

D12 Fantasy

Roll	Power-Up	DESCRIPTION
I	Wandering Monster	A Spider From the 5th Dimension appears on the battlefield. Roll a scatter result to determine the monster's placement. The creature immediately attacks the nearest visible Character (check each time the monster activates). In the case of ties, randomly determine the target. Monster activates every time a power-up is drawn. Roll 1d12 to determine the creature type: 1-6 Urchin Spider Swarm. 3MP (ignoring terrain). 1d12 attack. TN 9 autohit, no modifiers apply to attack or defense. 1 hp. No BH for destroying the Swarm. 7-10 Stalker Spider. 1d12 energy melee attack. Melee TN 7 (including spider's modifiers), 10 hp, AC 6, move 3. 1 BH awarded for eliminating this threat. 11-12 Hunter spider. 2d12 energy melee attack. Melee TN 5 (including spider's modifiers), Large Creature, 20 hp, AC 6, move 3. 2 BH awarded for eliminating this threat.
2	Ethereal Armor	+4 AC for three turns. If rolled again, replace or reroll.
3	Ogre's Blubber	AA +10. If rolled again, cumulative or reroll.
4	Enchant Weapon	-3 to hit and +3 to damage on one weapon or matched pair of weapons for next 3 combat actions. If rolled again, replace or reroll.
5	Travel Token	Once, until the end of the match, at any time during the Character's action, this Character may teleport anywhere on the game map; this does not count as movement if the Character does not move otherwise. If rolled again, cumulative or reroll.
6	Slippers of the "Pumma"	Stylish and comfortable, these shoes are truly the "bummy bum". Character may take an extra movement action per turn (with full MP, even if using Slow weapons or potions) for the next three turns. If rolled again, replace or reroll.
7	Grenados	Character finds a bandolier of Grenados (unlimited use until end of match) . Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Roll 1d12 to determine the type: 1-3 Grendel's Blood. Grenado: 1d12 Area Energy attack, TN 5. 4-6 Shwartz Powder. Grenado: 2d12 Area Attack, TN 6. 7-9 Soul Fire. Grenado: 1d12 Area Energy attack, TN 7. Ignores PA, DR and AA. Living Target Only. 10-12 Tliskat Sac. Grenado: 1d12 Area TN 7 autohit. Ignores PA. See Autohit rules. If rolled again, replace or reroll.
8	Potion	Character finds a single potion. A Character may consume a potion by reducing its MP to 1 for the turn. Roll d12: 1-4 Healing. Heal 2d12 hit points. May exceed maximum HP. Extra HP disappear at end of the match. 5-8 Eye Of The Centaur. -3 TN with ranged combat. May choose target within a zone; and +1d12 melee damage. Lasts 3 turns. 9-12 Luck Of The Devil. +5 TN to be hit by all attacks for 3 turns. If rolled again, replace or reroll.
9	Boots of Jumping	Character gains +3 MP the next 3 turns, and may use Jump movement, ignoring difficult terrain, and leaping as high as it goes far. If rolled again, replace or reroll.
10	Lucky Talisman	Character has been blessed with good fortune. Once, before the next battle, the Character may force one reroll for a die roll that affects the Character. The second result must be kept. A die roll is any single roll of a die or dice. If rolled again, replace or reroll. This Power-Up may be used to affect a post-battle die roll.
11	Hasted Action	Character may take 2 combat actions per turn for the next three turns. If rolled again, replace or reroll.
12	Trap!	A trap has been set off. Roll 1d12: 1-3 Teleport Trap! Roll random new location for victim using Power-Up grid. Does not count as movement. 4-6 Poison Spike! Character saves against a penetrating melee attack. If failed, take 1d12 damage. On subsequent activations, make a poison save, modified by Toughness. If save is successful, poison no longer damages the Character. If failed, Character takes 1d12 damage (Dr and AA are effective). Damage continues until Character makes a successful save against the poison. 7-9 Fire Trap! The Character takes continuing Energy Damage. Mystical flames leap forth and light up the unfortunate victim. Make an energy save against a melee attack or take 1d12 damage (Dr and AA are effective). Saving negates the damage until next turn, but only a melee attack on another Character will transfer the effect. 10-12 Jaws of Death! The treasure chest's lid snaps at the Character. The Character takes a TN 7 autohit penetrating attack for 2d12 damage.

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QUICK REFERENCE SHEET

MELEE TACTICAL FACTORS

Base Melee TN	TN 9
Attacker has No Weapon	TN 11
Attacker Has Improvised Weapon	TN 10
Attacker has Superior Weapon	Varies

ATTACKER (Modifiers within sub-tables are not cumulative)

Attacker is Raw	+2TN
Attacker is Green	+1TN
Attacker is Elite or Hero	-1TN
Attacker is Champion	-2TN
Attacker is Paragon	-3TN
Attacker is Chosen	-4TN

Attacker is Very Large	-2TN
Attacker is Large	-1TN
Attacker is Small	+1TN
Attacker is Very Small	+2TN

Attacker is moving (first round of combat only)	-1TN
Attacker Jumped or flew into melee	-2TN
Attacker spent MP to leave another melee	+2TN

Flanking attack (each extra party member in target's zone; same zone as attacker only)	-1TN
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Rear attack (enter zone from rear of target, only for first turn of combat, or with reach)	-2TN
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Attacker is wounded (L/M/H)	+1/+2/+3TN
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DEFENDER (Modifiers within sub-tables are not cumulative)

Defender is Very Large	+2TN
Defender is Large	+1TN
Defender is Small	-1TN
Defender is Very Small	-2TN

Defender is Green	-1TN
Defender is Elite or Hero	+1TN
Defender is Champion	+2TN
Defender is Paragon	+3TN
Defender is Chosen	+4TN

RANGED COMBAT TACTICAL FACTORS

Target has cover from aimed or zone fire	+2TN
Target has concealment from aimed fire	+2TN

Target is large or small	-1TN/+1TN
Target is very large or very small	-2TN/+2TN

Attacker is moving	+1TN
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Attacker is Raw	+2TN
Attacker is Green	+1TN
Attacker is Elite or Hero	-1TN
Attacker is Champion	-2TN
Attacker is Paragon	-3TN
Attacker is Chosen	-4TN

Attacker is wounded (L/M/H)	+1/+2/+3TN
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SCATTERING FIRE TACTICAL FACTORS

Attacker is moving	+1TN
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Attacker is Raw	+2TN
Attacker is Green	+1TN
Attacker is Elite or Hero	-1TN
Attacker is Champion	-2TN
Attacker is Paragon	-3TN
Attacker is Chosen	-4TN

Attacker is wounded (L/M/H)	+1/+2/+3TN
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GRENADO TARGET NUMBERS

THROWN TN

Range	Short 1	Med 2	Long 3
TN	4	5	6

SCATTERING FIRE MISS CHART

1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10

↑↑↑ Attacker facing this direction ↑↑↑

WOUND STATUS TABLE

	LW: +1 TN			MW: +2 TN, -1/3 MP				SW: +3 TN, -2/3 MP			CW: Unconscious	
	5 hp	10 hp	12 hp	18 hp	20 hp	24 hp	30 hp	40 hp	45 hp	50 hp	60 hp	
Full Health												
Light Wound	4	8 to 9	9 to 11	13 to 17	14 to 20	17 to 24	21 to 29	27 to 39	31 to 44	35 to 49	41 to 59	
Moderate Wound	3	4 to 7	5 to 8	7 to 12	7 to 13	9 to 16	11 to 20	14 to 26	16 to 30	18 to 34	21 to 40	
Serious Wound	1 to 2	1 to 3	1 to 4	1 to 6	1 to 6	1 to 8	1 to 10	1 to 13	1 to 15	1 to 17	1 to 20	
Critical Wound	0	0	0	0	0	0	0	0	0	0	0	

WOUND EFFECTS ON MOVEMENT

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Net Movement Rate																
Moderate Wound	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
Serious Wound	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6