

Spaces of the Unknown

Combat Cheat Sheet

Scenes

Each scene plays out in an online post (with its comments). The Game Master (GM) starts with a post describing a situation that the characters face. The players comment with their characters' reactions to this situation, and the GM responds. If a character needs to accomplish something difficult but possible for a normal person, like breaking down a door, roll a stunt as you see under actions. If a character needs to avoid something in the moment, roll a saving throw as you see under actions. Otherwise, just narrate until combat occurs.

Combat

Combat occurs in a series of rounds. Each PC and monster can move and act during the round, in separate phases.

Phase 1: Choose movement. The GM comments “[Move?]” and gives a real-world deadline (like “Tell me by noon today GMT.”). Each player comments describing where his or her PC moves, if at all. After the deadline, the GM moves all characters and monsters simultaneously, then comments with their new positions.

Example: [I'll process the next turn by noon GMT. Move?]

Phase 2: Choose actions. The GM comments “[Actions?]” with a real-world deadline. Each player comments, describing how his or her character should act: attack, sneak, check for traps, etc. After the deadline, the GM performs all actions simultaneously, then rolls for all damage simultaneously, and comments with the result.

Example: [I'll process the next turn by 2pm Pacific/10pm GMT. Actions?]

Phases 1 and 2 can be combined once positions are established. Also, the GM can respond once all moves/actions are described, not just at the deadline.

Note that the GM does not need to describe the rolls themselves.

Morale: When half of a group of monsters are killed, the GM rolls 1d10. If the result is greater than the monsters' Hit Dice, they surrender or withdraw to a better position. *Example: 4 monsters of 5 HD attack. When the 2nd monster dies, the GM rolls; if 6 or more, the remaining monsters retreat.*

Rest: When all monsters are defeated (killed/surrendered/run off), all PCs' HP are restored to their original score (and see Experience).

This game was written by [Brent P. Newhall](#). For more resources, or to buy the full game, go to brentnewhall.com/games/sotu.php

Actions

Combat Attacks

$$1d20 + \text{level} \geq \text{defender's AC}$$

For **combat attacks**, the GM rolls **1d20 + level**. If the result is greater than or equal to the **defender's AC**, the attack hits; roll the attacker's damage die and subtract it from the defender's HP. At 0 HP or below monsters die, but player characters are sidelined. Monsters typically have level 0.

Example: To attack an orc with AC 6, a 3rd level adventurer must roll 9 or more.

Note that a small weapon used against a 2-handed weapon adds +2 to the 1d20 roll.

If a natural 20 is rolled on the die, the maximum amount of damage is dealt (with a 1d6 weapon, all 6 points of damage).

If a natural 1 is rolled, the weapon being used breaks. It can no longer be used in combat.

Stunts

$$1d20 + \text{level} \geq \text{character's AC}$$

For **stunts**, like sneaking past a monster, hiding in the shadows, climbing, or swimming, the GM rolls **1d20 + level**. If the result is less than or equal to the **character's AC**, the roll succeeds. Otherwise, the character suffers a setback.

Example: To sneak past a guard, a 2nd level PC with 7 AC would have to roll 9 or more.

Saving Throws

$$1d20 + \text{level} \geq 15$$

For **traps or other dangers**, the GM rolls **1d20 + level** as a **saving throw**. If the result is greater than or equal to the **15**, the PC avoids the danger; otherwise the danger deals damage to the PC as follows. A danger that could kill a person, like a fall, a fire, or a trap, deals 1d8 damage. If it could kill a horse, 2d8. If an ogre, 3d8. No more. If you succeed on the saving throw, you gain an insight into the nature of the danger. *Example: To dodge out of the way of a dart trap, a 1st level PC would have to roll 14 or more. If the roll's result was 8, the trap would deal 1d8 damage.*

Advantage and Disadvantage

If a character is at significant advantage, then when rolling for that character, roll 2d20 and uses the highest of the two rolls. If a character is at disadvantage, roll 2d20 and use the lowest of the two rolls.

Sidelined Characters

A sidelined character cannot attack, but may either grant +1 on all d20 rolls for one ally of his or her choice, or perform a stunt (the to boost a targeted ally's morale. If the stunt is successful, the targeted PC grants +2 on all d20 rolls.