Combat – Expanded

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Cresthaven RPG thus far has been about simple hand-to-hand combat. Your character stands toe to toe with a monster and they slug it out. There is more to combat! Listed below are additional rules to add to your games. If you have additional ideas, please post in the comments!

Full Dodge

When a player is attacked, and before the result of the attack is known (successfully or not), a player can declare they will give up their next action and immediately attempt to dodge the attack. Roll 1d20 + Dexterity and compare it to the attackers attack roll. If the roll is equal to or greater than the attack roll, the attacker misses.

Range Attack

All weapons have 3 ranges. Short, Medium and Long. Depending on the distance to the target apply these modifiers.

- Short Range: +1 to hit
- Medium Range: No modifier
- Long Range: -4 to hit

Cover

Cover can be classified as any obstacle that blocks the target from view. This could be bushes, boulders, boxes, smoke, etc. There are two types of cover, light cover where at least 50% of the target is covered or full cover where the target is 90% covered. This does not apply to targets who are behind things like walls or buildings, they would be considered invalid targets.

- Light Cover: +3 to Target Armor Class
- Full Cover: +5 to Target Armor Class