

## Module: Action / Reaction Battle System

By: Bryant Baxter

A alteration to the Fully Organized Battle rules which make for defence oriented battles that are more complex but also more dynamic.

### Fully Organized Battle

**Delayed Action:** A characters Action is fully defined, noted, and rolled (Action and Effect dice) when declared but resolves target-by-target only after each target's action (not on the actors action). Movement or Effects that target oneself take effect immediately. Effects that have no targets but effect the environment or whose targets are unable to react resolve at the end of the turn (after all other characters have acted).

**Reaction:** When it becomes a characters Action a tally of other Actions that target him are made. During Movement apply a Simplicity (or +2 to relevant stat when simplicities are irrelevant) to the defence of the Targeted character against any Actions that could potentially be avoided by the characters manoeuvre. Further bonuses to defence or penalties to appropriate actions should be awarded for especially effective manoeuvres.

**Resolution:** After a characters actions are declared, immediate effects are applied, and bonuses or penalties are applied: resolve all actions against that character in order of declaration.

**Held Actions:** A player holding their action may apply their Action after a player has moved but before Resolution.

## Degrees of Success

By: Robert Sachs and Bryant Baxter

Here's a useful little module for if you wish to emulate successes on multiple die rolls found in some systems or if you simply wish to have a sliding scale of effects

**Degrees of success:** On any roll for every increment of 5 above the target number get one degree of success

*Example:* So for a standard difficulty of 16+

16-20 - One degrees of success  
21-25 - Two degrees of success  
26-30 - Three degrees of success

**Option: Dynamic Bonuses:** Each degree of success beyond the first allows the attacker to add one existing or meta-effect to the effects of the action. For example with 2 successes a 1D6 effect becomes a 1d6 effect with targets 2 (applied as if the attack always chose that target), or simply 2D6 effect damage.

**Abstracts:** Even if a roll is not required to determine success players may roll at standard difficulty to determine their degrees of success. In this case apply the abstracts +2 bonuses to the action.

## Item Slots

By: Bryant Baxter

This module adds the ability to add slotted equipments to the game as a standard equipment option. This module is specially useful in creating equipments like lightsabres with crystals, or other power stone or runic equipments found in many video games.

**Slotted Items:** Items may have the effect "Stone Slot" at a cost of 1000 monies and valued at 100 monies for the purposes of Item creation.

**Stones:** Stones are non-effect items that can be enhanced with Talents. When slotted into a piece of equipment, if relevant, grant their talents to the equipment (Extra Weapon damage slotted into armour would be an example of an irrelevant slotting.).

**Stone Attunement:** Unless otherwise stated in the setting the use of all stones require an Level 2 "Stone Attunement" proficiency Talent in order to gain talent benefits from slotting.

