Combat options, Situation modifiers, types of Actions and Healing

(version 3.2, 2022/06/20 by Bonhumm)

SITUATIONAL MODIFIERS

Blindsided	• -2 Defense modifier.
Cover (partial)	• +2 Defense modifier.
Cover (full)	• Cannot be attacked.
Darkness / Blindness / Dazzled (partial):	• -2 Steps Action test.
Darkness / Blindness / Dazzled (full):	• -4 Steps Action test.
Harried (4 attackers or more)	• -2 Steps to tests. • -2 Defense modifier. • Additional -1 to both Actions and Defense for every additional attacker over 4 (max of 6 attackers).
Impaired movement (light) (Examples: Light brush, narrow alleyways, cramped rooms)	• -5 movement OR -2 Steps penalty on movement-based test. • Movement Rate can never be below 1 yard per round.
Impaired movement (heavy) (Examples: Dense underbrush, packed marketplace, waist-deep water)	• -10 movement OR -4 Steps penalty on movement-based test. • MIGHT have to pass DEX test (with NO penalty) to avoid tripping. • Movement Rate can never be below 1.
Knocked Down (also: see '*Wounds*' further below)	• -3 penalty to all tests. • -3 from Physical, Mystical and (in certain situations) Social Defenses • Standing up uses a Standard Action EXCEPT if using the Jump Up Combat Option (see further down). • **Cannot use any Combat Option except Jump Up while Knocked down (including Defensive Stance)** • Can crawl at Movement Rate of 2.
Surprised	• Cannot make any action this round. • -3 Defense modifier.
Range (missile / throwing weapons)	• The range of each weapons are defined in their descriptions. • Short range: No penalties. • Long range: -2 Step penalty on hit AND damage Tests.

COMBAT OPTIONS (note: 'close combat' = melee and unarmed)

Aggressive Attack **(close combat ONLY)**	• +3 Steps to attack AND damage. • -3 Physical AND Mystic defense. • Causes 1 Strain **PER ATTACK**
Defensive Stance (close AND range combat)	• +3 Physical AND Mystic defense • -3 Steps on ALL tests except Knockdown Test.
Attacking to knockdown **(close combat ONLY)**	• Character does attack normally. • If the attack is successful (i.e. does NOT have to make a wound), target must make Knockdown Test. • Makes no damage.
Attacking to stun **(close combat ONLY)**	• Character does attack normally. • Any damage must be noted as 'stun' • Cannot kill with stun attack. If damaged over Death Rating, then the target is in coma until health improved above Unconscious Rating. • Cannot cause Wounds. If damaged enough to be 'wounded' then the target is considered harried for that round and still have to do a knockdown test as usual. • Easier to heal; can add WIL step to **FIRST** Recovery Test.
Called Shot (close AND range combat)	• -3 Steps penalty to hit (or more). • Cannot be used to increases damage. • If used to disarm or knock an item out of hands, target must do STR Test against the damage with a +3 Steps bonus IF held by both hands. • Causes 1 Strain.
Jump Up	• Simple Action: can be used when Knocked Down instead of using Standard Action. • Make DEX Test (minus armor penalties) against target of 6. The usual -3 Steps penalty on knocked down does NOT apply on this test. • If successful, character CAN do his Standard action BUT cannot make any movement after getting up. • If test fail, can still use his Standard action to get up normally. • Causes 2 Strains, whether successful or not.
Splitting movement	• Character is considered Harried for that round. • Causes 1 Strain.
Grappling	• Must do Unarmed Combat or DEX Test against target's PHY defense + 5. • Makes no damage. • If successful, target cannot perform any actions other than to try to break free. • To break free: Most do Unarmed Combat or STR Test against the Unarmed combat STEP of the grappling attack. • No further rolls needed to MAINTAIN the grapple.

TYPE OF ACTIONS

Standard Action	• The basic 'real' action. Most important action (combat, casting, climbing etc) is a Standard Action. • Can only do 1 Standard Action per round. • Standard Action can be traded to double the movement rate of the character for that round.
Free Action and Simple Action	• The differences between Free Actions and Simple Actions are mostly academic; mechanic wise they are the same. • Free/Simple Actions are… simple. They do not affect the Standard Action in any way (i.e. you can still make you Standard Action no matter if you used Free/Simple Action(s)). • There is normally no restriction to the number of Free/Simple actions a character can make in a round, within common

	sense.
	• Cannot REPEAT the SAME Free/Simple Action in a single round.
	• The only real difference between the two are that:
	    o Free Actions CAN be used at any time (i.e. during your turn or otherwise)
	    O Simple Actions can ONLY be used during your turn.

Sustained Action	• As the name imply, action that requires to be sustained for more than a round. The Talent/Skill in question will describe the duration that the action needs to be sustained. • Since the action is sustained for a certain duration of time, it can be interrupted.
Changing action	• No longer any penalties for changing actions in 4th edition. • ~~The player can change the Action he declared at the beginning of the Round, in which case the difficulty of whatever action he is doing is increased by +2.~~
Reserved action	• The player declares a condition for when he will act (example of a condition: If someone attack my dog, I'll attack him). • If/when the condition is triggered, the players gets to act FIRST. • Using the Reserved action mechanic add +2 to the difficulty of **all** actions performed on their turn. • This is often the only way to attack opponents who are using Charging or Swooping Attacks
Delayed action	• Similar to Reserved action; the player delays his action for after his 'turn' in the initiative order. • Do not need to declare a condition, can decide to act at any moment. • Do NOT get to interrupt an opponent action as with Reserved action. • Can decide to not act in that round, in which case he will act first the following round. • No penalties.

HEALTH

Recovery Test	• One Recovery Test **MUST** be used after a full night rest **IF** the character has ANY damage. • On NON-combat damage: Must spend 1 minute without engaging in physical activity or taking damage • On COMBAT damage: Must wait 1 hour after engaging in combat (except if unconscious; see below). • Must wait 1 hour between each Recovery Test. • IF UNCONSCIOUS: Can make a Recovery Test after 1 minute EVEN IN COMBAT. If someone tries to revive the character (1 Standard Action) then can make immediate Recovery Test. If Test not enough to wake up, then must wait 1 hour before next Recovery Test as usual. • Wounds affect the **result** (NOT the Step) of the Recovery Test on a 1:1 ratio. The final result cannot be lower than 1.
Wounds	• Wounds give penalties on **ALL** Tests **EXCEPT Recovery Tests** on a 1:1 ratio. (see above for wound effect on Recovery Tests) • Can be healed by trading a Recovery Test after a full night rest once **ALL** other damage already healed. Only 1 wound per day can be healed that way. • Wounds can also be healed using some potions, blood charms or Talents. • If damage that caused a Wound exceeded the Wound Threshold by 5 or more, the character must make a Knockdown Test (STR) against the difference between the Wound Threshold and the damage dealt. If Test fails, then character is Knocked Down.