

# Initiative

Roll 1d10, lowest goes first

## Modifiers

- +N : weapon speed (less magical bonuses)
- +N : casting time
- 2 : hasted
- +2 : slowed
- 1 : higher ground
- +1 : waiting (if you had previously been waiting to see if the other party was going to attack, and they decided to indeed attack)
- +1 : called shot
- 2 : being charged at / set to receive a charge

Note : Additional attacks in the round occur after all first actions have completed

## Monsters

- +1 : breath weapon
- +3 : innate spell ability
- creatures fighting with bite, claw etc.
- +0 : tiny
- +3 : small/medium
- +6 : large
- +9 : huge
- +12 : gargantuan

## Magic Items

- +3 : misc. magic item
- +4 : potion
- +3 : ring
- +1 : rod
- +2 : staff
- +3 : wand

# Attack Roll

Attacker rolls d20  $\geq$  Attackers THAC0 - Defenders AC

## Attacker Die Roll Modifiers

- +/- : strength hit probability adj.
- +1 : on higher ground
- 2 : wearing shield on back
- 4 : making a called shot
- +2 : attacking from the rear
- +2 : charging
- non-infravision attacker**
- 1 : in moonlight / moderate fog
- 3 : in starlight / dense fog
- 4 : in total darkness
- non-ranger with 2 weapons**
- 2 : primary weapon
- 4 : secondary weapon

## Missile Fire

- 2 : medium range (in 10's of yards)
- 5 : long range (in 10's of yards)
- +2 : point blank range (if specialized)  
Bow:6-30 yards      Crossbow:6-60yards
- +/- : strength hit probability adj.  
(only custom made non-cross bows)
- 1 : firing from a still horse (no long bows)
- 2 : firing from a trotting horse (no long bows)
- 4 : firing from a galloping horse (no long bows)

	Cover	Conceal
25%	-2	-1
50%	-4	-2
75%	-8	-3
90%	-10	-4

## Defender Die Roll Modifiers

- +1 : defender surprised
- 1/2 : defenders level : non-warrior parrying (frontal melee attacks)
- 1 -1/2 : defenders level : warrior parrying (frontal melee attacks)
- +2 : non-infravision defender in starlight / dense fog
- +4 : non-infravision defender in total darkness (underground)