Age of Equestria V.1

Combat:

Combat Overview: Celestia’s bright sun shines warmly down upon the warm, secluded meadows of Ponyville as the locals all yawn sleepily and arise to start their day, greeting the inviting light with a smile of contentment, assured, and knowing their state of inalterable safety. For a pony like you however, mornings frequently start quite differently. With innumerable threats resting on every door and immense danger behind all corners you need to be well prepared, and if a pony does not know how to properly defend themselves, their career will be both short lived and painful. These following pages will provide all aspiring young adventurers with adequate training that will quite likely save their lives when a ravenous Diamond Dog closes in. How would a trapped soldier go about escaping the mighty grasp of a Hydra’s maw? What could a party of ponies possibly do when they find themselves facing down beasts as great as dragons themselves? Well we just may have the answers you need.

How does Combat Work?

The following paragraphs will explain in turn by turn detail, the first few rounds of an adventure and encounter as experienced by a group of players, the pages following this will contain all information held within these paragraphs, but the context may prove helpful in learning the ropes.

*Enter Caravans.*

*Sturdy Wing the Pegasus soldier, Ivory the unicorn cleric and Bubblegum the earth pony infiltrator take turns navigating their way through the rough stone hewn tunnels deep below the surface, the light is dim and sparse, with Ivory providing much of the groups light. Bubblegum currently leads the way 30ft ahead of the party and Ivory maintaining both a dim light and a psychic link between the three as they search the caverns for the remnants of a Diamond dog caravan that ambushed them prior. Bubblegum begins to turn a corner before she sees a tall shadow pass ahead; pressing herself underneath a nearby rock she signals to the others that they now have company. Sturdy sighs, uncomfortable with the lack of wing room, but charges forward to meet the newfound threat. He catches off guard a small patrol of dogs. At this point, combat has now begun.*

The Surprise Round:

Sturdy Wing has initiated a surprise round against the squad of diamond dogs. A surprise round is an optional first round of combat that can only occur when either the player gets the drop on a foe (As is the case with Sturdy Wing) or when a foe ambushes the player. In such a round the parties involved are permitted to act first in the initiative order (See “Initiative Orders”) before all the others. In this case, that player is Sturdy Wing, who charged the unsuspecting diamond dogs. He uses his surprise round to charge 50ft to the lead dog and gore him with his bladed helm. The Dungeon Master asks him to roll for his attack and the player rolls a D20 which lands on 11; Sturdies player then adds his base attack bonus of +3, along with the charging bonus of +1 which adds up to a total of 15, which breaks the lead dogs AC of 13. Now knowing that his melee attack has succeeded, Sturdy Wings player then rolls for his damage; knowing his bladed helmet deals 1d8+2 damage he rolls a D8 for a roll of 4, adding 2 he gets a final of 6 damage dealt to the lead dog. At this the dogs ready themselves and grasp their bearings, the surprise round ends and official combat begin.

Round One:

This is where combat will begin in most situations as surprise rounds are not all too common unless prepared for. Under ordinary circumstances the players and opponents all roll for their initiative scores, which serves as a means of determining who goes when in the combat order, at the beginning of the fight. Since Sturdy initiated a surprise round he automatically goes first at the beginning of the order, and it is now left to the others to roll a D20, add their initiative modifiers and determine their rolls. Bubblegum’s player rolls a 12 and adds her modifier of 2, Ivory 8 and adds 1; all three dogs roll together for 18, 7, and 5. The rolls tally up to 14, 9, 18, 7 and 5; meaning that combat order would follow as such. Sturdy Wing, Lead Diamond Dog, Bubblegum, Ivory, Diamond Dog #2 and finally Diamond Dog #5.

Now that the order has been determined we move on from Sturdy Wing to the Lead Diamond Dog who will now be represented as L1. L1 takes his turn to draw his axe as a move action and swing at Sturdy as a standard action. The Dungeon Master rolls for L1’s attack roll and ends up with a 16, adding the leaders bonus of +3 to the roll he gets 19 which happens to break Sturdy Wings usually high AC of 18. The axe slipping through the DM now rolls for the damage done by it. The axe, being crudely made only deals 1d6 damage, so the DM rolls a d6 receiving a roll of 5, and adds the L1’s strength modifier of +2 dealing 7 damage total against the brash Sturdy Wing, who staggers backwards in pain, his health having been reduced from 20, to 13.

Round Two

Next in the initiative order is Bubblegum, who upon seeing Sturdy get injured decide that despite combat not being her forte, she needs to help. Bubblegum’s player rolls a move silently skill check in an attempt to maneuver around the room behind the dogs, rolling a D20 and adding her “move silently” modifier she ends up with a total roll of 14 and moves 30ft around the room to position herself behind the dogs. Under most circumstances the dogs would be allowed listen rolls to attempt to detect Bubblegum, but the focus of new combat has removed this from them. Now that Bubblegum has moved silently behind Dog #2 she decides to deliver a swift hoof into his backside to impair him. She rolls an attack roll as usual on the D20, only two things are different. Because a hoof is a light weapon for stealth classes she adds her Agility Modifier to the roll instead of her Strength, and because her opponent is ignorant of her existence he is treated as “Flat-footed” and does not receiver his Agility bonus (if any) to his AC for this attack. Bubblegum’s player rolls and adds for a total of 15, which is more than enough to break the dogs flat-footed AC, though her hoof is not powerful, dealing only 1d4 damage, it takes the attention off of Sturdy for a while.

Round Three

Ivory finally joins the fray, running into the small chamber beside her companions who are already embroiled within combat. Seeing the deep wounds in Sturdy Wing’s flank at the axe of the Diamond Dog Leader, she closes her eyes and channels Unity magic in the form of a wave of healing. Ivory’s player casts “Heal Light Wounds” a cleric spell of first level that heals a target for 1d8(2/levels) damage. She rolls two eight sided die (2d8) for a result of 10, healing Sturdy of all of his damage and bringing him back up to 20 hp. Sturdy shouts a quick sigh of praise and gratitude at the exhausted cleric who’s eyes remain closed. Casting magic is hard work after all, and Ivory must rest for now, though she knows that combat is still going on and the threat is still very real. Even as she sighs deeply and catches her breath, she sees the other two Diamond Dogs close in; this is not going to be as easy as she thought.

Combat Overview

That represents what the first few rounds in an average conflict might play out like. A combat encounter is measured using two terms. “Round” and “Turn” a Round is the name given to the entire combat sequence, a Turn refers to each players individual actions; in one round, each player is allowed a turn, when all players have taken their turns, the round resets and begins with the player at the top of the initiative order, working downward once more; so in our scenario Sturdy starts out the order and Dog #3 ends it, after the Dog #3 takes his turn, the order resets at Sturdy Wing and will move from there, until eventually it gets back to Dog #3 and repeats until combat ends. What a player may do one their individual turns and how these actions are carried out can be complicated and are explained further on the following pages.

Basics of Combat

**Initiative Order:**

Before combat begins (or just after in the case of a surprise round) each player must roll an initiative for their character. The Dungeon master makes the appropriate rolls for all NPC’s involved. The initiative check is typically an Agility check where the player rolls 1d20 and adds their Agility modifier; in addition to adding whatever various modifiers they may have that affect initiative specifically. The rounds play out according from highest initiative to lowest.

**Attacking:**

There are many, many ways to deal damage to an opponent, but in order to deal this damage you must first ensure that your attack hits! There are three different ways to do this, each for a different attack. In order to be a successful hit, the number on your attack roll must surpass the opponents AC.

**Melee Attack Roll:** 1d20 + Base attack bonus + strength modifier + size modifier + various modifiers = Attack hit

**Light Melee Attack:** 1d20 + Base attack bonus + agility modifier + various modifiers = Attack hit

**Ranged Attacks:** 1d20 + Base attack bonus + agility modifier + various modifiers + ranged penalties = Ranged Attack hit

**Armor Class (AC)**

A pony’s Armor Class is the result you need to roll on an attack to hit that character in combat and is determined using the following formula

**Armor Class:** 10 + armor bonus + shield bonus + agility modifier + various modifiers = AC

“Various modifiers” can include anything from a Wizards “Arcane Shell” spell to hiding behind a pillar; each of these (and more) provides a different benefit that is described throughout the player’s handbook.

**Damage:**

After your attack roll has been confirmed, you must roll your damage and subtract it from your target’s current hit points. Different weapons deal different amounts of damage, the damage capabilities of each weapon is described in detail in the “Equipment” Chapter. When rolling damage with a normal sized or larger strength weapon, you add your strength modifier to your weapons damage; so a bladed helm used by an earth pony fighter with 16 strength, would deal 1d8+3 damage. Light melee, and ranged weapons add your agility modifier in place of your strength. So an infiltrator using a blade hoof with an agility of 14 deals 1d6+2 damage regardless of her strength bonus.

**Hit Points:**

Hit points are the numeric representation of how healthy (or close to death) your character is. Dropping below 0 HP puts your character at risk of death.

**Various Attack Options:**

There are many different kinds of attacks, some of the simpler kinds are.

**Attack:** You may take a move action and attack, or attack and then take a move action

**Charge:** While charging you may move in a straight line at twice your normal speed and then make a single attack at a +2 bonus, however you will incur a -2 penalty to your armor class until the start of your next turn.

**Full Attack:** Characters with a high enough base attack bonus or dual wielding weapons may make more than one attack per round, though this may only happen if you take a full attack. Though this is the only action you may take this round.

**Spells in Combat:**

Spell casters who choose to cast a spell may cast a single spell per round, in addition to taking a move action. Casting a spell however will provoke attacks of opportunity from any enemies that threaten you (see below)

**Attacks of Opportunity:**

All characters “threaten” the areas next to them, even if it is not your turn. Anypony who takes certain actions (such as casting a spell, or firing a ranged weapon) while in an area threatened by somepony else incurs an attack of opportunity. An attack of opportunity is a single attack and only one can be made per character per round.

**Saving Throws:**

There are certain physical and magical effects that do not function in the same way as attacks, in that whether or not they affect or hit you is not determined by your armor class, but by a Saving Throw roll. When subject to an effect that requires a saving throw you must roll 1d20 and add the appropriate modifiers. Saving throws come in three values, Reflex, Fortitude and Will

**Reflex Saving Throw:** 1d20 + base attack bonus + agility modifier

**Fortitude Saving Throw:** 1d20 + Endurance modifier

**Will Saving Throw:** 1d20 + Heart modifier

**Movement:**

Everypony has a base speed measured in feet. You may move that distance as well as attack or cast a 1-action long spell in one turn, this movement may be taken before or after taking the action.

In addition you may make a double move, moving twice your speed in one turn, or sprinting, which allows you to move quadruple the base speed.

When moving away from a square threatened by an opponent you incur an attack of opportunity from that enemy.

**Death and Dying:**

When a player’s hit points drop below 1 they incur penalties and enter different states of “living”

**0 Hit points:** When your HP drops to 0 you are disabled. You can only take partial actions and take 1 point of damage after taking an action.

**-1 to -9 Hit Points:** When your hp drops to -1 you are dying. You fall unconscious and lose 1 hp every round, though before losing that hit point you have a 10% chance to stabilize. If you stabilize you remain unconscious but no longer lose health.

**-10 Hit Points:** When your health drops to -10, you are dead.

These are the short descriptions of each aspect of combat; they are described in more complicated depth later on in the chapter.

**Advanced Combat Statistics**

Below are longer, more in depth descriptions of each aspect in combat. Though the game can be played effectively using the rules on the previous page, the following pages will give you a greater understanding of how combat is handled in Age of Equestria.

**Attack Roll**

When you make an attack roll, your roll a d20 and add your attack bonus. If your result equals or exceeds the target’s AC you hit and deal damage. There are lots of modifiers that affect the attack roll, such as the Weapon Focus Feat which grants a +1 bonus to hit with a certain weapon, a master crafted weapon which also incurs a +1, a “Celestia’s blessing” spell which grants a +2 bonus to hit or so on.

**Attack Bonus**

Your attack bonus with a normal or larger melee weapon is:

Base attack bonus + Strength mod + Size mod

With a small melee weapon or ranged weapon, your attack bonus is:

Base attack bonus + Agility modifier + Size modifier

**Strength Modifier:** Strength helps you hack at an enemy with greater speed and power, so your strength applies to heavier weapons

**Agility Modifier:** Agility in combat measures coordination and precision, resulting in less powerful but more careful strikes

**Size Modifier:** Skill goes a long way, but sometimes a creature is just naturally bigger than you. Creatures gain an attack bonus against creatures larger than them and creatures smaller than you incur a penalty.

**Damage:**

When you succeed with a weapon, you deal damage according to that type of weapon (See Chapter on Equipment) Natural weapons deal normal weapon damage.

**Minimum Weapon Damage:** No matter what the penalties you may incur, when you deal damage, you will always deal 1 damage, even if it should drop below 1.

**Strength or Agility Bonus:** When you hit with a weapon, you also add your Strength or Agility modifier to damage based on the type of weapon you are using. If you have a penalty to either of these two stats, incur that penalty when dealing damage as well.

**Critical Hits:** Sometimes you critically hit (as indicated by the critical hit range on your weapon) When this instance occurs you roll your damage and multiply it by the multiplier on at weapon. Bonus damage, such as that from sneak attacks or magical enchants is not multiplied.

**Example:** Roz, the Earth pony Wilder rolls a 20 and critically a Minotaur with his shoulder lance. His weapon deals 1d10 damage plus 4 from his strength and plus 1 because of its masterwork quality. When critically hitting the damage is doubled, so he would deal (2d10+10)

**Armor Class (AC)**

Your Armor Class (commonly represented as AC) represents how hard it is for opponents to land a solid, damaging blow on you. It’s the attack roll result that an opponent needs to achieve to hit you. The average, unarmored pony has an AC of 10. Your AC is equal to the following

10 + armor bonus + shield bonus + Agility modifier + size modifier

**Armor and Shield Bonuses:** your armor and shielding each provide you a bonus to your AC. This bonus represents their strength at protecting your from blows.

**Agility:** If your Agility is higher enough, you gain increased ability with evading blows. By the converse a low Agility makes your particularly poor at it.

**Note:** wearing armor limits your high Agility bonus. The AC bonus you get from a high Agility represents your ability to react to threats, if you cannot react for some reason (such as not seeing the opponent or being surrounded) you will lose the Agility bonus to your AC.

**Size Modifier:** The bigger a creature is, the easier it is to hit, by the converse, smaller creatures are harder to hits. Colossal creatures gain -8 to AC, Gargantuan -4, Huge -2, Large -1, Medium +0, Small +1, Tiny +2, Diminutive +4, Fine +8.

There are many other effects that add bonuses to AC; these are described in effects that grant them.

**Movement:** All races have a base movement speed for various forms of transportation. Earth Ponies, for example, have a base land movement speed of 40ft while a Pegasus has land speed of 40ft and a fly speed of 60ft. To calculate how many squares on an average grid you can move per turn, subtract the 0 from your speed and double the first number. So an average earth pony can move 8 squares per round.

Flight Mechanics in and out of Combat

Flying is a huge part of combat for Pegasi and Griffons as it is an innate part of their nature. As such they feel the most comfortable in the air and can use this to their advantage in combat. Though many things remain the same, there are some different aspects of combat mid-flight that change.

**Taking Off:** For a Pegasus or Griffon to take off into the air requires one of two actions; either a complete standard action to take off the ground while standing still, or part of a move action where the flyer moves more than 15ft on the ground to take off.

**Maintaining Flight:** Flyers can maintain flight normally outside of combat, but within the heat of conflict it takes special concentration; each turn a flyer remains airborne in combat requires a concentration skill check of 10, increasing by 1 for every turn you remain airborne. Failing this check causes you to lose focus and become incapable of taking any action other than moving that turn. The difficulty check (DC) of the concentration, skill check resets after 5 rounds on the ground.

**Attacking while flying:** Attempting to attack an opponent while stationary hovering provokes an attack of opportunity but otherwise incurs no penalty

**Flyby Attack:** Flyers have access to a special form of charge that allows them to charge an opponent for a normal charge attack, however if the flyer has any movement left after their attack, they may move away without incurring an attack of opportunity.

**Ranged Attacks:** Flyers are incapable of using ranged attacks while airborne, though they may land and use ranged weapons

**Various Actions**

Actions are broken up in to different categories that determine what kind of action they are and how long they take. Most turns either take one of two forms, either a full-round action or standard action or move action; as described below.

**Full Round Actions:** Full round actions are actions that take your entire turn to complete. These actions include things like Full Attacks, Casting advanced spells, or escaping a trap. When a full round action is performed it takes your entire turn, whether you succeed or not.

**Standard Actions:** Most actions taken during an average round of combat are standard actions, these include attacking, casting a spell, giving somebody a potion or etc. You are allowed to perform one standard action per round.

**Move Actions:** A move action is another standard part of an average turn, in which a player moves up to their base land speed. A player may substitute a standard action for another move action if they wish.

**Free Actions:** Free actions are actions that take no time at all, such as shouting to a team mate or drawing a weapon, one of these may be performed each round

**Swift Actions:** Swift actions are much Free actions except that they are almost always magically produced and replicate in many ways a standard action. One of these is usable per turn and it replaces your free action; and is not usable if you have already use a free action.

**Immediate Actions:** Immediate actions are swift actions that can be used on other players turns, only one of these may be used per turn per player.