

Guns, Wyrms, and Steel

More options for Advanced POCKET

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This supplement adds rules for crafting and enchanting magic items, brewing poisons, and using firearms. A number of classes have been added:

Smashy: Samurai

Versatile: Artificer, Assassin, Commoner, Dragon Warrior (Metallic Dragon Warrior), Gunslinger

Several variants for existing classes have also been added:

Monk: Drunken Master, Elemental Monk, The Masters of the Five Schools

Rogue: Battledancer, Swashbuckler

Finally, optional rules for gridless play have been included.

New Races

Changeling	You can shape-shift into any medium sized humanoid. You also speak an extra language. +2 Subterfuge.
Coatl	1/day may you may cast <i>Neutralize Poison</i> or <i>Cure Disease</i> (Divine-8,10). +2 Lore.
Construct	You don't eat, drink, breathe or sleep. You're made of wood, stone, and metal, and can attach weapons to limbs and armor to your body. Magic healing is half as effective when used on you. You get +2 to Physical saves and cannot be knocked unconscious; at 0 HP you roll Physical saves as normal, but may still move and take actions. +2 Athletics.
Deva	Necrotic and radiant resistance. +2 Lore.
Henge-Yōkai	Darkvision. Choose a mammal. You may shift to take on its traits 2/day for 10 minutes. +2 Athletics.
Kobold	You're small. You have darkvision and a strong sense of smell. You get 2 <i>Tanglefoot Bags</i> (Alchemical-4), and may craft a new one every 1d6 days. +2 Subterfuge.
Lamia	You can use your bite as a natural attack with a base modifier of +2, dealing 1d8 damage. 1/day, on a hit with your bite you may inject the target with a dose of venom equivalent to <i>Snakeroot Poison</i> (Poison-1). +2 Subterfuge.
The Grim <i>"The Gisht"</i>	You get +2 to all Mental saves, and an additional +2 to Physical saves caused by magic effects. +2 Athletics or Lore.
Tinker Gnome	You're small. Darkvision. You can roll on the Crafting table 1/week. +2 Subterfuge or Lore.
Wandering Dream	You can telepathically communicate back and forth with creatures within 50 feet. You don't dream. +2 Lore.
Wing-Ape	You can glide 20 ft for every 5 ft fallen, or 40 ft per turn. +2 Athletics.

New Classes

Artificer

Versatile, d8 Hit Die, +4 BWAM, +4 to skill of choice, +4 to both Physical and Mental saves

Spellcasting: 3/day you may cast a spell. The spell is rolled from any spell list of your choice, including Psionic and Occult. You may only have one spell prepared at a time, and after you cast it, you prepare a new spell. You can re-roll your prepared spell without casting it, but doing so expends a casting.

Artificer Crafting: Once per day you may roll on the Artificer Crafting table. If you forgo rolling on the Crafting table for 3 days, you may instead choose to perform one entry of your choice. If you choose to create Potions, Wondrous Items, or Alchemical Items, you may also choose which one you create without rolling.

Artificer Abilities: You can perform *Mending* and *Identify Magic* at-will. Each requires 1 minute of study or concentration.

Other Traits: At character creation roll 3 times on the Crafting table to determine what items you have already crafted. Alternatively, you may choose to roll only twice on the Crafting table, in which case you start with a *homunculus* (Crafting-12).

Assassin

Versatile, d8 Hit Die, +4 BWAM, +4 Subterfuge, +4 to both Physical and Mental saves

Poison Mastery: You have resistance to poison damage and always have *Mundane Poison* on hand. You may brew 1 Assassin Poison each day. See the Assassin Poisons section on page 3 for more information on how brewing poisons works.

Dodge: You have a +2 bonus to AC against opportunity attacks.

Evasion: When you wear Leather or Cloth armor you take no damage on a successful Physical saving throw.

Commoner

Versatile, d4 Hit Die, +3 BWAM, +2 to one skill and +1 in both others, +5 to both Physical and Mental saves, +1 to AC

Weapon Improvisation: You get a +1 bonus to both attack and damage with improvised weapons.

Lucky/Unlucky: You get 3 action points a day which when spent let you re-roll a dice roll you or an attacker have made, take an extra action, or blatantly break the rules in other ways at the discretion of the GM. However, this comes at a cost, for once per day, unless the penalty is clearly death, the GM may change a d20 rolled you roll to a natural 1, and you may not use your action points to re-roll it.

Resilience: 1/day as a reaction you may either gain resistance to all damage for 1 minute, or instead negate all damage you receive for one round.

Other Traits: Your starting equipment is more limited than other characters. When choosing equipment, you may choose only one weapon, and either leather armor, chain armor, a shield, or a second weapon - if you choose one of the latter two options, you start with cloth armor. If you choose a familiar, you can start with a single small weapon.

Dragon Warrior

Versatile, d8 Hit Die, +4 BWAM, +2 Athletics, +2 Lore, +4 Physical, +4 Mental

Dragon Breath: As a standard action every 1d4 rounds you may use your breath weapon: Blast 30/DC 16 Physical save for half/1d10. At character creation choose between acid, cold, electricity, fire, or poison damage; you also gain resistance to the damage type you choose.

Dragon Flight: Once per day, you can grow dragon wings from your back, letting you fly double your speed. Lasts up to 1 hour.

Dragon Sight: You have darkvision and the ability to see the invisible.

Dragon Warrior Class Variant: Metallic Dragon Warrior

Metallic Dragon Warriors lose their resistance to a damage type, but instead gain a second option whenever they use their *Dragon Breath*, based on the damage type they chose:

- **Acid:** Blast 30/DC 15 Physical save negates/target is slowed (ongoing).
- **Cold:** Ranged/DC 13 Physical save negates/target is paralyzed (ongoing).
- **Electricity:** Blast 30/DC 13 Mental save negate/target flees (ongoing).
- **Fire:** Ranged or Blast 15/DC 15 Physical save negates/target is weakened (ongoing).
- **Poison:** Ranged/DC 13 Mental save negates/target falls asleep.

Gunslinger

Versatile, d8 Hit Die, +4 BWAM, +4 to skill of choice, +4 to both Physical and Mental saves

Action Point: You get 1 action point each day, which when spent lets you re-roll a dice roll you or an attacker have made, take an extra action, or blatantly break the rules in other ways at the discretion of the GM.

Firearm Mastery: You are especially skilled with using firearms, and thus you do not take the normal miss penalty associated with them.

Samurai

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, -2 Subterfuge, +2 Lore, +4 to both Physical and Mental saves

Ancestral Weapons: You have two +1 *Bane* weapons of your choice (Weapon Enchantments-14).

Fearless: You're immune to fear-based effects.

Samurai Challenge: As a minor action, at-will, you can challenge a sentient opponent - they can then choose to either take -3 to any attack rolls that don't include you as a target, or to let you deal +3 damage with every attack against them. A challenge lasts up to 10 minutes, but you can only have one target challenged at a time.

New Class Variants

Monk Class Variants

Drunken Masters lose *Acrobatics* and *Evasion*, but gain a +2 bonus to Subterfuge and to attacks and damage with improvised weapons. When drunk they have resistance to all damage except for psychic, which they instead become vulnerable to.

Elemental Monks lose *Flurry* and *Evasion*, and get to pick an element at character creation:

- **Air Monks** can fly their speed with a glider, and shoot blasts of air: +6 ranged attack which pushes a target 15 ft.
- **Earth Monks** can burrow half their speed and cast *Wall of Stone* and *Stone Shape* (Divine-5,16) at-will.
- **Fire Monks** can cast *Burning Palms* (Arcane-16) at-will.
- **Water Monks** can animate water around their arms, extending their reach to 10 ft. These function as their arms normally do. They can also freeze and unfreeze water at-will.

The Masters of the Five Schools lose *Flurry*, but gain the ability to cast a single spell at-will. They need a free hand to cast the spell. At character creation choose between:

- **School #1** can block any attack and redirect projectiles — *Armor of the Magi* (Arcane-5)
- **School #2** can climb any surface — *Spiderclimb* (Arcane-8)
- **School #3** can identify the weak spots of even the hardest objects — *Shatter* (Primal-8)
- **School #4** can breathe deep and channel their inner energy through their hands — *Electric Grasp* (Arcane-12)
- **School #5** can endure the force of any attack and unleash it back upon their attacker — *Empathic Shield* (Monk)

Empathic Shield (Monk): As a reaction when you take physical damage, the attacker immediately takes an equal amount of damage of the same type.

Rogue Class Variants

Battledancers lose *Sneak Attack*, but gain the ability to jump half their speed without a check when wearing cloth armor. Battledancers have a +4 modifier in Athletics instead of Subterfuge.

Swashbucklers lose *Dodge*, but gain +1 to attacks and damage with improvised weapons, and 1 action point each day, which when spent lets them re-roll a dice roll they or an attacker have made, take an extra action, or blatantly break the rules in other ways at the discretion of the GM. Swashbucklers have a +4 modifier in Athletics instead of Subterfuge.

Assassin Poisons

Once per day an **Assassin** may brew a single vial of poison during a long rest - this is in addition to the mundane poisons which Assassins may always choose to coat their weapons with. Every long rest an Assassin has the option to roll a d12 to determine which ingredients they are able to scrounge up, and what poison they can cobble together as a result.

Each poison's effects can be replicated from a wide variety of sources, but if there's a source of one of the poison's specific traditional ingredients (say, the party kills a drake or finds a patch of snakeroot or something), the Assassin may instead choose to create a vial of that poison for the day. After a day, rolled assassin poisons denature and become useless.

Most poisons have rules for using with weapons. Drawing and applying poison to a weapon is a minor action. Poisons may be applied to both ranged and melee weapons. When applied to a weapon, the weapon still deals its normal weapon damage.

* **Mundane Poison:** Assassins always have this stuff on hand. The first target hit takes 1d4 poison damage. Mundane poison deals 3d6 poison damage if ingested.

1 **Snakeroot Poison:** The first target hit with a *Snakeroot* poisoned weapon takes 1d8 poison damage and becomes dazed (ongoing). When ingested it also dazes the target for 24 hours.

2 **Essence of Xaban:** The first target hit with a *Xaban*-coated weapon takes 2d4 acid damage and cannot be healed for an hour. It may also be taken orally to prevent someone from healing for a day. Normally it's extracted from meadow grasses and certain species of earthworm, and is widely used medicinally as an anticoagulant.

3 **Drake Venom:** The first target hit with a weapon poisoned with *Drake Venom* takes 2d8 poison and fire damage. When applied to food, drink, or an item, exposed targets take 16 poison and fire damage.

4 **Mummy Powder:** The first target hit with a powder coated weapon takes 2d6 necrotic damage and becomes weakened (ongoing). It may also be added to food or drink to weaken a target for 3 days. Many undead may be used to make it, but mummy is generally regarded as the finest.

5 **Liverwort Extract:** When this powder is thrown at a nearby target (DC 20 Physical or Mental save negates), they take 5 psychic damage (ongoing), and become confused (ongoing). Inhaling the powder is particularly dangerous.

6 **Mist of Azoth:** A vial creates a 20 ft. by 20 ft. area in which every turn all creatures take 1d10 psychic damage. A target brought to 0 HP by this may be driven insane. The cloud lasts for 1 minute outdoors, and even longer in a confined space. The powder is frequently used in traps, and was first derived from abominations.

7 **Cheliceratamine:** When this powder is thrown at 1-3 nearby targets, they take 1d8 poison damage (ongoing). This is also what happens to nearby targets when the powder is used to trap a container. Often made from a mixture of dried exotic fruits and rare arthropods.

8 **Irukandji Juice:** When applied to a weapon, for the rest of the encounter targets hit with the weapon take an extra 1d4 poison damage, and are slowed until the end of your next turn. Exposure to the poison for 1 minute will painfully immobilize a target for 1d12 hours.

9 **Oleander Oil:** When applied to a weapon, for the next 10 minutes, targets hit with the weapon take an extra 1d8 poison damage. When ingested it deals 30 poison damage over the course of an hour.

10 **Minium Sugar:** When applied to a weapon, for the rest of the encounter targets hit with the weapon lose any immunity or resistance to poison, and instead become vulnerable to poison damage. When applied to food, drink, or an item, exposed targets are similarly affected, but for a period of 1 week, or until it otherwise is removed from the body. The effect can be duplicated through a number of means, but it is named after a toxic metal occasionally found underground, which in rare cases can also build up in the soil and any plants that grow in it.

11 **Averruncus:** When this material is thrown at a nearby target (DC 17 Physical save negates), they are slowed (ongoing). On their first failed roll, they become immobilized (ongoing), and on their next failed roll, they turn to stone. Petrification is a property only found in substances imbibed with certain very rare forms of fatalistic earth magic.

12 **Bile of Leliel:** The first target hit with a Bile poisoned weapon falls prone, is completely stunned, and unable to take any actions for 1 minute. The Bile may be applied to an item, in which case the first person to interact with the item for over 10 minutes is poisoned. A target that ingests the Bile falls unconscious, and may only perform ongoing effect rolls to reawaken themselves every 24 hours, and at a -5 penalty. Historically made from the organs of demons or angels.

Artificer Crafting

- 1 You finish crafting a weapon, piece of armor, or some other non-magic item. Alternatively, you craft 2d4 **Clay Bombs** - Blast 25/DC 15 Physical save for half damage/2d6 fire damage.
- 2 You enchant 1d6 weapons and/or pieces of armor to make them +1 items for a week. Each weapon you enchant may also deal a damage type of your choice, chosen from fire, cold, acid, electricity, poison, sonic, necrotic, radiant, or ghost touch.
- 3 You craft 3 scrolls of **Dispel Magic** - removes a negative magical effect from an ally, or DC 17 Mental save/either the target loses a magical buff, or a spell they're casting is countered. Alternatively, you may craft 2 single-use **Dimension Anchor** daggers; a target hit by one cannot teleport or planeshift for 10 minutes.
- 4 You craft 3 spell scrolls - roll for each to determine which spell list to roll on, including Psionic, Occult, and Illusion (if using).
- 5 You craft a 10 charge wand of **Orb of Force**: ranged/1d10 force damage/automatically hits. Can spend 3 charges to deal 10 force damage.
- 6 You craft a 10 charge wand of an arcane spell, randomly determined from 11-20 on the arcane table. Alternatively, craft a 10 charge wand of a divine spell, using 1-10 on the divine Table.
- 7 You create an **Assassin poison**, rolled from the table. Because of its quality, it doesn't denature.
- 8 Roll on the **Potions** table to see what potion you brew.
- 9 Roll on the **Wondrous Items** enchantment table, and enchant an item accordingly.
- 10 Roll on the **Alchemical Items** table to see what item you create.
- 11 Roll on the **Armor/Weapon Enchantment** table, and enchant a weapon or piece of armor accordingly.
- 12 You create a **Homunculus**. The *Homunculus* contains your blood, so you may have at most one at a time. Re-roll this entry if you already have one.

Homunculus

AC 14, HP 11, d4 HD

Attack (Bite) +4/1d4 poison

Movement: 30 (fly) - Tiny

Skills: Athletics (+1), Subterfuge (+8), Lore (+2)

Saves: Physical (+4), Mental (+2)

Evasion: A familiar takes no damage on a successful Physical saving throw.

Other Traits: Darkvision. A homunculus' appearance is designed by its creator, who also instills it with a bit of their own blood. Because of that, a homunculus can telepathically speak to its creator, and vice versa. Barring special circumstances, homunculi use their creator's actions to act, but also get one additional standard action of their own.



At-will Artificer Abilities: These abilities require 1 minute of study or concentration.

- * **Mending:** You magically repair a small mundane object.
- * **Identify Magic:** You identify & describe a magic effect, be it a spell, rune, enchantment, or something else.

Potions: Using a potion is a minor action.

- 1 **3 Potions of Healing:** Roll your hit die and add 5 - you heal that much HP.
- 2 **2 Potions of Heroism:** You are immune to fear, and gain +2 to AC, saving throws, and ongoing effects rolls.
- 3 **Potion of Growth:** You become a large creature for 1 minute, during which time your reach and any weapon's damage die increases by one.
- 4 **Potion of Bull's Strength:** You become very strong for 10 minutes. +3 to damage with melee attacks and +6 to Athletics checks.
- 5 **4 Potions of Wind Walk:** You turn into a mist for up to 4 hours, during which time you can fly up to 60 miles/hour.
- 6 **Potion of Etherealness:** You become incorporeal for 10 minutes. You cannot touch anything, and can only be damaged by force, psychic, and ghost touch damage.
- 7 **Potion of Homeopathy:** Also marketed as "Cinchona Tonic," for 1 day you are healed by poison damage. It's sometimes used as a drink mixer.
- 8 **Potion of Beauty:** For 1 day you are very attractive.

Wondrous Items: Enchantments last 1 week.

- 1 **Bag of Holding:** A small bag which actually has up to 10 feet of room inside. It probably won't eat your stuff.
- 2 **Scarf of the Shapeshifter:** Wearer may change their face and arms to look however they like.
- 3 **Quill of Imagination:** Anything drawn comes to life as a short-lived, incorporeal illusion.
- 4 **Boots of Elvenkind:** +5 movement; these boots are completely silent no matter where you walk. Elvenfolk gain +10 movement.
- 5 **Decanter of Water:** This bottle is always full of water.
- 6 **Immovable Rod:** Has a small rune which when pressed, holds the rod in place, defying gravity if it has to. Press the rune again to turn it off. It can carry up to 5 tons.
- 7 **Trick Rope:** Climb the rope into a demiplane with room for 10. Works 1/day and lasts for 10 hours. The opening is visible only from below.
- 8 **Bag of Tricks:** A bag you can pull small mammals from.
- 9 **Candle of Truth:** While within 15 feet of the lit candle, no intentional lies can be spoken; single-use, lasts 10 minutes before burning out.
- 10 **Figurine of Power:** Can turn into a *Marble Elephant* for up to 24 hours. Enchantment ends after being used once.

Alchemical Items: Using an alchemical item is a standard action.

- 1 **2 Flasks of Acidic Fire:** By mixing an *Alchemists' Fire* and an *Acid Flask* together, you create this substance which has the best properties of both. Blast 15/DC 16 Physical save for half damage/4d6 fire and acid damage. Of course, you don't have to mix the two.
- 2 **1 Clockwork Bomb:** You attach legs to an *Alchemist's Spark*, which skitters off and explodes somewhere of your choice. Blast 25/DC 15 Physical save for half damage/3d8 electricity. You can also just throw it.
- 3 **1 Packet of Foaming Plaster:** Also known as *Xirāng*, when mixed with water this white powder violently expands to the size of a breadbox, giving you a minute to mold it into a desired shape before it hardens.
- 4 **1 Jar of Sovereign Glue and 1 Vial of Universal Solvent:** *Sovereign Glue* will stick to anything (except for *Salve of Slipperiness*), and *Universal Solvent* can dissolve any adhesive, and when thrown, can also function as an *Acid Flask*. 1 jar of *Sovereign Glue* is enough to create 2 **Tanglefoot Bags**: when thrown at a target, DC 20 Physical save or the target becomes immobilized/DC 18 Athletics check to escape.
- 5 **1 Cask of Salve of Slipperiness:** Anything this touches becomes very slippery for 8 hours. It's highly flammable, and dissolves in alcohol.
- 6 **1 Bottle of Cold Oil:** This volatile oil turns water to ice on contact, and is useful for briefly freezing the surfaces of large bodies of water.
- 7 **1 Quart of Quicksilver:** A weapon dipped in quicksilver becomes silvered for 1 day; a quart has enough for 3 uses before being depleted. It's a heavy liquid metal with a silvery sheen, and has properties similar to *Minium Sugar*, or in its gaseous form, *Mist of Azoth* (Poison-10,6). Experiment with that how you will.
- 8 **1 Bag of Sneezing/Itching Powder:** You make a small bag of either sneezing or itching powder - pretty much self-explanatory.

Marble Elephant

AC 11, HP 36

Attack (Gore) +4/1d12

Attack (Trample) DC 14 Physical save negates/1d8 damage and target is knocked prone.

Movement: 40 - Huge

Skills: Athletics (+8), Subterfuge (+0), Lore (-)

Saves: Physical (+8), Mental (+4)

Golem Traits: Vulnerable to adamantine, force, and sonic.

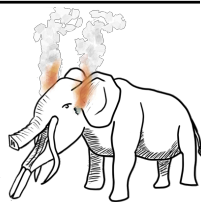
Other Traits: A marble elephant has no hit die and cannot be healed, though it can be repaired by one skilled in sculpture. It acts on its own initiative and follows its owner's orders.

Optional Rule: Crafting for Non-Artificers

For every week of downtime spent crafting, roll 1d6; on a roll of 5 or 6 the character may perform any one entry of their choice from the Crafting table. If they choose to create potions, wondrous items, or alchemical items, they may also choose which items they create without rolling.

Armor/Weapon Enchantments: Enchantments last 1 week. 1-10 are armor enchantments and 11-20 are for weapons.

- 1 **Slippery:** The armor is coated in a constantly regenerating layer of slippery slime.
- 2 **Pocketful:** Must be cast on cloth armor. The armor is covered in pockets from which you can retrieve an array of small, useful, short-lived, non-magical items.
- 3 **Lodestone:** The armor is strongly magnetic. Ferrous items stick to it. -10 movement.
- 4 **Armor of Eyes:** Wearer has 360° vision, and can't be blinded or snuck up on.
- 5 Choose either **Earthglide** or **Ocean**: Wearer can breathe in and swim half speed through either earth or water.
- 6 **Displacement:** Wearer appears slightly to the side of their actual location and gains +5 AC against ranged attacks made by opponents more than 30 ft away.
- 7 **Dragon:** +2 armor. Wearer gains resistance to either electricity, fire, cold, acid, or poison damage, and get +2 to Subterfuge checks made against dragon-folk.
- 8 **Winged:** The armor has giant wings. Wearer can fly up to their movement speed.
- 9 **Scorn of Siri:** When the armor's wearer takes damage, the attacker takes damage equal to half of it.
- 10 **Dwarven:** +2 on scale or plate; reduces all physical damage by 1. Dwarf-folk treat it as +3 armor.
- 11 **Dancing:** The weapon can dance!
- 12 **Throwing:** Weapon returns when dropped or thrown.
- 13 **Vicious:** On a hit, the wielder can deal an 1d6 extra damage to both the target and themselves.
- 14 **Bane:** Choose a type of creature - this weapon deals 1d6 extra damage to that type of creature, and changes color when they're nearby.
- 15 **Luck:** 1/day reroll one roll made with this weapon. Wielder gains +1 to saves and ongoing effects rolls.
- 16 **Knockback:** Must be cast on a bludgeon weapon. Any target hit by this weapon is pushed 5 ft. If you choose to deal half damage you can instead push them up to 15 ft.
- 17 **Holy:** +2 radiant or ghost touch. If cast on a melee weapon it can instead turn into a +1 cold-iron, silver, adamantine, or besik weapon. A divine caster wielding a holy weapon may cast 1 extra spell per day.
- 18 Choose either **Flame**, **Frost**, **Id**, **Shock**, **Solar**, or **Thunder**: +2 fire, cold, psychic, electricity, radiant, or sonic weapon, respectively. 1/day make a weapon attack against all targets in a 15 ft blast.
- 19 **Brilliant:** Brilliant weapons deal -1 damage, but move through all non-living materials as if they weren't there. They also glow slightly.
- 20 **Vorpal:** Must be cast on a blade. On a critical hit the target is decapitated. It probably dies from that...



Firearms

Unless noted, firearms are ranged weapons that can fire 1 shot before reloading, and take a minor action to reload. Unless the wielder is a **Gunslinger**, on a miss a firearm instead fires at a random subject adjacent to either the target or, at GM's discretion, adjacent to the wielder.

Firearms count as two weapons when choosing equipment at character creation, except for Gunslingers, who can take up to three of them.

One-Handed Firearms - Both Horse Pistols and Dueling Pistols require a free hand to reload.

Pepper-Pot Revolver 1d8 damage. Requires no action to reload.

Horse Pistol 1d10 damage.

Dueling Pistol 1d12 damage. Move action to reload. Fires reliably in adverse conditions.

Two-Handed Firearms

Shotgun Blast 15 within 50 ft/Attack bonus as with a normal ranged weapon/1d8 damage to target in center, and 1d6 to all others.

Rifle 2d6 damage.

Hand Cannon 2d8 damage. Move action to reload.

Two-Handed Mounted Firearms - These require a standard action to place and set up. Once set up they can only be moved up to 10 ft at a time, as a standard action. To dismantle one takes a full round action.

Gatling Gun Has 3 barrels. As a standard action, can make three ranged attacks at 1d10 with no BWAM. Requires no action to reload.

Fire Cannon Choice of Blast 15 or 25/DC 14 Physical save for half damage/2d6 fire damage. Requires a standard action to reload, unless the person loading is a Gunslinger or Artificer, in which case it's a minor action.

Sniper Rifle 2d8 damage. As a move action can be aimed, allowing one to ignore any penalties related to partial cover, weather, or distance against a particular target.

Optional Rule: Gridless Play

The following rules are a baseline for for theatre of the mind combat, or for combat with tokens but no grid.

Position and Engagement

Position is abstracted to three states; creatures are either *far from*, *close to*, or *engaged with* each other.

Far: It takes two move actions to move from *far* to close range. If you're far, you can only make ranged attacks.

Close: Creatures who are *close* are one move action away from each other; roughly 30 ft. When you move to attack someone, any close, unengaged enemies can immediately try to intercept/engage with you. A Subterfuge check, opposed by Athletics, prevents this.

Engaged: If you can make melee attacks against an enemy, you're *engaged* with them. When a creature moves away from an enemy they're engaged with, as a reaction that enemy (or enemies), may use a weapon to make an **Opportunity Attack** against them. To avoid this a creature must use either their standard action to move, or a Subterfuge check, opposed by Athletics.

The GM should also describe any terrain or objects for the players to interact with.

Speed and Area Attacks

Since movement speed is no longer used, **armors' skill bonuses and penalties are doubled**. If using the Speed skill house rule, don't double the speed bonuses, and calculate it as normal. Otherwise, ignore bonuses to speed, and improvise penalties from spells or poisons that slow targets.

Treat **area attacks** as hitting anyone who one is close to or engaged with.

Attacks that push enemies can be treated as disengaging them, or if suitably long range, pushing them out of close range.