

Combat

- 1 Initiative = Speed (roll a d20 to split a tie)
- 2 Actions = all players may take one of each
 - A movement action
 - An attack or movement action

Movement Actions

Parry

Roll defense, if higher the parry works
 Defense is the weapon to hit skill
 Shields add +2, and prevent specific hits

Dodge

Only vs thrown, melee and charging attacks
 DEX save to avoid the attack
 Martial arts or Dexterity 18 characters may
 dodge device propelled missiles and missile
 type spells

Evasive action

If running, anyone may avoid missile attacks
 of any type.

Movement

The character can run, dash, walk, etc
 This may be taken only once per round

Use item

Drink potion, get item from pack, etc

Surprise

All who could be surprised may SPD save to
 act as normal in the round

All who fail may take no actions this round

During a surprise round only 1 of the two
 actions may be taken

Modifiers

Target is Giant (10'+)	+2
Attack is from behind	+2
Target is prone	+2
Target is lower	+2
Target is Small (3'-)	-2
Target is higher	-2
It is dark or misty	-4

Cover

1/4 cover	-1
1/2 cover	-2
3/4 cover	-4
full cover	-8

Attack Actions

Basic attack

To Hit: roll d20 + bonuses
 A roll of 11+ is a hit
 A natural 1 is always a miss

Non-proficiency penalty

Roll to hit as normal, then half the total
 A roll of 11+ is a hit
 A natural 1 is always a miss

Restrain

If successful no damage is caused
 Next round the victim may try to break free
 with a STR save

Dirty tricks

Trip, throw sand in face, sneak attack, etc
 Roll to hit as normal
 Target DEX saves to avoid the effects

Specific hit

Roll a non-proficiency attack
 Causes double damage and
 May cause other effects depending on the
 location struck, target DEX saves to avoid
 eg. subdual renders target KO for 2d10 mins
 eg. disable renders target unable to attack until
 healing is received or 8+2d8 hours pass

Evasive action

If running, anyone may avoid missile attacks
 of any type. Targets attack is reduced to a
 non-proficiency attack

Counter-attack

If: Defender has the higher initiative, and
 Defender has delayed his attack, and
 The attack misses

Then on the following round:

The defender may make a Specific hit,
 without the usual non-proficiency penalty
 The defender may parry but they must
 suffer a non-proficiency penalty to do so

Undeended attack

If: Attacker is making a missile attack, or
 Target is surprised, or
 Target is outnumbered, or
 Attack has more attacks than the target, or
 Target is incapacitated, prone, stunned, etc
 Target is engaged in melee, and attacker
 is attacking from behind
 NOT IS: target is using a shield

Shield bash

A shield may be used to attack with at +2
 If successful roll a non-proficiency check
 If that is successful target is knocked prone