
























THE WITCHER COMBAT CHEAT SHEET








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
	Disarm - Weapon	Wpn vs Defense; knock d6meters
	Pommel Strike	Dmg/2 non-lethal
	Charge	Run + Strong kick/punch @-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 <i>Suffocating</i> condition
	Throw	Target is prone; dmg = punch, stun check @ -1
	Trip	Kick 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 Atk
	Parry	check @-3; opp is staggered; parry thrown wpn @-5
	Block - Wpn or shield	Wpn/Melee vs attack; items blocking get 1 dmg Shields can block arrows/bolts

FULL ROUND ACTIONS

	Run	Speed x 3
	Pick up/Draw Wpn	Pick up dropped weapon; draw a weapon
	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
	Extra Action	Cost -3 Sta, check at -3; Extra defense costs -1 STA

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DEFENSIVE ACTIONS



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FULL ROUND ACTIONS



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OTHER ACTIONS



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