

Abstract Combat

Dragon Warriors House Rules Reference

Combats can be lengthy affairs, consuming disproportionate amounts of game time without progressing the story, losing narrative tension and becoming nothing more than an exercise in dice rolling and numerical tracking.

As a solution, combat can be abstracted into a narrative, following fewer rules and requiring fewer dice rolls, saving the full combat rules for when the combat *means* something to the story or the players, such as end-of-adventure fights or cliff-hanger encounters, which benefit from the tension that comes from more detailed tactical combat.

Never let combat become a repetitive sequence of dice being rolled through which the characters grind; it should be as much a part of the story as any other encounter with an NPC.

Assigning Dice

Assign a die to each player taking part in the battle, as follows:

- d4 for sorcerers and elementers (and unskilled humans)
- d6 for mystics and journeymen
- d8 for disciples
- d10 for knights and armsmen

Non-human combatants that do not have a profession roll 1d8, which the GM should feel free to adjust to suit the encounter.

Adjust Dice

Magicker professions have the option to use magic to increase their dice:

- For each MP a sorcerer or elementer is prepared to expend, increase the die by 2 steps, max 4 steps (i.e., d4 -> d8 -> d12)
- If a disciple is prepared to expend an MP, increase their die to d10.
- If a mystic makes a Psychic Fatigue check, increase the die by 1 step for each -1 penalty to the check, max 3 steps (i.e., d6 -> d8 -> d10 -> d12).

Resolve Actions

In initiative order, each character deals an amount of damage equal to the roll of their die, minus their opponent's AF (shields add 1 to the wielder's AF). Additional modifiers are applied as follows:

Circumstance	Modifier
Wielding a magical weapon	+1 per plus
Higher Rank (or equivalent)	+1 per 2 full ranks difference
Wielding a 2H melee weapon	+1
Unarmed combatant	-2

The player (or GM) then narrates how the target loses that many Health Points. Magickers should not feel constrained to the effects of published spells nor fighters limited to official combat manoeuvres and weapons in describing the outcome of the round.

