

Basic Combat

Fair warning, combat in this game is usually a shitty proposition. Now that I've warned you, here's how it works.

Simple initiative: Each side rolls a d6, highest goes first. Ties are broken by the side with the guy (or girl) with the highest dex. Initiative is rerolled every round.

Attacking: Roll d20, get equal to or better than their AC. Add strength mod to melee attacks or dex mod to ranged attacks. Roll damage based on weapon. Pretty standard.

Fighters, barbarians, elves and dwarves have a couple of extra options -

Press: +2 to hit, -4 to AC

Defend: +2 to AC, -4 to hit

If you want to do one of these things declare it before you roll to attack.

Crits and fumbles: Confirm crits and fumbles with a d20. If you're lucky (or unlucky) you roll on the Overcrit or Critical Fumble table. Fun!

Fancy Stuff That Might Come Up

Called Shots: If you want to do something extra fancy (shoot a running guy in the leg, stab a basilisk in the eye, etc) make two attack rolls. If both hit, the thing happens. If they don't, it doesn't. If you miss on both attacks you fail so hard you miss your next go.

Aim: Do nothing this round, get +4 to hit with a ranged weapon next round.

Backstab: Unaware enemy gets no AC bonus from dex or shield AND you get +2 to hit.

Charge: Get some momentum and charge for double damage! You get a -2 AC penalty for your trouble. Enemies with polearms can set them to receive the charge if they haven't gone yet, automatically striking first and doing double damage.

Cover: You get an AC bonus ranging from +2 to +10 based on how much cover you have.

Firing into Melee: Randomly hit one of the combatants. If you Aimed first you can double your chance of hitting a specific combatant.

Parry: Give up your go to get +2 AC. +4 AC if you're a fighter, barbarian, elf or dwarf. You can declare you're parrying in response to an attack as long as you haven't had your go yet.

Big Purple d30 Rule

Once per session you can replace any single die roll with the big purple d30.

If you buy the DM a beer you can roll it twice a session or use it as a reroll.

No, not when you're rolling up a character.

Weapon Funkiness

Weapons come in a variety of delicious flavours. When you buy one of the generic weapon types you get to choose what it is! Apply the closest of these modifiers –

Stabby: Swords, spears. If you haven't been hit this round roll twice for damage, take the best.

Smashy: Hammers, clubs. +1 to hit vs Medium or better, roll evens on damage to reduce Heavy AC by 1.

Choppy: Axes, halberds. Vs Light or less roll damage twice and take the best.

Flaily: Flails and flail accessories. +1 vs Medium or better, ignores shield AC bonus.

You can choose to attack their weapon, no damage but pass a Strength check to disarm on hit. On any miss roll under your AC or hit yourself you goof.

Shanky: Daggers, stakes. If you hit someone you can grab hold and keep stabbing. You automatically crit on each round you win a wrestling roll. Anyone with a Medium or larger weapon has to kick you away before they can attack you with it.

Reach

Make a contested Initiative roll to attack first when someone with a smaller weapon closes into melee. Long/Great weapons automatically win and do double damage against a charge.

Dual Wielding

Roll damage for both and pick the highest, doubles means add them together!

Shield Break

If you have a shield you can sacrifice it to prevent all damage from an attack.

Two-Handed Weapons

Add your strength modifier to damage rolls.

Wear and Tear

Weapons have a Quality, ranging from 5 (shoddy, 50% cost) to 1 (masterwork, 200% cost).

Every time you roll on or under the Quality to hit in combat your weapon takes a Notch.

Whenever you roll under the number of Notches for damage your weapon breaks.

Armour quality ranges between 16 (shoddy, 50% cost) and 20 (masterwork, 200% cost)

If someone hits you on or above your armour quality, your armour gets a Notch and your AC is reduced by 1. If this makes your armour worse than nothing you can let it fall to pieces.

Look after your weapons and they'll look after you. For every hour you spend cleaning and oiling your stuff you get a point of Upkeep. You can lose a point of Upkeep instead of taking a Notch to weapons or armour.

Maximum of three at a time and they degrade at one per day if you don't use them.

Repairs cost 10% of item cost per Notch or AC point fixed.