Teamwork (working title) Tabletop RPG Rules

Turn order

- At the beginning of an encounter, all participants roll a 6-sided die. Creatures that are surprised (unaware) do not roll a die and do not benefit from their Dodge or Block until the beginning of their first turn.
- The one with the highest result (if there is a tie, roll again and continue rolling until there is a winner) chooses who goes first.
- The first creature takes its turn, then chooses who goes next.
- This process continues until all creatures have taken a turn, which signals the end of the current round and start of a new one; the last creature in a round chooses the first creature of the next round.

AP

- Each character starts with 4 Action Points ("AP") at the beginning of his/her first turn.
- Each character generates 3 AP at the start of his/her turn.
- AP can be "banked" (a character can save some AP for later) but a character can never have more than 4 AP.
- A character generates an additional 3 AP at the moment they are brought down to half or less health.
- A character can spend 2 AP to:
    - Attack on his/her own turn
    - Cast a spell that requires MP
- A character can spend 1 AP to:
    - Move a single move increment
    - Cast a spell that requires SP
    - React (during another creature's turn). If an enemy moves while next to a character, that character can spend 1 AP to react by either hitting the enemy or blocking (preventing) its movement. See the rules section for Reacting below.
- The AP cost of a Teamwork is specified in its description. If a Teamwork specifies the character(s) move, the movement is included in the cost of the specified AP (the movement during the Teamwork is not "extra").

Attacking

- Attacking on a creature's own turn costs 2 AP.
- To attack, the attacker rolls a d6 and adds an accuracy bonus if applicable. If the result is equal to or less than the enemy's Dodge, the attack misses. Otherwise, proceed to damage calculation.
- Damage: If applicable, roll the die specified in the attack's damage block. If the attack has a minimum ("min") value, and the die roll is less than the min value, proceed as if the die roll was equal to the minimum value.
- If making a physical attack, subtract the enemy's Block from the damage. Spells and environmental effects ignore Block.
- Deal that amount of damage to the enemy (minimum 1).

Reacting

If an enemy moves while within touch range of another combatant, that combatant can react by spending 1 AP and choose to either:

- Attack with a weapon
- Prevent the enemy's movement (this consumes the mover's AP and resets the situation; they can attempt to move again. This can continue until one or both combatants are out of AP).

Casting and MP/SP

Magic spells are divided into Support magic or Arcane/Divine/Blood depending on class.

- Characters have a pool of Support Points ("SP") that regenerates every 24 hours after a 10-minute ritual performed by that character at dawn, dusk or midnight depending on class. Support spells cost 1 AP to cast plus an amount of SP detailed in the spell description.
- Characters also have a set amount of Arcane/Divine/Blood Magic Points ("MP") that regenerates at the end of every encounter. These spells cost 2 AP to cast plus an amount of MP detailed in the spell description.

Teamwork

- Teamwork is a resource shared by all members of a party.
- It can be spent on any character's turn when the character uses one of his/her Teamwork abilities.
- Characters can generate Teamwork over the course of an encounter by casting certain spells, etc. at appropriate moments (specified in the spell description).
- GMs can also reward the party with Teamwork when appropriate.
- All unspent Teamwork is lost at the end of an encounter.
- Teamwork does not use the second character's turn

Resist

- Creatures can Resist (be unaffected by) debuffs or negative statuses by rolling a 6-sided die and getting equal to or better than the spell's Resist value. A creature with a Resist bonus adds that bonus to the d6 roll.
- A non-boss creature may use 1 AP to attempt to Resist an effect on its turn.
- Bosses automatically attempt to Resist at the start of each of their turns (no AP required), and if they fail they may attempt a second time for 1 AP.

Range

Range is classified in the following increments:

- *Touch*. Touch range is within a few feet of an object - close enough to close distance and operate a mechanism or hit a creature with a melee attack without expending significant time moving.
- *Close*. Close range is approximately 40-50 feet away; near enough to close distance (to touching range) and far enough away to move out to Medium distance.
- *Medium*. Medium range is 80-100 feet away.
- *Far*. Far is more than 100 feet and less than 200.
- *Remote*. Remote is more than 200 feet away.

Blood Knight

20 HP

1 block, 0 dodge

Physical Attacks

Greataxe: +0 accuracy, 6 dmg, Range: touch

Longbow: +0 accuracy, 1d6 (min 4) dmg, Range: Close, Medium or Far

Blood magic (3 MP/encounter)

Bloodletting: Spend 1 MP and 3 HP to coat your blade in your own blood. For the rest of the encounter, add 2 dmg to your touch-range attacks.

Seize: Spend 1 MP to hold an enemy in your grasp. Choose an enemy that is currently within touch range; it cannot leave your touch range until you move.

Drain Life: Spend 1 MP to drain the life force from an enemy. Target an enemy that cannot leave your touch range. Auto-hit. 8 dmg, and you heal half the damage you deal (rounded down). Range: touch. Generate 1 Teamwork if the enemy was not Seized by you.

Support magic (3 SP/midnight)

Issue Challenge: A circle of energy surrounds you and moves with you in a dark halo. Each enemy within Close range of you cannot move further than Close range.

Dark Pact: You devote a portion of your life-force to an ally. When an ally within Medium range of you takes damage, as a Reaction (0 AP cost) you may take any amount of the damage in their stead. When you take 3 or more damage from an attack in this manner, Dark Pact costs 0 SP. Generate 1 Teamwork.

Teamworks

Desecration: With the help of a Templar, a Witch Hunter and a Spellsword, you wrack your enemies with memories of pain.

1. Consume 6 Teamwork.
2. Consume all your allies' AP and MP.
3. Consume 6 HP split you and the chosen teammates.
4. Within Touch or Close distance of you, all enemies suffer as much damage as they've received during the encounter.

Spellsword

16 HP

1 block, 1 dodge

Physical Attacks

Longsword: +0 accuracy, 1d6 (min 4) dmg, Range: touch

Arcane magic (4 MP/encounter)

Firestorm: Spend 1 MP to create a flaming tornado. Move the tornado up to 1 movement range and deal 1d6 to each target it hits while traveling. Consumes 1 MP at the end of each of the Spellsword's turns. The Spellsword can dismiss the firestorm freely during his/her turn.

Dirge: Spend 1 MP to create a haunting, sonorous note in the ears of an enemy. Auto-hit. 4 dmg. Range: Close. Generate 1 Teamwork when used after Requiem.

Volt Gauntlet: Spend 1 MP to shock an enemy through touch. Auto-hit. 6 dmg. Range: touch.

Support magic (3 SP/dusk)

Shield: Each ally gains a magical forcefield that absorbs 5 dmg. The forcefield lasts for the duration of 1 encounter or until it takes 5+ damage. **Casting Shield on a character who has a forcefield replaces it**. Generate 2 Teamwork.

Waking Nightmare: Cloud the minds of your enemies with fearful visions. All creatures you select within Close range roll a d6. On a 1, they flee in Terror. On a 2 or 3, they cower in Fear, becoming passive until attacked or until they Resist the effect during their respective turns (Resist 5). On a 4 or more, no effect. Most bosses are immune to Terror.

Teamworks

Panic Button: Use teamwork to heal and shield your allies.

1. Choose a Templar teammate that is within Close range of you.
2. Consume 3 Teamwork.
3. Consume 4 AP, split between you and the chosen teammate.
4. One or both of you move to within Touch range of each other, then restore each ally for 1d6+2 HP and grant each a magical forcefield that absorbs 5 dmg. The forcefield lasts for the duration of 1 encounter or until it takes 5+ damage.

Electromagnet: With the help of a Witch Hunter, use teamwork to pull in nearby enemies and shock them.

1. Choose any number of enemies within Close range of you and a Witch Hunter teammate.

2. Consume 1 MP for each enemy chosen, plus 3 Teamwork, as well as 4 AP split between you and that teammate.
3. The selected enemies are immediately moved to within Touch range of you, and you deal 7 dmg to each.
4. Afterward, the enemies cannot leave your touch range until you move.

Templar

18 HP

1 block, 0 dodge

Physical Attacks

Greatsword: +0 accuracy, 6 dmg, Range: touch

Mace: +0 accuracy, 1d6 (min 4) dmg, Range: touch. When wielding a mace, increase block by 1 from shield in offhand

Divine magic (3 MP/encounter)

Heal: Spend 1 MP to heal an ally you touch. Restore 1d6 health. Range: touch. Generate 1 Teamwork.

Retribution: Spend 1 MP to call down burning light on a foe you touch. Auto-hit. 5 dmg, and the enemy suffers a -2 accuracy penalty on physical attacks until your next turn. Range: touch.

Requiem: Spend 1 MP and sing a song for the dead to implant visions of the grave in one enemy. Auto-hit. 4 dmg. Range: close.

Support magic (3 SP/dawn)

Rally: A rallying cry boosts your teammates' morale. You and your allies' physical attacks can't miss and deal +2 dmg for 1 round. Generate 2 Teamwork.

Charm: Undermine an enemy's trust in their teammates or convince them you're on their side. An enemy becomes passive until attacked or until it Resists the effect during its turn. Resist 5.

Teamworks

Cross-cut: With the help of a Witch Hunter, use teamwork to execute a martial maneuver.

1. Choose an enemy that is within Close range of you and a Witch Hunter teammate.
2. Consume 3 Teamwork.
3. Consume 4 AP, split between you and your teammate.
4. You and the teammate move so you are both within touch range of the chosen enemy
5. Dealing 2d6+2 (min 10) dmg to the enemy.
6. Afterword, 1 of you may move back to his/her original position.

Hellish Nightmare: With the help of a Spellsword, haunt an enemy with visions of their demise.

1. Choose an enemy that is within Medium range of you and a Spellsword teammate.
2. Consume 3 Teamwork.

3. Consume 1 MP each.
4. Consume 4 AP split between you and your teammate.
5. The two of you move so that you are both within close range of the chosen enemy, dealing 1d6+2 (min 6) dmg to that enemy.
6. The enemy then rolls a d6. On a 1 or 2, it flees in Terror. On a 3 or more, it cowers in Fear, becoming passive until attacked or until it Resists the effect on its turn.

Witch Hunter

17 HP

0 block, 1 dodge, 1 resist

Physical Attacks

Rapier: +1 accuracy, 1d6 (min 3) dmg, Range: touch

Crossbow: +1 accuracy, 1d6 (min 3) dmg, Range: close or medium

Arcane magic (3 MP/encounter)

Cold snap: With a snap of your fingers, you suck the heat out of the surrounding air, leaving it sub-zero for a moment. Auto-hit. 3 dmg. Range: close, centered on you. Hits all creatures within range; their movement cost is doubled until your next turn.

Firebolt: You create a ball of fire in your palm and hurl it at an enemy. Auto-hit. 2 dmg. Range: touch, close or medium. Sets creature on fire and deals 2 dmg/round until it Resists the effect during its turn. Resist 5. Generate 1 Teamwork when used while Firestorm is active.

Support magic (4 SP/midnight)

Steel Yourselves: You utter a battle hymn that strengthens your teammates' resolve. Allies' Block and Resist increases by 2 for 1 round. Generate 2 Teamwork.

Negation: The creation of anti-magic fields is a Witch Hunter's specialty. Choose an enemy within Medium range. It cannot use magic until it Resists the effect during its turn. Resist 5. This also destroys the enemy's forcefield.

Magnetism: You make an irresistible bond between your ally and enemies within their reach. Choose an ally. Enemies who are currently within touch range, or who get within touch range, cannot leave touch range until the ally moves.

Reverse Polarity: By inverting the Magnetism spell, you can push enemies away from an ally. Choose an ally. Enemies cannot get within touch range of that ally. Enemies currently in touch range are pushed away.

Teamworks

Trial by Fire: With the help of a Spellsword, use teamwork to turn the battlefield into a fiery hellscape.

1. Choose any number of enemies within Medium range of you or a Spellsword teammate.
2. Consume 3 Teamwork.
3. Consume 1 of your MP for each enemy chosen.
4. Consume 4 AP split between you and that teammate.

5. The Spellsword's Firestorm speeds toward each enemy, engulfing them while you hurl Firebolts into the storm.
6. Each enemy takes 1d6+2 (min 6) dmg and catches on fire, taking 3 dmg/round (this fire cannot be Resisted).

Eagle's Splendor: With the help of a Templar, grant strength and steadfastness to your allies.

1. Choose a Templar teammate.
2. Consume 3 Teamwork.
3. Consume 2 SP split between you and that teammate.
4. You and your allies' Block, Resist and damage dealt with physical attacks increases by 2 for the rest of the encounter.

Wolfpack: A positioning technique inspired by pack hunters.

1. Choose any number of allies.
2. Consume 2 Teamwork.
3. Consume 1 AP per chosen ally, split between you and those allies.
4. You and the chosen allies may move up to 1 movement range.