

# **Using Effort**

**Heroic Mortals:** Re-roll on most things, even retroactively. This includes checks, saving throws, and attack rolls. Not damage.

**Godbound**:

* Automatically make a saving throw (retroactive). Commit for the scene
* Re-roll an attack roll. Not damage. Commit for the scene
* Used to power Miracles
* Commit for the day to accept mortal magic healing

# **Godbound Healing**

Six (6) hours of sleep and rest restores **all** hit points, Effort, special abilities, and spells. Characters can only do this one time a day.

# **Godbound Death**

* Unconscious at zero (0) Hit Points. You cannot go lower than zero Hit points
* Your character automatically stabilizes and will not bleed to death. They must be healed or wait for the next day to regain consciousness.
* If you are unconscious and damaged again, make an immediate Constitution Saving Throw or your character dies

# **Combat**

Standard 1st edition combat rules adjusted with 5th edition mechanics.

1. **Initiative** –Godbound go first in combat unless there is an unusual circumstance.
2. **Move** – you may move up to your full movement
	1. Including climbing, swimming, jumping, etc.
	2. Half-move to stand from prone; does not provoke an opportunity attack
3. **Combat Action Options –** One Action per round:
	1. **Ready**  - state the situation and then take your action after the situation occurs. This may interrupt another’s turn.
	2. **Hold** – delay your turn until somebody else finishes their turn
	3. **Dodge or Full-Defense** – All physical attacks against you are at *Disadvantage* to hit the character
	4. **Help** an ally with a non-Attack action. Gives +2 to the roller if both parties have the skill. Only one helper gives a bonus.
	5. **Take an Action**  - such as Hide, Open a door, cut a rope, and etc.
	6. **Missile** attack – Roll at *Disadvantage* if you are shooting into melee combat
	7. **Cast a Spell –** See the spell casting rules for resolution.
	8. **Disengage –** move away from enemies without provoking an opportunity attack
	9. **Melee** attack – Normal rules to attack and using the Godbound damage rules
	10. **Grapple** attack. Using the 5E mechanic, you initiate a grapple by making a Strength or Athletics check contested by the Strength (Athletics) or Dexterity (Acrobatics) check of the opponent. It takes no contest for the grappler to hold the opponent. (But they cannot move.)
	11. **Dash** – give up your Action to move your full movement a 2nd time in the round
4. **Remaining Movement** – if you had any movement remaining from phase 1, you may use it at the end of the combat round. This could provoke an *Opportunity Attack* by leaving a threatened hex
* **Free or Bonus Actions** – these actions take no time and can occur during any phase:
	+ Use a potion – bonus action (1 per turn)
	+ Make a quick (unstudied) Perception check
	+ Communicate a short sentence. (Not a full conversation)
	+ Drop something including your backpack
	+ Ready a weapon or put it away (but not both) – Bonus action
	+ Drop prone to the ground (Missile attacks against you are at *Disadvantage*. Melee attacks against you are at *Advantage*)
* **Other combat Options**
	+ Flanking – +2 to hit only if you have a special Trait
	+ Reach – does not exist in 1st edition