

LMF (3.5ed) Combat Crib Sheet

	Difficulty (DC)	Example (Skill Used)
Skills (p64)	Very easy (0)	Notice something large in plain sight (Spot)
	Easy (5)	Climb a knotted rope (Climb)
	Average (10)	Hear an approaching guard (Listen)
	Tough (15)	Rig a wagon wheel to fall off (Disable Device)
	Challenging (20)	Swim in stormy water (Swim)
	Formidable (25)	Open an average lock (Open Lock)
	Heroic (30)	Leap across a 30-foot chasm (Jump)
	Nearly impossible (40)	Track a squad of soldiers 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 Equivalent	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", say three words.	
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, **Also on the Skills DC Sheet.**

Range Modifiers (p114)	Increment	Modifier	10' Incr	30' Incr	120' Incr	
	Base Range	±0	00-10	00-30	000-120	Projectiles (such as bows) can shoot upto 10 range increments, thrown weapons 5.
	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 determine 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.
Disarm p155 Attack of Opportunity, then opposed attack rolls.
Grapple p155 ...
Overrun p157 ...

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.