

Combat Summary

version 1.2

ACKS

Encumbrance	Exploration	Combat	Running	Expedition	Fighting Style	Proficiency	Specialization	Attribute	Modifier
≤ 5 stone	120' / turn	40' / round	120' / round	24 miles / day	Missile weapon	Enable	+1 to hit	3	-3
≤ 7 stone	90' / turn	30' / round	90' / round	18 miles / day	Single weapon	Enable	+1 initiative	4-5	-2
≤ 10 stone	60' / turn	20' / round	60' / round	12 miles / day	Dual weapon	+ 1 to hit	+1 to hit	6-8	-1
≤ max capacity	30' / turn	10' / round	30' / round	6 miles / day	2-H weapon	Enable	+1 damage	9-12	0
					Weapon & Shield	+1 AC	+1 AC	13-15	+1
								16-17	+2
								18	+3

Cumulative

Round Sequence

1. Pre-Initiative Declarations

Spells, withdraw, retreat. See Skirmishing proficiency.

2. Initiative rolls (1d6 + mods).

Mods: dexterity, animal reflexes, battle magic, combat reflexes, graceful fighting.

3. Initiative count +10...-10.

See actions before initiative, simultaneous initiative, and actions

4. Morale checks if any.

See Morale.

Full Round Actions

Cast Spell

Must be declared and remain stationary. If caster takes damage or fails a saving throw the spell is disrupted (spell lost).

Charge

AC -2 until start of next initiative, +2 bonus on attack throw.

Don/Remove armor

1 stone of armor per round.

Hasty Lockpick/Search/Trapbreak

Within 5' (or 10' with a long pole for search).

Fire/Reload Artillery

Must be within 5' of artillery.

Run

AC -2 until next initiative. Can take cover after if not engaged.

Running Sneak

-10 penalty to Sneaking throw.

Retreat

Must be declared. Running speed.

Spike a Door

Door must be within 5'.

Thrown Items

Oil (lit), Holy Water, thrown

Direct hit: 1d8 + 1d8 next round.
Splash: 5' radius. Blast save or take 1d3 fire or luminous damage.
Fumble: direct hit on self.
Miss: d12 direction, d10' distance.

Oil (unlit), thrown

Same rules as lit, can be lit later for same damage (direct or splash).

Oil (poured on the ground then lit)

Covers 5' radius, burns a full turn and inflicts 1d8 damage on entering or if initiative starts in the area.

Torches, thrown

Direct hit: 1d4 fire damage.
Splash: 1 fire damage then falls to the ground. It remains lit unless a fumble is rolled.

Melee Attack

1d20 + STR mod + magic ≥ attack throw + AC
Damage rolls are modified by attacker's STR mod and weapon's magic.

Missile Attack

1d20 + mods + magic ≥ attack throw + AC
Modifiers are DEX, range, cover, and magic.
DEX does not modify damage.
STR modifies thrown weapons damage.
Magic weapon *or* magic ammunition: add bonus to both attack and damage.
Magic weapon *and* magic ammunition: higher bonus to attack throw and both to damage.

Movement Actions

March

Must not start engaged.

Remain Stationary

Can change facing.

Sneak

½ combat speed or at combat speed with -5 penalty to Sneaking throw.

Stand up

From prone, must *not* be engaged.

Take Cover

Fall prone, crouch, etc. Must not be engaged.

Withdraw

½ combat speed. Can change facing as desired. Must be declared.

Action In Lieu of Movement

Grab a helpless creature

Must not be engaged (creature can be).

Give complex orders

Simple orders do not require this action.

Light a lantern, torch, or oil flask

Must be in hand.

Mount/dismount vehicle

Must be stationary unless proficient.

Open an unlocked door/open curtain

Door must be unstuck.

Pick item off the ground

Can also equip it.

Ready a shield

Or loosen it.

Retrieve item from pack and equip

Not required for harness, belt, etc.

Sheathe a weapon and draw another

Dropping a weapon rather than sheathing it does not require this action.

Action In Lieu of Attacking

Apply an healing herb, oil, or salve

On self, a willing or helpless combatant, or an equipped or stationary object.

Brandish an item

Holy symbol, garlic, or mirror.

Cast spell from an item

A rod, staff, wand, or ring.

Drink a Potion

Or pour it down a helpless combatant's throat.

Mount/Dismount

Stationary mount or vehicle.

Unlock Door

Using a key.

Use Equipped Item

For non-combat purposes.

Perform an 'Action In Lieu Of Movement'

See the list left.

Perform Moderately Complex Action

That the judge or rules permit.

Special Maneuvers

Brawling

1d3 punch/ 1d4 kick (-2 to hit) nonlethal.

Clamber

On greater size, -4 to hit unless proficient in Climbing.

Coup de Grace

A helpless opponent if not engaged.

Disarm

-4 to hit. Hit: damage and Paralysis save (+4 if 2-H) or weapon knocked 5' away.

Force Back

-4 to hit. Hit: damage and size-adjusted Paralysis save or forced back a number of feet equal to damage dealt.

Incapacitate

-4 to hit. Hit deals nonlethal damage.

Knock Down

-4 to hit. Hit: damage and size-adjusted Paralysis save or knocked prone.

Overrun

- 4 to hit. Hit: Paralysis save with opiton to let pass or take damage. Bonus move action if successful overrun.

Sunder

-4 to hit vs staves, spears, and polearms, and -6 to hit vs other weapons and shields. Hit: damage and Paralysis save (see list of modifiers page XXX).

Combat Actions

Attack

If stationary and not engaged, may move 5' towards an enemy to engage.

Bash

Bash a door, lift a portcullis, smash a window, etc. May require a Dungeonbashing throw.

Defend

Himself or an adjacent character. Without a shield: +2 AC vs Melee attacks. With a shield: +4 AC vs Missile attacks and +2 AC vs Melee attacks. Lasts until start of next initiative or until he declares he is casting a spell.

Escape

Attempt to end the *grabbed*, *restrained* or *wrestled* condition.

Hide

Start hiding in cover or darkness. Must be proficient in Hiding.

Listen

Listen for faint sounds.

Ready

Must state the trigger and intended action. Lose his action is he takes damage, fails a saving throw or is moved before his readied action.

Rebuke

Rebuke an undead in line of sight.

Stand Up

Stand up if prone.

Take Cover

Take cover by falling prone, crouching, kneeling, etc.

Treat Injury

Treat the injury of an unconscious ally. Can apply a healing herb, pour a potion, use curative magic item, or use *lay on hands* as part of this action.

Use Spell-Like Ability

Either innately possessed or available from an equipped item.

Sweep Attack

Attacks throw vs each target. Damage divided by all targets attacked. Can cleave.

Wrestling

-4 to hit ignoring target's AC from armor (but not AC from DEX, magic, natural armor or spells). Hit: size-adjusted Paralysis save or *wrestled*.