Combat Cards:

These cards will have a number and or some modifiers on them defining how much damage shall be dealt. The cards could be numbers 0-4 for that respective amount of damage. There are also special modifiers the cards could inflict life fire and poison damage. There are also special cards that can be contained in decks to add really good or really bad effects such as a x2 card, or a miss, multiplies your whole attack by two or makes you do no damage at all respectively. Combat cards are drawn in combat based on the power of the attack. One attack power is one card, three attack power is three cards. Players will each have their own deck of combat cards that will be changed and modified over the course of the game, this starting deck is based on the players class as each class has a specific combat deck to start with. Bosses will have a combat deck built for them based on the boss type they are and all the additional modifiers.

Attacking:

When anything attacks it is done in this way:

1. Define range of the attack, can you attack 1, 2, or 3 spaces away and if so, are you in range, if it’s a boss use its action to decide the target.
2. If in range draw as many combat cards as is the combat power.
3. Add up the final value of combat cards.
4. Subtract any defense from the opponent, from modifiers or other bonus rules, armor. i.e. the boss is labeled to have three armor, that would be subtract three from all attacks.
5. Decide if the opponent can counter attack or not, counter attacks can be performed if they are listed by any boss rules or if players taken an action that allows it or used the dodge action and successfully dodge the attack. NOTE you can only counter attack if your base attack can attack at the appropriate range.
6. Make the counter attack, Counter attacks are done with the base stat of a character.
7. Deal out final damage and decide if an enemy was defeated. NOTE- even if your character was defeated or the boss was defeated by an attack, they still get to execute the counter attack. This can be crucial for player victories or detrimental, for if all players die even if the boss dies the players lose.

Armor:

Armor is a simple active stat that subtracts damage from a damage total to a minimum of 0 (unless stated otherwise by the armor)

Modifiers:

* Fire: PLACEHOLDER
* Poison: PLACEHOLDER
* Cursed: PLACEHOLDER
* Confused: PLACEHOLDER
* Disabled: Next turn is lost
* Weakened: -2 to all attacks, lasts only for one turn.