

# SIMPLE10 v3.0

## CUMSTEP

### Combat Update Module - Skill Tiers & Enemy Profiles

## Skill Tiers

Skill Tiers determine a character's general prowess in and out of battle.

For each Skill Tier you are above your target, the minimum of success is lowered by 1

For each Skill Tier you are below your target, the minimum of success increases by 1

Ex.

A Beginner can hit another Beginner at 6+

A Beginner only hits a Trained at 9+ (+1 for Novice, +1 for Journeyman, +1 for Trained)

A Trained hits a Beginner at 3+ (-1 for Journeyman, -1 for Novice, -1 for Beginner)

Unless otherwise stated, this only affects the Minimum to hit, NOT the damage dealt. No matter how crazy skilled you are, barely scratching the enemy won't cause them to suddenly burst into chunks of gore.

Enemies (and even players) can temporarily change Skill Tier due to injury, intoxication, poisoning, a particularly heroic moment of inspiration, the power of love, etc. This only affects rolls, not Skill Points or other Skill Tier Bonuses.

**Trivial (Tier 0):** impaired, extremely weak or otherwise non-threatening opponents

**Weak (Tier 1):** lesser creatures, heavily intoxicated fighters, civilians

**Beginner (Tier 2):** upstart adventurers, untrained combatants, basic thugs

**Novice (Tier 3):** adventurers who have seen some action, militias, wild animals

**Journeyman (Tier 4):** known adventurers, guardsmen, dangerous wild animals

**Trained (Tier 5):** experienced adventurers, soldiers, elite bad guys

**Expert (Tier 6):** very experienced adventurers, specialists, evil lieutenants, big animals

**Master (Tier 7):** adventurers at their peak, officers, trainers, artisans, really big animals

**Hero (Tier 8):** heroes of great stories both good and evil, mythical beasts

**Epic (Tier 9):** warriors beyond peer, mighty wizards, the kings of monsters

**Legend (Tier 10):** lesser gods, dragons, things you run away from really fast

## Skill Tiers as Leveling Up

In a long-running game, Skill Tiers can be used as a Leveling Up system.

After enough of a feat (a big boss fight, an important story moment, etc), each player can gain a Skill Tier.

A basic adventurer should start at Beginner tier

Adventurers starting below Beginner only get 3 SP and no Skill Tier bonuses until Beginner

Adventurers starting above Beginner get the appropriate amount of Skill Tier bonuses, as below

For each Skill Tier gained, the character gains 2 of the following, picked by the player

- +1 Skill Point (can be selected twice)
- +1 to rolls for one Skill (total bonus cannot exceed +3)
- -1 Recharge for one Skill (total Recharge cannot fall below 1)
- Forget a skill and get the Skill Points it cost back

## Skill Tiers outside combat

Skill Tiers can also be applied outside combat situations to help define the difficulty of a task.

Ex.

Climbing a ladder is Trivial. Climbing a tree or rope is Beginner. Climbing a cliff is Novice.

Climbing a brick wall is Trained. Climbing a smooth wall is Expert. Climbing a cloud is Legend.

A slippery surface increases the Tier by 1

Digging into loose dirt is Beginner. Digging into clay is Trained. Digging into rock is Master.

Appropriate tools lower the Tier by 1 or 2

Bluffing a drunk is Trivial. Bluffing a guardsman is Trained. Bluffing a spy is Hero.

Intimidating a child is Trivial. Intimidating a mugger is Trained. Intimidating an enemy warrior is

Expert. Intimidating a dragon about to eat you alive is Legend.

## Everyday Skills

Everyday Skills can be taken by any class

For 1 Skill Point, the character lowers the Skill Tier of any group of similar tasks by 2 permanently

This can be taken more than once, even per category

These bonuses do not affect combat, even when it might seem they should

- Tasks that require physical strength and stamina
  - ex. climbing, lifting, pushing, forcing open locks, holding people down
- Tasks that call for manual dexterity and attention to detail
  - ex. picking locks, painting, forging handwriting, handling mechanisms
- Tasks that demand mental aptitude and intelligence
  - ex. memorizing and recalling facts, analysing objects, finding hidden things
- Tasks that hinge on social wit and sharp judgement
  - ex. bluffing, charming smalltalk, convincing lies, good distractions

## Enemy Profile

For ease of building enemies for encounters, here's a template

**Name:** name of the enemy for easy target identification

**Hits(/Wounds):** amount of Hits (and Wounds, if any)

**Tier:** Skill Tier

**Skills:** Any skills this enemy may have

**Notes:** GM notes when needed

Breakdown of each part

**Name:** meant to help players keep track of targets. Can be as simple as Thug A, Thug B, Thug C, or something cool and unique when it's called for, like Dark Lord Argelmak's First Form

**Hits(/Wounds):** Hits the enemy starts with. Some enemies can use Hits and Wounds like players. In these cases, a weak enemy might only have 1 or 2 Wounds as opposed to a player's 5 to speed things up, or have plenty of Hits but not many Wounds to compensate.

When making a stronger foe, such as an elite enemy or a boss monster, it is ok to just ignore Wounds entirely - the thing is so big it can't be rendered Helpless. Instead, simply give it an inflated pool of Hits, like 100. Do not worry, a party can chew through even 100 Hits quite quickly.

**Tier:** Appropriate Skill Tier. Most enemies should be on equal standing with the party, but swarms of weaker foes can be below them, and big enemies should be above them. A boss can even be more than one tier above the party, and an enemy several tiers higher will force even a headstrong party to abandon a "kill everything" plan and think outside the box.

**Skills:** Special skills, active and passive, this enemy has. See below for examples.

**Notes:** Any notes you might need to keep for future reference, such as theme music, appropriate quotes, surprise twists to the encounter, etc.

## Example Skills

Some example skills to give enemies. Note that not all enemies NEED skills.

### Passive Skills

Won't Stay Down: gets up on the next turn automatically if rendered Helpless

Immune to Non-Crits: can only be damaged with Critical Hits

Immune to physical/magic: can only be damaged with spells/non-spells

Damage Ceiling: can only lose X Hits from any single attack

Armored: takes X less hits from all attacks

Strong: deals X more hits on a counter attack

Critical Counter: all failed rolls count as critical failures

Body Part: this is only one part of a larger creature, and must be disabled before attacking the vital parts / is immune to attacks until other parts are disabled

### Active Skills

Sweep: Roll 1d10 as the GM. All players must roll above this number to dodge the sweep or suffer Hits based on how poorly they rolled

Grab: Roll 1d10 as the GM. All players must roll above this number or the one who rolled the lowest gets grabbed and becomes Helpless until aided

Heal: Roll 1d10 as the GM. Enemy recovers some Hits unless a player can roll above this number.

Evade: Roll 1d10 as the GM. This number becomes the MIN to hit the enemy next turn.

## Example Enemies

**Name:** Annoying Goblin

**Hits(/Wounds):** 3/1

**Tier:** Trivial

**Skills:** Weak (-1 damage on counters)

**Notes:** Not very scary

**Name:** Basic Thug

**Hits(/Wounds):** 5/3

**Tier:** Beginner

**Skills:** n/a

**Notes:** For all your basic enemy needs

**Name:** Bear

**Hits(/Wounds):** 20/5

**Tier:** Expert

**Skills:** Grab, Armored (-1 damage taken)

**Notes:** Reduced to Trained if the players carry fire

**Name:** Massive Golem (Arm 1) (Arm 2) (Head)

**Hits:** 50 (Arm 1) / 50 (Arm 2) / 10 (Head)

**Tier:** Expert (Arm 1, 2) Master (Head)

**Skills:** Grab (Arm 1), Sweep (Arm 2), Immune to Non-Crits (Head), Body Part (Head immune unless at least one Arm dead)

**Notes:** All three attack at the same time, Head can cast basic spells like eye beams (count as normal counters, but deal magical damage in case players can resist it). After one Arm is killed, the Head can be attacked.