

Combat Actions

Bonus Actions (1 per turn)

1. Throw dust/objects – Attack roll vs AC. Target is blinded for 1 round (disadvantage on opponent attack and advantage on attacks against opponent).
2. Feint – Attack roll vs WIS(Insight). Advantage on attack if taken immediately.
3. Unbalance – A kick or shield bash. Attack roll vs STR(Athletics) or DEX(Acrobatics). Advantage on attack roll if taken immediately.
4. Trip – Attack roll vs STR(Athletics) or DEX(Acrobatics). Target is knocked prone.
5. Leap off objects – Leaping off tables(DC12), chandeliers(DC15), walls(DC18) or even allies and enemies(DC21) to surprise your opponent. DEX(Acrobatics) check. Gain advantage on attack.
6. Create obstacle – Throwing chairs in the way (DC9), Flipping a table(DC12), Tipping furniture(DC15), closing a rusty metal grate(DC18) in order to block your opponent from closing in. STR(Athletics) check. Block (cannot move past) or hamper (half movement to move past) movement of opponent(s).
7. Intimidate – CHA(Intimidate) vs WIS save. If fail target has frightened condition (cannot attack target next round and will attempt to move away when it can).
8. Shove/pull – STR(Athletics) vs STR(Athletics) or DEX(Acrobatics). Target can be moved to another square 5ft away from where it currently is. This can provoke AoOs.
9. Load crossbow – Must use up the bonus action to load a crossbow (unless weapon expertise removes loading condition).
10. Draw/pick up weapon – Use up bonus action to draw one or two weapons, or pick up a weapon from the ground (picking up provokes AoO)
11. Ready item/potion – Ready an item from a belt or handy location (not backpack).
12. Drink potion/use item – Drink potion or use a mundane item.
13. Other simple actions – Closing/opening doors, throwing items to allies, etc

Reactions (1 per turn)

1. Parry – Roll STR or DEX+prof depending on weapon. If > attack number, no damage is taken.
2. Block – Roll STR+prof with advantage. If exceeds attack number, no damage is taken.
3. Counter attack – Choose to automatically be hit to make an attack action against the attacker
4. Attack of Opportunity – Attack options, knock prone, grapple or disarm.

Main Actions (1 per turn)

1. Attack head - if 20% hp done to target, stunned for 1 round (cannot take actions or move). If 50%, concussed, (disadvantage on all rolls until healed).
2. Attack body - if 20% hp done to target, remaining movement lost for that round. If 50%, broken ribs or abdominal trauma, opponent must succeed DC12 CON check in order to taken any main action or reaction.
3. Attack arms - if 20% hp done to target, disabled for 1 round. If 50%, severed or broken.
4. Attack legs - if 20% hp done to target, target drops prone. If 50%, broken and speed is halved.
5. Attack wings – if 20% hp done to target, cannot fly for 1 round. If 50%, broken and cannot be used.
6. Attack tentacles – if 20% hp done to target, disabled for 1 round. If 50%, severed.
7. Knock prone/Sunder – Attack to body to knock to ground. If hit, make STR(Athletics) vs opponents STR(Athletics). If higher, opponent is knocked prone, backwards or sideways. If opponent blocks with shield, damage is done to shield, risking breaking it.
8. Grapple – STR(Athletics) vs STR(Athletics) or DEX(Acrobatics) to avoid. If higher, enters grapple. When grappled can only attack with dagger, or escape with STR(Athletics) check.
9. Disarm – Weapon must have disarm quality. Attack roll vs opponents attack roll. If higher, opponent drops weapon. Picking up weapon from ground provokes AoO.
10. Ready/aim – As per PHB, if readied action taken after 1 turn, roll with advantage.
11. Extra move – use up your action to move your sprint value.
12. Disengage – Your movement doesn't provoke attacks of opportunity.
13. Dodge – Use your action to gain advantage on all your defence rolls until your next turn.
14. Help – Use your main action to give an ally advantage on their next roll.
15. Hide – Stealth check to hide from sight.
16. Other complex actions – Casting a spell, picking a lock, using a wand, using a door crank, operating siege equipment, etc.

Social Actions

If you don't have proficiency in Persuade or Intimidate, you can use your proficiency bonus if from same social class, character class, or background as your PC. Can use any ability modifier for bonus if you can convince the DM that it is relevant.

If the NPC dislikes or distrusts you, you have disadvantage on the roll. If they like you, you have advantage on the roll. If indifferent, neither disadvantage or advantage.

NPCs are created with randomised DCs from 3 to 30 for each of the below. They will be more susceptible to some types of influence than others.

1. Flattery – Praising and boosting the NPC's ego to get what you want.
2. Invoke Pity – Appealing to the NPC's sense of pity, either for you, or people you are trying to help.
3. Indoctrinate – Using the power of emotion to convince another what is right (for religious, political or other means).
4. Convince – Using logic to argue for the best course of action.
5. Charm – Getting a person to like you. If you succeed then your next social influence roll with that person is improved by one level.
6. Bribery – The art of knowing how and when to bring up a bribe, and what would be an appropriate bribe for the favour asked.
7. Incite Rage – Arousing a sense of anger in the NPC towards mutual foes.
8. Invoke Fear – Creating a sense of panic in the NPC of outside forces.
9. Threaten – Intimidating an NPC through direct threats to them or something/someone they hold dear. To threaten you have to know what they fear.
10. Request favour – If the NPC owes you a favour, you can request that they honour this for an action or item that you want.

Exploration Actions

Movement Points (MP) set by CON+DEX. This is a daily limit when moving in the wild. This assumes 6 mile hexes. If encumbered, the MP cost of all actions is doubled. Rations can be bought and last for up to 1 week. Each unit of rations (1 meal) and water weigh 2 pounds.

Most difficulties are Easy (DC12), Hard (DC18), or impossible (DC24). These are determined by the terrain type.

1. Scouting (6MP) – Gives a basic layout of surrounding hexes (terrain types and major features).
2. Moving (6MP) – Walking through regular wilderness terrain. Difficult terrain like jungle or swampland costs 12MP per hex, and roads are 3MP per hex.
3. Track (3MP) – Expend 3MP to make a WIS(Survival) check to find the direction of prey.
4. Search (3MP) – WIS(Survival) or INT(Search) to search current hex for ruins, remains, artefacts and any locations of interest.
5. Hunting (3MP) – WIS(Survival) roll to track prey. 1 x attack roll. If hits, number of meals obtained by number of success. Eating freshly caught meat gives the party an inspiration die to the party pool.
6. Find Water (3MP) – WIS(Survival) or INT(Search), number of water obtained by number of success.
7. Foraging (2MP) – WIS(Survival) or INT(Search), number of water obtained by number of success/2.
8. Find Shelter (3MP) – WIS(Survival) or INT(Search) to find suitable shelter.
9. Make camp (3MP) – Involves clearing an area, creating a fire, cooking food, cleaning things and mending items as needed.
10. Make shelter habitable (3MP) – If cover from extreme weather is needed and the PCs do not have tents, they must expend MPs to make a suitably insulated shelter.
11. Conversing (0MP) – Not an exploration movement, but party can add to its inspiration pool by good roleplaying or revealing something of their characters backgrounds or secrets to the rest of the party.