

## COMBAT

### SURPRISE

- DEX (Stealth) v. Passive WIS (Perception)
- 10 + WIS mod ± situational modifiers
- if you don't notice you are threatened, you get no activity on your first turn

### INITIATIVE

- d20 + DEX mod; highest results go first
- ties go by highest DEX or DM resolves
- use same initiative order for each round
- a **Round** = 6 seconds, wherein each creature involved gets a **Turn**

### TURN ACTIVITIES in any order

- **Action:** weapon or spell attack, use item
- **Bonus Action:** class/character-specific
- **Interactions:** talk, unsheathe sword, etc.
- **Move:** walk, climb, fly, etc.
- **Reaction:** resolve triggering event

### ACTION

- **Attack:** roll + bonuses ≥ foe's AC = Hit  
d20+ability mod+proficiency±sit. mod
- **Cast Spell:** with cast time of one action
- **Dash:** move (again) up to your speed
- **Disengage:** your normal move does not trigger a foe's opportunity attack
- **Dodge:** Advantage on your DEX saves; Disadvantage on your foes' attacks
- **Help:** target creature (within 5' of you) gains Advantage on their next action
- **Hide:** DEX (Stealth) v. Passive WIS check of foes who might notice you; v. Active WIS search of foes actively searching
- **Ready:** delay an action as an automatic Reaction to specified triggering event; must concentrate to hold a cast spell
- **Search:** make a WIS (Perception) check or an INT (Investigation) check
- **Use Object:** employ a wand, potion, or item that requires special interaction

## BONUS ACTION

- use a bonus ability (such as a second-weapon attack or a bonus-action spell such as *Spiritual Weapon*)
- you can't cast a bonus-action spell during the same turn you cast another spell unless it was a one-action cantrip

## INTERACTIONS

- perform **one** free activity/"flourish" that doesn't require a full action **or** a move: unsheathe weapon, turn door knob, etc. and may converse and point briefly.

## MOVE

- move up to your total **Speed** in feet
- movement may be divided / staggered
- standing up = 1/2 your normal movement
- dropping prone = no extra movement
- difficult terrain, crawling, etc. = cumulative added cost of 1 per foot
- Swim or Climb as *difficult terrain*
- may move freely "through" friend's space
- move as difficult terrain "through" space occupied by foe 2 times larger/smaller
- moving beyond a foe's reach may give them attack of opportunity (Reaction)
- may squeeze through tight spaces one size smaller than self at half speed

## REACTION

- may trigger/be resolved on another's Turn
- only one Reaction is allowed per Round per creature in combat

## SAVING THROWS

- d20 + ability mod + class proficiency mod

## ADVANTAGE / DISADVANTAGE

- take best / worst of two d20 rolls

## CRITS (with weapon or attack-roll spell)

- **NAT 20** = auto hit, double damage dice
- **NAT 1** = automatic failure

## CHECKS

- d20 + ability modifier ± situational mods

## GROUP CHECKS

- help another: they get Advantage
- everyone attempts: if group average beats the Difficulty Class = success

## CONTESTS

- Skill v. Skill rolls (example: Grappling)
- ties = no status change / no success

## JUMPING AND RUNNING

- **Long Jump:** STR ÷ 2 in feet
- **Long Jump 10'-run:** STR in feet
- **High Jump:** (3 + STR mod) ÷ 2 in feet
- **High Jump 10'-run:** 3 + STR mod in feet
- **Jump and Reach:** Jump + 1.5 x Height
- **Land in Difficult Terrain:** DC 10 save v. DEX (Acrobatics) or land Prone

## FALLING DAMAGE

- 1d6 per 10' (20d6 max), bludgeoning
- land Prone unless damage avoided

## LIFTING AND CARRYING

- **Encumbered:** >STRx5 then Speed-10
- **Heavily Enc:** >STRx10 then Speed-20, DISADV on checks, attacks, and saves
- **Carrying Capacity:** STRx15
- **Push, Drag, Lift:** STRx30 then Speed-5
- **Size:** Tiny = 1/2 above, Large = 2x above

## EXHAUSTION LEVELS

- 1: DISADV on ability checks
  - 2: Speed ÷ 2
  - 3: DISADV on attacks and saving throws
  - 4: Hit point maximum ÷ 2
  - 5: Speed = 0
  - 6: Death
- Exhaustion comes from not sleeping, too much strenuous activity, etc. then failing CON save DC=15  
Long Rest reduces by 1 if food & water

## HEALING, REST (House Rules)

- **Inn Quality Rest:** natural healing in safe, comfortable setting with food & water and care (successful *First Aid* check) heals 1 HP normal damage per 1d4 hrs.
- **Hit Die:** characters/some creatures have *Spirit Magic*: one Class/CR **Hit Die** per level, which may be used to help heal normal damage taken; CON bonuses, if any are added to the roll; each Hit Die is only half effective w/o *First Aid* roll.
- **Short Rest:** up to two times per 20-hour period, after taking at least 1 hour of rest, characters/creatures may regain some of their expended abilities and may choose to expend one or more of their remaining Hit Die.
- **Long Rest:** once every 20-hour period, after taking 8 hours of rest (consisting of at least 6 hours of sleep (or 4 hours of Elf Trance) and nothing more than light physical/mental activities), characters will recover all expended spell slots/abilities and up to half of their Hit Die.

## HIT POINTS, DEATH, FIRST AID

- **Instant Death:** if reduced to 0 HP and the remaining (or later additional) damage  $\geq$  the character's Max HP
- **0 HP:** fall unconscious; make death rolls
- **Death Roll:** when at 0 HP at Turn's start  $d20 \geq 10$  = Death Success else Failure  
3 Successes = stabilized, no more rolls  
3 Failures = death  
NAT 20 = 2 successes, NAT 1 = 2 fails
- **Stabilized:** unconscious until  $\geq 1$  HP; death successes/failures reset to 0; will regain 1 HP after 1d4 hours pass
- **More Damage While at 0 HP:** no longer stabilized, take automatic death failure
- **First Aid:** WIS (Medicine) check v. DC 10
- **Healer's Kit:** automatic First Aid =1 use  
5 GP cost for kit of 10 applications

## ATTACK DAMAGE MODIFIERS

- **Vulnerability:** twice damage from attack
- **Immunity:** no damage from the attack
- **Resistance:** 1/2 damage from attack; the damage amount is rounded down

## RANGED WEAPONS

- first # = Short Range, second # = Long
- Long Range Attacks at Disadvantage
- Attacks within 5' of foe at Disadvantage
- can recover ~ 1/2 your ammunition

## TARGETS WITH COVER

- **1/2 Cover:** +2 AC, +2 DEX Save
- **3/4 Cover:** +5 AC, +5 DEX Save
- **Full Cover:** can't be targeted directly

## SECOND-WEAPON FIGHTING

- use *Light* melee weapons in both hands
- equipping each requires a flourish action
- second-hand attack uses *Bonus Action*; ability mods are not added to damage

## IMPROVISED WEAPONS: 1d4 damage

## UNARMED DAMAGE: 1 + STR Mod

## NON-LETHAL DAMAGE: declare before attack; bring to 0 HP = unconscious

## DAMAGE TO GROUPS: if spell or effect causes damage to multiple targets at the same time, roll damage for all targets at the same time

## SHOVING or GRAPPLING ATTACK

- shove prone or 5 feet away or grapple: your STR v. their STR (or DEX) contest
- escape: your STR (or DEX) v. their STR

## SUFFICATING

- **Hold Breath:** 1 + CON mod minutes; at the start of turn after breath fails, reduce to 0 HP, begin Death Checks

## TIME

- **Hours, Minutes, Seconds** (as on Earth)
- **Fae's Dag** ("phase"): 30 hours
- **Dag** ("day"): 60 hours w. full eclipse (15 — **ferstklar** (0-9)  
— **murkla** (10-19) a half-work period  
— **senastklar** (20-29)  
— **ferstmurk** (30-39)  
— **klarmurk** (40-49) a half-work period  
— **sistamurk** (50-59)
- **Korp's Dag** ("Raven's Flight"): 2 days
- **Vecka** ("week" / "Gloaming"): 4 days
- **Säsong** ("season"): 36 days
- **År** ("year"): 5 seasons, 180 days

## LAND TRAVEL

- **Slow:** 2 miles/hour; may use *Stealth*
- **Normal:** 3 miles/hour
- **Fast:** 4 miles/hour; -5 to *Perception*
- **Fresh Mount:** twice Fast for 1 hour
- **Exhaustion:** check each hour beyond 8:  
DC = 10 + 1 per hour beyond 8;

## LIFESTYLE EXPENSES (per 60-hour day)

- **Wretched:** none, scrounging all day
- **Squalid:** 25 CP
- **Poor:** 5 SP
- **Modest:** 25 SP
- **Comfortable:** 6 GP
- **Wealthy:** 10 GP or more

## TRAINING COSTS (House Rules)

- 1st–4th class levels: 20 GP, 10 days; requires the mentoring of skilled tutor(s)
- 5th–10th levels: 40 GP, 20 days
- 11th–16th levels: 60 GP, 30 days
- 17th–20th levels: 80 GP, 40 days

## NPC SPELL-CAST COST (if available)

- (10 GP x Spell Level Squared)  
+ (2 x Consumed Material costs)  
+ (0.1 x Non-consumed Material costs)