

03

PERSONAL COMBAT



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Fights among humans do happen in robotic series, and they can be deadly due to the high tech weapons used. However, important characters are seldom killed in such confrontations, so we will use rules for Personal Combat that resemble those for general Conflicts, leveraging action description rather than tactical detail. Lethality and complexity will come with mecha combat in the next chapter.

DYNAMIC D100

YOU CAN KEEP TRACK OF RESOLUTION POINTS IN TWO DIFFERENT WAYS, DEPENDING ON WHETHER YOU WISH TO KEEP THE COMBAT TRACKER ON THE TABLE OR YOU PREFER RECORDING EVERYTHING ON PAPER.

IF THE PLAYERS PREFER USING THEIR CHARACTER SHEETS, THEY WILL MARK THEIR CHARACTER'S RESOLUTION POINTS ON THE TRACK TO THE RIGHT OF THEIR CHARACTER SHEET WITH A PENCIL OR A PAPER CLIP. AT THE START OF EACH ROUND PLAYERS WHOSE CHARACTER HAVE DIFFERENT SCORES FOR INITIATIVE AND RESOLUTION POINTS MUST NOTE THEIR INITIATIVE WITH A TEMPORARY MARK. APPLY VARIATIONS IN RESOLUTION POINTS OCCURRING DURING THE ROUND TO BOTH MARKS. AT THE END OF EACH ROUND, REMOVE ALL TEMPORARY MARKS FROM CHARACTER SHEETS.

IF YOU PREFER THE COMBAT TRACKER, USE THE READINESS MARKER FOR INITIATIVE AND THE RESOLUTION MARKER FOR RESOLUTION POINTS. THE NARRATOR WILL PROBABLY WANT TO USE THE TRACKER EVEN WHEN THE PLAYERS MARK THEIR RESOLUTION SCORE ON THEIR SHEETS.



ROUND SEQUENCE

Personal Combat takes place in rounds. With ten rounds in every minute a single round translates into six seconds, during which each character can perform one main action. Every combat goes through the following steps:

ROUND SEQUENCE TABLE

1. Determine Resolution Points:	At the start of combat, all players check their characters' Resolution Points and note any Consequences carried over from Adventure Time and similar advantages/disadvantages.
2. Statement of intents:	The Narrator declares what Non-Player Characters will do, if it is something that is visible to the player characters. Then all players declare in ascending INT order, or any other order that is convenient for the group, what Actions their characters will perform during the Combat Round. The stated intents determine the Initiative for that Round for each player and Non-Player Character.
3. Characters Act:	All combatants perform their Actions in descending Initiative order. The character with the highest Initiative goes first, followed by the one with the second highest, and so on, until the last combatant has acted. Reactions, such as Parries, Dodges or reaction spells, take place when appropriate.
4. End of Combat Round:	Once all eligible characters have acted the Combat Round is over. If there are characters still engaged in combat with enemies go back to number 2 and start another Combat Round. Otherwise, the Time Scale goes back to Adventure Time.

RESOLUTION POINTS AND INITIATIVE

Resolution Points determine whether a character is still able to fight, and when in the Round the character will act. At the start of a combat, Resolution Points are equal to a character's Personal Combat score. Resolution Points are not re-calculated at the start of subsequent Rounds; all Resolution Point changes from the previous Rounds remain in effect.

As explained in Chapter One, a character's Personal Combat score is the average of his or her DEX and CON, rounded up.

INITIATIVE

At the start of each Round, after deciding their plan, each player determines the Initiative on which their characters act. If they wish to perform only their Main Action, their Initiative is their Resolution Points; if they plan to perform an Extra Action as well, then their Initiative is their Resolution Points minus five. The Narrator does the same for all Non-Player Characters, noting which ones act at an Initiative lower than Resolution Points. Resolution Points can change during a Combat Round because of someone else's actions. If a character's Resolution Points change during a Combat Round, the character's Initiative changes accordingly. If the character has not acted yet, his or her Actions will take place on the new Initiative. If Initiative drops to zero or less before acting, the character must abort his or her Main Action.

SURPRISE AND PREPAREDNESS

Modifiers for surprise, preparedness, and tactical advantage in Personal Combat are applied as Consequences during the first Round. If not used on that Round, these Consequences no longer apply. Apply the effects of preparedness narratively if one side is surprised. Having no ready weapon can force a combatant to delay an attack to perform an Extra Action to draw one. Surprise as Delay. If you prefer, you may express surprise as an Extra Action that all surprised combatants must declare during the first Combat Round. Combined with the necessity to draw a weapon, this may prevent surprised characters from attacking during that Round, or force them to use fists.

MOVEMENT AND RANGE

In Personal Combat, you should adjudicate distances narratively and measure movement and ranges in descriptive units called Zones. A Zone is the equivalent of a large room, approximately 20-30 metres or yards across.

Assume that any character can traverse an entire Zone with one Extra Action and initiate Close Combat with anyone in it with his or her Main Action. Moving into an adjacent Zone still costs one Extra Action but does not automatically imply that you can initiate Close Combat with a character in the ending Zone; the situation as described will determine whether this is possible. Moving more than one Zone requires using your Main Action to move, and thus prevents any attacks in the same round.

Possible Ranges in Personal Combat are Close, Short and Medium, meaning that you are, respectively, zero, one or two Zones away. Whether a target beyond two zones away is at Long Range is determined by mutual agreement between Narrator and players, knowing that it is reasonable to assume Medium Range up to 10 zones (250-300 metres).

ACTIONS

During a Personal Combat Round you will usually perform a Main Action and sometimes an Extra Action. Your Main Action is usually your attack, or a Power or Skill use that is not aimed at providing support to the latter. It is the equivalent of a Roll for Effect in generic Conflicts. Your Extra Action is something that you perform in preparation or support of your Main Action for that Round or for the following Round. Moving is an Extra Action, and character must always move before attacking. A character can always choose to forfeit his or her Main Action in order to perform two Extra Actions. If your Resolution Points are five or less, you can only perform one Action per round.

All your Actions take place at your Initiative, in whatever order you prefer (and makes sense). If two or more characters act on the same Initiative, they act in order of their DEX, with the highest going first; if they have the same DEX score, they act simultaneously.

EXTRA ACTIONS

The most common Extra Actions a character may perform are:

- **AIM**

An Aim Action offsets Penalties for distance on a Ranged Weapon attack roll. This effect only applies in the same Combat Round.

- **MOVE**

The character moves to engagement distance for Close Combat with an opponent in the same Zone, or enters a different Zone.

- **READY ITEM**

The character prepares an item required for a Main Action in the same Round or the following. Sheathing one weapon and drawing another takes two Actions, as does readying two weapons. A Ready Item action can be combined with a Move action as if they were a single action, thus allowing you to perform your Main Action after them.

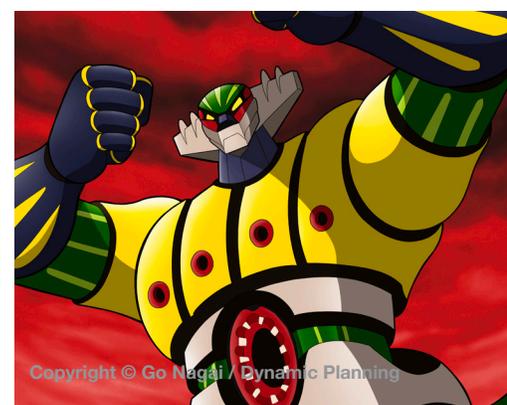
- **SUPPORT**

The character gains a Support Bonus for one single Skill Roll in that Round. This Action is the equivalent of the Support Action in generic Conflicts.

- **USE ITEM**

Many items with a special effect (magic talismans, healing potions, movement scanners, etc.) require an Extra Action to activate them. Some items require two or more Actions, and in this case you must spend your Main Action to use them. The item description will state how many Actions it requires.

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COMBAT EXCHANGES

Most Main Actions in Personal Combat are attack rolls that initiate a combat exchange. As with Rolls for Effect attacks are opposed Skill rolls, but there are stricter limits to the Skills and Traits one can roll in Combat. You usually have an attacker who rolls the Close or Ranged Combat Skill and the Trait corresponding to the weapon chosen, and a defender rolling Close Combat or Agility and a defensive Trait like a Weapon or Dodge. As an alternative, the attacker can roll on Concentration and a Power with the Overcome or Projection attribute, and the defender makes the roll on the Skill/Trait pair appropriate to the Power.

MAKING THE ATTACK

A character makes an attack by rolling a d100 and comparing it to the character's Skill with the weapon used, including all involved Traits, Bonuses and Penalties. If a player rolls equal to or lower than his or her character's final Weapon Skill, the latter has hit the intended target. Otherwise, the attack is a miss.

TARGET REACTION

If the enemy can and will defend, he or she attempts to either Parry or Dodge, or to Take Cover against a Ranged Attack. The opponent rolls the appropriate Skill and compares the result with that of the attacker on the opposed Skill Resolution Matrix (see page xx of this Chapter).

When defending against multiple opponents the defender must declare the first defence before the attack is made. In all other cases there are no reasons not to attempt a defence.

If the opposed roll is a tie or a victory for the defender the defence is successful and the blow misses. The defender may receive some benefits from his or her defence, depending on the defence type and on the level of success achieved. If the opposed roll is a victory for the attacker or no defence is rolled, then the attacker hits the defender or receives some sort of alternate tactical benefit expressed as a Resolution Point loss for the defender.

MULTIPLE REACTIONS

A character can usually defend against any attack made against him or her. However, reacting against multiple foes gives the character a Penalty to all defences. A player whose character is engaged in combat against multiple opponents must declare that the character is defending against all attacks as soon as he or she rolls the first defence for that round. If the Penalty is not applied to the first defence roll, then the character cannot defend against other opponents for that round. Plan your actions carefully, and always watch out for hidden enemies. This Penalty is not cumulative, so defending against five opponents produces the same negative effects as defending against two.

SUPPORT IN PERSONAL COMBAT

A player can use an Extra Action to gain a single Support Bonus to a Skill Roll in the same Round. The player must describe what the character does to gain the Bonus, and the Narrator determines if that makes sense in the context of the Action, using the rules for generic Conflicts as guidelines. The character can apply the Bonus to allied rolls, too.

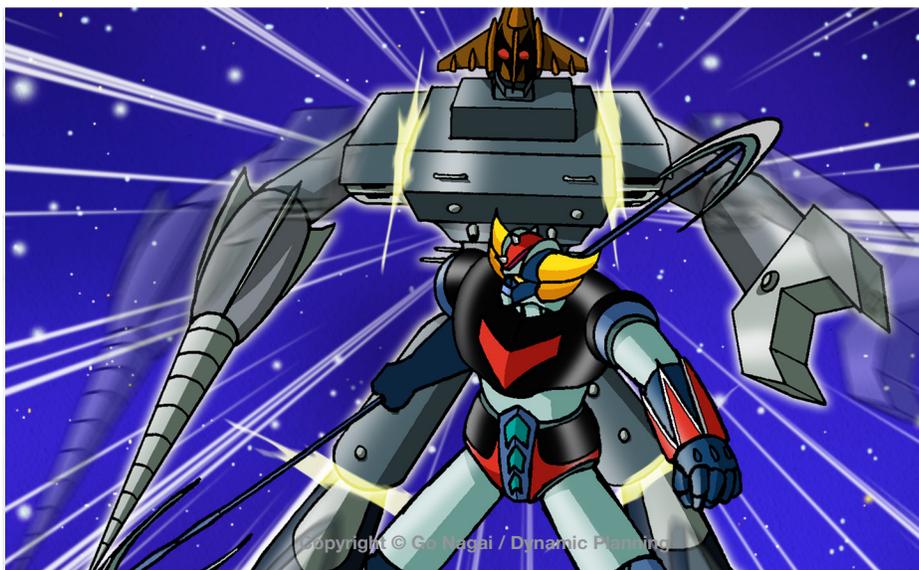
Applying Support to attack or defence rolls should be the exception, and not the norm. The Narrator should only allow it when there are specific and contingent conditions taking place during that Round. For instance, a character can use his Hide Trait to gain a Bonus to Take Cover if he or she is fighting in a burning room filled with smoke.

You can use a Power as a Support Extra Action if it makes sense, but only if the intended effect is a single Bonus that lasts only for one roll. If the Power grants permanent effects that affect the results of subsequent Rounds (provide a permanent Skill Bonus, alter Might, etc.) then you must use your Main Action to activate it.



CLOSE COMBAT

An attacker that has moved to melee range with a target can make a Close Combat attack as his or her Main Action for that round, thus initiating a Close Combat Exchange. In Personal Combat, a character can indifferently Parry or Dodge any Close Combat attack using his or her Close Combat Skill.



CLOSE COMBAT DAMAGE

If a Close Combat attack is successful, damage is rolled and applied directly to Resolution Points. Damage rolls depend on two factors: the Might of the blow and the weapon damage die. While the damage die depends entirely on the weapon, Might is based on both the weapon and the attacker's STR. Any Might Bonus due to the weapon type or two-handed use must be added to the character's base Might. In general, the statistics for a given character will provide the damage that his or her favourite weapons inflict in Personal Combat.

A successful attacker rolls the weapon damage die and

- adds the character Might, including weapon and two-handed use modifications,
- subtracts 1 for each Size class the target is bigger than Medium (or adds 1 for each Size Class for a smaller target),
- subtracts 1 if the target has light armour, 2 if it has heavy armour.

See the section on worn items (page xx in Chapter 5) for the distinction between light and heavy armour.

For example, a club has a Might value of +1. If a character with STR 15 (Might of +1) uses it one-handed, its total Might is +1 for the weapon and +1 for his STR = +2. If he hits an oni (Size Class Large, -1) covered in furs (Light Armour, -1), he will deal 1d4 for the club, plus 2 for Might and -2 for size and armour, for a total of 1d4. If he used it two-handed, the increase in Might would raise the damage to 1d4+1.

If the attacker obtains an Advantage in the opposed roll, the damage rolled is increased by 1d6. The attacker cannot choose to regain Resolution Points instead, as per general Conflict rules – only an Advantage while defending allows this option.

If the defender is victorious, the attacker suffers the standard 1d6 loss of Resolution Points, with no Bonuses for weapons, Might or armour. If the defender obtains an Advantage, he or she may roll an extra d6 or use the option of regaining the same amount of Resolution Points the attacker loses, as per general Conflict rules, but only if there is a plausible explanation for this.

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SMALL WEAPONS.

THESE RULES MIGHT MAKE THE COMBAT LAG IF THE COMBATANTS USE VERY SMALL WEAPONS LIKE DAGGERS OR FISTS. TO AVOID THIS, IF THE SPECIFIC WEAPON DIE IS SMALLER THAN 1D6 AND THERE IS NO MIGHT BONUS FOR THE ATTACK, ROLL 1D6 INSTEAD.

SHIELDS.

THE PERSONAL COMBAT RULES MAKE SHIELDS EFFECTIVE ONLY AGAINST RANGED ATTACKS. IN ORDER TO GIVE THEM SOME IMPORTANCE IN CLOSE COMBAT, YOU CAN RULE THAT ANY ARMOUR INCLUDING A SHIELD IS HEAVY ARMOUR.



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MEANING OF DAMAGE

While successes with an attack roll usually means wounds in game terms, successes in defence rolls represent gaining a tactically advantageous position rather than a hit. A victorious defender should describe some sort of manoeuvre the character performs to gain an edge against the opposition.

RANGED COMBAT

You can use a Ranged Combat roll as your Main Action to initiate a Ranged Combat Exchange. In Personal Combat the Narrator will determine narratively if the situation dictates a Bonus or Penalty to an attack or defence roll, using the situational modifiers meant for Mecha Combat as guidelines if desired.

RANGE AND MOVEMENT

You can attack any target within Close Range without any Penalty. For each Range category beyond Close, ranged attacks suffer one Penalty. A single Aim Action eliminates all Penalties, provided the target is within Range for the weapon, as indicated in the weapon table at the end of the chapter. Beyond that range, the attack has no effect. Firing at a moving target that is not headed directly towards you bestows a Penalty.

DEFENDING AGAINST RANGED ATTACKS

When defending against ranged attacks, you do not use your Close Combat Skill, but your Agility Skill instead, adding the appropriate Trait: Dodge, Shield, Take Cover or Roll. In a game that includes very high-tech weapons the Narrator may limit the ability to defend against bullets or energy weapons with Dodge or Shield.

A successful defence against a ranged attack cannot provide the same tactical advantages as a successful Close Combat defence. Therefore, losing a Combat Exchange with a ranged weapon costs the attacker no Resolution Point loss.

RELOADING A RANGED WEAPON

Automatic fire ranged weapons do not require any Actions to reload until you need a new clip. All other ranged weapons require at least one Ready Item action to reload a projectile. When combined with the Aim Action to avoid a distance Penalty beyond Close Range, this Extra Action may force the missile user to attack every other Round.

RANGED WEAPON DAMAGE

Ranged attack damage is rolled with the same procedure used for Close Combat, with the following differences:

the base weapon damage usually depends on the ammunition (arrows, bullets, laser clip, etc.) rather than the weapon directly,

the Might to add is usually a fixed value depending on the weapon and not on the wielder, and only thrown weapons like daggers or shuriken use the attacker's Might,

for energy or elemental attacks, the damage done is equal to the typical damage for the energy (for instance 1d6 for fire) plus the Might. Note that this is different from how it works for Mecha Combat.

For example, a Handgun has a Might score of 2 and fires bullets that do 1d6 damage, for a total of 1d6+2 damage. A beam rifle has a Might of 3, and does 1d8 as "ammunition" damage, so the total damage is 1d8+3. A shuriken does 1d6 damage as a weapon, and its Might depends on the attacker's, so if used by a STR 13 warrior, it does 1d6+1 damage. Armour and Size Class of the target work as for Close Combat.



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NON-LETHAL COMBAT RESULTS.
YOU MAY DESCRIBE SUCCESSFUL ATTACKS AS GAINING A TACTICALLY ADVANTAGEOUS POSITION RATHER THAN INFLECTING DAMAGE, TOO. THE EXACT NATURE AND SERIOUSNESS OF ANY WOUNDS IS DETERMINED AT THE END OF COMBAT. YOU WILL OFTEN END PERSONAL COMBAT BY SUBDUING AN OPPONENT RATHER THAN KILLING IT. DESCRIBE THE HEROES AS TRICKING THE GUARDIAN MONSTER SO THAT IT REMAINS STUCK UNDER A FALLEN TREE, AND THIS AMOUNTS TO A VICTORY. HOWEVER, NARRATIVE DETERMINATION OF THE WINNER OF A BATTLE WILL TRIGGER THE GENERAL RULE ABOUT THE LOSER CHOOSING THE EXACT EFFECT OF DEFEAT (PAGE XX OF THIS CHAPTER). IN OUR EXAMPLE, THE VICTORIOUS HEROES MIGHT BE ALLOWED TO ENTER THE ENEMY BASE THE MONSTER WAS GUARDING, BUT NOT TO KILL IT.



MOUNTED AND VEHICLE COMBAT

In order to fight from horseback, the Horse (or other mount) Trait is Required. If you do not have it, you cannot use your Weapon Trait, with all other implied limitations. Fighting while driving a vehicle like a motorcycle works similarly, with the vehicle Trait, or a specific Stunt, being required for the application of the Weapon Trait.

One of the most important advantages of mounted or vehicle fighting is that the Move action is free. As long as your personal Resolution Points are above zero, you can move two zones on your Initiative and then perform other Actions as if you had not moved. If you want your mount or vehicle to move three or more zones, instead, you must give up your Main Action.

UNARMED COMBAT

In Personal Combat, the rules do not allow a great deal of weapon differentiation, so unarmed attacks are just normal attacks. This is a good solution when representing a brawl with no intention to kill. However, when an armed and armoured fighter opposes a skilled brawler, things can become weird as the unarmed combatant can unrealistically gain the upper hand because of the abstract nature of Personal Combat. In order to avoid this, any "fists vs. weapons" close combat situation in Personal Combat bestows a Penalty on the unarmed combatant's rolls.

Characters who have one of the many Martial Arts Traits can use their limbs as weapons, striking weak spots in opponent's armour more easily and causing damage to internal organs. Knowing a Martial Art negates the fists vs. weapons Penalty and knowing the Kicking stunt allows a fighter to attack with kicks, with a +1 to Might.

COMMON WEAPONS

WEAPON	DAMAGE	RANGE	NOTES
Fist	1d2	Melee	—
SKick	1d2	Melee	+1 might, requires Martial Arts
Animal bite or claw	1d4	Melee	—
Club	1d4	Melee	+1 might, with two hands +2 might
Dagger	1d4	Melee	—
Greek-style sword	1d6	Melee	—
Katana	1d8	Melee	+1 Might for two-handed use
Whip	1d2	Close	Adds user Might
Throwing dagger or shuriken	1d4	Close	Adds user Might
Handgun	1d6+2	Short	—
Assault rifle	1d6+3	Medium	—
Beam pistol	1d8+2	Short	—
Beam rifle	1d8+3	Medium	—

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GRAPPLING.

GRAPPLING IS A FORM OF COMBAT THAT AIMS AT SUBDUING ONE'S FOE RATHER THAN CAUSING INJURY, SO IT IS EASY TO HANDLE IT WITH THE PERSONAL COMBAT RULES. IT SUFFERS THE FISTS VS. WEAPONS PENALTY.