

Combat

There are two phases to combat: player phase, and enemy phase. How the battle starts is usually determined by three factors. *Are the players ambushing? Is the enemy ambushing? Or Is it a surprise encounter?* For *Ambushes*, the attacking team and defending team both roll a D20. If the attacking team wins, they will succeed in an ambush. If the defending team wins, then all characters must roll for initiative to see who will go first. *Note: Initiative is based off of Speed.*

Players ambushing? If the players are *ambushing* the enemy, each party member will go in the initiative order and perform their two actions each before rerolling all initiatives. Players will have a high chance of performing a critical attack on the first turn of an ambush (+20%)

Enemies ambushing? If the enemies sneak attack the players first, it will be reversed from the *Players Ambushing?* Chart.

Surprise encounter? Instead of having each enemy and player roll initiative, there will be a team initiative roll with a D20. The highest rolling team will go first. Ties will reroll until there is a clear victor. Some abilities or items may give a bonus to a team in this aspect.

During combat, each character is given two actions a turn to do with as they please. Some actions, like advanced spells and attacks, require both of these actions or more. This is called *Channeling*, or *Preparation*.

Among other things, the playing characters have a list of actions they can perform.

Special Actions are player requested actions. Anything from taunting the enemy to throwing a tree can be found here. Depending on the action, the DM may choose how long it takes. Masturbating in the middle of battle sounds like fun, but it'll probably take 10 turns to enjoy it. *Energy* costs depend on the action. This is up to the DM to determine the finer details.

Defending is an action that makes the character in question block incoming attacks and projectiles. The character may also *Defend* an ally. *Defending* is best done with a shield. *Defending* can absorb anywhere from 25% - 80% of all damage from an attack, depending on what's used to block. A kite shield would be great for absorbing large portions of damage, while a dagger would not. Blocking takes *Energy*, too, depending on how much damage is dealt by the enemy. *Defending* is an active skill, requiring one action to maintain a turn. You will always defend yourself while defending an ally. Excess damage is dealt to your *Standing* HP, meaning you can be battered unconscious from *Defending*. Increasing your *Strength* increases the effectiveness of

Defending. A perfectly executed *Defend* can stagger enemies by your strength alone, leading to a *Counter Attack* (if you're fast enough to step in, that is.)

Attacking can take one or two actions depending on the weapon used. Daggers can attack quickly, striking twice per action, but greatswords require two actions to use. Bows, swords, maces, and all other "medium" weapons typically take one action. Crossbows and pistols don't require an action to fire (and only one of either can be used a turn), but are heavy and slow to load, taking upwards of three actions to fire again. In return, they do large burst damage. *Attacking* doesn't cost energy, but requires you have at least 1 point in your Energy Pool. Your damage is based on your weapon, and your Statistic involved to use that weapon. Swords and most medium to large melee weapons require *Strength* to use. Bows, Daggers, some utilities, and lithe weapons require *Dexterity*. Staves, Wands, Catalysts, and Spell Books require *Intelligence*.

Abilities and *Magic*. Learned abilities and magic take time to use, too, along with more *Energy* to cast them. Some *Abilities*, like counter-attacks, can only be used at the end of a turn. Some *Magic* can only be cast at the beginning of a turn, as they may take a round to cast. *Abilities* and *Magic* each have three ranks. Newly learned *abilities/magic* are *Rank 1*, with a 30% chance of *failure*. *Rank 2* decreases failure chance to 20%. And *Rank 3* drops failure chances to 10%. *Missing* an attack is not included in that percentage. *Mastering* a skill gives it another benefit while having no chance of failure. Some skills simply have no ranks and can't be *Mastered*.

Dodging is essential to any filly. Especially if you bruise easily. *Dodging* is influenced by your *Dexterity*. While you can naturally *Dodge* some attacks for free, you can purposefully queue a *Dodge* that will take one action from the character's turn. You can not *Dodge* for an ally, though *taunting*, a *special action* may help you achieve that. A *Critical Dodge* is when your intentional *Dodge* is performed exceptionally well, leading to a *Counter Attack* (if you're smart enough, that is). *Dodging* requires a base amount of *Energy* to perform, influenced by your current attire. It's harder to dodge while wearing heavier armors or using unwieldy weapons.

Items are things you can use from your inventory, for two actions. Some weapons are *Items*, like crossbows and pistols, due to their nature. Items can be used as weapons in an emergency, an example would be taking out a cooking pan and using it like a mace. Some items can be held like weapons, like potions, to use on yourself or enemies to save an action.

Fleeing from combat is the last resort for a surviving party. It relies on the playing character's *Speed*. In order to successfully *Flee*, at least half of the party members must pass a *Speed* check. If you have unconscious party members, one party member can carry another on their back at the cost of half of their *Speed*. If you don't have enough conscious party members to cart off the unconscious ones, they will be *left behind*. They will be at the mercy of the victors, which doesn't usually bode well for those left behind.

Losing a battle is bound to happen eventually. Not all enemies go quietly into the night. When an event like this happens, OP will determine if the enemies are savage enough to do anything to the party. Pissing off a group of guards will probably land any defeated ponies in jail. Lost to a group of bandits? Prepare to be ransomed, raped, or sold into slavery. Maybe a combination of the three.