

THE WITCHER

Roll initiative: 1d10 + REF

Make an attack:

Initiate vocal combat

Melee attack: REF + weapon skill + 1d10 (+ weapon modifier)

- **Fast:** 2x attack w/ no penalty
- **Strong:** 1 attack at -3 but 2x damage

Special attacks

- **Charge:** spend 1 round to run (speedx3), then strong strike. If attack is blocked make a physique roll to knock target prone.
- **Pommel strike:** Non-lethal strike (half weapon's dmg roll)
- **Disarm:** Attempt to disarm opponent
- **Trip:** Attack a targets legs to knock them prone
- **Feint:** Confuse target (roll deceit) before making a fast strike and gain +3 to second attack
- **Shield attacks:** REF + Melee + 1d10 to hit and dmg equal to your punch
Medium shield dmg is your punch but 2 levels higher
Heavy shields dmg is your punch but 4 levels higher

Brawling and wrestling

- **Punch:** A strike with your fist (see your punch stat)
- **Kick:** A strike with your foot (see your kick stat)
- **Push kick:** Push target back Body/3 meters
- **Disarm:** Brawling against Dodge/escape to disarm by knocking weapon away (1d6/2 meters in a random direction) or grab weapon with -3 penalty.
- **Charge:** Move SPD x 3 and make a strong punch. -3 to attack
- **Trip:** Try to trip the target to knock prone
- **Grapple:** Brawling against Dodge/escape to grapple (repeated every turn). This can lead to:
 - **Pin:** Brawling against Dodge/escape to immobilize opponent
 - **Choke:** Try to suffocate opponent. They suffocate until they succeed escaping.
 - **Throw:** Throw opponent, knock them prone and they take dmg equal to punch dmg and must make a stun save at -1

Make ranged attack: DEX + weapon skill + RNG modifier + 1d10

Bows:

- **Fast:** One normal attack
- **Strong:** 2x dmg at -3 to hit

Crossbows:

- Loading takes 1 full action
- Only one type of attack determined by the crossbow stats

Throw bomb: DEX + Athletics + 1d10

Cast spell: WILL + Spell casting + 1d10

Move up to your speed

Use a skill to do something

Pick up/draw an item/weapon

Full round actions:

Run: Move up to SPD x 3

Actively dodge: Impose a -2 penalty to strike you in melee range

Aim: Raise ranged attack by +1. Max use of Aim 3 times in a row giving +3 to attack.

Recovery action: Gain back STA equal to REC

Defense actions

Dodge: REF + Dodge/escape

Reposition: DEX + Athletics

Block: REF + weapon/melee/brawling

Parry: REF + weapon/melee/brawling

Extra action:

Spend 3 stamina to attack with a -3 to hit.

Spend 1 stamina to make an extra defensive action. (When actively dodging you don't suffer STA drain)