# Sign of Remembrance Combat Reference

## Movement

Move up to your movement speed (in feet). Difficult terrain costs double movement. You can split movement before and after actions.

### Movement Speed Types

* **Walking:** Move on solid ground normally; semi-solid as difficult terrain.
* **Flying:** Move freely in air. By default, you fall only when you choose or are incapacitated.
* **Burrowing:** Move through solid ground; semi-solid as difficult terrain.
* **Climbing:** Move on vertical surfaces unless slippery or without grips.
* **Swimming:** Move through liquids; viscous liquids count as difficult terrain.

### Jumping

Long jump requires a 10' running start and movement equal to jump distance. Make Athletics check (DC = feet to jump); fail advances only as many feet as check result.

## Action

Actions take most of your turn. Common combat actions include:

* **Attack:** Make one weapon attack; hits on ≥ target AC.
* **Brawl:** Replace attack with Grapple, Shove, Topple, or Restrain.
* **Bluff:** Force next attacker to make a Wits save or reduce damage.
* **Dash:** Gain extra movement equal to base speeds.
* **Disengage:** Move without provoking opportunity attacks.
* **Disorient:** Force nearby target to make save or be pacified.
* **Hide:** Stealth check to become hidden.
* **Major interaction:** Interact with two or more objects (draw, stow, pick up).
* **Prepare:** Define a trigger to use your reaction for a defined action.
* **Search:** Perception/Investigation/Sorcery roll to gather info.
* **Medicate:** Medicine check to grant death saves to fallen.
* **Wake up:** Awaken unconscious allies above 0 HP within 15'.

## Quick Action

Quick actions take less time and can follow your main action.

* **Attack:** Extra light-weapon attack when you used Action to attack or interact.
* **Assess:** Nature or Insight check to learn facts about a creature.
* **Demoralize:** Taunt foe; failed save penalizes next roll.
* **Inspire:** Grant ally bonus to first next attack.
* **Minor interaction:** Interact with one small or non-heavy object.

## Reactions

Reactions occur in response to triggers, require Willpower save (DC increases by 5 per prior use).

Example:

* **Attack of Opportunity:** Make one weapon attack when a foe leaves your reach; crit stops movement.