

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 * Default is Neutral Change

* 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; 1/2 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



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 of 6 they gain a Wound Box

Digimon Roll Their Health Stat Example if the stat is 2, roll a 2d6

