

Action Point Based Combat System

The Action Point Based Combat System (APBCS) is an alternative combat system, which takes care of what a certain person can do in one combat action. The APBCS assumes that each character has an amount of energy to put into his or her combat actions (this is represented with Action Points (AP's)), and presents rules on how to handle them. These are just our own perspectives, and feel free to edit anything not to your liking!

Changes

The current version is 5.

Changes from version 4 to 5

- Changed how AP's are received, you now get $100 + Co + Sd$.
- Modified the maximum number of AP's you can spend in one turn. It now is $20 + Qu$ (to a minimum of 20).

Changes from version 3 to 4

- Added rules for being speeded.
- Added AP costs for getting a shield.
- Added start of combat rule.

Changes from version 2 to 3

- Added monster AP rule.
- Added martial art fighting rules.
- Added clarification for multiple attacks.

Changes from version 1 to 2

- Parry costs are universal, not defined differently per weapon size.
- Shield use costs are lower, shield training reduces the AP cost even more.
- Added optional rule, that makes parrying impossible if your weapon is too small compared to your opponents weapon.
- Added some clarifications.

A word from the Authors

We hope that you enjoy the system. Use any part of it that you like. Do not think that anything written here is the law; edit any things you don't like. We would like to hear what you think about our APBCS. If you have suggestions and/or feedback, please drop us an email at t_oksala@hotmail.com or HARP@tsgosadow.nl.

Tero Oksala a.k.a. Theros & Tim de Groot a.k.a. tsgosadow.

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1 An overview

1.1 Short overview

1. Every five turns, all characters receive new AP's.

Each turn:

2. Decide which action you want to take.
3. Spend the AP's needed to undertake the actions.

APBCS has been designed with [HARP](#) in mind, but can be edited to suit any game system. The APBCS is a combat system somewhat more complicated than the normal HARP combat system.

1.2 What can you expect?

By limiting characters in their combat actions, people have to fight 'less effective' in order to save AP's. This way combat becomes more challenging and (we think) realistic. To give you an idea, assume that each character gets about 100 AP's per five turns, and a medium action (fighting with a normal sized sword without a shield, with a parry of about 50%) takes about 20 AP's. In this way a character can spend five rounds fighting average, or use up less AP's in the early rounds, to make an effective last few rounds.

The amount of AP's a character gets per five turns depends on their stats too. The average fighter will have about 100 AP's per turn; with less effective fighters having less AP's to spend. Some good fighters will have more than 100 AP's, and will therefore be able to be more active during combat.

1.3 How will this affect your combat?

I will give a few general examples here.

1.3.1 Average fighter

The average fighter will be able to spend the whole combat fighting in an average stance. He could also spend a few rounds on actions that require less AP's to save up AP's for further rounds. He could also concentrate on a few good attacks to take his opponent down, hoping he has the time to spend a few turns without good actions.

1.3.2 Below average fighter

The below average fighter would be forced to fight more defensively, and can only concentrate a few rounds of the five in an effective attack stance. Far below average fighters will be forced into defense almost entire combat, or could concentrate on getting out of combat the first few turns, in hope they won't be there the rounds they don't have AP's left.

1.3.3 Above average fighter

The above average fighter would be able to use more effective (heavy, harder to use) weapons in combat without being forced to have a few turns of less AP expenditure. He can make quite some offensive moves without giving away his defense too much.

2 The rules

2.1 Receiving AP's

At the start of the first turn of combat, each combatant received 150 AP's. Every five turns thereafter, each combatant receives new AP's. The exact number of AP's received depends on the combatants Quickness stat bonus, he receives $100 + Co + Sd$ AP's. Character with a better physique and those with a good deal of willpower have more energy to spend in combat.

To keep track of your AP's, note them down on your record sheet, and keep track of them. You might also choose to present them in chips. Give every player enough chips to represent his AP's. You might use some different chips, like a lot of chips that count as 5 AP's, and some that count as 1 AP.

2.1.1 Monster AP's

Monsters don't have a Quickness stat in the description, so you can't calculate the AP total for a monster. To solve this, use the initiative modifier as a bonus to AP's. Although the initiative is calculated from Quickness and Insight, this rule gives the monsters an approximately correct AP number.

2.2 Spending AP's

Each turn, your character will probably want to do some combat action. You can only take a combat action if you have enough AP's left to undertake the action. It is important to plan your turns beforehand, or otherwise you might run out of AP's before the end of the fifth turn.

The first round of combat we assume that each combatant is rested. It might happen that some combatants do not receive the 150 AP's, but just the $100 + Co + Sd$ the first round of combat. This will happen because the combatant just left another fight, and did not have had the time to rest. When characters are tired, we suggest that they get $100 + Co + Sd$ instead of the 150 too. Of course, there are countless of other reasons to not give some of the combatants 150 AP's to start with.

You can only perform one kind of action at a time. You cannot, for example, make an Attack 25% and an Attack 50% in one turn. You should make an Attack 75% in order to use 75% of your OB in one turn.

There is a maximum of AP's you can spend in one round. This is $20 + Qu$ or 20, whichever is higher. Faster characters can perform more actions in a round, because they are faster.

The AP system is no initiative system. Each round every character defines his action according to the AP rules. Then, on his/her initiative the character acts as defined.

2.2.1 The Actions

During a turn, you undertake an action. A combat action usually consists out of an attack and some parrying. Attacking, parrying and using your shield all cost AP's. Wearing armor or being encumbered does not, as that already lowers the available OB with an attack or parry.

The melee actions are just that, melee actions. But some attacks require more explanation. There are two ways to make multiple attacks in one round. The first is with a two weapon style, the other with martial art attacks. When fighting with a two weapon style, just choose

an attack option, and make two attacks using the OB of your style (modified by the percentage of attack, of course). When fighting with a martial style, it works in the same way. Select your attack option, and then use that percentage of your OB to make attacks with.

Example:

Danne, a monk, is fighting three goblins. He chooses a 75% attack action this round, giving him 75 OB to work with. He wants to attack two goblins this round, and thus makes an attack at each of them at a reduced OB. The reduction for attacking two targets is 30 on his OB (-20 for an additional strike, -10 for attacking an extra opponent). Therefore he now makes two attacks, one at each of the goblins, with 45 OB.

Action table 1 – Melee Actions

Melee Actions:		
Action	AP's	Notes
Attack 25%	7	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	18	Use 75% of your OB to make an attack this turn.
Attack 100%	27	Use 100% of your OB to make an attack this turn.
Parry 25%	5	Use 25% of your OB to parry. Divide the parry between any number of opponents.
Parry 50%	8	Use 50% of your OB to parry. Divide the parry between any number of opponents.
Parry 75%	11	Use 75% of your OB to parry. Divide the parry between any number of opponents.
Parry 100%	15	Use 100% of your OB to parry. Divide the parry between any number of opponents.
Use Shield	1-5	Shield (AP's): Buckler (0), Target Shield (1), Normal Shield (2), Full Shield (3), Wall Shield (4).

Action table 2 – Shooting Actions

Shooting Actions:		
Action	AP's	Notes
Fire Missile Weapon	10	Firing a sufficiently loaded missile weapon.
Load	20	Loading 'one round'.
Aim (optional)	*	Each AP spend aiming, gives +1 to OB for a maximum of +30. The loading must be continuous, and followed immediately by the shot.

Action table 3 – Throwing Actions

Throwing Actions:		
Action	AP's	Notes
Throw Small Weapon	15	Throwing a Small throwing weapon. Small throwing weapons include shuriken and darts.
Draw Small Weapon	7	Drawing a Small throwing weapon.
Throw Medium Weapon	20	Throwing a Medium throwing weapon. Medium throwing weapons include daggers.
Draw Medium Weapon	10	Drawing a Medium throwing weapon.
Throw Large Weapon	25	Throwing a Large throwing weapon. Large throwing weapons include thrown pole arms, like spears.

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Draw Large Weapon	13	Drawing a Large throwing weapon.
Aim (optional)	*	Each AP spend aiming, gives +1 to OB for a maximum of +30. The loading must be continuous, and followed immediately by the throw.

Action table 4 – Moving Actions

Moving Actions:		
Action	AP's	Notes
Movement: Walk (x1)	3	Walking, moving one times your BMR.
Movement: Run (x2)	7	Running, moving two times your BMR.
Movement: Fast Run (x3)	12	Running fast, moving three times your BMR.
Movement: Sprint (x4)	18	Sprinting, moving four times your BMR.
Movement: Dash (x5)	25	Making a Dash, moving five times your BMR.

Action table 5 – Spell Actions

Spell Actions:		
Action	AP's	Notes
Casting Instantaneous Spells	3	Casting a spell that has a casting time of instantaneous.
Casting Spell	20*	Casting a non-instantaneous spell. This action costs 20 AP's per round required to cast the spell. These AP's must be spent at a rate of 20 AP's per round.

Action table 6– Miscellaneous Actions

Miscellaneous Actions:		
Action	AP's	Notes
Drawing Weapon or Shield	5-17	Drawing your weapon or shield costs AP's based on the weapons/shield size (the same as the critical size). <ul style="list-style-type: none"> ▪ Tiny/Buckler: 5 AP's ▪ Small/Target Shield: 7 AP's ▪ Medium/Normal Shield: 10 AP's ▪ Large: 13 AP's ▪ Huge: 16 AP's
Dropping Weapon	1	Dropping your weapon. Putting your weapon back where it came from costs the same number of AP's as drawing your weapon (see above).
Take and use Herb	5	Taking an Herb from your herb bandolier and use it on yourself. Applying an Herb to another person costs AP's depending on the situation, and how the Herb must be applied.
Get Up	15	Standing up from being down. Getting up from a prone position costs 5 AP's. Getting to prone position from being down costs 10 AP's.
Dodging	10	Dodging in combat. Make an Acrobatics/Tumbling maneuver, if successful add 50 to your OB to one opponent.
Use Chi Skill	20	Activating a Chi Skill costs 20 AP's. Maintaining a Chi Skill costs 5 AP's per round (not necessary the round it is activated).
Use Mental Skill	5	Using a mental skill, who not require a round to

		perform, like lore or perception to orient at the combat, cost 5 AP's by default. Mental actions that require a round to perform cost 20 AP's.
Use Physical Skill	10	Physical skills, which not require a round to perform (like mounting and dismounting), cost 10 AP's by default. Physical actions that require a round to perform cost 20 AP's.

The Miscellaneous list is by no means complete. Other actions can be performed. As a general rule of thumb, an action that takes one round to complete, costs 20 AP's. No Each action should cost at least one AP. Try to make a fair judgment, and write the numbers down, so you stay consistent.

2.2.2 Stunned

Being stunned a round doubles the AP costs of any action you want to take. If you are stunned you can still not spend more than 20 + Qu AP's in one turn.

2.2.3 Speeded

When you are speeded (with the use of Chi Speed or Haste) physical actions you take cost only half AP's, round all fractions up. It is up to the GM to determine which actions are physical, and which are not. All combat actions (melee, parry, fire bows, etc) are physical actions, but making a perception check is not. Remember that it takes 5 AP's per turn to keep a Chi skill activated. This cost is not halved by being speeded.

2.2.4 Shield proficiency

Having shield proficiency reduces the AP cost to use a shield by one, to a minimum of zero. The AP costs for shield for a character with shield proficiency: Buckler (0), Target Shield (0), Normal Shield (1), Full Shield (2) and Wall Shield (3).

2.2.5 Brawling

Brawling is fighting with all kinds of weapons at hand – like chairs and mugs. If using the optional AP costs for different sized weapons, brawling should be defined more clearly. When brawling, determine what size weapon is used (Tiny for a mug, and Large for a chair, etc), then use the corresponding table with that particular brawling weapon.

2.2.6 Optional: Weapon sizes I

This optional rule assumes that smaller weapons are used better for defense, and larger weapons are mainly offensive weapons. The following tables reflect that difference.

Note that only the attack AP costs are different per weapon, the parry costs are universal. This was changed in version 2.

Weapon Size table 1 – Tiny Weapons

Tiny Weapons (all weapons that deliver a Tiny critical):		
Action	AP's	Notes
Attack 25%	4	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	20	Use 75% of your OB to make an attack this turn.
Attack 100%	32	Use 100% of your OB to make an attack this turn.

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Weapon Size table 2 – Small Weapons

Small Weapons (all weapons that deliver a Small critical):		
Action	AP's	Notes
Attack 25%	5	Use 25% of your OB to make an attack this turn.
Attack 50%	11	Use 50% of your OB to make an attack this turn.
Attack 75%	19	Use 75% of your OB to make an attack this turn.
Attack 100%	30	Use 100% of your OB to make an attack this turn.

Weapon Size table 3 – Medium Weapons

Medium Weapons (all weapons that deliver a Medium critical):		
Action	AP's	Notes
Attack 25%	7	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	18	Use 75% of your OB to make an attack this turn.
Attack 100%	27	Use 100% of your OB to make an attack this turn.

Weapon Size table 4 – Large Weapons

Large Weapons (all weapons that deliver a Large critical):		
Action	AP's	Notes
Attack 25%	9	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	17	Use 75% of your OB to make an attack this turn.
Attack 100%	25	Use 100% of your OB to make an attack this turn.

Weapon Size table 5 – Huge Weapons

Huge Weapons (all weapons that deliver a Huge critical):		
Action	AP's	Notes
Attack 25%	10	Use 25% of your OB to make an attack this turn.
Attack 50%	14	Use 50% of your OB to make an attack this turn.
Attack 75%	18	Use 75% of your OB to make an attack this turn.
Attack 100%	23	Use 100% of your OB to make an attack this turn.

Weapon Size table 6 – Summary

Summary:		
Weapon size	Actions	AP modification
Tiny	25% actions	-3
	50% actions	+0
	75% actions	+2
	100% actions	+5
Small	25% actions	-2
	50% actions	-1
	75% actions	+1
	100% actions	+3
Medium	25% actions	+0
	50% actions	+0
	75% actions	+0
	100% actions	+0
Large	25% actions	+2
	50% actions	+0

	75% actions	-1
		-2
Huge	25% actions	+3
	50% actions	+2
	75% actions	+0
	100% actions	-4

These tables are optional.

2.2.7 Optional: Martial combat

HARP resolves martial combat with combat styles. To give an extra dimension to martial combat, you can define the size of your attack. Maybe you want a quick martial style, and you can design one that uses the Small Melee Actions table for AP costs.

Always ask your GM if he allows it, and you are not creating an overpowered style. Remember, per default use the Medium Melee Actions table for AP costs.

2.2.8 Optional: Weapon sizes II

When fighting an opponent, parrying is not allowed if you have a weapon that is two or more sizes smaller than the weapon your opponent is using. This rule makes a dagger useless as a defensive weapon against, for example, a two handed sword.

Example: Bren the Brave is using dagger and he is fighting with the knight who wields two handed sword. Bren cannot parry with his dagger when the knight swings with his 2-H sword. If Bren successfully disarms the knight and the knight draws his long sword to continue the fight, then Bren can parry with his dagger.

2.2.9 Optional: Remaining AP's

The AP's you still have left after the five rounds will be added to your total AP's for the next five rounds. You cannot have more than 150 AP's after gaining new AP's.

This rule is optional, and represents saved effort to be added to future actions. If you think this is unrealistic, or overpowered, don't use it.

2.2.10 Optional: Continuing Actions

Another optional rule, this rule states that actions can be broken up, and continued the next round. This might be applied to firing missile weapons and spell casting among others. You could decide to use this rule for all actions, or only specific actions (using this rule only for missile weapons, or only for spell casting, for example).

Example 1: Joseph just grabbed his bow, and begins loading it. The longbow requires 2 rounds to load, and then one round to fire. This is a total of 50 AP's (2x20 (loading) and 10 to fire the bow). If Joseph spends 30 AP's the first action (loading 1.5 times) and then spends 10 AP's the second round to finish the loading, and 10 AP's to fire the bow.

Example 2: When casting a spell, Josephine wants to use this rule to speed up her casting. She needs 3 rounds to cast the spell, a total of 60 AP's (3 x 20). By putting all the energy she has in casting the spell for 2 rounds (spend 30 AP's each round) she casts the spell in 2 rounds. This means that she spends 30 AP's the first round, presenting 1.5 rounds of spell casting, and

30 AP's the second round, presenting the finishing 1.5 rounds of spell casting to finish the spell.

2.2.11 Optional: Aiming

By spending more time (AP's) to aim better, you can improve your OB. Each AP spent to aim, gives a +1 OB to the following missile attack. The bonus cannot exceed +30, and the missile attack must immediately follow the aiming.

As other optional rules, this rule is optional ;)

2.3 AP modifications

If a character is heavily wounded, he can put less effort in his actions. To reflect this, a character receives less AP's if he is wounded. Use the following table:

AP modification table 1 – Hit Point Modifications

Hit Point Modifications:		
Hits left:	AP mod	Notes
75% to 51%	-10	The character is lightly wounded, and suffers slightly.
50% to 26%	-20	Being more severely wounded, the character gets to suffer more.
25% to 1%	-30	The character is badly wounded, and has a difficult time.

2.3.1 Optional: Wounds

Some critics say '-x to activity', this reflects pain to the character, and reduces the effectiveness of that character. Instead of applying the negative modifier to all your skill bonuses, this optional rule states that the activity modifier applies to the number of AP's you receive every five rounds instead. Therefore, a strike that leaves you with a broken bone, and -40 to activity, modifies the AP's you receive every five rounds by -40. If you would have received 100 AP's without the injury, you now only have 60 AP's to spend each five rounds.

3 Examples

3.1 Example 1 – Beren the Fighter

Beren, a fighter, has a combined Constitution and Self Discipline bonus of 18. He therefore gets 118 (100 + 2x9) AP's to spend in the coming 5 turns. He has a Quickness bonus of 9, and he can spend a maximum of 29 AP's in one turn. He is facing a monster he has never fought before, and is planning to play it defensively, therefore, Beren does not want to parry less than 50% each round, and use his Full Shield each round. He has to play it less offensively as a result, but considering he isn't a cat (Beren only has one life), he deems it worth it.

Beren uses a Full Shield and a Scimitar as his weapon. He has the shield proficiency talent, and therefore he only spends 1 AP per turn to use his shield.

Example 1 – Beren the Fighter

Beren:			
#	Action	Notes	AP's
1	Parry 100%, Use Full Shield	By not spending much AP's the first turn, and still keeping his defense high, Beren has more options the coming rounds.	18
2	Parry 75%, Attack 25%, Use Full Shield	Still defending a lot, Beren makes a small attack to test his luck.	21
3	Parry 75%, Attack 50%, Use Full Shield	Shifting somewhat to the offensive.	26
4	Parry 75%, Attack 50%, Use Full Shield	Shifting to a more offensive stance.	22
5	Parry 50%, Attack 75%, Use Full Shield	He saved up enough AP's to make a good attack this turn. He uses the maximum number of AP's he can use in a turn, and plans to hit his foe big time!	29
Total:			116

Beren has 2 AP's left, and if you use the optional AP keeping rule, keeps those to add with his 118 AP's for next five rounds.

3.2 Example 2 – Ellywick the Warrior Mage

During an adventure, Ellywick explores a dungeon, and encounters a giant spider guarding her egg sack. She does not want to disturb the big beast, but a friend of her comes running inside, alerting the spider. Ellywick and her friend are now in combat with the beast.

Ellywick plans to kill the spider fast, giving the first few round everything she has, in hopes to kill the spider before it can inflict real damage. In this example we won't see what her friend does, and we will assume he first wets his pants, and then runs away from the spider.

Ellywick fights with a two short swords. She has a combined Constitution and Self Discipline bonus of 9, giving her 118 AP's. Her quickness bonus is 8, giving her a maximum of 28 AP's to spend in one turn.

Fighting with two weapons is handled as fighting with one weapon. If she takes a 50% attack action, Ellywick gets to make two attacks, each with 50% of her OB.

Example 2 – Ellywick the Warrior Mage

Ellywick:			
#	Action	Notes	AP's
1	Parry 50%, Cast Magic Shield	Ellywick starts by casting Magic Shield, summoning a magical shield that will protect her.	28
2	Parry 50%, Attack 75%	Still trying to defend herself, she attacks quite heavily.	26
3	Run (x2), Parry 75%, Attack 25%	Ellywick missed the spider, and she got bitten. She feels weak, and retreats back the hall she came from.	25
4	Parry 50%, Sprint (x4)	She parries, while sprinting away from mother spider.	26
5	Fast Run (x3)	With her last energy she runs away, hoping the spider won't follow...	12
Total:			117

Ellywick has put a lot of AP's in the first rounds, so the last round she only has 13 AP's left. This approach is dangerous, because you give your opponent an edge in the later turns. After these 5 turns, Ellywick has 1 AP left, which carries over to the next stack of AP's she receives (if you use the optional rule).

4 Attachment 1: Master Action Table

This master table is the combination of all tables (except for the examples) found in this document. Use is as a quick reference during game. The Master Action Table includes the optional tables for weapon sizes. If you don't want to use this option, use the Medium Weapon table for all weapons.

Attachment table 1 – Master Action Table

Master Action Table:		
Parry Actions		
Action	AP's	Notes
Parry 25%	5	Use 25% of your OB to parry. Divide the parry between any number of opponents.
Parry 50%	8	Use 50% of your OB to parry. Divide the parry between any number of opponents.
Parry 75%	11	Use 75% of your OB to parry. Divide the parry between any number of opponents.
Parry 100%	15	Use 100% of your OB to parry. Divide the parry between any number of opponents.
Melee Actions – Tiny		
Action	AP's	Notes
Attack 25%	4	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	20	Use 75% of your OB to make an attack this turn.
Attack 100%	32	Use 100% of your OB to make an attack this turn.
Melee Actions – Small		
Action	AP's	Notes
Attack 25%	5	Use 25% of your OB to make an attack this turn.
Attack 50%	11	Use 50% of your OB to make an attack this turn.
Attack 75%	19	Use 75% of your OB to make an attack this turn.
Attack 100%	30	Use 100% of your OB to make an attack this turn.
Melee Actions – Medium		
Action	AP's	Notes
Attack 25%	7	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	18	Use 75% of your OB to make an attack this turn.
Attack 100%	27	Use 100% of your OB to make an attack this turn.
Melee Actions – Large		
Action	AP's	Notes
Attack 25%	9	Use 25% of your OB to make an attack this turn.
Attack 50%	12	Use 50% of your OB to make an attack this turn.
Attack 75%	17	Use 75% of your OB to make an attack this turn.
Attack 100%	25	Use 100% of your OB to make an attack this turn.
Melee Actions – Huge		
Action	AP's	Notes
Attack 25%	10	Use 25% of your OB to make an attack this turn.
Attack 50%	14	Use 50% of your OB to make an attack this turn.
Attack 75%	18	Use 75% of your OB to make an attack this turn.

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Attack 100%	23	Use 100% of your OB to make an attack this turn.
Shooting Actions		
Action	AP's	Notes
Fire Missile Weapon	10	Firing a sufficiently loaded missile weapon.
Load	20	Loading 'one round'.
Aim (optional)	*	Each AP spent aiming gives +1 to OB for a maximum of +30. The loading must be continuous, and followed immediately by the shot.
Thrown Actions		
Action	AP's	Notes
Throw Small Weapon	15	Throwing a Small throwing weapon. Small throwing weapons include shuriken and darts.
Draw Small Weapon	7	Drawing a Small throwing weapon.
Throw Medium Weapon	20	Throwing a Medium throwing weapon. Medium throwing weapons include daggers.
Draw Medium Weapon	10	Drawing a Medium throwing weapon.
Throw Large Weapon	25	Throwing a Large throwing weapon. Large throwing weapons include thrown pole arms, like spears.
Draw Large Weapon	13	Drawing a Large throwing weapon.
Aim (optional)	*	Each AP spent aiming gives +1 to OB for a maximum of +30. The loading must be continuous, and followed immediately by the throw.
Moving Actions		
Action	AP's	Notes
Movement: Walk (x1)	3	Walking, moving one times your BMR.
Movement: Run (x2)	7	Running, moving two times your BMR.
Movement: Fast Run (x3)	12	Running fast, moving three times your BMR.
Movement: Sprint (x4)	18	Sprinting, moving four times your BMR.
Movement: Dash (x5)	25	Making a Dash, moving five times your BMR.
Spell Actions		
Action	AP's	Notes
Casting Instantaneous Spells	3	Casting a spell that has a casting time of instantaneous.
Casting Spell	20*	Casting a non-instantaneous spell. This action costs 20 AP's per round required to cast the spell. These AP's must be spent at a rate of 20 AP's per round.
Miscellaneous Actions		
Actions	AP's	Notes
Drawing Weapon	5-17	Drawing your weapon costs AP's based on the weapons size (the same as the critical size). <ul style="list-style-type: none"> ▪ Tiny: 5 AP's ▪ Small: 7 AP's ▪ Medium: 10 AP's ▪ Large: 13 AP's ▪ Huge: 16 AP's
Dropping Weapon	1	Dropping your weapon. Putting your weapon back where it came from costs the same number of AP's as drawing your weapon (see above).
Take and use Herb	5	Taking an Herb from your herb bandolier and use it on

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		yourself. Applying an Herb to another person costs AP's depending on the situation, and how the Herb must be applied.
Get Up	15	Standing up from being down. Getting up from a prone position costs 5 AP's. Getting to prone position from being down costs 10 AP's.
Dodging	10	Dodging in combat. Make an Acrobatics/Tumbling maneuver, if successful add 50 to your OB to one opponent.
Use Chi Skill	20	Activating a Chi Skill costs 20 AP's. Maintaining a Chi Skill costs 5 AP's per round (not necessary the round it is activated).
Use Mental Skill	5	Using a mental skill, that does not require a round to perform, like lore or perception to orient at the combat, cost 5 AP's by default. Mental actions that require a round to perform cost 20 AP's.
Use Physical Skill	10	Physical skills that do not require a round to perform (like mounting and dismounting) cost 10 AP's by default. Physical actions that require a round to perform cost 20 AP's.
Various Actions	*	Try to make a fair judgment. Actions that require one round to complete generally cost 20 AP's to perform. No action should be free (i.e. cost 0 AP's).