Combat Organization

There are three main concepts: **Rounds, Turns, and Participation.**

Combat is divided in **Rounds**. Each round containing 10 **Turns**.

Creatures (PC/NPCs) in a combat will need to **Participate** in **Turns** in order to perform actions.

The DM will countdown each **Turn** in a **Round**: 10, 9, 8...2, 1. Upon ending turn 1, a new **Round** begins

Each Turn is 1 second. therefore each Round is 10 seconds.

Between Rounds

After a Round finishes, the DM will briefly narrate everything that happened in a more cinematic way.

Then, the DM will give the players 1 minute to discuss their tactics and interact with their environment or NPCs..

This is called an **Interlude.**

Players can plan ahead their strategy and ask the DM questions such as "what is that enemy wearing?" or "does the boss look tired?"
During the Interlude, PCs are encouraged to roleplay with the NPCs.

Combat Order

Combat Order is determined by Initiative.	Initiative = Agility + Instinct
On the First Round of a combat, the First Round Initiative **(FRI)** is used instead	FRI = Initiative + dLuck

Your Initiative will determine when you can **start participating** in a **Round**

Combat Order (cont)

You can **Participate** in the **Turn** of your **Initiative** and all subsequent **Turns**.

For example, if you got an initiative of 5, you can participate in turn 5, 4, 3, 2, and 1.

Participating in a Turn

To participate in a turn, announce it to the table.

If two or more creatures want to participate in the same Turn, the one with higher Initiative will go first, in descending order.

If they have the same Initiative, a **tie-breaker** will be needed

The first time you participate in a Round is **FREE**, any subsequent participation costs **2 Stamina**. **You can only participate once per Turn**

During your participation, you can take up to 2 **Actions**

*You must declare which 2 **Actions** you are going to take at the **start of your participation**. Once you declare them, you **cannot change your mind**.*

Tie-Breaking

Whenever a tie-breaker is needed by equal numbers (from a defense, initiative, or any form of contest)

The one with higher **Presence** is the winner.

If they both have the same **Presence**, they both roll a dLuck, and the higher number wins.

Keep rolling dLucks until a winner is determined

Basic Actions

Move

You move up to your movement speed. Alternatively you can stand up or fall prone.

Attack

You attack with each weapon wielded. Free hands can make unarmed attacks.

Inventory (2)

You interact with up to 2 items in your inventory, which can be wielding a weapon, using a tool, or using a consumable. A free hand is required.

Perform Techniques (3)

You perform up to 3 active techniques. Most techniques can only be used once per round, unless specified otherwise.

Other

Mostly skill checks, for example pushing off a boulder, grappling an enemy, solving a puzzle, persuading an enemy, etc.

You can take any combination of them and even take the same action twice. For example: move, move.
Other actions exist but are conditional/specific
You can also break up your actions, for example, move, then attack, then complete your movement.

Actives, Reactions, and Combos

Actives can only be used in your participation while Reactions the opposite.

Combos can be used anytime the trigger occurs and do not count as actions/actives/etc, consuming no action economy.

The main Reactions are the **Defensive Reactions**, which are performed when an attack is received.

The target rolls their **Defensive Reaction** against the **Attack Score** of the attacker.

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Legends Combat Overview Cheat Sheet

by mariusxd via cheatography.com/123278/cs/23154/

Types of Damage

Internal Damage is damage dealt to the bones and/or organs. For example, a punch.

External damage is damage dealt to the skin. For example, a cut.

Ki attacks often deal Internal Damage with a few exceptions (Mostly Metal Ki)

Damage and HP

If an attack succeeds it often deals damage. Damage is first dealt to the target's armor (if applicable)

If their armor breaks, then the remaining damage is dealt to their HP.

When a creature is reduced to 0 HP or less, it falls unconscious.

PCs can choose to **Last Breath** or **Fall Unconscious**

Last Breath will wake the character up, regaining all stamina and ignoring all damage and CC. A character permanently dies after a Last Breath.

If a character falls unconscious, they will receive a wound depending on the type of damage that took them down.

HP is restored upon resting.

Attack Scores

vs Dodge (Agility + Proficiency)

When you make an attack and the enemy decides to Dodge, you use this score against their Dodge roll.

vs Block (Strength + Proficiency)

When you make an attack and the enemy decides to Block, you use this score against their Block roll.

vs Predict (Acting (Charisma) + dLuck)

When you make an attack and the enemy decides to Predict, you use this score against their Predict roll.

Attack Scores (cont)

Ki attacks use Presence instead of Strength and Instinct instead of Agility.

If your attack score is greater than their defensive roll, they fail their reaction.
If your attack score is less than their defensive roll, they succeed their reaction.

Defensive Reactions

Dodge (Agility + dLuck)

If you succeed, the attack misses. If you fail, you take the full hit.

Block (Strength + Proficiency Bonus + dLuck)

Requires a blocking weapon. If you succeed, the attack hits but deals no damage. If you fail, the damage is dealt to your blocking weapon's durability.

Predict (Reading (Charisma) + dLuck)

If you succeed, the attack misses and you get an **interruption**. If you fail, you take the full hit.

Upon failing a defensive reaction, you can spend stamina to "improve" the failed roll. ***This consists of rolling another dLuck and adding it to the failed roll.*** *You can do this as long as you have the necessary stamina left.*

Interruption

When you succeed a Predict, you get an interruption.

An Interruption consists of 1 Action (From the basic actions).

After your Interruption, the interrupted creature continues its participation.

However, **if you force them to React** in any way, (attacking for them to defend, triggering an effect, etc) then you end their participation.

Using Stamina

Participating. (Except the first time you do so per Round)	**2** stamina
Improving a **Block** or **Dodge**	**1** stamina
Improving a **Predict**	**2** stamina
Techniques	Each technique has its cost

Recovering Stamina

You can expend 1 **Stamina Surge** to refill your current Stamina.

Stamina Surges are recovered upon resting

You can only use a stamina surge at the start of a participation of yours.

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Not published yet.
Last updated 11th June, 2020.

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