

## USEFUL THINGS TO KNOW

### Passive perception

You notice things with Nature, Insight, Dungeoneering, Arcana, and Perception without trying. I'll constantly use your take-10 values and I'll always let you know what you notice right away; it will take no in-game time and does not affect your speed of reaction to anything. However, any noticing *you* direct your character to do is an action – usually a Standard Action – and must be folded into the sequence for action and events if anything relevant to that is going on.

### Helping each other

For Skills, each helper who scores 10 or higher provides +2 to the primary character's roll, for up to four helpers. Some situations may permit one Skill to be helped by another Skill.

In a fight, you may attack a foe at AC 10 to grant an ally an attack or defense bonus against that foe until the end of your next turn. You may also provide an adjacent ally with a skill or ability bonus if you get a 10 for the same attempt, which lasts until the end of their turn.

### Ordering of actions and movement

You may alter the initiative order by delaying your turn. You do not return to your original place in the order. Our characters are all more mobile than most D&D characters, but also less armored, so consider taking a round to establish a better order. Also, some of your characters are very mobile on other character's turns or in response to specific outcomes.

Within your turn, consider combinations of movement powers, running within a move action, and using two move actions ... and how to place the right combination relative to your allies' turns.

### Skill Challenges

I am using the improved rules in the DMG 2. Think of fights and Skill Challenges in terms of either one including the other, not as alternatives. A Skill Challenge requires several attempts. They usually include more than one Skill, but are also a little flexible in which Skills are required.

You have to get a certain number of successes, requiring a Standard Action per attempt, and not get a certain number of failures. An easy version is 4/3; a more typical example is 6/3. A given Skill Challenge may permit more than one character, or it may require just one character to do it, but the helping rules are always allowed.

A Skill Challenge always matters: succeeding has a positive effect which could not have been achieved in any other way, and a failure always has negative effects up to and including conditions and damage, whether overall, per failed roll, or both.

I have baked a few possible Skill Challenges into the adventure which you may happen upon through your stated actions, or you may even inadvertently invent new ones. In either case, I'll let you know.

### Quests

A Quest is defined solely by a real achievement you desire. It may be offered by the DM or initiated and stated by one or more players. It does not matter how you achieve it, to succeed.

In a long-term game, a Quest gains experience points as either a foe or an Encounter, which means you will face fewer foes and Encounters per level if you include lots of Quests. In our session, the dangers and problems ahead can be reduced by achieving Quests which are relevant to them.