

## Combat Actions

The following are combat actions that can be taken as an attack:

Action:	Attack Mod:	Other mods:	Description:
<b>Called Shot</b>	-4	+1 to initiative	A called shot (announced before initiative) is used to hit a specific target, e.g. hitting a specific body part, smashing something being held, and special results (carving initials into someone, cutting buttons off, stapling, hostage taking (p66 FHB)).
<b>Disarm</b>	-4	+1 to initiative	A disarm is announced before initiative. A Disarm allows one to disarm one's target. On a successful hit, the opponent must successfully save vs Paralysis or the disarm is successful and the weapon goes 2-12' in a random direction. Two-handed weapons require 2 disarms in one round to work.
<b>Expert Disarm</b>	-8	+2 to initiative	An expert disarm allows the attacker to send the disarmed weapon to just about anywhere he wants it, within 12'. The opponent suffers a -2 penalty on his save vs Paralysis.
<b>Grab</b>	-4	+1 to initiative	Using a grab enables an attacker to seize an object (weapon or item) from the defender. If his TH roll is successful, both he and the defender must successfully roll vs Strength, with the higher score getting to keep the object. A tie on the roll requires a reroll as the two struggle. For grabbing the defender himself, use unarmed combat rules.
<b>Hold Attack</b>	-	-	The character can use this manoeuvre to hold his attack and use it later in the round.
<b>Defensive Parry</b>	-	-	When using this manoeuvre, the character forfeits all attacks and movement during the round, concentrating on defence only. This gives him an AC bonus equal to half his level, plus one if a fighter, against all frontal melee attacks directed at him during that round.
<b>Parry</b>	-	-	May be used in lieu of any attack, and must be announced before the attack to be parried is launched. If a d20 TH roll is good enough to hit AC 0 less the opponent's TH bonus, the opponent's attack is parried. The character's normal TH bonuses apply, and a shield gets an additional +2 plus its magical bonus. Hurling weapons can be parried, but not missile weapons (arrows, bolts etc.). Polearm users are able to parry attacks made on someone else.
<b>Pin</b>	-4	-	An attacker using the pin manoeuvre moves up close to his opponent and traps his weapon, usually against the defender's own body. With a successful hit, neither character can use the weapon involved until the pin is broken. Initially the victim may struggle to break the pin, as per the grab manoeuvre, and if successful, loses only one attack; thereafter he may struggle once per round, and if successful, loses no attacks. Any extra struggling attempts DO count as attacks. It may be difficult or impossible to pin opponents with certain types of weapons.
<b>Pull/Trip</b>	-	-	When attempting to knock an opponent down, the attacker makes a normal attack on the opponent. If the attack succeeds, the victim must save vs Dex to stay on his feet, with a +6 bonus if not moving, and a -3 penalty if unaware of the attack. Polearm users can use this to dislodge mounted riders (save vs Horsemanship skill).
<b>Sap</b>	-8	+1	To sap an opponent (S or M size only), the attacker must successfully hit with a melee weapon or bare hands. Ordinary damage (which is 75% temporary) is rolled, with a 5% chance per point of damage up to a max of 60% of knocking the opponent out. Magical bonuses do not count. The chances are doubled (up to a max of 80%) when used on a sleeping opponent (who is automatically hit).
<b>Shield-Punch</b>	-	-	When using the shield-punch, the attacker uses the shield just as in a normal attack, but has no TH bonus (not even Str or magical), and does 1-3 points of damage plus Str bonus. From when the attack is made until the character's next attack, he gains no AC bonus from the shield.
<b>Shield-Rush</b>	-	-	This manoeuvre requires the attacker to have a medium or large shield. He must have at least a 10' run-up to the defender and roll a normal TH roll (no bonuses allowed) to hit. He gains no AC benefit from the shield until his next attack. If he hits, the attacker must roll vs Dex to remain standing, and the defender takes 1-3 points of damage (plus Str bonus) and must roll vs Dex to remain standing (+3 on save if not moving, +3 if moving toward attacker, -3 if unaware of the attack, -3 if moving away). If the attacker misses, he must roll vs Dex at -6 to remain standing.
<b>Strike</b>	-	-	This is the standard attack.

## To Hit Tables

### Calculated Attack Rolls vs AC0

GROUP	Lvl1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Monsters (Hit Dice)	½	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+
	20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5	3	3

Note: Hit dice bonus of +3 to +6 counts as one additional hit die, +7 or more as two additional hit dice. For example, a monster with 4+4 hit dices counts as a 5 hit dice monster, while a monster with 4+7 hit dice counts as a 6 hit dice monster.

### Visibility Modifiers

CONDITION	MELEE	MISSILE	ELFSIGHT
Clear sky	0	0	0
Twilight	-1	-2	0
Night, full moon	-2	-4	+1
Night, no moon	-3	-6	+2
Total darkness	-4	-6	+2
Mist/light rain	0	-1	0
Fog, light, or snow	-1	-2	0
Fog, moderate	-2	-3	0
Fog, dense, or blizzard	-3	-4	0

### Combat Modifiers

Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or Held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2
Called shot	-4

## Initiative

ORDER	MODIFIERS	
Initiative roll is a d10. The roll indicates the segment the character or opponent acts in. Spellcasters cast their spells in the segment equal to the spell's casting time (e.g. a spell with a casting time of 5 is cast in the 5th segment). This assumes that the spellcaster is prepared to cast the spell. Dexterity reaction bonuses apply only to surprise rolls.	Situation	Modifier
	Hasted	-2
	Slowed	+2
	On higher ground	-1
	Set to receive charge	-2
	Wading/slippery footing	+2
	Wading in deep water	+4
	Foreign environment	+6
	Hindered (tangled, climbing)	+3
	Waiting	+1
	Making a called shot	+1
	Magical weapon	-1/plus

## Attack rates

FIGHTER LEVEL:	Melee weapons	Bow or knife	Hand crossbow	Light crossbow	Heavy crossbow	Other missile weapons
1-6	1/1	2/1	2/1	1/1	1/2	1/1
7-12	3/2	3/1	3/1	3/2	1/1	3/2
13-18	2/1	4/1	4/1	2/1	3/2	2/1
19-24	5/2	5/1	5/1	5/2	2/1	5/2
25+	3/1	6/1	6/1	3/1	2/1	3/1

## Weapon Drawing/Sheathing Times

USER'S SKILL	Time in segments	Time in segments with Fastdraw
Non-proficient	5	n/a
Proficient	3	2
Specialised	2	1
Double Specialised	1	0

## Shield Use

TYPE OF SHIELD	AC Bonus		Max number of opponents usable against, per round		AC Bonus vs Missiles	
	Normal	Specialised	Normal	Specialised	Normal	Specialised
Buckler	-1	-2	1	2	-1	-2
Small Shield	-1	-2	2	3	-2	-3
Medium Shield	-1	-2	3	4	-3	-4
Large Shield	-1	-2	4	5	-4	-5

## Character Saving Throws

GROUP	Level	Death	Magic	Reflex	Resist	Illusion	Willpower
Fighter	0	16	18	17	20	19	19
	1-2	14	16	15	17	17	17
	3-4	13	15	14	16	16	16
	5-6	11	13	12	13	14	14
	7-8	10	12	11	12	13	13
	9-10	8	10	9	9	11	11
	11-12	7	9	8	8	10	10
	13-14	5	7	6	5	8	8
	15-16	4	6	5	4	7	7
	17+	3	5	4	4	6	6
Cleric	1-3	10	14	13	16	15	15
	4-6	9	13	12	15	14	14
	7-9	7	11	10	13	12	12
	10-12	6	10	9	12	11	11
	13-15	5	9	8	11	10	10
	16-18	4	8	7	10	9	9
	19+	2	6	5	8	7	7
Rogue	1-4	13	14	12	16	15	15
	5-8	12	12	11	15	13	13
	9-12	11	10	10	14	11	11
	13-16	10	8	9	13	9	9
	17-20	9	6	8	12	7	7
	21+	8	4	7	11	5	5
Mage	1-5	14	11	13	15	12	12
	6-10	13	9	11	13	10	10
	11-15	11	7	9	11	8	8
	16-20	10	5	7	9	6	6
	21+	8	3	5	7	4	4

### Saving Throw Descriptions:

Each saving throw is modified by a number based on an ability, depending on what type of saving throw is to be made. This modifier is +1 per point of the ability over 14, or -1 per point of the ability under 7.

Saving throw	Primary ability	Description
<b>Death:</b>	Constitution	Used for attacks that affect the health of the body, like deprivation, death magic, energy draining, poison, disease, or instant kill attacks. Uses the same table as AD&D saves vs Death Magic.
<b>Magic:</b>	None	Used for most generic magical effects or magic item effects. Uses the same table as AD&D Rods/Staves/Wands.
<b>Reflex:</b>	Dexterity	Used for any attacks requiring quick reflexes, like breath weapons, fireball spells, lightning bolts, wand beams, traps etc. If circumstances prevent the character from dodging, another type of save may need to be used instead, like Resist against a Fireball. Uses the same table as Petrification.
<b>Resist:</b>	Strength	Used against any effect that requires fortitude and strength to resist, like paralysis, petrification, polymorph, pain, environmental extremes, disintegration, fire etc. Uses the same table as Breath Weapon.
<b>Illusion:</b>	Intelligence	Used against illusion and phantasm magic, whether spell or magic item. Uses the same table as Spells.
<b>Willpower:</b>	Wisdom	Used against mind-affecting magics, like charm, domination or fear. Uses the same table as spells.

This system is based on a system suggested on the Internet by Mike Brown [mikeyb@thurston.me.berkeley.edu] on 3 April 1995.

## Item Saving Throws

ITEM	Acid	Crushing Blow	Disintegrate	Fall	Magical Fire	Normal Fire	Cold	Lightning	Electricity
Bone or ivory	11	16	19	6	9	3	2	8	2
Cloth	12	-	19	-	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils	16	-	19	-	19	17	5	19	16
Paper, etc.	16	7	19	-	19	19	2	19	2
Potions	15	-	19	-	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock Crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	-	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2