

# OSE TACTICAL INITIATIVE SYSTEM

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## OVERVIEW

This system replaces Old School Essentials' standard initiative rules with an Action Point (AP) system inspired by RuneQuest and Mythras. It adds tactical depth to combat while preserving everything else you love about OSE.

**What Changes:** Initiative is replaced by Action Points. Each round, characters spend AP to take actions. Higher AP means acting first; ties resolve simultaneously. Multiple actions per round are possible.

**What Stays the Same:** Attack rolls, Armor Class, damage, Hit Points, saving throws, spells, abilities, and class features all work exactly as written in OSE.

### Why Use This System:

- **Tactical choices matter** - When you act depends on your AP and what actions you take
- **Simultaneous combat** - Ties create dramatic mutual strikes
- **Team tactics** - Cooperative actions reward coordination
- **Fury Pool** - Leftover AP becomes a shared resource for clutch moments

## ACTION POINTS

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**Base AP per Round:** Players: 7 AP | Monsters: 6 AP (may vary by creature)

**Roll for AP** (1d6 at start of each round):

ROLL	STANDARD	DEX BONUS	DEX PENALTY
1	6 AP	6 AP	6 AP
2	7 AP	7 AP	6 AP
3-4	7 AP	7 AP	7 AP
5	7 AP	8 AP	7 AP
6	8 AP	8 AP	8 AP

## ROUND & CYCLE STRUCTURE

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**Round** = AP refresh to next AP refresh. Contains multiple cycles.

**Each Cycle:**

1. **Declaration** - All combatants declare ONE action (note cost, don't deduct yet).
2. **Resolution** - Actions resolve in order of **highest current AP to lowest**. Ties resolve simultaneously (opposed DEX check for movement conflicts).
3. **Deduct** - Subtract AP costs from each participant's pool.

Repeat cycles until no one has enough AP to act, then start a new round.

*Your AP determines when you act. Your action choice determines what you have left. Unspent AP does not carry over - but leftover AP can add 1 point to the Fury Pool.*

**Surprise:** Surprised combatants get half base AP (no roll). Players: 3 AP. Monsters: 3 AP.

## ACTIONS

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AP	ACTION	EFFECT
1	Wait	Hold or set trigger to interrupt (not in melee)
2	Quick Action	Draw/drop weapon, take cover, stand up, open door
2	Move (Half)	Half encounter move (max 2 per round)
2	Brace	Ready vs charge; free attack if charged (spear/polearm)
2	Unarmed Attack	1d2+STR damage
2	Aid	Ally gets +2 to next attack OR +2 AC until your next turn
2	Guard	Take attacks meant for adjacent ally (use your AC)
2	Coordinated Defence	All in formation get +1 AC; pay each round; move together
2	Break Free	Escape grapple (STR vs STR or DEX); includes half move
3	Move (Full)	Full encounter move
3	Melee Attack	Strike adjacent foe (4 AP for two-handed weapons)
3	Ranged Attack	Shoot/throw at distant foe
3	Fighting Withdrawal	Half move backward, no AC penalty
3	Grapple	Opposed STR; win = grapple, lose = action wasted
4	Cast Spell	Cast a prepared spell
4	Retreat	Full move backward, foes get +2 to hit you
4	Coordinated Attack	Attack with allies vs same target; +1 to hit, +1 damage per extra attacker
5	Aimed Shot	Ranged attack with +2 to hit
5	Charge	Full move + attack, +2 to hit, -2 AC until next turn

**Grappling:** Requires a free hand (no two-handed weapons or sword-and-shield). While grappling, neither can move or attack others. Unarmed attacks only. Both at -2 AC from outside attacks.

**Wait & Interrupt:** Declare a trigger (e.g., "if the orc charges, I attack"). When triggered, you interrupt and act first, then pay your action's AP cost. Must have enough AP remaining. Cannot Wait while in melee.

**Monster Opposed Checks:** Monsters use HD as their modifier (d20+HD) for grapple, break free, and movement contests.

## FURY POOL

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Communal pool shared by all players (monsters do not contribute or spend). At round end, each player with leftover AP may add 1 to the pool. Spend at any time:

COST	EFFECT
1	+1 damage to a successful attack
2	-1 damage from incoming attack
3	+1 AP to your current pool

## EXAMPLE OF PLAY

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**Sarah** plays **Kael Ironhand**, a fighter with sword and shield (AC 4, STR +1). **Marcus** plays **Zara the Unseen**, a magic-user (AC 8, DEX bonus). They face two **Temple Guardians** - 4 HD undead warriors wielding ceremonial halberds (two-handed).

**The Scene:** The Sunken Temple of Koth-Azur. Phosphorescent fungi cast sickly green light across broken pillars and a cracked obsidian floor. The adventurers stand at the chamber's entrance. Forty feet away, flanking a sealed bronze door, two skeletal warriors in corroded ceremonial armor raise their halberds, eye sockets blazing with violet fire.

**GM:** "The Guardians step forward, halberds leveled. Roll for AP - new round."

**Sarah** rolls a 5 for Kael. With no DEX modifier: **7 AP**.

**Marcus** rolls a 6 for Zara. With DEX bonus: **8 AP**.

The Guardians have fixed **6 AP** each.

### ROUND 1, CYCLE 1

**GM:** "Declare actions."

**Sarah:** "Kael charges the nearest Guardian!" (Charge - 5 AP)

**Marcus:** "Zara holds back - she Waits, trigger: if a Guardian attacks Kael, she casts Magic Missile." (Wait - 1 AP)

**GM:** "Guardian A advances on Kael with halberd raised. Guardian B moves to flank." (Both Full Move - 3 AP)

**Resolution order:** Zara (8 AP), Kael (7 AP), then both Guardians (6 AP).

Zara's Wait doesn't trigger yet - no attack declared. Kael's charge carries him across the cracked floor, slamming into Guardian A. He rolls  $15 + 1 \text{ STR} = 16$ , hitting AC 5. The Guardian is AC 5 - hit! Kael rolls 7 damage. Bones splinter as his blade bites deep. The Guardians complete their movement, flanking positions around Kael.

**Deduct AP:** Kael  $7 \rightarrow 2$ , Zara  $8 \rightarrow 7$ , Guardian A  $6 \rightarrow 3$ , Guardian B  $6 \rightarrow 3$ .

*Kael is now -2 AC from his Charge until next round (currently AC 6).*

### ROUND 1, CYCLE 2

**GM:** "Cycle 2. Declare."

**Sarah:** "2 AP left... Kael takes a Quick Action to position his shield against Guardian B." (Quick Action - 2 AP)

**Marcus:** "Zara still Waits with the same trigger." (Wait - 1 AP)

**GM:** "Guardian A attacks Kael with its halberd!" (Melee Attack, two-handed - 4 AP, but it only has 3 AP!)

**GM:** "Wait - Guardian A only has 3 AP. It can't attack with a two-handed weapon. It uses Fighting Withdrawal instead, pulling back. Guardian B also withdraws, circling."

**Resolution:** Zara (6 AP), Guardian A (3 AP), Guardian B (3 AP), Kael (2 AP).

Zara continues watching. Both Guardians withdraw half their movement, repositioning near the bronze door. Kael steadies his shield.

**Deduct AP:** Kael  $2 \rightarrow 0$ , Zara  $6 \rightarrow 5$ , Guardian A  $3 \rightarrow 0$ , Guardian B  $3 \rightarrow 0$ .

### END OF ROUND 1

Kael and both Guardians have 0 AP. Zara has 5 AP remaining.

**GM:** "Zara, you have AP left. One more cycle?"

**Marcus:** "She just casts from here." (Cast Spell - 4 AP)

**Resolution:** The silvery bolt streaks across the chamber, automatic hit. 5 damage. Guardian A's ribcage explodes. It crumbles.

**Deduct AP:** Zara 5→1.

**GM:** "Zara, you have 1 AP left. Not enough for another action."

**Marcus:** "She holds position, keeping her eyes on the remaining Guardian."

**Fury Pool:** Zara's leftover 1 AP goes into the Fury Pool. The party now has **1 Fury**.

## ROUND 2

**GM:** "New round. AP refreshes. Roll for AP."

Sarah rolls a 1 for Kael. **6 AP** (bad luck!).

Marcus rolls a 3 for Zara. With DEX bonus, still just **7 AP**.

Guardian B: **6 AP**.

Kael's Charge penalty ends. He's back to AC 4.

**GM:** "One Guardian remains, backing toward the sealed door. It hisses in a long-dead language. Declare."

**Sarah:** "Kael advances and attacks!" (Full Move 3 AP + Melee Attack 3 AP = 6 AP)

**Marcus:** "Zara uses Aid - she shouts a warning about the Guardian's halberd reach, giving Kael +2 to hit!" (Aid - 2 AP)

**GM:** "The Guardian braces its halberd against Kael's charge!" (Brace - 2 AP)

**Resolution order:** Zara (7 AP), Kael and Guardian B (both 6 AP - simultaneous!)

Zara's shout rings out: "Watch the reach, Kael!" (+2 to Kael's next attack)

Kael and the Guardian act simultaneously. But wait - the Guardian Braced, and Kael is moving in. Does this trigger?

**GM:** "Kael, you're moving in to attack - that's not a Charge action, just Full Move + Attack. The Brace only triggers on Charges. The Guardian wasted its Brace!"

Kael swings with his Aid bonus: rolls 11 + 1 STR + 2 Aid = 14, hitting AC 5. Hit! He rolls damage: 5.

**Sarah:** "That's only 10 total damage on this one. Four hit dice - it's probably still up."

**Marcus:** "Spend our Fury point. Put it down."

**Sarah:** "Spending 1 Fury for +1 damage!"

**Fury Pool:** 1 → 0

Six damage. Kael's blade catches the Guardian beneath its jaw, wrenching upward with every ounce of strength. The skull splits. It collapses in a heap of ancient bone and rusted armor.

**Deduct AP:** Kael 6→0, Zara 7→5, Guardian B destroyed.

**GM:** "The chamber falls silent. Violet fire fades from the Guardian's eye sockets. Before you, the sealed bronze door waits, covered in warnings written in a language that predates the kingdoms of men."

**Sarah:** "Kael wipes his blade on his cloak. 'Good call on that warning, Zara.'"

**Marcus:** "She's already studying the door. 'Save the thanks. Whatever they were guarding is still in there.'"

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*Compatible with Old School Essentials. All other rules (attack rolls, AC, damage, saves) unchanged.*