

16 Bit Tactics

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This began as a rules module for 16-Bit Adventures but is now its own thing with all rules included herein. You don't need the 16-BA documents to play Tactics anymore.

Game Terms

LV: Level. A measure of how powerful a character is.

HP: Hit Points. Amount of damage a character can take before becoming KO'd.

MP: Magick Points. Measure of how many spells a character can use before needing to recover.

ATK: Attack. The size of the die used for physical attacks

M.Atk: Magick Attack. The size of the die used for magickal attacks

DMG: Damage. Base amount of HP loss inflicted by physical attacks

MDmg: Magick Damage. Base amount of HP loss inflicted by magical attacks

EVA: Evasion. Threshold below which a physical attack misses completely.

DEF: Defense. Threshold below which a physical attack deals half DMG.

MDef: Magic Defense. Threshold below which a magickal attack deals half M.Dmg.

2x: Double (Def or M.Def). Threshold under which an attack deals only quarter damage.

Resist (type): Attacks of the listed type deal half damage and effect.

Auto (X,Y): A power enhancer that immediately causes effect X to activate when condition Y occurs. If no condition is listed the effect begins or reapplies itself at the beginning of the character's turn.

MOV: Movement rate. The number of squares a character can move on their turn.

HT: Height. How tall an obstacle or piece of terrain is.

RNG: Range. The distance at which an attack can be made.

AE: Area of Effect. Different from 16BA, this AE is the number of squares from the point of origin that an attack or ability affects rather than the number of rows affected.

Base: Typically DMG or M.Dmg. This means to use the amount the current job gains each level and increase the quantity by that amount.

Battle System

Fighting is a major part of the adventurer's life., the wilderness is filled with perilous ruins and dangerous monsters.

This is how those challenges are met.

Battle Commands

Only commands which differ from 16BA are listed.

Fight: Make a physical attack with your equipped weapon.

JA: Activate a Job Ability from your Primary or Secondary job ability lists.

Magic: Expend MP to use a spell on your Primary or Secondary job list

Item: Use an item in inventory or switch an equipped item with one in inventory

Guard: Choose yourself or 1 ally in AE1, that PC takes half damage from physical attacks until your next action.

Initiative

Initiative is divided into two passes: Base and Phase.

Base: Rank characters and Monsters by EVA. Each grouping becomes a Phase. Phases are resolved completely before the next Phase can act. IE all EVA4 characters act, then all EVA3, etc.

Phase: Within each Phase roll Initiative normally to determine order of action. Regardless of roll higher Phase characters still act before lower Phase ones.

Attack and Positioning Rules

Facing

Every character and monster has 1 front, 2 sides and 1 back. Which one is targeted is easy to determine for melee attacks. For ranged attacks draw a line (use a string or similar) from the middle of the attacker's square to the middle of the target's. Whichever side the string passes through is the facing attacked. If there is any doubt use the facing most beneficial to the target.

Targets attacked through their Front are +1EVA. Targets attacked through their Back are -1EVA.

Characters always advance through their forward facing in case some effect triggers based on movement. A character may choose to change facing freely at the end of their movement. A character that attacks always automatically changes facing toward the target before making the attack (this applies to counter-attacks as well!)

Distance

When counting distance (for an attack or movement) only count the cardinal directions. Range is never measured on the diagonal. This means that two characters diagonally adjacent on the map are actually 2 squares distant.

Line of Effect (LoE)

If the string passes over an obstacle taller than the target the attack automatically fails. Even though magical attacks do not reference EVA they still fail if they lack LoE.

Range

Every attack, even Melee attacks, have a range. If there is no number listed treat it as 1 unless it is an AE attack in which case treat it as 0. If an attack is made against a target beyond the

range of the attack it automatically fails. Melee attacks must draw their range in a straight line, ie even a RNG2 melee weapon cannot hit a diagonal target. Ranged weapons (Guns, bows, crossbows and thrown weapons) are +1 RNG if the Attacker is 2 HT above the target. Ranged and Magickal attacks are not limited to only attacking in a straight line.

AE

Most attacks are AE0, that is they affect only the target square. For attacks with a listed value count out that value from the target square to find the other squares affected.

Terrain Effects

Each square has a cost to move into called MC. Characters reduce their currently available MOV by that much and advance into the square.

Types

Open (Grass/Earth/Stone): MC1

Water: MC2

Deep Water: Impassable unless modified by a Movement Ability or Status.

Modifiers

Broken/Thick/Fast: MC +1

Height: MC +1, -1 for first square entered if it is only +1HT.

Special

Jumping Across: May cross 1 empty space to area of lower HT.

Jumping Up/Down: Limited to Jump stat. If distance = Jump exactly all movement must end in that space.

Knockback and Falling

When hit with a knockback attack the target is immediately moved that listed number of squares away from the attacker in a straight line. If this causes the target to change levels equal to or greater than their Jump they take additional damage equal to half the damage inflicted by the attack.

Skills

(Might, Agility, Lore, Charm)

All Characters have each of the four skills rated from D6-D12.

Using Skills: Each task will have a difficulty, roll appropriate skill vs it like an attack. If the die exceeds the difficulty that use of the skill succeeds.

Resisted skills: The user and target both roll their Skill dice and compare them. The higher roll succeeds. If this was a resistance roll and the target rolls higher the effect has its duration reduced by 1.

Might

The warrior's main skill. Puissant characters need to be strong and tough and so they have high Might to lift heavy weapons and carry heavy armors.

Puzzles: Might puzzles are contests of raw, physical power or resilience. Wrestling, lifting heavy loads, withstanding fierce winds and enduring punishing heat are all Might tests.

Agility

Speed, reflexes, dexterity. Those with high Evasion always have high Agility as well. Thieves and Ninjas are at the top with the other fast warriors (Monks, Samurai, Dragoons, etc) coming close behind.

Puzzles: When things need to be avoided rather than faced directly Agility is the skill tested. Sudden falls, slippery ground, etc.

Lore

Lore is a measure of education, knowledge and the ability to apply that learning to the situation at hand. Characters with high Lore are predominantly mages. This is not to say that low Lore implies stupidity, no adventurer lives long if they are a fool. Many, however, simply prefer a more direct approach to puzzles.

Puzzles: Lore Puzzles are often literal puzzles. Magic runes that must be read in the correct order, levers that control locked doors, etc. Failure often results in a passage being barred as well as damage.

Charm

Charm is a character's ability to resolve social situations and deal with strangers. Healers often have high Charm and Bards and Dancers are at the highest level due to their skill at entertaining. Rogue types also have high Charm but for different reasons.

Puzzles: Charm puzzles are social and the failure state is having to fight the monster that posed the puzzle. It could be as simple as convincing an Ogre to let you pass by or could entail an additional Puzzle as well such as the classic Sphinx's riddle (lore) or wrestling a Gigas (might).

Status Effects

There's more than just HP loss out there in the wilderness. Many enemies have the ability to inflict negative conditions such as poison or paralysis on PCs.

Not all Status is bad, though. Lots of JAs can grant positive effects and some monsters can gain these effects as well.

Broadly, effects come in two varieties (Positive and Negative) and also have a duration. Most effects wear off at the end of battle, but some remain until removed by items, JAs or magic. Resisted effects are ended by making a Skill test against a TN set by the caster's M.Atk stat. Unless noted otherwise a Status has a duration of rounds based on the M.Atk of the caster (6 for d12, 5 for d10, etc). After applying the effect reduce the remaining duration by 1. If the effect is resisted the target may roll their resistance stat against it to reduce by an additional 1.

If multiple sources inflict or grant the same status only the most recent one applies. Immediately negate the previous instance.

Negative:

Sap: Target loses HP at beginning of each of its actions = Base M.Atk of caster. The element of this damage is the same as the element of the attack that inflicted it.

Silence: Target may not cast spells.

Immobilize: Target may not move.

Slow: Target is Move -1, EVA -1, M.Eva -1

Blind: Target must roll twice for physical attacks and use the lower result. Target is immune to Gaze-type attacks.

Disabled: Target may not take any actions but may still move.

Stop: Target suffers both Immobilize and Disable. Base Duration is halved.

DMG/M.Dmg Down: Reduce DMG/M.Dmg by half Base DMG/M.Dmg

DEF/M.Def Down: Reduce DEF/M.Def to half (round up).

Positive:

Regen: Heal HP = Base M.Atk of caster at beginning of each turn.

Haste: Move +1, EVA +1, M.Eva +1

Bravery: When target attacks: Enemy DEF -1, Enemy 2DEF -1

Faith: When target attacks: Enemy M.Def -1, Enemy 2M.Def -1

Protect: Resist all Physical Attacks

Shell: Resist all Magical Attacks

DMG/M.Dmg Up: Increase DMG/M.Dmg by half base DMG/M.Dmg

Spd Up: Increase the initiative phase the character acts in by 1 and the character's initiative roll is always the max value of their Agility die.

DEF/M.Def Up: +2 to DEF/M.Def

Quicken: Immediately take a turn after the currently acting character finishes their turn. This does not use up your normal turn in the initiative order.

Float: Ignore movement penalties, Status or damage from terrain.

Making an Attack

All attacks are resolved using the same process whether they are melee, ranged or magic.

Rolling to Hit: When you make an attack you roll the die for the type of attack you are making. For Physical Attacks use your ATK, for Magical Attacks use your M.Atk.

Crits: Any die that rolls its maximum value scores a Crit. That attack doubles its DMG and/or M.Dmg rating.

Area Attacks: If an attack targets multiple characters the attack roll is made separately for each. Thus it is possible to deal different amounts of damage to each character affected.

Using 2 Weapons

Unless an equipped ability says otherwise a character may only equip 1 weapon at a time. If you are allowed to equip 2 weapons you make a separate attack with each whenever you use the Fight action. Complete each attack normally. When casting a spell or using a job ability you may choose which weapon you make the attack with and use that item's DMG/MDmg and special traits.

Magical Attacks:

M.Atk dice that roll equal to or less than M.Def are Partially Resisted. The attack deals half damage and any Status effects inflicted have half their normal duration.

Dice that roll under 2M.Def are Fully Resisted. They deal quarter damage and do not inflict any of their normal Status conditions.

Dice that roll equal to or less than M.Eva deal 0 M.Dmg and do not inflict any special or status effects. Additionally, an attack that hits but deals 0M.Dmg does not inflict its special effects.

Unless noted otherwise a Spell costs MP = AP needed to learn it.

Physical Attacks:

ATK dice that roll equal to or less than EVA deal 0 DMG and do not inflict any special or status effects. Additionally, an attack that hits but deals 0DMG does not inflict its special effects.

ATK dice that roll equal to or less than DEF deal half damage. Attacks that roll equal to or under 2DEF deal quarter damage.

Melee Attacks: A physical attack is a melee attack if it is not made with a Bow, Gun, Xbow or Throw weapon. Most melee attacks have RNG1. Weapons with the Long trait have RNG2 and they can hit up to 2 targets. Weapons with the Reach trait also have RNG2 but they can only hit the closest target within that distance along their line of effect.

Ranged Attacks: A physical attack is a ranged attack if it is made with a Bow, Gun, Xbow or Throw weapon and ammo for that weapon is also equipped.

Limit and Limit Attacks

All characters begin each battle* with 0 Limit. Each time a PC or monster hits with, or is hit by, an attack that deals damage they gain 1 Limit. Character making AE attacks only gain 1 Limit regardless of how many targets are hit.

A PC or monster with 10+ Limit may expend all their Limit to make a Limit Attack. PCs can have up to 20 Limit at any one time but unless an effect states otherwise there is no benefit and all Limit is lost when using Limit Attacks.

The most typical effect of a Limit Attack is that all hits from it are crits and the target gains Combo Status. Additional options will be presented in the advanced rules.

The Combo Status lasts for 1 turn and is reset by any successful hit with a Limit Attack. Creatures with the Combo Status take +DMG/MDmg = 5 x LV of attacker.

*In special scenarios and linked encounters Limit instead is halved after each battle.

Magical Limit Attacks

Due to their greater potential magical Limit Attacks can only be used against target's with the Combo Status and they do not reset the duration of Combo Status.

Rewards

XP & AP

Every enemy defeated awards Experience Points (XP) and Ability Points (AP). The amount is based solely on the level of the enemy. The amount of AP and XP awarded is always the same. If a particular monster gives 5XP then it also gives 5 AP.

Enemy Level	XP/AP
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55

At the end of a battle total up the XP awarded by all the monsters this is the base XP award. Next divide the number of enemies by the number of PCs to get the difficulty modifier. Finally multiply the base XP award by the difficulty modifier to get the actual XP award. Round fractions normally.

ex: If 4 PCs defeat 4 Level 1 enemies the base award is 4. Then $4/4 = 1$. Then $1 * 4 = 4$.

If 6 PCs defeat 3 level 1 enemies the base award is 3, $3/6 = .5$ and $3 * .5 = 1.5$. Round this to 2.

The amount of AP needed to purchase a new ability is noted on the job sheet for each job. The amount of XP needed to advance to the next level is listed on the following table.

PC Level	XP Min
1	0
2	10
3	40
4	100
5	200
6	350
7	560
8	840
9	1200
10	1650

A first level PC begins with 0XP. Once they gain 25XP they advance to level 2. When determining HP, MP, DMG & M.Dmg use the table for the current job in the battle that awarded the XP needed to reach the next level.

XP is independent of job. A character only ever has one XP rating. AP is specific to the job on which it was earned. At the end of each battle the AP awarded must be recorded on that job. To earn AP for a new job the character must change jobs between battles and complete battles on the new job.