

Welcome to Squirtke's Combat Enhancement (SCE), a DnD combat system that can be applied to campaigns for *smoother* and *better* combat.

Battle System:

Starting a battle:

Speed: Instead of initiative being rolled, and battle orders being decided by luck, each character has a speed stat similar to the *Pokémon* franchise, that can be upgraded using "Hermes's Blessings", which can be purchased from battle merchants. Every character starts out with 50 base speed, and for the amount of AC added for each armor piece they wear, that amount is subtracted from the character's speed stat. The character with the highest speed stat goes first in battles, and the one with the lowest goes first. If speed stats are tied, then the person with the higher dexterity and strength combined goes first.

SCE-Added Default Actions: From the start of a campaign, these extra actions are readily available:

- Charge: Adds +50 to the SPECIAL gauge, but you cannot attack during that round.
- Shield: Guarantees that the opponent's next attack will hit your SHIELD bar instead of your HP (optimized for high shield-stat characters)
- Triple Move: In exchange for 40 SPECIAL points, you can move triple your walk speed in one turn, *but you cannot perform any more actions*.

SHIELD: Serves as an extra health pool. Every attack, you must roll a 3-4 on a D4 to damage someone's health, or you will damage the SHIELD of your opponent instead. If you destroy all of someone's SHIELD, they will not begin to die, but your following attacks will always affect their health, and they will begin to die after they lose all their health like in vanilla DnD. Every character starts out without any SHIELD, and SHIELD is calculated with the character's added AC from shields and armor multiplied by two. For example, if your base AC was 13, and you had a +1 AC Shield, and +5 AC Armor, then you would have +12 SHIELD, as your added AC from the shield and armor multiplied by two would equal twelve.

SPECIAL Gauge: Allows a user to perform their SPECIAL and some buffed actions. Your SPECIAL Gauge contains 500 points, and it takes 300 SPECIAL points to use your SPECIAL. You get +10 SPECIAL points for every 10 damage you deal in one hit, so the only instances in which you will use specials are usually in long battles.

- SPECIAL Damage Calculation: Your special will do 50 damage per your character's level, so if you were level 20, you would do 1000 damage if you used your special, and if you were level one you'd do 50.

- Your SPECIAL points reset every battle.
- You can choose to customize what your SPECIAL will look like for effect, but it won't increase damage or do anything different than what is listed in the above damage calculation.

Dual-Hits: If you have a higher speed stat than your opponent, there is a chance that you will hit them twice with the same weapon if you roll a natural 18 or higher.

Battle Merchants:

In any settlement or village, there will always be a battle merchant. Battle merchants will sell items specific to the SCE add-on. Battle merchants sell their wares at high prices as these items will most likely be abused if the price is too low.

Wares:

- Character Level 1: **Basic Runic Stones** (50GP), Holy Blade (20GP)
- Character Level 2: **+1 Damage Potion** (30GP)
- Character Level 3: Hermes's Blessing (100GP), Rune Eraser (10GP)
- Character Level 4: **Peculiar Runic Stones** (100GP), **+5 SHIELD Potion** (30GP)
- Character Level 5: **+100 SPECIAL Points Potion** (50GP), Kobold-Bone Shield (30GP + 30 Kobold Bones)
- Character Level 6: **Extra Runic Stone Slot** (50GP)
- Character Level 7: **Wonderful Runic Stones** (150GP), **Gold Membership** (200GP)
- Character Level 10: **Hephaestus's Blessing** (100GP)
- Character Level 13: Armor of the Sun (100GP), Armor of the Moon (100GP)
- Character Level 15: **+20 Damage Potion** (100GP), **Incredible Runic Stones** (200GP)
- Character Level 16: Forgotten Void Stone (100GP)
- Character Level 17: **Platinum Membership** (500GP)
- Character Level 18: **Golden Runic Stones** (500GP)
- Character Level 20: **GODLIKE Runic Stones** (1000GP), **Athena's Blessing** (400GP)

SCE Items:

- **Holy Blade:** Can be applied to any bladed weapon to deal an extra ten damage to undead.

- **+1 Damage Potion:** For the next battle after consuming this potion, you will deal an extra +1 damage to all enemies.
- **Hermes's Blessing:** A permanent +1 speed until you've hit the cap (This effect stacks).
- **Rune Eraser:** Removes a rune from an item.
- **+5 SHIELD Potion:** For the next battle after consuming the potion, you will have +5 SHIELD (This effect does not stack).
- **+100 SPECIAL Points Potion:** For the next battle after consuming this potion, you will start the battle with +100 SPECIAL points (This effect does not stack).
- **Kobold Bones:** For every kobold you kill, they will drop five Kobold Bones. The only use for these besides selling is for the Kobold Shield. Five Kobold Bones sell for one GP. ((Kobold Bones, more like... Kobones!))
- **Extra Runic Stone Slot:** Allows you to have more than one rune on a single weapon (This effect does not stack).
- **Gold Membership:** Provides a 25% discount for all wares at battle merchant shops.
- **Hephaestus's Blessing:** A permanent +5 SHIELD (This effect stacks).
- **Armor of the Sun:** 13 AC (17 AC during the day).
- **Armor of the Moon:** 13 AC (17 AC during the day).
- **+20 Damage Potion:** For the next battle after consuming the potion, you will deal an extra +20 damage to all enemies.
- **Forgotten Void Stone:** Increases the tier of a rune on a weapon (does not change rune just changes rune's RUNIC stats).
- **Platinum Membership:** Provides a 50% discount for all wares at battle merchant shops.
- **Athena's Blessing:** A permanent +10 SPECIAL gauge filled at the beginning of each battle, capping at 200 (This effect stacks).

Runes:

RUNIC Stats: For each rune, depending on it's tier (e.g. Basic, Wonderful, GODLIKE), it will give it's weapon stat buffs, classified as RUNIC stats.

- Tier Basic Stats: +3 Damage, +1 SHIELD.
- Tier Peculiar Stats: +5 Damage, +2 SHIELD.
- Tier Wonderful Stats: +10 Damage, +5 SHIELD.
- Tier Incredible Stats: +15 Damage, +10 SHIELD.
- Tier Golden Stats: +30 Damage, +20 SHIELD, +10GP for every kill.
- Tier GODLIKE Stats: +50 Damage, +50 SHIELD

Applying Runic Stones: When you apply a runic stone to a weapon, you must take a long rest for the rune to apply. A random rune will be assigned to that weapon, with different runes for different tiers. The rune is assigned based on a D6 dice roll.

Rune List:

Basic Runes:

- Holy: +10 Damage to undead (1 on D6).
- Sharp: +5 Damage to all enemies (2 on D6).
- Absorb: +5 HP for every kill (3 on D6).
- Slippery: ABILITY: You can throw your weapon at enemies once a battle for +10 Damage (4 on D6).
- Decent: +1 SHIELD, +1 Damage (5-6 on D6).

Peculiar Runes:

- Slow: -5 SPEED, +5 SHIELD (1-2 on D6)
- Dual-Striker: Lowers dual-hit roll to 16 (3 on D6)
- Tiny: +5 SPEED, -10 HP (4 on D6)
- Noticeable: +3 SHIELD, +3 Damage (5-6 on D6)

Wonderful Runes:

- Show-Off: +10 SHIELD, Enemies focus attacks on user (1 on D6)
- Muscular: -5 SHIELD, +5 Damage (2-3 on D6)
- Sticky: You cannot lose this sword (4 on D6)
- Abnormal: +8 SHIELD, +8 Damage (5-6 on D6)

Incredible Runes:

- Final Gambler: -40 HP, +30 Damage (1 on D6)
- Dasher: ABILITY: Convert all your SPEED into Damage for your next attack (2-3 on D6)
- Low-Flying: +10 Damage to enemies below user (4 on D6)
- Exceptional: +15 SHIELD, +15 Damage (5-6 on D6)

Golden Runes:

- Greedy: +1 GP for each level of challenge rating for every creature killed (1-3 on D6)
- Mega-Greedy: +2 GP for each level of challenge rating for every creature killed (4 on D6)
- Unusual: +20 SHIELD, +20 Damage (5-6 on D6)

GODLIKE Runes:

- Athenian: Athena's Blessings provide 2x SPECIAL points (1-2 on DC)

- Hermian: Hermes's Blessings provide 2x SPEED (3-4 on DC)
- Hephaestian: Hephaestus's Blessings provide 2x SHIELD (5-6 on DC)