ACTION AND EVOLUTION

COMBAT

The world of *Kuro* is a dangerous place. Characters frequently find themselves in conflicts, sometimes despite their best efforts, which risk degenerating into full and open combat. The following handful of rules allow the Gamemaster to run highly cinematic action scenes.

Game time

When in a fight, people take many actions very quickly. So we need a few expressions for dealing with smaller units of time.

Combat Phases

A 'game turn' is the length of time required to perform a few simple actions. On average it is about three seconds long. This game turn is divided into 'combat phases.' There are as many combat phases in a turn as the highest number of actions (see next section) possessed by any participant. Starting with the first phase, each participant carries out his first action, and then the second action in the second phase, and so on until no one has any actions left to perform.

Number of Actions per Turn

Each character can make a number of actions per turn equal to his Reflexes score divided by 2 (rounding fractions up).

Initiative

At the beginning of each game turn, each participant should determine his 'initiative order.' The players and GM each roll a number of dice equal to each character's Reaction Speed, and add double that score as a bonus (as you would a Characteristic check).

Initiative = REA (as number of D6) + 2x REA

The character with the highest initiative acts first, carrying out his first action. Then other participants each take their own actions in initiative order. In the case of a tie, all characters with the same initiative act at the same time (simultaneous actions).

Many characters will be able to do more than one action each turn. So, character with a second action gets to act again, once more in initiative order. This carries on until no character has any remaining actions left. At that point the game turn ends and a new one begins. You roll initiative again and begin another series of actions.

Melee Combat

Melee attacks are close combat, where the participants are in arm's reach of each other. They can be unarmed or use one of several melee weapons such as swords, knives, clubs or even broken bottles. Whatever a character using, to score a hit on his target he must make a simple check. If his opponent chooses to parry or dodge the roll is an Opposed Check.

Attacking

Characters in melee combat have three options when they attempt an attack: Power Attack, Normal Attack or Fast Attack.

Normal Attack: This attack is a straightforward attempt to land a blow on your opponent. The character tries to hit his opponent using his Dexterity and relevant combat skill (for the weapon that he is using). The player makes an Action Check of (Dexterity + appropriate skill) with a Target Number equal to his opponent's Defence score.

Power Attack: Here, the character deals a violent blow to his opponent in an effort to cause as much damage as possible, though at the cost of both speed and accuracy. As a result, he relies more on his muscle strength than on his agility. The player must make an Action Check using (Strength + appropriate skill) with a Target Number equal to his opponent's Defence score, plus the Strength invested in the attack by the attacker. The player can control the strength of his attack, choosing to invest some or all of his Strength score in the attack (at least 1 point, but not more than his Strength score). The Strength invested becomes a positive modifier to the target's Defence and increases it temporarily, but adds to the damage inflicted if the power attack is successful. If the Power Attack manages to hit, the damage done is increased by an amount equal to double the Strength invested.

Example: A character with a STR of 3 decides to make a Power Attack with a strength of 2. The TN is increased by +2, and if he manages to hit his opponent, the damage done is increased by a total of +4 (double the +2).

Fast Attack: This time the attacker tries to get through his opponent's defences, relying on his accuracy and speed to make sure that his attack hits home. However, he sacrifices power to land a hit, reducing the potential damage. The player decides how much of his character's Reflexes he will invest in the roll (at least 1 point, but not more than his Reflexes score). Then he must succeed in an Action Check of (Reflexes + appropriate skill) with a Target Number equal to his opponent's Defence score, minus the Reflexes invested in the attack by the attacker.

The Reflexes invested becomes a negative modifier to the target's Defence and decreases it temporarily, but also subtracts from the damage inflicted if the Fast Attack is successful. If the Fast Attack manages to hit, the damage done is decreased by an amount equal to double the Reflexes invested.

Example: A character with a REF of 3 decides to make a Fast Attack and invests 2 points of Reflexes in the attack. In this case, the TN is reduced by -2, and if the target is damaged, the damage inflicted is reduced by 4 points (double the Reflexes invested).
In both cases, the base Strength or Reflexes used to make the roll is unmodified. The Action Check is made with the character's usual Strength or Reflexes no matter how much of either characteristic is invested in the attack.