

Challenge Levels & Action Rolls

The Challenge Bases (CB) for attributes are:

- Primary 12
- Secondary 15
- Tertiary 18

Attacks

For attacks the Challenge Level (CL) is the targets Armor Rating (AR):

- Light Armor
 - +1 — Padded
 - +2 — Leather
 - +3 — Hide
- Medium Armor
 - +4 — Chain/Scale/Brigantine
 - +5 — Breastplate/
Chain Hauberk
 - +6 — Banded/Splint/
Chain Suite
- Heavy Armor
 - +7 — Plate Mail
 - +8 — Full Plate

Plus the range for ranged attacks:

- -2 — close range (x 1/2)
- +0 — short range (x1)
- -2 — medium range (x2)
- -6 — long range (x3)

Saves

For saves the Challenge Level (CL) is the attackers level.

Option: Spell Resistance is simply added to the saving roll.

Skill Actions

- Very Easy -6
- Easy -3
- Average +0
- Hard +3
- Very Hard +6
- Heroic +9

Bonus to Action Roll

- Untrained +0
- Trained + Level/2
- Proficient + Level
or Class Ability

Advantage

Roll two d20 and pick the higher.

Disadvantage

Roll two d20 and pick the lower.

Advantage and Disadvantage cancel each other out until only one remains.