

# Marius' Combat Options

## Tick-based combat.

In this version of the BRP initiative system, we distinguish between Actions (attacks, movement, spell-casting) and Reactions (dodges, parries, ripostes).

Everybody has a Strike Rank which measures how quickly they may attack. SR is equal to Dex-based SR plus three. Siz SR and Weapon SR are not used.

As in the regular SR system, there's 10 SR's to a combat round. In the first round of combat, everybody determines initiative by rolling 1d6 and adding it to their SR. If the result is greater than 10, they don't get to act in the first round at all and instead take their first action in the next round at an SR equal to their roll minus 10. Characters who are surprised add another 1d6 to their roll.

*Example: Näsduk the Barbarian is ambushed by a bandit. Näsduk's DEX is 12, so his SR is 5. The bandit's DEX is a formidable 16 giving him SR 4. Näsduk's player rolls a 6 on his d6 which would be bad enough but since he's surprised, he has to roll another d6 and gets a 5 on that for a total of 16. The bandit gets a 1 on his d6 for a total of 5. Näsduk doesn't get to act until SR 5 in the second round.*

When your initiative comes up, you get to take an action. Once you've resolved your action, add your SR to your initiative to determine when you get to act next. If the result is greater than 10, subtract 10 and act in that SR in the next combat round. If two or more combatants may act on the same SR and the exact order of their actions is important, the character with the highest DEX go first. If DEX scores are tied, flip a coin or roll a die or something.

Dodging and parrying count as reactions. Using a reaction adds 1 to your initiative and you must declare your intention to defend before the attacker rolls for his attack. If your next action isn't until the next round and your initiative is equal to or greater than the SR in the current round, you may not use reactions at all.

*Example: The Bandit attacks poor Näsduk with his dagger on SR5. Näsduk's current initiative is 6 and his next action isn't until the next round, so he can't do anything to defend himself. Luckily, the bandit rolls high and misses. The bandit's initiative is now 9, so he gets to attack again before Näsduk can do anything. However, this time Näsduk gets to defend himself now and manages to dodge the bandit's attack. Näsduk adds 1 to his initiative, bringing it to 7, for the defense and the Bandit increases his to 13, which is greater than 10, so he subtracts 10 and the next round may begin.*

Note: Under these rules, you may not "split" your attack, nor are there any penalties to defend against multiple attacks in a round (apart from having to use multiple reactions to do so) and there's no limitations on using dodges and parries in the same round. However, as an option, the referee may wish to forbid using the same defense more than once in the same SR.

## Weapon lengths:

If you wish to attack someone with a longer weapon than yours, you must first close for melee. You may either do so without a skill check in which case your opponent may use a reaction to take a swing at you (which you may defend against normally). If the attack fails or you defend, you've closed the distance and may attack. You may also attempt to use an action to close for melee. In this case, you roll a contest of your weapon skill or dodge versus the opponent's weapon skill. If you win, you may attack normally next time it's your turn. For weapons with variable range, both parties use the most advantageous range for these purposes.

If an opponent with a shorter weapon has closed the distance with you and your weapon is too long to be employed at your current combat range, you must first retreat to your own fighting distance in order to

attack. This works exactly the same way as closing the distance above. Alternatively, you can find a different way of attacking such as kicking the bastard in the nuts or some such.

*Example: The bandit's dagger is shorter than Näsduk's axe but he approached Näsduk while Näsduk was surprised and unable to react. By SR 9 in the second round of combat, Näsduk is miraculously still alive and unhurt and it's his turn to act. The bandit's is 1 and his next action is in the next round. However, Näsduk's at short range and the axe is a medium range weapon, so he'll either have to retreat cautiously to medium range, step out to medium and attack giving the bandit a chance to stab him on the way or think of a different way to attack the bandit. Näsduk decides to give the bandit a good, hard kick. Näsduk rolls a special success and the bandit attempts to dodge and fumbles. As the GM quietly pulls out a new set of dice, he rules that Näsduk's kick has pushed the bandit backwards. The bandit also adds 1 to his initiative for the dodge and another 1d6 (which comes up a 3) for the special hit bringing it to 5. It's the next round and Näsduk's initiative is now 4 and the bandit regrets attacking the burly barbarian.*

## Optional Attack/Parry Matrix:

	Parry Fumble	Parry Failure	Parry Success	Parry Special	Parry Critical
Attack Fumble	Attacker and defender both roll on appropriate fumble table	Attacker rolls on fumble table. Defender looks on in mild bewilderment.	Attacker rolls on fumble table. Defender may use a reaction to riposte.	Attacker rolls on fumble table. Defender riposte at no reaction cost.	Attacker rolls on fumble table. Defender may make free riposte with no defense.
Attack Failure	Attacker misses but may look on with some Schadenfreude as defender rolls on the fumble table.	Both parties brandish weapons menacingly but ineffectively at one another.	Attacker brandishes weapon ineffectively.	Miss. Defender may use a reaction to riposte.	Miss. Defender may riposte at no action cost.
Attack Success	Normal hit. Defender rolls on fumble table.	Normal hit.	Successful parry. Parrying weapon may take damage.	Defender easily parries attack.	Attack deflected. Defender may spend reaction to riposte.
Attack Special	Attack does normal damage plus any special result. Defender gets to roll a fumble.	Attack does normal damage plus any special result.	Normal hit.	Successful parry. Parrying weapon may take damage.	Defender easily parries attack.
Attack Critical	Attack either does maximum normal damage or ignores armor (attacker's choice) plus special result. Defender rolls on fumble table.	Attack either does maximum normal damage or ignores armor (attacker's choice) plus special result.	Attack does normal damage plus any special result.	Normal hit.	Successful parry. Parrying weapon may take damage.

## Optional Attack/Dodge Matrix

	Dodge Fumble	Dodge Failure	Dodge Success	Dodge Special	Dodge Critical
Attack Fumble	Attacker rolls on appropriate fumble table. Defender gets +1d6 to initiative as he stumbles about ineptly.	Attacker rolls on fumble table. Defender looks on in mild bewilderment.	Attacker rolls on fumble table. Defender may, if he so chooses, change the combat range to whatever he prefers.	Attacker rolls on fumble table. Defender may, if he so chooses, change the combat range to whatever he prefers or give attacker +1d6 to initiative.	Attacker rolls on fumble table. Defender may, if he so chooses, change the combat range to whatever he prefers and give attacker +1d6 to initiative.
Attack Failure	Defender stumbles receiving +1d6 initiative as inept attacker looks on.	The whole scene is mildly embarrassing to both parties.	Defender may, if he so chooses, change the combat range to whatever he prefers.	Defender may, if he so chooses, change the combat range to whatever he prefers or give attacker +1d6 to initiative.	Defender may, if he so chooses, change the combat range to whatever he prefers and give attacker +1d6 to initiative.
Attack Success	Defender stumbles adding +1d6 to his initiative and suffers a normal hit.	Normal hit.	Defender is hit for minimum damage with no damage bonus.	Defender may, if he so chooses, change the combat range to whatever he prefers.	Defender may, if he so chooses, change the combat range to whatever he prefers or give attacker +1d6 to initiative.
Attack Special	Defender stumbles adding +1d6 to his initiative and suffers a special hit.	Attack does normal damage plus any special result.	Normal hit.	Defender is hit for minimum damage with no damage bonus..	Defender may, if he so chooses, change the combat range to whatever he prefers.
Attack Critical	Defender stumbles adding +1d6 to his initiative and suffers a special hit that either does maximum basic damage automatically or ignores armor (attacker's choice)	Attack either does maximum normal damage or ignores armor (attacker's choice) plus special result.	Attack does normal damage plus any special result.	Normal hit.	Defender is hit for minimum damage with no damage bonus..

## More exciting options:

### Flurries.

For those situations where one attack just isn't enough! This option is for those wanting furious cinematic swordplay.

When you conduct a flurry, you make multiple attacks (rolled separately) with one or more weapons. For each extra attack with a single weapon, you must exceed the weapon's STR and DEX minima by at least 5 points. (So a character with STR 14 and DEX 12 could perform two attacks with a dagger and one with a longsword). The SR cost is increased by 1 for each attack after the first and there's a penalty to all attacks of -30% for each extra attack. (So if the example character from before chose to attack twice with his dagger and once with his longsword, he'd take a -90% penalty to all three attacks and use two extra SR's).

### Stunning.

With this option on, characters who take a major wound, in addition to all other effects, have +1d6 added to their initiative.