

非常事態



# RPG Turn Based Combat

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NAME

EX-SOLDIER

Attack  
Magic

Item

HP

294/ 302

MP

54

LIMIT

TIM



# SUMMARY

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DIFFERENT TYPES OF  
COMBAT

BASIC ELEMENTS

HOW TO IMPROVE IT  
/  
WHAT MAKES IT GOOD



# DIFFERENT TYPES OF COMBAT

# 1. Classic Turn-Based





## 2. Strategy/Tactic



**ELEMENTS:** What elements a  
turn-based combat system  
have

# 1. Turn distribution





# 1.1.Stat related order(initiative/speed)

Alakazam	Lv.40	
DEX NO.	065	Alakazam
HP	96/96	
ATTACK	52	
DEFENSE	51	
SP. ATK	121	
SP. DEF	81	
<b>SPEED</b>	<b>107</b>	
NATURE	Serious	
ABILITY	Inner Focus	
ITEM	Alakazite	
		MOVES LEARNED
		Thunder Wave
		Hidden Power
		Psycho Cut
		Recover

JACQUELINE AMOROSE			
LVL. 111			
HP 3,759	AP 10	MP 5	WP 6
MASTERY			
148	44% (264)	57	44% (264)
168	42% (251)	166	44% (264)
BATTLE			
Damage Inflicted 10%	Heals performed -5%		
Critical Hits 30%	Block 4%		
<b>Initiative 60</b>	Range 2		
Dodge 86	Lock 5		
Wisdom 20	Prospecting 20		
Control 3	Kit Skill 0		
Force of Will 20			
SECONDARY			
Critical Mastery 33	Critical Resistance 0		
Rear Mastery 14	Rear Resistance 0		
Melee Mastery 0	Distance Mastery 160		
Single Target Mastery 26	Area Mastery 134		
Healing Mastery 13	Berserk Mastery 0		
% Armor given 0	% Armor received 0		



# 1.2. Turns as a resource



# 2. Turn management/execution

## 1. Plan your attack



## 2. Turn-by-turn



### 3. Actions: Ways to attack / interact



# 3.1. Do we have a basic attack?

Games that have it



Games that don't

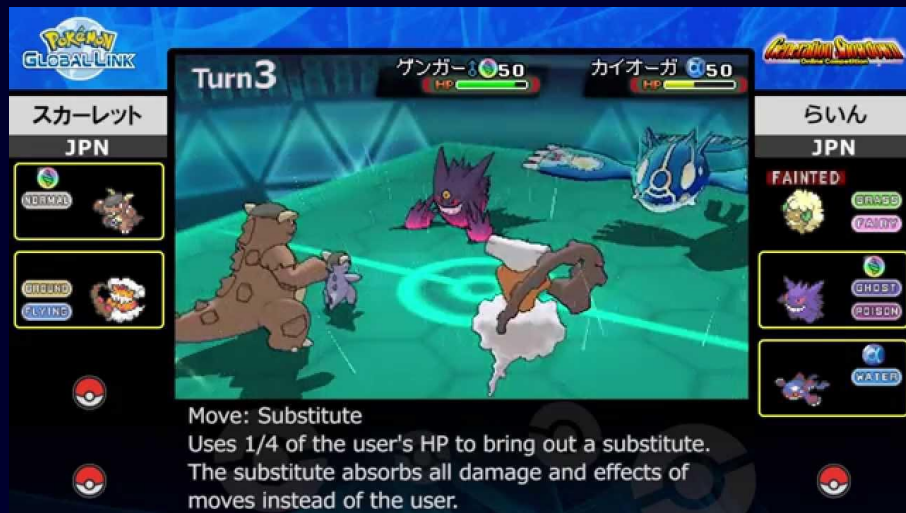




# 3.2. What differences a special attack of a basic? (resources)



### 3.3. Types & effects/buffs & debuffs



WHAT MAKES IT GOOD?

# 1. Make it faster





## 2. Interactivity & audio



# 3. Events & External elements

