

Initiative

Initiative When initiative is rolled, roll a d8 + dex modifier.

Available Actions

Main Action 1 per PC per round of combat. Actions that take up most of the actor's round such as Attacking someone, manipulating some device, applying first aid to a downed ally, casting a spell, or other complex actions.

Move Move up to the participant's normal movement rate. Usually 30 feet. Movement cannot be split.

On Turn Action Quick, simple actions such as drawing a readied bow or object, falling prone, speaking. Can only be performed on a participant's turn.

Instant Action Fast and simple actions. Can be done even when it is not the participant's turn. No limit to number of instant actions.

Attacking a Foe

Hit Roll d20 + relevant combat skill + class attack bonus + relevant attribute modifier. If skill used is less than 0, suffer a -2 penalty to hit. If the total is greater or equal to the target's Armor Class, the attack hits, and damage is rolled.

Damage Damage is rolled based on weapon and skill modifier. Melee attacks may inflict shock damage if missed.

Shock Damage is dealt according to the maximum AC affected. If shock is greater than damage dealt, the shock value is done instead.

A Hit Roll of 1 always misses, and a 20 always hits.

Shoving/Grappling

Shoving To shove a target or force them back, the attacker must first hit the target normally for no damage and then succeed in an opposed Str/Punch or Str/Exert skill check. If the attacker succeeds in the skill check, the target is forced back up to ten feet or knocked prone.

Grappling To grapple a foe, the attacker must first hit with an unarmed attack, doing no damage, and then both must make opposed Str/Punch skill checks. If the attacker wins, the defender is grappled and remains that way until released or until they spend a Main Action and succeed in a new opposed check. While grappling neither party can move and can only make unarmed attacks. At the end of each round in which a defender remains grappled, they suffer damage from each attacker as if hit with an unarmed attack from each foe grappling them.



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Main Actions

Melee Attack	Attack an enemy within melee range with a Readied weapon. Roll a normal Hit Roll and inflict damage on a successful hit.
Ranged Attack	Fire or throw a Readied ranged weapon at a target. You cannot make a ranged attack with a two-handed weapon if there is an enemy armed with a melee weapon within melee range. One handed ranged weapons and thrown weapons can still be used at a -4 penalty to hit.
Cast a Spell	Cast a spell. This action cannot be taken if any hp damage has been suffered this round, an item has been drawn or sheathed with the spellcasting hand, or if the spellcaster has been severely jostled. If the spellcaster suffers hp damage while casting a spell (ie due to an instant action/held action), the spell fizzles uselessly and the slot is wasted.
Make a Swarm Attack	Each assailant takes this action against a target in range. When the final participant has taken this action, one of the mob can elect to make an immediate melee or ranged attack against their target, gaining a +2 bonus to hit and +1 to damage for each other surviving attacker, up to +6/+3.
Shatter a Shield	An axe/mace, focus-improved unarmed attack, or crushing/hewing attack must be used. Roll to hit, then a Str/Stab skill check is performed. No damage is done but on a successful check the shield is shattered.
Make a Fighting Withdrawal	The combatant disengages from any melee foes around them. They don't actually move away, but they can now get away from their assailants without giving them a free melee attack.
Use a Skill	The combatant uses a skill that could be plausibly applied in a few seconds. An Int/Heal or Dex/Heal skill check to stabilize a wounded comrade is one such potential use.
Ready or Stow an Item	The combatant draws a weapon, extracts an item from their backpack, digs a potion out of a belt pouch, or otherwise moves an object around on their person. They can Ready an item this way or Stow it.
Reload a Weapon	The combatant reloads a weapon like a crossbow or an ancient projectile launcher with a Readied magazine or a quarrel from a Readied quiver. Bows can be reloaded as an On Turn action, assuming the archer has a Readied quiver and Shoot-1 skill; otherwise it's a Move action.



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Move Actions

Screen an Ally	A PC moved up to their normal move rate towards an ally and physically blocks opponents from attacking them provided they remain within 10 feet. Until the PC's next turn, if an enemy attacks the screened ally, they must succeed in a Str or Dex based skill check against the PC with the combat skill applicable to their weapon. On a miss, the attack roll is automatically directed towards the screened PC.
Run	Move up to the participant's normal movement rate. Rate is halved if climbing, swimming, etc. Prone characters move half their movement rate.
Pick Up an Item	The combatant can scoop an object off the floor if they have a free hand, leaving it Readied in their grip.
Stand Up	The combatant gets up from a prone position, gathering any dropped belongings. Most characters that have just been revived from unconsciousness must get up before they do much else.
Hold an Action	Characters can delay taking the rest of their actions until later in the round, activating them as an Instant action.

On Turn Actions

Go Prone	The combatant falls flat, forcing distant ranged attackers to take a -2 penalty to hit them. Adjacent melee enemies find them an easier target, however, gaining +2 to hit.
Delay an Action	Remaining actions can be delayed until after a particular other participant has acted. This cannot be triggered earlier than the chosen time.

Instant Actions

Make a Snap Attack	A combatant with a readied weapon can rush their attack with a -4 penalty to hit. The attacker's Main Action must still be available.
Total Defense	The character uses their main action for the round and become immune to shock damage and gain +2 to AC until their next turn.
Drop an Item	The combatant drops something they're holding. They can do this Instantly at any time to free up their hands.

Special

Charge	A combatant can move up to twice their movement in a straight line into a foe before making a melee or thrown attack at +2 to hit. 10 feet of runup is required. The attacker suffers a -2 to AC for the rest of the round. Charging consumes both a Move and Main Action.
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