

COMBAT REFERENCE SHEET

ZONES

Soulbound divides combat areas into Zones. Zones have no set size or shape, and are formed along natural divides or breaks in the environment such as walls, doors, or trees. Characters can usually move from Zone to Zone as part of their turn, but some Zones might only be accessible by flying, swimming, climbing, or other special movement.

RANGE

In **Soulbound**, ranges are relative to the Zones on the battlefield. There are five ranges: **Close Range** is anything within arms reach of a character; **Short Range** is anything within the Zone you currently occupy; **Medium Range** is any Zone adjacent to your current Zone; **Long Range** is a location or target two Zones away from your current Zone; and **Extreme Range** is anything outside Long Range, and is three or more Zones away from your current Zone.

TURN ORDER

Combat is divided into rounds (about 6 seconds of time in the game world). Each participant takes a turn during the round, in Initiative order (from highest to lowest). If a character is tied with another character, the players decide who acts first. If a character is tied with an enemy, the character goes first. If two enemies are tied, the GM picks.

MAKING AN ATTACK

To make an attack, take the following steps:

1. Choose a target within your weapon's range.
2. Compare your Melee $\uparrow$ (for a melee attack) or Accuracy $\oplus$ (for a ranged attack) with your target's Defence $\blacksquare$ and consult the Attack DN table on your character sheet to determine the DN of the Attack Test.
3. Make a **Body (Weapon Skill)** Test for a melee attack or a **Body (Ballistic Skill)** Test for a ranged attack.
4. If you succeed, add all of your successes together plus any Damage from your weapon to determine the **Damage** of the attack.
5. Subtract the target's **Armour** from the Damage.
6. The target suffers any remaining **Damage**. Reduce their Toughness by this amount. If they have no Toughness remaining and have no Wounds, they are dead. If the creature has Wounds, **Damage** in the following column.

DAMAGE

When you take Damage, that Damage is subtracted from your Toughness. If your Toughness is reduced to 0, you begin to suffer Wounds instead. Until you recover Toughness, all Damage you suffer inflicts Wounds. You can suffer three different types of Wounds, listed below. When there are no more spaces on your Wound Track, you are **Mortally Wounded**.

- * **Minor Wound.** If you take 1 Damage (after subtracting any remaining Toughness, if possible) then you take a Minor Wound, which fills one space.
- * **Serious Wound.** If you take 2–4 Damage then you take a Serious Wound, which fills two spaces.
- * **Deadly Wound.** If you take 5+ Damage then you take a Deadly Wound, which fills three spaces.

MORTALLY WOUNDED

If you suffer a Wound and do not have enough spaces remaining on the Wound Track, you become Mortally Wounded. You are *Stunned*, and can not recover Toughness. If you take further Damage you are *Incapacitated*, and if you take Damage again, you die.

As an Action, you or an ally can spend 1 Soulfire to help you recover from being Mortally Wounded. You are no longer Mortally Wounded, remove any Conditions, and recover half of your total Toughness. Alternatively, a character can use an Action to make a **DN 4:2 Mind (Medicine)** Test to help. If the Test succeeds, you are no longer Mortally Wounded but only recover 1 Toughness. In either case, you retain any Wounds you have suffered.

LAST STAND

As death looms, some heroes choose to sacrifice everything to save their allies. If you are Mortally Wounded, you can declare a Last Stand. When you do so, the following happens:

- * You remove any Conditions you may have.
- * Your Mettle refills to its maximum.
- * You are immune to all Damage.
- * Your Melee and Accuracy increase one step.
- * Your Damage (including from spells and Miracles) ignores armour.

When your turn ends, you die. Instead of increasing Doom, the Binding's Soulfire refills to its maximum as your allies are bolstered by your heroic sacrifice.

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YOUR TURN

The GM describes the action of combat and on your turn you describe your character's response. Feel free to ask questions to get a better picture of the battlefield. On your turn, you can **Move** and take an **Action** (see below).

MOVE

Your move is based on your Speed — most characters have a **Normal** speed. They can move anywhere within their current Zone for free, and use their Move to go to an adjacent Zone. A **Fast** creature can move to an adjacent Zone for free, and then use their Move to get to another Zone. A **Slow** creature must use their Move to move within their current Zone, and must use the Run Action to get to an adjacent Zone.

Being Prone and Standing Up

Willingly falling *Prone* is a Free Action. Standing from *Prone* requires a Move. To move while *Prone* you must crawl (see below). For more on being *Prone*, see *Faltering Light* backcover.

Climbing, Crawling and Swimming

When you are climbing, crawling, swimming, or squeezing into a tight space your Speed is reduced one step, to a minimum of Slow.

Flying and Falling

A falling creature suffers 1 Damage per 10 feet fallen and is knocked *Prone* on impact.

Normal movement rules apply when flying, but use a Speed determined by the mode of flight, such as a mount or a piece of equipment. If the equipment is disabled or the mount is knocked *Prone* or killed, you immediately begin falling (see above).

Jumping

You can make a standing vertical leap up to a number of feet equal to your Body, and a standing long jump a number of feet equal to your Body $\times$ 2. These distances are doubled with a short run up.

ACTIONS IN COMBAT

Attack: You make an attack with your weapon.

Charge: +1d6 for the attack. Defence is reduced one step until your next turn.

Called Shot: The target's Defence increases determined by the hit location.

- **Head:** Defence increases two steps. If the attack deals Damage, the target is *Stunned* until the end of its next turn.
- **Arms:** Defence increases one step. If the attack deals Damage, the target drops an item they are carrying.
- **Legs:** Defence increases one step. If the attack deals Damage, the target is *Prone*.

Defend: Choose an ally within Close Range. Until the start of your next turn, attacks or spells that target the ally target you instead. You can also Defend a Zone. A creature trying to enter the Zone must use an Action to make a Body (Might or Reflexes) Test opposed by your Body (Might). If you are wielding a shield, you have Advantage on this Test.

Dodge: Until the start of your next turn, your Defence increases by one step and you add 1d6 to your dice pool for Body (Reflex) Tests.

Flee: You flee the battle. You are removed from the Initiative and Doom increases by 1.

Grapple: Make a Body (Might) Test, resisted by the target's Body (Might or Reflexes). If you succeed, the target is *Restrained*.

Help: An ally adds 1d6 to their dice pool for the next Test they make, plus an additional 1d6 per level of Training you have in the Skill used for the Test.

Hide: Make a Body (Stealth) Test to hide.

Improvise: Tell your GM what you want to do, and they will tell you if it's possible.

Parley: You make an Opposed Test to try to talk your way out of conflict and end the combat peacefully.

React: Prepare yourself to act when a specific event happens. If the trigger for your reaction doesn't happen, you can choose to proceed to the next round without taking an Action, or you can take a different Action but act last in the Initiative order for the rest of the combat.

Retreat: Call for a retreat. If your allies agree, you all safely flee the conflict.

Run: Move to an adjacent Zone.

Search: Make a Mind (Awareness) Test.

Seize the Initiative: Move to the top of the Initiative order for the rest of the combat.

Shove: Make a Body (Might) roll, resisted by the target's Body (Might) or Body (Reflexes). If you succeed, the target is shoved away.

Use an Object: Use an object in Close Range.

Use a Talent: Use a Talent or Miracle.