

Heroic Actions

Expanded

A Heroic Action is an ability-based action that uses either a move or standard action to perform. It is a contested roll vs another creature's Ability, or vs the environment with a DC of 12. Heroic Actions can never do damage, but they can add bonuses.

Combat Heroic Actions

Aim: you may aim with a ranged single-shot attack. If you successfully hit with the attack, a successful Heroic Action causes the target to take a -1 penalty to all attack rolls on its next turn

Arcane Shot: when a single target spell does damage to a target, a successful heroic action pushes them back 5'.

Arcane Knock: when a single target spell does damage to a target, a successful heroic action knocks them prone.

Brute force: when you land an attack with two-handed weapon, a successful Heroic Action pushes the target back 5 feet.

Called shot: you may use a called shot with a ranged single shot attack. If you successfully hit with the attack, a successful Heroic Action allows you to hit a specific part of the body, or try for a specific effect with the shot.

Clobber: when you land a successful blunt weapon attack, a successful Str Heroic Action causes the target to become Dazed.

Grapple: with a successful Heroic Action the opponent loses their Dex bonus and becomes grappled.

Hamstring: when you land an attack, a successful Heroic Action slices the opponent's hamstring causing them to move at half speed.

Heavy shot: when you hit an opponent with a ranged single shot attack, a successful Heroic Action pushes the target back 5 feet.

Pin: with a successful Heroic Action the opponent is pinned. A pinned opponent loses their Dex bonus and can not cast spells.

Poke: if you land an attack with a light weapon, a successful Heroic Action allows you to roll 2 damage dice and take the higher roll.

Mighty Swing: when you land an attack with an extra large weapon, a successful Heroic Action causes the target to become prone.

Shove : a successful heroic action causes the opponent to be knocked back 5".

Slice: when you land an attack with a medium or large slashing weapon, a successful Heroic Action allows you to roll 2 damage dice and take the higher roll.

Trip: as a heroic action, try to trip your enemy.

Combat or Social Heroic Actions

Environmental Advantage: choose part of the environment and with a successful DC12 check, add a +2 to your next attack or skill roll. If you fail the DC check, you suffer -1 on your next attack or skill roll.