

Combat

Surprise (DMG 61-62)

- Surprise is in segments, six seconds each.
- Each group rolls d6, and by default is surprised on a 1 or 2, but use the numbers for the most favorable member. Convert non-standard ranges to a bonus/penalty over the standard if necessary, using the range, not the die. (If a Monk is surprised, treat it as a roll of 1.)
- If one side is surprised, their die roll is the number of segments they are surprised.
- If both sides are surprised, subtract the lower roll from the higher, for the excess surprise segments of the high roller.
- Dexterity reaction adjustments affect the number of surprise segments for that individual.
- Spells still take their normal time to cast.

Initiative (DMG 61-62)

- Spellcasters declare spells before the initiative roll. Spells always start counting casting time at segment zero. If an attack hits the caster before their spell's casting time is over, the spell is interrupted and lost. (DMG 65)
- Hasted characters automatically win initiative. Slowed characters automatically lose.
- If one side has more attacks than the other, they go first and last. Initiative rolls are only required if both sides have an even, or both sides have an odd, number of attacks.
- All attacks happen on the winner's die roll, with modifications.
- Dexterity reaction adjustments adjust the attack segment for missile attacks on an individual basis.
- Ties happen simultaneously, unless weapon speed factors differ. (DMG 66)
 - Weapons with lower speed factors go before weapons with higher speed factors.
 - If the slower weapon's speed factor is 5 greater than the faster, and at least twice the speed factor, the faster weapon gets two attacks on ties, both occurring *before* the slower weapon acts.
 - If the slower weapon's speed factor is 10 greater than the faster, the faster weapon also gets an extra attack on ties *after* the slower weapon acts.
- If one side is using a weapon against an opponent using spells and initiative is not tied, subtract the losing die roll from the weapon's speed factor, and make it positive. Compare this to the spell's casting time. If it is lower than the casting time, the weapon attacks before the spell goes off and might interrupt it; if equal to or greater, the weapon attacks simultaneously or afterward, and will not. (DMG 66-67)

Exploration

Movement (PHB 101-102)

Movement is normally at 12". Each inch of movement means:

Outdoors	miles per half day	one sixth of a six-mile hex
Dungeon	ten feet per turn	one ten-foot square
Dungeon (familiar, mapped territory)	fifty feet per turn	five ten-foot squares
Combat (round)	ten feet per round	one ten-foot square
Combat (segment)	feet per segment	one-tenth ten-foot square
Fleeing	100 feet per round	ten ten-foot squares
Charging	20 feet per round	two ten-foot squares

There is no dexterity bonus when charging, and initiative is by weapon reach.

Light (PHB 102)

Light source	Area	Duration
Torch	40'	1 hour
Lantern	30'	4 hours
Bullseye Lantern	80'x1"	4 hours
Magic dagger	10'	
Magic short sword	15'	
Magic long sword	20'	

For special swords, see DMG 165.

