DDA Combat Cheatsheet

Anything listed as a bullet point is an option, not a separate action unless specified. Tamers With Digimon have 4 Actions Between Them

* Two Simple Actions or One Complex Action

* Free Actions Can Be Used Whenever

Standard Actions

Simple Actions

Attack	* Attack (Hold Back)	
Stance Change	* Default is Neutral	
	* Offensive	
	* Defensive	
	* Other Stances	>Data Specialization: Sniper > Sniper Stance
		>Quality: Braveheart > Brave Stance
Use A Skill	* Homebrew, the GM determines if your skill check is Simple or Complex	
Move	* Move Through Difficult Terrain is a Simple Action	>Homebrew, moving through difficult terrain with RAW is a complex action
Clash	* Roll Body (3d6+Body), TN is opponent's Agility Score	
	* Larger Size Tag Gets Bonus	
	* Beat the TN is Equal or Higher; One succeeds IF Both succeed, Bigger Number Controls (TN or Body)	
	* Not Immobilized	

Complex Actions

Use A Skill	* Homebrew, the GM determines if your Skill Check is Simple or Complex
Use An Item	

Clash Actions

Only the one who controls can make Clash Actions

Repositioning is a normal move, they cannot move from eachother

No Dodge roll allowed from outside opponents

CPU Combined Values = Damage Reduction

Reach Quality Clash, penalty based on meters away; ½ damage from the opposition who doesn't have Reach

Breaking Up the Clash

Outsiders to the clash:	Complex Action
Contested Roll:	Outsider 3d6+Body Vs. Controller 3d6+Agility

Complex Actions

Attack	* Target rolls half Dodge Pool
Pin	* Target cannot roll to control the Clash
	* CPU vs CPU, if your CPU is less than the target it's one turn
Throw	* Range is equal to Body stat

Free Actions

End the Clash

Special Actions

Simple Actions

Direct	* Tamer Specific Action	
Special Order (Simple)	* Check your sheet	
Intercede	* Next Round, Lose your next Simple Action per use of Intercede	
Called Shot	* Tamer makes a Simple Action then Digimon makes a Complex Action	
	*Sharpshooting and Focusing	>Sharpshooting
		>Focusing
Divine Protection	* ONCE PER BATTLE	
	* Tamer gives up simple action to negate damage	
	* Can be called upon AFTER failing a Dodge Roll	
	* Penalty: Lose a Simple Action Next Round	

By TenaciousTinkerer

cheatography.com/tenacioustinkerer/

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Special Actions (cont)

	* Penalty: Costs 2 Inspiration for Consecutive Use
Evolution	* Declared by the tamer

Complex Actions

Special Order (Complex)	* Check your Sheet

Other Actions

Bolster	This is a Free Action Turns a Simple Action into a Complex Action
	*Cannot Bolster Signature Moves, Sneak Attack, or Clashes
Inspiration Actions	* Act of Inspiration
	* Divine Protection
	* Fateful Intervention

Evolution Simplified

Simple Action, Tamers Declare Evolution, Roll a Willpower Check
If the Digimon has enough DP, they may freely change
Failure: Tamer may attempt the evolution check on the same round

Slide Evolution

If it's the same Stage (Adult to Adult)	* Same WB (Wound Boxes)
	* Simple Action
If Higher Stage	* Tamer Rolls Evolution Check
	* If no Tamer, this is a Complex Action
	* On FIRST evolution, Digimon heals the difference between wound boxes
If Lower Stage	* This is a Simple Action
	* Same WB Count

Post Combat

Recovery Check

Only when the GM calls for it in dire situations	
Humans Roll Body + Endurance, every 5 ot 6 they gain a Wound Box	
Digimon Roll Their Health Stat	Example if the stat is 2, roll a 2d6