

## 0.1 Ready for Surprise v1.0

It occasionally happens that players want to Ready Actions even before combat happens. For example, if they're standing in front of a door in a dungeon, and they suspect there may be a monster lying in ambush on the other side. Another case is when the PCs are travelling through a wood known to be infested with bandits.

1. Just because it's obvious that there will be trouble doesn't mean surprise rolls aren't appropriate. In the case of the closed door forever, the Surprise roll covers not just being surprised by there being anything at all there, but also how fast the PCs can figure out just what's behind it, where in the room, what it's doing and so forth. Those who roll well at Surprise are quick to adapt to these circumstances. Thus, PCs should roll surprise even if they know there's someone behind the door. Likewise, the thing behind the door also needs to roll surprise. The exception is for people who can already observe the enemy well enough to know where it is, such as when using a Clairvoyance spell.
2. Characters (and monsters) can Ready Actions before combat. However, if a Surprise Round happens, characters who are surprised cannot carry out their readied actions during the surprise round.
3. Having actions readied *all the time* is exhausting. Just like Hustling, after one hour of it a character becomes Fatigued. So travelling at high alert through a bandit-wood is pretty tiring.  
Perhaps the PCs don't want to ready actions constantly, but just before every closed door. In this case, they can ready an action before combat 10 times per day before becoming fatigued.

### 0.1.1 Explanation

Players often suspect ambushes (using Genre Savvy) and want to be ready for them. The combat rules have a slight bit of difficulty coping with that though.

### 0.1.2 Version History

This is the first version.