

# DM AIDCE

## DETECTION ROLLS

Used for the chance to notice or figure something out by experiencing it.  
Improves with each level gained / decreases if level lost...  
(including potions, command words, etc.)

Base Percentile (**d100**) modified by the following:

**RACE:** \_\_\_\_\_ Elf, Dwarf, Halfling. + 5 %

**LEVEL:** \_\_\_\_\_

1.....	+ 1 %
2.....	3 %
3.....	6 %
4.....	10 %
5.....	15 %
6.....	21 %
7.....	28 %
8.....	36 %
9.....	45 %
10.....	55 %
11.....	66 %
12.....	78 %
13.....	91 %
14.....	105 %

**INTELLIGENCE:** \_\_\_\_\_

3.....	-50 %
4.....	-45 %
5.....	-30 %
6.....	-20 %
7.....	-10 %
8.....	- 5 %
12.....	+ 2 %
13.....	+ 4 %
14.....	+ 6 %
15.....	+ 8 %
16.....	+ 10 %
17.....	+ 12 %
18.....	+ 14 %

**EXAMPLES:** Elf, 3rd Level Elf with Intelligence of 15:  
+5% + 6% + 8% = 29% chance on d100 to detect  
' something'  
Roll d100 ; 1-29 = success; 29 -100 = failed to detect

Human, 6th Level Elf with Intelligence of 7:  
21% - 10% = 11% chance on d100 to detect 'something'  
Roll d100 ; 1-11 = success; 12 -100 = failed to detect

**SURPRISE:** With the 3rd Edition, "Spot Check" is used to determine who is or is not Surprised. Not surprised characters get a special initiative at the top of the surprising melee round and may defend. Surprised characters get no extra action or dexterity defense if they are being hit in the initial "14th" segment. (See SURPRISE)