

CODA Fantasy RPG

Part 3 – Combat

In many circumstances there will be no way to resolve an encounter other than by combat. Combat is always a major point in any role playing game.

Basics of Combat

Action Rounds

An action round is one round of combat, and lasts for 6 seconds. In each Action Round, a character will have one offensive, and one defensive action available to them. This allotment may be modified by a trait or other factors.

Initiative

Initiative describes the order in which characters act during an Action Round. To determine the order of initiative, each active participant will have to make an Initiative Test.

The character with the highest modified Initiative will take their action first followed by the next highest, and so on. Initiative is recalculated each round, so it is possible that a different character will go first for each round. The GM has the option of allowing only one initiative roll for the entire combat in order to speed the combat up.

Surprise

If there is an instance where a character may be surprised, the GM should have them do roll and Observe Test against a TN of 10 (modified by any applicable modifiers). If the test is failed, then the character is surprised, and will automatically lose the initiative and their offensive action for that round. In addition, if the character is unaware of an incoming attack, then there may be some other, even worse effects!

Combat Actions

Table 3.1 – Combat Actions

Action Name	Cost	Effect
Aim	1 combat and all defensive actions for the round	If you spend one combat round aiming, in the next combat round, you can fire with a +2 to negate range penalties. This bonus can only be used to decrease a range penalty. Thus, if the range penalty is only -1, then the Aim action only gives a +1.
Basic Attack	1 Attack Action	This is the standard attack with a weapon.
Blunt Attack	1 Attack Action	With this attack, an edged weapon can be turned and used as a blunt weapon. All damage is blunt damage, and the damage of the weapon is reduced by -3.
Defensive Action	1 Attack Action	This is the basic all out defense move. You can sacrifice your combat action to make a second defensive action. A weapon can only be used against one attack, so a second weapon would need to be used or a shield. If neither is available, you can attempt a dodge.
Power Attack	1 Attack Action + 1 Defense Action	This is an all out attack focusing all of your strength into a powerful strike. The downside is that you also lose the ability to defend yourself. If your attack succeeds you will add ID6 to the damage roll.
Precise Attack	1 Attack Action + 1 Defense Action	This is another option for an all out attack. This attack though focuses on striking a particular area. Once again you sacrifice the ability to defend yourself as you concentrate on that action. With this attack, you reduce the penalty for a specific area by 4 points.
Sweep	1 Attack Action + 1 Defense Action	This is another all out attack. With this attack you are focusing on striking more than one opponent with a flurry of blows. Once again you are sacrificing the ability to defend yourself. With this option, you make the first attack as normal, and if that attack strikes an opponent, you can immediately strike another or the same opponent. This attack is at -3 penalty. If it succeeds, then you can attack again with a -6 penalty. You can continue to attack until your attack fails, but each subsequent attack adds another -3 to the penalty.
Two Handed Attack	1 Combat Action	With this option, you are able to use a weapon that is not normally intended for two handed use, with two hands in order to deliver more force. You are able to add +2 to your damage that you deal, but it is somewhat awkward, so you will



		in turn take a -2 penalty to the attack roll.
Charge	1 Defense Action	With this action you are rushing to close with the enemy. This is also a form of all out attack, and will cause you to lose your defensive action. Once you close with the enemy, you can then make a Basic Attack. You must first make a Run skill test at TN 10, and for each level of success, you can add +1 to your damage roll for that Action Round
Dodge	1 Defense Action	With This action, you are trying to avoid being struck by an incoming blow. This maneuver is done by making a Swiftess Test. The TN for this test is 10, and for each level of success, you can negate one level of success of the attacker's blow. The defender can choose to make an Acrobatic Dodge, in which case the Acrobat skill may be used, but this is considered an all out defense and the next attack is sacrificed.
Block	1 Defense Action	With This action, you are using a shield to deflect an incoming blow. This maneuver is done by making an Armed Combat: Shields Test. This test is done with $\frac{1}{2}$ of your skill level + the defensive bonus of the shield. The TN for this test is 10, and for each level of success, you can negate one level of success of the attacker's blow.
Parry	1 Defense Action	With This action, you are using a weapon to deflect an incoming blow. This maneuver is done by making an Armed Combat Test. This test is done with $\frac{1}{2}$ of your Armed Combat skill level + the defensive bonus of the weapon (if any). The TN for this test is 10, and for each level of success, you can negate one level of success of the attacker's blow.
Ranged Attack	1 Attack Action	This is the basic ranged attack. It is handled exactly like an attack action, except range penalties are subtracted from the attack roll

Combat Actions

Attack Roll

An attack roll is made just like any other skill test. The base number to hit is the defender's Defense rating. The attack roll is made using the skill of the weapon being used plus any applicable modifiers. If the roll is a Marginal success or higher, then the attack succeeds. For every level of success over a Complete Success, then an extra D6 is rolled when determining damage.

Defense Action

If a defender is aware of an incoming attack, then he or she has the option to make a defensive action.

Opportunity Action

Any time that a defense action beats an attack action by more than 5 points, then the defender has an opportunity to make an immediate combat action. This combat action is a free action and does not count against the normal number of combat actions. If the character

still has remaining combat actions, they may use one of their remaining actions to perform a 2 action maneuver. Because of the sudden nature of the opportunity action, the defender receives a -3 to any defensive actions.

Hit Locations

Any attack that makes contact will strike a specific body part, and it is important to know where the blow lands in order to see if it is protected by armor or not. In addition, certain areas of the body will be injured in different ways, so as an attacker, you may want to target a particular area to cause a particular injury. For instance, you may want to target a weapon arm in order to cause your opponent to drop their weapon, or you may want to target a leg because it is unarmored.

When an attack is made, the attacker needs to call what target that they are aiming at. If no target is chosen then the Narrator should randomly determine where the blow lands. On the following table, it lists the body locations, and any penalties to target that location. Roll 2D6 to determine the random location

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Table 3. - Hit Locations

Location	Random Hit	
	Number	Target Penalty
Head	2	+7
Arms	3-4	+2
Body	5-7	+3
Hands	8-9	+5
Legs	10-11	+3
Feet	12	+5

Dealing Damage

Once an attack lands, the next thing that you will want to know is how much damage is sustained. Armor directly

decreases the amount of damage that a weapon does. So the first thing that will happen is that you will roll for the damage of the weapon, and add any modifiers. The final total is the potential damage that is inflicted. Next you will subtract the defenders armor value from that amount. The final total is the amount of damage that is given to the defender.

For each hit location there is an injury threshold number as determined by the table below. It also gives you the breakdown of the wounds that can be delivered to that location.

Table - Damage Thresholds

Hit Location	Damage Threshold	Wound Level	Wound Effect
Head	2/3 Health	Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 10.
		Heavy Wound	Cut/Impale- Bleed Test TN10. Blunt – Stun TN 15 Minor concussion
		Critical Wound	Cut- Decapitation Test (Stamina TN 10) Bleed TN 15, Stun TN 10 Impale- Bleed TN 20, Stun TN 10 Blunt – Stun TN 20
		Mortal Wound	Death test TN 10. If succeed, then it counts as a critical wound, and the person automatically falls unconscious unless the test is a Critical Success. For each level over this, the TN number increases by 5.
Body	Health	Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 5.
		Heavy Wound	Cut- Bleed Test TN 10, Fracture TN 10, Stun TN 10 Impale- Bleed TN 15 Blunt – Stun TN 10
		Critical Wound	Cut- Bleed TN 15, Stun TN 15, Fracture TN 15 Impale- Bleed TN 20, Stun TN 10 Blunt – Stun TN 15, Bleed (Internal) TN 15
		Mortal Wound	Death test TN 10. If succeed, then it counts as a critical wound, and all TN tests are increased by 5. For each level over this, the TN number increases by 5.
Arms	2/3 Health	Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 5. All – Fumble TN 5
		Heavy Wound	Cut- Bleed Test TN 10, Fracture TN 10, Stun TN 10 Impale- Bleed TN 15 Blunt – Stun TN 10 All – Fumble TN 10
		Critical Wound	Cut- Cut- Amputate TN 10Bleed TN 15, Stun TN 15, Fracture TN 15 Impale- Bleed TN 20, Stun TN 10 Blunt – Stun TN 15, Bleed (Internal) TN 15 All – Fumble TN 15 -For each extra wound level increase the TN by 5.
		Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 5. All – Fumble TN 5
Hands	½ Health	Heavy Wound	Cut- Bleed Test TN 10, Fracture TN 10, Stun TN 10 Impale- Bleed TN 15 Blunt – Stun TN 10 All – Fumble TN 10
		Critical Wound	Cut- Cut- Amputate TN 10Bleed TN 15, Stun TN 15, Fracture TN 15 Impale- Bleed TN 20, Stun TN 10 Blunt – Stun TN 15, Bleed (Internal) TN 15 All – Stumble TN 15 -For each extra wound level increase the TN by 5.
		Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 5. All – Stumble TN 5
		Heavy Wound	Cut- Cut- Amputate TN 10Bleed Test TN 10, Fracture TN 10, Stun TN 10 Impale- Bleed TN 15 Blunt – Stun TN 10 All – Stumble TN 10
Legs	2/3 Health	Critical Wound	Cut- Bleed TN 15, Stun TN 15, Fracture TN 15 Impale- Bleed TN 20, Stun TN 10



			Blunt – Stun TN 15, Bleed (Internal) TN 15 All – Stumble TN 15 -For each extra wound level increase the TN by 5.
		Med Wound	Cut/Impale- Bleed Test TN 5 Blunt – Stun TN 5. All – Stumble TN 5
		Heavy Wound	Cut- Bleed Test TN 10, Fracture TN 10, Stun TN 10 Impale- Bleed TN 15 Blunt – Stun TN 10 All – Stumble TN 10
Feet	½ Health	Critical Wound	Cut- Amputate TN 10, Bleed TN 15, Stun TN 15, Fracture TN 15 Impale- Bleed TN 20, Stun TN 10 Blunt – Stun TN 15, Bleed (Internal) TN 15 All – Stumble TN 15 -For each extra wound level increase the TN by 5.

Any hit that does damage less than the wound threshold does a Minor Wound. Minor Wounds do not have any extra effects, but they do slowly wear you down. For each Minor Wound, the victim suffers a -1 to all tests. In addition, if the character suffers three Minor Wounds to the same hit location, the third Minor Wound becomes a Medium Wound. If the character takes two Medium Wounds, then the third becomes a Heavy wound. Once two Heavy Wounds are suffered, then the third becomes a Critical Wound, and if two Critical Wounds are received to the Body or Head, the third will become a Mortal Wound.

3, and fails by 17. Since he failed by more than 15 he rolls ID6 and multiplies the result by 4 to determine how long he is unconscious for.

Fracture

A fracture test indicates that there is a chance that a bone was damaged by the blow. If the test is failed, then the bone has a minor fracture. If it is failed by more than 5, then the bone has a clean break. If it is failed by more than 15, the bone suffers a complex break.

Stumble/Fumble

This indicates that the victim has a chance of dropping anything that they are holding, or possibly falling down. If the test is failed by any amount they will drop what is in their hand or fall down.

Wound Effects Explained

Bleed

A bleed test indicates that there is a chance that an artery may have been struck. If the test is failed, then the victim will lose 1 point of Health per Combat Round until the bleeding is stopped. If they fail by more than five, then they will lose 2 points of Health. They will lose an additional 1 point for every five more they fail by.

Decapitate/Amputate

This indicates that the affected limb has a chance of being severed. This is a simple Stamina test, and if it is failed then that limb is severed. If it is the head, it results in instant death. Any other limb will cause a Bleeding wound at 3 Health per round.

Stun

A stun test indicates that there is a chance that the blow may have physically stunned the victim. If the test is failed then the victim is stunned for ID6 Combat Rounds, and loses their Combat Action, (They can still defend). If they fail by more than 5, then they will fall unconscious for ID6 Minutes. The time is doubled if they fail by more than 10, and quadrupled at 15. If they fail by more than 20 they are in a coma, and will have to make a daily Stamina test vs a TN 15 to awaken.

Death

This roll is for an instant death. If it is failed, then the character is instantly killed.

Example: Born the warrior receives a critical Blunt strike to the head. The Stun test is at a TN of 20, and Born rolls a

Test Penalties From Injuries

As a person becomes injured, it begins to impair their abilities according to the table below.

Table 5. Test Penalties From Injuries

Wound Level	Test Penalty
Minor Wound	-1
Medium Wound	-3
Heavy Wound	-5



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Critical Wound	-8
Mortal Wound	As Critical Wound

brain injury that they received may take more or less time to heal.

Recovering From Injuries

Once you have received a wound, it will take some time for the wound to heal. Minor and Medium wounds will heal even with just minor treatment, such as covering the wound, and rest. Heavy and Critical wounds require more help in order to heal.

A minor wound will heal rather quickly, and does not require any extra care. After a good night of rest, the character will roll a Stamina test against a TN of 10. If he succeeds then the effects of the injury are gone. There may still be a sign of the injury such as a bruise or a scratch, but it no longer affects his performance. If the character should fail that roll, then after another night of rest, he can roll again, and this time the TN is 5. He will continue to make a daily check until he succeeds.

Other Wounds

Injuries other than Minor Wounds will take more time to heal. The character must spend a week in rest, and at the end of the week, he will make a Stamina test against a TN of 10 + double the test penalty for the wound level. If this roll succeeds, then the injury is reduced to the next lower wound level. If it is failed, they can roll again in a week, but the test is now against a TN of 10 + the basic test penalty for the wound.

If the character is attended by someone with a healing skill of at least 5, then they can make the roll once every 4 days.

Special Injuries

Specific injuries may take longer to heal than just the basic healing. If a person receives a specific injury such as a bleeding wound or a fracture or broken limb, then these will take longer. If one of these injuries are received, then instead of the general healing, use these rules.

Coma

While a person is in a coma, their body will continue to heal as stated in the general healing rules, however, the

Each day the character will make a Stamina test against a TN of 10 plus the test penalty of the injury that caused the coma. Once they pass this test, they have awakened, but may still have to recover from their other injuries.

In addition, while they are in the coma, their Stamina tests for recovery of wounds are more difficult. All general healing tests are done with double the injury test penalty.

Broken/fractured bone

A fractured limb will still be usable while it is healing, though any actions may be painful, and they also risk causing the bone to completely break. Any action other than walking or light lifting will require a Vitality test against a TN of 10. If the test is failed, the bone has broken.

A bone that is broken will need to be set to heal. If it is not set, there is a chance that it might heal at a wrong angle. To set the bone, it requires a Healing roll against a TN of 10. If this test is failed, then after the injury has healed, the character will incur a permanent -1 to his Nimbleness score. At that point a skilled healer can break and reset the bone, but this is more difficult requiring a Healing test against a TN of 15. If this is failed, then the character will lose another -1 from his Nimbleness.

Once the broken bone is set, it cannot be used at all until it is healed. The healing time is 60 days minus your Health in days. The bone should be kept in a brace or cast for 2/3 of that time. After that the brace/cast can be removed and it can be used for light use. If the Healing test is a critical success, then the healing time can be reduced by 2 times the character's Health.

For a complex fracture, healing is even more difficult. To begin with, if the injury is not treated by a healer, and left to heal naturally, it will automatically receive a -2 to the Character's Nimbleness. In addition, the character risks blood poisoning unless they pass a Vitality test



against a TN of 15. If this happens, then the limb will have to be amputated or the character will die.

A healer will need to set the bone, and this is a somewhat complex procedure requiring a Healing test against a TN of 20. If this is failed, then the bone will heal, but the character will receive a -1 to his Nimbleness. If it is a critical failure, then he will receive -2 to his Nimbleness. If the test is failed by 11 or more, then the character will lose the use of the limb.

Bleeding Injury

A bleeding injury is the result of a vein or artery being severed. If the wound is only losing 1 point of blood loss, then this wound will heal with the General Healing. For each injury level that is reduced, 1 point of bleeding is reduced.

However, if the character is too active, he risks opening the injury again. Should the character do more than just walking, they must make a Vitality test against a TN of 10 + the test penalty for the injury. If the test is failed, the wound is reopened, and the bleeding starts back. On a critical failure, the wound bleeds at double its original value.

For greater injuries of 2 or more bleeding points, then these wounds should be treated by a healer. If they are not treated, then the character will need to make a Vitality test against a TN of 15 + 5 for each point of bleeding. If it is failed then an infection has set in.

Infections

Any wound has a chance of being infected if not treated properly. For simplicity purposes, Minor Wounds do not need to be tested. Any other wound should be tested

to see if it is infected. If the character is treated immediately after the combat is over, they will make a Vitality test against a TN of 5 + 5 for each level of injury over Medium. If the wound is left open, then the TN is increased by 3. If the character is in an area that promotes a greater chance of infection (filthy city, swamp, tropical island, etc.) then the difficulty will be increased by another +1 to +3.

If the character fails one of these tests, then the wound is infected. On a critical failure the infection has turned to gangrene.

Once the character has become infected, he must make a daily Vitality check against a TN of 15, or a Healing test against the same TN if the person is treated by a healer. If the roll is failed, then the infection continues but does not get worse. If it is a critical failure, then it turns to Gangrene.

Once Gangrene sets in, the TN for the healing test becomes 20. If the character fails, then he loses one point of Health. A critical failure loses 2 points. If the character continues to lose Health, he will die when his health reaches 0. In addition, for each point of Health lost, the difficulty of the test is increased by +3.

If a limb that has gangrene is amputated, then the effects of gangrene will stop.

Recovering Health

Any lost health from disease, poison, or infection will be regained at the rate of 1 point per week. The characters Vitality bonus can reduce this by a number of days for each point of bonus.

