6	Clerics lvl -2
7-9	Clerics lvl -1
10-12	Clerics lvl ±0
13-15	Clerics lvl +1
16-18	Clerics lvl +2
19-21	Clerics lvl +3
22+	Clerics lvl +4

NOTE: A cleric of Double an undeads level destroys it with this power.

NOTE: Evil clerics may also Bolster controlled undeads levels in the same way

### Spellcasting

*Deafness* causes a 20% chance of spell failure

*Component*s may be readied as a free action (if reasonable)

An AOO is caused when casting a spell

If Damaged, Concentration check DC= 10+damage+spell level

To avoid an AOO, cast defensively.

*Defensive casting*, DC= 15+spell level. Slot is lost if failed

### Touch Spells

Cast spell, then hold it ready to hit as long as you like.

No other spell may be cast or the spell discharges.

If something is touched with the hand that holds it, the spell is discharged.

A touch attack, must be made to discharge the spell.

### Counter Magic

Spellcraft DC= 15+ spell level to identify it.

Cast the exact same spell, or Dispel Magic (see book).

### Striking Objects

Stationary Objects have a Dex of 0(-5) = DC 5

Worn objects are at owners Flat Footed AC

Held objects are owners Flat Footed AC +5

Apply Damage modifiers for certain types of attack

Only more powerful items may harm Magic Items

Magic Items Add magic bonus to Hardness & Hit Points

Magic Item Save = 2+(creators level/2) or Owners save

### Grenade-like Weapons

Touch attack to be passed.

Scatter distance is d6' + 1'

per range increment.

Area of effect is usually 5'

Scatter Table		
8	1	2
7		3
6	5	4

### Divine Magic: Druids

General: Spell saves:(Wis mod) + 10 + Spell Level, Max spell level is Wis -10

Prayer: Must pray each day in the same period, ie. morning or evening

All spell slots are regained and all spells chosen for that day

Bonus Spells: One Domain spell is chosen each day for each casting level

If no God is selected the character may select two Domains

Granted Powers: Each Domain also has a bonus power associated with it.

Transferring Slots: Any spell not prayed for may be cast using a slot one level higher.

Domain spells may not be transferred, even for healing (see below)

Spell Limitations: Good gods prohibit Evil spells and Evil prohibits Good ones

Lawful gods prohibit Chaotic spells and Chaos prohibits Lawful ones

Alignment: A Druid must be Neutral alligned in some way (NG, NE are ok)

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#### Arcane Magic: Wizards

General: Spell saves:(Int mod) + 10 + Spell Level, Max spell level is Int -10

Sleep: Regaining spell slots requires a good nights sleep

Any spells cast within the last 8 hours count towards spells / day

Study:	If sleep is interrupted, only last 8hrs spell slots have not returned. One hour of study is required to assign spells to slots when free A wizard does not have to assign all his slots all at once If slots are empty 15-60 minutes are required to fill them.
Bonus Spell Slots:	One bonus spell slot given at each level (max level = Int modifier)
Specialisation:	A restricted additional slot per castable level is gained, see book
Read Magic:	Any slot may be used to cast Read Magic. Even if assigned already This does not apply if the slot has already been used to cast a spell
Spell Mastery:	A number of spells equal to INT modifier may be selected from the wizard's spellbook. These spells are treated like Read Magic. This Feat may be taken multiple times.
Spell Book:	There is no limit to the number of spells a wizard may learn A spell book contains 100 pages and costs 15Gp Each spell added to a book occupies 2 pages / level All wizards begin knowing all(16) level 0 spells, occupying 16 pages A wizard also begins knowing 3+(Int modifier) level 1 spells Each level a wizard is allowed 2 extra spells of each level, for free.
Adding More:	It takes 1+ (Spell Level) days to learn a spell and copy it down. It costs 100gp + 50gp per page the spell will occupy to copy it. It costs 100gp +100gp per page to rebuild a lost spell book. To learn a spell a Spellcraft check must be made DC 15+ spell level or another rank in spellcraft must be learned before trying again. Note: (Specialisation adds +2 to spellcraft, for spells of that type)

#### **Arcane Magic: Sorcerers and Bards**

General:	Spell saves:(Cha mod) + 10 + Spell Level, Max spell level is Cha -10
Sleep:	Regaining spell slots requires a good nights sleep Any spells cast within the last 8 hours count towards spells / day If sleep is interrupted, only last 8hrs spell slots have not returned.
Concentration:	15 minutes of concentration is required every morning
Spell Slots:	These are not assigned in advance. Any higher level slot may be used to cast a lower level spell.
Bonus Spell Slots:	One bonus spell slot given at each level (max level = Cha modifier)
New Spells:	New spells may only be gained from going up a level
Bards Only:	All bard's spells gain a Verbal component. Music or Singing.

#### **Divine Magic: Clerics**

General:	Spell saves:(Wis mod) + 10 + Spell Level, Max spell level is Wis -10
Prayer:	Must pray each day in the same period, ie. morning or evening All spell slots are regained and all spells chosen for that day
Bonus Spells:	One Domain spell is chosen each day for each casting level If no God is selected the character may select two Domains
Granted Powers:	Each Domain also has a bonus power associated with it.
Transferring Slots:	Any spell not prayed for may be cast using a slot one level higher. Domain spells may not be transferred, even for healing (see below)
Spell Limitations:	Good gods prohibit Evil spells and Evil prohibits Good ones Lawful gods prohibit Chaotic spells and Chaos prohibits Lawful ones
Allignment:	A Cleric must remain within one step of his god's allignment
Channelling:	Good characters channel positive energy, evil channels negative. Neutral characters must choose which one they channel.
Positive Energy:	Any Healing spell may be cast using a spell slot of the same level A Cleric gains the ability to Turn Undead.
Negative Energy:	Any Inflicting spell may be cast using a spell slot of the same level A Cleric gains the ability to Rebuke Undead.

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### Grapple Actions

- Deal Damage: Each round an opposed grapple roll is made and damage is applied.
- Escape: The winner of the Grapple roll may choose to leave the Grapple Rather than deal damage. All combatants must be beaten.
- Wriggle Free: An Escape Artist check may substitute the Grapple roll
- Pin: Instead of dealing damage, the winner of the grapple check may choose to hold his opponant still for one full round.  
Attacks from multiple weapons or actions are not permitted
- Break Others Pin: As Pin, but, a pin on another character may be broken instead.

### Mounted Combat

- Control: Riders must make a ride check DC 5, or 20 (untrained) each round If failed, no actions may be taken this round.
- Other: FRA's are not possible mounted. Higher ground mod (+1) is usual  
-4 Attack modifier when using ranged weapons, (-8 Galloping)  
Spells require a concentration check (DC 10+ Spell Level).  
A ride check (DC 15) is needed to jump clear should the mount fall  
If the rider is dropped; 50% chance of staying in the saddle.  
Millitary saddles offer 75% chance of staying in the saddle.  
A fall from a mount delivers d6 damage.

### OverRun: The Mounted Charge

- The ride must move at least 10'
- Opponant may dodge (Reflex save) if desired
1. Pass a melee Touch attack
  2. Make a STR check vs Defenders Str or Dex or Ride  
Apply Special Size Modifier  
Defender Gains +4 Stability bonus for three+ legs
  3. If passed the defender lies Prone  
If failed the defender may reciprocate this attack  
As a free action.





