Point Based Combat System V1.0

Ability Card Synopsis

dMetric uses a simple system to dictate what actions a character may take, and how powerful they are when executed. This system is based upon class-specific *skill decks*, which contain a wealth of *ability cards* that allow classes to do anything from launching basic attacks to casting mighty spells.

Although *ability cards* are diverse and plentiful, they all follow two basic rules:

1) A character has set amount of *ability points (AP)* that is equal to their [current level plus one]. Ability points allow the use of *ability cards* in and out of combat, and reset after every turn.
2) A character can use abilities in combat by playing *ability cards (AC)*. Each *ability card* requires a certain amount of *ability points* to play and can only be used once in a single round. Once a character has expended all of his *ability points* he can no longer play *ability cards* until the next round.

Gaining Ability Cards

Each character class has a specialized *skill deck* from which they can select *ability cards* from. Every time a character levels up, they may pick a new *ability card* to add to their collection.

Additionally, all character classes have innate *ability cards* that they receive at first level. Some of these *ability cards* are shared throughout every single class, such as:

> **Move (1EP):** A character may move once at their maximum range.
> **Attack (XEP):** Attack a single foe with your primary weapon, with a +X modifier to hit.

While others are granted automatically to specific classes:

> [Alchemist] **Drink Potion (1EP):** Take a potion from your backpack and consume it.
> [Oracle] **Healing Wave (XEP)**: Heal all beings within 30 feet for Xd8 damage, plus your Morale modifier.
> [Knight] **Defend (XEP):** Increases your armour rating by X until the beginning of next turn.

Ability Card Types

There are three types of *ability cards* contained within a player's skill deck. Although all card types expend *ability points* in a similar fashion, there are subtle differences to be noted in their execution.

Standard Ability Cards (SAC)
Standard Ability Cards feature powers that assail enemies or assist allies, using a static or variable amount of EP. Some examples include:

> **Move (1EP):** A character may move once at their maximum range.
> **Attack (XEP):** Attack a single foe with your primary weapon. You must surpass their armour rating to successfully deal damage.
> **Defend (XEP)**: Increases your armour rating by X until the beginning of next turn.
> **Drink Potion (1EP):** Take a potion from your backpack and consume it.
> **Fire Burst (3EP):** Deal 3d6 fire damage, plus your Intellect modifier, to a single adjacent foe. You must surpass their magic resistance (if any) to successfully deal damage.

Healing Wave (XEP): Heal all beings within 30 feet for Xd8 damage, plus your Morale modifier.

Modifier Ability Cards (MAC)

Modifier Ability Cards enhance, duplicate or otherwise change the effects of a SAC. Some examples include:

Cross Slash (2EP): If you play the **Attack AC** this combat round, you may duplicate its effects against the same foe.

Shield Wall (3EP): If you play the **Defend AC** this combat round, you may apply the granted armour rating bonus to all adjacent allies.

Fast Drinker (4EP): You may drink an additional potion this combat round as an extension of your **Drink Potion AC**.

Fire Nova (4EP): Change the target of any fire spell from "single foe" to "30 foot square".

Selective Healing (1EP): If you play the **Healing Wave AC** this round, you may pick and choose what targets it heals within the area of effect.

Passive Ability Cards (PAC)

Passive Ability Cards reduce the maximum amount of EP that a character can use in combat, but provide potent offensive and defensive boons. Think of them as SACs that are automatically used every round. PACs must be activated between combat encounters. Some examples include:

Mighty Blows: (-2 Max EP): Whenever you successfully hit an enemy in combat, you may choose to knock them backward 10 feet.

Stalwart Defender (-2 Max EP): Increases your armour rating by +4, and renders you immune to knock-back effects.

Chemical Junky (-3 Max EP): Any potion you consume has its duration doubled, or it's bonuses increased by 50%.

Fire Shield (-2 Max EP): You are granted 50% resistance to fire attacks and any adjacent enemies receive 1d4 hit points damage per round.

Regenerative Aura (-2 Max EP): *All allies within 30 feet of you heal 1d4 hit points per round, plus your Morale modifier.*

Playing Ability Cards

The success of any *ability card* a character plays in dMetric is determined by the roll of a ten-sided die. The outcome of this roll is added to the number of *ability points* that the *ability card* cost to play. The sum of these two numbers is then weighted against the *difficulty class* of the action. If the outcome of the roll is equal to or higher than the *difficulty class*, the action is a success.

1d10 + Expended Ability Points vs Difficulty Class

Every action has a static difficulty class determined by the game master. Difficulty classes can be almost anything! Some examples include: enemy armour rating or magic resistance, core attributes (strength, endurance, intellect, morale, agility), arbitrary difficulties assigned to tasks such as picking locks or climbing walls, and many more! *Ability cards* will dictate what type of difficulty class they must overcome in order succeed.

Playing Ability Cards: Simple Examples

Below is a simple example of how an *ability card* can be executed in a combat situation. Ragnar the Knight has decided to use the *attack ability card* to assail an enemy Kobold.

Ragnar assails a Kobold with his *attack ability card* while wielding a long sword.

1d10 + ability points expended **VS** Kobold's *armour rating.*

Ragnar expends (4) ability points on his *attack ability card,* then rolls a (5) on a 1d10. The game master ascertains that the Kobold's *armour rating* is (8).

5 (1d10 roll) + 4 (*ability points* expended) = 9 **VS** 8 (Kobold's *armour rating*)

Since Ragnar's total number surpasses the Kobold's *armour rating*, the attack connects.

Next is another example of how an *ability card* can be executed in a combat situation. Fizzbang the Sorcerer has readied the *flaming burst ability card* to burn up a mischievous imp.

Fizzbang uses the *flaming burst ability card* against an imp from long range.

1d10 + *ability points* expended **VS** Imp's *magical resistance.*

Fizzbang's *flaming burst ability card* has a static cost of (3) *ability points* to use, and Fizzbang unluckily rolls a (1) on a 1d10. Fortuitously, the game master ascertains that the Imp has a magic resistance of (0).

1(1d10 roll) + 3 (*ability points* expended) = 9 **VS 0**(Kobold's *armour rating*)

Since Fizzbang's total number surpasses the Imp's meager *magic resistance,* the attack connects.

Playing Ability Cards: Multiple Ability Cards in the Same Round

Characters are not limited to playing a single *ability card* in a combat round! Players can decide exactly how they want to divvy up their *ability points* between *ability cards*.

Ragnar is a fourth level Knight, and therefore has five *ability points* (represented by blank rectangles) that he can use in a single combat round.
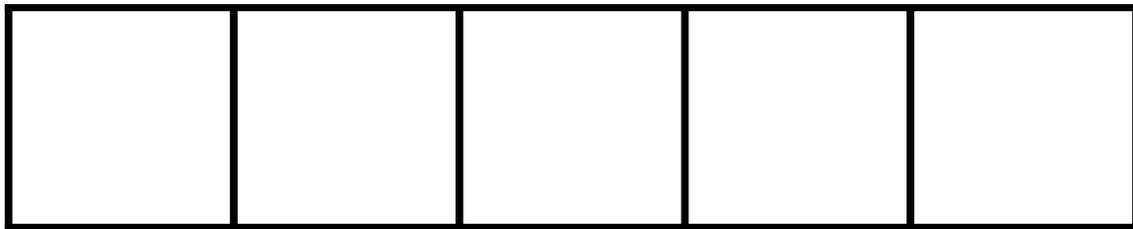
Ragnar has access to the following *ability cards* in his collection.

Innate to his class:
Move (1EP): A character may move once at their maximum range.
Attack (XEP): Attack a single foe with your primary weapon, with a +X modifier to hit.
Defend (XEP): Increases your armour rating by X until the beginning of next turn.

Selected at level up:
War Shout (1EP): Grants all allies one additional *ability* point for use this combat round.
Cross Slash (2EP): If you play the Attack AC this round, you may duplicate its effects against the same foe.
Stalwart Defender (-2 Max EP): Increases your armour rating by +4, and renders you immune to knockback effects.
Shield Wall (3EP): If you play the Defend AC this round, you may apply its armour rating bonus to all adjacent allies.
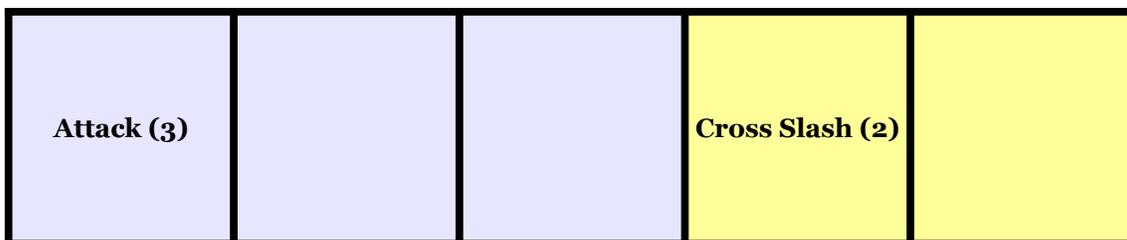
Example #1 (Moving & Attacking)

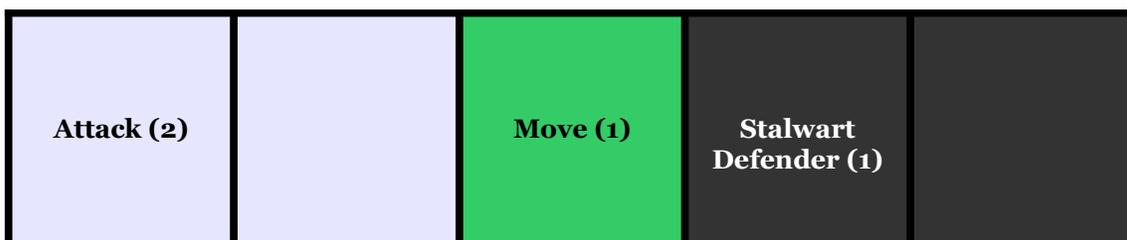| Attack (4)				Move (1)

In this combat round, Ragnar has chosen to expend (4) *ability points* on his *attack AC* then use his *move AC* afterwards.

Example #2 (Modifier Ability Cards)

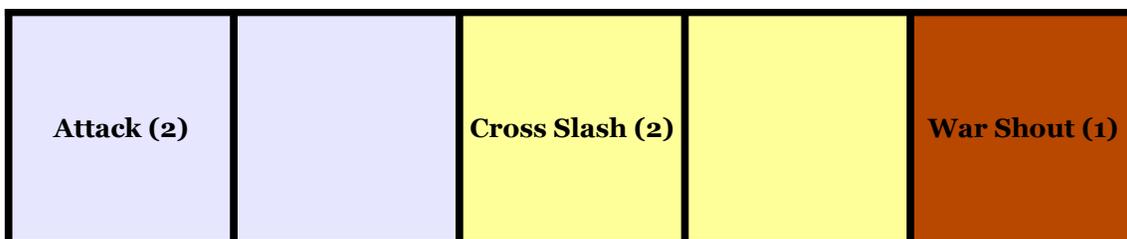| Attack (3)			Cross Slash (2)	

In this combat round, Ragnar uses the *cross slash AC* to modify his *attack AC*. This allows him to use the *attack AC* (calculated using three expended *ability points)* an additional time this round against the same foe.

Example #3 (Passive Ability Cards)

Attack (2)		Move (1)	Stalwart Defender (1)	

In this combat round, Ragnar has the *stalwart defender AC* active. This means he can only utilize three out of his five total *ability points* on other *ability cards*. In this case, he has chosen to expend (2) *ability points* on his *attack AC* then use his *move AC* afterwards.

Example #4 (Triple Threat)

Attack (2)		Cross Slash (2)		War Shout (1)

In this combat round, Ragnar uses the *cross slash AC* to modify his *attack AC*. This allows him to use the *attack AC* (calculated using two expended *ability points)* an additional time this round against the same foe. He also gets to use his *war shout AC,* granting all nearby allies an additional one *ability point* to use on their turns.

Example #4 (Defensive Fighting)

Defend (2)		**Shield Wall (3)**		

Ragnar has chosen to fight defensively in this combat round. He expends (2) *ability points* on his *defend AC* and then spends an additional (3) on his *shield wall AC*. This grants him and all adjacent allies a two-point bonus on their armour ratings until the next combat round.

Dealing Damage

Once a character has successfully executed an *ability card* that inflicts hit point loss, he must calculate exactly how much damage is dealt. Many *ability cards* – especially those magical in nature – will simply have a damage formula listed on the card. These formulas commonly involve die rolls and attribute bonuses.

The majority of *ability cards* that focus on physical force (most commonly the *attack ability card*) calculate damage based on the weapon being wielded by the user. Some weapons have attribute requirements to wield, while others use the same attributes to inflict greater damage. Here are some basic weapon examples;

> **Battle Axe [Strength Required: 7]:** Inflicts 1d12 damage, plus your Strength modifier.
> **Long Bow [Agility Required: 5]:** Inflicts 1d8 damage, plus your Agility modifier.
> **Flintlock Musket [Intellect Required: 10]:** Inflicts 1d20 damage.
> **Quarterstaff [Strength Required: 1]: Inflicts 1d4 damage, plus your Strength modifier**