

### 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



By ZerepArg  
[cheatography.com/zereparg/](https://cheatography.com/zereparg/)

Not published yet.  
Last updated 4th November, 2023.  
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