

## 3½<sup>Ed</sup> Combat Crib Sheet

### Skills (p64):

#### Difficulty (DC)

Very easy (0)

Easy (5)

Average (10)

Tough (15)

Challenging (20)

Formidable (25)

Heroic (30)

Nearly impossible (40)

#### Example (Skill Used)

Notice something large in plain sight (Spot)

Climb a knotted rope (Climb)

Hear an approaching guard (Listen)

Rig a wagon wheel to fall off (Disable Device)

Swim in stormy water (Swim)

Open an average lock (Open Lock)

Leap across a 30-foot chasm (Jump)

Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

### Surprise (p137) :

- Characters make opposed Listen / Spot checks when encountering enemies.
- The first round may be the "Surprise Round" where anyone aware of the attack may have a Partial Action.
- Failing a required Listen / Spot check means the character cannot act in the Surprise Round and is 'flat-footed'.

### Initiative (p136) :

- Roll 1d20 & add Initiative bonus
- Before a character has had their first action they are "Flat-Footed" and cannot use their dexterity bonus for AC purposes.

### Combat Rounds (p138) :

- The time unit is about 6 seconds.

### Actions within the Round (p138 & p141) :

Standard Action	Have an action [& move 5'] <u>and</u> move upto the characters speed
Move Equivelant	Have an action & substitute the move for another action (listed p141) 'an action' counts as <u>one</u> attack, even if the character has multiple numbers
Free Action	Call for "help", cast <i>Feather Fall</i> or a <i>Quickened</i> spell.
Full-Round Action	Have a full action & move upto 5' Run at four times speed Attack using multiple attacks (p143)
Move Only Action	Character can move upto twice his speed

### Attacking :

- Modifiers p151, Cover & Concealment modifiers p152.

### Range Modifiers (p114):

- Projectiles (such as bows) can shoot upto 10 range increments, thrown weapons 5.

Increment	Modifier	10' Incr	30' Incr	120' Incr
Base Range	±0	00-10	00-30	000-120
Base Range x2	-2	11-20	31-60	121-240
Base Range x3	-4	21-30	61-90	241-360
Base Range x4	-6	31-40	91-120	361-480
Base Range x5	-8	41-50	121-150	480-560

### Ranged Attacks into Melee (p140):

- Standard rules state a -4 penalty to hit in order to avoid friends. *Precise Shot* avoids this.
- Rule Modification : If the attacking character misses the target and doesn't have *Precise Shot* then roll a dice to determin one of the other PCs or NPCs in combat. Roll a second attack roll to see if he hits the different target. The attacker still has -4 to-hit.

### Charging (p154) :

- Gain +2 to attack & -2 to AC.

### Ganging Up (p153) :

- Upto 8 characters can gang-up in an open area.
- Ganging up gives +2 flanking bonus to all involved.

### Fighting Defensively (p140) :

- Attacks are at -4, +2 to AC.
- Counts as a standard action.
- Stacks with Combat Expertise.

### Total Defence (p142) :

- Counts as an action and thus allows a move of upto the characters speed.
- Grants +4 to AC.

### Healing (p146) :

- Natural healing is one point per level per night of rest (8hrs) or two points per full 24 hours.
- Ability damage recovers at the rate of one point per night of rest or two points per full 24 hours.

### Spell Casting (p169) :

- Roll Arcane Spell Failure (122) & Overcasting if Necessary (D-2).
- Saving Throw (p176), if applicable. The DC is : 10 + Spell Level + Casters Ability Mod (Int or Cha for Arcane, Wis for Divine)
- Spell Resistance (p177), if applicable. Roll d20 + Caster Level. Result has to be higher than creatures rating.