



# DPONI ALTERNATE NARRATOR'S SCREEN CHARTS

In just the same line as our previous True20 Damage Condition Chart, here's the same thing only expanded and adjusted for all the critical DINO-PIRATES OF NINJA ISLAND rules. You can find these rules online at <http://www.dino-pirates.com>

Cut out the charts below and glue or tape them to your True20 Narrator's Screen over the indicated chart that already exists there.

## Concealing Objects or Weapons

DAMAGE CONDITIONS	
Condition	Effect
Bruised & Hurt	No effect.
Dazed	Lose one full-round action but retain normal Defense.
Wounded	-2 penalty on all checks, including attack rolls and Fortitude, Reflex, and Will saving throws, but not including Toughness saves or Constitution checks. Stunned for one round after being wounded: no actions, lose dodge bonus to Defense, and -2 penalty to Defense.
Staggered	Lose one full-round action: lose dodge and parry bonuses to Defense, and have a -2 penalty to Defense. In the following rounds, only take a standard or a move action, not both.
Disabled	Stunned for one round after being disabled: no actions, lose dodge bonus to Defense, and -2 penalty to Defense. Upon taking a standard or strenuous action, fall unconscious and begin dying on the following round.
Unconscious	Helpless.
Dying	Make a Constitution check (Difficulty 10) at the beginning of each round to avoid death.

### About Scratch Factory

Scratch Factory is an independent game design studio dedicated to making useful stuff for DMs of d20-based systems. We've got lots of free stuff online at [www.scratchfactory.com](http://www.scratchfactory.com). Check us out!

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# Skills

SKILLS					
Skill	Ability	Untrained?	Specialization?	Action	Take 10/20
Acrobatics	Dex	No	No	React or move	10
Bluff	Cha	Yes	No	Standard or full	10
Climb	Str	Yes	No	Move or full	10
Concentration	Wis	Yes	No	React	–
Craft	Int	No	Yes	–	10 (20 on repairs)
Diplomacy	Cha	Yes	No	Full	10
Disable Device	Int	No	No	Full	10/20
Disguise	Cha	Yes	No	–	10
Escape Artist	Dex	Yes	No	Full	20
Gather Information	Cha	Yes	No	–	10
Handle Animal	Cha	Yes	No	–	10/20
Intimidate	Cha	Yes	No	Standard or full	10
Jump	Str	Yes	No	Move	10
Knowledge	Int	No	Yes	React or full	10/20
Medicine	Wis	No	No	–	10/20
Notice	Wis	Yes	No	React or move	10/20
Perform	Cha	Yes	Yes	–	10
Ride	Dex	No	No	Move	10
Search	Int	Yes	No	Full	10/20
Sense Motive	Wis	Yes	No	React	10
Sleight of Hand	Dex	No	No	Standard	10
Stealth	Dex	Yes	No	Move	10
Survival	Wis	Yes	No	–	10
Swim	Str	Yes	No	Move or full	10

An “–” entry in the **Action** column means the skill takes longer than a full round. See the skill description for details.

# Drive/Pilot

STUNTS
<b>Stunt Bonus = Skill Bonus/5 (round UP)</b>
CAN BE APPLIED TO:
Skill Check or Ability Check
Attack Roll or Combat Manuever Roll
Fortitude, Reflex or Will Save
Defense
Power Ranks

# Conviction

## CONVICTION

**Re-roll:** One Conviction point spent allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result; an 11 or higher remains as-is (so the second roll is always a result of 11-20).

**Surge:** Gain an additional standard or move action, before or after your normal actions for the round (your choice).

**Heroic feat:** You can spend a Conviction point to gain the benefits of a feat your hero doesn't already have for one round. You must be capable of acquiring the feat normally, meaning it must be a feat available to your role(s) and you must meet all the prerequisites.

**Core Ability:** Each role has a separate Core Ability that a character who takes that role at first level can activate with a Conviction point.

**Recover:** A Conviction point allows you to immediately shake off a stunned or strained condition. Alternatively, you can use a Conviction point to gain an immediate recovery check for either Damage or Fatigue. While disabled, you can spend a Conviction point to take a strenuous action for one round without your condition worsening to dying.

**Escape death:** Spending a Conviction point automatically stabilizes a dying character (you or someone you are assisting).

**Exit A Scene:** You can spend a Conviction point to automatically exit a Scene. Another participant in the scene may spend a Conviction point to interfere with your exit, if they desire.

**Take Advantage of Another's Reputation:** You can spend a Conviction point to gain a bonus against a target's interaction skills equal to the target's Reputation. The target may spend a Conviction point to end this effect.

**Quotable Wit:** You may spend a Conviction point to designate any comment as "Quotable Wit". A piece of quotable wit grants a +2 bonus to any related situation in which it is used.

## Toughness Save

### FATIGUE CONDITIONS

Condition	Effect
Strained	No ill effects
Winded	-1 Str and Dex, cannot move all out or charge
Fatigued	-2 Str and Dex, cannot move all out or charge
Exhausted	-3 Str and Dex, move at half speed

## Example Ability Checks

### CHASE TERRAINS

Terrain	Obstacle DC	Effects
Open	2	
Close	4	-2 Notice, +2 maneuvering
Tight	8	-4 Notice, +4 maneuvering

## Important Formulas

### IMPORTANT FORMULAS

**Base Defense (BD)** = 10 + Combat Bonus + size + modifiers

**Dodge** = BD + Dex + modifiers    **Parry** = BD + Str + modifiers

**Attack Bonus** = Combat bonus + Dex + size + modifiers - range penalty

**Damage Bonus** = Weapon damage + Str

**Stunt Bonus** = Skill bonus / 5 (round UP)

**Toughness Save** = d20 + Con + Armor + modifiers vs DC 15 + Attack's Damage Bonus

**Maneuver Bonus** = Combat Bonus + Str + size + modifiers

**Maneuver DC** = 10 + Maneuver Bonus

**Power Bonus** = Power ranks + key ability + modifiers

**Power Save DC** = 9 + 1/2 power ranks + key ability

**Reputation Check DC** = 5 + target's level + target's Wis

## Reputation

### END-OF-SCENE RECOVERY

Scene Type	Recovery
Ordinary	1 Damage, 1 Fatigue Recovery, automatically recover all Bruised, Hurt, Dazed, Staggered, Unconscious, Strained and Winded conditions
Dramatic	In addition, 1 Conviction Recovery
Climactic	In addition, automatically recover 1 Conviction point, ignore all carry-over conditions
<b>Carry-Over Conditions</b>	Disabled: Hurt                      Fatigued: Strained Dying: Wounded                      Exhausted: Winded

# Influence

INFLUENCE			
Base DC = 10 + target's level + target's wisdom			
Modifier	Risk/Reward	Modifier	Relationship (Diplomacy)
-10	None/Fantastic	-10	Intimate
-5	Minor/Favourable	-5	Ally
+0	Moderate/Even	+0	Indifferent
+5	Significant/Unfavourable	+5	Enemy
+10	Major/Horrible	+10	Nemesis
+15	High-Risk	Modifier	Situation (Intimidate)
<p><b>NOTE:</b> Failing a Diplomacy check by less than 5 may cause the target to make a counter-offer. Failing an Intimidate check by more than 5 may cause the target to do the opposite of what was asked.</p>			
-5		-5	Target is alone, or surrounded by enemies.
+5		+5	Target is surrounded by allies.
-5		-5	Target in unfamiliar surroundings.
+5		+5	Target in comfortable or supportive surroundings.

# Size

MINIONS							
Level	Defense	Toughness	Attack	Damage	Good Save	Poor Save	Special Ability DC
1	12	+1	+2	+2	+3	+1	12
2	13	+1	+3	+2	+4	+1	13
3	14	+2	+4	+3	+4	+2	14
4	15	+2	+5	+3	+5	+2	15
5	16	+3	+6	+4	+5	+2	15
6	17	+3	+7	+4	+6	+3	16
7	18	+4	+8	+5	+6	+3	17
8	19	+4	+9	+5	+7	+3	18
9	20	+5	+10	+6	+7	+4	18
10	21	+5	+11	+6	+8	+4	19
11	22	+6	+12	+7	+8	+4	20
12	23	+6	+13	+7	+9	+5	21