

### How to Make an Attribute Roll

Attribute mod + Character Level + 1d20 vs.  
Challenge Base (12 or 18) + Challenge  
Level

### Challenge Base

Challenge base = 12 if the attribute beings  
used is a **Prime Attribute**.

Challenge base = 18 if the attribute being  
used is a **Secondary Attribute**.

### Challenge Level

CL can equal the level or the HD of the NPC  
or the monster being opposed.

A spell's challenge level is equal to the level  
or HD of the caster.

A trap's challenge level is is equal to the  
level of the person who set it.

CL 1 to 5 = easy tasks

CL 6-10 = difficult tasks

CL 11-15 = very difficult tasls

CL 15-20 = heroic tasks

### Adding Character Level to Checks

C&C recommends that PCs not be allowed  
to attempt an action that intrudes on the  
realms of the class ability of another  
character class.

If the GM does decide to allow this then any  
such rolls should not have the Character  
Level added to them,

### HIT POINTS

#### Healing

In general, Hit Points heal at a rate of one  
point per day and only if the character is  
resting, well fed, kept warm and the wounds  
are tended to. After seven days the rate of  
healing increases to include the Constitution  
bonus, if any. After 14 days, the rate of  
healing doubles and after thirty days it  
triples.

Rates of healing can be adjusted by  
magical healing, herbs, diet, level of care or  
other factors the Castle Keeper deems  
appropriate.

#### Death & Dying

In general when a character reaches 0 Hit  
Points they pass out. They are not dead,  
but are incapable of acting whilst passed  
out due to blood-loss and/or damage  
sustained.

Those with 0 Hit Points recover consci-  
ousness in 1D6 hours, after which they can  
move at 1/4 of their normal movement rate,  
but cannot participate in combat, cast  
spells, turn undead or any strenuous or  
demanding activity. The full effect of  
magical healing of characters reduced to 0  
Hit Points is immediate.

### Death & Dying (cont)

**At -1 to -6 hit points:** the character is  
unconscious and grievously wounded. They  
require bed rest to recover. Unless  
magically healed a character so wounded  
must rest 24 hours before the process of  
healing begins. With most magical healing  
the character's hit points can only be  
returned to 0, after which healing proceeds  
normally.

**At -7 to -9 hit points:** the character is  
mortally wounded and loses one hit point  
per round after reachiing -7 hit points. Aid  
administered to the wounds stops this loss.  
This takes at least one full hour, during  
which no hit points are lost. After 24 hours  
have passed the normal healing process  
described for -1 to -6 hit points begins.

**At -10 hit points:** Death occurs immedi-  
ately. Only *resurrection* or *reincarnation* can  
bring back the otherwise slain character.

### COMBAT

#### Initiative

Each participant rolls 1D10, play order  
proceeds in rounds with the highest roll  
taking their action first.

In the case of a tie the participant with the  
highest Dexterity goes first,

In the case of equal Dexterity, both actions  
occur simultaneously.



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### Combat Actions

In a combat round characters can perform one of five types of action:

**Attack:** A character can normally make a single attack per round, either melee or missile. Moving further than one-half movement negates the ability to make an attack.

**Cast a spell:** A character can cast one spell a round. A character may not move any distance and cast a spell in the same range unless the spell description says otherwise.

**Move:** If no other action is taken a character or monster can walk a distance equal to their full movement rate. Full movement also includes jogging (twice the normal movement rate) and running (quadruple the normal movement rate).

**Use an ability:** A character may perform one class or racial ability each round.

**Use an item:** An item that is readied and carried can be used.

### Movement in the Combat Round

Once initiative or surprise is determined each character or monster involved is allowed an action. Base movement rates are listed in each racial or monster description.

Base movement rate is listed in feet that can be moved in a combat round. To translate this into inches, hexes, squares or centimeters, divide the movement rate by 5.

### Charging

Charging is a special, movement-based combat maneuver. When charging a character precedes a melee attack by jogging or running. A successful charge attack inflicts +2 bonus damage, but gives a -4 to the attackers AC for the entire combat round.

Charging characters must move a minimum of their full movement rate in order to be considered charging and be eligible for the bonus described.

### Melee Combat

Attacker rolls 1D20, adds their basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of HD.

If the total is greater than or equals the defender's AC than damage has been inflicted.

### Ranged Combat

The attacker rolls 1D20 and adds their basic to hit bonus plus any dexterity modifier (if applicable). A monster's basic to hit bonus is equal to its total number of HD.

If the total rolled is greater than or equal to the defender's AC then the attack has landed and damage has been inflicted.

### Combat Modifiers

Defender prone or blind	+5
Defender prone and defenceless	+10
Defender at lower elevation	+1
Defender invisible or attacker blind	-10
Melee attack from mount or unstable platform	-2

### Combat Modifiers (cont)

Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed (light fog)	-2
Defender 1/2 concealed (dense fog)	-4
Defender 3/4 concealed (near darkness)	-6
Defender completely concealed	-
	10

### ARMOUR CLASS

**Armour:** Each armours adjustment is described in the equipment list. Chain mail for example has a +5 adjustment to AC. This gives the individual wearing it a 15 AC (10+5).

**Shields:** Every shield gives a +1 modifier to AC, but the size of the shield determines how many opponents it applies against. Small shields offer the adjustment against one attacker, medium shields against two attackers and large shields against three attackers.

**Helms:** AC adjustments for helmets apply to strikes against the head only.

**Dexterity:** Dexterity modifies a character's AC if that character can physically react to the oncoming attack.

### Cover

Cover	AC Modifier
1/4 cover	+2 AC
1/2 cover	+4 AC
3/4 cover	+6 AC
Full cover	+10 AC



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### Combat Maneuvers

**Dodge** Characters can dodge up to three attacks in a round that originate from an attacker they are facing and aware of. If dodging the character sacrifices their action that round. The character gains +2 AC while dodging.

**Disengaging from Combat** If a character leaves combat and expends all effort to do so they may move as far as possible up to their max running distance but suffer a -2 AC and their opponent gets to attack them as they run away. For a more careful withdrawal the character moves one-half their movement, they suffer no penalty to AC but cannot take any other action that round.

**Disarm** The character must successfully hit an AC equivalent of 18 plus the HD or level of their opponent to disarm them.

### Combat Maneuvers (cont)

**Evade** If character is evading they sacrifice their action in that round. The character can evade one opponent they are facing that round and gets a +4 AC bonus against them for that round.

**F flank Attacks** A flank attack confers a +1 bonus to hit.

**Rear Attack** A rear attack confers a +2 bonus to hit. *Rogues and assassins do not get this in addition to their back attack bonus - it is already figured in.*



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