

Reference – Revised Combat Rules

Original concept from: <http://home.earthlink.net/~duanevp/dnd/Building%20D&D/buildingdnd17.htm>.

The A.D.D.I.C.T. Short Form

I. Check for Surprise

- A. The DM can determine that surprise exists (or does NOT exist) simply by knowing the circumstances of the encounter. Class or race surprise abilities might factor in that decision.
- B. A 1-4 on a d12 otherwise normally indicates surprise. See **Surprise Modifiers**.
- C. If neither side is surprised or both sides are surprised then no surprise round is needed. Proceed to step II.
- D. Surprise lasts one round. You can do anything you would in a normal round. If needed, resolve actions in order of highest to lowest Dexterity.
- E. Encounter distance between parties is determined by DM judgment (generally within range of visual/audible detection) but should be less if surprise exists.

II. Determine Initiative (Every Round)

- A. Players roll 1d12 for the party (DM rolls for opponents) and everyone adds their Dexterity modifier. Actions are resolved in order of highest to lowest result or are simultaneous.
- B. By adjusting the die roll you might be able to act simultaneously or even before the enemy, even if your side "lost" initiative.
- C. Spellcaster may decide on his initiative what spell to cast, if any. Caster is then occupied in casting for the duration of the listed casting time; then the effects are resolved. Full-round spells resolve at the very end of the round.
- D. When entering/charging into melee range of any opponent the longer weapon strikes first, regardless of initiative, unless it's a surprise round. Weapons always win initiative vs. unarmed unless special abilities apply [monk].
- E. Ties where anyone has multiple weapon attacks (missiles too) go to whoever has more attacks. Other ties are just ties - simultaneous results.
- F. **Options:** Ties in melee combat may be decided by comparing Weapon Speed Factors. Ties between spell completion and a melee strike go to whichever is lower of the casting time or WSF. Ties between missile fire and spell completion go to missile if spell casting time is higher than initiative die result.

III. Combat

- A. A character who begins the round with missile ready and target in sight fires before initiative is rolled but must fire by their turn or do nothing that round.

- B. Unless otherwise specified, ALL of a character's attacks will be resolved ON his turn.
- C. Missile fire can be taken against adjacent opponents who are attacking you with a melee weapon but draws an Attack of Opportunity. Casting while already within melee range of opponents also draws an AoO.
- D. All characters may move their standard rate and still use their full attack routine or cast. Movement may be split as desired before and/or after attacking/casting. Faster movement comes at the sacrifice of any combat or casting.
- E. Spellcasters may not add their Dexterity bonus to AC *while casting*; at other times during the round their bonus *does* apply.
- F. Any attack or failed save that causes damage or exerts control over the casters action disrupts casting if the attack occurs prior to completing a spell in that round. The spell is lost if disruption occurs while actually casting.
- G. Moving more than 5' (1 square) while remaining within melee range of an opponent allows an attack of opportunity at their best possible bonus for that round. Generally only 1 AoO per round per character.

Surprise Modifiers

Using the short form A.D.D.I.C.T. the following changes must be used for surprise.

- Elf or Halfling "on point" = surprises +4
- Ranger = surprises +2
- Ranger = is surprised -2
- Monk (level 5-8) = is surprised -1
- Monk (level 9-12) = is surprised -2
- Monk (level 13) = is surprised -3
- Monster normally surprised 1d8 = is surprised -2
- Monster normally surprised 1d10 or better = is surprised -3
- Individual Dexterity modifiers apply

Action Types

This is a direct adaptation from **DUNGEONS & DRAGONS®** 4th Edition and is included due to its simplicity.

I. Standard Action

- A. Can be converted to Movement Action.
- B. Examples include make melee or ranged attack, cast spells, use non-weapon proficiency, or administer a potion.

II. Movement Action

- A. Can be converted to Minor Action.
- B. Examples include crawl half speed while prone, stand up from prone, or make normal movement.

III. Minor Action

- A. Examples include draw or sheathe a weapon, drink a potion, open or close a door, or retrieve a stowed item.

IV. Free Action

- A. Examples include drop held item or speak*.

* Any conversations from players during combat concerning tactics, plans, coordinating actions, and so on are considered to be spoken aloud and understood by foes speaking the same language.

Charging

I. Movement

- A. Outdoors bipods gain 33.3% movement bonus; quadrupeds gain 50% bonus
- B. Indoors charging creatures double movement rate

II. Armor Class

- A. Charging creatures lose Dex bonus to AC
 - i. Creatures with no Dex bonus become one AC worse
 - ii. AC 10 creatures have no AC penalty

III. Melee Following Charge

- A. If opponent has set vs. charge, resolve that attack first at double damage
- B. If no set vs. charge, opponent with longer weapon/reach attacks first
 - i. If charging spellcaster, lower of Weapon Speed Factor or casting time goes first
- C. Charging creatures gain +2 on their "to hit" dice

Missile Attacks

I. Range

- A. Short Range = No modifier, Medium Range = -2 to hit, Long Range = -5 to hit

II. Cover

- A. 25% Cover = +2 AC
- B. 50% Cover = +4 AC
- C. 75% Cover = +7 AC
- D. 90% Cover = +10 AC

III. Concealment

- A. 25% Concealment = +1 AC
- B. 50% Concealment = +2 AC
- C. 75% Concealment = +3 AC
- D. 90% Concealment = +4 AC

IV. Firing Into Melee

- A. If target has adjacent opponents engaged in melee with it, there is a chance of hitting the wrong target in the chaos of melee.
- B. There is a 10% chance of hitting an adjacent Medium opponent, 5% chance for Small, and 20% for Large.

Special Types of Attacks

- I. **Flank Attack**
 - A. Flank attacks negate shield bonuses to AC.
- II. **Rear Attack**
 - A. Opponents gain +2 to hit.
 - B. Rear attacks negate shield and Dexterity bonuses to AC.
 - C. Required position for backstab.
- III. **Stunned, Prone, or Motionless Opponents**
 - A. Opponents gain +4 to hit.
 - B. Rear attacks negate shield and Dexterity bonuses to AC.
 - C. Prone spellcasters cannot cast spells.
- IV. **Magically Sleeping or Held Opponents**
 - A. Automatically hit.
 - B. Rear attacks negate shield and Dexterity bonuses to AC.
- V. **Invisible Opponents**
 - A. Can only be attacked if attacking or otherwise located.
 - B. Opponents suffer -4 penalty to hit.
 - C. Cannot be attacked from flank or rear.
- VI. **Attacking with Two Weapons**
 - A. Offhand weapon must be a dagger or hand axe.
 - B. -2 to hit penalty with primary weapon, -4 to hit penalty with secondary weapon
 - C. Dexterity *Reaction/Attacking Adjustment* applies but can never result in a bonus.

FRONT	FRONT	FRONT
FRONT FLANK	DEFENDER	FRONT FLANK
REAR	REAR	REAR

Breaking Off From Melee

- I. **Provokes an Attack of Opportunity**
 - A. Opponents gain +4 to hit.
 - B. Attack negates shield and Dexterity bonuses to AC.
- II. **Movement**
 - A. Fleeing character may make full movement.
 - B. Unless opponent pursues and has a higher movement rate, melee ends and the situation becomes one of encounter avoidance.

Mounted Combat

Adapted from http://deltasdnd.blogspot.com/2011_01_01_archive.html.

- I. **Movement**
 - A. Movement speed is determined by mount speed.

- B. On a charge, mount may continue movement after attack if pathway is clear (may not change direction) without provoking any Attacks of Opportunity.
- II. **Attack Rolls**
 - A. A weapon labeled as “horseman” grants a +1 attack bonus to a mounted combatant while one labeled as “footman” imposes a -1 attack penalty.
 - B. Mounted combatants gain a +2 attack bonus against footmen (can stack with charge attack bonus).
 - C. Footmen suffer a -2 attack penalty against mounted combatants.
 - D. Mount can make one attack (such as hoof) against a target per round.
- III. **Damage**
 - A. A mounted combatant deals double damage on a charge when armed with a lance.

Unarmed Combat

Adapted from *Unearthed Arcana*, pg. 106.

A creature may only use unarmed combat on a creature of its own size or smaller.

- I. **Choose Attack Type**
 - A. Pummeling (punch, kick, elbow, knee, and so on)
 - B. Grappling (grabbing and wrestling)
 - C. Overbearing (knock down)
- II. **Make Normal Attack Roll (modified by Strength to Hit)**
- III. **Results**
 - A. Pummeling inflicts 1d2 damage; add Strength modifier only if mailed glove or other hard covering is in play.
 - B. Grappling holds an opponent in one square for up to 1 round (grapple automatically broken at start of next round). While held, grappled creature is -2 AC and suffers -2 penalty to hit.
 - C. Victim of overbearing attack must Save vs. Petrification or fall prone in current square.