

# Alpha Rules Sample v1



Here is a short sample of rules to be used in the first playtests and Virtual Greyhawk Con 5.

It covers The Combat turn and its Actions, Initiative and Surprise, Attacks and Defense. Things are very much work in progress, and not edited for clarity and linguistic errors, so please have that in mind as you dig through this.



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## The Combat Round

Combat is divided up into six second rounds where each participant gets to make a set amount of things, like Move, Attack, change weapons, cast spells and retrieve a potion from the backpack and anything else you can imagine in a fantasy world.

*Hawk Tales FRP favors the defender in a lot of cases. This is by design, to better simulate the dangers of combat, so act smart, cooperate and be bold. Remember, Reach is a very important aspect of combat. That wyrm with 40 feet reach will get to you a lot sooner than you get to it. So be smart and force it to come to you, and have a Dragonbane long spear ready.*

# On your Turn

Your main choice is: "Attack or Do Something Else" for the next few seconds. There are a few exceptions and variants to this, but the main take is Attack or Do Something Else (labeled an "Action") plus move up to your movement rate.

## Make Saves

If you have Conditions or other ongoing effects that allows or requires a Saving Throw make them at the beginning of your Turn each round.

## Take an Action

Which can be one of many things like Searching, Throw off a Spell with the Casting Time of an Action, a an extra Move (letting your total move be more than your speed), Climb or something else that can be done in a Round.

**Note:** Some spells with Casting Time of an Action provide one or more Attacks as part of casting the spell. For example [Magic Missile](#), see the descriptions for each spell for details which can vary.

Doing other things in the middle combat can often be dangerous, and a lot of Actions like healing someone, get things in your backpack for example. This makes you vulnerable and can trigger an Interrupt if you are within an enemy's Reach, so be careful.

You can also Ready or Delay, see below.

## Attack

If you choose to go on the offensive, you can attack a number of creatures equal to your [Combat Prowess](#) each round. Combat Prowess gives you a certain number of Damage Dice that you can spend when you attack. Your new character starts out with only a single Damage Die so, attack once per round (if you choose to Attack).

When you have higher Combat Prowess you decide how many Damage Dice to spend each time you attack, one or all of them (modifiers are added to each attack). Concentrate your damage on a single enemy or spread it out as you see best. You can move before, in between and after your attacks, but only up to your speed.

When choosing to attack you don't have to do so right away, you can Ready or Delay and wait for a better opportunity later in the round, starting your Turn when the situation is right. You don't need to spend all your Damage Dice Attacking on your Turn, you can keep some of them in case you can Interrupt (see below), and use them to attack other outside your Turn. Some spells are also attacks (see spell description) and make use of the same rule.

**Note:** Attacks and Area Effects can both do damage but they are using different rules, see [Area Effects](#).

## Move

You can move your movement rate each round. Your move can be done while you attack, cast spells and so on. You can (with a few exceptions) only move on your Turn, see Reactions below.

If you want to move further than your speed, you need to forgo both attacking and other Actions and spend your turn on a Move Action.

**Exception:** By spending Exertion you can in some cases move more and attack, or Take some Actions.

# Out of Turn

You can act out of turn in a few situations. There are two forms of acting out of turn:

## Interrupts

If a creature that you are aware of does one of the following, you can interrupt if you so choose.

- ◆ a creature moves into your reach.
- ◆ a creature leaves your reach without Disengaging
- ◆ a creature within reach is making itself vulnerable, casting a spell (see [Magic Components](#)), using a missile weapon, retrieving an item etc.)

When you Interrupt you can attack using a weapon (or bare hands) if you have Damage Dice left to spend. If you haven't taken your turn this round, you can take your Turn and Attack or Take an Action when Interrupting, and also move.

If you have already had your Turn this round and Attacked you can spend one or more of your remaining Damage Dice and Attack. When you have had your turn and took an Action or spent all your Damage Dice, you cannot Interrupt again until next Round.

### Remember

*If your action is cut short due to your opponent interrupting you, it will be your turn to act again, soon.*

An Interrupt can be challenged, see [Initiative](#), and if successfully challenged, stopped before it happened.

Interrupts makes Reach very important. For example, if your reach is 5 feet and you Interrupt when an opponent enters your reach and you decide to retreat, you must [Disengage](#) or risk an interrupt attack from your opponent when you leave your opponents reach. If you on the other hand have 10 feet reach you can move earlier beyond the 5 feet reach of your opponent. And attack back by throwing the spear as part of your turn.

## Reactions

Some situations can give you a chance to react. Reactions are much more limited and unlike Interrupts you can do them even when you have taken your turn and spent all your Damage Dice. Below are some examples of Reactions.

### Grappling

When someone tries to [Grapple](#) you, if you are aware of the attack and are armed you get to >react and make an attack before the grappling attack.

### Falling

When falling you might have a chance to grab on to something, or to cast [Feather Fall](#).

### Saving Throws

A lot of situations will require you to make a Saving Throw or some form of Check, like a check to [Keep Concentration](#)

### Guard

When an ally within your reach gets attacked, you can (if you have the prerequisites) use the [Guard](#) action.

## Delay

You can wait and see, assess the situation and take your turn later in the round. This will give you the right to act directly after another creature's turn. If an Interrupt trigger happens you can act on that as normal.

Delaying doesn't change your place in the turn order in future rounds.

## Ready

If you want to try and stay ahead and stop an enemy from entering through a door for example you can Ready to take your Turn, declaring what situation you are readying for, and what you will do when that happens. For example use my bow to shoot at anyone coming up those stairs, or casting a certain spell if an enemy comes through that door.

Readying works like an Interrupt and it becomes your turn when you decide to execute your Ready. While you stand Ready can choose to jump in the action again after another creature, just as when you are Delaying.

Delay and Ready can only be used before you taken your Turn.

## Initiative

The order of combat is normally determined by each creatures Initiative Modifier.

### Initiative Modifier

Proficiency Bonus + Combat Prowess + Dex Bonus + Magic and Misc modifiers

Each new round, the GM can fall back on these numbers to speed things up, no need to make rolls. Then as the round progress the order will be interrupted, so the GM needs to keep track of who has acted. This order can be challenged, see below.

### Special Modifiers

Certain traits and feats can give you a boost to either one (or many) of your Initiative Ratings, and/or give you ADV or DIS to your Initiative Roll.

### Initial Initiative

If a situation develops into an actual encounter and both sides are aware of each other, just let the story unfold into combat with whoever initialized it going first. This can be challenged per [Challenge Initiative](#) rules.

## Surprise

If one side (or a creature) is able to get within range and able to make an attack without the other side being aware, have gained surprise. This gives them a chance to act before their enemies gets a chance to react.

Surprised combatants is unable to use **Interrupts** or otherwise act until the other side have acted.

Attacks are made against a defenders Passive AC.

## Interrupts

Combat can very quickly become chaotic and fluid with creatures acting as options opens up. When a combatant act on a **Interrupt** trigger means the initiative order is changing.

Interrupts can be challenged by the defender, by spending an Exertion the Interrupt fails. The Interrupting creature can join the challenge and a opposing Initiative Roll (see below) determine if the Interrupt succeeds or not.

This is intentional, Hawk Tale rules are designed to simulate a chaotic battlefield where things change quickly. More of the dice rolling and number crunching falls on the players, and it is one of the GM's main duties to keep track of who has acted or not. The start of a new round resets the initiative order again, and interrupts are only for each round.

## Challenge Initiative

A character (or enemy) can challenge the initiative order, either at the beginning of a new encounter, when a new combatant enters the fray, at the beginning of a round or when another character tries to Interrupt.

They can move to the top if they spend an Exertion Point. Other side can decide to spend an Exertion Point as well and and who goes first will be determined by an initiative Roll, where highest result wins.

A surprise cannot be challenged in most circumstances, but the GM might allow it depending on the situation.

A creature who won an Initiative Challenge get to keep what it rolled as its score for the rest of the encounter or until it is involved in a new Initiative Challenge.

## Initiative Roll

**d20 + Proficiency Bonus + Combat Prowess + Dex Modifier + Magic (and other modifiers)**

## Other Initiatives

Table: Types of Initiative

Ability	Situation
Perception (Wis)	Spotting a hidden threat
Athletics (Str)	Climbing a cliff during a landslide
Deception (Cha)	Being unassuming before suddenly taking action
Insight (Wis)	Noticing when an unassuming participant is about to take action
Animal Handling (Dex)	Participating in a wagon race

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## Attack

### Action

Making an attack can be anything from swinging a sword, firing an arrow, or punching or kicking. Attacks are either Melee Attacks or Ranged Attacks. In addition to regular attacks, you may choose to use a special melee attack such as a shove, a disarm, or a grapple.

Attacks all follow a simple structure, whether it is a melee attack with a sword, a ranged attack with a bow, or a spell attack. If it ever needs to be determined whether an action counts as an attack, it is an attack if you are making an attack roll.

1. **Select a Target:** Choose a target within your attack's reach or range: a creature, an object, or a location in space. Generally, you must have line of sight and line of effect to attack a target, but that can vary (such as firing an arrow through a glass window, or swinging a sword at where you assume a hidden target is located).
2. **Apply Modifiers:** The GM determines whether the target has cover and if you have advantage or disadvantage on your attack roll. Certain abilities, spells, or effects can apply additional modifiers or expertise dice to your attack roll.
3. **Resolve the Attack:** You make your attack roll, rolling a d20 and applying your modifier with the bonuses or penalties from above. On a hit, you roll damage and apply any additional effects of the attack.

## Attack Rolls

When you attack a target, the result of your attack roll determines if it hits or misses. An attack roll is a d20 roll plus the appropriate modifiers (usually proficiency bonus and either Strength or Dexterity modifiers). If the total of the roll plus modifiers equals or exceeds the target's AC, the attack hits. Objects and monsters have their own AC scores, while a character's AC is determined by their Dexterity Ability Modifier scores, features, traits, and magic items.

## Melee

Close up attacks made in direct contact with your opponents within your [Reach](#).

### Melee To Hit Roll

d20 + Strength (or Dexterity) Ability Modifier + Proficiency Bonus + Specialization + Magic + Conditional (ADV - DIS)

## Ranged

Ranged attacks can be many things, from projectile weapons like bows and crossbows, to thrown weapons like handaxes or javelins, or even the more exotic like ranged spell attacks or monstrous attacks such as acid spit or launched spikes.

Ranged attacks come with a range, and your target must be within that range. If a ranged attack has a single range, you cannot make an attack at a target beyond that range. If a ranged attack has two ranges (a normal range and a long range), attacks made at targets further than the normal range are made at disadvantage, and targets beyond long range cannot be targeted.

It is difficult to aim a ranged attack when a foe is next to you. \*\*When you make a ranged attack while you are within the reach of a hostile creature, you are vulnerable and your opponent can Interrupt.

### Thrown To Hit Roll

d20 + Strength Ability Modifier + Range Modifier + Proficiency Bonus + Specialization + Magic + Conditional (ADV - DIS)

### Missile To Hit Roll

d20 + Dexterity Ability Modifier + Proficiency Bonus + Specialization + Magic + Conditional (adv - dis)

When making an attack roll, a character typically adds an ability modifier and their proficiency bonus to the roll. Monsters and other NPCs use whatever modifier is provided in their statistics (though they typically follow the same formulas).

- ◆ **Ability Modifier (-5 to +5)** : Melee attacks use the attacker's Strength or Dexterity modifier depending on the weapon used, while ranged attacks usually use the attacker's Dexterity modifier unless they are thrown.
- ◆ **Proficiency Bonus (0 to +6)**: You add your proficiency bonus when attacking with a weapon you are proficient with, or when you are attacking with a spell. Nonproficient attacks do not add your proficiency bonus.
- ◆ **Specialty (0 to +4)**: If you have a specialization in the use of a weapon you add that bonus to the Attack Roll.
- ◆ **Magic and Miscellaneous Modifiers (0 to +5)**: Sometimes you will gain magic modifiers to your roll. These can come from the weapon, other items, spells, traits, or other sources.
- ◆ **Conditional**: Various circumstances can provide Advantage or Disadvantage, these conditions can cancel each other out as well as stack up to three times.

## Spell Attacks

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target.

### Spell Attack Roll

d20 + Spellcasting Ability Modifier + Proficiency Bonus + School Specialization + Magic

## Critical Hits

A natural 20 on an attack roll is a critical hit. Double the Damage Dice used

## Fumbles.

Rolling a natural 1 on an attack roll is considered a fumble and usually misses. You gain an **Inspiration Point**

## Friendly Fire

In some situations you risk hitting someone (or something) else you don't want to or intended to hit. This can happen both in melee, ranged and spell casting. If you have to make a To Hit Roll and you have Disadvantage (or worse) there is a risk for that to happen if an ally are within your Reach or in the line of fire, its up to the GM to decide in each case.

## Melee

### Ranged

When another creature (or creatures) is in the firing line and you have Disadvantage on the Attack you risk hitting the other creature. Make a Straight d20 DC 5 Roll, and if you succeed your missile continues towards your intended target. Make the same roll for each creature (or other obstacle) in the path towards the target, to see if your ranged attack hit something else or makes it the whole way.

The DC increases to 10 if you have 2DIS and 15 if you have 3DIS.

## Unseen Attackers and Targets

Whether through stealth, environmental effects, or spells like invisibility, attackers and targets often go unseen. **When you attack a target that you cannot see, but whose location you know, you have disadvantage on your attack roll.**

Being unseen does not always mean hidden; you may know the location of an invisible target that is not using the Hide action to move quietly. However, if a target is both unseen and undetected, you must guess what square it occupies, and the GM will typically say that an attack missed if you guessed wrong so as not to give more information about the target's location.

Likewise, **if your target is not aware of you, you have advantage on your attack rolls against it.** If you are hidden when you make your attack, you give away your location after making the attack.

In situations where your target is unseen by you and you are unseen by your target (such as if both you and your target are invisible, or if you are fighting in magical darkness), all attack rolls are made at disadvantage.

Some creatures and characters have additional senses, like blindsight, that allow them to sense targets without vision. A creature is only unseen to them if they are unable to perceive it.

## Damage Rolls

An attack that hits does at least 1 point of damage, unless the target has [True Immunity](#) or other special circumstances.

**Armor** affects the damage inflicted by Attacks

### Melee and Thrown Damage Roll

Weapon Damage Die (+Die Size Specialization) + STR Ability Modifier + Magic or Masterwork

### Missile Damage Roll

Weapon Damage Die (+Die Size Specialization) + Magic (or masterwork) + (in some cases STR Modifier)

- ◆ **Damage Dice:** See the weapon description for the Damage Die (or Dice) listed, both the number and type of Damage Die can be changed
- ◆ **Specialization:** Increase Damage Dice, up to d12 or +2 when increased above a d12.
- ◆ **Strength Ability Modifier (-5 to +10):** Normally for melee attacks, add your Strength Ability Modifier. In some cases you can use Dexterity Ability Modifier instead, see the description of the weapon or attack in question.
- ◆ **Magic or Masterwork:** Weapons can provide Magical or Masterwork Damage bonus which doesn't stack. Masterwork can provide from +1 to +4 damage *requires proficiency*. Magic Weapons can give Damage Dice increase, additional Damage Dice, added types of damage in a myriad of combinations, see the description of the weapon in question. Spells, traits and other magical effects can increase or decrease the amount of damage you attack does.

## Two-Weapon Fighting

When you take the Attack action and attack with a weapon you are proficient with that does not have the [Two-Handed](#) property, you can attack with a melee weapon that you are holding in your off-hand as part of the same attack.

Only make a **Single To Hit Roll** and use the lower of the two modifiers and roll damage for both weapons



You need to be proficient with both the main hand weapon and off-hand weapon, and the off-hand weapon needs to be [Light](#). Characters with the [Character Creation/Feats/Two-Weapon Fighting](#) feat can use weapons that doesn't have [Heavy](#) or [Two-Handed](#) properties for off-hands attacks.

If a weapon has the thrown property, you can make a ranged weapon attack with it instead.

If you are using a shield and are proficient with it, you can make a Shield Bash as an off-hand attack.

## Non-Proficient

If you're not proficient in both your main and off-hand, your Attacks are made with Disadvantage.

# Natural Weapons and Strikes

All creatures are proficient with their natural weapons and unarmed strikes. Unless otherwise noted, an unarmed strike deals non bludgeoning damage, see table below.

**Table: Size and Unarmed Weapon Damage**

Category	Unarmed Damage
Tiny	Str Modifier
Small	1d3 + Str Modifier
Medium	1d4 + Str Modifier
Large	1d6 + Str Modifier
Huge	1d8 + Str Modifier
Gargantuan	1d10 + Str Modifier
Titanic	1d12 + Str Modifier

Attacks made with natural weapons and unarmed strikes are considered to be melee weapon attacks, and a thrown weapon is considered to be a ranged weapon attack. Creatures have a reach of 5 feet with their melee weapon attacks, though larger creatures may have greater reach.

## Area Effects

There are two ways to do harm to your opponents in combat, [Attacks](#) and Area Effects. Weapons and some spells are Attacks and Armor are reducing the damage inflicted. Area Effects uses Saves instead to adjust damage, and only some magical and natural armors might protect against Area Effects.

# Defense Roll

How difficult a creature is to hit. Shields and most magical armor increases your AC, regular armor only protects you when you get hit.

When you are attacked you roll a Defense Roll to see if you are able to avoid getting hit or not. GM will determine whether Active or Passive AC applies, and if there are any Conditions or [Cover](#). You need to beat the Attack DC or suffer damage.

## Defense Roll - Active AC

Applies when you are aware of the attack and are able to defend yourself.

**d20 + Size Modifier + Dex Ability Modifier + Shield + Magic + Conditional (ADV - DIS)**

- ◆ **Size Modifier:** See table below.

Tiny	Small	Medium	Large	Huge	Gargantuan
+4	+2	0	-2	-4	-8

- ◆ **Dexterity Ability Modifier (-5 to +5) :** Represent your ability to move dodge and keep yourself out of harms way.
- ◆ **Shield (+1 to +4):** You add your proficiency bonus when attacking with a weapon you are proficient with, or when you are attacking with a spell. Nonproficient attacks do not add your proficiency bonus.
- ◆ **Specialty (0 to +4):** If you have a specialization in the use of a weapon you ad that bonus to the Attack Roll.
- ◆ **Magic and Miscellaneous Modifiers (0 to +5):** Sometimes you will gain magic modifiers to your roll. These can come from the weapon, other items, spells, traits, or other sources.
- ◆ **Conditional:** Various circumstances can provide Advantage or Disadvantage, this conditions can cancel each other out as well as stack up to three times.

## Defense Roll - Passive AC

Applies when you are not aware of the attack or unable to defend yourself properly.

**d20 + Size Modifier + Magic + Conditional (ADV - DIS)**