Zuppie's DCC RPG rules addenda ver 1.4

I have not so much intended these house rules to be alterations to the DCC mechanics, as I have meant them to be additions – whilst keeping things as simple as possible and avoiding slowing down the game with needlessly complex or cumbersome calculations (I may have failed at those tasks), which would run counter to the spirit of DCC. As the Dark Master saith, he left "empty spaces" in the DCC RPG rules to be filled with homebrewing. Hereby I present mine:

1. Combat

The basis for all melee and missile attack rolls is Agility, **not** Strength. The latter affects only damage rolls – also for those missile weapons which are operated with the user's muscles, in which case half of the Str modifier (rounded up) is added to the damage roll at close range only. Or, if you prefer the *Pathfinder* way, apply the rule to just composite bows and such.

1.1 Size matters

An attacker gains +1 to hit per each size category the target is larger than him, and conversely, -1 per size category the target is smaller. For more detail about sizes in DCC, see *Critters, Creatures & Denizens* by Cognition Pressworks and various D&D editions/spinoffs.

1.2 Multiple Opponents

Each attacker gains +1d (perhaps more in extreme cases) when ganging up on a single target **and** having their number exceed the target's amount of action dice. For example: *two 0-level gongfarmers fighting an Act 2d20 monster would not gain the +1d for their attacks, but if joined by a third, would get the bonus. In this instance each of our three scat-scoopers would roll 1d24 for their attacks.*

1.3 Touch attacks & Flat-Footed

A creature's DC against touch-based attacks/effects/spells is 10 + its Agi modifier. When a creature is e.g. surprised, its condition is considered to be Flat-Footed, meaning that for the duration it does not get to add its Agi modifier when calculating its total AC.

1.4 Helpless targets

Table 4-1 in the DCC RPG rulebook lists a +1d attack modifier against helpless targets; to my mind this seems bafflingly small. I have altered the bonus to be +2d **and** the target has a -8 AC penalty against melee attacks and -4 AC against ranged.
If there are no active enemies close by, a **coup de grace** can be delivered to a helpless target: one hits automatically and scores a critical. Should the target survive it, he must make a Fort save (DC 10 + damage dealt) or perish most miserably. A coup de grace cannot be delivered against a creature that has immunity to critical hits.

1.5 Critical hits on dice types larger than d20

This ruling supercedes those found on page 81 of the DCC RPG rulebook, for reasons of probability math, fairness and sanity: one scores a critical hit on a d24 by rolling a natural 20 or 24. On a d30, these become 20, 24 or 30. The logic behind this house rule is that the probability of scoring a crit should **not** go down when using a larger die type, rather it should stay the same or increase. For those character classes having a wider crit range the mechanic does not extend "over d20", i.e. a 1-level Warrior using d30 for his attack scores a critical hit on a natural roll of 19-20, 24, or 30.

1.6 Armor

1.6.1 Bludgeoning damage

Heavy armor (and perhaps some instances of Medium, too) is mainly designed to protect the wearer against slashing damage, making it vulnerable to bludgeoning damage in the process. To reflect this, an attacker armed with a bludgeoning weapon fighting e.g. an opponent clad in Full Plate should get an attack bonus ranging from +1 upwards, depending on the size/force of his bashing weapon and common sense. In effect the AC of Heavy armor is reduced against bludgeoning attacks. This rule could also be extended to apply to monsters having a shell or carapace as their natural armor.

Wearing armor increases falling damage, as well. The damage becomes 1d7 (or more) per 10', but depending on the specific armor type worn, bone breakage should still occur only on the highest rolled result. This simulates the protection armor provides to the wearer's ribs and long bones.

1.6.2 Firearms versus armor

If you run a DCC campaign featuring firearms or other high velocity projectiles (crossbow bolts could be numbered amongst these, at least at close range), traditional armor obviously won't provide much help. As with bashing damage above, the Judge could rule that match/wheel/flintlock guns gain a +1 to hit, increased to +4 or higher with modern/futuristic firearms. This should probably apply to **all** armor types and not just Heavy.

Despite these modifiers, wearing Heavy armor would likely still offer some protection…but the resultant AC of the target ought not go below 10 + their Agi modifier; that defines the maximum of a firearm "to hit" bonus. For example: *an attacker fires a Colt .45 (+3 bonus?) at a target (having an Agi mod of 0) clad in Leather armor (+2 AC). This would put the target at AC 9, so to speak, making him easier to hit than if he was wearing no armor at all! Naturally we cannot have that, so the "extra" +1 to hit is simply ignored.*

1.6.3 Area effect damage versus armored targets

Monsters' breath weapons, certain spells, explosions and so forth often require a Ref Save by the target(s) for reduced damage. Yet most of the various iterations of D&D and its derivative game systems strangely seem to completely ignore the effect of armor in these situations. A target clad in Full Plate takes the same damage as someone going naked?

Surely this is not just! Enter an elegantly simple solution to the travesty: regardless of whether the target succeeds in his saving throw or not, just reduce his armor's AC bonus from the incurred damage. So someone wearing Full Plate would substract 8 points from the damage, whilst a target clad in Hide armor gets a 3 point reduction.

Does a shield's AC bonus apply? That depends on the situation and ultimately on the Judge. In all cases the type of area effect attack and common sense should obviously be considered, too.

1.6.4 Armor degradation

It would be easy to devise complicated "realistic" rules for armor damage and just bog down the game. Let us try to avoid that…the DCC RPG book and various supplements already list the effects of acid etc. on armor. Having said that, sadistic Judges could still optionally rule that some critical hits also impact armor by, say, a 1d2 AC reduction.

1.6.5 Donning armor

Hastily donned armor has a 1 point worse AC bonus and check penalty than normal.

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, Leather, Studded leather, Hide	1 minute	5 rounds	1 minute[1]
Scale mail, Chainmail, Banded mail	4 minutes[1]	1 minute	1 minute[1]
Half-plate, Full Plate	4 minutes[2]	4 minutes[1]	d4+1 minutes[1]

[1] Half donning duration with helpers.

[2] Wearer must have help to don this armor, or don it only hastily.

1.6.6 Sleeping in Armor

A player/character who insists on sleeping in Medium or Heavy armor is automatically fatigued the next day. He takes a –2 penalty to Str and Agi and cannot charge or run.

2. Character

Attribute increase upon levelling up: when a character attains levels 2,4,6,8 and 10, the player may elect to increase one of the PC's attributes (except Luck?) by one (subject to in-game reasoning/Judge approval).

2.1 Age

Choose or roll the character's age. If you choose it, it must be at least the minimum age for the character's race. Alternatively, roll the dice indicated for your race and add the result to the age of adulthood.

Race	Adulthood	Additional	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Human	15 years	+d6	35	53	70	70 + 2d20
Dwarf	40 years	+d20	125	188	250	250 + 2d100
Elf	190 years	+d60	475	663	750	750 + 4d100
Halfling	20 years	+d12	50	75	100	100 + 4d24

[1] -1 to Str, Agi, Sta; +1 to Int, Per.

[2] -2 to Str, Agi, Sta; +1 to Int, Per.

[3] -3 to Str, Agi, Sta; +1 to Int, Per.

With age, a character's physical ability scores decrease and his mental scores increase. The effects of each aging step are cumulative. However, a character's ability scores cannot be reduced below 1 in this way. If a character somehow reaches venerable age, secretly roll his maximum age on the above table and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year. The maximum ages are for PCs.

Most people in the world at large die from pestilence, accidents, ignorance, infections or violence before getting anywhere near to venerable age.

2.2 SIZE

To determine a character's height, roll the modifier dice indicated on the table below and add the result, in inches, to the base height for the character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight.

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Human male	4' 10"	120 lbs.	2d10	x 5 lbs.
Human female	4' 5"	85 lbs.	2d10	x 5 lbs.
Dwarf male	3' 9"	150 lbs.	2d4	x 7 lbs.
Dwarf female	3' 7"	120 lbs.	2d4	x 7 lbs.
Elf male	5' 4"	95 lbs.	2d7	x 3 lbs.
Elf female	5' 3"	85 lbs.	2d6	x 3 lbs.
Halfling male	2' 8"	30 lbs.	2d4	x 1 lbs.
Halfling female	2' 6"	25 lbs.	2d4	x 1 lbs.

2.3 SKILLS

For my DCC game I have adopted a selection of skills from various *D&D* iterations, and also use the expanded Difficulty Class scale from *Cognition Pressworks* products:

d20	Skill & governing Attribute	Train?
01	Acrobatics (Agi)*	No
02	Appraise (Int)	No
03	Athletics (Str)*	No
04	Craft [specify] (Int)	No
05	Deception (Per)	No
06	Diplomacy (Per)	No
07	Handle Animal (Per)	Yes
08	Insight (Int)	No
09	Intimidate (Per/Str)	No
10	Investigate (Int)	No
11	Linguistics (Int)	Yes
12	Lore [specify] (varies)	Yes
13	Medicine (Int)	Maybe
14	Perception (Luc)	No
15	Perform (Per)	No
16	Ride (Agi)*	No
17	Sleight of Hand (Agi)*	Yes
18	Stealth (Agi)*	No
19	Survival (Int)	No
20	*Roll twice on the table*	-

DC Description	Target
Easy	5-6
Moderate	7-8
Professional	9-10
Impressive	11-13
Extraordinary	14-16
Heroic	17-19
Legendary	20-23
Epic	24-25
Deific	26+

* Armor check penalty applies

Skills are rated by a die type that is added to rolls for that skill. For example, a d3 rating in Stealth allows you to roll 1d20+Agi modifier+1d3 when making a Stealth check.

Skills have 10 ranks ranging from d3 to d16 along the dice chain. Skills are capped by level parallel to the dice chain, so a Level 1 character cannot have a skill rank higher than a d3, while a Level 3 character cannot have a skill rank higher than a d5.

Every time a skill is successfully used by a character it gets a check mark. Once a skill has 5 check marks, the player rolls a d16; if the result is equal to or higher than the die type of what would be the new skill ranking, the skill can be advanced to that die type – if the character's level allows. *Example: a Level 2 character with a d3 in Stealth uses the skill successfully for the 5th time; he rolls a d16 and gets a 7, which is higher than 4 (from the d4 the skill is eligible to raise to), so his Stealth skill now becomes d4.*

Level 0 characters get a single skill (with a rank of d2) at creation from their occupation. The Judge can either pick the skill or roll randomly on the table above. Optionally, in the case of e.g. elderly starting characters, the Judge could break the above rules and grant them one or more ranks in an appropriate skill(s).

Characters attaining Level 1 get a number of skills at rank d3 as follows:

- **Cleric**: Choose two from *Lore (History), Insight, Medicine, Diplomacy, Lore (Religion)*.
- **Thief**: Choose four from *Acrobatics, Athletics, Deception, Insight, Intimidate, Investigate, Perception, Perform, Diplomacy, Sleight of Hand, Stealth*.
- **Warrior**: Choose two from *Acrobatics, Athletics, Handle Animal, Insight, Intimidate, Lore (History), Perception, Survival*.
- **Wizard**: Choose two from *Lore (Arcana), Lore (History), Lore (Religion), Insight, Investigate, Medicine*.
- **Dwarf**: Choose three from *Appraise, Athletics, Craft [specify], Intimidate, Lore (Dwarven), Lore (History), Perception, Survival*.
- **Elf**: Choose four from *Diplomacy, Lore (Arcana), Lore (Cosmos), Lore (History), Insight, Investigate, Perception, Perform*.

Want more skills for a character? Seek a teacher/quest for them…you do not automatically gain additional skills by simply levelling up!

ACROBATICS

The ability to keep one's balance in tricky situations (e.g. slippery or shifting ground, narrow ledges) and to pull off acrobatic stunts. Succeeding in this skill when falling (DC 15; DC 11 if the fall is deliberate) allows one to "ignore" the first 10' fallen for damage purposes.

APPRAISE

Evaluating the monetary value of an object. Determining a common item's worth is DC 13; if succeeding by 5 or more, one also notices if the item has possible magical properties but not their nature. Failing the check by less than 5 means the estimation of the object's price falls within 20% of its actual value. Failing the check by 5 or more causes the estimation to be highly inaccurate and subject to the Judge's whim.

ATHLETICS

Jumping, climbing, swimming etc. The base DC to make a jump is equal to the distance in feet to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if one does not get a running start of at least 10'. If one fails the jump check by 4 or less, one can

attempt a Ref save (DC 15) to grab hold of the other side. Failing by 5 or more, one falls (if horizontal) or lands prone (if vertical).

For <u>climbing</u> the base DC is 13 for a surface with adequate hand/footholds, e.g. a tree or natural rock. Failing a climb check by 4 or less means making no progress, while failing by 5 or more indicates a fall.

The DCs for <u>swimming</u> are 10 for calm, 15 for rough and 20 for stormy waters. One makes a swim check every round while in the water; success means being able to move at up to half his speed. If failing by 4 or less, no progress is made. Failure by 5 or more: one sinks underwater. When submerged, one obviously must hold breath, which can be done for a number of rounds equal to Stamina – unless engaging in other activity (e.g. combat or trying to surface), in which case the remainder of the breath-holding duration is reduced by 1 round per each round of activity. After this period of time, one must make a DC 10 Sta check every round in order to keep holding breath. Each round the DC increases by 1 and failure means the process of drowning begins.

CRAFT

Creating items in a specific group, for example: alchemy, armor, baskets, books, bows, carpentry, cloth, pottery, ships, shoes, weapons. One knows how to use the tools of his trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. By practicing the trade one can earn half of his check result in silver pieces (or trade goods) per week of dedicated work.

Most crafts require artisan's tools for the best chance of success. If improvised tools are used, the check is made with a –2 penalty. On the other hand, masterwork artisan's tools provide a +2 bonus. To determine how much time and money it takes to make an item, follow these steps:

1. Find the item's price in silver pieces.
2. The Judge determines the DC (14 on average, varies wildly).
3. Pay 1/3 of the item's price for the raw material cost.
4. Make an appropriate Craft check representing one week's worth of work. If the check succeeds, multiply the check result by the DC. If the result × the DC equals the price of the item in sp, then one has completed the item. (If the result × the DC equals double or triple the price of the item, then one has completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn't equal the price, then it represents the progress one has made this week. Record the result and make a new Craft check for the next week and continue until one's total reaches the price of the item.
If failing a check by 4 or less, one makes no progress this week. If failing by 5 or more, one ruins half the raw materials and has to pay half the original raw material cost again.

One can make checks by the day instead of by the week. In this case one's progress (check result × DC) should be divided by the number of days in a week.

Deception

Misleading others by ambiguity, lying, conning, bargaining, gambling, disguising and so forth. Deception usually requires an opposed skill check against the target's Insight skill. The following modifiers are applied to the roll of the creature attempting the lie:

Circumstances	Modifier
Target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
Target drunk or impaired	+5
You have convincing proof	up to +10

Diplomacy

Persuasion with honesty (as opposed to Deception), resolving differences, gathering valuable information or rumors, negotiating conflicts by using the proper etiquette and manners.

To gather information, one must spend at least d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or even higher.

One can also change the initial attitudes of NPCs. The DC of this check depends on the creature's starting attitude toward oneself, adjusted by its Per modifier. If succeeding, the character's attitude is improved by one step. For every 5 by which the check result exceeds the DC, the character's attitude increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, unless the Judge says otherwise. If failing the check by 4 or less, the character's attitude is unchanged. If failing by 5 or more, the character's attitude is decreased by one step.

One cannot use Diplomacy against a creature that does not comprehend or has an Int of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm one or his allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for d4 hours but can take much more or less depending upon the situation (Judge discretion).

Starting Attitude	Diplomacy DC
Hostile	25 + creature's Per modifier
Unfriendly	20 + creature's Per modifier
Indifferent	15 + creature's Per modifier
Friendly	10 + creature's Per modifier
Helpful	0 + creature's Per modifier

If a creature's attitude is at least indifferent, one can make requests. This is an additional Diplomacy check, using the creature's current attitude to determine the base DC, with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature's values or its nature, subject to Judge discretion.

Request	DC Modifier
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complex aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that may result in punishment	+15 or more
Additional requests	+5 per request

HANDLE ANIMAL

Teaching animals tricks, to follow simple commands or even domesticating them.

Task	DC
Handle an animal	10
"Push" an animal	25
Teach a trick	15/20*
Train for a general purpose	15/20*
Rear a wild animal	15 + animal's HD

* See below

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal or ability score damage, the DC increases by 2. If the check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it does not know but is physically capable of doing. This category also covers making an animal perform forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal or ability score damage, the DC increases by 2. If the check succeeds, the animal performs the task or trick on its next action.

Teach a Trick: One can teach an animal a specific trick with 1 week of work and a successful Handle Animal check against the indicated DC. An animal with an Int score of 1 can learn a maximum of three tricks, while an animal with an Int score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following:

• **Attack** (DC 20): The animal attacks apparent enemies. One may point to a particular creature that he wishes the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

• **Come** (DC 15): The animal comes to one, even if it normally would not do so.

• **Defend** (DC 20): The animal defends one (or is ready to defend if no threat is present), even without any command being given. Alternatively, one can command the animal to defend another specific character.

• **Down** (DC 15): The animal breaks off from combat or otherwise backs down. An animal that does not know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

• **Fetch** (DC 15): The animal goes and gets something. If one does not point out a specific item, the animal fetches a random object.

• **Guard** (DC 20): The animal stays in place and prevents others from approaching.

• **Heel** (DC 15): The animal follows one closely, even to places where it normally would not go.

• **Perform** (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

• **Seek** (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

• **Stay** (DC 15): The animal stays in place, waiting for one to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

• **Track** (DC 20): The animal tracks the scent presented to it, if it has an acute sense of smell.

• **Work** (DC 15): The animal pulls or pushes a medium or heavy load.

Train for a General Purpose: Rather than teaching an animal individual tricks, one can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Int score of 2 or higher. An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

• **Combat Training** (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. One may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

• **Fighting** (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes 3 weeks.

• **Guarding** (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes 4 weeks.

• **Heavy Labor** (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes 2 weeks.

• **Hunting** (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

• **Performance** (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes 5 weeks.

• Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes 3 weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it is being raised, or it can be taught as a domesticated animal later.

INSIGHT

Detecting falsehoods, predicting behavior and true intentions; avoiding deceit (see Deception).

Task	Insight DC
Hunch	18
Sense enchantment	23 or 15

Hunch: This use of the skill involves making a gut assessment of the social situation. One can get the feeling from another's behavior that something is wrong, such as when one is talking to an impostor. Alternatively, one can get the feeling that someone is trustworthy.

Sense Enchantment: Knowing that someone's behavior is being influenced by an enchantment effect even if that person is not aware of it. The usual DC is 25, but if the target is charmed (see the spell *Charm person*), the DC is only 15.

INTIMITADE

One can use this skill to frighten opponents or to get them to act in ways that benefits one. This skill includes verbal threats and displays of prowess.

One can use Intimidate to force an opponent to act friendly toward oneself for 1d6 × 10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Per modifier. If successful, the target gives the information one desires, takes actions that do not endanger it, or otherwise offers limited assistance. After the Intimidate expires, the target treats one as unfriendly and may report him to authorities. Failing this check by 5 or more, the target attempts to deceive one or otherwise hinder one's activities.

Demoralize: One can use this skill to cause an opponent to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Per modifier. If successful, the target is *shaken* for 1 round. This duration increases by 1 round for every 5 by which one beats the DC. One can only threaten an opponent in this way if it is within 30 feet and can clearly see and hear him.

INVESTIGATE

Looking around for clues and making deductions based on those clues. One might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for a skill check.

LINGUISTICS

Skill at working with language, in both its spoken and written forms. One can speak multiple languages, and can decipher nearly any tongue given enough time. One's skill in writing allows him to create and detect forgeries as well.

One can decipher writing (1 minute per page) in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 18 for the simplest messages, 23 for standard texts, and 28 or higher for intricate, exotic, or very old writing. If the check succeeds, one understands the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Int check to see if one avoids drawing a false conclusion about the text. (Success means that one does not draw a false conclusion; failure means that he does.) Both the Linguistics check and (if necessary) the Int check are made secretly by the Judge or rolled "blind" by the player, so that one cannot tell whether the conclusion drawn is true or false.

Condition	Check Mod.
Type of document unknown	-2
Type of document somewhat known	+0
Type of document well known	+2
Handwriting unknown	-2
Handwriting somewhat known	+0
Handwriting well known	+2
Only a casual review of the document	-2
Document contradicts orders or such	+2

Create or Detect Forgeries: Forgery requires writing materials appropriate to the document being forged, taking anywhere from 1 to d4 minutes per page. To forge a document on which the handwriting is not specific to a person, one needs only to have seen a similar document before, and one gains a +8 bonus on his check. To forge a signature, one needs an autograph of that person to copy, and one gains a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed. The Linguistics check is made secretly. As with Deception, one's skill check is opposed by the Linguistics check of the person who examines the document. The examiner gains modifiers if any of the conditions are listed on the table above. Detecting a forgery takes 1 round of examination per page. Common languages (and some of their typical speakers) include the following:

d20	Language
01	Abyssal (demons and other chaotic evil outsiders)
02	Aklo (aberrants, outer entities)
03	Aquan (aquatic creatures, water-based creatures)
04	Auran (flying creatures, air-based creatures)
05	Celestial (angels and other good outsiders)
06	Common (local human language/dialect)
07	Draconic (dragons, reptilian humanoids)
08	Druidic (druids only)
09	Dwarven (dwarves, gnomes)
10	Elven
11	Giant (cyclopses, ettins, giants, ogres, trolls)
12	Goblin (bugbears, goblins, hobgoblins)
13	Gnoll
14	Halfling

15	Ignan (fire-based creatures)
16	Infernal (devils and other lawful evil outsiders)
17	Orc
18	Sylvan (centaurs, fey, minotaurs, plant beings, unicorns)
19	Terran (earth-based creatures)
20	Undercommon (drow, dvergar)

LORE

Education in a field of study and ability to answer both simple and complex questions. Answering a question within one's field of study has a DC of 10 (for easy questions), 15 (for basic questions), or 20 to 30 (for hard questions). Like the Craft and Perform skills, Lore actually encompasses a number of different specialties. Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, constructs, dragons, magical beasts)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Engineering (buildings, aqueducts, bridges, fortifications)
- Geography (lands, terrain, climate, people)
- History (wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility (lineages, heraldry, personalities, royalty)
- Planes (such as are included in your campaign world)
- Religion (gods and goddesses, mythic history, holy symbols, undead)

MEDICINE

Theoretical knowledge of medicine in one's culture and practical skill at tending to wounds and ailments.

Task	DC
First aid	15
Long-term care	15
Treat wounds	20
Treat poison	Poison save DC
Treat disease	Disease save DC

First Aid: One usually uses first aid to save a dying creature. If a character has negative hit points and is losing hit points at some rate, one can make him stable. A stable character regains no hit points but stops losing them. First aid also stops a character from losing hit points due to effects that cause bleed.

Long-Term Care: Providing long-term care means treating a wounded person for 8 hours or more. If one's skill check is successful, the patient recovers hit points or ability score points lost at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.
One can tend to as many as six patients at a time. One needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. One cannot give long-term care to oneself.

Treat Wounds: When treating wounds, one can restore hit points to a damaged creature. Treating wounds takes 1 hour and restores 1 hit point per level of the creature. If one exceeds the DC by 5

or more, add his Int modifier (if positive) to this amount. A creature can only benefit from its wounds being treated within 24 hours of being injured and never more than once per day. One must expend two uses from a healer's kit to perform this task. One suffers a -2 penalty on the skill check for each use from the healer's kit that one lacks.

Treat Poison: Tending to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, one makes a skill check. If the check exceeds the DC of the poison, the character receives a +4 bonus on his saving throw against the poison.

Treat Disease: Tending to a single diseased character for 10 minutes. Every time the diseased character makes a saving throw against disease effects, one makes a skill check. If the check exceeds the DC of the disease, the character receives a +4 bonus on his saving throw against the disease.

PERCEPTION

One's senses allow noticing fine details and being alert of danger. Perception covers all five senses, including sight, hearing, touch, taste, and smell.

A common use is an opposed check versus an opponent's Stealth check to notice the opponent and avoid being surprised. If one is successful, he notices the opponent and can react accordingly. If failing, one's opponent can take a variety of actions.

Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance, the environment, and how noticeable the detail is. The following table gives a number of guidelines:

Detail	DC
Sounds of battle	-10
Stench of rotting garbage	-10
Smell of smoke	0
Details of a conversation	0
A visible creature	0
Spoiled food	5
Sound of a creature walking	10
Details of whispering	15
The average concealed door	15
Sound of a key turning	20
The average secret door	20
Bow being drawn	25
Burrowing creature underneath	25
Pickpocket	Opp. by Sleight of Hand
Creature using Stealth	Opp. by Stealth
Hidden trap	varies

Perception Modifiers	DC Modifier
Distance to the source	+1/10 feet
Through a closed door	+5
Through a wall	+10/feet
Favorable conditions	-2
Unfavorable conditions	+2
Terrible conditions	+5
While distracted	+5
While asleep	+10
Source is invisible	+20

PERFORM

Skill at one form of entertainment, from singing to acting to playing an instrument. Like Craft and Lore, Perform is actually a number of separate skills. One could have several Perform skills, each with its own ranks. Each of the categories of the Perform skill includes a variety of methods, instruments, or techniques, a small sample of which is provided below.

- Act (comedy, drama, pantomime)
- Dance (ballet, waltz, jig)
- Music (singing, playing an instrument)
- Oratory (epic, ode, storytelling)

Performance	DC
Routine; earn d10 cp/day by playing in public.	10
Enjoyable; earn d10 sp/day in a prosperous city.	15
Great; earn 3d10 sp/day in a prosperous city.	20
Memorable; earn d6 gp/day in a prosperous city.	25
Splendid; earn 3d6 gp/day in a prosperous city.	30

RIDE

Skill at riding mounts. Attempting to ride a creature that is ill suited as a mount inflicts a –1d penalty on checks.

Task	DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Guide with Knees: Guiding the mount with one's knees so as to be able to use both hands in combat. Make the Ride check at the start of one's turn. If failing, one can use only one hand this round because one needs to use the other to control the mount. This does not take an action.

Stay in Saddle: One can react instantly to try to avoid falling when the mount rears or bolts unexpectedly or when one takes damage. This usage does not take an action.

Fight with a Combat-Trained Mount: If one directs a wartrained mount to attack in battle, one can still make his own attack(s) normally.

Cover: One can react instantly to drop down and hang alongside the mount, using it as cover. One cannot attack or cast spells while using the mount as cover. Failing the check, one does not get the cover benefit. Using this option is an action, but recovering from this position is a move action (no check required).

Soft Fall: Negating damage when falling off a mount. If one fails the Ride check, he takes d6 points of damage and is prone. This usage does not take an action.

Leap: Getting one's mount to leap obstacles as part of its movement. If the check to make the leap succeeds, one makes a check using the Ride modifier or the mount's jump modifier, whichever is lower, to see how far the creature can jump. If one fails the Ride check to make the leap, he falls off the mount when it leaps and takes the appropriate falling damage (at least d6 points). This usage does not take an action but is part of the mount's movement.

Spur Mount: Spurring one's mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals d3 points of damage to the creature. One can use this ability every round, but the mount becomes fatigued after a number of rounds equal to its Sta score. This ability cannot be used on a fatigued mount.

Control Mount in Battle: As a move action, one can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. Failing the Ride check, one can do nothing else in that round. One does not need to roll for horses or ponies trained for combat.

Fast Mount or Dismount: One can attempt to mount or dismount from a mount of up to one size category larger than oneself, provided that one still has a move action available that round. Failing the Ride check, mounting or dismounting is a move action.

SLEIGHT OF HAND

Picking pockets, drawing hidden weapons, and taking a variety of actions without being noticed. A DC 10 Sleight of Hand check lets one palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When one uses this skill under close observation, the skill check is opposed by the observer's Perception check. One can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on his body. One's Sleight of Hand check is opposed by the Perception check of anyone observing him or of anyone frisking him. In the latter case, the searcher gains a +1d bonus on the Perception check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants one a +2 bonus on the Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin or ring, grants a +1d bonus on the Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants a +2 bonus on the check.

If one tries to take something from a creature, one must make a DC 20 Sleight of Hand check. The opponent makes a Perception check to detect the attempt, opposed by the Sleight of Hand check result one achieved when trying to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether one got the item. One cannot use this skill to take an object from another creature during combat if the creature is aware of one's presence.

One can also use Sleight of Hand to entertain an audience as though using the Perform skill. In such a case, one's "act" encompasses elements of legerdemain, juggling, and the like.

STEALTH

Avoiding detection, slipping past foes or striking from an unseen position. This skill covers hiding and moving silently. One's Stealth check is opposed by the Perception check of anyone who might notice one. Creatures that fail to beat one's Stealth check are not aware of one and treat him as if one had total concealment. One can move up to half one's normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than one's normal speed, one takes a –1d penalty. It is impossible to use Stealth while attacking, running, or charging.

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing one using any of their senses (but typically sight), one cannot use Stealth. Against most creatures, finding cover or concealment allows the use of Stealth. If one's observers are momentarily distracted (such as by a Deception check), one can attempt to use Stealth. While the others turn their attention from him, one can attempt a Stealth check if able to get to an unobserved place of some kind. This check, however, is made at a –10 penalty because one has to move fast.

Breaking Stealth: When starting one's turn using Stealth, one can leave cover or concealment and remain unobserved as long as one succeeds at a Stealth check and ends his turn in cover or

concealment. Stealth immediately ends after one makes an attack roll, whether or not the attack is successful (except when sniping as noted below).

Sniping: If one has already successfully used Stealth at least 10 feet from the target, one can make 1 ranged attack and then immediately use Stealth again. One takes a –5d penalty on the Stealth check to maintain one's obscured location.

SURVIVAL

Surviving in the wild and navigating in the wilderness; following trails and tracks.

Task	Survival DC
Hunting and foraging. Can provide food and water for one other person for every 2 points the DC is exceeded.	10
Gain a +2 on all Fort saves against bad weather while moving.	15
Avoid natural hazards or getting lost.	15
Predict the weather up to 24 hours in advance.	15

Follow Tracks: To find tracks or to follow them for 1 mile requires a successful Survival check. One must make another Survival check every time the tracks become difficult to follow. Alternatively, one can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but one cannot use Perception to follow tracks, even if someone else has already found them. One moves at half one's normal speed while following tracks.

Several modifiers may apply to the Survival check, as given on the table below:

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature(s) being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (moving at half speed)	+5

[1] For a group of mixed sizes, apply only the modifier for the largest size category.

[2] Apply only the largest modifier from this category.

2.4 Further Fiddliness

2.4.1 Drowning & asphyxiation

A character can hold her breath for a number of rounds equal to her Stamina score. If a character takes an action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Sta check every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Sta check, she begins to drown, taking 1d3 temporary Sta damage per round. Death occurs when the attribute drops to 0. Survivors regain their lost Stamina at a rate of 1d7 per turn.

2.4.2 Lifestyle expenses

Lifestyle expenses provide the character with a simple way to account for the cost of living. They cover accommodations, food and drink and all other necessities. Furthermore, expenses cover the cost of maintaining equipment.

At the start of each week or month (PC's choice), choose a lifestyle from the table below and pay the price to sustain that lifestyle. The prices listed are per day, so if one wishes to calculate the cost of the chosen lifestyle over a thirty-day period, multiply the listed price by 30.

Lifestyle	Price/Day
Shitty	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Noble	10 gp min.

Shitty. One lives in inhumane conditions. With no place to call home, one shelters wherever one can, sneaking into barns, huddling in old crates and relying on the good graces of people better off. A shitty lifestyle presents abundant dangers: violence, disease and hunger. Other wretched people covet one's armor, weapons and adventuring gear, which represent a fortune by their standards. One is beneath the notice of most people.

Squalid. One lives in a leaky stable, a mud-floored hut just outside town or a vermin-infested boarding house in the worst part of town. One has shelter from the elements, but lives in a desperate and often violent environment, in places rife with disease, hunger and misfortune. Being beneath the notice of most people one has few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, cursed, marked as exiles or suffer from grievous disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing and unpredictable conditions result in a sufficient, though probably unpleasant, experience. One's accommodations might be a room in a flophouse or in the common room above a tavern. One benefits from some legal protections, but still has to contend with violence, crime and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries and other disreputable types.

Modest. A modest lifestyle keeps one out of the slums and ensures maintaining equipment. One lives in an older part of town, renting a room in a boarding house, inn or temple. One doesn't go hungry or thirsty, and the living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards and the like.

Comfortable. Choosing a comfortable lifestyle means that one can afford nicer clothing and can easily maintain equipment, living in a small cottage in a middle-class neighborhood or in a private room at a fine inn. One associates with merchants, skilled tradespeople and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though one might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty or the owner of a few small businesses. One has respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn, likely with a small staff of servants.

Noble. One lives a life of plenty and comfort, moving in circles populated by the most powerful people in the community. One has excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn, dining at the best restaurants, retaining the most skilled and fashionable tailor and having servants attending to one's every need. One receives invitations to the social gatherings of the rich and powerful, and spends evenings in the company of politicians, guild leaders, high priests and nobility. One must also contend with the highest levels of deceit and treachery. The wealthier one is, the greater the chance of being drawn into political intrigue as a pawn or participant.

2.4.3 MADNESS

D&D 5E features three different sanity tables, apparently snatched at least in part from the various editions of *Chaosium*'s **Call Of Cthulhu** RPG. But once again let us not over-complicate things…here is a simple mechanic for those rare(?) occasions when the Judge deems that a PC goes insane. <u>My suggestion</u>: this table should be used for "fun" roleplaying , when the target of a mind-affecting spell (e.g. *Charm person, Mind purge*) fumbles her Will save, and/or upon encountering truly sanity-blasting events/entities. Just what is "traumatic" enough to cause madness to an adventurer in a high-fantasy setting? Up to the player and Judge!

So…when madness beckons, roll on the following table (triggered by a Will save/Per check? Does Luck play a role, plus/minus the modifier x10% etc.? You be the Judge…):

1d100	Effect (lasts 1d30 minutes or however long deemed appropriate)
1-7	The character retreats into her mind and becomes **Helpless**. The effect ends if the character takes any damage.
8-15	The character becomes **Entangled** and spends the duration e.g. screaming, laughing, singing insane little tunes, weeping and/or soiling herself.
16-23	The character becomes frightened and must use her action and movement each round to flee from the source of the fear.
24-31	The character begins babbling and is incapable of normal speech or spellcasting.
32-39	The character must use her action each round to attack the nearest creature.
40-47	The character experiences vivid hallucinations and has -2 to her actions.
48-55	The character does whatever anyone tells her to do that isn't obviously self-destructive.
56-63	The character feels an overpowering urge to eat something unusual such as dirt, slime, blood, viscera or offal.
64-71	The character falls **Prone**, playing like a child with the things on the ground.
72-79	The character falls unconscious i.e. **Helpless**.
80-87	Megalomania. The character thinks she is e.g. The King of the Elves, a God, etc.
88-95	Hypnomachia. The character thinks she is dreaming and can do anything.
96-100	Paraphilia. The character feels a sudden urge to have sexual congress with a creature or (inanimate) thing outside of her usual "sane" frame of preference.