

Zwerchhau



A simple OSR inspired

TTRPG with a focus on combat

- Simplicity, traits inspired by Oz Browning's OZR
- Classes and Spells inspired by D&D
- Magical effects inspired by Dungeon Crawl Classics
- Combat, Magic, Skills inspired by conversations with Gronka

Serve the game

DMs and players both have a duty to serve the game, to make the overall experience of this game enjoyable. What enjoyable is, exactly, is not easy to define; however, there are a few items to consider:

- Set expectations; what is the world like, what are the people like?
 - Some worlds are dangerous, some people are distrustful, some places are scary; a DM has a duty to their players to give them sign posts about these details.
- Accept failures; trials, tribulations, can help gameplay as long as they give players opportunities to continue to develop their characters.
 - Consider the [Hero's Journey](#)

Dice and Checks

The bulk of this system will use D6s for checks and spells; damage will be done with other dice depending on weapons used.

Roll	Result	Example opening a locked door
1	Major Failure	your lock pick breaks, as does the lock
2	Minor Failure	your lock pick is damaged somewhat

Roll	Result	Example opening a locked door
3	Mixed Results	the lock is damaged but the door will open
4	Mixed Results	the door is unlocked, but cannot be opened quietly
5	Minor Success	the door is unlocked and opens quietly & with ease
6	Major Success	the door is unlocked and you are now more adept at this kind of lock

A 3 should skew to slightly less good results and 4 should skew to slightly better results, at the DM's discretion.

Advantage

If your character is skilled in the specific task at hand, you will roll with advantage. Advantage means roll 2d6 and pick the better of the two.

Relevant Ability Scores & Failure Checks

If you have a relevant ability score of a 5 or 6, a roll of 1 is not necessarily a major failure. You will need to roll again to "confirm the failure" which occurs on a 1 or 2.

- 1's become minor failures, with a check for major failure.
 - Roll a "failure confirmation," 1d6 where a 1 or 2 results in a major failure.
- 2's becomes mixed results, but not entirely in your favor

Examples of relevant abilities for tasks are:

- Dexterity for a climb check
- Strength for a lift check
- Intelligence for a research check

The relevance of an ability is determined by the DM, who should give this information to the player prior to a roll. For instance, if the player is strong and wants to lift 200 Lbs. then they have a relevant ability score; however, if this same player tries to lift 1000 Lbs. then they do not have a relevant ability bonus.

Defining Success

When there are difficult checks to be made, and the ideal results may be beyond the bounds of a character's skill, a DM should give the players an idea what a "success" would generally look like.

Building tension is an excellent tool for engaging gameplay, but it's important to temper player expectations on exceptionally difficult tasks.

Since some tasks would simply be outside the ability of a player, a "success" may just be the best case scenario given their abilities.

As an example, if a player has a high strength and wants to "kick down an iron door," but would not be physically capable due to the iron reinforcements, the DM should inform the player that "at best the player will damage the door, but they could not alone break it down."

We do not necessarily need to give players negative modifiers to prevent them from performing a ridiculous task (solving a quantum equation in minutes), but *we do need* to give them an idea of what they are capable of in the *best possible case*.

As a last note and recommendation, while a DM should give the idea of possible successes, this should be around a 5 in terms of the die roll as a 6 might give unique or interesting bonuses that themselves should be a surprise.

Abilities

Like traditional D&D, players should roll their ability scores. It is recommended to roll "down the line" where each roll is not arranged according to preference.

For each of the 4 abilities, *roll 2d6* and keep the best number.

- Strength
- Dexterity
- Will
- Intelligence
- Charisma

Constitution

Constitution is total sum of Strength, Dexterity, Will, and your current level. Used in combat, it represents your total ability to persevere and survive. The majority of damage in combat is against your constitution, not your flesh and blood. This means that you risk being exhausted and overwhelmed when you take constitution damage.

If your constitution reaches 0, you do not die. However, you collapse and are not reliably able to defend yourself against attacks.

Intelligence

This represents your ability to learn and both informal and formal education. Half this number and round up, this represents additional skills you receive advantage on. You may also choose to use one of these points on additional languages, instead of skills.

Charisma

Charisma rolls are to be rarely used in this system; ideally they are reserved for critical moments or where serious harm could occur. However, these checks should be accompanied by role playing.

As a role playing game, dialogue is considered a core feature; as such, reducing social interactions to points or rolls limits experience of play in regards to this "core" feature.

Examples of good charisma checks:

- A fighter needs to rally her mercenary allies
- A rogue needs to con their way out of a likely torture or death

Examples of bad charisma checks:

- A bard wants to seduce a maiden
- A wizard wants to convince a duke to betray his lover

Not all players prefer to role play as their character, but in dialogue based interactions players should come up with details on how or what they do while interacting with NPCs. Simple saying "I want to convince the king to hire us" provides less flavor for everyone else at the table than saying "My character, points out his noble lineage of the House of Swarsington, provides examples of loyalty to the throne (including a list of battles), in order to sway the king to hire us."

This system assumes that a player's character should be however charismatic they want them to be. That does not mean they can charm their way into anything, but any attempt to do so better serves gameplay with thoughtful and engaging dialogue.

What is a successful charismatic action then? This ultimately should be up to the DM, who should have some concept of what a given NPC might find convincing or not.

If a check is needed, simply roll "behind the scenes." If a player has relevant skills, diplomacy, lying, or is knowledgeable on the topic at hand, consider giving them advantage.

Wisdom

All players start with 1 wisdom.

Wisdom is earned through gameplay, the DM should keep track of:

- Moment where players succeed in an impressive fashion
- Moments where players fail but learn something important about the world or game.

Each of these would grant players involved a point of wisdom.

Wisdom is a resource that can be spent...

Hit points and Death

All player characters have 6 hit points, this does not increase with leveling. Often the rules refer to damage to flesh, this is damage to your hit points--as opposed to damage to your constitution.

If a player character has less than zero hit points, they are dead; this is the case whether or not they have any CON points left.

The Will to Live

If a player character takes damage that brings them to *exactly* zero hit points, they may not necessarily die.

1. Make a 1d12 *Will to Live* roll. If the player rolls equal to or under their Will ability score, they are not dead.
2. Next, they must roll on the *Scars, Broken Bones, and Mortal Wounds* table below.
3. They must roll a 1d6, add the result to their maximum HP.

4. The player character is still at 0 HP but are unconscious.
5. Without medical aid soon, they will die.

Scars, Broken Bones, and Mortal Wounds

Roll 1d6

- On a 1-2 you gain a scar
- On a 3-5 you have a broken bone
- On a 6 you have a mortal wound, you will die unless untreated.

Roll 1d4, see where you have been wounded.

1d4 Scars (1,2) Broken Bones (3,4,5) Mortal Wounds (6)

1	Facial	Skull	Lose an Eye
2	Chest	Ribs	Punctured Organ
3	Arm	Arm	Lose an arm
4	Leg	Leg	Lose a leg

Background or Heritage

The Dungeon Master has the last say in allowed heritage or backgrounds (races as is referred to older D&D editions). It is advisable to have limits on player physical size and capacity for flight and speed. In the unlikely event of a game breaking mechanic a DM reserves the right to reduce the power of a unique ability created by a player. Within the limits defined by their DM, players may freely choose any fantasy heritage that they deem that best suits their intended identity. Some backgrounds could be unbalanced*, the following table is just a suggestion.

Classic Expanded Modern*

Human	Half Orc	Half Giant
Elf	Half Elf	Dragonborn
Dwarf	Gnome	Tiefling
Halfling		Fairy

Pick Two Traits

Traits in this rule set are considered a *broad characteristic*, unlike skills which would apply to specific tasks. For whatever background a player picks, they should decide 2 traits that describe them (and their people generally) that would effect gameplay. Examples:

- Dwarf : strong, resistant to poison, stout
- Elf : wise, quick, magic-adept
- Human : quick learned, open minded, strong, quick
- Halfling : sly, quick, stealthy, hungry

Player example: "My character is a tall burly human from the desert region, my people are known for being (1) well educated and (2) stealthy"

Whenever a player has to perform a check that their background would be relevant for, they are able to roll advantage, meaning roll two dice and pick the one they want.

Skills

Skills are specific abilities that a given player would have, they are more focused than traits and represent your personal experience and training. Except for DM discretion, there are generally no limits to what a skill could be.

A DM has the right to reject a skill for being too broad. An example of a badly chosen skill would be a character who is good at "building;" structures are build out of a variety of material and techniques, a more appropriate choice would be carpentry or masonry.

All characters have a number of skills based on their intelligence, (Int / 2, rounded up); additionally some classes provide more skills, as does leveling in a class.

Besides during combat, most things *should not* require a skill check. Climbing up an old stonewall, negotiating prices in a market, dressing a wound, are not the sort of things that you would need to have a skill check in. Rather, if a check for a common / general task is *needed* a DM should defer to an ability check.

Skill checks are required when specialized experience or knowledge is required; specifically if failure of the task would lead to terrible consequences. Such as pick pocketing the kings purse, or forging a nobles signature, organizing the constuction of fortified defenses.

Even then, with specialized skills being required, group efforts to resolve a problem with coherent dialog between players should generally trump a skill check. As long as the plan is detailed, concievable, and somewhat reasonable, players should be able to execute complex tasks without pedantic skill checks.

Sample Combat Skills

These skills are mentioned because they are specifically referenced in the combat rules and would be appropriate for any player interested in combat.

- Grappling
- Wrestling throws
- Disarming
- Improvised weaponry
- Defensive melee combat
- Firing into Melee

Sample Non-Combat Skills

Samples

Carpentry	Sailing	Library Research
Bartering	Lock Picking	Specialized Knowledge

Samples

Fletching Forgery Diplomacy
Smithing Mountaineering
Tanning Construction

Classes

There are 4 classes based on classic D&D archtypes. While players may pick anything as a subclass as the focal identity of their character, they should try to stay within one of the classes. Classes guide leveling and character advancement.

- Warriors : Someone with advanced combat training
- Rogues : Someone with keen skills or intuition: slyness, discreteness, cleverness, back stabbing
- Magic-Users : Someone with spellcasting abilities, gained from study, natural adeptness to magic, or supernatural influence
- Priests : Someone with spellcasting-like abilities that are inspired by a holy deity or supernatural presence (personified or not)

Players should pick a subclass or identity that falls under one of these types. This is completely open ended, players are free to come up with any kind of identity. Here are some examples:

- Warrior : Streetfighter, Kung Fu Master, Gladiator, Paladin, Ranger, Knight, Swordsman, Samurai, Crossbowmen
- Rogues : Thief, Bard, Assassin, Scout, Swashbuckler, Detective
- Magic-Users : Mage, Wizard, Sorcerer, Warlock, Witch, Necromancer, Illusionist, Sage,
- Priest : Druid, Cleric, Monk, Preacher, Cultist

Players should develop a clear idea of what background, training, or experience they have.

Warriors

Warriors start with 1 weapon specialization, players may freely pick any weapon that suits their intended character identity. This gives them the following abilities with their chosen weapon:

- For combat with their chosen weapon, they may riposte for full damage on a major success parry roll [6].
- For combat with their chosen weapon, once per day, advantage roll for damage

For every even level as a warrior (2,4,6,etc.) they may gain either:

- 1 additional weapon specialization, they gain the above 3 abilities for this weapon.
- 1 combat weapon feat. This is like a skill but it pertains to just 1 weapon type. Players should be creative here and work with their DM. Examples include:
 - Swift attack, gain +1 attacks with weapon against a single target during combat (recommended limit of +2)
 - Heavy attack, deal +1 constitution damage
 - Lethal attack, deal +1 flesh/HP damage on 6's

- Cleaving attack, upon delivering a killing blow to a standing target, additional "unused" damage may be applied to an adjacent target.

Starting at level 2, warriors may gain henchmen who are willing to adventure with the party for a portion of the treasure. They are additional fighters with melee weapon and follow tactical orders given by the player character. Their basic stats are, 6HP, 10 Con, and they only deal 1d6 damage.

Henchmen Progression

Level	Max Count	Loyalty
1	0	-
2	1	4
3	2	5
4	2	6
5	3	7
6	3	8
7	3	9
8	4	10
9	4	11
10	4	12
11	5	13
12	5	14
13	5	15
14	6	16

Rogues

Rogues starts with 3 skill specializations, they may pick any **specific** skill or task to have an advantage doing. This is more narrow than the background traits. Generally this should follow a rogue-ish motif, but with a good character concept a player should not feel limited. Examples include:

- Sneaking: players are talented at moving around in a hidden fashion and hiding in shadows
- Lock picking: players are exceptional at opening a variety of locks
- Sleight of hand: players are talented at being physically misleading and trickery
- Lying / verbal deception: players are exceptional at spinning falsehoods to unknowing victims
- Seduction: players exude charisma and physical attraction, NPCs have a disadvantage when trying to resist player suggestions
- Back stabbing: players have an advantage to successfully stab an unwitting victim (flesh damage not constitution, see Combat)

Weapon Proficiency: may choose 1 weapon to be skilled in combat with. For combat with their chosen weapon, once per day, may either:

- ignore 1 major failure
- advantage roll for damage

For every even level as a rogue (2,4,6,etc.) they may gain one of:

- one additional skill, rogueish or relevant to their character's experience
- one additional advantage die for a given skill, limit of +2. For instance, Backstabbing +2 means roll 3 die pick the best roll.
- one additional weapon proficiency

Magic-Users

Mages know 1 spell at level 1 and can cast up to 1 spell a day. Additionally, Mages gain 1 skill based on their subclass. This could be knowldged based, experience based, training based, etc. Some example include:

- Knowledge of local history
- speak an ancient language fluently
- skilled in diplomatic policies
- skilled in debate
- Strategic warfare
- Mercantile economics

Spell Progression

Level Spells per day

1	1 - - - - -
2	2 - - - - -
3	2 1 - - - -
4	2 2 - - - -
5	2 2 1 - - -
6	2 2 2 - - -
7	3 2 2 1 - -
8	3 3 2 2 - -
9	3 3 2 2 1 -
10	3 3 3 2 -
11	4 3 3 3 2 1
12	4 4 3 3 3 2
13	4 4 4 3 3 3
14	4 4 4 4 3 3

Priests

Priests are distinguished from magic-users becuase they *believe* (with or without good justification) that their magical abilities are both:

- attuned to a moral or natural order of the universe
- only possible due to a supernatural influence

The ability of a priest to case a healing spell, for example, is evidence to them that their moral / religious/ supernatural based beliefs are objectively correct.

There are two types of priests, "holy warriors" who fight for their gods / beliefs and "holy ritualists" who channel divine powers and perform rituals.

Holy Warriors

- Do not gain spell abilities at level 1, they gain them at level 2 after proving their faith
- Never gain the ability to perform rituals
- Can turn the undead
- Have 1 weapon specialization
- Skilled in tending the wounded

Holy Ritualists

- Start with 1 spell known, 1 cast per day
- Can perform ritual versions of a spell over the course of 1 hour, without "casting" them.
- Can turn the undead
- Skilled in tending the wounded

Spell Progression

Level Spells per day

1*	1 - - - -
2	1 - - - -
3	2 - - - -
4	2 1 - - -
5	2 2 - - -
6	2 2 1 1 -
7	2 2 2 1 1
8	3 3 2 2 1
9	3 3 3 2 2
10	4 4 3 3 2
11	4 4 4 3 3
12	5 5 4 4 3
13	5 5 5 4 4
14	6 5 5 5 4

*Only a holy ritualist gains a spell at first level, not a holy warrior.

Equipment

Weapons

Size	Damage	Examples
Small	1d4	club, dagger, dart,
Medium	1d6	short sword, rapier, quarter staff, handaxe, mace, 1h spear
Long, Heavy	1d8	1h longsword, 1h battleaxe, greatclub, flail

Size	Damage	Examples
Two Handed	2d6	2h longsword, 2h battleaxe, 2h spear
Great	1d12	greatsword, great axe, heavy polearms

Great Weapons

These are heavy, oversized, two handed weapons. Therefore, without proper training and strength, they are slower to use. To use one without penalty, you must:

- Have a specialization in with a specific great weapon
- have a 6 in strength

If you do not meet both of these requirements, then suffer a -1 on Dex related combat result checks. Lastly, you may *not use dex* for slash related combat checks.

Armor

Armor reduces the damage of successful attacks that deal damage to flesh, and a smaller reduction to damage against constitution. However, in combat, any type damage cannot reduced to 0; meaning, at least 1 point of damage must be dealt to either flesh or constitution.

Size	Defense	Examples
Light	-1 / 0	leather, studded leather
Medium	-3 / -1	chainmail, beastplate, hide
Heavy	-5 / -2	platemail, scalemail

Shields

Whether a buckler, heater, or tower shield, all shields provide a +1 bonus to parry.

Combat

Combat in Zwerhhau is meant to be swift, deadly, and decisive.

It is a ritual well practiced by adventurers.

Melee Combat Loop

Melee combat is exhausting, each round requires that the sides engaged lose 2 Constitution.

- Declare engagement posture
- Determine Player's Attacking Combat Action
- DM Rolls for NPC's action
- Determine the opposed check based on results (dex, str, or both)
- Opposed Roll - Add the relevant ability (dex, str)
 - Highest wins, note winner's value, reroll on equal values.
- Damage Roll - Winner rolls their weapon's damage dice
- Reduce Constituion Points, 2 per round of combat

Engagement Posture

In the thick of combat, the blows may turn to a grapple. Prior to attack players may choose their default posture, to engage in grapple or to disengage.

If their default posture is to disengage, they gain a +1 to win a grapple challenge but do not enter the grapple.

Combat Actions

Players decide which type of attack based on the following:

- Thrusts: Piercing actions
 - Additional damage (+1 Con) for 1h spears
 - Additional damage (+2 Con) for 2h spears
 - Additional damage (+1 HP) for 2h swords
- Slashes / Cuts: Swinging & slicing actions
 - Additional damage (+2 Con) for any medium, long, two-handed, or great weapon
 - Additional damage (+1 HP) for sharp-edged great weapons
 - Additional damage (+1 Con) for blunt great weapons
- Parries: blocking the blow of a weapon with your weapon
 - An opposed roll of natural 6 allows for a riposte
 - Gain +1 to your roll if you have a shield
- Ripostes: a free follow up attack after a parry opposed roll of 6, half damage
 - With weapon specialization, does normal damage
- Dodges: evading an attack with quick movement
 - Allow for bonus to escape
- Grapples: clinging to your opponent to attempt a wrestling manoeuvre, with or without your weapon
 - Single sided grapple attempts take half damage on failed DEX checks
 - Throw the opponent to the ground, greatly decreases opponent defenses, ideal action for a swift kill
 - Disarm the opponent, ideal to force an opponent to yield
 - Sleeperhold, attempt to force the opponent to passout; if successful, you are occupied for 3 turns and are unable to defend yourself
- Defensive Fighting: Focusing on parries without ripostes, regaining footing when downed. See the below section.

NPC Combat Attack Roll

One d6 die roll representing the following actions

Roll Slashing Thrusting or Slashing Thrusting

1	DM Pick	DM Pick	DM Pick
2	Parry	Parry	Parry
3	Slash	Thrust	Thrust

Roll Slashing Thrusting or Slashing Thrusting

4	Slash	Slash	Thrust
5	Dodge	Dodge	Dodge
6	Grapple	Grapple	Grapple

Combat Attack Results

The priority table to determine result check:

Priority	Opposing Rolls	Check
1	Grapple v. Grapple	Str
2	Grapple v. Any	Dex then Str
3	Dodge v. Any	Dex
4	Slash v. Any	Dex or Str
5	Thrust v. Thrusts	Dex
6	Parry v. Thrusts	Str
7	Others	No Result

A table view of the same information:

	Cut	Thrust	Parry	Dodge	Grapple
Slash	DvS	DvS	DvS	Dex	D&S
Thrust	DvS	Dex	Str	Dex	D&S
Parry	DvS	Str	nil	nil	D&S
Dodge	Dex	Dex	nil	nil	D&S
Grapple	D&S	D&S	D&S	D&S	Str

Opposed Checks

Once you've determined which check will occur, whether strength or dex (or none at all), each side rolls 1d6 + their attribute.

The higher value wins the check and deals damage.

To succeed in a grapple check, you must first win a dex check to wrestle your opponent, and then a strength check to enter the grapple phase. If both sides attempt a grapple, you only need the strength check.

Opponents attacking someone performing "defensive fighting" still roll, but only "hit" on a 6. See below for more detail.

Damage Dealt

Damage is dealt based on the die roll of the appropriate weapon; however, damage is split between flesh / HP and Constitution.

- If the roll is even, it is split evenly
- If the roll is odd, it favors Con
- Damage to HP (flesh and blood) is always dealt first.

Roll HP CON

1	0	1
2	1	1
3	1	2
4	2	2
5	2	3
6	3	3
7	3	4
8	4	4
9	4	5
10	5	5
11	5	6
12	6	6

Once the roll occurs, and damage is split, apply appropriate damage bonuses

Damage Bonuses

Based on the opposed die roll, the victor may deal additional damage to their opponent, to either their HP (flesh and blood) or to their CON (thier overall endurance)

Roll Upright Opponent Downed Opponent

1	nil	nil
2	nil	+1 Con damage
3	nil	+1 Con Damage
4	+1 Con Damage	+2 Con Damage
5	+2 Con Damage	+1 HP, +1 Con Dmg
6	+1 HP, +1 Con Dmg	+2 HP, +2 Con Dmg

Attack type bonuses

These are mentioned previously, but to restate:

- Thrusts
 - Additional damage (+1 Con) for 1h spears
 - Additional damage (+2 Con) for 2h spears
 - Additional damage (+1 HP) for 2h swords
- Slashes
 - Additional damage (+2 Con) for any medium, long, two-handed, or great weapon
 - Additional damage (+1 HP) for sharp-edged great weapons
 - Additional damage (+1 Con) for blunt great weapons

Defensive Fighting

Defensive Fighting occurs in place of an opposed roll. Opponents land hits only on 6s and additional opponents gain bonuses to hit. Players should consider this choice when they need to perform the following:

- Keep enemies at bay
- Parry incoming attacks
- Avoid being encircled
- Regain footing after being knock down

Actions for opponents

- Hit the defensive fighter only on a 6
- Do not gain damage bonuses if alone
- For each additional opponent attacking, each attacker gains a +1 to their roll with a maximum of +3.
- If there are 3 or more opponents attacking the defensive fighter, they deal +1 CON damage each.

Dodge

On a successful dodge roll a player suffers no damage from a single attack. Ideally used in 1 on 1 scenarios, otherwise defensive fighting is recommended.

- A player must declare who they are dodging, if there is more than 1 opponent.
- If they succeed on a 5 or 6, they may attempt to escape if there is a viable route to retreat.
- On a success and for each additional opponent, they must expend 1 CON to continue dodging with a maximum of 3 CON.
- If there are multiple opponents, and the player does not expend Constitution, opponents land hits on 5s and 6s.

Grappling and Wrestling

One Sided Grapple Attempts

If only one combatant attempts a grapple, there are two checks:

- First dexterity, this represents the lunge or springing action an attacker would make to quickly close distance before a strike is made against them. Also, it represents the opponent swinging their weapon or moving away from the grappler.
- Upon failure -If the opposing side performed a *thrust* or *slash*, take damage.
- Upon success:
 - opposed dexterity check, a standard opposed strength check to see who dominates.

Grapple Strength Check

If both sides are performing a grapple, each side rolls 1d6 & add their strength, winner performs a wrestling manoeuvre.

- Disarm the opponent: Attempt to remove the opponent's weapon, this is ideal for forcing a yield.
- Throw the opponent to the ground: Drastically reduce an opponents defensive capabilities by forcing them into a prone position, this is ideal for a swift kill.
- Sleeperhold: Attempt to force the opponent to passout; if successful, you are occupied for 3 turns and are unable to defend yourself.

These maneuvers are the sort of thing a warrior would want to have "skills" in, giving them an "advantage roll."

Riposte

If a player rolled a parry versus a slash or thrust, and they win the opposed check with a natural roll of 6, may riposte.

A riposte is follow up to a successful parry that allows for a damage roll halved; with weapon specailization, normal damage is dealt.

A parry roll of 5 with a +1 for a shield does not allow for a riposte.

Small Sized Combatants

This mainly applies to half sized humanoids (halflings, gnomes, kobolds, etc.) fighting medium sized humanoids (humans, dwarves, elves, etc).

If you are of this "small" size fighting a medium sized opponent:

- Any constitution damage you deal is halved. This *does not* apply to flesh damage to HP.
- You receive advantage during grappling if your posture is to disengage.

For example, a halfling equipped with a two-handed long sword should be able to land a lethal blow on a human; however, due to their relative strength, they are unlikely to "wear down" the physical endurance of someone twice their size. Additionally, being small often tends to increase nimbleness and agility, therefore the "small" sized combatant is better suited to escape a grapple.

These advantages do not scale beyond small versus medium opponents.

Ranged Combat

Ranged combat is a simplified process of the melee combat steps. You simple need to roll a standard 1d6 skill check to attack the target.

Only upon a success (3-6), roll for damage using the standard damage chart.

Unsuspecting Targets

Bows in small combat are best utilized against unsuspecting targets, therefore the damage possibilities lend themselves toward the attacker.

A ranged attacker makes a 1d6 check to hit their target, akin to a stand skill check.

Roll Ranged Damage v. Unaware Targets

- 1 Miss, target is aware of attack
- 2 Miss, target remains unaware
- 3 +1 Con Damage
- 4 +2 Con Damage
- 5 +1 HP, +1 Con Damage
- 6 +2 HP, +2 Con Damage

Firing into Melee

It is not easy to fire on a target that is engaged in melee. Attack rolls suffer a -1 modifier. This means you cannot do better than a 5, and a 1 or 2 would result in a major failure.

Combat against Monsters and Beasts

Tactics used against monsters and beasts are not the same as those used against a humanoid.

The concept of an opposed check starts to fall apart when your opponent can spew acid from its mouth or swipe at you with its tail. Attacks like tripping, wrestling, and the like may apply to another humanoid, but they make far less sense against beholder or a rhinoceros.

Therefore, to keep combat simple, when fighting a target that is not your standard humanoid, such as a werebear, beholder, or a dragon, damage is done directly to HP and we ignore the Con aspect of combat. Essentially, you are trying to stay alive while trying to wound the beast, ideally landing a killing blow; you are not trying to overwhelm it.

How do I know I am fighting a monster?

The basic rule of thumb is grappling, can you engage in a grappling struggle with a target and not suffer greatly? For example, would you grapple with 800lb 10 foot tall polar bear? Probably not. Would you engage in a grapple with a 7 foot 300 lb Orc? Maybe.