Bel Nix: Combat

This documents all of the highlights of the combat in Bel Nix. Between weapon types, conditions, attacks of opportunity and the like.

# Actions

There are a specific number of actions that the player will be able to do during their turn in combat. They are able to take a Movement Action, a Standard Action, and two Minor Actions. There are no substitutions. All actions must take place within a six second span.

## Movement Action

Movement Action: This action consists of moving a certain amount of squares equal to your speed. There are currently no rules for modifying your speed so all characters have the ability to move five squares (twenty-five feet) per turn. Alternatively, a player can choose to take a five-foot step instead of moving their full five squares.

**-Full Movement:** A full movement allows you to move the maximum amount of feet you can during a single round of combat.

**-Five-Foot Step:** A five-foot step allows you to move one square away (five feet) but does not invoke an attack of opportunity when you are moving away from an enemy target.

**-Recovery:** If knocked prone, only a movement action can be used to recover from the effects.

-**Jumping Gaps/Rough Terrain:** With the appropriate athletics check, any gap(s) can be crossed as long as they are within the five squares (twenty-five feet) allotted. The last square of movement must be a solid surface(i.e. cannot be a gap or rough terrain). For example, a player cannot move four squares then jump over a gap one square in length since the player would land on the other side and have taken a total of six squares in movement. This applies to rough terrain such as rubble, vaulting over furniture, and broken/uneven flooring.

-**Climbing:** With the appropriate athletics check and terrain, a player may be allowed to climb to a higher or lower level of the current map. The space crossed between levels will act as if a player was jumping over a two square gap (with all rules that apply).

-**Falling:** When falling, a player will take one point of damage for every foot fallen (five points of damage per square) for the first ten feet. For every ten feet fallen afterwards, one point of damage is added per foot. However, the player can offset this damage by making an athletics check. For example, Sarah falls from floor two to floor one (which is two squares, ten feet or one level). She would take ten points of damage, but makes an athletics check, rolling a 6 and adding her athletics skill of 1 for a total of 7. Therefore, Sarah takes only 3 points of damage for the fall. However, had she been falling from floor two to the basement level (floor zero), the total damage she would need to offset would be 30 to not take damage. Her offset of 7 would still make her take 23 points of damage.

## Standard Action

Standard Action: Currently there are only a few standard actions. Attacking a target is the most basic standard action. Most class features that are usable in combat (i.e. Throw or Over Clock) count as a standard action, unless they are stated otherwise in their description. The last thing that is considered a standard action is opening your inventory.

**-Attacking:** To attack a target you will roll 1d20 + your melee skill vs. the target's AC. If you roll higher than the target's AC, then you will roll damage using the weapon you have equipped. In the event of a tie, favor is given to the roller as with any other roll.

**-Class Features:** See the list below. If a feature is usable in combat and does not state that it is a minor/movement action, it is a standard action.

**-Taking From Inventory:** Opening your inventory (excluding your belt and shoulder slots) is an action where you can look into your inventory and grab something out. Swapping an item from your main hand to your backpack in exchange for a different item in one action is restricted and requires the minor action "Stowing Item" alongside your standard. This action requires a free hand.

## Minor Action

Minor Action: Most of these actions are something that you could do concurrently or quickly enough to still take your other actions. Things that constitute as a minor action are: sheathing a weapon, talking, taking anything off of your shoulder slot (quick item), or some class features that are usable in combat (i.e. Mark or Danger Close).

**-Sheathing:** Sheathing your weapon to your belt or shoulder slot will free up your main hand and allow you to take any standard or minor actions that require a free hand.

-**Stowing Item:** Stowing any item into your backpack, including weapons. This will free up your main hand.

-**Dropping Item:** Dropping an item onto the ground, including weapons. This will free up your main hand.

**-Talking:** Coordinating with teammates, conversing with a foe, or convincing a neutral party takes time. You are only allowed to utter a single sentence and whoever you are talking to can respond with a single sentence.

**-Shoulder Slot:** Accessing your shoulder slot item places the item into a free hand. This item may be used in your standard action immediately.

**-Checks:** Any sort of non-melee or ranged check will be constituted as a minor action. Any athletics, stealth, mechanical, or otherwise that are used in combat take up the place of one minor action.

# Inventory

The inventory of the player (as pertaining to combat) is broken into three basic components: the Backpack, the Belt, and the Shoulder. Access to each of these components varies, as does their concealment. Any extra bags must be carried in a free hand and act like Backpacks.

## Backpack

Unless specified, it is assumed that every character has a personal backpack or satchel. Each players' Backpack is allotted a 4x4 space in which they can hold any item such as weapons, medicine, food, extra armor, and other miscellaneous item. While in combat, accessing any item would require a standard action. Backpacks gives no concealment penalty and makes small items (1x1 squares) virtually undetectable both visually and in a standard body search.

## Belt

The Belt is an accessible point for the player that may only be used by ranged and melee weapons. The player may fasten as many weapons to the Belt as they can reasonably use at one time (two one-handed weapons, one two-handed weapon, or one ranged weapon plus ammunition). While a weapon is placed on the Belt, it can be accessed through a minor action rather than a standard action. This accessibility does make it extremely visible and offers no concealment. There is no spatial limit to what can be fastened on a Belt.

## Shoulder

Also known as a quick-draw slot, the shoulder inventory acts similarly to the belt such that it only requires a minor action to access and is extremely visible, offering no concealment. Where it differs, however, is in the items it can stow and its size. The Shoulder is a 2x2 slot that can stow not only weapons, but any item that fits within its constraints The Shoulder slot is considered filled while wearing shoulder armor.

# Combat: Step by Step

Once combat begins, turn order must be established with player initiative. Once established, the turn order is followed with a few exceptions including surprise rounds and adding new combatants to the turn order in the middle of combat. Once turn order is established, each player takes their turn moving, attacking, and using their abilities until the win conditions are met.

## Initiative: Determining Turn Order

Once combat is called, all participants must roll for their initiative score. The initiative scores are then stacked in order of largest to smallest, and the participant with the largest initiative moves first.

**-Initiative Basics:** Initiative is found by rolling 1d20 + sturdy modifier. Under Combat Scores on the character sheet there is a space for what is called initiative. This is just your sturdy modifier re-written and your initiative score and sturdy modifier are mechanically identical. In the event of two initiatives tying, a 1d6 is rolled until the tie is broken and favor is given to the higher of the two 1d6 rolls. The loser of the tie will take their turn just after the winner. Once initiative is in place, the game is considered to be "On-Initiative" such that all actions must be made in turn, and in compliance to the restrictions that combat (one Move, one Standard, and two Minor Actions). Initiative may be instigated if the party is in a hostile area where hostile encounters are frequent and switching between on and off initiative would be cumbersome. There are a few exception to the rule of initiative which include surprise rounds and newcomers to the fight.

**-Surprise Rounds:** A surprise round is when an attacking party or player has an advantage over the defending party and receives a bonus move for each attacker. At the beginning of combat with a surprise round, initiative is still determined for all participants. Order this list of initiatives as you would with any other fight. Then to give the attackers their bonus move, follow the turn order as if the defending party initiatives were removed for one cycle of turns. Once the bottom of the list is reached for the first time, reinstate the defending party initiatives and continue the turn order from the top of the order as you would with any other fight. For example, Sarah and Jacob have snuck up on Ted and Sam and attack them by surprise. Sarah, Jacob, Ted, and Sam roll their initiatives of 8, 10, 13, 6 respectively. The turn order for combat would go Ted, Jacob, Sarah, then Sam. However, Ted is not the first player to move as this is a surprise attack. We now let Jacob and Sarah move in order of their initiatives 10 and 8. Once Sarah, the last of the surprise attackers, finishes her turn we go back to the top of the turn order and have Ted finally take his turn and continue on the list as you would normally.

**-New Combatants:** In the event of new participants showing up during the fight, initiative is taken for each of the new participants, but is not added until the last player on the turn order finishes their turn. Once the last player is finished, the new initiatives are added and the turn order is cycled back to the top and followed normally.

## Making Your Attack

Once the turn order yields to your turn, you can make one Movement action, one Standard action, and two minor actions. Should your attack be a normal weapon attack, the following would apply. Remember, Standard actions (including attacks) interrupt Movement, so any movement spaces not taken before the attack are lost.

**Normal Attacks:** First, in order to determine if your attack would hit the defender, we would need to roll an "Attack Roll". The Attack Roll is a 1d20 + melee skill (or ranged skill) + any weapon modifiers (found on the stats of the weapon themselves) + any bonuses to Hit from Class Features. The Attack Roll is then checked against the defender's AC (Armor Class) stat found under Defenses. Should the Attack Roll be larger or tie the defender's AC, the attack connects and damage is determined. The die used for damage can be found on the stats of the weapon being used. For example, Sarah attacks Ted with her short sword (damage of 1d6). Sarah rolls 1d20 and gets a 10. She adds her melee skill of 2 for an Attack Roll of 12. Ted has an AC of 11, therefore the attack connects. Sarah rolls to see how much damage her short sword does. She rolls her 1d6 and gets a 4, which is subtracted from Ted's health.

## Special Situations

There are a few special situations in combat that could turn the tide of a fight when used to one's advantage. These situations require specific conditions.

**-Attacks of Opportunity:** The squares that a combatant can attack are considered hostile squares, even when it is not that combatants turn. Should an enemy combatant pass through one of these squares incurs what is known as an Attack of Opportunity. An Attack of Opportunity is a regular attack made by the stationary combatant on the moving combatant following all the normal rules of making an attack. Regardless of whether the attack hits, the moving combatant can continue their move unless the attack knocks-out, incapacitates, or kills them.

**-Reversion to Primal State:** When a combatant's composure falls below or equal to zero, that combatant reverts to their primal state as outlined in the Race Section of the Bel Nix Handbook. This state lasts for one minute or one round of combat plus the aggressor's (the player that broke the combatant's composure) dominion score (or well-versed modifier). If a player character falls into their primal state, the GM takes control of that character until the state wears off. When the state wears off, the combatant's composure returns to zero. Composure can only be recovered by getting a full amount of sleep (eight hours unless specified by a talent). While forcing an opponent to their primal state does not satisfy any winning conditions, it can be used to the player's advantage to achieve one of the other conditions.

**-Combat Advantage**

## Winning Conditions

Bel Nix considers a fight won when the battle space is controlled by one party or player. This can be done in a few different ways. These strategies do not have to be followed strictly and a mix can be implemented depending on the situation as long as every enemy combatant falls into one of these categories. On the flip-side, if your entire party falls into any combination of these conditions, the battle is lost.

**Taking Out Your Opponent:** The first, and most apparent, way to win a fight is by knocking out, incapacitating or killing all opponents.

**-Knocked Out:** When a player's health is zero, they are considered knocked-out and unable to attack. Knocked-out combatants are not in danger of dying and will wake up after some time.

**-Incapacitation and Bleeding-Out:** Incapacitation, is when a combatant's health drops below zero but not below than the negative full amount of their maximum health. Incapacitation is similar to being knocked out but with the danger of dying. When a combatant is incapacitated they enter the "Bleeding-Out" state. While Bleeding-Out, the incapacitated combatant takes one point of damage per round of combat (full turn order cycle) until they reach negative of their max health. However, if another combatant has medical supplies or is a researcher, they can make a medicinal check to stabilize a player and bring their health to zero and place the patient in a knocked-out state.

**- Combatant Death:** A combatant is considered dead when their health drops below their negative full amount. For example, Ted has a max health of 8 but has taken some damage recently and only has 4 health left. Sarah now hits Ted and does 5 damage, leaving Ted at -1. Ted is now incapacitated, but not dead. While incapacitated, Ted is unconscious and unable to move or act. Ted has now entered the Bleeding-Out state. There is no one to help Ted, and 7 rounds pass-by. Ted takes an additional 7 damage on top of his 1 remainder from Sarah's attack. Ted's health is now -8 and he is now dead.

**Intimidate Your Opponent:** The second way to win is to intimidate the opposing party into fleeing the battle space. Intimidation can be achieved through skills or breaking the composure of the other team. This option is more difficult and may result in enemy reinforcements falling onto your party's position. Opponents in their primal state, even ones influenced by friendly orators, are not considered fully intimidated and are still hostile participants as their primal state will wear off over time.

**Turn your Opponent:** The final way to control the fight is by convincing the enemy team to stand down or follow your team. To achieve this, the appropriate political check or skill is necessary, as determined by the GM. This strategy, while rewarding, is the most difficult to pull off as many enemies are not ready to give up there disposition on killing you.

# Weapons

## Ranged Weapons

When attacking with a ranged weapon, there a few more conditions to take into consideration over a melee weapon. Ranged attacks are a 1d20 roll while adding the attackers ranged skill along with any other bonuses or penalties to hit. It is worth nothing that anyone wield a ranged weapon cannot take attacks of opportunity.

**Range:** An opponent is considered within attacking range when they fall within the range specified by the equipment guide. The maximum range of each weapon is specific to that weapon.

**Line of Sight:** Unless specified, most weapons fire in a straight line which can be blocked by people and terrain obstacles. If a character that is not the intended target is in the line of fire and the attacker hits the AC of the character, not the target, the character in the way takes the damage of the attack. When behind partial cover (furniture, debris, and other chest high walls), the attack is considered blocked unless the attacker is firing from a higher position that gives vantage over the defender. Vantage is variable and determined by the GM.

**Reloading:** Most weapons require reloading in order to make the weapon usable again. The time it takes to reload depends on the weapon. Some weapons, like throwing knives, only require a minor to reload while other weapons, like crossbows, need a whole standard action. This can be found under weapon specifications.

**Improvised Thrown Weapons:** Throwing improvised weapons (such as rocks) require an additional melee check to determine the range of the throw. The melee check is a 1d20 plus melee skill. Each point gained is one foot of throwing distance. Penalties may be added to compensate for the weight of the improvised weapon. Once the melee check is rolled, the improvised weapon must be thrown, regardless of intended range or target. If the check is over the intended range, the player may throw at the intended range and not the maximum range determined by their roll. An improvised throw range cannot go below one square. The damage of the weapon, since it is improvised, is generally a 1d4. For example, Sarah wants to throw a rock three squares (15 feet). She rolls her 1d20 and gets 10. Adding her melee skill of 2 gives her 12 feet. Rounding down to the closest square, Sarah can only throw her rock two squares instead of the intended three.

# Combat Scores

Combat scores are the scores dictated by your Ability Score modifiers. They are how all four of your Ability Scores effect combat.

## Initiative (Sturdy Mod)

Your initiative effects the turn order of a round. As stated in the Combat: Step by Step section of the Combat Handbook, initiative is calculated by rolling a 1d20 and adding your initiative modifier (or more clearly, your Sturdy modifier).

## Critical (Perception Mod)

## Handling (Technique Mod)

## Dominion (Well-Versed Mod)

# Buffs and Debuffs