

Terrain Type	Encounter Distance Distance in Squares
Dungeon/Urban	4d6
Plains/Moor	4d6+20
Hills/Mountains	3d10
Forest/Swamp	3d8
Road	1d20+10

3d6 + Cha Mod 4 or less	REACTION ROLLS Reaction	Successes
	Extremely hostile, no dialogue possible	--
5-8	Hostile, possible attack	8
9-12	Uncertain, cautious, and wary	6
13-16	Interested in dialogue	4
17+	Looking to make friends	2

Level	MONSTER/NPC HITS			Brutes
	Artillery, Lurkers	Controllers, Skirmishers, Soldiers		
1-2	11	14	16	
3-4	17	21	25	
5-6	23	29	34	
7-8	28	36	44	
9-10	34	44	53	
11-12	40	51	62	
13-14	46	59	72	
15-16	52	66	81	
Elites	x2			
Solos	x4			
Minions	1 per tier band			

Die Size	DAMAGE Number of Dice (critical hit)				
	1	2	3	4	5
d4	1(2)	2(3)	3(5)	4(7)	5(9)
d6	2(3)	3(5)	5(8)	6(10)	8(13)
d8	2(4)	4(7)	6(11)	8(14)	10(18)
d10	2(4)	5(9)	7(13)	10(18)	13(22)
d12	3(5)	6(11)	9(16)	12(21)	14(27)

+1 per +2 modifier
+1 per 2.25 points of ongoing/extra damage



MODIFIERS	
STR	You use your strength and raw power
CON	You use your endurance and physical stamina
DEX	You use your physical quickness and precision
INT	You use your mental quickness and reasoning
WIS	You use your mental stamina and willpower
CHA	You use your social force and presence
Action	Modifier
You attack with intent to hurt, maim, or kill	Proficiency
You directly affect an opponent	Skill
You move past an obstacle or hazard	Skill
You take a defensive action	No roll
Action Modifiers	Modifier
Associated skill (only apply one)	+2
Per tactical or situational advantage	+2
Per causally-related follow-up action	+2

Action	DC
You try to aid someone else's action	10 + tier modifier
You try to grab, push, overpower, or manhandle the target	Fortitude
You try to touch or tag the target	Reflex
You try to attack someone's mind or convince someone of something	Will
You try to hurt someone physically	Armour class
You are matching skills with someone	10 + their skill modifier
You are trying to do something else	DC set by Level

Action	Modifier to DC
You are waiting for a trigger before your action occurs	+2
You are targeting an item or specific part of your foe's body but have no special talent that allows this	+2
The action is easily defended against	+2
The target is moving away	+2 per square out of reach
Per target's defensive tactical or situational advantage	+2
The target takes a defensive action	+2

MORALE CHECKS	
DC	Average Party Level
Check	Leader's Will Defence - 10 or applicable skill

Triggers	DC
Per successful action to trigger a morale check	+2
Leader bloodied	+2
Leader screwed (blinded, stunned, dazed + immobilized, etc.)	+2
Leader dead	+4
1/2 monsters bloodied	+2
1/2 monsters screwed	+2
1/2 monsters dead	+4
Monsters outnumbered	+2
Monsters outnumbered by 2 to 1 or more	+4
Per PC bloodied/screwed	-2
Per dead/unconscious PC	-4
Monsters outnumber PCs	-2
Monsters outnumber PCs by 2 to 1 or more	-4