

Actions on Initiative

During his initiative segment, each combatant can take

2 Movement actions

1 Full-round action

1 Movement action + 1 Combat action

Full-Round Actions

Cast Spell*

Charge -2 AC/+2 attack throw and cleaves / Impact weapons deal additional damage

Don/Remove Armor Don or remove 1 stone of armor.

Hastily Lockpick

Hastily Search

Hastily Trapbreak

Fire/Reload Artillery

Run Running Speed / -2 AC

Running Running Speed / -10

Sneak Sneaking proficiency throw

Retreat* Disengage / Running Speed / -2 AC

Spike a Door

*Cast spells, withdraw, or retreat must be declared before Initiative Rolls

Movement Actions

Action in Lieu of Movement 1

2

3

4

Action in Lieu of Movement



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