

COMBAT

MAKE CONTACT

- Use the Encounters system to set up the conditions of combat

Terrain Type	Distance in Squares
Dungeon/Urban	2d6 or line of sight
Plains/Moor	4d6+30
Hills/Mountains	1d10x10
Forest/Swamp	4d4

3d6 Roll + CHA Mod	Reaction	Successes
4 or less	Extremely hostile, no dialogue possible	--
5-8	Hostile, possible attack	8
9-12	Uncertain, cautious, and wary	6
13-16	Interested in dialogue	4
17+	Looking to make friends	2

START OF ROUND

- At this step, the Round begins
- Any outcomes from last Round that carry over occur now

DECLARE ACTIONS

- Each action only takes a few seconds
- Describe your PC's action, and the actions of any henchmen or hirelings you control
- The DM will describe actions for the NPCs and environment
- Your character is not super-human, and cannot attempt superhuman tasks
- This step is Free and Clear; you can change your action in response to other actions
- Multiple characters working toward the same goal make one check - the character whose success the action hinges on - and up to four others may aid
- Immediate and opportunity actions don't need to be declared
- You can't stop another character's action through your action unless it's an immediate or opportunity action; you have to hope that they don't succeed on their Check
- If you are trying to maim someone - cutting off a hand - and you have no special talent to deliver this effect, the target must be unable to defend themselves from the attack

DETERMINE MODIFIERS

- Select the first modifier from Table C-I that applies to your action
- Choose a single stat based on the description of the action, using table C-II as a guideline
- If the action has a loose association with any other skills the character has, add +2
- If the character has a situational, tactical, or positional advantage, add +2
- If the action is following up a previous action, add +2
- The DM vets all modifiers

Action	Modifier
Weapon attack	Weapon proficiency
Spell or prayer	Implement proficiency
Unarmed attack	Unarmed proficiency modifier
Grappling	Skill
Positioning	Skill
Social	Skill
Defending	No check required
Otherwise	Initiative

Action	Stat Used
Strength and raw power	STR
Endurance and physical stamina	CON
Quickness and precision	DEX
Mental quickness, knowledge, and reasoning	INT
Mental stamina, willpower, and intuition	WIS
Social power, force, or presence	CHA
Action has a loose tie to another skill	+2
Situational advantage	+2
Following up on previous action	+2



DETERMINE DC

- Based on the action's description, chose a DC from Table C-III
- If the target has a situational, tactical, or positional advantage, add +2 to the DC
- If the target moves out of range during the round, add +1 per 5' out of range to the DC
- If the target's action is to defend, add +2 to the DC
- If the target has superior cover (eg. behind an arrow slit), add +5 to the DC
- If you are targeting a specific location without a special power that allows for this, add +2 to the DC
- If you cannot see the target, add +5 to the DC
- The DM vets all DCs

Table C-III: Combat DCs	
Your action (select first that applies)	DC
Aid another's action	15
Push, overpower, or manhandle target	Fort Defence
Touch or tag the target	Reflex Defence
Attack the target's mind or social dominance	Will Defence
Physically hurting the target	AC
Competing skills	10 + ½ lvl + stat + skill
Something else	Page 42 of DMG
Target has situational advantage	+2
If that situational advantage is overwhelming	+5
You have some kind of impairment or penalty	+2
If that impairment is overwhelming	+5
Target moves out of range	+1 per 5'
Target does nothing but defend	+2

TAKE ACTION

- If a character has an immediate or opportunity action, he make take it now without having declared it before
- All declared actions occur at the same time - arrows fly, blades strike true, spells are cast, all at the same time - there are no turn-by-turn actions
- You can't stop another character's action through your action (unless it's an immediate or opportunity action); you have to hope that they don't succeed on their Check
- All rolls are made at once

RESOLVE ROUND

- If you rolled the DC or above you are successful in your action
- If you failed to do so, your character's action fails
- Damage is determined based on the attack description by using Table C-IV: Damage
- If you were trying to physically maim someone - stabbing them in the eye - the target must be Bloodied when the Round is resolved
- Without magic there is no mind control; no character can force another to take any specific course of action, but going against a successful argument can make the situational and follow-up modifiers available
- Morale checks for monsters and NPCs are made using Table C-V: Morale

Table C-IV: Damage			
Rank	Attack Description	Examples	Damage
1	Bruise or scratch	Punch	4
2	Harmful but not deadly	Slash to plate	6
3	Dangerous, might be deadly	Mace to steel helm	10
4	Deadly	Slash to leather gut	13
5	Almost always deadly	Slit throat	20
6	A killing blow	Axe to bare neck	30
7	Total bodily destruction	Direct cannonball	45
8	Disintegration	Phaser	75
9	Utterly destroyed	Annihilation Sphere	90
Add stat mod to damage			
Rank Modifiers		Modifier	
Bonus damage dice		+1 rank	
x[W] where x > 1		+x-1 ranks	
Critical hit		+1 rank	
Critical hit with magic item		+1 rank and +1 per tier of item	
Spells and Energy Damage		Rank	
Set value (e.g. stat mod, ongoing)		No rank, use set value	
xd4		x-1	
xd6		x+1	
xd8 or xd10		x+2	
xd12		x+3	

Table C-V: Morale	
Morale Checks	
DC	Average Party Level
Check	Leader's Will Defence - 10 or applicable skill
Check Modifiers	
Modifier	
PC Condition	
PC bloodied or screwed	+2
PC dead or unconscious	+4
NPC Numbers	
NPCs outnumber PCs	+2
NPCs outnumber PCs by 2 to 1 or more	+4
NPC Loyalty	
Loyal	+2
Fanatical	+4
Triggers	
DC	
Per successful action to trigger a morale check	+2
Leader Condition	
Bloodied or screwed	+2
Dead or unconscious	+4
NPC Condition	
One-half of NPCs bloodied or screwed	+2
One-half of NPCs dead or unconscious	+4
NPC Numbers	
NPCs outnumbered	+2
NPCs outnumbered by 2 to 1 or more	+4
NPC Loyalty	
Mutinous	+4
Challenging	+2

CONSEQUENCES

- When the combat has been resolved, award the PCs who took part XP
- XP is 1/10th normal for overcoming a monster
- PCs may wish to take a Short Rest after a combat to catch their breath; Short rests work as detailed on page 263 of the D&D 4TH EDITION PLAYER'S HANDBOOK; this is divided up between all participating PCs
- Henchmen are awarded 1/10th of their XP amount, taken from their controlling character's share of XP
- Going through the gear of fallen foes takes five minutes; If you don't want to take this time, there's a 50% chance you will leave behind anything of value you weren't already aware of
- Wandering Monsters have no extra loot

- A character won't fully recover from severe injuries by spending Healing Surges; Table C-VI shows the necessary level of healing required for different injuries

Table C-VI: Healing	
Type of Wound	Healing Required
Cuts, bruises, sprains, pulled muscles	Rest, bandages, sucking it up
Broken bones, torn ligaments	Lots of rest (1d4 weeks), any magic
Nerve damage, minor organ damage	Any magic that brings your HP total above Bloodied
Severed limbs/appendages, missing organs	Remove Affliction

HIT POINT CONVERSION

Table CC-I: Hits by Class and Role				
Level	N	A	B	C
1	10	20	25	29
2-3	11	21	27	31
4-5	12	23	29	33
6-7	12	24	31	35
8-9	13	26	33	38
10	14	28	35	40
11	17	33	42	48
12-13	18	35	44	50
14-15	18	36	46	52
16-17	19	38	48	55
18-19	20	40	50	57
20	21	41	52	59
21	28	56	71	81
22-23	29	58	73	83
24-25	30	59	75	86
26-27	30	61	77	88
28-29	31	62	79	90
30	32	64	81	92
N	Non-combatants			
A	Artillery, lurkers, wizards			
B	Controllers, skirmishers, soldiers, clerics, rangers, rogues, warlocks, warlords			
C	Brutes, fighters, paladins			
Notes	PCs add CON modifier to Hits at 1 st level			