



# 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	Take only a single action per round.
Staggered	For one round, no actions, no Dodge or Parry. In the following rounds, only take a single action.
Disabled	For one round, no actions, no Dodge or Parry. From then on, only take a single move action per round. If you take a standard action (or any strenuous action), fall Unconscious and Dying next 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?	Feint?	Action	Take 10/20
Acrobatics	Dex	No	Yes	React or move	10
Bluff	Cha	Yes	Yes	Standard or full	10
Climb	Str	Yes	No	Move or full	10
Concentration	Wis	Yes	No	React	–
Craft	Int	No	No	–	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	Yes	Standard or full	10
Jump	Str	Yes	Yes	Move	10
Knowledge	Int	No	No	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	Yes	Move	10
Search	Int	Yes	No	Full	10/20
Sense Motive	Wis	Yes	No	React	10
Sleight of Hand	Dex	No	Yes	Standard	10
Stealth	Dex	Yes	No	Move	10
Survival	Wis	Yes	No	–	10
Swim	Str	Yes	No	Move or full	10

A target of a **Feint** is either *flat-footed* (no Dodge or Parry) or *shaken* (-2 on all checks except Toughness). The feint is opposed with an Attack roll or appropriate skill check.

# 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



# 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)
<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.			
-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