



COMBAT CORE RULE REWORK

FOR DC20

Beta 0.8 – Revision 1

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COMBAT RE-MATH

The parenthesis notation in the formula means “if it is applicable” depending on player features that are available.

FORMULAS WITHOUT COMBAT MASTERY

Combat Mastery (CM) is **no longer added** to your Saves, Save DC, Physical Defense, Mystical Defense, Attack Checks, or Spell Checks.

Additionally, the **Mastery Bonus** has been reworked for skills to be consistency, smoothness, and ease of memory.

Available at	Mastery Level	Mastery Bonus
Level 1	Novice	+2
Level 5	Adept	+4
Level 10	Expert	+6
Level 15	Master	+8
Level 20	Grandmaster	+10

ARMOR & DEFENSE

The following formulas as now used for PD.

$$PD = 8 + \text{Agility} + (\text{Armor Bonus})$$

$$PD (\text{Barbarian Unarmored}) = 10 + (\text{Agility or Might}) + \text{Mastery Bonus}$$

$$PD (\text{Monk Unarmored}) = 10 + (\text{Agility}) + \text{Mastery Bonus}$$

The following formulas are used for MD

$$MD = 8 + \text{Cha} + \text{Int} + \text{Mastery Bonus}$$

$$MD (\text{Monk}) = 10 + \text{Cha} + \text{Int} + \text{Mastery Bonus}$$

SAVE DC

$$\text{Save DC} = 10 + \text{Prime}$$

SAVE CHECK

Save Checks are **either a Physical, Mental, Attribute, or Skill check** that is used to resist an effect. Unlike for skill checks, you do not apply ADV or disADV on saves unless the effect specifically says “saves.”

Players will not longer choose a save mastery at level 1.

Save formula is the same as the above checks. Sometimes, a save effect may target a skill and skill mastery is applied.

$$D20 + \text{Attribute} + (\text{Skill Mastery})$$

ATTACK CHECKS

$$D20 + \text{Prime} + (\text{Weapon Mastery})$$

+ (Other Bonuses like Versatile, Flanking)

SPELL CHECKS

$$D20 + \text{Prime} + (\text{Spell Mastery})$$



WEAPON MASTERY

All **Martial** classes gain weapon mastery for all weapons and keep it at their Mastery Cap level. Having weapon mastery grants you access to its weapon style, potentially adding your Mastery bonus to your attack roll. The weapon styles have been reworked to as follows:

Weapon	Effect
Axe	Add your Mastery Bonus to attack rolls against creatures that are Bleeding or while performing the Bleeding Maneuver
Bow	Add your Mastery Bonus to attack rolls against creatures that are Slowed or while performing the Hamstring maneuver
Chained	Your attacks ignore shields and half cover. Additionally, add your Mastery Bonus to attack rolls against creatures that are using shields or behind half cover.
Crossbow	Add your Mastery Bonus to attack rolls against creatures that you attacked with the weapon since the start of your next turn.
Fist	Add your Mastery Bonus to attack rolls against creatures that are Grappled or while using a Knockback or Trip maneuver .
Hammer	Add your Mastery Bonus to attack rolls against creatures that are Dazed or Petrified or while using the Daze maneuver .
Pick	Add your Mastery Bonus to attack rolls against creatures that are Impaired or while using the Impair maneuver
Spear	Add your Mastery Bonus to attack rolls when you charge against creatures, moving at least 2 spaces towards them before the attack or while on a mount.
Staff	Add your Mastery Bonus to attack rolls against creatures that are Hindered or while using the Hinder maneuver
Sword	Add your Mastery Bonus to attack rolls against creatures that are Exposed or while using the Expose maneuver
Whip	Add your Mastery Bonus to attack rolls against creatures that are farther than 1 space from you.

Example: A Level 1 PC is wielding both an Axe and a Hammer, when they attack a Bleeding creature, they roll a d20 + 3 (Prime) + 2 (Novice Mastery Bonus). Their mastery bonus is +1 for novice at level 1. They don't get this bonus against a bleeding creature with the hammer (just a D20+prime), unless they use the Hammer with a Daze maneuver, allowing them to add their Mastery Bonus to the attack..

Weapon Properties

The following weapon properties may add to your attack

Versatile Weapon Property: While wielding a versatile weapon with 2 hands, you add +2 to your attack roll. (Same as before)

Silent: While making a ranged attack with the weapon while hidden, +2 to your attack roll.

FLANKING

While flanking, +2 to Attack rolls.

ARMOR

You can improve your Physical Defense by wearing Armor and granting you an Armor Bonus. The **Quality** of the Armor, the **Type** of the armor, the **Modifications** influence how much your PD increases by.

$$PD \text{ Bonus} = \text{Quality} + (\text{Reinforced}) + (\text{Sturdy})$$

$$PDR = (\text{Heavy}) + (\text{Dense})$$

Armor Quality

Depending on the Trade Mastery of the crafter of the Armor, the **Quality** will be Novice through Grandmaster.

Classes with mastery in the type of armor, automatically have that mastery up to their **Mastery Level Cap**.

- Heavy Armor can be crafted by Blacksmiths and is made of metal or similar materials.
- Light Armor can be crafted by Leatherworking and is made of leather or similar materials.
- Other trades can enhance types of armor (See Crafting Guide)

Example: A Level 1 Bard as mastery with Novice Light Armor, their Armor Bonus is +2. At Level 5, the Bard has mastery in Adept Light Armor (+4), but must acquire armor that has been crafted at the Adept level, or upgrade their own armor to a higher crafting level.

Lacking Armor Mastery

You are considered "Lacking Armor Mastery" if you are wearing armor that is:

- Of a higher **Quality** than you have **Mastery**. You can add your Armor bonus but it is the lower of the two numbers.
- Of a **type** that you don't have mastery in. You cannot add it's Armor bonus or PDR bonus.

Note: Lacking Armor Mastery no longer reduces your AP by 2.

New Martial Talent

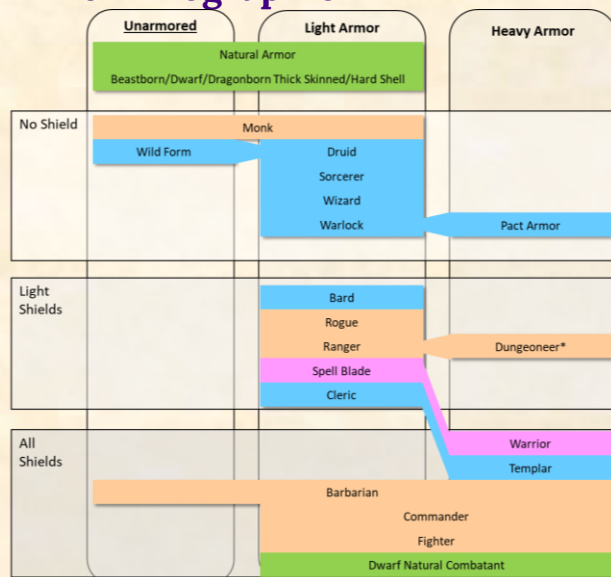
Armor Expertise: Your Mastery Cap and Mastery Level for Armor you currently have mastery in increases by 1. You can only benefit from 1 features that increases your Armor Mastery limit at a time.

New Hunter Dungeoneer

An additional Favored Terrain features for Hunters (Rangers in 0.8)

- **Dungeoneer:** You have mastery in Heavy Armor. Dungeons are ancient ruins, or mortal made underground regions.

Armor Infographic



SPELL MASTERY

Spell check vs. Spell DC operates as before, except both sides of the formula do not use any additional combat mastery bonuses.

AP enhancements

All spells gain the following AP enhancement

AP enhancement	Effect
Power Spell	You add your Mastery Bonus to your spell attack.
Extended spell	Your range doubles
	You can add your Mastery Bonus to your spell save DC for this spell and must choose 1 skill within the check category for the spell to target. (e.g., a Thunderwave spell may typically target a Might Save check, you may choose to have it target Intimidation or Athletics)
Skill Target	

Passive Spell Mastery

Spell attacks will add Spell Mastery depending on the tag of the spell and if the conditions are met. This replaces the effects of Cantrip Passives and any other spell passives.

Tag / Damage Type	Passive
Fire	You add your Mastery Bonus to targets who are not wearing armor
Poison	Your attack ignores PDR
Acid	You add your Mastery Bonus to targets who are wearing Light Armor (armor without PDR)
Ice	You add your Mastery Bonus to targets on Difficult Terrain
Lightning	You add your Mastery Bonus to targets wearing Heavy armor (armor with PDR)
Light (Radiant)	You add your Mastery Bonus to targets that have Darkvision
Dark (Umbral)	You add your Mastery Bonus to targets who are obscured (hiding, behind cover, in fog)
Psychic	You can add your Mastery Bonus against creatures that are Dazed
Sonic	Your attack ignores MDR

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