

## COMBAT SEQUENCE



### Critical Initiative:

- If +8: +1 Reaction/Immediate
- If +16: +1 total Action

## ATTACK ROLLS

### Melee:

3d6 + BAB + STR + List + Skill + Magic + Circumstances

### Ranged:

3d6 + BAB + DEX + List + Skill + Magic + Circumstances

### Golden Rules:

- **6 = Explodes** (roll again)
- **1 = Counts as 0**
- **Trust to luck:** -4 for +1d6
- **3 times 1 = Automatic miss**
- **3 times 6 = Always hits**

## DAMAGE AND CRITICALS

### Base Damage:

Weapon Die + STR + List + Skill + Magic

### Critical Roll:

- **Each +8 beyond Defense** = +1 Critical
- Roll additional weapon die (base die only)
- Does not stack with damage explosion

### Damage Explosion:

- Maximum die value: Reroll and add
- Does not explode on: Criticals, dice <=d6
- EDX: Explodes on X or higher
- Does not explode recursively

**Minimum Damage:** Always at least 1 (after reductions)

## MOVEMENT AND DISTANCES

Type	Cost	Distance
Normal	1 Act.	Base move
Run	1 Act.	2x Move
Diff. Terr.	-	1/2 Move
Diagonal	-	1m/square

### Running Penalties:

- **-1d6 Attack Roll**
- **-4 Defense** (until next round)
- Distracted for spells

### Distances:

- **Touch:** 1m (without long weapons)
- **Melee:** 1m (2m with long weapons)
- **Reach:** Half Size occupied

## ACTIONS PER ROUND

### Available each round:

3 Normal Actions  
1 Immediate Action  
1 Reaction Action  
Unlimited Free Actions

**Action Order:** Any, logically coherent

**Interruptions:** Only Reactions and Immediate can interrupt

## DEFENSE

10 + DEX + Shield + Armor + Magic + Skill + Circumstances

Situation	Modifier
Surprised	-2 Defense
Prone	-4 Defense
Fatigued (1/2/3)	-1/-2/-4
Grappled	-2 Defense
Entangled	-2 Defense
Pinned	-4 Defense
Stunned	-4 Defense
Cover L/M/C	+2/+4/+8

## MULTIPLE ATTACKS

Attack	Penalty
1	+0
2	-5
3	-10
4	-15

### Two Weapons:

- Off-hand weapon = Multiple attack
- STR halved on off-hand
- If not Light: **-3 additional**
- Can use for +1 Defense (no attacks)

### Low Level Option:

BAB < 6: -4 on both instead of progression

Main Actions		
Action	Act.	Notes
Single attack	1	One Attack Roll
Two attacks	2	Second at -5
Three+ at-tacks	3	Cumulative penalties
Movement	1	Up to maximum
Run	1	2x mov., penalties
Charge	2	Mov.+att., +1d6 AR, -4 Def
Spell	2*	Varies per spell
Prep. Defense	1	+1 Defense
Total Defense	2	+4 Def., diff. terrain
Disengage	1	1m without provoking
Precise Strike	2	One attack +1d4 AR
Stand from Prone	1	Acrobatics DC13 (Imm.)
Draw/Sheathe	1	Free with movement
Search Back-pack	2	-
Take from Belt	1	-
Drink Potion	1.	If in hand
Give Drink	2	To another
Mount/Dismount	2	From mount

Special Maneuvers		
Maneuver	Cost	Opposed Check
Disarm	2	BAB+STR/DEX vs BAB+STR/DEX
Feint	1	BAB+Bluff vs BAB+Sense
Bull Rush	2	Athletics vs Fort ST+STR
Grapple	2	Athletics vs Fort ST+STR
Trip	2	Athletics vs Fort ST+STR
Overrun	1	Athl/Acrob. vs Ref ST
Size Modifiers:		
• +1d6 per size advantage		
• -1d6 per size disadvantage		
Critical Failure: You suffer the effect		

RANGED WEAPONS

Increment	AR Penalty	
1st (within range)	+0	Under
2nd (range (E 2))	-6	
3rd (range (E 3))	-12	

**Threat:** -1d6 AR for ranged weapons

**Against Target in Combat:**

- -2 additional AR
- Cover from other creatures
- Critical failure: hit randomly

**Strength to Damage:**

- Composite bows: Yes
- Normal bows: No
- Crossbows: No
- Thrown weapons: Yes

Situational Modifiers	
Attacker	
Situation	Mod
Flanking	+2
Higher Ground	+2
Attack from Behind	+2
Invisible	+1d6
Charge	+1d6
Helpless Opponent	+1d6
Touch Attack	+1d6
Prone	-4
Fatigued (1/2/3)	-1/-2/-3
Dim Light	-1
Squeezed	-1d6
Frightened	-1d6
Unknown Weapon	-1d6
Invisible Target	-1d6
Long Weapon at <2m	-4
Nonlethal Attack	-4
Defender	
Situation	Mod
Light Cover	+2
Medium Cover	+4
Complete Cover	+8
Surprised	-2
Prone	-4
Grappled	-2
Entangled	-2
Pinned	-4
Stunned	-4
Fatigued (1/2/3)	-1/-2/-3

Common Conditions	
Condition	Effects
Prone	-4 AR and Def in melee
Fatigued	-1/-2/-4 to AR and Def
Distracted	Penalized Magic Check
Frightened	-1d6 to actions
Confused	Random actions
Paralyzed	Helpless, immobile
Unconscious	Helpless, incapable
Dying	Negative HP, -1 HP/round
Blinded	Miss chance 50%
Deafened	-4 Initiative
Nauseated	1 action max
Entangled	-2 AR, Def, Dex
Grappled	-2 Def, Distracted
Pinned	-4 Def, no movement

Life and Death	
Health States:	
HP > 0: Normal	
HP = 0: Unconscious	
HP < 0: Dying (-1 HP/round)	
HP <= -(10+CON/2): Dead	
Recovery from 0 HP:	
• Magical healing = Heal HP	
• First Aid DC 12 = 1 HP	
• After 1h: Fort ST DC 15 = 1 HP or -1 HP	
Recovery from Dying:	
• First Aid DC (12+neg HP) = 0 HP	
• Difficulty +2 per successive attempt	
• Magical healing = 1 HP	
Natural Recovery:	
• 8h rest: CON-BAB or CON-ECL HP	
• Nonlethal HP: CON HP/hour	
• Max HP: 1d4+CON per rest	

## QUICK RULES

**Long Weapons:** 2m reach, -4 AR under 2m

**Versatile Weapons:** DEX instead STR for AR

**Set vs Charge:** Ready vs charge (Reaction), then free attack with -1d6

### Time:

- 1 Round = 10 seconds
- 1 Minute = 6 rounds
- 1 Turn = 10 minutes

**Reactivation:** "1/day" items/abilities recharge at dawn

### Mounts:

- 2 Actions, uses your initiative
- If hit: Ride DC 15 or dismounted
- +2 AR from higher ground

## ATTACK RESOLUTION FLOWCHART

