# Akta’s Combat Cheat Sheet

**✅ Basic Attack Plan**

**Each turn:**

* Use your **longbow** (+7 to hit, 1d8+3 damage) to shoot from far away. It hits hard!
* If you're close to enemies, use **rapier** or **shortsword**—they’re quick and stylish.

**🎯 Cool Moves to Try**

* **Arcane Shot (2 times per short rest):**
  + **Grasping Arrow**: Trap an enemy with poison vines! It hurts them more if they move.
  + **Seeking Arrow**: Shoots around corners to hit someone hiding.
* **Action Surge (1 per short rest):**
  + Take **two turns in one!** Great for when you *really* want to finish a fight.
* **Second Wind (3 times per long rest):**
  + Heal yourself a little (1d10+4 HP) when you're hurt.

**🛡️ Defense Tips for Staying Safe**

* **Stay up high or behind cover.** You can fly—use your wings!
* **Don’t stand alone.** Stick near friends like Aloquin or Corona who can protect or heal you.
* **Use your speed (30 ft. walking + 30 ft. flying)** to run or fly away if a big monster comes too close.

**🕵️‍♀️ Investigation + Clues**

When not in battle, Akta is smart and sneaky. Try these:

**Good things to say:**

* “Can I look around the room?” → Roll **Investigation +3**
* “Do I hear anything weird?” → Roll **Perception +1**
* “I want to know if they’re lying.” → Roll **Insight +0**

**Tips:**

* If you remember a story about what you're seeing, say so! Your character knows tales that fit many situations.
* Use **Tactical Mind** if you fail a roll—roll 1d10 and add it to your skill check (uses one of your Second Winds).

**🎭 Fun Roleplay Ideas for Combat**

* Throw out a funny insult when you hit someone—Akta loves to taunt!
* If you’re losing, yell something dramatic like, “The Ember in Chains doesn’t fall today!”

**🐍 Optional: Poison Trick!**

If you have poison from your kit:

* As a **bonus action**, you can poison your arrows for extra damage.
* Great before a big shot (like Arcane Shot)!

**🪤 Grasping Arrow: Trap Your Enemy with Poison Vines!**

**What It Is:**  
When you hit someone with your arrow, **you can choose to trap them** in **poisonous magical vines**! The vines slow them down and hurt them if they move.

**🎯 How to Use Grasping Arrow**

1. **Make a normal attack with your bow.**
2. **If the arrow hits**, you can say:

“I want to use Grasping Arrow!”

1. That creature now takes:

* **+2d6 poison damage** (right away!)
* **Their speed is slowed by 10 feet**
* **If they move**, they take **another 2d6 slashing damage** — every turn!

1. The vines last **1 full minute** (10 rounds) or until:

* Someone uses their **action** to pull them off (DC 11 Strength check)
* Akta uses Grasping Arrow again on a different target

**🎯 Seeking Arrow: Magic Arrow That Chases Hiding Enemies!**

**What It Is:**  
Seeking Arrow is **like a heat-seeking missile!** If someone is hiding or behind cover, your arrow **bends around walls** to find them!

**🏹 How to Use Seeking Arrow**

1. **Pick a creature you’ve seen in the last minute.**  
   (Even if they ran away or are behind something.)
2. Say:

“I use Seeking Arrow to hit the one that’s hiding!”

1. The creature **must make a Dexterity saving throw (DC 11):**

* If they **fail**, they take **normal arrow damage** + **1d6 force damage**  
  AND you learn **exactly where they are!**
* If they **succeed**, they take **half the damage**, and you don’t find their location.

1. This arrow can **fly around corners and ignore walls** (unless the creature is in a sealed-off space with no way in or out).

**💡 When to Use It:**

* If a bad guy runs behind a wall or into the fog
* If you're not sure where they went, but you saw them a minute ago
* If they're using **cover** or trying to **sneak away**