Venture Combat Guide

The Basics

Combat on ventures is built around the principle that any system should facilitate RP. It is not a numbers game, we are not here just to roll and create a story about why we are rolling. **First and foremost, we are here to RP so we try to minimize the focus on the numbers.** Secondly, ventures are a big event for everyone to join in on so it's not uncommon for there to be 15, or even 20 or more players! Therefore, we want the system to be simple and streamlined so it's easy to manage for large groups and so new players can pick it up quickly.

The system is always based around the system of 'HP'. Players and enemies have set HP numbers that the DM keeps track of. Players are free to keep track of their own HPs, but it is something the DM will always take care of as well so players are encouraged to just sit back and relax and not have to worry about any numbers. Any rolls done are then applied as either damage to that HP bar, or used as healing. There will be some exceptions to that, that we will cover later.

This system is designed to make it so that 'low' rolls don't feel as bad and so that the player has freedom in how they RP. If someone low rolls for example, they don't have to RP that their character suddenly forgot how to swing a sword because the roll is just an arbitrary damage number going to an HP bar only the DM sees. It's not like failing a check in DnD or rolling a 0 at the Grindstone.

D100

The standard dice system we use now is the D100. The command in game for this is /dice 100. Every players' HP is set at a default of 200. Rolls correspond to damage to that HP. If you roll a '56', the same amount is then dealt to the enemy as damage. Heals work the same way. AOE (area of effect) attacks and heals are allowed but they are to be split evenly amongst your intended targets. Enemy HP is set by the DM and will vary greatly from encounter to counter.

In addition to attacks and heals, there are many other ways for players to get creative with their turns. Creativity is encouraged by DMs. For example someone who buffs allies such as a bard might roll on their turn a '70'. Instead of using that to attack, they can add that onto another

player's roll and say their song is empowering them. Someone else might play a stealthy assassin character and could instead 'bank' their rolls and add it up each turn without ever attacking. Then when they are ready, they can unleash an attack that is the total of all the rolls they have stored up. This system is meant to be very flexible to allow maximum character RP freedom. If you want to try something, always feel free to ask your DM about it.

Combat Flow

Combat always first starts with an initiative roll. Everyone in the party rolls to determine turn order. Higher rolls go first and usually people are paired together to conduct their turn. A basic turn order might look like this:

Ci/Ajax > Enemy > Decima/Sin > Enemy > Ragnard/Godwin

The DM will have two people go at a time. When it is your turn, you will make a post detailing your action this turn then roll. Once both people have gone, the DM will respond with a post detailing what happens and how the enemy responds. Once it is an enemy turn, the DM will have the enemy roll and attack someone in the same manner a player would. If you are attacked, you are then free to make a reaction post regardless of whether it's your turn or not. **You do not make a defense roll unless a DM specifically wants you to. You also can choose how you react to an enemy attack. You are free to dodge, block, or get hit but once your HP is 0, you are unable to fight anymore.**