

## Combat Forms

### Section 1.1: Structure for Attack Forms

**Note:** *Bob is always the attacker, Jake is always the defender.*

#### Name:

Short, sufficiently descriptive name. Ex: “Descending slash”, “Dagger throw”, “Lunge”.

#### Class:

Identify the form as a kicks, armed attack, unarmed attack, acrobatics, and any additional major category you need. This is to organize the player’s form sheet, so they know what they’ve got.

#### Tier:

There are four tiers: 0 – 3, where the tier number is representative of how advanced the form is. Tier 0 includes forms (humor is ok) a person might execute if they’d never really been in a fight before and were picking up a sword for the first time, and attempting to execute something they saw in a movie once. Tier 1 is presumed to be the versions of the form a person could work out on their own, given practice. Tier 2 is a well trained version of the form, and Tier 3 is an advanced version.

#### Weapon Type, Bob:

Identify the weapon the attack uses. If it works for more than one weapon, you can include all the weapons. Don’t make the descriptions overly vague to accommodate extra weapons. Ex: “two-handed sword”, “single-handed sword”, “unarmed”, “stave”, etc. If necessary for your description, specify left or right hand only, and then write the same form for the other hand.

#### Weapon Type, Jake:

If the form can only be used against a certain weapon (such as if it’s a disarm for a sword), then list the acceptable weapons here. The default is all weapons acceptable.

#### Attack/Direction Type:



There are 12 types of attack forms, and are categorized by the direction of the blade/fist/whatever is just before impacting the target. Directions are in relation to Bob (his left, his right). Slashing types include: straight down (**V**), straight up (^), left to right (>), right to left (<), diagonally downward to the right (**DR**), diagonally downward to the left (**DL**), diagonally upward to the right (**UR**) and diagonally upward to the left (**UL**). A piercing attack is type (**O**). Figure 1.1

shows the notation for slash direction types.

### **Figure 1.1: Jake gets what's coming to him**

A throwing attack is type (T), and the two non-attacking types are flourish (F) and recovery (R). A flourish is a fancy way of passing your turn with some style in manual mode. Spinning your dagger menacingly instead of attacking is a flourish. Higher tier flourishes intimidate opponents that aren't as skilled (intimidation mod, later) much as fade stares do. Recovery forms include things like retrieving a weapon that was just disarmed and fell to the ground, or jumping to a ready position from a knocked-down one.

**The complete list of options is O, V, ^, <-, ->, DR, DL, UR, UL, T, F, R.**

#### **Damage Type:**

Choices are slashing, piercing and crushing (**SL/PR/CR**), to accommodate the way weapons are coded already. Hand-to-hand attacks (like slaps) are generally crushing blows (ya know, if she's pretty).

#### **Stance, Bob:**

Most attacks use the '**ready**' stance, which means Bob is standing with whatever weapon he uses in hand, fighting normally. For defensive forms (section 1.2), there are more stances to accommodate, for example, fending off an opponent if you've been knocked down. When the form team submits more forms, we'll add more stances on if necessary, and number them such that an integer value of 1 in the stance field means ready, 2 means upside down (:P), whatever. For most attacks, ready is the appropriate stance.

#### **Stance, Jake:**

A few attacks are only good if Jake is in a certain position – for instance, if he's been knocked on the ground, a form for spearing your weapon straight down into him in a piercing move might be appropriate. This is for what stance Jake must be in for Bob to attack him. The most obvious choices are '**ready**', '**unaware**' (in other words, Bob is initiating combat and Jake doesn't see it coming, more on this in section 1.2), and '**knocked down**'. Other submissions may be acceptable.

#### **Teachable:**

Can a PC be taught this form from another PC? Most everything should be teachable, within reason.

#### **Learnable:**

Can a PC learn this form just by defending against it enough times in code combat? If it's something that could potentially be picked up by a keen eye and some practice, then set this to 'yes'. If it's something like dark hounds spitting on you, then set this to 'no'. :p Most everything should be learnable, so long as it's something a humanoid can do.

#### **Areas allowed:**

This identifies the type of room the player must be in to use this attack. If the attack utilizes something in the surroundings that only makes sense in a forest or a city street, put that here. For example, maybe a Seafolk grabs some rigging to lever himself into a kick. Almost all forms should work in all rooms.

#### **Standard/Exotic:**

For automated setting of forms using WM. If the form is a standard type of attack for this weapon, it is standard. If it is a form that the average person wouldn't know, put exotic. For instance, acrobatic attacks and defenses would largely be exotic. A lunge is standard.

#### **Acceptable targets:**

List what body parts this form may be used on, from the list at the bottom of template\_form\_attack.xls. The default is 'all'. If, say, the attack is a straight-downward slash, however, you cannot target Jake's neck because it would hit his head. Therefore, note here that you can't target the neck.. Note: we may add additional body parts here to accommodate non-humanoid mobs, like dark hounds. For now, just go with the current list.

#### **Extra damage mod:**

This is rarely enabled, but I left it in for those rare forms that inherently do much more damage of a type that isn't better handled by the mod fields at the end of the structure. This should almost never be used.

#### **Auto-affects:**

This is for any affects that occur regardless of whether the attack is successful or not. If Bob rushes Jake, leaps up and tries to plant his boots in Jake's chest, then Bob is going to fall on his back regardless of whether Jake goes flying backwards or not. We will assign integers for each major type of affect after we get a good list of form submissions, for the coders. For throwing forms (like right-hand dagger throw), note in this field that the dagger in Bob's right hand must be removed.

#### **Successful-affects:**

List the affects on either Bob /or/ Jake if the form is successful. If it's a bash, then set Jake to 'on ground'. For a dirt kick, set Jake to 'blinded'.

#### **Failure-affects:**

List the affects on Bob if the form fails because Jake defends properly (not because of outright critical failure on Bob's part, like slipping, which is covered below).

#### **"Normal" initial text:**

There are three settings the code recognizes for how wildly Bob is fighting: normal, aggressive and reckless. Each form must have a different description depending on which setting Bob is on. The text explaining the attack goes in these fields. Normal goes here. "Bob sweeps his sword left in a short, smooth stroke aimed at Jake's <bodypart>"

#### **"Aggressive" initial text:**

This is the text explaining the attack if Bob is fighting aggressively. "Bob drives forward toward Jake quickly, sweeping his sword leftward in an attempt to slash at Jake's <bodypart>."

**"Reckless" initial text:**

The text for a reckless version of this form goes here. "Bob wheels about and slashes violently leftward, sweeping his sword around himself as he corkscrews recklessly with enormous power."

**Endurance cost:**

Integer value (unmodified) of how exhausting this form is to use. We'll set these later, once we know how much endurance players will have, on average.

**Force mod, intimidation bonus, knockdown mod, stun mod, unconscious mod, numb mod, poison mod, break mod:**

These will eventually be numerical values. For now, if the form is made specifically to break an arm, then make it only target arms and put a note in 'break mod' that it should be good at breaking arms.

**Minor wound text:**

If this form deals a minor wound, this is the text message the players see.

**Substantial wound text:**

This is the text for dealing a substantial wound with this form.

**Gashed wound text:**

Text for gashes. Note that there are many other types of wounds, but the descriptions for injuries like getting your head chopped off are contained in the body part structures.

**Critical failure, counter:**

Each form has a small chance to fail spectacularly even before Jake needs to defend against it. This field is to simulate some counter attacks. "Bob raises his weapon too high, leaving him exposed to counter-attack!"

**Critical failure, penalty-free:**

The text for failures that don't have any adverse affects goes here. "Bob's lunge is so poorly aimed, he stabs awkwardly past Jake."

**Critical failure, loss of weapon:**

The text for accidentally dropping/throwing your weapon across the room goes here.

**Critical failure, stumble and recover:**

If Bob slips but manages not to fall down.

**Critical failure, fall:**

Bob slips and falls down.

\*\*Everything below this line is for later documents.\*\*

Structure for Wounds (used multiple times in larger body structure):

Minor  
Substantial  
Gashed  
Severed  
Broken  
Cold  
Burned  
Numb  
Burn Scars  
Gash Scars

All fields in struct wounds are integers.

Structure for a body part:

**name (left upper arm)**

**region (arm)**

**percent\_of\_body (3.75%)**

**injuries (of structure type ‘wounds’)**

**Minor** (number of minor wounds: 0 – no limit. -1 if can’t receive a minor wound (such as your heart.))

**Substantial** (number of substantial wounds: 0 – 10. Anything over 10 is a gash. -1 if can’t receive a substantial wound (such as your heart.))

**Gashed** (number of gashes: 0 – 5. -1 if can’t be gashed, such as nothing I can immediately think of.)

**Severed** (1 if present but can be severed in combat, 0 if lost and healed, -1 if can’t be lost, 2 if severed and bleeding.)

**Broken** (number of breaks: 0 – no max. -1 if can’t be broken. -2 and smaller for each time healed without OP (so a player can note that his nose has been broken many times)).

**Cold** (-1 if can’t receive cold damage, 1 if cold)

**Burned** (-1 if can’t receive burns, 1 if burned)

**Numb** (-1 if can’t be numb, 1 if numb)

**Burn Scars** (tally of burns healed without OP)

**Gash Scars** (tally of gashed healed without OP)

**injury\_data** (of structure type ‘wounds’. Each field stores the numerical value given in the injury mod table. These numbers are constant.)

**Minor**

**Substantial**

**Gashed**

**Severed**

**Broken**

**Cold**  
**Burned**  
**Numb**  
**Burn Scars (0)**  
**Gash Scars (0)**

**bloodloss\_data** (of structure type ‘wounds’. Each field stores the numerical value given in the bloodloss mod table. These numbers are constant.)

**Minor**  
**Substantial**  
**Gashed**  
**Severed**  
**Broken**  
**Cold**  
**Burned**  
**Numb**  
**Burn Scars (0)**  
**Gash Scars (0)**  
**Text\_if\_severed**  
**Text\_if\_broken**  
**Death\_if\_Broken (-1 for no death, otherwise tick timer)**  
**Death\_if\_Severed (-1 for no death, otherwise tick-timer)**  
**Mod to unconscious**  
**Mod to numb**

Establishing an injury:

When a body part takes a hit, the damage it receives is partially absorbed by armor and other factors. The final number, after these modifiers, is compared against the total number of hit points the targeted body part possesses. The ranges in injury table dictate what kind of wound it is. For instance, the right upper arm is 3.75% of the total hps. If Jake possesses 10000 hps total, then his arm has 375 hps. If the arm is hit for 38 hps, then this is approximately a hit of 10%, which rates as a minor wound according to Table 1. After this type of wound is established, the Injury\_data structure is checked – if the body part cannot be injured in this fashion (you cannot sever an ear – I don’t want half the mud running around with missing ears :p), then the injury is downgraded one step. Severed body parts are gashed instead, gashed body parts receive substantial hits, etc.

Some body parts have affects associated with them besides bloodloss. If your head (read: your skull) is broken, in this system, you die instantly. If your heart is gashed, you die instantly. If your right arm is broken and you have a weapon wielded in your right hand, then it is auto-removed to either your inventory or the ground and you can no longer wield anything in that hand until it heals. Consequently, since all weapon-wielding forms check that you have a weapon, you won’t be able to attempt a weapon-wielding attack/defense until you equip a left-handed weapon. Some body parts knock the person unconscious, or stun them (they cannot attack until the timer runs out, and their defenses are reduced in tier).

Some body parts cannot be injured strictly according to this system.

Injury Mod:

The equation is given by multiplying all of the mods in this table together for each body part. If Bob has two minor cuts on his arm and one gash on his head, then the mod is `minor_arm * minor_arm * gash_head` = injury mod. I'll get you a numerical example soon as I finish the spreadsheet.

The Injury Mod spirals out of control in a hurry if the individual mods are too small (for instance, if a gash was .65 or even smaller, the first person to receive a gash would probably never be able to win another form – attack or defensive). For this reason, I moderated them so that an combatant still has a fighting chance (excluding the necessary random element) when he accumulates a wound or two.