

Range Adjustment	Std Adj	x4 Scope Adj ¹	Std Pistol	Std Rifle	Grenades
1 Range Increments	Target AC	Target AC	0-30'	0-120'	0-15'
2 Range Increments	Target AC + 2	Target AC	31-60'	121-240'	16-30'
3 Range Increments	Target AC + 4	Target AC	61-90'	241-360'	31-45'
4 Range Increments	Target AC + 6	Target AC + 2	91-120'	361-480'	46-60'
5 Range Increments	Target AC + 8	Target AC + 4	121-150'	481-600'	61-75'
Max Increments			10	10	5

Single Shot Adj	Adjustment	Source
Attkr : Dazzled	-1 to Attack	PHB p151
Attkr : Entangled	-2 to attack, -4 Dex Penalty	PHB p151
Attkr : Invisible	+2 to Attack; Defender has no Dex mod.	PHB p151
Attkr : Large Wpn w/o Brace	-4 to Attack with Heavy Rifles & MGs	BotR p90
Attkr : Shaken	-2 to Attack	PHB p151
Attkr : Squeezing	-4 to Attack	PHB p151
Attkr : Firearm in Melee	Pistol, SMG, SOS : -6 to Attack; Rifle, MG : Can't be used	BotR p89
Dfndr : Concealed ² (Partial)	20% miss chance after atk	PHB p152
Dfndr : Concealed (Total)	50% miss chance after atk	PHB p152
Dfndr : Cover	+4 to AC	PHB p151
Dfndr : Entangled	-4 to Dfndrs Dex	PHB p151
Dfndr : Flat-Footed	No Dex to AC (Surprised, Climbing etc.)	PHB p151
Dfndr : Inanimate Object	AC 10 ± Size Modifier	PHB p134
Dfndr : Pinned or Helpless	-5 & no Dex to AC	PHB p151
Dfndr : Prone	+4 to AC	PHB p151
Dfndr : Sitting / Kneeling	+2 to AC	PHB p151
Dfndr : Squeezing	-4 to AC	PHB p151
Dfndr : Stunned or Blind	-2 & no Dex to AC	PHB p151

Skill	Task	DC or Adjustment	Source
Automatic Fire	Extra Rounds	Every +5 over the DC scores an extra hit (max 3)	BotR p87
Automatic Fire	Firing w/o Feat	+4 to Attack	BotR p87
Climb	Brick / Stone Wall	DC:25	PHB p69
Climb	Chimneying	-10 to DC	PHB p69
Climb	Climbing a Corner	-5 to DC	PHB p69
Climb	Hand & Foot Holds	DC:15	PHB p69
Climb	Knotted Rope & Wall	DC:0	PHB p69
Climb	Ledged Surface	DC:10	PHB p69
Climb	Overhang	DC:25	PHB p69
Climb	Rope & Wall	DC:5	PHB p69
Climb	Slippery Surface	+5 to DC	PHB p69
Climb	Uneven Surface	DC:20	PHB p69
Demolitions	Defuse Charge	DC:10 or Opposed	BotR p53
Demolitions	Estimate Charge	DC:20	BotR p53
Demolitions	Set Booby Trap	DC:15	BotR p53
Demolitions	Set Charge	DC:10	BotR p53
Demolitions	Tamp Charge	DC:20	BotR p53
Diplomacy	Rushed Diplomacy	-10 to Result	PHB p71
Diplomacy	Scrounge Kit	Opposed Roll (vs. Diplomacy)	PHB p71
Driving	Accelerate / De ...	DC:0	BotR p54
Driving	Brake Hard	DC:5	BotR p54
Driving	Cruising	DC:5	BotR p54
Driving	Extreme Turn	DC:15	BotR p54
Driving	Hand Brake Turn	DC:25	BotR p54
Driving	High Speed	DC:10	BotR p54
Driving	Top Speed	DC:20	BotR p54
Driving	Up & Over	DC:15 (Tracked Only)	BotR p54
Driving	Without Feat	+4 to DC	BotR p54
Grenades	Into Bunker Slit	+8 to Attack	BotR p92

¹ BotR p91

² This is a concealment caused by visibility, not objects. Includes fog and *Invisibility*.

Skill	Task	DC or Adjustment	Source
Grenades	Into Doorway	+2 to Attack	BotR p92
Grenades	Into Tank Hatch	+6 to Attack	BotR p92
Grenades	Into Window	+4 to Attack	BotR p92
Grenades	Return Grenade	DC:20	BotR p92
Grenades	Throw Grenade	10 + Range (<i>as above</i>)	BotR p92
Heal / First Aid	Long Term Care	DC:20 (Doubles rate : 2/lvl for 8hrs; 4/Lvl for 24hrs)	PHB p75
Heal / First Aid	Stabilise Wound	DC:15	PHB p75
Heal / First Aid	Treat Disease	Disease DC +5	PHB p75
Heal / First Aid	Treat Poison	Poison DC +5	PHB p75
Hide	½ Move to Move	-5 from Result	PHB p76
Hide	Invis. & Immobile	+40 to Result	PHB p76
Hide	Invis. & Mobile	+20 to Result	PHB p76
Hide	Running	-20 from Result	PHB p76
Listen	Listener Distracted	+5 to DC	PHB p78
Listen	People Talking	DC:0	PHB p78
Listen	Per 10' Distance	+1 to DC	PHB p78
Listen	Someone Sneaking	Move Silently Result	PHB p78
Listen	Someone Walking	DC:10	PHB p78
Listen	Through a Door	+5 to DC	PHB p78
Listen	Through a Stonewall	+15 to DC	PHB p78
Listen	Whispering	DC:15	PHB p78
Medicine	Battlefield Healing ³	1A:1d6 / MK:1d8 / H:1d10	CM:15 / Sg:20 / Ph:20 / Pa:20 BotR p51
Medicine	Long Term Care	See Above	CM:20 / Sg:20 / Ph:15 / Pa:20 BotR p51
Medicine	Perform Autopsy	---	CM:25 / Sg:20 / Ph:25 / Pa:15 New
Medicine	Surgery ⁴	MK:1d6+Wis / H:2d6+Wis	CM:25 / Sg:15 / Ph:25 / Pa:20 New
Medicine	Treat Disease	Disease DC	CM:+5 / Sg:+5 / Ph:+0 / Pa:+5 BotR p51
Medicine	Treat Poison	Poison DC	CM:+5 / Sg:+5 / Ph:+0 / Pa:+5 BotR p51
Move Silently	½ Move to Move	-5 from Result	PHB p79
Move Silently	Noisy Surface	-2 from Result (ie scree slope, bog, rubble)	PHB p79
Move Silently	Running	-20 from Result	PHB p79
Move Silently	Very Noisy Surface	-5 from Result (ie dense undergrowth or snow)	PHB p79
Navigation	Determine G.North	DC:5 (Requires a map & compass)	BotR p53
Navigation	Determine Location	DC:15 (Requires a map & compass)	BotR p53
Navigation	Plot Course	DC:15 (Requires a map & compass)	BotR p53
Prayer	Cast Miracle	DC:15 + (2 * Spell Level); Fatigue is 3 * Spell Level	BotR p127
Riding	Control in Battle	DC:20	PHB p80
Riding	Fast [dis]mount	DC:20	PHB p80
Riding	Ride Bareback	+5 to DC	PHB p80
Riding	Soft Fall	DC:15	PHB p80
Riding	Stay in Saddle	DC:5	PHB p80
Search	Find Secret Door	DC:20	PHB p81
Search	Ransack Chest	DC:10	PHB p81
Spellcraft	Avoid Burnout	DC:20	BotR p131
Spellcraft	Cast Spell	DC:15 + (2 * Spell Level); Fatigue is 3 * Spell Level	BotR p129
Spot	Per 10' Distance	+1 to DC	PHB p83
Spot	Someone Hiding	Opposed Roll	PHB p83
Spot	Spotter Distracted	+5 to DC	PHB p83
Survival	Avoid Getting Lost	DC:15	PHB p83
Survival	Determine T.North	DC:15 or Automatic if more than 5 ranks	PHB p83
Survival	Survive in Wild	DC:10 (½ movement whilst foraging)	PHB p83
Swimming	Calm Water	DC:10	PHB p84
Swimming	Rough Water	DC:15	PHB p84
Swimming	Stormy Water	DC:20	PHB p84
Use Magic Device	Use Inscribed Item	DC:15; Fatigue is 1 * Spell Level; '1' = Burnout Risk	BotR p131
Use Magic Device	Use Rune	DC:15; Fatigue is 2 * Spell Level; '1' = Burnout Risk	BotR p131

³ Once per wound

⁴ May be used on already treated wound