

Combat in Turn

1. Roll Initiative - Agility Stat + 1d10
2. List Order of All Involved
3. Determine Surprise If Relevant
4. Players Perform Actions in Initiative Order
5. End Round

Action Times

Full Action Requires full attention; no additional actions allowed

Half Action Fairly simple, player can take two half actions per round

Free Action No real limit; GM's discretion

Caveats No more than 1 attack action and No more than 1 Cast Spell action

Making an Attack

1. Roll to Hit with Percentile Dice (2d10). Use WS for melee and BS for ranged. Must roll under WS or BS.

2. Determine Location of Hit Reverse the attack roll and consult below:

- 01-15 Head
- 16-35 Right Arm
- 36-55 Left Arm
- 56-80 Body
- 81-90 Right Leg
- 91-100 Left Leg

3. Apply and Perform Any Parry/Dodge

Make a weapon skill test to attempt to parry an incoming blow. Can use only if two weapons OR you entered parrying stance (half action)

4. Roll Damage Roll 1d10 + Weapons base Damage

5 Subtract Modifiers Reduce damage with opponents Toughness Bonus, and any armor bonus



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