Project Melee

The Roleplaying game

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# Introduction

Project Melee is a Fantasy Tabletop Roleplaying game that seeks out to accomplish these major goals:

* Provide a more dynamic form of melee combat, avoiding the simple I attack X times a turn as the go to turn.
* Increasing player engagement during the full combat round so they do not feel like they are sitting out waiting for long periods of time.
* Be easy for players new to Roleplaying games

To reach these goals Project Melee uses a deck of cards that form an initiative point system. This document will explain exactly how that works in the ***[INSERT SECTION NAME]*** section.

## How to Read this Rulebook

The best way to read this rule book is to first read the next section were the basic mechanics of the game are explained, see ***[INSERT SECTION NAME]***. Then from there if you are a Game Master, it is recommended you read the How-to Game Master ***[INSERT SECTION NAME]*** section next. If you are not a Game master then, you show go ahead and go to character creation ***[INSERT SECTION NAME]*** section.

For new players, I would not recommend looking at the leveling ***[INSERT SECTION NAME]*** section as Project Melee’s leveling system is flexible enough that decisions made at character creation do not lock your character’s progression in a specified path. I would recommend that new players just try anything they think sounds fun and if you decide you don’t like what you’re doing, you absolutely can change it while leveling,

At the end of this document you will also find a glossary ***[INSERT SECTION NAME]*** of key words with a short descript and a page number where you can find out more about that keyword. If you see any **Bolded** word in this document, then it is a key word with a section in the glossary.

## Early Questions?

Now I’m sure with that you have some immediate questions.

First, I bet what some of you are thinking is with Project Melee using a card system for combat, does this mean that this is a dice-less system???

* No, it is not and the dice system works in as similar manner to D&D 5e or Pathfinder. Understanding one of those dice systems should give you a good idea on how Project Melee will work when it comes to die rolls. The cards used in project melee are just to support the simultaneous combat system.

What fantasy-based setting does Project Melee use, or does it have its own?

* There is no fixed setting for Project Melee. It is designed to be flexible enough to work with any setting. Although not yet implemented, the magic system will be done in such a way that you can easily add and remove spells to fit your setting of choice. This document by default assumes the Game Master will run this game in a traditional D&D setting, but realistically it can be adapted to any medieval fantasy setting.

How important is the roleplay, with everyone acting at the same time won’t that make the roleplaying aspect difficult?

* You can’t have a roleplaying game without the role-play. Project Melee is a roleplaying game first and foremost, so yes role playing is still very important to the game. Although, normally it is up to the Game Master and the other players at the table to determine how much roleplay is in their game, and Project Melee. Is no exception to that.   
  Also, even though players are acting and resolving their abilities at the same time, it does not take away from the roleplaying aspect, it merely changes the style a little bit. Instead of painting each turn how a character acted in a scene, in Project Melee each turn will paint the entire scene with each character acting in it. This will be explained and demonstrated in these two sections ***[INSERT SECTION NAME] & [INSERT SECTION NAME]***.

# How to Play

## Actions and Reactions

This section describes how actions and reactions work as well as what actions players have available.

### Action Table

This the base action table that all characters have access to. Players will acquire more actions as they level. Please continue the to the next sections to understand more.

|  |  |  |
| --- | --- | --- |
| Defense | Offence | Utility\* |
| Guard Stance (1 point) | Light Attack (1 point) | Guard Break (1 point) |
| Dodge (1 point) | Heavy Attack (2 point) | Grapple (1 point) |
| Counter Strike (1 point) | Throw (1 point) | Run/Jump (1 point) |
|  | Shoot (1 point) | Interact with environment (1 point) |
|  |  | Get item from backpack (1 point) |
|  |  | Change/sheath weapon (1 point) |
|  |  | Aim (1 Point) |

\* All utility actions can be interrupted (cancelled) by successful melee, range or spell attacks against the player.

### How Actions work

Players will have a set list of actions that they can take when they have the initiative. Reactions are actions that other player may take when they are able to perceive someone take an action or another reaction. Unless otherwise stated any action can be performed as a reaction, but they cost one more action point to do so.

Here's an example: *Lance and Leia are fighting a Dark Knight. Lance has the initiative, so he makes a light attack against the Knight for 1 action point. The Dark Knight decides to spend 2 action to perform the Guard Stance action as a reaction. Leia can see both Lance and the Dark Knight so she can choose to react to either person’s action or simple save her action points for later. She decides she will perform a Guard Break action as a reaction for 2 action points.*

Players can learn new action through the talents the acquire as they level. Actions are sorted by 3 categories: defense, offense, and utility. These categories show the usually purpose for those actions and also determine their normal speed. An actions speed determines the order in which it and other reactions will resolve.

Here's how the previous