

CresthavenRPG.com - Combat Reference Summary

Combat Round

1. Declare Actions (some modify initiative)
2. Roll Initiative (d20, highest goes first)
3. Take one action (Move, Spell, Attack, etc.)
4. Resolve Damage (if necessary)
5. Check Morale (fight, flee, surrender)
6. Repeat steps 1-5

Action Points:

Each character starts with 5 per round (some characters have more).

Spend 1 point for **Free Actions**: Drop an item, Speak

Spend 2 points for **Move Actions**: Crawl, Move (up to players movement), Stand, Go Prone

Spend 3 points for **Standard Actions**: Cast Spell, Melee Attack, Ranged Attack, Equip Item.

Spend 5 points for **Full Round Actions**: Delay, Full Attack, Run (double players movement).

Gain +3 points for spending a **Heroic Point**.

Casting Spells

Roll d20 + Casting Modifier vs DC 10 + Spell Cost/Level.

Spell Fail = spell fails, mana used.

Caster injured before turn to cast = spell interrupted, spell fails, mana used.

Attacking

Melee: Roll d20 + Strength + Weapon Bonus vs AC.

Ranged: Roll d20 + Dexterity + Ranged Bonus vs AC.

Range Penalties: -2 per additional short distance.

Critical Hit (20): Automatic hit, double damage or special effect.

Critical Fail (1): Fun effect (see critical fumble chart).

Resolving Damage:

Roll weapon damage dice + bonuses.

Double damage on Critical Hit (natural 20).

No Strength/Dexterity bonus for ranged damage.

Morale Check (DC 20 vs Wisdom/Morale):

Monster below 50% HP or 1/2 of monsters killed = make check or become **Broken** (Flee or Surrender)

Terrain and Obstacle Modifiers:

Elevated Terrain: Advantage for ranged attackers.

Light:

Darkness: Advantage for attackers with darkvision, disadvantage for others.

Bright Light: Disadvantage for hiding/sneaking.

Weather: Rain/Fog/Snow: -2 to attack rolls, visibility issues.

Cover: +2 to AC for 0-50% coverage, +4 for 50-99%.

Special Action Reference:

Charge (Full Action): One attack, Double movement, +2 attack, -2 AC next round.

Disarm (Standard Action): Opposed Strength checks, disarm on win.

Grapple (Standard Action): Opposed Strength checks, grapple on win.

Backstab (Thief/Halfling): Advantage + increased damage from behind and surprise. Must be hidden. Applies to first attack only.

Dropping Prone: +4 AC vs. ranged attacks (but vulnerable to melee).

Remember: This is a summary, scan the QR code to consult the full rules for more details:

