

Encounters & Starting Combat

When a potentially hostile encounter occurs, two things are potentially checked.

1. **Surprise** (if appropriate) - if one side is surprised, the other gets a free round of actions.
2. **Reaction Roll** (if appropriate) - if the disposition of the NPCs or monsters are unknown, the DM makes a Reaction Roll to see if they're hostile.

Surprise

Context may indicate that one side is surprised, for example if the other side snuck up on them.

For random encounters, both sides roll a d6. On a 1 or 2, their side is surprised.

Reaction Roll

Even monsters that are generally hostile may not want to fight at any given moment. Generally, unless they have a specific reason otherwise monsters only attack immediately on a roll of 2 on 2d6.

Combat Sequence

1. Declare spells & contingent actions
2. Roll initiative by side (d6). On a tie, both sides act simultaneously.
3. Winning side acts
 - 3.1. Check Morale
 - 3.2. Missile Attacks
 - 3.3. Movement
 - 3.4. Spell Casting
 - 3.5. Melee Attacks
4. Other side acts in the same order.
5. Start from 1. for the next combat round.

Declare Spells

Characters who wish to cast a spell must declare what spell is being cast. They may not move or take any other action this turn.

Note that the caster will lose the spell if they take damage or fail a saving throw before it is cast.

Characters who want to take complex contingent actions - e.g. *"I attack anyone coming near the Magic-User"* - must also declare them at this point.

Initiative

One **ties**, both sides resolve actions at each step simultaneously.

Characters wielding **slow weapons** - primarily axes - always roll to attack during the losing step of initiative (so simultaneously with their enemies if the enemies lost initiative).

Characters wielding **fast weapons** - primarily spears and polearms - always roll to attack during the winning step of initiative (so simultaneously with their enemies if the enemies won initiatives).

Morale

Many monsters and followers (but not all) have a morale score. Occasionally, as circumstances dictate 2d6 are rolled against the

score to see if they keep steady, surrender, waver, or flee.

Circumstances where morale may be checked include:

- When coming face to face with a clearly superior foe
- When combat starts.
- If their side takes the first casualty.
- If their leader is taken out of action.
- If defeat seems inevitable.

Missile Attacks

Characters using **thrown weapons** or **slings** may move then attack with missiles. Others must fire their missile weapon before moving.

Cover can provide a bonus to AC from +1 to +4 as determined by the DM.

Missile weapons cannot be used at targets closer than 5'.

To hit with a Ranged Attack: $roll\ d20 + Attack\ Bonus + Dex\ modifier + Range\ Modifier \geq Target\ AC + Cover\ Bonus$.

Movement

Unengaged characters can move up to their combat movement rate each round, for a maximum of 60 rounds.

Characters can **charge into melee** by moving 20'+ in a straight line, getting +2 to hit and -1 AC.

Characters engaged in combat, may make a **fighting withdrawal** by moving backwards at their encounter movement rate.

Alternatively, characters can **retreat** by turning and moving their full movement rate away from combat. However, their opponent(s) gets a **free hack** - an attack at +2 to hit that also ignores any shields.

Spell Casting

When casting a spell, the character cannot take any other action that round - including movement.

If the caster takes damage or fails a saving throw after declaring the spell but before casting it, the spell is wasted.

Melee

To hit with a Melee Attack: $roll\ d20 + Attack\ Bonus + Str\ modifier \geq Target\ AC$.

Melee Duel

If two combatants are fighting one-on-one they may mutually agree to fight a duel. If so, each duelist simultaneously declares whether they'll **Push**, **Parry**, or **Feint**. Each participant may get a bonus to some combat stat depending on the combination of choices:

	Push	Parry	Feint
Push	+3 dam \ +3 dam	-- \ +3 AC	+3 dam \ --
Parry	+3 AC \ --	+3 AC \ +3 AC	-- \ +3 to hit
Feint	-- \ +3 dam	+3 to hit \ --	+3 to hit \ +3 to hit

Duels can happen in the midst of swirling combat and are resolved at the bottom of the initiative order. If anything disturbs the duel, no bonuses are applied.

Zero HP & How Bad Is It

If a **natural 20 attack roll takes you to 0 HP**, you are dead. If a single source of damage does **more damage than your Constitution score and takes you to 0 HP**, you are dead.

If you are at **0 HP but not dead**, you can try to Keep Going. Otherwise you are Down.

If you are Down you can't do anything. Once combat is over, you roll on the How Bad Is It table.

To **Keep Going, make a Save vs Death**. If you succeed you can act normally until the next round. If you fail, you are Down.

If you Keep Going, **every new round and every time you take damage**, you must make a new Save vs Death or go Down. You get a -1 to the Saving Throw for each save you have already made. This negative modifier also applies to your roll on the How Bad Is It table.

This means it gets harder and harder to Keep Going, and the longer you do it the more likely it is that you will die. It's up to you how hard you want to push your luck. You can always choose to go Down rather than try to Keep Going.

How Bad Is It

2d6*	How Bad Is It
3 or less	Dead
4	Mangled
5-6	Wounded
7-8	Hurt
9+	Just a Scratch
*-1 for each time you kept going	

Dead - You are dead.

Mangled - If you are left to your own devices, roll a d6. On 1-3 you are dead (or otherwise disappear from player control). On 4-6 you show up in a safe place in d6 seasons, with only d6 of your current items still in your possession. Lose two randomly determined stat points and gain one randomly determined point as a result of the ordeal.

If someone brings you to safety and puts you in care you are useless for d4 seasons, at which point you are back to normal. Lose two randomly determined stat point and gain one as a result of the ordeal.

Wounded - You suffer -2 to attack, damage, and saving throws and your move is reduced by 30' (10') until you spend a full week resting and recuperating. Recover 1 HP.

Hurt - You suffer the same penalties as if you're wounded, but a good night's rest and a square meal will remove the penalties. Recover d4 + Con modifier hit points (can't be more than your max HP, can't be less than 1).

Just a Scratch - Maybe you were knocked out, maybe you had the wind knocked out of you. Whatever it is, you pick yourself up and can continue. Recover d6 + Con modifier hit points (can't be more than your max HP, can't be less than 1).

Healing

Hit Points are regained overnight. The amount regained depends on the quality of your Room & Board and your activity level the day before:

Hit Point Recovery

Room & Board	Active	Resting
Rough	0	1*
Common	1	1
Fine	1	2
Opulent	1	2
*Requires a place to sleep and gear to counter any weather effects		

In addition, if a character spends a full week resting they may add their Con bonus (if any) to the Hit Points recovered.

Bonus Hit Points

Bonus Hit Points from different sources do not stack.

E.g. If you have 3 Bonus HP and you get d6 Bonus Hit Points from a night's rest, you will have 4, 5, or 6 Bonus Hit Points if you roll that number on the die, and you will still have 3 Bonus Hit Points if you roll a 1, 2, or 3.

Bonus Hit Points are depleted before regular HP, but cannot be used to heal lost Hit Points

Sources of Bonus Hit Points

Bonus Hit Points can come from all sorts of sources, but the most common is from **spending a day or more resting**. The amount you get depends on the quality of your room and board.

Other possible sources include boons from various spirits and blessings from participating in religious rituals, as well as other activities that may feel

Bonus Hit Points From Room & Board

Characters get bonus points depending on the quality and duration of their room and board as follows:

Room & Board	Day	Week	Season
Rough*	1	d4	d6
Common	d4	d6	d8
Fine	d6	d8	d10
Opulent	d8	d10	d12
*Requires gear to counter any weather effects			

Rough - Sleeping out of doors and eating thin fare. If it's raining, you better have a tent, and if it's cold you better have some blankets and a fire. You'll also need a bedroll or to improvise sleeping on something other than just the ground to get the Bonus HP.

Common - How most people live. As long as you have a decent roof over your head, square meals, and a comfortable place to sleep, this applies.

Fine - You're living the good life, with people attending to your needs and bringing you high quality food and drink. Equivalent to the standard of living of successful city merchants, average nobility, and the like.

Opulent - you live like a King, Empress, or someone otherwise in the top 1%.

.The **Week** and **Season** columns indicate the Bonus Hit Points you receive if you spend that much downtime prior to your next adventure.