

Super Dungeon Adventure:

Mechanics Addendum

For those familiar with Super Dungeon Explore, most of the basic mechanics are the same: activate a model, move / attack as per your abilities / equipment.

For those familiar with Dungeons and Dragons, the experience of playing Super Dungeon Adventure should be similar, but with 4 stats for skills / saves / modifiers.

Potions / Mana:

[In Super Dungeon Explore, potions may be "drank" by any party member at any point during any party member turn, and sometimes during the consul turn.

In Super Dungeon Adventure, Potions represent "Mana" / "Skill Points" which act like Dungeons and Dragons spell slots.]

On a model's activation, once per activation, the model may expend a potion(s) for a specified additional action from their skill list that requires a potion. If the skill is noted as an "emergency" skill [with a green potion icon], then the model also has the option of using it during the consul's (or another player's) turn in combat.

In Super Dungeon Adventure, the potions represent a character transferring part of their aura into a bottle (filled with a liquid, usually water) to use to activate skills, thus a model is limited in the number of times it can use aura based skills.

Initiative:

[In Super Dungeon Explore, models take turns between heroes and consul.

In Super Dungeon Adventure, initiative determines turn order, similar to Dungeons and Dragons]

At the start of combat, roll Dexterity for each model participating in combat, group models by any ties, and repeat for each group.

If any models join combat, then they enter and activate at the end of initiative, rolling initiative for the group.

Teamwork: Models of the same team, which tie for initiative may share that initiative and either act in the same initiative turn or activate in any order.

Delay: A model may "wait" to shift its turn order.

More than monsters:

In Super Dungeon Adventure, every model is essentially a character and as such, monsters gain the same rights as playable characters.

Monsters essentially gain hearts, potions and equipment like players, and have the potential to use basic actions and even aura skills.

Switch:

New basic action: Switch: A model, during its activation, may spend 1 action point to swap itself with another friendly model, within range 1, that does not resist. If the friendly model resists, then please complain to your teammate, then proceed to do contested Strength by each rolling your Strength stat: the character with the higher roll determines the result:

Character 1 successfully swaps with Character 2

Character 1 gives Character 2 an oddly timed hug

New Angle of Attack:

[In Super Dungeon Explore, the rules do not specify that directional abilities (Sweep, Lance, Spray) can be used diagonally]

Directional abilities, such as Sweep, Lance, or Spray can be used diagonally, as long as there are no violations of range.

Stay on Target:

[In Super Dungeon Explore, you must target another model, in Super Dungeon Adventure, you may target an empty space as if it was a model]

During its activation, a model may target any space, to include an empty space: one may want to do this to place an AOE effect in a certain position.

You still require line of sight, and walls and buildings will still stop the result of the action when applicable.

Take Flight:

Models with Fly must (for free) declare if they are at ground level (hovering does not have to be declared, but is helpful), or are in the air, which will affect visibility. This can happen multiple times per activation. Flight does not exempt a model from being targeted by actions.

Dodge:

In situations when a model is Thrown, is moving through sustained actions, moving through a trap, or in cover, the model may make a Dexterity roll against the attack / effect, if that fails, then the model uses its normal defense roll against the attack / effect (these can both be Dexterity).

(e.g. A model dodging through a trap would likely have a fixed stat to beat, while a model being shot at would likely roll their Dexterity against the Dexterity of the ballistic attack.)

Inspiration Dice

The DM might award inspiration dice to players.

These are dice that are optionally available for the player to use on any roll, once per long rest.

After each use of an inspiration dice, the lowest available number becomes unavailable and counts as the lowest available value in future rolls.

Citrine dice are used for defensive rolls, light is considered the highest value.

Light causes the attacker to reroll a dice of the defender's choosing, per light.

Amethyst dice are used for offensive rolls, shadow is considered the highest value.

Shadow causes an additional attack, minus the Amethyst that rolled shadow.

Under Cover:

Models that are completely concealed, even by breakable terrain, are not able to be targeted by actions, unless that action has a specific exception, this is consider "full cover".

Any model that is at least half hidden (50%+) counts as in "half cover" and may make a dodge against the targeting action.

[While some cover confers Stealth, which reduces viable range of actions, it will also allow a Dodge in the same manner]

Center to Center:

[In Super Dungeon Explore, Line of Sight is determined (loosely) by "Corner to Corner". To avoid the flexibility of this rule, Super Dungeon Adventure will adjust this rule]

Range and Line of Sight are determined using the centers of spaces.

If a Line of Sight, when drawn would include 50%+ coverage (at any point on the line), then the target counts as in at least half cover.

Size Matters:

[In Super Dungeon Explore, models may only be Small or Large]

Characters vary in size: they may be:

Tiny: 1/4th square.

Small: 1 square.

Large: 4 squares.

Huge: 9 squares.

Gigantic: 16 squares.

Blocking:

Enemy models that are equal or larger size count against determining Line of Sight, unless they have taken flight, then models in the air may block for other models in the air.

Large models on the ground count as half cover for Small or Tiny models, and Giant models on the ground count as half cover for Large models in the air, and fully block Small or Tiny models in the air.

Throw:

Any model may attempt to throw any model of a smaller size, the thrown model may resist by doing a contested Strength vs Strength between models.

Once thrown, the model stops when it would hit at wall, building, or object / model of equal or greater size.

Once stopped, the model makes a Dodge against the thrower's Strength.

Perfect!:

Any time a character rolls the maximum possible (without modifiers), it should be considered a success, and the player and DM are encouraged to make it a special moment.

Likewise a zero (without modifiers) should be considered a failure, however, modifiers can still make it a technical success. In these situations, the DM is encouraged to allow a success, but with a special penalty of their choosing.

Sustained actions:

[In Super Dungeon Explore, an action is performed once per action point

In Super Dungeon Adventure, an action can be performed (somewhat) continuously]

If a model is going to perform an action as a sustained action, this means that they are expending their remaining action points, and do not regain action points until the turn after they have ceased the sustained action. Additionally, the model may not expend potions for skills, on their turn or the consul's.

Movement is reduced by half (difficult terrain still applies in addition to this penalty), and is restricted by the ability to maintain the sustained action.

Flurry: The model targets a space within basic attack range, and every space from the model, up to that space is considered to be under attack.

Barrage: The model targets a space within ballistic attack range, and every space from the model, up to that space is considered to be under attack.

Blast: The model targets a space within magic attack range, and every space from the model, up to that space is considered to be under attack.

Sustained AOE: Skills and abilities that use a AOE can still be used as sustained (provided the initial cost in action/skill points is available), but the delivery will vary based on the particular skill. In the event that the delivery requires an unobstructed line of sight, anything that breaks that line of sight becomes the new origin of the AOE. (E.G. Sparkleburst shoots a bomb to a space that then Bursts, if a model is blocking Line of Sight, it becomes the new center of the Burst).

Lances, sprays, sweeps and AOE's that originate from a model consider everything in the AOE under attack.

Basic Action: Most basic actions use a single target, even it is the model using the sustained action.

Search Action: Search targets the room, but applies as if it was an Aura 1 ability.

A model entering a space or stopped in a space which is under attack, takes an attack from the model performing the sustained attack.

Likewise, a model entering a space or stopped in a space which is under effect, takes the effect of the ability / skill being sustained.

Willful or forced break of sustained action: If the model is moved out of range or line of sight of the action, whether voluntarily, is forced (e.g. Push, Compel, Pull), or stops the action, then the action penalty still applies on the following activation.

On the activation after the sustained action is ceased / broken, the model loses action points equal to the sustained action's cost. The model may also not run.

Sustained skills:

A skill can be used in the same way as a sustained action: the action is continuous in the same manner, no actions or skills can be used until the turn after the sustained skill has ceased.

On the activation after the sustained skill is ceased / broken, the model loses skill points equal to the sustained skill's cost in potions (or actions and potions if applicable), this can result in negative skill points. Models with negative skill points are "aura sapped", and cannot initiate skills, sustained or not. The model may also not run.

Dangerous Bursts and Waves:

Any sustained action that results in a Burst or Wave (not an Aura), is considered "Dangerous" meaning that it affects both friendly and enemy models. This includes effect abilities and healing.

Exceptional Equipment

[In Super Dungeon Explore, a character is limited to one piece of equipment per top, left, right, bottom slots, and is limited to one treasure.

In Super Dungeon Adventure, there is no treasure limitation.]

In addition to slot requirements, the equipment has to be sensibly carried or equipped.

There are certain cards that represent odd equipment (like Broken Joystick), these should be represented as amulets in the shape or representation of the original object.

Equipment that has been awarded as a "Power Up" does not have to be represented on the character.

Healing on Attack

[In Super Dungeon Explore, when a party member rolls a wound in addition to a heart and/or potion, a heart/potion "pops out" of the enemy that can then be distributed to the party because it represents a video game world.

In Super Dungeon Adventure, as an RPG world, rolling hearts/potions/light/darkness count as an effect on the character and/or its aura]

When any special symbol is rolled, that symbol can only affect the character that rolled it. A potion replenishes a character's aura, and a heart replenishes the character's HP.