PLAYER REFERENCE CARD

CHECKS

D20 + Stadistic
Include bonuses and penalties

Compare to the DC to determine success

Critical Success: Exceed the DC by 10 or more

Success: Meet or Exceed the DC

Failure: Get lower than the DC

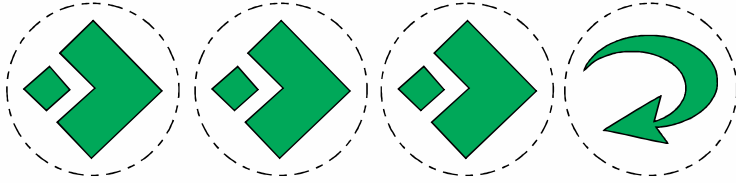**Critical Failure:** Get 10 below the DC or lower

Rolling 20 or 1

If you roll a 20 or 1 on the die; Increase or decrease the success by one step accordingly

DCs

Difficulty Class is the target number for a check. Add 10 to a statistic to turn it into a DC

IN YOUR TURN

At the start of your turn, you recover 3 Actions and 1 Reaction

Drop Prone (move) Fall prone

Interact (manipulate) Grab an object, use one, open a door, draw an item or do a similar action

Jump (move) Jump horizontally 10 feet (15 if your speed is 30 or greater) Or vertically 3 feet and horizontally 5

Seek (Concentrate, Secret) You scan an area using Perception

Stand (move) You stand

Step (move) You move 5 feet Without triggering opporunity attacks

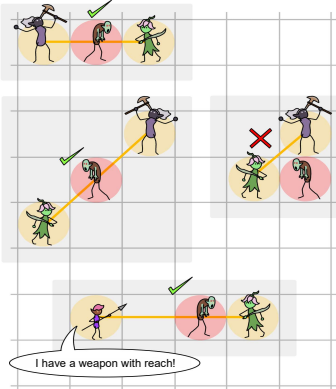**Strike** (attack) Attack with a weapon or unarmed. Roll an attack against the target AC

Raise Shield You raise your shield and gain AC equal to its AC bonus until your next turn

Take Cover Gain cover or update your cover level by one (Requires being prone or with cover available)

Stride Move your speed

An ally and you can flank if both of you are in melee range of the enemy

I have a weapon with reach!

Flanking an enemy gives them the **flat-footed** condition (-2 AC)

Aid You help an ally with one of your skills. If you then use a reaction on his turn they get a +1 or +2 bonus on his roll

Multiple Attacks: Attacking more than once per turn gives a -5 to the attack roll or -10 if done again

"We fight together, lest may darkness swallow us all"

TATTERED NOTEBOOK
FROM A BABYLONIAN AGENT

A creature in a normal situation is considered **observed**

Hide You make a Stealth check against your target Perception DC. If you pass it, you stop being observed and become **hidden** Requires cover or being concealed

A creature is considered **hidden** when you cant see it but know its location. If you are hidden, all your targets are **flat-footed** for you (-2 AC) and to attack you they have to pass a flat DC 11 check

Sneak If you are hidden you move half your movement. Make a secret stealth check against the target's perception DC if you succeed, you are now **Undetected.** If you dont succeed, you remain hidden. If at the end of your movement you are not in cover or obscured you become observed

If you are **undetected**, the enemy does not know where you are and cant see you or select you easily as a target

"To endure, until we find our blue sky"

ACCTIONS BY ABILITY

PLAYER REFERENCE CARD

CHECKS

D20 + Stadistic
Include bonuses and penalties

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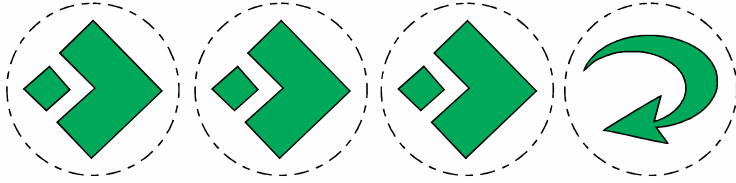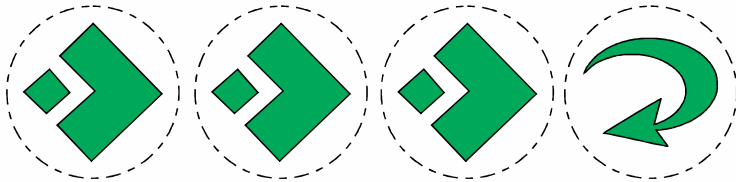**Critical Failure:** Get 10 below the DC or lower

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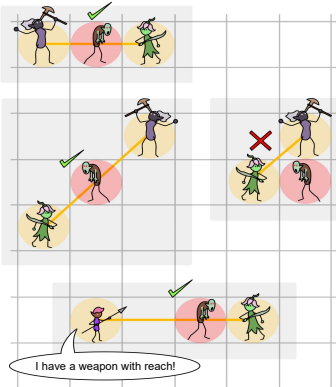
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Card Set 1

Assyrian Tactics Compendium
Excerpt 45 on Medium Scale Warfare

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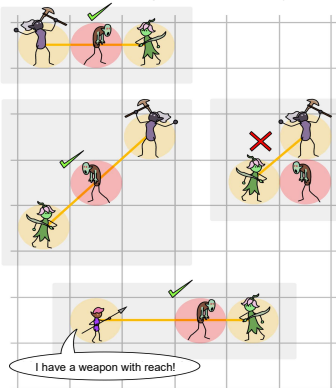If at the end of your movement you are not in cover or obscured you become observed

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Acctions by Ability

Card Set 2