THE WITCHER: COMBAT CHEAT SHEET

DEATH DIE CLUB

ATTACK ACTIONS

	Melee - Fast or Strong	*Fast: x2 atks* **Strong**: -3 to hit, x2 dmg (lethal)
	Punch - Fast or Strong	*Fast: x2 atks* **Strong**: -3 to hit, x2 dmg (non-lethal)
	Kick - Fast or Strong	*Fast: x2 atks* **Strong**: -3 to hit, x2 dmg (non-lethal)
	Push Kick	1/2 dmg, push target body/3 meters
	Disarm - Brawling	Brawl vs Dodge; knock d6/2m. **or** Try to grab weapon @-3 to hit w/Athletics
	Disarm - Weapon	Wpn vs Defense; knock d6meters
	Pommel Strike	Dmg/2 non-lethal
	Charge	Run + Strong attack @-3; if blocked, make Phy vs Phy roll; on a fail, target is prone
	Grapple	Brawl to Grapple; -2 to all physical checks
	Pin to the floor	Cannot move; Dodge check to try and escape
	Choke	Apply *Suffocating* condition
	Throw	Target is prone; dmg = punch, stun check @ -1
	Trip	Wpn/Brawl vs Defense; on a fail, target is prone
	Feint	1st fast attack: Deceit vs Awa; 2nd @ +3 to hit
	Ranged - Bow	*Fast: x1 atks* **Strong**: -3 to hit, x2 dmg (lethal)
	Ranged - Crossbow	*x1 attack per round, 1 round to reload*
	Magic	*# of spells depends on spell casting time*
	Shield Bash	*Melee attack; small shield dmg = punch (lethal) medium = punch+2lvls, large = punch + 4lvls*

DEFENSIVE ACTIONS

	Dodge	Move out of the way; Dodge vs Attack
	Reposition	Athletics vs Attack; success move 1/2 SPD
	Block - Body	Brawling vs Attack
	Parry	check @-3; opp is *staggered; parry thrown wpn @-5*
	Block - Wpn or shield	Wpn/Melee vs attack; ítems blocking get 1 dmg Shields can block arrows/bolts

FULL ROUND ACTIONS

	Run	Speed x 3
	Active Dodge	-2 to all attacks; additional defense cost no STA
	Aim	+1 to attack per round of aim (max +3)
	Recovery Action	Increase STA by REC score

OTHER ACTIONS

	Melee Attacks	REF + Wpn Skill + Mod + 1d10
	Ranged Attacks	DEX + Wpn Skill + Rng Mod + 1d10
	Magic Attacks	WIL + Spell Casting + 1d10
	Use Skill	*Normal Skill check; 1 action*
	Pick up/Draw Wpn	Pick up dropped weapon; draw a weapon; 1 action
	Extra Action	*Limited to 1 offensive extra action Cost -3 Sta, check at −3; Extra defense costs −1 STA*
	Joint Action *(2 weapons)*	*2 rolls@−3. Target needs 2 weapons to block/parry or 1 weapon block/parry + dodge/reposition (2nd attack)*

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