

FIGHT!

ROUND 2



CHRISTOPHER PETER



ROUND 2

**A SUPPLEMENT FOR FIGHT!
THE FIGHTING GAME RPG**

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INTRODUCTION

Welcome to Round 2 of Fight! The Fighting Game RPG! In this book, you will find hundreds of new options to expand and modify your game to emulate any fighting video game, or any combination of fighting video games, that you have ever played.

This endless potential is made possible through the robust flexibility of the core rules of Fight! In fact, the two central design principles of this book were to be able to emulate as many fighting video games as possible and to demonstrate how much the core rule systems could be stretched without breaking. In addition to all the options contained herein, these design principles should also encourage you to modify the system even further to create the perfect rule set for your campaign.

With all the options in this book, you can increase the granularity of your game as much as you'd like, even approaching the complexity of an actual fighting game engine if so desired. Of course, the increase in so many options at once might make combat require keeping track of even more details. If you forget about certain modifiers or unusual cases during play, don't worry about it! Some of the most complicated video games have exceptions within exceptions, and even these player errors at the table can become abstractions for such complicated minutiae.

The format of this book roughly follows the pattern of the core rules. Chapter 1 describes new ways to modify character generation apart from Special Moves. Chapter 2 provides a number of ways of increasing the flexibility or complexity of Basic Moves. Chapters 3 and 4 contain lots of ways to make new Special and Super Moves. Chapter 5 provides ways to modify the combat rules in order to create the play style you want for your game. Finally, Chapter 6 presents some alternate rules and brand new campaign styles using the Fight! rules set.

No matter what kind of campaign you are running, no matter what particular fighting video game you are trying to emulate, Round 2 will give you new and exciting ways to do things!

Chapter 1: Basic Qualities, Qualities, and Techniques

Many of the components that make up a Fighter have direct effects on his ability in combat. However, a Fighter's Qualities and Weaknesses also serve to define the character beyond his martial prowess. This chapter expands on Basic Qualities as well as Qualities and Weaknesses. These new options expand the possibilities of character concept and design.

Among all the Qualities in the game, one stands apart from the rest. Most Qualities describe aspects of the Fighter that are not directly related to combat, but the Technique Quality specifically provides special rules that apply uniquely to the Fighter who possesses it. However, defining exactly how much the rules can be modified with a Technique is sometimes difficult to do. This chapter also provides a more comprehensive presentation of the Technique Quality, including a number of new examples to add to your games.

Basic Qualities

Modifying the Speed Basic Quality

According to the core rules, a Fighter with a positive Speed always divides his bonus to Initiative and Control so as to be at least average or good in each category. Likewise, a Fighter with a Speed -1 always has to divide Initiative and Control between an average category and a poor category. Finally, a Fighter with a Speed 0 does not modify Initiative or Control at all.

This does not have to be the case. Regardless of a character's Speed, if the Director permits, a Fighter might choose to have both positive and negative characteristics to his Initiative and Control.

This means then that a Speed of 0 or 1 could be unequally divided. For a Speed 0 , instead of $1d6$ Initiative and $1d6$ Control, one of them could be raised to $1d8$, while the other is reduced to $1d4$. For a Speed 1 , a similar division could be made, allowing one characteristic

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to be 1d10, while the other is reduced to 1d4. This creates several new options for Basic Qualities, thereby increasing the number of “types” with which to build Fighters.

These rules may be subject to abuse, however. For example, in a campaign with low Combo skills, a lower Control roll is rarely a liability. Furthermore, a character can choose to advance his Control Bonus to compensate for a low Control roll while consistently enjoying a high Initiative. The Director should keep in mind the “feel” of his campaign, the Fighters in it, and the general approaches of his players before allowing these modifications to Speed.

Ki as a Basic Quality

In the core rules, the three Basic Qualities of Strength, Speed, and Stamina are primarily derived from the nature of the Fighter himself. On the other hand, the Combat Skills are partially based on the metagame perspective of the player playing the video game. The ability to block, dodge, or counter attacks is more or less the same for most characters in a fighting video game, but the player’s skill in doing so varies. Yet, Ki is included among the Combat Skills. A character with a higher Ki Skill does more

damage with Ranged Special Moves, but this does not actually emulate anything from the source material. Instead, whether a Fighter is especially competent with the use of Ki should be represented by a permanent quality, i.e., a Basic Quality rather than a Combat Skill.

The following rules allow you to remove Ki from the list of Combat Skills and instead add it as a fourth Basic Quality possessed by all characters, whether or not they use Ranged Special Moves. This has the effect of making Ki-focused characters more powerful at lower Power Levels, but usually not as dangerous at higher Power Levels when compared to Fighters designed with the core rules.

When making a Fighter, instead of choosing between 1, 1, 0 or 2, 0, -1 to allocate to the three Basic Qualities, an additional 0 is added to the choices: 1, 1, 0, 0 or 2, 0, 0, -1. These numbers are then applied to the four Basic Qualities of Strength, Speed, Stamina, and Ki.

Note that this does create the distinct possibility that characters without Ranged Special Moves gain a legitimate “dump stat,” a Basic Quality they have no intention of using, allowing them to apply the -1 to Ki without otherwise having any specific liabilities. If this is the case, it would not be

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inappropriate for the Director to specifically challenge such a character with opponents who use Ranged attacks.

There are several changes that need to be made throughout the rules to account for this new Basic Quality.

Fighters receive a different number of points to spend on Combat Skills. Instead of five points at Power Level 1 and three each Power Level thereafter, Fighters receive four at Power Level 1 and two each

Power Level thereafter. For some character concepts, this will necessitate spending more Move Points to increase the Combo Skill to achieve the same levels of that Skill as in the core rules. Also, characters at Power Level 1 will be even more limited in their defensive options.

As a Basic Quality, Ki is no longer considered to be a normal Skill. Should an occasion arise in which the Director wishes to roll Ki as a Skill, it would be treated as a Basic Quality, i.e., it is rolled like any other Skill, but generally with a lower DL.

For the Magic, Psychic, and Gadgeteering Qualities, i.e., those Qualities with prerequisite Skills, Ki can simply be removed from the lists of required Skills. However, the Director may rule that a character must have a Ki Basic Quality of at least 0 (perhaps even Ki 1) in order to acquire any of these Qualities.

There are two Special Move Elements that need to be modified. The Ki and Strength Element simply applies both Strength and Ki (with the same effects as Strength) to the base damage of the move. A Special Move with the Ranged

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Element would have a base damage of 1d6 like all Special Moves, modified by the Fighter's Ki instead of Strength.

The Ranged Defensive Response needs to be adjusted more significantly. Instead of using the Ki Skill to determine Defense Total, this Defensive Response uses the Tactics Skill as usual. However, the Fighter's Ki Basic Quality would act as a bonus (or penalty, as applicable) to his effective Tactics Skill.

Finally, there are four changes that need to be made to the rules for Dramatic Combat.

For one Action Point, the Fighter can add his Ki Basic Quality to his Defense Skill, but not on a turn in which he also used or wishes to use a Special Move with the Ranged Element.

Damage for Property Damage is still calculated using the Fighter's Property Damage Skill according to the core rules for Ranged Special Move damage, even though Ki is no longer used in this way.

The Ki Face Off Action is largely unchanged. When damage is determined, it is still a minimum equal to the character's Ki Basic Quality, which will likely be much lower

than a character's Ki Skill in the core rules. If the combatants in a Ki Face Off are attacked by a third party, their respective Defense Skills are increased by their Ki Basic Quality.

Successfully Ki Yelling will temporarily increase a Fighter's Ki Basic Quality by two for one turn.

All of these changes make a Fighter's mastery of Ki force more of a constitutive aspect of his concept, rather than a skill to be developed. It also tends to balance the effect of Ranged Special Moves across all Power Levels.

New Qualities, Weaknesses, and Quirks

The following section describes new options available to all Fighters.

New Quality

Stage: The character has a specific locale that they usually fight in. It can be just about anything: a dojo, stadium, a series of caves, etc. Regardless of its nature, fighting on his Stage gives the Fighter an advantage: he regains one Fighting Spirit every 5-count in combat. Accessing this benefit costs a Story Point, and it must be narratively appropriate for the fight to occur

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on the character's Stage. If the Director permits, the character can spend a Story Point to allow a benefit in a similar environment to the character's normal Stage (e.g., a different seedy bar rather than the particular seedy bar the character actually owns), but in this case, the Fighter only regains one Fighting Spirit every 10-count, rather than every 5-count. This is a metagame Quality, and thus requires the Director's permission.

New Weaknesses

Deficiency: For whatever reason, the Fighter lacks a capability possessed by the rest of the Fighters in the campaign. This can be handled in one of two ways. The most common way is when the Director has established one or more optional rules as Techniques available to all characters (e.g., Double Jumps, Taunts, Pursuit Attacks); in this case, the Fighter with this Weakness does not have the ability to use one of these rules. This Weakness could even be taken multiple times if several optional rules were in effect for the campaign (though this could easily be subject to abuse if the optional rules in question are unlikely to come up much in play anyway). The other way this Weakness could be applied is to deny the Fighter access to an ability that is normally available to all characters according to the core rules, such as Power

Up, though this is much less common in the source material.

Hidden Abilities: For some reason, the character cannot always use his Special Moves and Super Moves, though Basic Moves are always available. A common example of this would be a suit of armor, a weapon, or an artifact that is not always accessible or which may not be socially convenient to have around (e.g., walking around the streets in a suit of powered armor). It may also represent a character who must transform into some other form in order to fight. The Director should put the character into situations in which the loss of access to his fighting abilities is an inconvenience. The player can earn a Story Point by willingly depriving himself of his abilities in a situation in which the Director would normally allow them. The Director may also allow the player to spend a Story Point to access his abilities in a situation in which they would normally be denied, but in this case, the rationale should be suitably dramatic. In Chapter 6, there is a more significant version of this Weakness available instead as a campaign option where the characters have two forms: a normal Fighter form and a "non-powered" form who fights as a Thug.

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New Quirk

Sexually Ambiguous: The Fighter's true gender is unclear. This differs from the Bishounen and Tomboy Qualities, in which the character is still usually discernible as male or female (respectively), though if desired, a character with this Quirk can also take the appropriate Quality as well. The character can earn a Story Point whenever his sexual ambiguity becomes a difficulty for him(/her).

Techniques

The Technique Quality in the core rules allows a Fighter to choose an ability to aid him in combat that is not available to other Fighters in the campaign. In effect, the character receives a "house rule" that applies only to him. Examples of this were in short supply in the core rules, though options such as Dash, Back Dash, Taunt, Breakfall, and Tech Rolls are all good candidates for the Technique Quality.

Round 2 is filled with dozens and dozens of optional rules for just about every aspect of combat, many of which would make excellent Techniques. However, there is no attempt in this book to necessarily balance the different optional rules with each other; therefore, the Director still has to decide if a specific option is right for his campaign.

New Techniques

Here are some additional rules that are suitable as Techniques. Some of these are also especially useful for the Temporary Technique Element.

Delayed Wake Up Technique: This Technique is sometimes possessed by tricky Fighters or those with unusual fighting styles. While the rules normally require that a Fighter must use their next action to stand up after being Knocked Down, a Fighter with this Technique can instead choose to remain on the ground. This means that he remains immune to all attacks other than Pursuit Moves. The Fighter cannot do anything if he chooses to stay on the ground; he cannot Re-Focus, Await Opening, or Power Up. When he again chooses to act, the Fighter must stand up, but unlike the normal rules for standing up, he may also act normally on the same turn (i.e., move and/or attack, or perform some other action). If he delays more than one turn in standing up, his Special Moves with the Reversal Element have no particular effect. At the Director's discretion, this Technique may cost the Fighter a point of Super Energy, give a point of Super Energy to the opponent, or both. There is an additional Technique that can further modify this Technique:

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Floor Roll Technique: While on the ground, the Fighter can also use the Evasion Skill to avoid attacks. This includes being able to move (by rolling) two Ranges for 1 FS with a successful Evasion.

Fury Mode Technique: A Fighter with this Technique becomes more powerful the more he is damaged. When he reaches 10% or less of his full Life Bar, all of his attacks do +2 damage as long as the Fighter remains at 10% of Life Bar (or less). Combos add +2 damage to the whole Combo, not to each individual attack. If the Fighter manages to heal his Life Bar above this threshold, he loses the bonus to damage. There is also a variant form of this Technique.

Variable Fury Mode Technique: This is a more complicated and individualized version of the Fury Mode Technique. It is essentially the same as the Fury Mode, but with more options. First, the Fighter can choose a damage bonus based on the percentage of Life Bar remaining. The default 10% described above gives a +2 damage bonus. 20% of Life Bar instead gives a +1 damage bonus (thus, the character will receive the bonus more often, but with lesser effect). In turn, if the Fighter chooses to set his Fury Mode at only 5% of his

Life Bar, he receives a +3 damage bonus. Second, the Fighter can choose to have the effect based on the beginning of his Life Bar, the end of his Life Bar (the default option), or beginning right when the Fighter reaches exactly half Life Bar. Third, the Director can decide whether this option needs to be specifically defined when the character is first created and then never changes or if it can be changed at the beginning of each combat.

For example, the Director has decided that all the Fighters in his campaign will use the Variable Fury Mode. Each can define their version of it when the character is created. The overconfident kick boxer Jaxon Tran gains a bonus as long as he believes he has an edge; thus, he sets his Fury Mode at 20% of his Life Bar effective at the beginning of his Life Bar. At PL 2, he has Life Bar 40. 20% of 40 is 8; so, as long as Jaxon's Life Bar is between 40 and 32, he receives a +1 bonus to damage. As soon as he drops to 31 Life Bar, he loses his bonus.

His nemesis, the shadow assassin Hideo gains power at the apex of his killing focus. Therefore, he sets his Fury Mode at only 5%, beginning at half Life Bar.

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At PL 2, he has 40 Life Bar. 5% of 40 is 2; thus, when Hideo's Life Bar drops to 20, his +3 damage bonus begins, but it ends as soon as his Life Bar drops below 18.

Pre-Set Combo: The rules of Fight! discourage "pre-set" Combos. In older fighting video games, however, players had to discover formalized combos that each character could perform. While this is still somewhat true in contemporary fighting games, newer games have dozens of combos available for each character. Thus, in Fight!, it is easier to use the present rules of endless variations of combos made up on the spot to emulate this.

Still, if a character wishes to have a "pre-set" Combo, it can be acquired as a Technique. The specific combination of designated Special Move(s) and Basic Moves is counted only as a single Special Move for the purposes of determining the Accuracy of the Combo and the number of moves that can go into a single Combo. This pre-set Combo must follow all the normal restrictions for Combos (e.g., no repeated Special Moves). The Control cost to use the Combo is the same as normal, so an exceptionally long pre-set Combo or one made with difficult moves may provide no real benefit. A short one, however, may

allow a Fighter to maximize Control and Combos to string even more moves together with this Technique.

Super Armor Technique: The Fighter is unusually resistant to attacks. This Technique is often possessed by Big Fighters. The Fighter takes one less damage from each attack that hits (minimum one). Furthermore, Hit Stun only subtracts two Control rather than four (or halved, whichever is lower, as usual). Fighters moving after Hit Stun still need to spend 1 FS to move. Opponents attacking a character with Super Armor receive a +1 bonus to Accuracy if the character uses the Evasion Skill. Jumping or moving with the Mobile Element costs 2 FS instead of 1. If the Fighter also has the Big Quality, this cost increases to 3 FS. This Technique is very powerful; it is usually a Temporary Technique and should only be allowed as a Technique Quality with special permission. There is a more powerful version of this Technique available also.

Hyper Armor Technique: The Fighter is practically invulnerable. Often possessed by Big Fighters, this Technique may represent a character's super form, armored form, or "rage form." A Fighter with this Technique takes two less damage from each attack that hits (minimum one), never suffers Hit Stun, can never be Stunned or

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Knocked Down, and takes no extra damage from the Bounce, Juggle, or Launcher Elements. In turn, the character cannot use the Mobile Element or any other Element that increases the ability to move on any Special Move. The Teleportation Element is allowed, but it costs one extra Element to acquire if it can be used with Hyper Armor. Furthermore, even normal movement costs 1 FS to move one Range and attack or to move two Ranges without attacking. No special forms of Jumps (e.g., Double Jump, Super Jump) may be used. Finally, characters with Hyper Armor move slower and lose the ability to block attacks, so the Defense Skill can never be used and Defense Totals with the Evasion Skill are reduced by one. A successful Evasion only allows one Range of movement for 1 FS, not two. Dash and Back Dash each cost one extra FS to use. Even more powerful than Super Armor, this Technique should generally not be permitted except as a Temporary Technique. In no way can this Technique be combined with Super Armor.

Campaign Based Techniques

As a campaign option, every character may have a unique Technique that does not count against the normal number of Qualities allotted to a character. Because every Fighter has one, these Techniques might be more unusual and more powerful than other

Techniques. Examples might include the option of adding a unique Element to the Fighter's Special Moves. These special Elements would allow different ways of manipulating the normal rules. A Fighter's unique Technique could reflect interesting aspects of the character's concept, appropriate powers that might be hard to emulate in the rules otherwise, or as manifestations of the character's inner drive.

Here are some examples of these special kinds of Techniques.

Curse Technique: This Technique can be invoked as an L2 attack that does no damage if it hits, but the opponent is considered Cursed. The Curse effect then lasts for a five-count or at least one full turn. If an opponent has been Cursed, all of the Cursing Fighter's attacks gain the Ranged and Hard to Evade Elements against that opponent for the duration.

Gravity Technique: This Technique can be invoked at the same time as any other attack, provided two extra Control are used. The attack does not need to hit in order to produce the effect. This Technique can only be used three times per fight, but can be renewed for another three uses by taking an action to do so. By using this Technique,

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the Fighter manipulates the flow of gravity or perhaps the wind, allowing him to move more quickly and to knock opponents around more easily. When this Technique is used at the beginning of a Combo, it can be used to either provide the benefit of the Mobile Element (move 2 Ranges before attack for 1 FS), or a successful attack can instead receive the benefits of the Juggle Element. If applied to a move that already has the Juggle Element, the move instead becomes a Launcher. If used on a move that is already a Launcher, the attack does an additional +2 damage.

Partner Technique: This unusual Technique represents a Fighter who has some sort of permanent partner that fights in conjunction with him. This may be an actual person, but is more often some sort of robot or automaton. To bring the partner into combat simply requires an action in lieu of an attack. The partner acts as if another character had joined the fight. This new character appears at the same Range as the Fighter, but on each turn, the Fighter can choose to move himself normally, move his Partner one Range, or move both himself and his Partner one Range at a cost of one FS. The Partner can attack in place of the Fighter, and the Fighter can create Special Moves for the Partner to use. The Partner

uses the same Basic Qualities as the Fighter (if the Fighter's Basic Qualities increase because of a Buff Special Move, the Partner's Basic Qualities do not increase). Any Special Moves belonging to the Partner require no special Element, but they can only be used by the Partner. If the Fighter and the Partner alternate attacks (including Combos) on alternate turns, they receive a +1 bonus to Accuracy starting on the 3rd turn. The Partner has no defensive options and has a Life Bar equal to 20% of the Fighter's full Life Bar. When the Partner is defeated, it cannot be used again for a full 20-count of combat, at which point its Life Bar is restored to full. Use of this Technique turns even a one-on-one fight into a fight with multiple combatants; the Director should keep this additional complexity in mind before allowing it.

Tag Technique: This Technique enables a Fighter to mark his opponent in such a way that they are chained (visibly or invisibly), keeping the opponent in close proximity. It may be because of the chains the Fighter uses as a weapon or because the Fighter manipulates magnetism around the opponent. This Technique can be invoked at the same time as any other attack, provided two extra Control are used. The attack does not need to hit in order to create the Tag effect. The Tag effect then lasts for a five-count or at least one full turn. Any Special

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Move can also be given the Tag Element. If an opponent has been Tagged, and then is hit by a Special Move with the Tag Element, the opponent automatically moves two Ranges closer to the Tagging Fighter before the attack begins (this cannot bring an opponent beyond Range 0, i.e., an opponent at Range 1 will not pass “through” the Fighter to Range 1 on his other side). The Fighter also gets a +1 bonus to Accuracy if the Tagged opponent attempts to Evade the attack. Special Moves with the Tag Element have no additional effect if used in the middle or end of a Combo; the effect only applies if it is used as the first move in a Combo.

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BASIC MOVES

Chapter 2: Basic Moves

In the core rules of Fight!, Basic Moves are just that: basic. They represent the endless variety of punches and kicks that, while visually distinctive for each Fighter, serve as the “default” forms of attack for all characters. In addition to Basic Moves, there are also several other actions available to all characters, such as the ability to jump in order to Evade attacks, the ability to Power Up to gain Super Energy, or the ability to Taunt. All of these actions can be further modified to better suit a particular campaign style.

In addition to all of these modifications, the Director could also introduce any number of Command Moves to his game, special forms of attack that are more useful than Basic Moves or which have specific applications in combat, but which lack the power and uniqueness of Special Moves.

With the material in this chapter, the distinctive flavor of a campaign can be enhanced by customizing or increasing the basic actions and attacks available to all characters. This can make a campaign featuring high-flying aerial combat feel different than a gritty campaign of underground street brawling.

Modifying Basic Moves

The following rules options provide ways in which the Director can increase the flexibility of Basic Moves. As individual options, these rules also make excellent examples of Techniques.

Adding Elements to Basic Moves: The Director can allow Special Move Elements to be added to Basic Moves. He may choose certain specific options among those listed here, or he may permit all of them in order to vastly increase the flexibility of Basic Moves, at the cost of undermining the power of some Special Moves.

Adding an Element to a Basic Move increases the Control cost of the move. Only one Element can ever be added to a Basic Move. The additional Element must be declared when the Fighter announces his attack and before the attack roll is made.

The following Elements increase the necessary Control from 1 to 2: Anti-Air, Hard to Evade, Hits Low, Increased Knockback, Juggle, Position Shift, and Reach.

The following Elements increase the necessary Control from 1 to 3: Knocks Down and Juggle. Since the Juggle Element normally requires the Knocks Down

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Element as a prerequisite, this latter option is more powerful. Therefore, the Director may disallow it.

The following Element increases the necessary Control from 1 to 4: Launcher. Again, the Director may wish to allow only Juggle for a Control cost of 4 rather than Launcher.

In general, it is not recommended that all of these Elements be permitted in a single campaign. Doing so unnecessarily complicates character choice in combat and makes many common Special Moves

redundant. However, choosing a few of these options can add flavor to the feel of the campaign world. For example, a campaign in which every Fighter has access to a Launcher suggests a world where Fighters battle it out in the air as much as

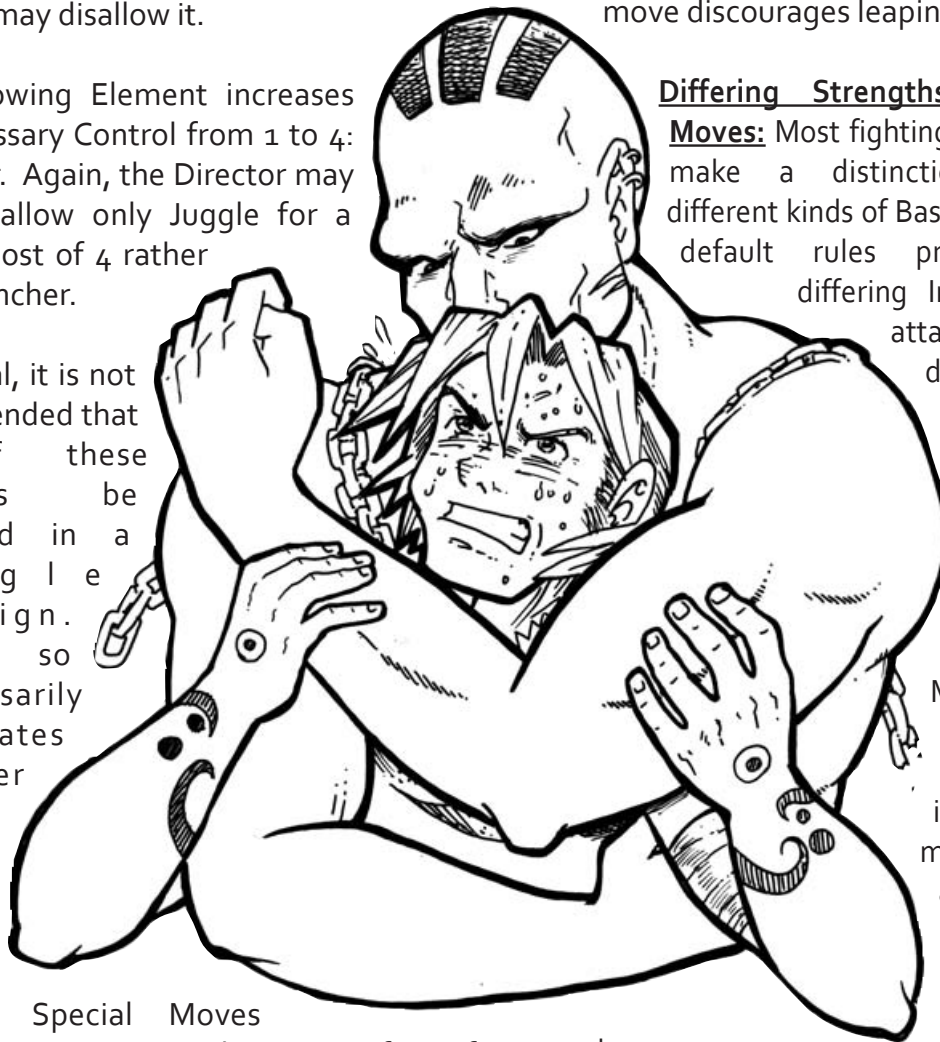
on the ground, while a campaign in which every Fighter has access to an Anti-Air move discourages leaping attacks.

Differing Strengths for Basic

Moves: Most fighting video games make a distinction between different kinds of Basic Moves. The default rules presume that differing Initiative rolls, attack rolls, and damage rolls are sufficient to distinguish between light Basic Moves and heavy Basic Moves. If an attack does little damage, it was a light move; if it was a heavy damage hit with a low Initiative, it

was a heavy move.

However, if the Director wishes to highlight the differences, certain Elements and



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Liabilities can be added to account for different Basic Moves. Medium Basic Moves use all of the existing rules for Basic Moves. Light Basic Moves have Decreased Damage, and are thus a base damage of only one point. However, they are also considered to have the Fast Recovery Element. On the other hand, Heavy Basic Moves cost two Control to use rather than one, but their damage is increased one full die size (base damage is thus 1d6, just like a Special Move). If a Heavy Basic is used as the 2nd or later move in a Combo, it counts as a Special Move (i.e., it costs 2 Control, does half damage, and reduces Accuracy).

If these rules are being used with the optional rules for Chain Combos (see the section on Combos in Chapter 5), a Chain Combo must be composed of a series of Light, Medium, and Heavy Basics in ascending order. Each series of three hits costs 2 Control to include in a Combo. The base damage for this Combo is one point, modified by Strength and Stamina as usual, plus three points for each series of three hits. For example, for Control 4, a Fighter could do a Combo consisting of six Basic Attacks (Light, Medium, Heavy, Light, Medium Heavy). This Combo would have a base damage of one, plus six damage.

Modifying Jumps

“Jumping” is not technically an action in the rules. Any time a Fighter moves two Ranges and attacks with a Basic, or three Ranges without attacking, or successfully Evades and moves two Ranges, the default presumption is that the character is Jumping. In many games, that is all the detail that Jumping needs. However, many fighting games include additional ways in which a Fighter can move around the battlefield, so the following rules options are presented. Again, many of these also make excellent examples of Techniques.

Easier Jumps: If the Director wants to increase the flexibility of Jumping, eliminate the FS cost for moving two Ranges before attacking with a Basic Move. With this rule, a Fighter with the Light Quality receives a +1 bonus to Accuracy when attacking with a jumping Basic Move.

The following paragraphs present several new ways to modify Jumping in combat. In every case, the modifications on Jumping provided by the Light Quality do not apply to any of these rules.

Double Jumps: These are Jumps that occur after a first Jump, as if the second (or even third or fourth) Jump was made off of a solid invisible platform suspended in the air.

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Double Jumps cost 1 FS (a Triple Jump or Quadruple Jump would cost this same amount again, i.e., 2 or 3 FS). Outside of combat, a Director might allow the creative use of the Double Jump “physics” to allow a character to reach a height normally inaccessible (even beyond the extraordinary leaping abilities normally on display in shounen anime). If a Double Jump is used in conjunction with an Evasion, the combatant spends the necessary FS and then gains a +2 (or +4 or +6 respectively for a Triple or Quadruple Jump) to his Defense Total. If the Evasion is successful, the combatant must move 2 Ranges, which still costs 1 FS to do. Double Jumps only provide a bonus to Evasion; they cannot be used as an attack. As an optional rule for all combatants, this ability is usually restricted to Double Jumps. As a Technique, however, some fighters might be able to do triple or quadruple jumps, or even do a double or triple jump above a Super Jump (thereby increasing the bonus to Evade if they are targeted during the Super Jump; see below). Each additional “level” of jumping beyond the established campaign limit would count as a separate Technique.

Super Jump: This jump sends the Fighter super high into the air (often “off the screen” in a video game). Normally, a combatant can jump forward 2 Ranges and attack or 3 Ranges forward or backward

without attacking, either at a cost of 1 FS. A Super Jump instead allows a combatant to jump forward 3 Ranges and attack or 4 Ranges without attacking, still at a cost of only 1 FS. However, while the combatant must declare his intended destination (a specific Range from his present location), he does not actually land until the start of his action on the following turn. Until that time, the character can only be targeted by a Special Move or Super Move with the Ranged, Aerial, or Hard to Evade Element. If attacked before next getting to act, the combatant can only use Evasion to defend (unless Aerial Blocks are also permitted), though the character does receive a +2 bonus to his Defense Total. If the Evasion is successful, the character neither moves nor gets a bonus to Accuracy (as would normally be the case with a successful Evasion). If the Evasion is unsuccessful and the jumping combatant is hit, he is considered to be at the point where he was going to land for purposes of determining Knock Back and final placement. A Super Jump can also be used to launch a Basic Attack (or even start a Combo). The attack does not take place until the following turn, but receives a +2 bonus to Accuracy. A Super Jump cannot be used as a Cross-Up. However, if the combatant uses a Super Jump to begin an attack and then fails to

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gain Initiative on the following turn, an opponent that moves forward or backwards even 1 Range will automatically avoid a jumping attack from a Super Jump. In this case, the jumping Fighter lands and can take no further action on his turn.

Hover: This is sort of a “lasting jump.” The character leaps up in the air and, while not technically hovering, he descends slowly to the ground. A Hover Jump is declared when the Fighter attempts to use the Evasion Skill, adding a +1 bonus to his Defense Total. However, if he is successful, the combatant must choose to move 2 Ranges for 1 FS.

Wall Springs: Many Fighters have the ability to jump back against a wall and then spring forward towards or over an opponent. If the character leaps back away at least 1 Range from an opponent and if this movement also places him against a wall (i.e., Distance 1 or 0 away from the Wall), the combatant may then leap 3 Ranges forward (for a net gain of 2 Ranges) and still attack. This gives the attacker an additional +1 bonus to Accuracy (and this may also be combined with a Cross-Up if appropriate). A Wall Spring can also be used defensively if the character is in the right position (i.e., no more than 1 Distance

away from a wall). In this case, the character receives a +1 bonus to Defense Total while using Evasion. If successful, the character must move forward 2 Ranges for 1 FS. Whether an actual “Wall” (i.e., an Environmental Hazard defined as such) is necessary is up to the Director. In the source material, the “wall” is usually nothing more than the artificial border of the stage. In this case, a fighter can “wall spring” back and off of Range 4 and forward to attack.

Modifying Basic Throws

The following two options, while very different from one another, both add new modifiers to the idea of Basic Throws for all Fighters.

Mega Throws: In addition to any other L2 Basic Throws allowed to all characters, the Director might also allow each Fighter to have a Mega Throw. This is an L6 Basic Throw: a free L6 Special Move (not a Super Move) that must have the Throw Element. It is built in all other ways like a normal Special Move.

Advanced Grappling

This is a sub-set of optional rules to add more detail to grappling for campaigns that wish to encourage this or to increase the

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options available when grappling. All of the following modifiers should be used together.

Special Moves with the Throw Element do not receive a +1 bonus to Accuracy as usual.

After successfully hitting with a Throw Special Move, but before doing damage and ending the move as usual, an attacker can defer doing damage and instead move the opponent. Both characters automatically move 1 Distance towards an Environmental Hazard. The held character is unable to act until he escapes the hold. At the beginning of the next and any subsequent turn, the attacker can choose to move the opponent again or do damage. In the former case, another attack roll must be made against the opponent's Defense Skill (this roll can be modified by both Fighters with FS as usual). If the attack roll fails, the opponent is freed. In this case, the Throw ends, the defender is not Knocked Down, and the turn sequence returns to normal. If the attacker simply wishes to do damage, no attack roll is necessary and the Throw is resolved as normal. Holding an opponent cannot be continued for longer than a 10-count or the opponent will be released automatically with no damage done.

Like a Sustained Hold, in a multiple combatant fight, characters involved in an

advanced grapple are immune to attacks from other combatants.

There are 3 additional Command Moves available after a Throw (see Command Moves below). Any one of these can be used after the Throw move has hit. In each case, they replace the damage and any other effects of Elements possessed by the original Throw Special Move.

Quick Combo: The grappler lets go and attacks with a few quick punches. This replaces all of the Throw's normal effects with damage equal to the Throw's original damage plus one die size.

Knee Kick: The grappler holds the opponent and kicks them several times in the knees. This replaces all of the Throw's normal effects with damage equal to the Throw's original damage plus the Increased Stun Element. This effect does do Stun damage, unlike normal Throws.

Push Back: This move does no damage and simply pushes back the opponent 1 Range (and also automatically 1 Distance towards an Environmental Hazard if desired) and forces them to lose three die sizes on Initiative on the following turn.

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Modifying Basic Taunts

Chapter 4 contains a number of new kinds of Super Moves and options for using Super Energy. With all of these new possibilities, Taunts in fighting games often serve additional purposes beyond providing easy Glory. At the Director's discretion, in addition to providing Glory, Taunts can either add 1 to the opponent's Power Energy or Rage Bar or subtract 1-3 from the opponent's Super Energy. In a more flexible game, perhaps both of these options could apply. However, too many modifiers to Super Energy or too many additional kinds of Energy can complicate combat too much.

Command Moves

In a fighting video game, a Command Move is a term used for a minor Special Move that requires a single direction press with a button press. Thus, Command Moves are functionally L2 moves. Different games have a wide variety of special effects that every Fighter in the game possesses. Any of the following Command Moves might be possessed by all Fighters in a campaign or may be acquired as Techniques, at the Director's discretion.

Command Moves require Control 2 to use unless otherwise noted below. Several are

described as "non-attack actions." This means they can be used regardless of Control rolled, but they replace the Fighter's normal ability to attack during the turn. Command Moves are worth no Glory and cannot be used in Combos unless otherwise noted below. Even though many of them are modified versions of Basic Moves, a combatant cannot move 2 Ranges before attacking with a Command Move unless otherwise noted below. They also cannot be used as Cross-Ups. Unless otherwise noted, they cannot be used with jumps (i.e., a Fighter can only move one Range before attacking).

Air Dash: The character leaps up and moves horizontally forward while still in the air. If used as a form of Evasion, it adds +1 to the character's Defense Total, though he must choose to move 2 Ranges for 1 FS if the attack misses. If used as movement, it allows 2 Ranges of movement with no FS cost but, unlike a Jump, it cannot be combined with a Basic Move as an attack. However, if the Fighter is interrupted while doing an Air Dash, he gets a +2 bonus to his defense total with the Evasion Skill. This is an alternate form of movement and does not require any specific Control to use.

Alternate Power Up 1: This non-attack action has effects that last for one full turn (after the turn of the Power Up) or a 5-

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count, whichever is longer. While active, any attacks that are successfully blocked with the Defense Skill still do 1 Life Bar damage. This action does not allow any movement.

Alternate Power-Up 2: This non-attack action has effects that last for one full turn (after the turn of the Power Up) or a 5-count, whichever is longer. While active, all attacks (or Combos) do +2 damage. This action does not allow any movement.

Alternate Power-Up 3: This non-attack action is a variant of Alternate Power-Up 2. The next attack that hits does +2 damage, without a time limit restriction. The effect ends after one successful hit. This action does not allow any movement.

Alternate Power-Up 4: This non-attack action has effects that last for one full turn (after the turn of the Power Up) or a 5-count, whichever is longer. While active, another specific Special Move gains an Element (this cannot be an Element that counts as two or more Elements). This Element must be decided at the time of the affected Special Move's creation. This action does not allow any movement.

Alternate Power-Up 5: This non-attack action has effects that last for one full turn (after the turn of the Power Up) or a 5-

count, whichever is longer. While active, all attacks do +2 damage. However, the Fighter cannot use the Defense Skill during this time and if he is hit, attacks against him also do +2 damage.

Ankle Kick: This is similar to the Recovery Command Move, as it is done when Knocked Down (see below). It differs from the Recovery Move in two respects: a) the Fighter must still use another action on the following turn to stand after this attack occurs, and b) there is no penalty to Accuracy with the Ankle Kick rather than a -2 penalty. The attack is considered a standard Basic Move otherwise. Whether the attack hits or misses, the Fighter is not considered to be standing and must use his next action to stand. Ankle Kicks should not be allowed in campaigns in which characters cannot be attacked while Knocked Down.

Beating: This Command Move can only be used on a Knocked Down opponent who was hit by the Tackle Command Move (see below) on the previous turn and who has not yet stood up. If the attacker wins Initiative, he can move forward 1 Range and attack the Knocked Down opponent with +1 Accuracy. Unlike a Pursuit Attack, however, this move can begin a Combo of Basic

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Moves as the Fighter delivers a vicious beating on his opponent. No Special Move or Super Move can go into this Combo. This Combo is worth +2 Glory.

Bonebreaker: The attacker steps forward and grabs the opponent's limb and twists it into an impossible position. This adds the Increased Stun Element to a Basic Move, but the Bonebreaker cannot be used in a Combo. This attack is worth 1 Glory.

Burst Assault: This Command Move also requires the Fighter to keep track of a new gauge called Burst Energy. Each Fighter accumulates Burst Energy at the same rate that they gain Super Energy. When Burst Energy reaches 10, the Fighter can perform the Burst Response as a Defensive Response (see Chapter 5) or the Burst Assault as an L2 attack. If the Burst Assault hits, it does no damage, but the opponent is Knocked Back two Ranges and is Knocked Down, while the attacker immediately gains maximum Super Energy. Burst Energy drops to zero regardless of whether the Burst Assault hit or not.

Close Combat: This attack can only be used at Range 0. If it hits, on the following turn, each combatant only rolls Control (FS can be spent as usual). The one who rolls higher

Control does damage equal to the rolled Control. No other actions (including movement) occur on that turn.

Dive: This modified Basic Move has the Mobile Element, allowing 2 Ranges of movement for 1 FS without being vulnerable to the Anti-Air Defensive Response. It also possesses the Knockback Advance Element. However, the attacker must move at least 1 Range before this attack can be used.

Fury Strike: This is a modified Basic Move that has either the Knocks Down Element or a combination of one Increased Damage Element and the Increased Stun Element (decided by the Director for his campaign or by the player if it is a Technique). This move uses 10 Super Energy, and as such is only usable in a campaign with Super Moves and only after a character has reached Power Level 3.

Power Strike: This is a modified Basic Move that has both the Increased Knockback and Knocks Down Elements (but still only requires Control 2 to use). Furthermore, the Director may also allow this Command Move to be used with a Jump (i.e., move 2 Ranges for 1 FS) as an additional option. This is a powerful Command Move and should normally not be allowed as a Technique.

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Pursuit Attack: This is a Basic Move used to hit an opponent while he is Knocked Down. It usually takes the form of a leaping attack or stomp on the prone opponent. It can only be used on Knocked Down opponents and it can also be included in a Combo after a move that Knocks Down (contrary to the normal rules). However, a Pursuit Attack cannot begin a Combo (i.e., it is the only attack that can hit the Knocked Down opponent). This move is worth 1 Glory. The defender can only use the Defense Skill or the Tactics Skill with the Reversal Defense Response.

In addition to Pursuit attacks, the Director might permit all moves to have a chance of hitting a Knocked Down opponent before he stands up. Such attacks have a -4 Accuracy penalty, unless they have the Hits Low Element, in which case the penalty is only -2, or Aerial, in which case they cannot hit a Knocked Down opponent. A Fighter can construct a Combo that continues after a move that Knocks Down the opponent, but in this case, the entire Combo suffers the worst penalty to Accuracy based on all the moves in it (i.e., likely -4, but possibly only -2). If the Combo misses, all the hits miss, including the ones before the Knock Down attack.

Recovery: This is a Basic Move with the Reversal Element attached to it. It was not included in the section on adding Elements

to Basic Moves, as this particular Command Move is commonplace enough in fighting video games to warrant particular mention as a Command Move.

Run: A Fighter can move 2 Ranges and attack with a Basic Move or move 3 Ranges without attacking for a cost of 1 FS. However, this does not allow an opponent to use the Anti-Air Defensive Response, as the opponent is running along the ground rather than jumping through the air. This only requires Control 1 to use and can begin a Combo.

Sidestep: This is an additional option for use after a successful Evasion. Instead of moving 2 Ranges at a cost of 1 FS after a successful Evasion, a combatant may instead choose to move the attacker 1 Distance towards an environmental hazard without a Tactics skill check and still receive a +2 bonus to Accuracy on the following turn (as a normal Evasion).

Sliding Dash: This is a variant form of Tackle (see below). It possesses the Self-Prone Liability.

Tackle: This Command Move is resolved as a Basic Move. If it hits, it Knocks Down the opponent without the possibility of a Breakfall or Tech Roll and the attacker gains

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a one die size bonus to Initiative on the following turn. The Tackle must occur at Range 0, and the attacker must move at least 2 Ranges (at a cost of 1 FS) before attacking, just like a jumping Basic Move. If the attacker does nothing but move at least 1 additional Range on the prior turn (i.e., for a total movement of 3 Ranges or more before the Tackle), this attack also gains the Unblockable Element.

Trample: This is a modified version of a Pursuit Attack. It functions the same, except it also has the benefit of the Mobile Element. Thus, it can be used before the opponent stands up on the following turn and allows two Ranges of movement for 1 FS. In order to use a Trample, the attacker must move through the opponent (i.e., move from Range 1 to Range 0 back to Range 1 on the other side of the opponent).



A decorative graphic consisting of two horizontal lines with curved ends on the left. On the right side, there is a rounded rectangular box containing the number '2'. Below the lines, the text 'BASIC MOVES' is written in a bold, italicized, sans-serif font.

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Throw Downed Opponent: This Command Move is only available in campaigns using Basic Throws. The attacker must be able to move to Range 0 of an unconscious (or dead) character. As a special Basic Move, the combatant can pick up and throw the body up to 2 Ranges at another opponent. Damage is calculated as normal (even though this is a sort of Ranged attack). The attack is worth 4 Glory for its brazen audacity. It can also be used in the Thug Thrashing sub-system as well with downed Thugs.

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SPECIAL MOVES

Chapter 3: Special Moves

The heart of Fight!'s combat system is found in the unique Special Moves every Fighter brings into battle. The Elements and Liabilities contained in the core rules provide hundreds of combinations suitable for creating almost any Special Move seen in the source material. That being said, some unusual moves cannot be adequately emulated with the present rules. Thus, this chapter provides dozens of new Elements and Liabilities to vastly expand the possibilities for creative Special Move design. Of particular note in this chapter are rules for creating Buff Special Moves, moves that change the capabilities of a Fighter, sometimes in drastic ways.

Special Considerations for Moves that do No Damage

Any Special Move that does not do damage, either because the Element specifically says such a move always does no damage or because the No Damage Liability has been added to the Special Move, often have more Elements available to them than are practically usable, which creates the temptation to add unnecessary "dump"

Elements such as high levels of Increased Glory to use up the available Elements rather than waste them. Thus, if a Special Move does no damage, each unused Element can be used to decrease the move's Move Point cost by one to a minimum of one point.

Furthermore, Super Moves are normally required to spend half of their available Elements on Increased Accuracy, Increased Damage, Invincibility, and Breakthrough. However, if a Super Move does no damage, this restriction does not apply. Super Moves can also make use of the Move Point cost break described above.

New Special Move Liabilities

Cheap Liability: This Liability is a special case, as it is a metagame Special Move Liability, and thus requires the Director's permission. On the other hand, the Director could instead require this Liability to be used in conjunction with certain move Elements that he wished to restrict in the game. For example, if the Director wanted to restrict the appeal of popular Elements like Easy to Combo and Fast Recovery, he could require that Special Moves with these Elements also have this Liability. This actually makes the move slightly more powerful, while at the same time restricting how frequently it can be used. A Special

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Move with this Liability is considered “cheesy” and unbalanced by the game’s fan base. As such, the move earns no Glory when it is first used, and if used more than once in the same combat, the Fighter loses 1d4 Glory. Special Moves with the Unblockable, Subtle, and Knocks Down Elements are also common candidates for this Liability, in addition to the two mentioned above.

No Defense Liability: This Liability counts as two Liabilities. This Liability can only be applied to moves that are part of a Style belonging to a Fighter with multiple Styles or to a Special Move with the Buff Element. In the former case, all moves in the Style must have this Liability. In the latter case, this effect lasts for the duration of the Buff. While in the designated Style or while the Buff is in effect, the character cannot use the Defense Skill.

No Movement Liability: This Liability can only be applied to moves that are part of a Style belonging to a Fighter with multiple Styles or to a Special Move with the Buff Element. In this case, all moves in the Style must have this Liability. While the Fighter uses this particular style, he cannot move in any way. He may still be Knocked Back.

Requires Environmental Hazard Liability: In order for this move to be used, the

opponent must also be at Distance 0 from a particular Environmental Hazard designated when the move is designed. For example, this Liability could apply to a wrestling move that requires the target to be against the ropes or the wall of a ring. In most traditional Fight! campaigns, this counts as two Liabilities. In campaigns in which the Environmental Hazard in question is commonplace, it counts as one.

Sidestep Setup Liability: This move must occur on a turn immediately after the character successfully Evaded without moving. This may be on the same turn if the Evading Fighter has not yet acted, or else he must win Initiative against his target on the following turn. This Liability is only available in campaigns that allow the Sidestep Command Move. The attack still receives a +2 bonus to Accuracy for the successful Sidestep.

Slow Startup Liability: This Special Move has a lengthy animation before the attack actually occurs. This move requires +2 Control to use. Furthermore, if the Fighter wishing to use this move has Initiative, but the difference between his initiative total and his target is two points or less, he is unable to use this move.

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Specific Range Liability: This fairly common Liability is applied to a Special Move that can only hit an opponent at a specific Range. It may be an extremely short-range move, it may launch an attack past an opponent who is standing too close, or the Fighter may bounce over an opponent who is standing too close. The specific Range at which the attack can be used is defined when the Special Move is designed. Used at any other Range, the attack automatically misses. This Range must be defined as Range 0, Range 1, or Range 2, unless the Special Move also has the Reach or Ranged Elements.

Vulnerability Liability: This Special Move leaves the Fighter temporarily vulnerable. If the character is interrupted while performing this move and gets hit, the interrupting character's attack does one additional die size of damage. There is one modifier Liability for this Liability as well.

Increased Duration Liability: The Fighter suffers additional damage if the move is interrupted and also for a full five-count (or at least one full turn) starting on the turn after the move is used.

New Special Move Elements

Many of the following new additions are modifier Elements for Elements contained in the core rules. They are listed below according to the name of the primary Element that they modify.

Bomb Element: The Bomb Element as presented in the core rules creates a timed explosive on the battlefield. Additional Elements can increase the flexibility of this Element to allow it to represent other forms of attack, such as defense drones that shoot energy beams or missiles at the opponent. It can also just be increased in flexibility with additional modifier Elements.

Assault Bomb Element: Two turns after the Bomb is first placed, it launches a single Ranged attack at an opponent. This attack is Hard to Evade and, if desired, uses the FS of the Fighter who placed the Bomb. It does normal Special Move damage (based on the Fighter's Ki). During this turn, the Fighter who placed the Bomb may still act normally. After the turn is over, the Assault Bomb disappears without effect. The bomb may also explode as normal before the Ranged attack takes effect. Additional Elements can be spent to increase the damage of this attack at the normal cost.

Controlled Detonation Element: The Bomb does not automatically explode; instead, the Fighter must use an action on his turn to detonate the bomb instead of an attack. It can remain undetonated for only a five count; then it disappears without effect.

Multiple Bombs Element: The Fighter can place additional bombs while unexploded bombs remain in the combat. Up to four bombs total may be placed. If a fifth is placed, the oldest unexploded bomb disappears with no effect.

No Detonation Liability: This “Bomb” does not actually explode. It can be used to create Assault Bombs that are solely used for the Ranged attacks they provide.

Breaker Element: This Special Move is unaffected by the Temporary Invulnerability Element. If the opponent is gaining the benefits of the Temporary Invulnerability Element, this move still does damage, Knock Back, Knock Down (if appropriate), Hit Stun, and Stunning.

Cancel Throw Element: If a Special Move with this Element hits an opponent at Range 1, the attacking Fighter can roll a Tactics skill check with a DL of 8 before determining any effects of the hit. If successful, the Fighter can choose to use

any Special Move with the Throw Element that he has enough Control for instead of the original Special Move.

Counter Element: The following two options are not new modifier Elements. Rather, they are optional rules that can be used by the Director as campaign options or as Techniques by Fighters who have Special Moves with the Counter Element.

Counter Juggles: With this optional rule, a Special Move with the Counter Element and the Juggle Element can add the bonus damage from the Juggle Element to the Counter Defensive Response.

Reversing Counters: With this rule, if a move with the Counter Element succeeds with a Counter Defensive Response, the original attacker may choose to defend with 1/2 Defense or 1/2 Tactics Skill. If the defensive response misses, the original attacker may then use any applicable defensive response. This can result in a further Counter, and so on. The cost of the Counter Element is balanced by this Liability, and “Counter Only” now counts as a normal Liability.

Create Environmental Hazard Element: This Element is used to create Special Moves

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SPECIAL MOVES

that temporarily add effects to the fighting environment. This is most commonly used to create temporary Walls, but if the Director permits, it could also permit Pits or other damaging Environmental Hazards. When the move is used, the Fighter creates the Hazard at Distance 1 from himself and a Distance equal to the Range away from his opponents. For example, if his opponent was at Range 3, the Hazard would be Distance 3 away. The creating Fighter is completely unaffected by the Hazard. The Hazard stays in existence for a five-count or at least one full turn. If an opponent moves or is Knocked Back to Distance 0 from the Environmental Hazard, he suffers the normal effects of the Hazard automatically. However, if the Create Environmental Hazard move is used at Range 0 (thus creating the Hazard automatically at Distance 0 of the opponent), a normal attack roll is needed to use this move; otherwise, the Hazard is not created. Whether or not this move does damage depends on the Environmental Hazard created. If the Hazard normally does not do damage, this Special Move does no damage and cannot take the No Damage Liability. If the Hazard normally does do damage (e.g., a spinning blade in mid-air), it does damage like a normal Special Move. There are several modifier Elements for this Element.

Damage Element: This Element allows an Environmental Hazard that normally does not do damage (e.g., Walls) to do damage equal to a normal Special Move.

Extended Duration Element: The Hazard exists for a 10-count before vanishing.

Multiple Hazard Element: This Element costs two Elements. With this Element, the Fighter can create a Hazard, then move as normal, then create another Hazard, all on the same turn.

Reflection Element: This only applies to Wall Environmental Hazards. If the opponent uses a Ranged Special Move that would reach the Distance away of the Environmental Hazard, it is automatically reflected back at the opponent. This is resolved according to the normal rules for the Reflection Element. If the Fighter who created the Hazard has moved away from the Hazard and closer to his opponent since it was created, he must successfully Evade (i.e., he must jump over the Ranged attack) in order to produce the Reflection effect.

Does No Knockback Element: This Element costs two Elements. When this

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Special Move hits and does damage, the opponent is not Knocked Back one Range.

End Buff Element: This Special Move can be used to end a specific active Buff (see below), defined when this Special Move is created. There is an additional Liability that can be applied to this Element.

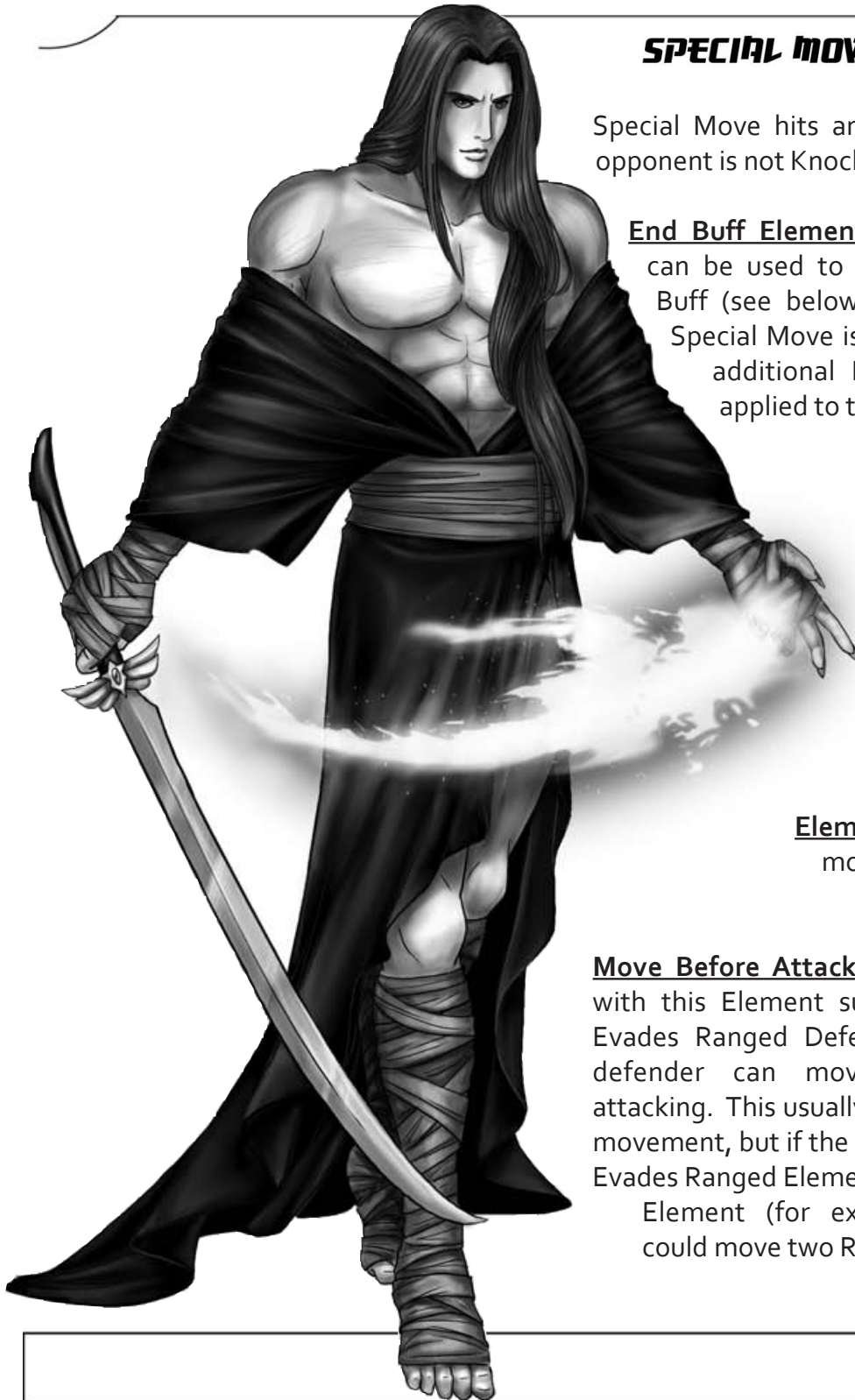
End Only Liability:

This Special Move can only be used if there is an active Buff in effect; it cannot be used otherwise.

Evades Ranged

Element: The following is a modifier Element for this Element.

Move Before Attack Element: If a move with this Element succeeds in using the Evades Ranged Defensive Response, the defender can move normally before attacking. This usually means one Range of movement, but if the Special Move with the Evades Ranged Element also has the Mobile Element (for example), the Fighter could move two Ranges for 1 FS.



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Hits Super Jump Element: A Special Move with this Element can be used against an opponent using a Super Jump and receives a +1 bonus to Accuracy when doing so.

Knocks Down Element: The following are two additional modifier Elements for the Knocks Down Element.

No Breakfall Element: This modifier Element prevents the opponent from using Breakfall. This Element can also be applied to Special Moves with the Throw Element.

No Tech Roll Element: This modifier Element prevents the opponent from using Tech Rolls. This Element can also be applied to Special Moves with the Throw Element.

Mobile Element: This is a new option for the Mobile Element. The move can be used as a Wall Spring (see Command Moves in Chapter 2). This is basically the same as allowing 2 Ranges of movement, but only in the right circumstances and with a +1 bonus to Accuracy. This Element can only be used to move 2 Ranges of movement, not one. This Element can only be taken if the campaign allows Wall Springs or if the

Fighter has the Wall Spring Technique. It does not otherwise give the character the ability to do Wall Springs.

The following are new modifier Elements for the version of the Mobile Element that allows two Ranges of forward movement for 1 FS.

Full Screen Element: This modifier Element allows three Ranges of forward movement for 1 FS, but the Fighter must always move at least one Range forward when using this move. This Element cannot be combined with the Limited Movement Liability that requires one Range of movement before attacking. If the Fighter moves a full three Ranges of movement before attacking, the defender receives a +1 bonus to his Defense Total. This Element also has a modifier Element of its own.

Fast Full Screen Element: This modifier Element to the Full Screen Element eliminates the defensive bonus for the opponent when the Fighter moves a full three Ranges before attacking.

Modified Defense Element: This Element can only be applied to moves that are part of a Style belonging to a Fighter with multiple Styles or to a Special Move with

the Buff Element. This Element must be applied to every Special Move in a particular style. When the Fighter uses this style, his ability to block attacks can be temporarily decreased, but in exchange his ability to evade or counter attacks is increased. For each Element spent on this Element, the Fighter's Defense Total with the Defense Skill is reduced by one. However, his Defense Totals with the Evasion or Tactics Skills are increased by one (defined when the move is designed).

Multi Hit Element:

This Element represents a Special Move that hits an opponent multiple times in the animation. If the

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move successfully hits, it does a minimum of two points of damage. This minimum can be increased by one for each additional Element spent. The minimum damage can never exceed the maximum possible damage of the attack. This “minimum damage” can still be reduced by effects such as the Big Quality. For example, Hernandez has the Big Quality, and he is hit with a move that has the Multi Hit Element. The attack would normally do a minimum of two points of damage. His opponent rolls one point of damage. This would normally be increased to two, but as Hernandez has the Big Quality, the minimum damage is reduced to one. Only one point of damage is done. This Element is not necessary to emulate a move from the source material that hits multiple times (of which there are many examples); these effects can easily be represented by the Increased Damage Element and/or the Increased Glory Element, or even just described as part of the move’s description without mechanical distinction at all.

Power Dash Element: A Special Move with this Element receives a die size increase to damage when used immediately after a Dash. This effect applies to only to the 1 FS version of Dash, as the 2 FS version can only be used with Basic Moves.

Power Enhancer Element: The following are modifier Elements for this Element.

Element Addition Element: Instead of adding additional damage, a Power Enhancer may instead add a specific Element to a designated Special Move. This additional Element must be defined when the move is created. The cost to add the Element is equal to the number of Elements it would normally cost plus one. For example, adding a Power Enhancer that adds the Knocks Down Element to another Special Move would cost four Elements: one for the Power Enhancer Element itself, plus three more Elements to add the Knocks Down Element (which normally costs two). The affected Special Move gains the benefit of the added Element the next time that it is used. The Delayed Onset Element can be added to this effect also.

Power Up Element: The following three modifier Elements add significant new possibilities to the Power Up Element.

Extra Elements Element: This is a modifier Element that can only be applied to the version of the Power Up Element that allows extra Control to be converted into extra damage. When the move is designed, extra Control added to the move can instead be used to add

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new Elements to the move at a cost of one Control per Element cost. The specific Elements that can be added must be defined specifically when the move is first created. Liabilities can also be added to the move that apply only when the move is Powered Up. These Liabilities serve to reduce the cost of adding an Element that normally costs more than one (rather than requiring more Control). However, each new Element requires at least one extra Control to acquire. There is one modifier Element for this Element.

Enhanced Power Up Element: This is a modifier Element that can only be applied to the version of the Power Up Element that allows extra Control to be converted to extra damage. This Element allows Control equal to up to twice the move's Level to be added for the purposes of adding new Elements to the move. For example, an L3 move could use nine Control to add up to six new Elements to the move. For an additional Element, up to three times the move's Level can be added to the Control cost for extra Elements. The limit on extra damage for a Power Up remains the move's Level; no additional damage can be added as a result of the Enhanced Power Up Element.

Example: A player is designing an L2 move with both the Enhanced Power Up and Extra Elements Elements. He spends two Elements on Enhanced Power Up. This means the Fighter can add up to six Control to the move for extra damage or extra Elements. The player decides that +1 or +2 Control does +1 damage, +3 Control adds the Knocks Down Element, +4 Control adds another +1 damage (+2 total), +5 Control adds the Increased Stun Element, and finally, +6 Control adds the Unblockable Element. For eight Control, this L2 Special Move does +2 damage and is Unblockable. Though +1 Control did +1 damage and +3 Control added the Knocks Down Element, there was no specific effect for +2 Control because that point of Control was needed to account for the two Element cost of the Knocks Down Element. The player could have chosen to add a Liability to reduce the cost of the Knocks Down Element.

Variable Power Up: This is not a separate Element, but rather an option that can be chosen instead of the normal rules for the Power Up Element. Instead of increasing the damage by one for each extra Control, the move's

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damage is increased by one die size to a maximum of 1d12.

Pursuit Element: A Special Move with this Element can be used immediately after an attack Knocks Down an opponent. This can be on the following turn as a separate attack or on the same turn as part of a Combo. If a Special Move with this Element is used, then a Special Move with the Knocks Down Element can be used in a Combo without being the last move of the Combo, provided it is followed immediately and solely by a single attack with the Pursuit Element. The Pursuit move is still limited by the normal rules for movement, so the attacker can only move one Range towards the opponent before attacking with the Pursuit Move, unless the move also has the Mobile Element. An opponent attacked by a Pursuit move may only use the Defense Skill or the Tactics Skill with the Reversal Defensive Response. A Special Move with this Element cannot also have the Knocks Down Element. If the Director allows Elements to be added to Attack Strings, this Element is eligible. The cost of this Element is balanced by a Liability if the Special Move can only be used as a Pursuit attack, but not as a regular attack. There are also two modifier Elements that can be added to this.

Knock Down Pursuit: Normally moves with the Knocks Down Element cannot also have the Pursuit Element. This Element allows the Pursuit Element to be added to Super Moves and Special Moves with the Throw Element, but not other Special Moves with the Knocks Down Element. However, the opponent is not Knocked Down “again,” by the Knock Down Pursuit move; he may stand normally. This Element can be used to emulate a grappling move that picks up an opponent who has been knocked to the ground to throw them again.

Pursuit Bounce Element: This counts as two Elements. It is used when the Special Move with this Element is part of a Combo. Normally, the Pursuit attack must be the last move of the Combo. However, if the Fighter using the Pursuit Bounce Element succeeds at a DL 8 Tactics skill check, he can continue the Combo after the Pursuit attack. The entire Combo (including the portion after the Pursuit Bounce) must be declared before the attack roll, and the entire Combo is used to calculate the Accuracy penalty on the attack. If the attack hits but the Tactics skill check subsequently fails, the remainder of the Combo is ignored and damage is calculated based on the part that hits.

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Ranged Element: The following are modifier Elements for the Ranged Element.

Optional Draw In Element: This is a modifier Element for the Draws Closer Element. The Fighter can optionally choose to draw the opponent closer or to keep them at the same range. In this latter case, there is still one Range of Knockback instead.

Move Closer Element: This is a modifier Element for the Draws Closer Element. The Fighter can pull himself closer to the opponent instead of pulling the opponent closer to him. This has no effect in a one-on-one fight with no Environmental Hazards, but may affect Distances to Hazards or positioning in a multiple combatant battle.

Wall Bounce Element: The move can bounce off walls before hitting. If the attacker is within 1 Distance of a Wall, and the defender is within 3 Distances of the same Wall, the attack receives a +1 bonus to Accuracy. If the attacker is within 1 Distance of a Corner, and the defender is within 3 Distances of the same Corner, the bonus increases to +2.

Set Up Element: When this Special Move is performed it initially does no damage. When the same Special Move is performed

later in the same combat, the attack occurs with a +2 bonus to Accuracy. The move may not be used on consecutive turns (i.e., there must be at least one turn in between uses of the Special Move). This could represent a trap set during the battle, a weapon placed in the ground that then flies towards or through the enemy, or a move that needs to be charged up before using. Glory is earned only if the move hits the second time it is used. This pattern can be repeated multiple times during the same combat. There are two modifier Elements for this Element.

Powerless Liability: After this Special Move is used once, the Fighter loses access to his other Special Moves until this move is used again. However, in this case, this Special Move also does an additional +2 damage. After it is used a second time, the character re-gains access to his other Special Moves.

Powerless Exception Element: This Element can be applied to any Special Move. If the Fighter has the Powerless Liability, the Special Move with the Powerless Exception Element can still be used after the move with the Set Up Element has been used. The cost of this Element is balanced by a Liability if it can only be used after the move with the Set Up Element has been used.

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Sidestep Counter Element: A Special Move with this Element can be used as a special Defensive Response. If the defender successfully avoids an attack using the Evasion Skill, he can interrupt the normal Initiative order with a Special Move that has the Sidestep Counter Element. The current order is interrupted, and the defender temporarily becomes the attacker until the Sidestep Counter attack is resolved. Initiative then returns to normal. The Sidestep still moves the original attacker 1 Distance towards an Environmental Hazard, though there is no +2 bonus to Accuracy. Unlike the rest of the Defensive Responses, the Sidestep Counter Response is based on the Evasion Skill, while almost all of the rest of the Defensive Responses are based on the Tactics Skill. However, any game effect that prevents a character from using Tactics as a defensive option also prevents the use of the Sidestep Counter Response. If the move can only be used as a Sidestep Counter, this is a Liability countering the cost of the move Element.

Skips Knock Down Element: A move with this Element represents some sort of quick catch of the opponent to keep them from falling. This Element can be used to skip the Knock Down effect of another move in

order to continue a Combo. The move with this Element does no damage and cannot benefit from the No Damage Liability. In a Combo, if this move is used immediately after a move with the Knocks Down Element, the Knock Down effect is ignored and the Combo can continue. A Special Move with this Element can also be combined with the Pursuit Element in order to set up a special 2-hit Combo while an opponent is Knocked Down. The first move does no damage but stands the opponent up, while the second move does damage normally. Additional moves cannot be added to this special Combo situation. If the opponent on the ground uses the Reversal Defensive Response against this special Combo, he receives a +2 bonus to his Defense Total.

Summon Element: This Element allows the Fighter to summon some form of ally that stays near the Fighter and assists in combat. This may be an animal, spirit, or living shadow. A move with this Element does no damage and may not take the No Damage Liability. The summoned ally appears one Range "in front" of the summoning Fighter (i.e., between the summoning Fighter and his opponent). When the Fighter moves forward or backward one Range, the summoned ally moves two Ranges in the same direction (i.e., it is faster than the character). If the

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Fighter moves more than one Range, the summoned ally moves an equal number of Ranges. The summoned ally cannot be targeted by attacks. Additional Elements spent on the Summon Special Move are used to add additional Elements to Basic Moves launched by the summoned ally. Any number of Elements can be added to Basic Moves, but only one can be used with any specific attack. All possible Elements must be defined when the Summon Special Move is designed. During combat while a summoned ally is present, the Fighter launches a Basic Move at the same time as the ally launches a Basic Move (with or without additional Elements), and both attacks target the same opponent on the same turn if both are within Range. Each is defended against separately, but the same Skill must be used for each. If Tactics is used, the same Defensive Response must be able to affect both attacks. The summoned ally is considered to have the same Strength and/or Ki Skill of the Fighter for the purposes of determining damage, though summoned allies are not affected by any Buff Special Move used by the Fighter. The summoned ally only remains active for a time count of five or for one full turn. If the summoning Fighter is struck before then, the summoned ally disappears. After the summoned ally disappears, there must be another full time count of five before it can be summoned again.

Super Counter Element: This Element counts as two Elements. This Special Move incorporates several other Elements and Liabilities. It is a Counter Only move (i.e., it cannot be used normally). It costs 10 Super Energy to use. A Super Counter also Knocks Down and the opponent cannot use Breakfall or Tech Roll.

Super Energy Element: If this attack hits, the Fighter gains three Super Energy, instead of one. If the attack misses, it still generates one point of Super Energy as usual.

Suppression Element: The effects of this Element can be further enhanced. The effects below are all cumulative; they cannot be acquired as separate effects.

Two Elements: Opponent cannot use Special Moves for a 5-count (or one full turn).

Three Elements: Super Moves are also suppressed for a 5-count (or one full turn).

Four Elements: All Techniques and combat modifiers from Qualities (such as Big or Mobility) are also suppressed for a 5-count or until the opponent is again hit by an attack.

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Five Elements: Basic Moves are also suppressed for a 5-count or until the opponent is again hit by an attack.

Six Elements: Defense Skill and Tactics Skill are also suppressed. Furthermore, the character cannot take any other non-attack action such as Power Up or Await Opening. This effect lasts for a 5-count or until the opponent is again hit by an attack.

The suppression of movement can be added to a Suppression move that suppresses Special Moves for an additional three Elements (though it only costs one Element on its own).

When the Suppression effect ends, all parts of the effect end at the same time. Each effect is not on its own timer. For the effect at four Elements and beyond, if the opponent is hit with another attack, all effects of the suppression immediately end.

The six-Element version of this Element described above can be used to emulate a move that transforms the opponent into some helpless form (often a small animal or tiny version of themselves).

If a Fighter suffering from a Suppression effect is hit by another Suppression move, all Suppression effects immediately end. A character cannot suffer multiple Suppression effects at once or have a Suppression timer continually reset by being hit with the same attack. Likewise, only an attack that does damage to the Fighter will end a Suppression effect.

Tag Counter Element: This move can be used as a Tag Counter. See the rules for Tag Counters in Chapter Five.

Team Combo Element: This Element can only be applied to Super Moves. A move with this Element can be used as a Team Combo Move. See Tag Team Supers in Chapter Five.

Throw Element: The following is a new modifier Element for the Throw Element.

Does Stun Element: This Element costs two Elements. This Special Move does Stun damage as normal. This can also be used as a default rule for all Special Moves with the Throw Element as a campaign option if the Director wishes.

Triggered Interrupt Element: This Element costs two Elements. It also requires the Interrupt Element as a prerequisite. A Special Move with this Element usually

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creates some sort of creature, hazard, trap, or weapon in place near the Fighter to catch opponents unaware. A Special Move with this Element cannot have the Interrupt Only Liability. The first time this move is used to set up the Triggered Interrupt, it counts as an attack action, though there is no immediate effect. However, after it has been used, the move can be used as a Defensive Response regardless of the Fighter's Control roll for the turn and in addition to another defensive choice by the Fighter at the same time (using Defense, Evasion, or Tactics). Thus, the Fighter may get two chances to avoid an attack, as the attacker must successfully hit the character twice if the Triggered Interrupt is used. Once used, whether successful or not, the Triggered Interrupt goes away. The Triggered Interrupt also goes away after a 10-count if not used. There is one modifier Element to this:

Multiple Instances Element: This Element costs two Elements. Multiple instances of the Triggered Interrupt can exist simultaneously (each requiring a use of the Triggered Interrupt Special Move to establish). When the move is used to interrupt an attack, the Fighter can choose to expend one or more existing instances. Regardless of how many are expended, the Fighter only gets one additional chance to defend against the attack.

However, if more than one instance is used, the attack receives a +2 bonus to damage for each instance after the first.

Weapon Break Element: This Element can only be applied to Super Moves and can only be used in campaigns in which all characters use weapons. It is intended to complement other optional rules involving weapons, such as weapon clashes. If this Super Move hits, the defender's weapon is also destroyed. While without a weapon, all Basic Moves lose one die size of damage and all Special and Super Moves are lost until the weapon is recovered. After a 10-count, a new weapon appears at Distance 1 from the Fighter, which requires an action to pick up.

Wind Up Element: When a Special Move with this Element is used, the Fighter has the choice of either having the move occur immediately as usual or delaying the move until a later turn. If the move is delayed, the Time Count for the beginning of the turn on which the Wind Up Special Move is used is noted for later use. While the move is delayed, all other moves (including Basic Moves) require +2 Control to use. On a later turn, the delayed move can be used for 1 Control. This move can also be the start of a Combo but cannot be included in the

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middle or end of a Combo. The Wind Up Special Move does an additional +1 damage for each full 3 Time Count that have passed since the move was first used. The maximum bonus is +15 damage.

Bufs

An increasingly common kind of Special Move found in contemporary fighting video games is the Buff: a move that often radically changes the nature of a Fighter, making him stronger, or faster, or changing the way his Special Moves work for a limited amount of time. These moves provide loads of new opportunities for expanding a particular character's fighting style. The Buff Element fundamentally works the same as any other Element. However, it is much more complicated than other Elements and has a large number of modifier Elements and Liabilities, and as such, warrants its own section.

Buff Element: This is a variable cost Element. It costs one Element, and then each benefit it provides costs additional Elements. This high cost makes this Element better suited to Super Moves, but it can be applied to regular Special Moves as well. A Special Move with this Element does no damage, but cannot gain the

benefit of the No Damage Liability. This Special Move changes the character for the duration of a 10-count. The following options are available, and any or all of them can be contained in the same Buff. All additions and changes must be made to specific existing Special Moves and must be defined when the Buff is designed.

Any of the character's Special Moves can be given additional Elements at a cost of one Element per two additional Elements' worth of additions. However, the Buff Element itself can never be added to a move as a result of a Buff or any other Element that adds Elements to an existing Special Move.

Existing moves can have Elements switched out in favor of different Elements (for example, removing an existing Charge Back Element and adding Increased Damage instead). This costs nothing beyond the one Element cost for the Buff Element itself.

The character's Basic Qualities can be modified. This effect costs three Elements. One of the Fighter's Basic Qualities is increased by one. This can even raise a Basic Quality temporarily to a three (but not above three). If Speed is chosen, the bonus must be applied to either Initiative or Control. For each additional three Elements, another point can be added to a Basic Quality.

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The character's ability to block attacks can be temporarily decreased, but in exchange his ability to evade or counter attacks is increased. For each Element spent on this Element, the Fighter's Defense Total with the Defense Skill is reduced by one. However, his Defense Totals with the Evasion or Tactics Skills are increased by the amount that the Defense Skill was reduced (added to either one or the other Skill or split between both, defined when the move is designed). Defense Skill cannot be reduced below zero with this Element.

There are many modifier Elements and Liabilities that can be applied to a Buff.

Early Ending Element: The Buff can be ended earlier, but only if a Special Move with the End Buff Element is used. This ends the Buff at the end of the turn in which the End Buff Special Move is used.

Increased Duration Element: For three additional Elements, the effects of the Buff last for the remainder of the fight. A Buff that lasts for the remainder of the fight also costs the Fighter 1 FS per turn to use. When the Fighter runs out of FS, however, the Buff still remains in effect.

Repeatable Element: This Element counts as two Elements. A Buff that only increases a Fighter's Basic Qualities

(i.e., it does not modify the character's Special Moves in any way) can be cumulatively repeated up to three times (as three separate attacks or actions). This can still not bring a Basic Quality above three. If there is also a Lowered Basic Quality Liability on the move, the effects of this are cumulative also. This cannot bring a Basic Quality below -2; if a Basic Quality reaches -2, this Special Move cannot be repeated again. Each use of a Repeatable Buff costs 1 FS.

Super Energy Duration Element: Instead of a 10-count, the Buff lasts for a 2-count per point of Super Energy remaining at the time of use. Super Energy is reduced to zero when the Buff ends and no Super Energy is gained during the Buff. This cannot be combined with either Decreased Duration or Increased Duration.

Buff Gauge Liability: This Liability requires the Fighter to keep track of a new gauge called Buff Gauge. The Fighter gains Buff Gauge in the same way as Super Energy. When a Buff Special Move is used, the effect lasts for a time count equal to the Buff Gauge. The maximum Buff Gauge is 10.

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Decreased Duration Liability: As a Liability, the duration of the Buff is reduced to a 5-count.

Defense Liability: While a Buff is in effect, the Fighter loses four points from any Defense Total using the Defense Skill.

Life Bar Drain Liability: Each turn while the Buff is in effect, the Fighter loses Life Bar equal to his Power Level.

Lowered Basic Quality Liability: Each Liability taken reduces one or more Basic Qualities by one. This can even temporarily bring a Basic Quality to a -2. If Speed is chosen, the penalty can be applied to either Initiative or Control. No Basic Quality can be reduced to lower than -2.

Movement Only Liability: Until the Buff ends, the Fighter cannot perform any actions other than movement. The only exception to this is if the Buff also has the Early Ending Element. In this case, Special Moves with the End Buff Element can also be used.

No Movement Liability: Until the Buff ends, the Fighter cannot move. He may still be Knocked Back.

Stun Liability: This counts as two Liabilities. The Fighter is immediately Stunned beginning on the turn after the Buff ends. This Liability cannot be taken on a Buff with the Increased Duration Element.

Adding Liabilities to Attack Strings

In the same manner that Elements can be added to Attack Strings as an optional rule, Liabilities can be added to compensate for these additional Elements. However, because these Liabilities only apply to a specific attack, and they can be chosen as to when they actually come into play, they are worth less than normal Liabilities. The most important limitation for this rule is this: the added Liability must have a deleterious effect on the Fighter on either the turn the Liability is added or the following turn. If the Liability does not directly affect the Fighter immediately, it cannot be added. Adding a Liability allows a single Element to be added to an Attack String. Additional Liabilities can be added to add more Elements or more costly Elements to the Attack String.

The following three Liabilities are eligible for this optional rule: Negative Positioning, Self-Prone, and Slow Recovery. Other Liabilities might be eligible at the Director's discretion.

Chapter 4: Super Moves

In many fighting video games, Super Moves are more than just high-powered Special Moves. Lots of variants exist regarding when characters can use Super Moves, how Super Moves are used, or what unique effects Super Moves produce. These variants can be emulated with the rules in this chapter.

There are also a couple especially distinctive kinds of Special Moves contained in this chapter. The first one does not just damage an opponent, but outright kills him. Bringing this kind of move into a game requires careful attention on the part of the Director but can significantly flavor a particular campaign setting. The second one changes the way Combos work in the game, increasing their length and the frequency of their occurrence.

Rates of Super Energy Gain

The core rules present a fairly simple system for gaining Super Energy that corresponds with most fighting games. However, there is a lot of variety in the ways that Super Energy can be acquired. The Director might choose to use any of the following methods instead of or in addition to the normal methods.

Decreased Rate: For multi-tier Super Move systems, after 10 Super Energy is reached, additional Super Energy accumulates one point slower per level each turn and no Super Energy is gained from performing Special Moves of any kind.

Desperation Boost: When at 20% of full Life Bar or under, the Fighter's Super Energy immediately increases to its maximum level and never drops until the Fighter is defeated.

Fluctuating Super Energy: Instead of gaining Super Energy by losing Life Bar, the character loses one Super Energy for each occasion in which Life Bar is lost. If this loss brings a Fighter's Super Energy below half of the maximum set for the campaign, then instead an additional point is gained each turn until Super Energy is at least half of the maximum set for the campaign. This option favors an aggressive fighting style.

Increased Max Super Energy: A Fighter's maximum Super Energy increases by 10 points after each full round (not turn) of combat.

Increased Rate: After each full round (not turn) of combat, the rate of Super Energy accumulation per turn increases by one.

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Interrupt Super Energy Boost: If a Fighter is successfully interrupted and hit by a Defensive Response from an opponent using Tactics, each Fighter gains 10 Super Energy.

Life Bar Loss Boost: When a Fighter is at 20% or less of his starting Life Bar, he gains an additional point of Super Energy each turn.

No Super Energy Cost: A campaign might allow Super Moves without any cost in Super Energy to use. In this case, it is recommended that all Super Moves be L7 or greater in order to properly limit them.

Starting Super Energy: In order to bring Super Moves into combat more quickly, the Director can allow each character to start a combat with 5 or 10 Super Energy.

Some additional optional methods include earning one point of Super Energy when the opponent Taunts or one point when the opponent successfully uses the Defense Skill against an attack. In a Team Combat, a character could earn a full 10 Super Energy when his teammate is defeated. Finally, as an option, in a Team Combat, the Director can restrict the normal Power Up action to only when a Fighter's partner has been defeated.



Variants on Using Super Moves

This section contains a variety of different ways in which Super Moves are acquired, built, or used in a campaign. Some of them are conditional on other options also being in effect in the campaign.

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First Strike Bonus: Scoring the first hit during a combat automatically fills the Fighter's Super Energy to half full. This is in addition to the FS bonus normally earned.

Honorable Defeat: At the end of a turn, a character may choose to suffer an Honorable Defeat. This can only be allowed with Director's permission; it must be appropriately role-played and should fit into the larger context of the story. If the Director allows it, at the beginning of the next round of a tournament fight or at the beginning of the next combat scene otherwise, the character choosing Honorable Defeat begins with max Super Energy.

Lower Level Super Moves: The Director may decrease the minimum level for Super Moves and allow L₄ or even L₃ Supers. However, despite their lower level, such Super Moves still costs five Move Points.

One-Hit Kill Parry: With a successful Parry Defensive Response (see Chapter 5), the defender can interrupt with a One-Hit Kill (if he has one – see below). However, in this case, the attacker's defenses are not halved.

Super Defense: On the turn after a character goes up a full level of Super Energy (i.e., 10 Super Energy or a multiple of 10 Super Energy in a multi-tier Super

Move system), he gains the benefits of being on Full Defense while still being able to perform another action on the same turn. Furthermore, if an opponent is at Range 0 at the beginning of the turn, the opponent suffers damage equal to the fighter's Ki skill plus his Power Level.

Super Disarm: In a campaign in which every Fighter uses a weapon, the successful use of a Super Move makes the opponent drop his weapon. The dropped weapon is placed one Distance away from the Fighter. When at Distance 0, the Fighter can spend an action to pick up the weapon. When a character loses his weapon, all Basic Moves lose one die size of damage and all Special and Super Moves are lost until the weapon is recovered.

Super Protection: After Super Energy is at maximum, it can be used to absorb damage from a successful hit at the rate of 2 Super Energy per 1 Life Bar. This can only be done if the defending Fighter was using the Defense Skill against the attack. Once a character's Super Energy has reached its maximum, this ability can be used freely until Super Energy again reaches 0, even though it may continue to increase normally each turn.

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Super Rage: Super Energy can also be used as a Rage Bar. The Energy can be used for Super Moves as usual or 10 Super Energy can be spent to get the timed effects of a Rage Bar (see below).

New Super Moves

The following are different ways to build Super Moves; many of them are also used in combat differently than normal Super Moves. Some of these are appropriate as Techniques at the Director's discretion, but most of them are intended as campaign options open to all Fighters in a campaign beginning at PL 3.

Climax Mode: This move is not an actual attack but a temporary transformation of the character. It costs 30 Super Energy to do. Climax Mode lasts for a 10-count. During this time, all attacks do +2 damage and the character can perform Super Moves at no cost in Super Energy. After Climax Mode ends, no Super Energy is gained for a 15-count.

Desperate Attack: This move is built as a Super Move; however, it does not require Super Energy to use. Some Desperate Attacks are super versions of regular Special Moves, while others are unique (often

appearing as sizeable combos). A Desperate Attack can only be used when the Fighter is at 10% of his starting Life Bar or less. If used, it cannot be used again unless the fighter suffers at least one more Life Bar of damage again (provided he is not reduced to 0 Life Bar, of course).

Energy Move: The Energy Move is a special Super Move that is only L2. It differs from traditional Super Moves in several respects. It requires no Super Energy to use and is always available to use. However, it can only be used a limited number of times per round (decided by the Director; usually 1-3). When building the move, it is acceptable to take the Limited Use Liability. However the attack is described, such moves are always visually impressive. It earns 4 Glory, but it only requires the Control 2 of an L2 move. Energy Moves cannot be multi-level like Super Moves. Energy Moves must have either or both the Explosive and Ranged Elements.

Extra Special Move: This is a unique Special Move Element that, if used, all characters in the campaign should use with at least one move (often several). It replaces the Super Energy Liability. The difference is that this added effect is optional. Thus, each Extra Special Move will have two versions: the regular Special Move and a "Super" version that has two extra Elements. With the

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Director's permission, the Extra Special version of the move can also have additional Liabilities beyond the normal version of the move. Otherwise, these moves are treated as Special Moves.

Finishing Strike: This Super Move must be at least L6. It does not do normal damage, so it does not need the Increased Damage Element and cannot take the Reduced Damage Liability. It also cannot have the Breakthrough Element. This Move can only be used when the attacker is at 20% or lower of his starting Life Bar and also at max Super Energy. It costs all Super Energy to perform. If the Finishing Strike hits, the opponent is automatically defeated, regardless of Life Bar.

Guard Breaker: This is a unique kind of L2 Super Move. It costs 10 Super Energy to use. It costs three Move Points and is built with four Elements, which must be used for the Unblockable Element. Though only L2, it is worth four Glory when used.

Killer Combos: This variant is not actually a Super Move, but it is an effect that is as powerful as a Super Move, so it is presented here. This special variant of normal Combos should only be allowed if all characters can use it; it is too unbalanced to be acquired as a Technique. The ability to do Killer Combos is automatic at Power Level 3, but they

cannot be used before then. One or more of the Fighter's Special Moves are designated as "Openers." An "Opener" Special Move must take the Opener Element. This move cannot also have the Knocks Down Element. Super Moves cannot be Openers and they cannot be included in Killer Combos. If the Opener Special Move is used (either as a single attack or as the beginning of a Combo), and it hits, then on the following turn, the attacker's Initiative and Control are both increased by two die sizes. The attacker must continue to use Combos as long as his target does not get a chance to act (e.g., because of Hit Stun). These subsequent Combos have a -1 penalty to Accuracy for every four moves in the Combo, rather than for every three moves as usual. Furthermore, there is an additional damage bonus equal to half the die sized used to roll Control for the turn, regardless of the actual length of the Combo (i.e., if the Control die was a d8, the Killer Combo would do +4 damage). These combos are also worth +2 Glory, for the "animation" of the Combo will show many more hits than are actually used in the construction of the Combo. On the turn after the Opener is used, if the combatant fails to get Initiative, the Killer Combo cannot be used. If this campaign option is being used, every character should also have their Stun Threshold doubled.

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There are two additional Elements that are available to characters if Killer Combos are being used in the campaign.

Killer Combo Breaker Element: This is an Element that can be attached to any Special Move. A defender can use Tactics with a +2 bonus to the Defense Total in order to defend against a Killer Combo after it has begun (i.e., beginning on the turn after the Opener is used). If the attacker misses, the defender temporarily becomes the attacker until the Killer Combo Breaker Attack is resolved. Initiative then returns to normal, and the Killer Combo automatically ends.

Super Linker Element: A Super Move can be given the Super Linker Element. This allows the use of the Super Move in a Killer Combo. A Super Move can still not be an Opener, however.

Mystic Force: This is a special kind of L2 Super Move. It costs 10 Super Energy to use. It costs the same as an L2 move but, because of the special nature of this power, it is not built with any Elements. It earns four Glory when used. It is used just like other Super Moves, though it has no Invincibility Element. As long as the Fighter is not interrupted and successfully struck, the Mystic Force will occur; no attack roll is

necessary. Mystic Forces summon the character and his opponent to some other realm where the attacker's powers improve. The way this is described in the narrative of the combat depends on the characters and the campaign. This "alternate realm" could be actual temporary dimensional shifting, engagement on the astral plane, psychic combat, or simply the manifestation or activation of the fighter's hidden potential. Mystic Forces, when activated, last for a duration of an 8-count. Each character must work with the Director to come up with the effects of their own Mystic Force. Most of these should not be huge mechanical effects; it is more about the visuals of the move than the actual effect. However, if the Director thinks a particular character is a little weaker overall than other characters in the campaign, or if the player has a great idea, more powerful versions can be created. It should also be noted that, despite the name "Mystic Force," these effects could also be technological rather than supernatural in origins and effects. Some examples of Mystic Forces are on the following page.

One-Hit Kill: This ultra-powerful technique is more like a Finisher than a Super Move (see Finishers below). It differs from Finishers in that it can be done in the middle of combat. Such moves must include the Range 0 and Limited Accuracy Liabilities (at

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- The character cannot be Stunned, regardless of attacks used on him.
- The character's Basic Attacks gain the Ranged Element, though they still only require one Control to use.
- The character's Basic Attacks gain the Throw and Hurl Elements. While such attacks are restricted in range and movement by the Throw Element, they still only require one Control to use.
- The character takes -1 damage, -1 Range of Knock Back, and is immune to Hit Stun for the duration.
- The character gains two die sizes on damage on all attacks for the duration.
- All of the character's Basic and Special Moves gain the Flight Element for the duration. This means the Fighter can no longer attack but gains a +4 bonus to all attempts to Evade.
- The character splits into two separate beings. Each being is capable of acting autonomously, but is linked to the proximity of the other. Outside of combat, the Director might allow this ability to be used for many purposes. In combat, the two beings coordinate their attacks with one another, giving the Fighter a +2 bonus to Accuracy with all attacks for the duration.
- The character produces a mirror image of himself or simply attacks faster. The effect is to add +1 Accuracy and +1 Glory to all attacks, due to the extra hits being scored.

least -1 Accuracy). The move costs at least 10 Super Energy to use. To prepare to use a One-Hit Kill, the Fighter uses an action to spend Super Energy. The amount of spent Super Energy becomes a timer on the combat's Time Count of when the One-Hit Kill move must be used. If the timer runs

out, the move cannot be used and the Fighter no longer gains Super Energy for the remainder of the round. If the One-Hit Kill attack hits, no damage is rolled. Instead, the attacker earns 10 Glory and the

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opponent is destroyed. The meaning of “destroyed” is up to the Director. It definitely means the opponent can no longer fight. It should probably involve some form of incapacitation and may be fatal. See the story notes regarding Finishers for more on how to handle such a power. If the One-Hit Kill misses, the attacker does not gain any more Super Energy for the remainder of the round. A particular danger in using this move occurs if the attacker has Simultaneous Initiative with his opponent. In this case, the opponent can also use a One-Hit Kill move (if he also has one), regardless of Super Energy or whether or not he has spent an action to activate his own One-Hit Kill (he must still have enough Control, however). This supersedes the normal rules for Super Moves and Simultaneous Initiative. If two One-Hit Kills are launched simultaneously and both hit, they are both considered to have no effect.

Power Move: The Power Move is a special kind of L2 Super Move. It differs in several respects. First, it builds energy like a Super Move in a separate gauge. This gauge does not gain Energy every turn automatically like Super Energy, although all other means of gaining Super Energy still apply to it. When 10 Power Energy is built up, the move

becomes available. At this point, the gauge becomes active and begins to lose two Power Energy per turn instead of gaining any. Once active, the Power Move does not need 10 Power Energy to use, but if the gauge drops to 0, the gauge must be built back up to 10 before it will be available again. Though only L2, the move is built with four Elements like a Super Move. It can have Invincibility and Breakthrough, has a base damage of 1d8, automatically Knocks Down, and does no Stun damage. This move should be an appropriately impressive attack. It earns four Glory, but it only requires the Control 2 of an L2 move. Power Moves cannot be multi-level like regular Super Moves.

Power Special Move: This is actually a special form of a Special Move, but it shares characteristics with Super Moves. A Power Special is a Special Move with three possible levels of effect. They do not use Super Energy, but they are charged up by the Power Up action. The number of Power Points gained in the Power Up action determines what level the move is: 0-3 is Level 1, 4-6 is Level 2, 7 or more is Level 3. The Power Up action can be used on subsequent turns to increase the Level of the Power Special, but all of the points are depleted once the move is used. The Level 1 version of the move is built as normal. The Level 2 version is built with two additional

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Elements, and the Level 3 version is built with two additional Elements beyond the Level 2 version (i.e., a total of four extra Elements).

Rage Bar: This is not really a variant Super Move, but rather a different campaign option that uses a similar game mechanic. A Rage Bar is available at PL 1. The Director can set the criteria in which the Bar will fill, but usually this is as simple as one per turn and one per occasion when damage is received. Optionally, one could be added each time the opponent successfully uses Defense against the attacker. When the Rage Bar reaches 10, the character is Enraged for a 5-count, starting on the following turn and lasting at least one full turn. During this time, the character receives a +1 bonus to Accuracy and an additional die size of damage on all attacks. When the Rage ends, the Bar drops back down to 0. As an alternate rule, when a Fighter is Enraged, he also receives a +2 bonus to Accuracy against the Defense Skill only (instead of the normal +1).

Rage Bar Super Move Variant: Instead of spending Super Energy to use Super Moves, when the Super Bar is filled, the character may use Super Moves freely (with no cost in Super Energy, but still costing one FS each if available) for a 10-count. This variant could be combined with a Rage Bar or be

tallied as a separate total. At the end of this time, the bar drops back to zero.

Rage Explosion: This combines aspects of Super Moves and Rage Bars. In this system, for 10 Super Energy, the character may perform a single Super Move or instead perform a Rage Explosion. If the character chooses the latter, he gains the effects of a Rage Bar and, during its duration, the character can use Super Moves freely (with no cost in Super Energy, but still costing one FS each if available). The penalty for this occurs either in the next tournament round or in the next combat that the character is in: the character does not gain any Super Energy. This penalty lasts for one full round (not turn) of combat. Rage Explosions also permit two additional moves.

Rage Combo: By shortening the Rage duration by a count of two, for one attack the character gains a +3 bonus to Accuracy only to offset the Accuracy penalty accrued by the length of a Combo.

Rage Strike: This uses all of the remaining Rage duration, regardless of whether or not it hits. It is an L2 Special Move with a -2 penalty to Accuracy and no other Elements. The damage is special. It does damage equal to half the number of Life Bar points the attacker has lost so far (round down).

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Revenge Move: This Super Move accumulates energy in a separate gauge called Revenge Energy. It goes up by one each time the Fighter takes damage or when damage is entirely absorbed by any means (e.g., by the Temporary Invulnerability Element). A Revenge Super costs 5 Revenge Energy to use, but up to 10 Revenge Energy can be stored. Each point above five stored when the attack is used adds one to the damage of a successful hit.

Super Mode: This move is not an actual attack but a temporary transformation of the character. It costs 30 Super Energy to do. Super Mode lasts for



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an 8-count. During this time, all attacks do +1 damage, all damage against the character is reduced by one die size, the character has +2 Stun Threshold, the character has -1 Range of Knock Back against him, and he is immune to Hit Stun. After Super Mode ends, no Super Energy is gained for a 15-count.

Finishers

One particular video game franchise has consistently distinguished itself through multiple iterations with the possibility of brutally killing one's opponent after they have been defeated. Because of the enduring popularity of this, other fighting games have followed suit with their own versions of finishing moves. This section describes Finishers, a new kind of Super Move used in very specific circumstances.

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When successful, a Finisher usually (but not always) kills the opponent. As this goes directly against the core rules that state no combatant ever dies unless it is appropriate to the story, the use of Finishers in a campaign strongly conveys certain ideas about the game's premises.

Creating and Using Finishers

Finishers are an optional form of Super Move. If allowed in the campaign, any character may acquire them starting at Power Level 3.

Generally, all lethal Finishers must be at least L5, but the Director may allow L3 or L4 lethal Finishers. All other kinds of Finishers are usually L4, but may be higher. A Brutal Finisher must be L10 (see below).

Finishers are usually unique moves, but it is possible to make one an extraordinarily powerful and lethal version of a normal Special Move. They do not require the Unique Super Element.

A Finisher is built like any other Special Move, though they have no Elements or Liabilities beyond modifiers to Accuracy and Damage (excepting the special Liability listed below, which the Director may deem mandatory, and possibly the Ranged

Element). The Finisher must still hit the defeated opponent, though the opponent is considered to be Defense 0 (and therefore almost impossible to miss). Finishers can also use the increased number of allowed Elements for Increased Accuracy and Increased Damage found in the rules for Super Moves. The Specific Range Liability may be added to a Finisher; it is common in the source material. A Finisher may have the Ranged Element.

Finishers can only be used at the end of a fight when an opponent is defeated, and only on the last round of a combat (whether that is the first round, or the last round of a 2-out-of-3 set, etc.). In terms of the narrative, this can be explained in various ways: perhaps it is due to the extra effort needed to summon the power to do a Finisher, or as a restriction of honor (abided by even the foulest of villains) to let an opponent attempt to finish a tournament fight. In a multiple combatant fight, a Finisher may be used if the fight is the last round of combat, even if there are other combatants still fighting.

On the turn after an opponent is defeated (winning by a Ring Out on the opponent will not permit a Finisher), the defeated combatant rolls Initiative for one more turn. The character uses Stamina in place of Speed to determine the die size for this roll.

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Nothing else can modify this roll. If the attacker wins Initiative and rolls sufficient Control, the Finisher goes off; otherwise, it fails and the opponent is simply defeated as normal.

Damage is still rolled for a Finisher. The result is irrelevant for narrative purposes; it is likely that the opponent has been killed. However, in addition to the level of the move, Glory is earned equal to twice the damage rolled.

Types of Finishers

There are many different kinds of Finishers. Each of the different types must be acquired separately.

Finishers: The successful use of a Finisher kills the opponent, usually in a horrific and gruesome manner. Finishers like this pose a unique problem in a role-playing situation. The most obvious problem is the high likelihood of a Player Character being killed. The other problem occurs when the players manage to kill every Fighter that they fight, thus eliminating all the NPC Fighters that could possibly challenge the PCs again later in the campaign. This can be moderated by the Director, but at the same time, he should strive to remain faithful to the nature of these attacks if he has decided to include them in his campaign. In general,

player characters should not die this way unless the story gains tremendous benefit from it (and ideally if the player is also on board with the direction of the story). Otherwise, the PC should be left for dead, out of action long enough for things to go bad for him, and usually be permanently affected in some way. NPCs can be killed if the campaign can handle it, or else they can likewise be left out of the action for an extended period of time. Killed NPCs may or may not return in a “sequel” campaign, depending on whether or not they get a good story to justify it. This is really not difficult to do in the worlds of Fight!

Ally: This variant Finisher actually changes the way the fight ends. Instead of defeating, killing, or humiliating the opponent, this Finisher extends a hand of friendship toward the opponent. It can only be done if a sincere attempt to ally has occurred during the fight. This must actually be role-played during the fight, but must also be demonstrated by the attacker consciously choosing to not use Defense during the final round of the fight, though he can use other defensive options. He may also use Defense if no other option is permitted. This is obviously very difficult to do for most Fighters. This move can be defined however the character wishes,

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though it should remain consistent each time it is used. Examples of this Finisher in the video game source material are generally very silly. This move does not earn the double Glory of other Finishers; instead, it causes a loss of Glory to the attacker equal to the Damage rolled. Furthermore, the attacker only earns half Glory for the fight that just ended. However, both combatants gain Story Points equal to one-third (round up) of the damage rolled. The most important catch to using this move is that the character using it must actually have a desire to ally and/or befriend the opponent. If this is not handled appropriately (according to the Director), the Director should freely penalize Glory until the character changes his behavior accordingly.

Arena Finisher: In a campaign allowing Finishers, the Director may decide that any arena may have a lethal Finisher built into it. Unlike other Environmental Hazards, Distance is irrelevant for this attack. To use the Arena Finisher, the attacker must be at Range 0, but can otherwise use the move attributes of any other Finisher move he has. In all other respects, these special Arena Finishers have the effects of a lethal Finisher, except sometimes they are even bloodier in resolution and thus earn Glory

equal to three times the damage rolled.

Brutal Finisher: This Finisher must be L10. The attacker rolls one damage roll for each point that the attacker's Initiative exceeds the defender's final Initiative roll. Instead of earning normal Glory for a Finisher, the attacker earns Glory equal to all the damage combined (plus Glory for the move as usual). Thus, it may earn more or less Glory than a normal Finisher. The descriptive effect is the same for every character: a Brutal Finisher is a long combo of Basic Moves that culminates in the defender's body collapsing in a dead heap of broken bones and blood.

Humiliation: This variant form of Finisher does not kill the opponent, but instead represents a brutal humiliation (either physical or verbal) that should be consistent with the attacker's concept. It may also be fun to role-play out a verbal humiliation, at least in part and within reason! Furthermore, the character should be fairly consistent with the nature of the Humiliation each time he uses this Finisher. This Finisher can only be used when it has been truly earned; therefore, the attacker cannot have consciously chosen to use Defense during the final round of the fight, though he can use other defensive options. He may also use Defense if no other option is permitted. The Humiliation is resolved

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like a normal Finisher. When it occurs, the opponent is not killed. However, the amount of Glory earned by the attacker is also the amount of Glory lost by the loser. Furthermore, the loser earns absolutely no Glory for the fight that just ended. Should this push a fighter's Glory below the minimum for his Power Level, he drops a Power Level. This only drops the character's Life Bar and FS, but not Skills, Special Moves, or combat bonuses.

Mercy: Any character with any Finisher can use a Mercy; it is not a separate move, but rather a special option available in campaigns that use Finishers. It uses the attributes of any other Finisher. It can only be used in a tournament setting or an appropriate non-tournament circumstance (Director's discretion). If it succeeds, another whole round of combat is fought. The whole series is subsequently decided on this round. However, the character receiving Mercy only gets 1/2 his Life Bar and Fighting Spirit. The fighter performing this Finisher earns Glory only equal to the damage rolled (i.e., not doubled, as with a normal Finisher).

Savage Finisher: This special kind of lethal Finisher should only be allowed if the character in question has developed this ability through some particular character concept or gained it while playing through

some special story path. It can take one of three forms, as best fits the character's story and the campaign theme as a whole. The most common form is that the Fighter takes the shape of an animal or monster and kills the opponent. The second form has the Fighter adopting only the spirit of the animal or monster and killing the opponent with his bare hands in a brutal fashion. The third form of this attack has the Fighter summoning an animal or monster (or group of them) from out of nowhere to attack and kill the opponent. Again, the animal and the method should remain consistent with the particular Fighter each time this move is used. This attack can only be done in the "bonus round" after the attacker has already shown Mercy to his opponent (see above). Thus, Savage Finishers are quite difficult to execute. The effect is the same as a normal lethal Finisher, except it earns Glory equal to three times the damage rolled.

Special Killer Combo Finishers

If the rules for Killer Combos are being used, here are three additional kinds of Finishers. One still needs to be PL 3 to acquire these Finishers.

Final Killer Combo: This move is constructed according to the normal rules

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for Finishers. It is used on the turn after the turn in which a Killer Combo defeated the opponent (and also at the end of the last round of a multi-round series, if applicable). If it hits, damage is rolled as normal to determine additional Glory earned, but the move is lethal like a normal Finisher. The descriptive effect will be the same as one of the character's other lethal Finishers; a character must possess another lethal Finisher to acquire a Final Killer Combo move.

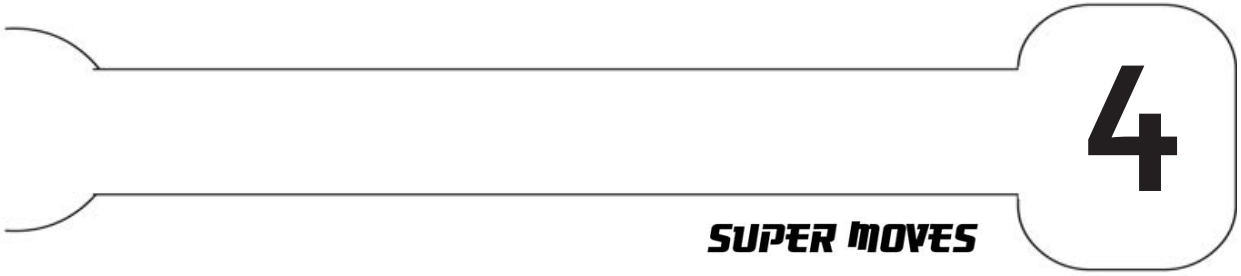
Special Killer Combo: Any character with a Super Killer Combo (see below) can also use a Special Killer Combo on the turn after their opponent is defeated, even if it is not the last round of a series. The procedure is exactly the same, except that the Glory bonus is rolled on only 1d6. This represents about five more impressive hits.

Super Killer Combo: This move must be executed on the turn after a Killer Combo has defeated the opponent (and at the end of the last round of a multi-round series, if applicable). The move has a completely unique structure: it has no characteristics, but is acquired as an L3 move. If the attacker rolls enough Control to launch this L3 move, the Super Killer Combo goes off. Roll 1d12 for the Glory bonus earned for the

15 or more additional hits scored in this Finisher. This Finisher is usually not lethal, but should be severely debilitating and hit with such force as to knock the opponent far from the original scene of combat. This should affect the story in a significant way.

Custom Combos

This is another campaign option that uses Super Energy and resembles a Killer Combo in some respects. A character can choose to do a Custom Combo whenever he launches a Combo and is willing to spend all of the Super Energy he has accumulated. This creates a timer equal to half the Super Energy expended (round down). For the time count duration of this timer, all of the Fighter's moves are considered to have the Easy to Combo Element. A move that already possesses this Element has its effective level reduced by two rather than one (minimum one). Basic Moves only count as 1/2 Level for inclusion in Combos (round up). However, the Fighter using the Custom Combo must move forward continuously until he is in Range to attack his opponent and subsequently remains in Range. On the first turn of the Custom Combo, the opponent receives a +2 bonus to his Defense Total if he chooses to use Evasion. If successful, the defender must spend 1 FS to jump two Ranges over his opponent. If the Director desires, a variant



form of Custom Combos eliminates the requirement to move forward and thus also the bonus to Evasion noted above.



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Chapter 5: Combat

Because of the many different components that make up the combat system in Fight! (e.g., Initiative, Control, damage, Stunning, Team Combat, Environmental Hazards, etc.), there are also many ways that the game can be modified to suit the desired style of your gaming group. The material in this chapter is presented in the order of combat as described in the core rules.

Beginning of the Turn and End of the Turn

Here are a couple of options that apply to the beginning or the end of each turn in combat.

Cowardice Gauge: This option requires all Fighters to keep track of another gauge like Super Energy. At the end of each turn in which a Fighter moves away from the opponent without attacking or being hit by an attack, the Cowardice Gauge increases by one. Once the gauge reaches two, all attacks against the Fighter receive a +2 bonus to damage. For each two turns in a row that the Cowardice Gauge doesn't increase, it decreases by one. However, if it ever reaches five, the damage bonus against the Fighter remains in effect for the rest of the round, no matter what actions the Fighter takes.

Spark: If two Fighters roll both Simultaneous Initiative and simultaneous Control and are also at Range 1, both Fighters simply lose their action for the turn as a spark of ki energy flashes between them.

Berserk Attacks

When a Fighter chooses to go on Full Offense during a turn, this means that he is attacking without concern for defense, counting on a strong assault to overwhelm his opponent. This method is carelessly aggressive, but it always presumes that the Fighter is in control enough to know when to immediately switch tactics to a more prudent fighting style.

Even beyond Full Offense, however, a fighter can choose to attack without concern for defense or style, instead concentrating solely on launching as many attacks as possible in a short span of time. This is going berserk. The metagame practice of going berserk is equivalent to the video game player "Button-Mashing," more or less randomly hitting as many buttons as possible in the hopes that something effective or cool will occur. To do this in Fight!, the character declares that he is going berserk before rolling for

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Initiative. Once berserk, a number of special rules apply to him.

The character may not spend FS on either Initiative or Control.

The character only rolls 1d4 for Control, regardless of whatever die is normally rolled, but he also receives a one die size increase for Initiative. If he rolls a 4 for Control, he may use the 4 Control or he may instead choose to roll 1d6 for Control. Should this new roll be a 6, he may keep it or instead choose to roll 1d8. As long as he rolls the highest possible Control for his die size, he can choose to escalate Control to the next die size through 1d12. If he rolls 12 Control at that point, his Control is 12.

While berserk, the character uses a d12 for his attack rolls. If the opponent goes on Full Defense, he may double his normal Full Defense bonus when calculating his defense total.

Characters going berserk must spend one extra Control for each move in a Combo.

The attacker may not use the Evasion or Tactics Skills, and his Defense skill is considered to be 0.

The character cannot Hold or Await Opening.

Staying berserk costs as many FS as the character's PL each turn. When FS runs out, the character can remain Berserk, but all attacks are rolled on 1d10 instead of 1d12.

Finally, in most fights where the character goes berserk, even for a single turn, no Glory is earned at all. If the fighter begins and ends the fight berserk, he also loses 10 Glory. However, in a one-on-one fight, if the berserk character wins, he earns 1/2 Glory and if his opponent never went berserk also and loses to the berserk character, he actually loses 10 Glory!

Modifying the Time Count

The default limit of a standard fight is a time count of 99. However, the Director may choose a different length. In fights with a 60-count limit, all attacks do +2 damage. In fights with a 40- or 50-count limit, all attacks do +4 damage. Fights with a maximum 30-count or less receive a +6 bonus to damage on all attacks. In each of these cases, all characters' Stun Thresholds should also be increased by a like amount. As an alternative, the Director can also eliminate time limits altogether.

Fighter Positioning

The vast majority of fighting video games pay little attention to facing, as characters generally turn to face their opponents automatically (though there is sometimes a slight delay, which allows situations like Cross-Ups to occur). However, if the Director wishes to impose facing on the characters, the following rules apply. If a Fighter successfully attacks his opponent from behind (such as by moving past him or jumping over him before attacking), his attack receives a +1 bonus to damage. The defender is considered to automatically turn to face his opponent after the attack. This could provide an interesting complication to multiple opponent fights.

Combos

Combos are a very important part of almost all fighting games and they also play a significant role in the Fight! combat system as well. Combos allow Fighters to do a lot more damage than most single attacks as well as increase the rate at which they gain both Glory and Super Energy. The core rules present a general way of doing Combos that is straightforward and works to emulate many fighting games. Some games, however, add variations. This section provides several of these for inclusion in your campaigns.

Burst Combo: When a Fighter attacks with a Combo, after the Combo is resolved, he can attempt a Tactics skill check at DL 8. If he succeeds, he can spend 5 Super Energy and re-roll his normal Control die (FS can be spent on this as usual). The Fighter may then launch another Combo immediately with this new Control total. This can be done even if the first Combo missed as a result of the Defense Skill, but not as a result of the Evasion or Tactics Skills. The new Combo counts as a new attack, with a separate chance to defend and a separate damage roll. If the Fighter has enough Super Energy, this can be done repeatedly.

Chain Combos: Chain Combos are very common in fighting games. This is a specific Combo pattern often consisting of a light Basic Move followed by a medium Basic followed by a heavy Basic Move. To emulate this, if a Combo is composed solely of Basic Moves, the Control cost for the whole Combo is reduced by two.

Circle Combos: A Circle Combo is a Combo pattern in which a series of moves must follow one another. In Fight!, they can be built as a modified form of the Multi-Part Move Liability, simply called Circle Combo Liability. Moves built with the Circle Combo

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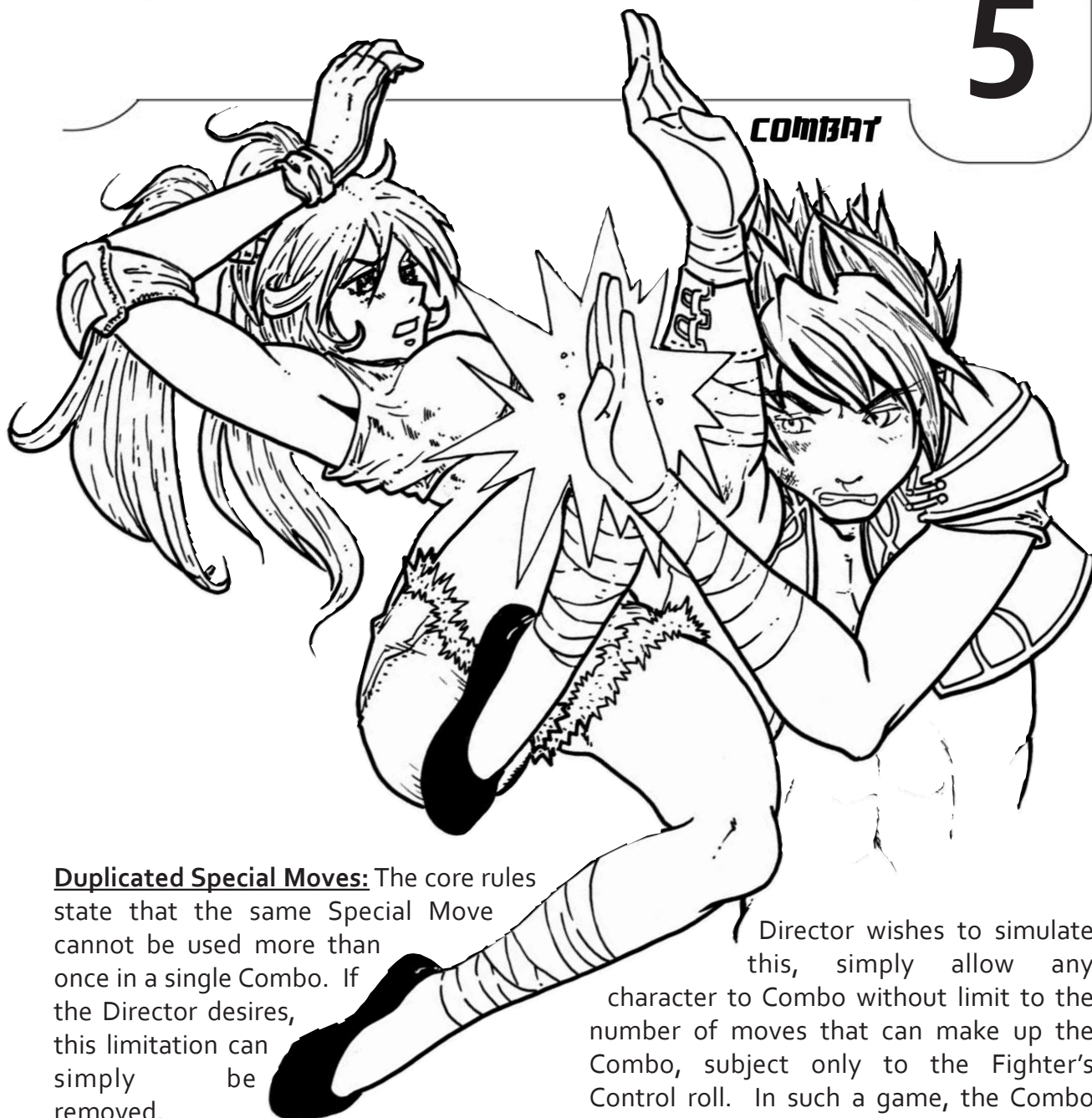
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Liability can only be used in a Combo according to a specific pattern. A Circle Combo is usually 5-8 moves long and set in a "circle" pattern when the moves are designed. One move is designated the Combo Starter. After that, the moves can follow in a circle pattern repeatedly, eventually returning to the Combo Starter and starting over again (if it's a really long combo). In this last case, this is also an exception to the normal rule against repeating Special Moves in Combos. The moves in such combos often get stronger as they go, but this is not required. Another set of moves can be built as Combo Enders. A Combo Ender gets two Liabilities but can only be performed after (at least) the Starter and one other move in the Circle Combo. Using a Combo Ender automatically ends the Combo. Because characters in Fight! gain their Special Moves over time, it is appropriate to begin building a Circle Combo pattern with fewer moves (Director's discretion) and then add additional moves to the Circle as the character advances in power. It is a little unusual, but Circle Combos can be a Technique for a specific Fighter, providing a way to get more powerful moves at the cost of some flexibility in using them.

Combo Knock Back: Different fighting games handle Knock Back within Combos differently. Fighters in 2-D fighting games tend to remain basically stationary while being hit with a Combo, while 3-D fighting games often permit Ring Outs and thus include more Knock Back. If the Director wishes, individual attacks in a Combo do Knock Back. This means that one Control must be used in-between each attack to move the attacking Fighter forward one Range to cover the distance. Each instance of Knock Back and follow-up movement can be used to Maneuver the opponents towards Environmental Hazards. This rule will drastically shorten Combos and drastically increase the number of Maneuvers in combat, but this may be a desired effect in campaigns in which Environmental Hazards play a prominent part.

Combo Stun: If the Fighter attempting a Combo misses his attack roll by more than two, he is automatically Stunned. This creates a more cautious environment for using Combos.

Dash Combo: If a Fighter does a Dash (forward or backward) followed by a Combo, he can spend 10 Super Energy to roll his Control die again (and he may spend FS as usual) and add the result to his present Control before determining his Combo.



Duplicated Special Moves: The core rules state that the same Special Move cannot be used more than once in a single Combo. If the Director desires, this limitation can simply be removed.

Director wishes to simulate this, simply allow any character to Combo without limit to the number of moves that can make up the Combo, subject only to the Fighter's Control roll. In such a game, the Combo Skill serves no purpose.

Easy Combos: Some fighting games have fairly simple combo systems which allow any player to score a Combo by simply timing their button presses correctly, but with few or no patterns to memorize. If the

Infrequent Combos: Some fighting games do not rely as heavily on Combos. Such games often have more damaging Special

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Moves to compensate. To emulate this, change the cost of the Combo Skill. It costs two Combat Skill Points to acquire one point of Combo Skill, and it costs five Move Points to add a point of Combo Skill. However, as compensation, all attacks and Combos (including Basic, Special, and Super Moves) do double damage. Damage is rolled twice and added together. All characters' Stun Thresholds should be doubled as well.

Move Buffering: If a Fighter launches a 2-hit Combo that begins with a Basic Move and is followed by a Special Move, and the combatant has at least one more Control than necessary to use the Combo, the Fighter can use Move Buffering to hide the opening of the Special Move. This provides a +2 bonus to Accuracy, instead of the normal +1 bonus to Accuracy for having at least one more Control than necessary for an attack. This bonus is only obtained with the specific 2-hit Combo model described here.

Really Easy Combos: For really Combo-crazy games, the Control roll receives a bonus equal to the Fighter's Combo Skill, but only for the purpose of determining the length of the Combo and what moves can go into it. There is no actual limit to the

number of moves in Combo beyond the Control roll. The Combo Skill becomes very important in this type of game, and almost every turn will see fairly dangerous Combos. The Director may consider increasing Fighters' Stun Thresholds to account for this.

Simplified Attack Strings: Many 3-D fighting games have basic combo strings that automatically Knock Down. If the Director wants to capture this feel without actually using the rules for Attack Strings, he can simply decide how many Basic Moves need to occur in a Combo in order for an automatic Knocks Down result to also occur. This should usually be 3-6 Basic Moves.

Damage

As noted on p. 140 of the core rules, the rules for damage in Fight! are intended as a simplification of many small but significant aspects of fighting video games such as counter hits, block damage, and incidental basic attacks that hit while trying to connect with Special Moves. However, these rules can be modified if desired.

If the Director wishes to eliminate random damage rolls, the following system can be used. Each time an attack misses because of the Defense Skill, the defender takes one

point of damage. This does not cause Hit Stun, however. If an attack hits, it does damage based on its normal base damage, unmodified by Strength or Stamina. 1d4 damage becomes 1 damage, 1d6 damage becomes 3 damage, 1d8 becomes 5 damage, 1d10 becomes 7 damage, and 1d12 becomes 9 damage. Any normal bonuses to damage apply as normal. For example, if a Special Move normally does 1d6+1 damage, it would do 4 damage with this system. The attacker's Strength Basic Quality is added to the damage and the defender's Stamina Basic Quality is subtracted from damage (minimum 1). This system speeds up combat resolution, but adds a level of predictability to combat and emphasizes high damage attacks.

On the other hand, the Director may continue to use random damage but instead change the progression at the high end of the dice scale. After 1d12, additional steps only add one point of damage. Presented here are three alternative dice sequences for damage steps beyond 1d12. These steps replace the steps of 1d12+1, etc. All of these new sequences encourage Special Moves with high base damage. They also involve rolling more than one die for damage, which differs from the rest of the rules, which only use a single die for any roll.

1d12 → 2d6 → 2d8 → 2d10 → 2d12 → 3d8 → 3d10
→ 3d12

1d12 → 1d6+1d8 → 2d8 → 1d8+1d10 → 2d10
1d10 + 1d12 → 2d12.

1d12 → 1d12+1 → 1d12+1d4 → 1d12+1d4+1 →
1d12+1d6 → 1d12+1d6+1 → 1d12+1d8 →
1d12+1d8+1.

Stunning

The core rules for Stunning are straightforward, easy to use, and occur regularly in combat. They also represent the basic system in place in many fighting video games. Some games, however, have much different takes on Stunning, including 3-D fighting games, which rarely have the full "dizzy" effect seen in most 2-D fighting games. The following options provide different ways to calculate and apply Stunning in combat.

Accumulated Stun Damage Version 1: All characters have double the normal Stun Threshold. An attack does Stun damage based on die size: 1d4 (or 1d4+1) does 1, 1d6 (or 1d6+1) does 2, 1d8 (or 1d8+1) does 3, 1d10 (or 1d10+1) does 4, and 1d12 (or more) does 5. Attacks with the Increased Stun Element add 1 to this total. All attacks in a

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Combo are calculated separately and in addition, a Combo always does an additional +1 Stun damage. This damage is accumulated for every attack and the total is maintained from turn to turn. A character recovers 2 Stun points at the end of each turn. If the Stun damage from a particular attack ever exceeds the opponent's Stun Threshold, the character is Stunned and all accumulated Stun Damage is erased.

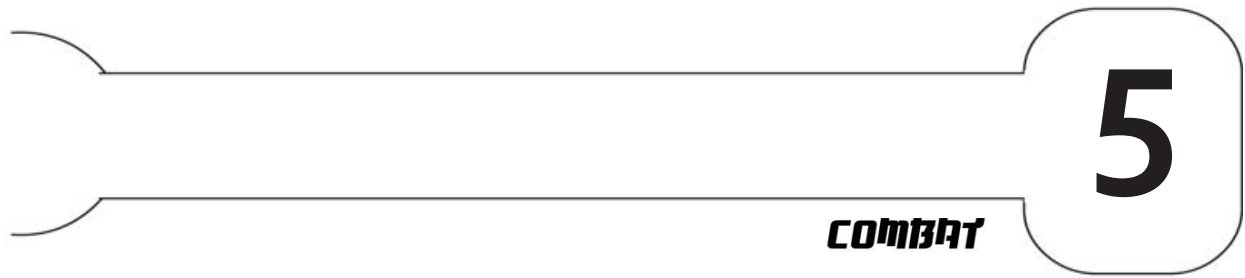
Accumulated Stun Damage Version 2: All characters have double the normal Stun Threshold. An attack does Stun damage equal to half the damage rolled (round down), +1 if the damage die roll was an even number, and +1 if the damage rolled was the maximum possible. Attacks with the Increased Stun Element add 1 to this total. This damage is accumulated for every attack and the total is maintained from turn to turn. A character recovers 1 Stun point at the end of each turn. If the Stun damage from a particular attack ever exceeds the opponent's Stun Threshold, the character is Stunned and all accumulated Stun Damage is erased.

Staggering: This rule works in conjunction with the normal Stunning rules. However, in addition to those rules, any time a character

is hit with an attack that does at least 1d8 damage, their maximum Initiative on the following turn is lowered. This also limits the maximum die size that can be attained through the use of Fighting Spirit as well. If a character is hit by an attack that does 1d8 (or 1d8+1) damage, his maximum Initiative die on the following turn is 1d10. If a character is hit by an attack that does 1d10 (or 1d10+1) damage, his maximum Initiative die on the following turn is 1d8. If a character is hit by an attack that does 1d12 (or more) damage, his maximum Initiative die on the following turn is only 1d6. This represents a staggering effect that is less than a full Stun effect, but which still limits the time a Fighter has to react. Staggering is seen in many 3-D fighting games.

Stamina Check: This variant makes the possibility of Stunning random for each attack. When a combatant takes damage, he must succeed at a Stamina skill check with a DL of 2. The DL is increased by one for each point of damage suffered during the turn and by two for attacks with the Increased Stun Element. The skill roll, in turn, is increased by one for each point of Defense Bonus. If the Fighter fails this skill check, he is Stunned.

Super Energy Reserve: With this system, a Fighter loses one Super Energy each time he is struck instead of gaining one.



Furthermore, each hit in a Combo counts separately for determining the loss of Super Energy. Using a Super Move, however, will only reduce Super Energy down to two, never lower. If damage brings Super Energy down to 0, the character is Stunned. After recovering from being Stunned, Super Energy returns at two points per turn (instead of one) until the Fighter is at half maximum Super Energy.

Defenseless Situations

With some of the new Elements and options contained in this supplement, the case may arise where a Fighter has no access to the Defense Skill, yet a situation only allows the Defense Skill as a response. In these cases, the character is considered to have half his Defense Skill (round down) and no FS can be added to his Defense Total.

Defense Options

Blocking: Using the Defense Skill

Not surprisingly, the Defense Skill is the most important defensive skill every Fighter possesses. Simply put, no Fighter can aspire to greatness unless he knows how to block an incoming attack. That being said,

many video games put complications onto blocking in order to encourage more aggressive play. Other games combine blocking with other aspects of a Fighter's combat ability. Any of the following options might be used to alter the fighting style of a particular campaign.

Block Bar Variant 1: Each Fighter maintains an additional pool of points called a Block Bar. The Block Bar begins with 10 points at the start of combat. Use of the Defense Skill costs points from the Block Bar. It costs one point if one chooses to use the Defense Skill against an attack and three points if circumstances force the Fighter to use the Defense Skill (i.e., no other Skill option is available, such as during Simultaneous Initiative). However, after every full 5-count, each fighter also automatically regains one point of Block Bar. On the turn after the Block Bar reaches 0, a Guard Crush occurs and the Fighter loses a die size for Initiative and the Block Bar immediately returns to 10. This is a fairly common option in many modern fighting video games.

Block Bar Variant 2: Each Fighter maintains an additional pool of points called a Block Bar. The Block Bar can have a maximum of 10 points. At the beginning of the fight, the

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Block Bar begins with five points. Use of the Defense Skill adds points to the Block Bar. The Block Bar increases by one point if the Fighter chooses to use the Defense Skill against an attack and three points if circumstances force the Fighter to use the Defense Skill (i.e., no other Skill option is available, such as during Simultaneous Initiative). However, each time the character takes any damage, the Block Bar drops by one, or by two if hit by a Combo. If the Block Bar ever rises above five, all attacks against the character do +1 damage. If the Block Bar reaches 10, all attacks do +2 damage. On the other hand, when the Block Bar reaches zero, the character takes one die size less damage from all attacks until the Block Bar rises to one. This is a more complicated system, but it rewards aggressive behavior and ultimately speeds up combat.

Fatigue: This option modifies other options that may be in use in the campaign. If either variant of the Block Bar or the Burst Energy Options (see Command Moves in Chapter 2) are being used, when either gauge reaches zero, the Fighter suffers +2 damage against him from all attacks until the gauge is once again above zero.

Imbalance: If a character chooses to spend 1 FS after a successful use of the Defense Skill, the blocking character can choose to push his opponent 1 Range further away. Furthermore, the attacker suffers a die size penalty to Initiative on the following turn. The attacker must be within Range 0 to 2 in order to do this.

Push and Pull: If a character chooses to spend 1 FS after a successful use of the Defense Skill, the blocking character can choose to pull his opponent 1 Range closer or push him 1 Range further away. The attacker must be within Range 0 to 2 in order to do this. This option is most appropriate for campaigns where all combatants use weapons.

Super Air Block: If the campaign does not allow Air Blocks (i.e., the option to move two Ranges with a successful use of Defense and Evasion combined), this campaign option allows a Fighter to perform an Air Block, but it costs 5 Super Energy.

Dodging: Using the Evasion Skill

Some modifiers to the ability to jump have already been included in Chapter 2 above. This section provides new limitations on jumping as well as some modifications to crouching (usually defined as a successful use of the Evasion Skill where the defending Fighter chooses not to move).

Crouching Movement: Characters may move while crouching. In this case, a Fighter who only moves one Range and doesn't attack receives a +2 bonus to Evasion (instead of the normal +1 to Defense Total, regardless of what Skill is used). If Evasion is successful, the character cannot choose to move 2 Ranges for 1 FS.

Limited Jump Rules: In some fighting games, especially 3-D fighting games, jumping around is not nearly as effective as in other fighting games. If the Director wishes to simulate this, movement after a successful Evasion is only one Range, but it still costs 1 FS to do.

Low Crouch: A character can do a Low Crouch. This is even lower than a normal crouch. This gives a +2 bonus to Defense Total while using Evasion, but it costs 1 FS to do. If the Evasion is successful, the character cannot choose to move 2 Ranges for 1 FS.

Counterattacks: Using the Tactics Skill

A Fighter with the right Special Moves and a good Tactics Skill can use his abilities to flaunt the normal rules of Initiative, attack twice consistently during a turn, and hit more accurately by catching his opponent off guard. The following options provide

new Defensive Responses to add to your repertoire.

Anger Response: This is a new Defensive Response. A defender can choose Tactics to determine his Defense Total. If the attacker misses, the defender can spend 10 Super Energy and then attack with a Basic Move, like the normal Basic Response. In addition, if the attack hits, the attacker is Knocked Down and suffers a one die size penalty on Initiative on the following turn.

Burst Response: This option requires each Fighter to keep track of a new gauge like Super Energy. Each Fighter accumulates Burst Energy at the same rate that they gain Super Energy. When Burst Energy reaches 10, the Fighter can perform the Burst Response as a Defensive Response. If it succeeds, the character drops to five Burst Energy and the opponent is Knocked Back two Ranges and is Knocked Down. No attack roll is needed to generate this effect. This option can be combined with the Burst Assault Command Move in Chapter 2.

Parrying: This is a new Defensive Response. A defender can choose Tactics to determine his Defense Total. If the attacker misses, the attacker suffers a two die size penalty on Initiative on the following turn. Even

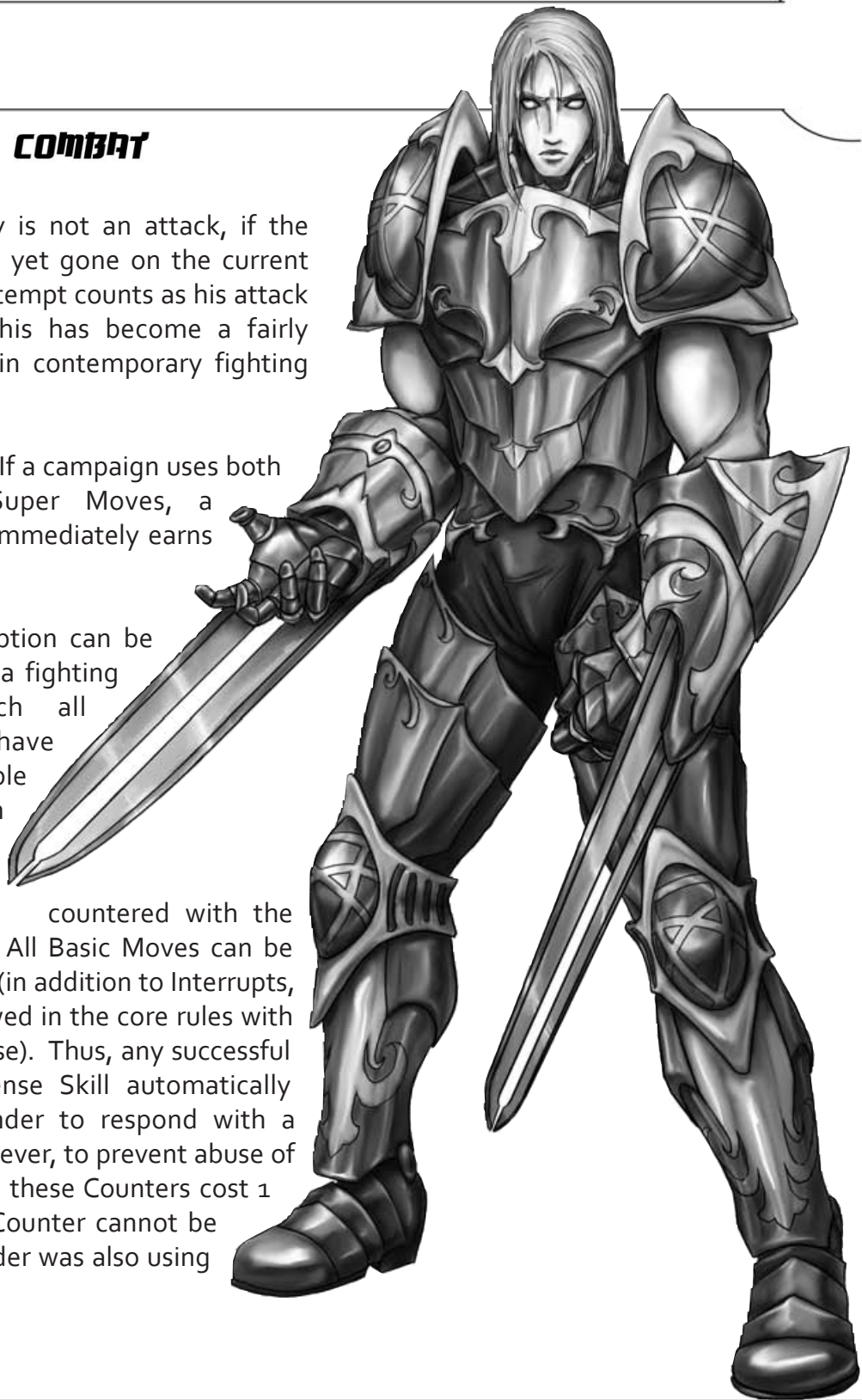
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though the Parry is not an attack, if the defender has not yet gone on the current turn, the Parry attempt counts as his attack for the turn. This has become a fairly common option in contemporary fighting video games.

Parry Power Up: If a campaign uses both Parrying and Super Moves, a successful Parry immediately earns 3 Super Energy.

Reaction: This option can be used to emulate a fighting game in which all characters have Counters available at all times and in which all moves can be countered with the right command. All Basic Moves can be used as Counters (in addition to Interrupts, as presently allowed in the core rules with the Basic Response). Thus, any successful use of the Defense Skill automatically allows the defender to respond with a Basic Move. However, to prevent abuse of the Defense Skill, these Counters cost 1 FS to use. This Counter cannot be used if the defender was also using Full Defense.



Other Defensive Options

The following options provide ways to minimize the effects of being Knocked Down or to improve the defensive uses of the Back Dash rule.

Air Escape: Similar to a Breakfall, an Air Escape prevents a fighter from being juggled forever. When hit by a Juggle or Launcher Combo, the Fighter can spend 2 FS to negate the extra damage from those Elements. For an additional 1 FS, the Fighter also lands on his feet, negating the Knock Down.

Automatic Tech Rolls: This rule is a variant of Breakfalls and Tech Rolls. In this variant, neither of those options is available. Instead, any character standing up after a Knock Down can choose to stand up normally or to tumble forward or backward one Range (at no FS cost). This movement can also be used as a Maneuver towards or away from an Environmental Hazard. This simplifies the rules for Tech Rolls and makes standing up from a Knock Down an opportunity to get better positioning. It is very common in 3-D games and makes games with more Environmental Hazards more interesting.

Back Dash Invincibility: When doing a Back Dash, the Fighter receives a +2 bonus to

Defense Total automatically (rather than spending 1 FS as per the core rules) or can spend 1 FS to instead receive a +4 bonus to Defense Total. This only applies when using the Evasion Skill, not the Jinking Defensive Response.

Weapons

There are no distinctive rules for weapons in the core rules of Fight! This is an accurate emulation of the vast majority of fighting video games, especially ones that feature unarmed Fighters on equal footing with armed Fighters. However, in games in which every Fighter wields a weapon, there are often additional aspects to the games' fighting systems that take into account specific elements of weapon combat that would be inappropriate in unarmed combat. The following rules offer new possibilities for campaigns in which all Fighters use weapons.

Also included in this section is a rule for armor. Much like weapons, in most fighting video games, it matters little whether a character is fighting in heavy armor or practically naked. However, a few games have put emphasis on armor, its defensive benefits, and how it can be broken. This rule is provided for campaigns that wish to include this level of detail.

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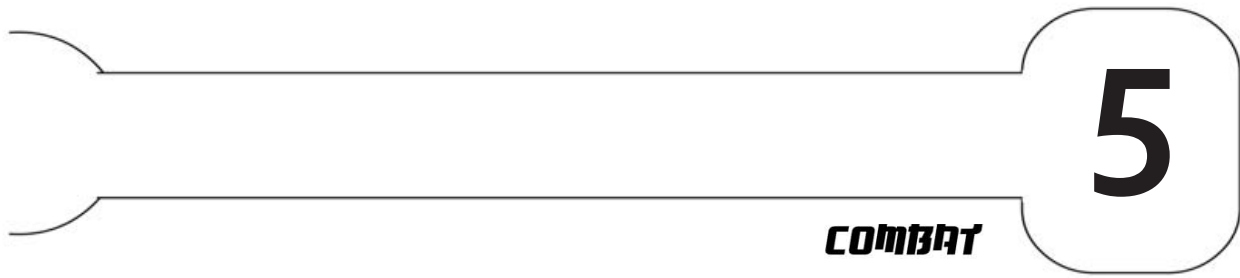
Armor: In campaigns in which all characters wear armor, all attacks against a Fighter are automatically reduced by one die size in damage. However, if an attack does enough damage to Stun the Fighter, the armor is broken (and now useless), though the Fighter is not Stunned by the attack that broke the armor. If a character wearing broken armor is Stunned again, he is Stunned normally. Because the Fighter has already been Stunned once (i.e., with the attack that broke the armor), his Stun Threshold is increased by two (as per the core rules). A character can also add the Armor Breaker Element to a Special Move. This functions similarly to the Increased Stun Element, but it adds four to the damage for determining whether or not the Armor is broken. Once broken, a Special Move with this Element does not do any additional Stun damage. The Increased Stun Element has no effect on Armor breaking, though a Special Move may have both Elements.

Armor Locations: Armor may be divided into layers or upper and lower body Armor. In this case, damage is reduced by one die size for each part, and each part must be broken separately. More than two layers or parts are not recommended, as it will

otherwise be extremely difficult to ever break the armor.

Optional Weapons: Unlike the other weapon options in this section that are intended for campaigns in which all Fighters use weapons, this is an option for campaigns that do not want to ignore weapons entirely, but do not want them to be commonplace either. In this campaign style, every character has a weapon (defined by the player). However, these weapons are not normally available. In order to use the weapon, the Fighter must use an action to draw it. After this is done, as long as they hold the weapon, all Basic Moves do one extra die size of damage. If the character is ever Knocked Down or Stunned while his weapon is drawn, he drops the weapon Distance 1 away from both combatants. A character can pick up his own or another's weapon by spending an action to pick it up. Regardless of who holds a weapon at the end of a combat, unless the story requires it, a character is presumed to get his weapon back before the next fight.

Weapon Clashes: If two Fighters roll Simultaneous Initiative and also roll the same Control, instead of using the normal rules for resolving Simultaneous Initiative, a Weapon Clash occurs instead. This replaces both characters' normal turns. Each



character rolls 1d10, and may add one for each point of FS spent. The higher total keeps his weapon, while the lower total drops his. The loser's weapon is placed one Distance away from the Fighter. When at Distance 0, the Fighter can spend an action to pick up the weapon. When a character loses his weapon, all Basic Moves lose one die size of damage and all Special and Super Moves are lost until the weapon is recovered.

Weapon Damage: For this variant, all Special and Super Moves have two damage ratings. The first applies to the attack as usual. The second applies only to weapon damage. Increased Damage Elements must be applied to either normal damage or weapon damage. Each Element applied to weapon damage counts as two Elements (i.e., each Element increases damage by a whole die size). Whenever an attack misses because of the Defense Skill, the defender's weapon suffers damage equal to the move's weapon damage. Basic Moves do no damage to weapons, unless they are part of a Combo that includes Special or Super Moves. A weapon has a Life Bar of 30. When a weapon is "defeated," the combatant is disarmed and all Basic Moves lose one die size of damage. Special and Super Moves are lost.

Weapon Power: As a variant of Super Energy, in campaigns in which all Fighters use weapons and which is using the Weapon Damage option, a Fighter can spend 10 points of the weapon's Life Bar to power a Super Move.

Team Combat

Fight scenes in role-playing games ideally involve as many PCs as possible at once. This can sometimes be difficult in a game like Fight! While mass melees with multiple combatants on each side can involve every PC in every combat scene, sometimes the conventions of the genre suggest a different approach. The different variations of team combat are useful in a traditional role-playing setting, as they allow more players to be actively involved in a combat, while still maintaining some of the traditional patterns of the source material. This section offers several new variants for team combat.

Here are four more basic team formations for team tournament combat. The rules for Helpers and Companions can be found on page 87.

Two-Person Tag Teams with Helpers: These are run as standard Tag Teams with the addition of the Helper rules.

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Three-Person Tag Teams with Helpers:

These are run as standard Tag Teams with the addition of the Helper rules. The normal rules for Tag Teams apply, but when someone tags out of the fight, he can choose which of his two teammates replaces him in the combat.

Three-Person Teams with Helpers:

These are run as standard Three-Person Teams, but with the addition of the Helper rules (a partial fourth team member). The same Helper is used for all three characters.

Fighters with Companions:

This involves normal combat where each fighter is also permanently assisted by a Companion of some sort (a robot, spirit, animal, or young protégé, for instance). This does not actually involve more than one Fighter on a team; the Companion is treated as more of an extension of the Fighter's normal abilities.

Tag Team Combat

These are additional optional rules that can also be included in Tag Team combat, such as Tag Counters, Team Supers, and variations on Super Energy for teammates. All these optional rules should only be used in a game using Super Moves, as most use Super Energy.

Assist Attack: Instead of tagging in, the inactive partner can jump in for an Assist Attack to assist the active Tag Team partner. This is done exactly like a normal tag, but the inactive partner does not stay in after the Assist Attack is resolved. If the inactive character jumping in to assist fails to get Initiative, the opponent can choose to attack either character. The assist attack can be any Special Move for which the assisting character has rolled Control, provided any other conditions necessary to use the move are also in place.

Sustained Hold Assist: This is a variation of the Assist Attack option above. The Assist Attack can also be used if the active character is held by a Sustained Hold and wins Initiative on the 2nd turn of the Sustained Hold (the Assist Attack occurs in addition to ending the Sustained Hold) or if the active character is Stunned (in which case, the Stunned character must still win Initiative, even if he is still recovering from being Stunned). The Director may choose to restrict this ability to teams in which the Fighters have good relationships with one another.

Tag Attack: When a teammate tags out of a fight, in addition to switching positions, the new teammate automatically launches a

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Tag Attack as he enters. If the Tag is part of a Combo, this Tag Attack is included for free as part of the L2 Tag move. The Tag Attack is equivalent to a Basic Move with the Increased Knockback Element. The defender can use any Skill to defend, but his skill level is reduced to 1/2 (round down). Normally, the incoming Fighter should not be able to begin a Combo off of the Tag Attack, unless the Director wishes to include that as an additional option.

Tag Throw Element: This is a modifier Element for both the Throw and Hurl Elements and requires both Elements as prerequisites. The active Fighter uses the Tag Throw and hurls his opponent two Ranges. This is the new location at which the partner tags in. The partner then stays in, while the previously active fighter is now out. The new active partner can then Combo the thrown opponent if he succeeds at DL 8 Tactics check. The opponent is Knocked Down either after the Tag Throw or the Combo, whichever is applicable. The change in Range brought about by the initial Hurl only matters in fights with multiple combatants (which usually do not involve Tag Teams) or in fights with Environmental Hazards. There is one modifier Element for this Element.

Tag Throw Combo Element: This Element can be applied to a Special Move used immediately after a teammate uses a Special Move with the Tag Throw Element. It may be used on the same turn as the Tag Throw Special Move, provided the incoming partner has rolled enough Control. Otherwise, it can be used on the following turn if the tagged combatant gains Initiative. Despite the Element name, this new move is not technically a "Combo," but rather a special coordinated move between the two characters. Because such moves involve actions by both team members and are usually visually impressive (and should be described as such), this Special Move is worth two points of Glory for both members of the Tag Team. However, there is an important qualifier for this Element: it may only be used if both members of the Tag Team have a strong relationship with one another (whether they qualify in this way or not is up to the discretion of the Director).

Teammate Recovery: While out of combat, a teammate gains back one Life Bar per turn. This can be extended to recovering Fighting Spirit as well if so desired.

Tag Team Supers

All of the following options require Super Energy to use. With all of these options, however, even though each partner has their own Life Bar and Fighting Spirit, Super Energy is collected and used as a team. To make the best use of these options, the maximum Super Energy for the campaign should be high.

Drive Back: For 10 Super Energy, a Fighter can perform the Drive Back Command Move. This is the equivalent of an L2 move and does damage equal to a Basic Move. In addition, if the attack hits, it knocks the opponent out of combat and forcibly tags the opponent's partner in, as well as automatically doing additional damage equal to the attacking character's Power Level to the partner forced into combat.

Super Move Sequence: With this option, an inactive partner's Super Move can follow the active character's Super Move in a Combo. The inactive character uses the active character's Control in this case. The two partners can trade off doing Super Moves in the same Combo, but each Super Move costs the normal amount of Super Energy. The last character to execute a Super Move in the Combo then remains active.

Super Team Combo: For even more Tag Team action, Super Team Combos can be allowed. This functions exactly the same as the Team Combo (see below) except that it costs 30 Super Energy. The difference is significant: if the initial attack hits, for a 10-count beginning on the following turn, both characters stay in (the inactive partner appears at the same Range as the active partner) and each can attack as normal and/or launch Super Moves without concern for Super Energy. Directors should note the potential craziness of this Move; its power is tempting enough to expect that it will occur almost every time 30 Super Energy is available.

Tag Counter Element: Instead of using the Super Counter Element, characters can make a move with the Tag Counter Element. If the active partner successfully uses the Defense Skill to avoid an attack, and the inactive partner has a Tag Counter move, for 10 Super Energy the inactive partner can perform the Tag Counter like a normal Counter Defensive Response and automatically switch places with the active partner. If the Counter Defensive Response misses, however, the switch does not occur.

Team Combo: A Team Combo costs 20 Super Energy. It costs the active Fighter 2 FS to use. The active fighter uses a Super

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Move and spends 20 Super Energy (rather than 10). If the Super Move hits, the inactive partner jumps in and also performs a Super Move using the same Control roll as the active Fighter. The inactive partner's Super Move must also be usable (i.e., based on the present Range and any other factors that may apply to the specific Super Move in question). Then the inactive partner stays in while the other fighter leaves. As an additional option, with three-person Tag Teams and 30 Super Energy, a 3-person Team Combo is possible. All other normal rules apply and all three Super Moves occur on the same turn.

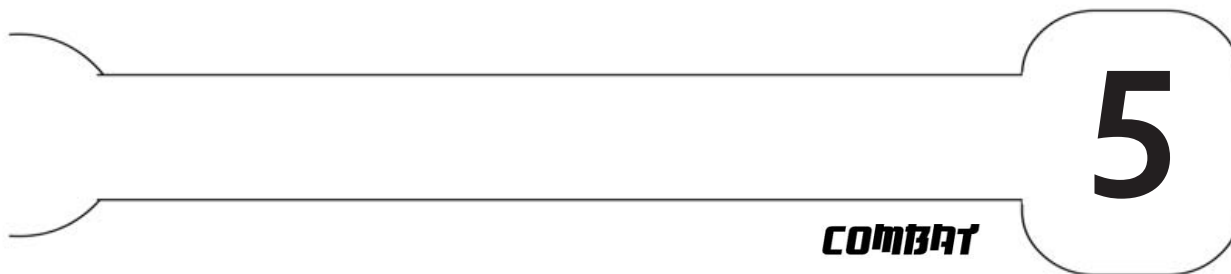
Team Up Moves: Team Up Moves are another kind of Team Super. These are only applicable for two-person team fights where the combatants can only switch team members between rounds (i.e., not a Tag Team fight). The Team Up Move involves the inactive team member temporarily joining the fray, usually (but not always) to perform a specific move with the active team member. Team Up Moves are built as a special kind of L2 Super: they cost 3 Move Points, require only 2 Control to use, but are built with eight Elements (rather than four) and are worth eight Glory when used successfully. The Team Up Move costs 20 Super Energy to use. Most Team Up

Moves are impressive multi-hit attacks, with both team members attacking or combining their efforts in impressive grappling moves, but other ones heal Life Bar. They are almost always unique moves but they do not require the Unique Super Move Element. There is also one particular Move Element that can be used for creating Team Up Moves.

Super Energy Team Up Element: This version of a Team Up Move does no damage, but may not take the No Damage Liability. It allows the inactive team member coming in to aid the active member, often by some sort of friendly or romantic gesture. As a result, the active team member gains Super Energy. The Element costs one Element, plus one Element for each 10 Super Energy given to the active character when the move is used. As the move itself costs 20 Super Energy, this Element costs at least four Elements to have any effect.

Three-Person Teams

As an additional option for traditional three-person team combat, if the character following a defeated character has an exceptionally good relationship with the defeated character (Director's discretion), the new fighter immediately gains 10 Super Energy. If the opposite is true and the next



fighter has a bad relationship with the defeated teammate, he starts the fight with 10 less Super Energy (but not less than 0).

Helper Characters

Using this option presumes that the third (or fourth) teammate, the Helper Character, never actually fights directly, but only assists with his Helper Attack. Calling the Helper Character is resolved exactly like tagging in a Tag Team combat. The Helper Attack can even be a part of a Combo, with the call beginning the Combo as an L2 move, followed by the Helper Attack, and then the rest of the active character's Combo. A Helper Attack is built like an L2 Super Move (i.e., costs 3 Move Points, has 4 Elements, requires 2 Control, and earns 2 Glory). A Helper Attack can only be used once per full round of combat, though each Element spent on the Calls Element permits an additional two uses for the round. If the Helper Attack is the last or only attack used by the active character during the turn and hits, the active character also receives a die size increase for both Initiative and Control on the following turn. The only limit to the allowed number of Helper Attack moves is the Director's discretion.

In game effects, the Helper Attack is simply an unusual form of Super Move. In story terms, they actually represent other

fighters suddenly appearing at the scene or who are already present and suddenly jump into the fray. One way to work this into the story is to require each Player Character to have Helper Attacks based on every other Player Character on the same team. In most cases, it is easy to justify in story terms that another PC has jumped in to help, even if that character is engaged in a fight himself (after all, Fighters are a particularly agile lot).

Increased Support: This campaign option can be used with Helper Characters and regular three-person teams (i.e., not Tag Teams). Each time a team member is defeated, the available uses of the other Fighters' Helper Attack moves are increased by one.

Companions

These rules allow for each Fighter to always have a Companion at their side that actively participates in combat. Such an effect can also simply be done by a Special Move's description, but these rules are for a more detailed involvement of the Companion. As mentioned above, Companions might be animals, robots, friendly spirits, monsters, or even (though this is more of a narrative stretch) young fighters or sidekicks.

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Calling the Companion into active combat is an action. At this point, the Companion (who has a Life Bar equal to one-third of the character's full Life Bar) will take equal damage done to the Fighter, including an additional one damage even from a successful use of the Defense Skill. In turn, the Fighter does +1 damage on all attacks, has the Reach Element added to all Basic Moves (to represent the Companion) and, at the Director's discretion, may give access to one or two Techniques only accessible when the Companion is active (such as Double Jump). Any Special or Super Move may take the Limitation "Limited Move: Companion Must Be Active." The Companion can be taken out of active status on the end of any turn for no cost. Once out of active status, the Companion's Life Bar automatically recovers Life Bar equal to the Fighter's Power Level each turn. If the Companion is ever "defeated," it immediately leaves active status and is fully recovered after a 5-count has passed. However, the Fighter himself is Stunned if this happens. If defeated, the Companion cannot be brought back into active status until it is fully recovered.

Tandem Attack: In order to use this move, the Companion must not be recovering

from being defeated. It costs 10 Super Energy to use and counts as the Fighter's action for the turn. The Fighter rolls a Control roll, which can be modified by Control Bonuses and FS. The result is recorded. On the following turn, the Fighter may act as normal, and may also launch a Combo using the Control roll generated on the previous turn. Both attacks must be defended against separately, but the same Skill must be used for each attack.

Optional Rules for the End of the Turn or the End of the Round

The following options change how fights are structured or how they end. Some of these options are especially useful for campaign settings based on an actual tournament.

Double Life Bars: This option can be used in a multiple round combat. Each character's Life Bar is doubled, but none of it is recovered between rounds for the winning character (rather than starting each round at full Life Bar, as is the default rule). The losing character begins the next round with full Life Bar once again, as usual. If this option is being used, all attacks should do +2 damage.

Insert Coin Continue: This is a strong metagame option and will definitely not be appropriate for all campaigns. It can also be disruptive of the narrative and take too much time to resolve at the game table. However, it is undoubtedly a strong convention of the genre for those who wish to include it. After a combat ends in which only a single player character was involved, the player can give up 25 Glory and re-do the fight. All effects of the previous combat are assumed to never have happened and no Glory is earned. The Glory that had been potentially earned in the fight to be re-done cannot be used to pay the 25 Glory cost; the Glory must be available before the fight began. Total Glory can never be reduced to the point where the character would drop in Power Level.

Judgment: When time runs out during a round, instead of giving the win to the Fighter with the greater percentage of Life Bar remaining, a panel of three judges decides the winner. The judges' criteria are up to the Director; one suggestion might be a decision based on the number of successful attacks made rather than damage done.

Life Bar Recovery: To make fights last longer, the Director may allow characters to automatically heal 1 Life Bar each turn. This also encourages more aggressive styles of combat.

Environmental Hazards

The rules for Environmental Hazards can create a tremendous amount of variety for fighting arenas. The rules also conveniently allow a Fighter to interact with them as much or as little as he and his opponent desires. When introducing Environmental Hazards, the Director should observe the tactics of the players. If the Fighters vigorously utilize the hazards, or even build Special Moves to aid in utilizing the hazards, then this is a sign that their use should be maintained or even increased. On the other hand, if interesting scenery doesn't encourage them to make Maneuvers to move near them, then perhaps the Director should simply describe them as part of the setting. The Director might be able to suggest the value of Environmental Hazards by utilizing opponents who are not afraid to do so or who may even excel at bringing opponents closer to them.

This section contains a number of variations on the existing Environmental Hazard rules, as well as several new options to include in new arenas.

Walls

Wall Stun: If the Director wishes to simulate a wall, for example, covered with small items such as books or plants, or one that crumbles upon being struck, or that is charged with electricity for example, the following simple rule can be added. If a Fighter is Knocked Back to Distance 0 against such a wall, he is automatically Stunned.

Wall Counters: If a Fighter is Knocked Back to Distance 0 against a wall, he may roll a Tactics skill check at DL 8. If he succeeds, he may jump back (there is also no Knock Down, if that option is in effect) toward his opponent 2 Ranges and 2 Distance away from the Wall. If the roll succeeds at DL 12, a Wall Counter occurs and the Fighter can also use a Basic Move against an opponent within Range immediately. If it hits, this is worth 1 Glory.

Other Environmental Hazards

Some fighting video games, in an attempt to make them increasingly interactive, have added more fighting levels and more obstacles. This section adds new rules for using weapons of opportunity in the arena, destroying environmental objects, and environmental “power-ups.”

Destructible Walls: These rules follow all the normal rules for Walls. However, if an opponent is Knocked Back into a Destructible Wall Environmental Hazard, on the following turn, both combatants roll Control only (FS can be spent as usual). If the attacker wins, the defender suffers damage equal to 1d6+ PL and is Knocked Down. If the defender wins, there is no additional effect.

Environmental “Power-Ups”: This situation is rare in traditional fighting games, although very common in “beat’em-up” video games. If the Director wishes, destroyed environmental objects such as crates (see below) can contain useful items, such as Life Bar or Fighting Spirit recoveries of $1d10 \times [1/2 \text{ Power Level (round up)}]$, mystical objects that grant +1d10 damage on all Basic Moves for a 5- or 10-count, or weapons of various kinds (usually meant to be thrown, allowing Basic Moves with the Ranged Element). The Director can choose these items ahead of time or he can construct a random chart.

Freefall Fighting: If an opponent is Knocked Back off a Major Elevation Change Environmental Hazard, the Fighter can automatically follow and engage in Freefall Fighting. Each combatant rolls Control (FS can be spent on this roll as normal). If the

combatant who rolls higher Control also gets at least Control 8, he does 1d10 + PL damage to his opponent through a special attack (defined specifically for the character) just before they land. The losing character is automatically Knocked Down.

Random Hazard: This is a modifier to the normal rules for Danger Zones. Rather than taking damage from being Knocked Down, an additional 1d6 roll is made at the end of each turn in which a Fighter is in the Danger Zone. If the roll is less than the Time Roll for the turn, a Hazard appears. This could be a random monster attack, a passing car, or a gout of flames shooting up from the ground. This attack rolls a normal unmodified roll to hit (1d6) against the opponent's Tactics. If the Hazard hits, it does normal damage for an Environmental Hazard. If more than one Fighter is in the Danger Zone, determine the target randomly. Once the Random Hazard occurs, it will automatically not occur on the following turn, and then afterwards should be checked each turn someone is in the Danger Zone as usual.

Ropes: Some fighting arenas have ropes around them, as would be found in a traditional boxing or wrestling ring. For simplicity, these can be treated as Walls, though this does not capture the feel of some styles of combat. For example,

wrestling games (a particular sub-genre of fighting video games) often have Special Moves that make use of the ropes, and the ropes provide an important environmental effect of their own. In order to emulate this, a Fighter can use additional Control when he begins a turn at Distance 0 from the Ropes. For one additional Control, he can add the Mobile Element (Move 2 Ranges) or Aerial Element to any Basic or Special Move, or he can add one Element of Increased Damage. These effects cannot be combined with additional points of Control.

Using and Destroying Environmental Objects: A Fighter can spend an action at Distance 0 from an environmental object such as a crate to climb on top of it to get the advantage of a Height Difference as described in the core rules. Such objects can also be destroyed. Objects such as crates can be shoved as weapons as described below under Weapons of Opportunity. The Director may decide that a shoved crate will shatter on impact. Another way to destroy a crate without moving it is to use any move on it that possesses the Throw Element.

Weapons of Opportunity: If an arena has rocks, crates, corpses(!), or the like that can be used as thrown or shoved weapons of

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opportunity, a character may use his action to pick up or ready them. The Fighter may then use the item as a special Ranged Basic Move. The damage for this move is calculated like a Ranged move, but the Property Damage Skill is used instead of the Ki Skill. The Director might decide that such an item is too heavy to throw (such as a heavy crate, for example). In this case, the item can still be shoved. Treat this as the Short Range Liability. Using these weapons may or may not destroy them, at the Director's discretion. For example, rocks would not break; crates probably would. If they do not break, they remain a number of Distances from the attacker equal to the Ranges thrown, and at Distance 0 from the defender.

Zone Barriers

In a battle using the rules for Environmental Hazards, a particular area (usually a Wall, but perhaps also an area of floor like a Danger Zone) can be designated a Zone Barrier. When a Fighter is Knocked Back to Distance 0 against a Zone Barrier (but not when they move to Distance 0 on his own), he breaks through the Zone Barrier into a different arena, a new Zone, with different Environmental Hazards. In this case, the opposing Fighter is presumed to follow the

opponent into the new Zone. In a fight with multiple combatants, each combatant can choose to enter the new Zone or stay in the current Zone. If a combatant ends up alone, he must either use an action to enter a new Zone or he can escape the combat.

The Director can make particular use of Zone Barriers by preparing a whole grid map of related Zones in advance, preparing interesting and distinctive Environmental Hazards for each Zone, and then making the Zone Barriers between them at low Distances (to encourage Fighters to actually hit them). Thus, Fighters might travel through several Zones in a much larger, more complicated, more dynamic arena.

Aerial Combat

As a much different form of 3-D combat, a Director may want to have the default version of combat include Fighters flying through the air, as seen in some prominent shounen anime and manga series.

This basically adds an additional level of detail to the normal Range system used in combat. In addition to the normal Ranges from 0-5, each Fighter also occupies an Altitude from 0-3 (0 representing a Fighter standing on the ground). Altitude can be tracked in the same way as Range, and fights with multiple combatants simply

require a grid rather than a chart with just bands: one set of lines notes the bands occupied by the Fighters, while the other intersecting set of lines determines the Altitudes of the Fighters.

Using Altitudes, most rules for combat require no changes. Movement is the same, except that now Fighters can move straight up, straight down, and diagonally up and down in addition to moving towards and away from their opponents. They can hover at any Altitude. Diagonal movement and upward movement are no more costly than regular movement. Counting Range to an opponent should be done by the most direct route, which may need to take diagonal calculation into account. Drawing a grid on a piece of paper can be helpful for calculating Range.

Example: Ariadne is flying at Altitude 3. Her opponent Black Dragon is at Range 2, Altitude 1. Despite the difference in Altitude, the Range remains two because it can be counted diagonally downwards from Ariadne to Black Dragon.

Certain Special Move Elements need modification when using this system. The Flight Element should be eliminated; it has no purpose or effect with this rules variant. Likewise, the modifier Element for Teleportation that allows mid-air

teleportation should also be eliminated. Fighting video games that feature combat such as this often rely much more heavily on Ranged attacks, so the Ranged Element should only cost one Element rather than two.

Two other changes must be noted. When a Fighter suffers Knock Back, his movement occurs away from the attacking opponent, which may be both further back in Range and possibly up or down in Altitude, depending on the Altitude of the attacker.

Example: Continuing with the above example, if Ariadne hits Black Dragon, he will be Knocked Back to both Range 3 and also down to Altitude 0, as she was diagonally above him at the time of attack.

This same consideration also applies to Maneuvers when utilizing Environmental Hazards. Environmental Hazards could potentially be placed at any Altitude, and any Special Move effect that moves a Fighter in relation to a Hazard may also potentially move them up or down in Altitude. However, unlike normal combat, a Fighter may not exist at two different Altitudes (one in relation to other Fighters, and one in relation to Environmental Hazards). An Environmental Hazard only

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has effect if the Fighter is both at Distance 0
and at the same Altitude as the Hazard.

Chapter 6: Systems and Settings

This chapter is a little different than the ones that have come before in that it presents fewer options to modify existing rules for a traditional fighting game campaign. Instead, this chapter considers new ways of using the core Fight! rules to either expand the default play experience or to use the rules for brand new experiences in entirely different genres. With the material in this chapter, you can expand the variety of non-Fighter opponents to use against the characters, or play high-action, combat-centered games set in the fantasy, mecha, or supers genres of gaming.

Building Thugs

The core rules for Thug Thrashing combat rely on standardized levels of Thugs, with a limited degree of customization. These rules are sufficient for most encounters in Fight!, but in games that use either frequent fights with Thugs or truly unusual kinds of “Thugs,” such as giant robots or vehicles, the default system can become somewhat limited. The following rules present ways to create brand new Thugs entirely from scratch.

In this system, Thugs are built with a certain number of points rather than by using pre-

constructed Thugs that are then modified. The Director chooses all of the Thugs’ individual attributes from the charts below, and then adds up the final point cost for the Thugs.

Initiative:	Accuracy:	Damage:
1d4: 2	-2: -4	1: 1
1d6: 4	-1: -2	1d4: 2
1d8: 6	+1: 2	1d6: 3
1d10: 8	+2: 4	1d8: 4
	+3: 6	1d10: 5
	+4: 8	1d12: 6

Defense and Life Save: 1 for 1 cost. Defense may not exceed 5. Life Save may not exceed 10.

Qualities: 1 each.

Weaknesses: -1 each.

Thug Type: Each level of Thug Type costs 1. “Normal” costs zero. The only function of Thug Type in this system is for the Thug Events chart. Higher-level Thugs are more likely to score dangerous results on that chart.

To compare, the costs for the default attributes of each Thug type in the core rules are as follows:

Normal: 4
Thug 1: 10
Thug 2: 19
Thug 3: 24
Thug 4: 35
Thug 5: 44

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In the default rules, all Thug Thrashing combat is worth one-third of the normal Glory earned. However, this is not always representative of the actual difficulty of the fight, as Fighters with high Thug Thrashing Skill can wade through dozens of Thug 1 opponents, while a few properly built Thug 5 opponents can prove difficult even for high PL Fighters. Therefore, in this new system, the Glory earned for fighting Thugs is dependent on the point cost of the lowest value Thug group in the combat. It is easiest to determine this at the beginning of the combat and maintain it throughout, but the Director could re-calculate the Glory awards during the fight as lower level opponents are defeated.

Points Used to Build Thug Type:

- 1-10: Glory earned divided by 10
- 11-20: Glory earned divided by 5
- 21-35: Glory earned divided by 4
- 36-45: Glory earned divided by 3
- 46-50: Glory earned divided by 2

Thugs should not be built on more than 50 points. The Dangerous Quality and Reduced Attribute Weakness are no longer available in this system.

Building Characters as Thugs

There may be certain kinds of alternate campaign styles in which the Player

Characters are not necessarily as powerful as a Fighter in the core rules, yet who could still access the power of a Fighter under certain circumstances. The following system can be used for games where the character either transforms into a Fighter (e.g., some sort of “super form”), or where the Fighters are actually giant mecha and the characters are the pilots, or even a game in which the Fighters exist as separate characters only in an alternate reality. This last scenario might even take the metagame so seriously that the Player Characters are actually the players of a fictional fighting video game, and the Fighters are their preferred characters.

Rather than making Player Characters merely weaker versions of Fighters, this system essentially makes PCs the equivalent of Thugs in combat. In general, characters are built exactly the same. However, the Thug Thrashing Skill only applies to the “Fighter” form (whatever that may be), and all the character’s Special Moves and combat abilities only apply to that form as well.

Instead, how well the character fights in his “non-Fighter” form depends on the campaign. In some campaigns, a character may need a Quality called “Combat Training” in order to fight well. In other campaigns, every character (or every

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character of a certain type, such as soldiers or mecha pilots) may be assumed to have this Quality for free.

Combat outside of the "Fighter" form is resolved using the Thug Thrashing rules, though as an exception to those rules, each character makes up a "Thug group" of only one. This means that combat is very fast and dangerous, as any hit could take out any character. As in normal combat, the meaning of being Defeated in combat depends on the circumstances and the campaign.

A character without the Combat Training Quality is the equivalent of a Normal. A character with the Combat Training Quality is the equivalent of a Thug 1. Such a character also has access to a Non-Combat Skill called Combat Training. As a character advances in this Skill, his effective Thug level also increases. A character with Combat Training 1-3 is a Thug 2; Combat Training 4-6 is equivalent to Thug 3; Combat Training 7-9 is equivalent to Thug 4; and Combat Training 10 is equivalent to Thug 5.

A character may modify his Thug attributes as normal, but these modifications are permanent. If he advances in Thug level, his attributes increase by the amount listed on the chart, taking into account any modifications made previously. A character

may take new Reduced Attributes when he advances in Thug level, provided nothing is reduced lower than its present level (i.e., one can choose not to increase an attribute to increase another attribute instead).

If the optional point system for Thugs is being used, the equivalent Thug levels from Combat Training are replaced with the following point totals. These points are lower than the Thug level equivalents noted above, but the variant system allows for much greater flexibility. The Director may restrict any combination of attributes derived from this optional system.

No Combat Training: 5
 Base Combat Training: 10
 CT 1-3: 15
 CT 4-6: 20
 CT 7-9: 30
 CT 10: 35

As an alternative to creating a new Skill, Combat Training could simply be a new Quality that characters could take multiple times. Possessing the Quality makes one the equivalent to a Thug 1. Each subsequent time the Quality is acquired, the character's effective Thug level increases by one.

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Social Combat

Fight! is not a game that generally lends itself to stories of intense social drama. Most disagreements between characters are resolved with physical violence, and this fits the genre well. However, some players may want mechanical guidelines for social conflict as well. For games that want more social intrigue and even social conflict, some major modifications can be made to the rules.

Life Bar: At each Power Level, a character receives 50% more Life Bar than what is listed on the Power Level chart. However, that Life Bar then must be divided between Life Bar (for physical combat) and Composure (for social combat). At least 5 points each Power Level must be applied to each category.

Move Points: Likewise, each character receives 15 Move Points per level, but these must be divided between standard Move Points and Social Move Points. A character must acquire at least one move in each category each Power Level.

Combat Skills: Two separate versions of the Combo Skill must be acquired, one for each kind of combat. Extra Move Points in each

category can spent on their respective Combo Skill. As for the remaining four Combat Skills in Social Combat, they are replaced by Non-Combat Skills. When these Non-Combat Skills are used in Social Combat, the character may use whichever is the higher of the two (or three), but with the Skill level divided by two (round down). The exception to this is the two replacements for the Ki Skill; they are not divided by two.

Ki: Presence or Intimidation

Defense: Grim Determination or Smooth Talking

Evasion: Call Forth Wisdom or High Society or Street Society (depending on the context of the specific Social Combat)

Tactics: Deduction or Receive Wisdom

Combat Bonuses: A character receives an extra Combat Bonus each level, but there are now also four bonuses corresponding solely to Social Combat. Available bonuses must be split between all eight bonuses, and the maximum bonus for any single category based on Power Level is still in effect.

Social Moves are created just like Special Moves (and yes, one can create Social Super Moves also). The difference is in describing the effects. The arena of combat is not

physical and there is no physical Range between combatants. Instead, Range represents the conversational intimacy and vulnerability between the participants.

Strength does not modify damage for Social Moves. All moves do base damage unless extra Elements are used to increase damage.

All the normal rules for combat apply equally to Social Combat, except for a strong change in narrative focus. Characters are not actually harming one another, nor are they knocking each other back or down. These effects represent the loss of composure and control over the discourse. The Director and the players will have to work to make sure that the description of the action is buttressed by some appropriate role-playing as the conflict goes on.

Characters also automatically gain Story Points equal to their Power Level at the beginning of a Social Combat. Fighting Spirit functions the same as usual in all respects. Initiative and Control are 1d6 each for all characters, though characters with Qualities that affect intelligence can spend a Story Point to apply their bonus to either Initiative or Control. Story Points can also be spent to reduce an opponent's rolls if the opponent possesses Weaknesses related to intelligence.

Use of Story Points and Qualities in

Combat: On any turn, a character may spend a Story Point to activate one or more Qualities that offer a bonus on interaction Skills, gaining an Accuracy bonus equal to the normal Skill bonus. If multiple Qualities normally combine to create a larger interaction skill bonus, all of them can be activated with a single Story Point. A character may also use a Story Point to activate an opponent's interaction Skill penalty (e.g., for being Ugly) to force a penalty on his opponent's Accuracy. Either of these must be done before the attack is rolled. A character can also spend a Story Point after the opponent has declared his choice of defense Skill but before the attack is rolled to force the opponent to use the lower of their two Non-Combat Skills corresponding to that defensive option.

Glory awards can be calculated normally (which would result in very fast advancement) or instead halved for both kinds of combat. The Time Roll can be retained or omitted as appropriate to the scene (i.e., whether or not a time limit affects the outcome of the conversation), but even if it is used, the time spent should be abstracted – rarely will a Social Combat use a time count where one count equals about one second of time as in normal combat.

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Environmental Hazards could be used to represent “conversational landmines,” subjects of discourse that are dangerous to bring up in discussion. Team Combat, especially Tag Teams, may be appropriate for debates.

These rules should not be used with Thug Thrashing or Dramatic Combat.

The Social Combat rules should only be used when something major is at stake. They are far too complicated to use for simple social interactions best resolved with Skill rolls. They are appropriate for major diplomatic meetings, seduction or persuasion attempts where the lives of many are on the line, or serious philosophical arguments with gods. Depending on the nature of the campaign setting, it may be just as important for a Fighter to be able to best his opponents in Social Combat as it is in physical combat.

If an even greater degree of abstraction is tolerated, these rules can also be used with multiple combatants to represent competing campaigns of persuasion where the combatants are not even physically present to one another. For example, four warlords are trying to win over the hearts and minds of the people. This is resolved as

a Social Combat on a single grid, with all four combatants “fighting” one another. However, the narrative doesn’t have them arguing in one place like a debate. Instead, their attacks are abstracted to represent a whole campaign against their enemies through the power of words. Each turn might represent hours or even days. This can be an interesting and dynamic way to resolve serious plot threads, but it requires some imagination, creativity, and buy-in from the players involved.

These rules can easily be abused to create characters that are incredibly competent in one form of combat (more so than an equivalent Power Level in the default rules) yet terrible in the other. The expectation of these rules is that almost all characters are somewhat balanced between the two, as should be appropriate for the kind of campaign that would use these rules. But in the case of an unbalanced character, efforts should be made by the Director to highlight his weakness as much as his strength throughout the course of the campaign.

Alternate Campaign Styles

Even with the focus on high-powered martial arts combat, the default presumptions of Fight! still permit a lot of variety in campaign styles. Urban crime drama, historical fantasy, space opera, and

super spies all work just fine with the core rules. However, the flexibility of the Fight! rules can be used for other genres of gaming that rely on lots of action and combat, even if they are not traditionally about martial arts. This section will give guidelines for using Fight! in fantasy, mecha, and supers gaming. It is also worthwhile to note that fighting video games have been made for each of these genres, so the precedent is already present in the source material.

Traditional Fantasy Gaming in Fight!

Fantasy Fighters work just fine with the default rules. These characters can be used in stories of epic adventure, where a lone hero or a small band of mighty warriors face off against a cataclysm threatening the whole world.

But what if you wanted a campaign that more closely resembled traditional “dungeon fantasy”? A game where a party of adventurers brings specialized roles to achieving their goals, and where every character is not adept at melee combat? With some modifications, this vision can be realized in Fight! as well. Use the following changes to the rules to create your own intrepid band of explorers.

To begin with, use the guidelines in the sidebar on p. 25 of the core rules for creating

characters. Warriors would be the “Hero,” while offensive spellcasters, defensive spellcasters, and skill experts would all be considered “supporting characters.”

However, in this sub-system, all characters should receive fewer Combat Skill Points and more Non-Combat Skill Points. Use these totals instead of what is described on p. 25.

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Warrior:

Combat Skills: 5 at PL 1, 3 per PL afterwards.

Non-Combat Skills: 15 at PL 1, 10 per PL afterwards.

Non-Warrior:

Combat Skills: 3 at PL 1, 2 per PL afterwards.

Non-Combat Skills: 20 at PL 1, 15 per PL afterwards.

If using the rules for Ki as a Basic Quality contained in this supplement, the totals should instead be:

Warrior:

Combat Skills: 4 at PL 1, 2 per PL afterwards.

Non-Combat Skills: 15 at PL 1, 10 per PL afterwards.

Non-Warrior:

Combat Skills: 2 at PL 1, 2 per even PL and 1 per odd PL afterwards.

Non-Combat Skills: 20 at PL 1, 15 per PL afterwards.

Many fantasy settings provide flavor through the inclusion of various races to choose from when making Player Characters. Given the flexibility of character generation in Fight!, this can be

easily accomplished with the existing rules and a lot of flavor description to distinguish the unique characteristics of one race from another. For example, an elf warrior and a dwarf warrior may both have a Ranged Special Move, but the first describes his attack as "Elven Precision" with his bow, while the second describes his as "Mountain Dwarf Throwing Technique" with a magic axe that returns when he throws it.

However, if the group wishes to codify the standard differences between races, the Director could create a series of new Qualities that define certain bonuses (and perhaps penalties) of a particular race. If a player wanted to make a character of a specific race, he would need to spend one of his Qualities (at PL 1, obviously) to define his character as being of that race.

Spellcasters will obviously have the Magic Quality for their utility spells, but their combat magic can be created with the normal rules for Special Moves, as can a warrior's special combat tricks.

In order to increase the efficiency of a whole party, defensive spellcasters can make use of this new Element:

Buff Others: This is a modifier Element for the Buff Element. This Element allows a defensive spellcaster to use the aid of the

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gods or magic to bless and/or protect his companions. With this Element, any Buff Special Move can be applied to any other character in Range (normally Range 0-2, unless the move also has the Reach or Ranged Elements). With the Area Effect or Explosive Elements, the Buff can affect a group of allies, including the Fighter using this move. However, if the Increased Duration Element is included on the Buff, the move costs 2 FS per turn rather than one. A Buff with this Element cannot affect other Special Moves in any way. Liabilities that apply to the Buff apply to all those affected, including the one using this move. There is one modifier Liability that can be added to this Element.

Only Others Liability: The Buff cannot affect the Fighter using this move. This Liability does allow the Buff Special Move to acquire additional Liabilities that are unique to the Buff Element (e.g., Life Bar Drain, Movement Only) that instead affect the Fighter using the Buff Special Move only, the ones receiving the benefits of the Buff only, or both. If the Liabilities affect only the one using the Special Move or only the ones receiving the Buff, it is worth one less Liability (minimum one). In this way, moves can be designed that hinder the support character while aiding his companions or vice versa.

All the rules for combat can be used normally, though combat will be resolved with Thug Thrashing and/or Dramatic Combat far more often than the standard combat system. Thug Thrashing can be used to deal with hordes of skeletons and goblins, while Dramatic Combat can be reserved for more impressive monsters like dragons. The standard combat system, on the other hand, would be rarely used, except perhaps for special fights against notable NPCs.

The point-build Thug system described above is well suited for this campaign concept, as it provides more variety in opponents. Because Thug Thrashing will likely be occurring so often, however, the cost of the Thug Thrashing Skill should be increased. Instead of a straight one-for-one cost, each level of Thug Thrashing costs 3 per level for Warriors and 5 per level for Non-Warriors.

The Director could also come up with new Dramatic Combat options (and possibly remove existing ones) to better capture the feel of the setting.

Mecha Gaming in Fight!

The mecha genre shares some common ground with the fighting game genre. Both

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have had strong representation in manga and anime, and several fighting video games have been based around giant mecha. Some of these games have been excellent; some have been terrible. Some have used fairly traditional fighting game mechanics, while others could only loosely be called fighting games. Still, these frequent crossovers in the source material make mecha gaming with the Fight! rules a real possibility.

In order to represent this genre properly, appropriate distinctions must be made between the mecha themselves and the pilots. It is easiest to presume that a specific pilot will be connected with a specific mecha, and that that mecha will be distinctive in at least a few important ways from other mecha. It would certainly be possible to have a group of pilots flying identical mecha, but the game experience, especially in combat, would be weaker for it.

So in order to create a mecha/pilot team, the player should create a single Fighter. The Fighter's Basic Qualities could represent the pilot, the mecha, or even both. If it is representative of the pilot, there would need to be some reason given as to why the mecha shares the same

characteristics. Alternatively, the Fighter could possess two sets of Basic Qualities, one for the pilot and one for the mecha. The pilot's Basic Qualities would not come up nearly as often in play, however.

The pilot's abilities are primarily defined by his Qualities and his Non-Combat Skills. Everything else is basically a function of the mecha. Some Non-Combat Skills such as Thug Thrashing would be applicable in both cases. The pilot's personal combat ability should be determined with the rules for building characters as Thugs contained in this chapter. A character can choose to have Qualities that relate solely to the pilot or the mecha or both, at the Director's discretion. For example, it is unlikely that a mecha would need the Attractive Quality, but either a pilot or mecha could have the Mobility Quality. The mecha's weapons systems would be created as Special Moves. The pilot should not have access to Special Moves, unless the Director allows it.

With this distinction in combat abilities, the Director can write stories with action scenes centered on the pilots and on their mecha, as the situation warrants. As noted above, care must be taken with fight scenes involving the pilots alone, as such characters are generally fairly fragile (as are their typical opponents). In theory, a combat scene could even involve pilots

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outside of their mecha in the same fight scene with mecha, though that would likely be very dangerous for the pilots!

If your group wishes to increase the non-combat abilities of the mecha, there are a couple ways to do it. One way would be to use the Power Quality to represent certain systems such as flight, enhanced sensor arrays, or stealth modules (though this last example could also be built as a Special Move). Alternatively, the Director could introduce new Non-Combat Skills, such as Sensor Array or Environmental Protection, and use these Skills as functions of the mecha. Essentially, this is using the rules for the Power Quality without actually requiring the Quality first, because all mecha are assumed to have such functions.

Which combat rules to use depends on the nature of the fight scene. Combat outside of mecha uses the rules for Thug Thrashing. Mecha combat can be handled in a couple different ways. If mecha battles are often duels between two unique mecha, then the normal combat system is appropriate. The only change that is necessary is one of scale: the understanding of "Range" has to take into account the size of the mecha (though this has no actual effect on the combat rules). Likewise, Environmental Hazards are still appropriate, though they too must be modified for scale. For

example, instead of Walls, a fight scene could have Buildings or Cliff Faces, with the same mechanical effects.

In order to capture more of the flavor of mecha anime, however, the Dramatic Combat sub-system is more appropriate. Many of the options work just fine as they are, albeit with slight modifications to their narrative meaning to account for pilots in giant mecha. Even though both fighting anime and mecha anime share a set of common assumptions, mecha anime is certainly a distinct sub-genre of its own. Fans of the sub-genre could easily create a host of new Dramatic Combat options to replicate their favorite scenes from the source material.

Supers Gaming in Fight!

There is actually a strong precedent for superheroes and supervillains in a fighting game. Several prominent fighting video games have been based on major comic properties, and some of the most loved fighting video games of all time have been crossover events featuring traditional fighting game characters facing off against comic book characters.

At the simplest level, then, no special considerations are necessary to use

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SYSTEMS AND SETTINGS

traditional superheroes in the Fight! rules. Comic book characters are designed like any other Fighter, with their powers represented by their Special Moves.

But if one wanted to run a much more traditional superhero campaign using the Fight! rules, some additional thought should be given to how to adjudicate super powers outside of a combat situation.

In particular would be the superpowers themselves. The Power Quality can cover a lot of ground, but the Director needs to decide whether or not to increase the number of Qualities characters receive over the course of the campaign. The Power Quality can be used for powers as broad as "Weather Control" to as focused as "Summon Fog." The difference, as noted in the core rules, is the DL of Power skill checks used to generate effects: more specific powers should have lower DLs, while broader powers, applicable in more situations, use higher DLs.

To increase the number of available superpowers, the Director could increase the starting number of Qualities to six, and then add one each Power Level. He could also require that a certain number of Qualities must be acquired as Powers. This,

combined with the use of other Qualities, Non-Combat Skills, and Special Moves, should provide adequate power sets for superheroes. The Magic, Psychic, and Gadgeteering Qualities can remain unchanged. The use of Techniques such as Super Armor can account for combat-related abilities that are not specifically Special Moves.

The increase in Power Qualities will mean that more Non-Combat Skill points will need to be spent on Power Skills, decreasing the points available for other Skills. For most traditional superhero settings, this will not be an issue. If the Director wishes, however, he can increase starting skill points to 20 and the amount gained each Power Level to 15.

Note that this superpower system is deliberately loose and will require significant Director adjudication and shared narrative responsibility among the players to use effectively. In all cases, the Director should err on the side of lower DLs and more effective power use. Also keep in mind that all strictly non-offensive powers should be acquired with the Power Quality, while all offensive abilities (and even some specific defensive abilities) are created as Special Moves.

Supervillain opponents can be created as

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Fighters, while criminal minions, vehicles, and other lesser opponents can use the Thug generation rules from this book.

The combat system remains largely unchanged, though in most cases, the Dramatic Combat sub-system should be favored over the normal combat system. There are a number of reasons for this. Its level of abstraction better suits the fast-moving nature and big environments of superhero combat, the use of Non-Combat Skills increases the flexibility of characters, and the removal of many standard fighting video game characteristics such as Combos feels more like traditional combat in other styles of role-playing game. Groups could even come up with brand new Dramatic Combat options to better capture the feel of comic book combat. It may even be appropriate to create whole new options specifically based on individual characters' Power Qualities.

FAQ

FREQUENTLY ASKED QUESTIONS

Frequently Asked Questions

This section contains a number of Frequently Asked Questions about the core rules of Fight! This compilation is up to date as of March 2011.

Typos and Errors

P. 14: Top of the page: "unusal" should be "unusual."

P. 27: Bottom of first column: "ntil" should be "until."

P. 28: "consitently" should be "consistently."

P. 98: As Wayne's move has the Juggle Element, it also requires the Knocks Down Element.

P. 159: Chart: "Accurancy" should be "Accuracy."

Character Generation

Q: Can a Basic Quality ever go higher than two?

A: Nope, a Basic Quality can never be permanently higher than two. However, there are a couple ways to have an effective

Basic Quality above two, such as with a Transformation or a Buff Special Move. Furthermore, if you have Stamina 2 and the Big Quality, you get an additional -1 damage against you, in addition to the two die size adjustments for Stamina.

Q: On p. 19, it says that you can exchange an unused Quality for three Non-Combat Skill points, two points of Fighting Spirit, or one Combat Skill point. Can this trade-off be done whenever a Fighter gains a new Quality by advancing in Power Level?

A: Yes.

Q: Is there a limit to the number of Weaknesses a Fighter can take?

A: The only limit is imposed by the Director, but more than 2-3 is probably excessive for most games.

Skills

Q: Does Property Damage cover lifting great weights?

A: It is not intended to do so by the rules. Normally, if it seemed necessary to determine whether or not a Fighter could lift a heavy weight, a skill check using Strength as a Skill would be most appropriate. However, many Skill descriptions are left deliberately open-ended to allow freedom of adjudication and interpretation for your game.

FAQ

FREQUENTLY ASKED QUESTIONS

Qualities, Weaknesses, and Quirks

Q: Many Qualities affect interaction skill checks when dealing with “the opposite sex.” What if I have an interaction skill bonus that applies to members of the opposite sex, but my target is homosexual?

A: These bonuses also apply to skill checks against a person of the same sex if that person would normally be attracted to the character possessing the Quality in question.

Q: Why are there 10 different Qualities related solely to appearance?

A: Positive appearance Qualities could have been ultimately simplified to “Attractive: +1” and “Very Attractive: +2.” However, that would have failed to accomplish the particular aspect of genre emulation intended by all these different Qualities. Each of these Qualities is not only a small mechanical modifier for interaction skill checks, but also, perhaps even more importantly, a specific descriptor of an established “type” in fighting video game character design. By choosing one or more of these Qualities, one is establishing a character into a standardized niche in the world of fighting games. These Qualities are not intended to be limiting or in any way a reflection of the real world. Different groups should remove or re-vamp these descriptions to better fit their own games.

Q: There are two Fighters. The first Fighter has Ki 1 and a Special Move with the Ranged and Power Up (Extra Control) Elements. The second Fighter has the Big Quality and a Stamina of one. The first Fighter uses his Special Move against the second, and has one extra Control to put into damage. The move should have a damage of $1d4+1$. Now, the bruiser’s Stamina reduces this damage to $1+1$. Does the Big Quality reduce that down to 1?

A: Yes, that is correct.

Q: If a Big Fighter is hit by a Combo, does he subtract one damage from each hit in the Combo?

A: No. A Combo is considered to be a single attack, so the Big Quality removes one point of damage from the total damage of the Combo. However, it is important to note that a Fighter’s Stamina does reduce the damage of each attack in a Combo, but never below one point per attack. Thus, strings of Basic Moves are an especially effective tactic against high Stamina opponents.

Q: Why are there three separate Qualities for Magic, Psychic, and Gadgeteering when they are basically the same effect?

A: Despite the similarities in text in their descriptions, they are not the same effect.

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First, they are different special effects, and the Director should enforce this fact. Therefore, a character with Psychic could not re-program the movement of a killer satellite in orbit, but a character with Gadgeteering could. Conversely, the Gadgeteering character could not read minds. The Psychic character could try to justify manipulating the satellite through some sort of long-range telekinesis or “empathic machine control,” but it is up to the Director to determine if that fits within the setting’s understanding of what constitutes “psychic powers.” He may disallow it or he may allow it but set the DL very high. Or he might decide that the justification is really cool and reward the player’s creativity by allowing it.

Second, there is definitely an intended hierarchy between these three Qualities and what they should be reasonably allowed to do in the game. Gadgeteering is intended as the most limited of the three, while characters with Magic should be able to justify almost any effect desired, subject only to the Director’s establishment of DLs for the skill checks.

Third, the secondary skills required for each Quality give some indication of the kinds of effects each should allow. Magic is the only

one to require Draw Ki, Danger Sense, and Spirituality, highlighting the mystical powers drawn from the forces of the universe and an intuitive sense of understanding them. Psychic requires Zen State, a form of preternatural and unconscious awareness of the world around the character. Gadgeteering requires Thug Thrashing, Endure Great Hardship, Awareness and Perception, suggesting the forms of offensive, defensive, and sensory apparatuses found in modern military and espionage units.

Q: Does the Light Quality affect Special Moves with the Mobility Element (2 ranges before attack or 3 ranges without attacking) or only Basic Moves?

A: The Quality only affects Basic Moves. As a house rule, I don’t think it breaks too much to apply it to Mobile Special Moves, but this does make it a much more useful Quality and thus potentially subject to abuse.

Q: If I take the Mobility Quality and the Mobile Element for a Special Move, can I move two Ranges for no FS cost and no Accuracy loss?

A: No. Having the Mobility Quality only allows you to move two Ranges by taking an Accuracy penalty rather than spending Fighting Spirit. It does not in itself allow a character to ever move two Ranges in any

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circumstance other than those in which any other character would also be allowed to move two Ranges. In other words, the only ways for any character to move two Ranges and attack is to use a Jumping Basic or a move with the appropriate Mobile Element. The Mobility Quality allows a Fighter to use such a move to move two Ranges by accepting an Accuracy penalty instead of spending FS.

Basic Moves, Special Moves, and Super Moves

Q: Damage calculation seems a bit confusing. For example, what is the damage for a character who has Strength 1, using a Special Move with three Increased Damage Elements, and which is also powered up through the Power Up Element by two extra points of Control?

A: The base damage for a Special Move is 1d6. This is increased by three steps for the Increased Damage Elements to 1d8+1. This is the move's base damage before being modified by Strength. The Fighter's Strength increases it to 1d10+1. The Power Up Element adds two more points of damage in this example, for a final total of 1d10+3.

Q: Are Move Elements stackable?

A: Not unless it is explicitly stated that they are (such as Hard to Evade). One could not,

for example, take Increased Stun twice to add four to the effective damage of an attack when compared to an opponent's Stun Threshold.

Q: Since a Cross-Up can only be done with a Jumping Basic Move (p. 127), how does the Cross-Up Liability work?

A: This is a rule that was not modified as the rest of the rules changed during playtesting. Originally, any move could potentially be used in a Cross-Up. This is no longer the case in the final rules. However, the Liability can still be used. If a Special Move has this Liability, it must be capable of moving two Ranges (i.e., it must have the Mobile Element also), the Fighter must move two Ranges before attacking (i.e., not one), the attack must occur at Range 0 (and it cannot also have the Range 0 Liability), and it costs 1 FS (in addition to the 1 FS for moving two Ranges before attacking). If all those conditions are in place, the attack can occur and receives a +2 Accuracy instead of the normal +1 Accuracy for attacking at Range 0.

Q: What would be an example of a Special Move with the Negative Positioning Liability?

A: The most common use of this Liability in the source material is a Special Move that

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turns the Fighter away from his opponent after the move occurs, often making it harder to defend or respond.

Q: What advantage does the Anti-Air Element have over the Interrupt Element? It seems like Interrupt is useful in almost every situation, while Anti-Air is fairly specific. Am I missing something?

A: If you interrupt a Special Move with the Aerial Element using the Interrupt Element, the defender can use his full Evasion Skill to avoid your attack. If you interrupt the same attack using a move with the Anti-Air Element or the Juggle Element, the defender can only use half of his Defense Skill to avoid the attack. You can have both Elements on the same move and use them depending on the attack.

Q: Can the Bounce Element and the Juggle Element be put on the same Special Move?

A: Yes.

Q: The Evade Ranged Response seems to be the only defensive option that allows movement if the attack misses. Is this correct? Are there other defensive options that allow movement if the attack misses?

A: The Evade Ranged Response does not allow movement. The Jinking Response allows movement, as does Evasion. The

movement of the Special Move in a Defensive Response does not matter. With a successful Defensive Response, all you get to do is use the move as an attack. The defender does not get a full action to move and attack without the modifier Element contained in this book.

Q: In the description of the Interrupt Element, there is a modifier Element for Invincible Interrupts. Page 92 refers to “the Tactics roll” receiving a +2 bonus. What is the Tactics roll?

A: It’s one of several references to older incarnations of the combat system that was not caught in final edits. There is no roll. It is intended to say that the Fighter can choose to gain a +2 bonus to his Defense Total based on Tactics, but this means that if the attacker’s attack misses, the defender’s only available Defensive Response is the move that possesses the Invincible Interrupt.

Q: In the options for the Mobile Element (p. 93), the first says that it allows “full normal movement after attacking,” but the attacker cannot move before attacking. The second option says that it only allows one Range of movement, but it can occur before or after attacking. What is the advantage of the first option?

A: As written, there is no advantage to the first option. The first option should also

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allow two Ranges of movement for a cost of one FS, just like the third option. However, this movement can only occur after an attack. A Fighter could also retreat one Range after attacking for no FS cost with this option.

Q: It is clearly explained in the combat rules how movement before attacking works. But there are some Elements that allow movement after the attack is resolved, and these are not explicitly explained in the rules. Consider the following Elements and rules:

1. Mobile Element: Move two Ranges before attacking.
2. Mobile Element: Move two Ranges after attacking.
3. Knockback Advance Element: Move two Ranges when following a Special Move with the Increased Knockback Element.
4. The rule that states that one can move one Range freely after one Knocks Down his opponent.

If one has a Special Move with (1), (3), Knocks Down and Increased Knockback, can a Fighter move two Ranges before attacking and then two more Ranges advancing with the Knock Back, plus one more Range from (4) above, for a total of five Ranges?

A: Yes, that is correct, though the net effect is still only three Ranges. For example, if the combatants begin at Range 3, the

attacker uses Mobile to advance to Range 1. He attacks, hits, and Knocks Back his opponent to Range 3. He uses the Knockback Advance Element to close that back to Range 1, and then finally he advances one more Range as a result of the Knockdown to Range 0. He has moved five Ranges, but the effect is only three. However, this could make a difference in an arena with Walls, Ring-Outs, or Environmental Hazards.

Q: Using the same Elements from above, let's take the example of a Fighter with a Special Move with (1) and another Special Move with (2), (3), Knocks Down and Increased Knockback. The Fighter performs a Combo using the Mobile move and then the second move. Does the Fighter move two Ranges before attacking, and then two more Ranges advancing with the Knock Back, plus one more Range from (4) above, plus two more Ranges backwards from (3), for a total of seven Ranges?

A: No, this wouldn't work. See page 134. The move that starts the Combo is the only one that matters as far as movement is concerned. So instead, the Fighter would move forward two Ranges, advance two more Ranges after Knock Back, and then one more as a result of Knock Down. The movement after attack on the second move would not apply.

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Q: Again using the same Elements from above, if one has a Special Move with (1), and another Special Move with (2), can a Fighter Combo these moves in order to advance two Ranges, attack, and then return two Ranges to his starting position?

A: No, for the reason mentioned above.

Q: Regarding the Pass Through Element, what happens if you are at less than Range 2? Do you still attack and then pass through to the other side? If the defender is hit, does he still suffer Knock Back? Does that mean that if you Pass Through at Range 1 and hit, you should be at Range 0 in the end?

A: This Element can't be used at Range 3 or greater. At Range 2, it brings you to Range 0. At Range 1, it brings you to Range 1 on the other side of the opponent. At Range 0, it brings you to Range 2 on the other side of the opponent. This strange movement only has a specific effect in a couple circumstances. In a fight with multiple combatants, using a line grid for Ranges, what "side" you are in relation to your opponent matters. Likewise, in a fight with Walls and Ring-Outs, this Element can be especially effective. As far as Knock Back goes, the attack occurs after you have passed through the opponent. Thus, Knock

Back would be back in the direction from which the attacker came. Again, in a one-on-one fight in a standard arena, this means nothing, but it matters in the above circumstances.

Q: If a Fighter uses a Ranged Response with a move that includes the No Ranged Response Element (meaning that it destroys the projectile from the opponent), does this mean that not only is the attack blocked, but that the defending Ranged attack also hits the opponent?

A: By the rules, no. That would make sense, but in game terms, as the defender is using the Ranged Response, the projectile he is hitting is not using a Ranged Response. It is making, if you will, a Ranged attack, not Response. The rules as written allow an attacker to eat a defender's projectile and then hit them, but they don't allow a defender to eat an attacker's projectile and hit them at the same time.

Q: How does the modifier Element on the Teleportation Element actually work in defense?

A: If a Fighter has a move with this Element, and he chooses to Evade as a defense, he can take a +2 to his Defense Total, but if the attack misses, the Fighter must choose the "Move 2 Ranges for 1 FS" option rather than the option to take a +2 Accuracy on his next attack.

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Q: If a Fighter uses a move with the Temporary Invulnerability Element, it is not clear whether or not the Fighter can really be interrupted by an attack or not. The description states that the Fighter cannot suffer damage, Stun damage, Knock Back, Knockdown or Hit Stun, but can the character continue with his Combo if the first hit has this Element and the character missed because of a Defensive Response that relies on hitting him?

A: A Fighter can be interrupted while using Temporary Invulnerability but it won't do anything except maybe earn Glory for the interrupting Fighter. As for the second part of the question, the Combo would still end. While the character using Temporary Invulnerability suffers no effects from the attack in the Defensive Response, the Combo attack is still considered to have "missed."

Q: Temporary Invulnerability and Priority seems to be an exceptionally powerful combination. Should these be allowed together in the same Special Move?

A: No, they should not. This is a legitimately broken combination. Thus, consider this a rule change: a Special Move cannot have both of these Elements.

Q: Can a Throw Special Move have both the Hurl and Sustained Hold Elements? If so, when do you resolve the Hurl effect in

relation to the Sustained Hold effect? What if there was also another Element like Area Effect added on that could potentially affect other combatants?

A: Both the Hurl and Area Effect effects would be resolved on the 2nd turn of the Sustained Hold, and (as applicable) would only occur if the 2nd turn of the Sustained Hold was actually successful. If the Fighter failed to get Initiative on the following turn, the other effects would not occur.

Q: Can the Reach Element be applied to Throws?

A: Technically, no. However, such a move can be constructed out of other Elements, such as: Knocks Down (2) +1 Accuracy (3) Interrupt (1) Limited: Can't be used at Range 2 (-1) Limited: Movement costs 1 FS (-1)

Q: Is it possible to have a Special Move with both the Throw and Mobile Elements? The Throw Element specifies that you can only move one Range at a cost of 1 FS, while the third option of the Mobile Element allows two Ranges of movement for 1 FS. Can I move two Ranges and then perform a Throw?

A: There has been quite a vigorous discussion about the possibilities of Mobile Throws. However, you cannot add the

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Mobile Element (or any other Element that specifically modifies movement or Range in any way) to a Throw. However, it is possible to “de-construct” the Throw Element into its essential components, and then build it as a separate move that could legally include the Mobile Element.

For example: Run and Grab (L4) Knocks Down (2) Mobile (1) +1 Accuracy (3) Interrupt (1) Range 0 (-1) Limited Move: No Stun Damage (-1)

This creates a Mobile Throw. It cost two Elements more than combining Mobile and Throw alone, but it is a more powerful, more versatile move. While not technically legal, it would not be unreasonable to then allow a player to add the Hurled or Sustained Hold Elements to this Special Move.

Q: What is the use of the default Absorbs Attack Element? It says that it requires the Interrupt Element as a prerequisite, and to use it, you have to successfully perform an Interrupt Defensive Response, in which case the attack is absorbed and does no damage. However, in order to succeed with the Defensive Response, the attack has to miss, which would mean that the attack would do no damage anyway.

A: This is another case of an editing process where a couple ideas were combined and not completely smoothed out. The basic effect should be ignored. Instead, the modifier Element “Absorb and Use Ranged” should be considered the default effect, for a cost of one Element. The modifier Element “Absorb All Attacks” instead allows a single use of any attack it absorbs, just as described under the Absorb and Use Ranged Element. The final modifier Element, “Transform Energy Element,” remains unchanged.

Q: The Entangle Element describes what happens if the opponent has not yet acted this turn when he is Entangled. What is the effect of the Entangle Element if he has already acted this turn?

A: The Entangled Fighter loses his action on the following turn.

Q: Can an Entangled opponent use any type of defensive option?

A: Yes. This is not always realistic, but the Element was not intended to be game-breaking. Consider that a lot of old fighting games allowed the player to shake the stick to undo these kinds of effects faster.

Q: How do Special Moves with the Healing Element work, especially if they still cause damage themselves?

A: If the Healing move also does damage,

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then it does damage and heals at the same time, with the same damage roll. That is, the same damage roll is used both for damaging one's opponent and healing oneself. Furthermore, as noted in the general rules for Exotic Special Moves (p. 99), the healing effect of such a move would occur regardless of whether or not the attack hit.

Q: If a Healing Special Move can be used on others, how does this work? Can it also be an attack?

A: As noted on p. 103, moves that heal others are not traditionally part of the source material. In order for a Special Move to be able to heal others, it cannot also be an attack; however, it cannot gain the benefit of the No Damage Liability. Such a move can only affect an ally at Range 2 or less, unless the Special Move also has the Ranged Element.

Q: When using the Invisibility Element in a fight with multiple participants, is the effect applied to all enemies or does the character choose one who suffers the effect of the dice reduction?

A: The penalty would apply to all opponents. Yes, this does make the Element more powerful, but it is unlikely that these circumstances would come up often enough for it to be a problem. As always, the Director could modify this as

necessary if his campaign consists of frequent brawls involving multiple participants.

Q: Do Special Moves with the Power Enhancer Element or the Taunt Element still do normal damage if they are not bought with the No Damage Liability?

A: A Special Move with the Power Enhancer Element does not do damage, and cannot take the No Damage Liability. Taunts may or may not do damage. Traditionally in fighting games, they do not.

Q: Is the formula for the Style Change Element correct? As written, if I have only one Style Change Special Move, and the Style Change Move is L2, L3, or L4, I get no benefit on the moves in that Style. Instead, I've created moves that are just harder to access in combat, which seems more like a Liability.

A: The Style Change Element has raised a few questions. The first is in regard to the formula for how many Liabilities each move receives (found in the 1st paragraph of the Element's description on p. 105). The end of the formula reads "(Total number of Style Change Special Moves-2)." That was intended to read, "(Total number of styles-2)" or "(Total number of Style Change Special Moves-1)." The formula was

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constructed before the language of “default” style entered into the explanation of the Element. Thus, all Special Moves built in other styles should have an additional Liability added to them beyond what the formula in the rules provides.

Q: Can a Power Level 1 Fighter have Style Change Special Moves? It’s unclear because the rules say that a Power Level 1 character cannot have any moves in a “default” style.

A: The second problem with this Element is a result of an extremely unclear sentence. On the top of the 2nd column on p. 105, the end of the paragraph reads, “A character built with Style Change Special Moves at Power Level 1 may not have any moves in a “default” style.” The clearest reading of that sentence is that a PL 1 character with any Style Change moves has no default style and cannot have a default style. This is not the intention of the sentence. Rather, the sentence was merely intended to indicate that it is possible that a Power Level 1 character might have three Special Moves: two Style Change Special Moves and one Special Move in one of those two styles, while the other style remains “empty” until the character acquires more Move Points at Power Level 2. Thus, such a character would have no default style. This

is a possibility, an option; it is more likely that a Power Level 1 character would have a single Style Change Special Move, one Special Move in that style, and then one more move in the “default” style. Hopefully that clears things up.

Q: If a Fighter has several styles, does he need to “pass through” the default style to get to the others? That is, if I am in Mantis Style, and I want to switch to Panda Style, do I need to spend an action to switch to default style and then another action to switch to Panda Style? Or can I switch from Mantis to Panda directly?

A: Again, the rules were not as clear as they should have been. Once a Fighter has more than one style, the “default” style itself should just be considered one of his styles. He can switch directly from one style to another as he chooses, without returning to default style. The only reason to return to default style is to use the moves solely contained in that style.

Q: Can a Fighter use a Style Change move to begin a Combo? For example, can a Fighter use Style Change → Move in style → Style Change → Move in another style? If so, how do you determine the Accuracy of the Combo, since the first move is not an attack?

A: Yes. There would be no Accuracy modifier for the Combo based on the first

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move in the Combo. Each Style Change Special Move would still count as a move for determining the Accuracy penalty for Combo length. Therefore, in the example above, the Combo would have a -2 Accuracy (i.e., four moves: -1, Special Moves included in the Combo: -1).

Q: The Taunt Element includes the modifier Element "Element Addition." The description says that when a Special Move with this Element is used, it adds another Element to a move the character uses on the following turn. What if the Element-adding Taunt is used in a Combo? Does it enhance the next move in the Combo or must the enhanced move be used next turn?

A: The Taunt enhances the next Special Move (not Basic Move) used. If this is in the same Combo, then the Element Addition occurs immediately.

Q: Does a Special Move with the Taunt Element add another potential use of Taunt to the total allowed per fight? In other words, the Basic Taunt can be used to gain 1d4 Glory once per fight. If a Fighter has a move with the Taunt Element, can he gain another 1d4 Glory by using this Special Move as a Taunt also?

A: The extra 1d4 Glory for a Taunt is earned once for each Taunt the Fighter uses. Thus, he can earn 1d4 Glory for a Basic Taunt, and

then another 1d4 extra Glory once for each Special Move built with the Taunt Element.

Q: Do Super Moves that are visually just a barrage of attacks or an automatic Combo need the Unique Super Element?

A: Generally, yes, unless the character in question has such a flurry as a Special Move already.

Q: Super Moves automatically have the Knocks Down Element, and they don't do Stun damage. Does this mean that the Unblockable Element only costs one Element to add to a Super Move?

A: No. This would be far too powerful. Despite the inherent effects of all Super Moves, the Unblockable Element should cost four Elements to add to a Super Move.

Combat

Q: What level of information is available to the player during combat? When attacked, do they get to know the Accuracy, damage, or any additional effects of the attack (especially if it missed)? What about the opponent's current Life Bar and Fighting Spirit?

A: All of these are up to the Director and the preferences of the gaming group. My intention was that Life Bar and Fighting

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Spirit were always publicly known by all combatants (after all, they can just look at the top of the screen!), but other groups may wish to handle this differently.

Q: Does your Power Level cap the amount of Fighting Spirit you can spend per turn or per roll?

A: Actually, neither. Your Power Level caps the amount of FS you can use per “use” during a turn. For instance, you could spend one FS to “turtle” (i.e., add 1/2 Evasion to Defense) as well as spend FS equal to your full Power Level to add to your Defense Total, even though both of these expenditures apply to the same “roll.”

Q: The section on Die Sizes notes that beyond 1d12, a single point is added for each die size increase. Can a Fighter spend FS to increase Initiative and/or Control above 1d12, to 1d12+1 or beyond?

A: No. Initiative and Control can drop down to 1 with die size penalties, but no circumstance can increase either one beyond 1d12. This is not the case with a move’s damage, which still cannot be reduced below 1, but which can be increased any number of die sizes beyond 1d12.

Q: How do you handle declarations of actions when two Fighters have both

simultaneous Initiative and simultaneous Control?

A: Really, in this situation, use whatever works. I would suggest that the lowest Speed declares first. If that too was a tie, just roll a die.

Q: Are the Combat Bonuses for Control and Damage added to the roll or are they increases in die size?

A: They are added to the roll directly. They are not increases in die size.

Q: If one moves two Ranges and attacks with a Basic Move, is this always a Jumping Basic? If not (that is, if you can just spend one FS and walk two Ranges and attack), is there an advantage to a Jumping Basic over a “walking Basic”?

A: It is assumed by the rules to always be a Jumping Basic. It doesn’t have to be described as such, but it is assumed that the character is still vulnerable to an Anti-Air Defensive Response.

Q: Can Basic Moves be used at Range 2 with the -1 Accuracy penalty?

A: Yes.

Q: If you open a Combo by moving to Range 2 while using a Special Move that has no Accuracy penalty at that range (or even a bonus), and then follow it up with moves

FAQ

FREQUENTLY ASKED QUESTIONS

that do have a penalty at that range, does your overall Accuracy with the Combo have an Accuracy penalty for the range?

A: In a Combo, the only Accuracy bonus or penalty that matters is from the opening move. Likewise, the only movement that matters is from the opening move, while the only Knock Back that matters is from the last move. However, it is necessary that all moves in the Combo can hit at the Range at which the Combo begins. This means that if you want to use a Throw in the middle or end of the Combo, you must start the Combo at Range 0.

Q: If a Combo includes a move that has Fast or Slow Recovery along with others that do not, does that effect apply?

A: The effects of Fast Recovery or Slow Recovery only apply if all the moves in the Combo have this Element or Liability. Otherwise, the effect is ignored.

Q: Can you use Full Defense in conjunction with combining Evasion and Defense?

A: Yes.

Q: If a character jumps into Range 2 or less without attacking against a character with an Anti-Air/Juggle Special Move, does the Fighter with the Anti-Air move still need Tactics to use the Defensive Response? How would you resolve this since there is no attack to defend against?

A: Under normal circumstances (i.e., in response to an attack), all you have to do is declare that you are using Tactics in defense. If the attack misses, you are then free to choose whatever Defensive Response you are eligible to use in that situation. In this case, since there is no attack to defend against, the Anti-Air/Juggle Defensive Response cannot be utilized.

Thus, if Character A jumps in without attacking, and then Character B wants to use an Anti-Air Special Move on him, you'd resolve it as follows: A jumps in. His action ends. B attacks with Anti-Air attack. While technically Character A has already "landed," if Character B hits, the narrative can describe the Anti-Air Special Move as hitting the first character while still in the air.

Q: Does the two FS version of Back Dash add a bonus to Jinking against a Ranged move which would still hit an opponent who moved back one Range? According to the description of the Jinking Defensive Response, it cannot be used against Ranged moves, unless moving one Range back would take the Fighter out of range (for example, if the move had the Short Range Liability).

A: No, it does not provide a bonus against

FAQ

FREQUENTLY ASKED QUESTIONS

Ranged moves that would still be able to hit. The same restriction applies to the one FS version of Back Dash.

Q: Can Back Dash and a Special Move with the Teleportation Element and the “Ends in mid-air” modifier Element be used together for a final boost of +4 to Evade?

A: No, they are separate situations.

Q: Is there a way to force an opponent to defend with a specific defense?

A: There are ways to sort of force a particular defense on someone, but not quite in the way that you mean. For example, Simultaneous Initiative, Stunning, and Defensive Responses force the defender to use Defense. Hard to Evade and Subtle can influence someone to not choose Evasion or Tactics respectively. In the case of the Unblockable Element, the intent is to influence someone to use either Evasion or Tactics, both of which are generally harder to use in combat. Of course, there is no rule that prevents you from making a Special Move that is Subtle, Hard to Evade, and Unblockable if you were feeling like a jerk.

Q: I have a question about Hit Stun. The rules say, “His Control drops by four points or it is reduced to half (round down), whichever is lower” (p. 141). How is this calculated?

A: You compare the Fighter’s rolled Control minus four to the Fighter’s rolled Control divided by two and use the lower of the two results. For Control 1-6, (Control-4) will always be lower. For Control 7, Hit Stun reduces it to Control 3. For Control 8, Hit Stun reduces it to Control 4. For Control 9 or higher, half Control will always be lower.

Q: How does one calculate non-combat damage from falls, fire, etc.?

A: Rather deliberately, there are no specific rules for suffering damage from any circumstances outside combat. After all, if the default rules are that you start every fight with full LB and FS, it doesn’t much matter what happens in other circumstances. However, if you are using the limited recovery rules, then the Environmental Hazards rules can serve as an adequate guideline for damage. Therefore, a fall, or an electrocution, or being caught a burning building, would all do about $1d6 + PL$ in damage. That’s not a lot at all, but this isn’t a game intended to get more realistic than that (though the Director should feel free to gleefully kill NPCs with such mundane hazards!).

APPENDIX MASTER LIST OF OPTIONS

Appendix: Master List of Options

The following list can be used as a checklist for groups to indicate which options are being used in their Fight! campaign. This list includes every option in this book as well as all the optional rules described in the core rules. In this latter case, the page number is also provided.

The options are divided into broad categories arranged alphabetically corresponding to different aspects of the overall system, and then alphabetized by name in each category.

Building Characters

Ki as a Basic Quality
Modifying the Speed Basic Quality

Combos

Adding Elements to Attack Strings (Core 110)
Adding Liabilities to Attack Strings
Attack Strings (Core 108)
Burst Combo
Chain Combos
Circle Combos
Combo Knock Back
Combo Stun

Dash Combo
Duplicated Special Moves
Easy Combos
Infrequent Combos
Move Buffering
Really Easy Combos
Simplified Attack Strings

Command Moves

Air Dash
Alternate Power Up 1
Alternate Power-Up 2
Alternate Power-Up 3
Alternate Power-Up 4
Alternate Power-Up 5
Ankle Kick
Beating
Bonebreaker
Burst Assault
Close Combat
Dive
Fury Strike
Power Strike
Pursuit Attack
Recovery
Run
Sidestep
Sliding Dash
Sweep (Core 78)
Tackle
Throw Downed Opponent
Trample

APPENDIX MASTER LIST OF OPTIONS

Defense

Aerial Blocks (Core 136)
Air Escape
Anger Response
Automatic Tech Rolls
Back Dash Invincibility
Back Dashes (Core 139)
Block Bar Variant 1
Block Bar Variant 2
Breakfalls (Core 143)
Burst Response
Counter Juggles
Crouching Movement
Fatigue
Imbalance
Limited Jump Rules
Low Crouch
Parry Power Up
Parrying
Push and Pull
Reaction
Reversing Counters
Super Air Block
Tech Rolls (Core 143)

Miscellaneous Combat Options

Berserk Attacks
Cowardice Gauge
Damage Progression

Dashes (Core 139)
Double Life Bars
Fighter Positioning
Insert Coin Continue
Judgment
Life Bar Recovery
Modifying the Time Count
More Dangerous Guns (Core 171)
Non-Random Damage
Simplifying Hit Stun (Core 141)
Slower Recovery (Core 152)
Spark
Thug Events (Core 168)

Modifiers to Basic Moves

Adding Elements to Basic Moves
Advanced Grappling
Basic Taunts (Core 79)
Basic Throws (Core 78)
Blockable Throws (Core 97)
Differing Strengths for Basic Moves
Double Jumps
Easier Jumps
Hover
Mega Throws
Modifying Basic Taunts
Super Jump
Wall Springs

Stunning

Accumulated Stun Damage Version 1
Accumulated Stun Damage Version 2

APPENDIX MASTER LIST OF OPTIONS

Staggering
Stamina Check
Super Energy Reserve

Super Moves

Ally
Arena Finisher
Brutal Finisher
Climax Mode
Custom Combos
Decreased Rate
Defense Super Energy
Desperate Attack
Desperation Boost
Energy Move
Extra Special Move
Final Killer Combo
Finishers
Finishing Strike
First Strike Bonus
Fluctuating Super Energy
Guard Breaker
Honorable Defeat
Humiliation
Increased Max Super Energy
Increased Rate
Interrupt Super Energy Boost
Killer Combo Breaker Element
Killer Combos
Life Bar Loss Boost
Lower Level Super Moves
Mercy
Mystic Force

No Super Energy Cost
One-Hit Kill
One-Hit Kill Parry
Power Move
Power Special Move
Rage Bar
Rage Bar Super Move Variant
Rage Combo
Rage Explosion
Rage Strike
Revenge Move
Savage Finisher
Special Killer Combo
Starting Super Energy
Super Defense
Super Disarm
Super Killer Combo
Super Linker Element
Super Mode
Super Protection
Super Rage
Taunt Super Energy
Teammate Defeat Super Energy
Teammate Power Up Restriction
Three-Tier Super System (Core 116)

Techniques

Curse Technique
Delayed Wake Up Technique
Floor Roll Technique
Fury Mode Technique

APPENDIX MASTER LIST OF OPTIONS

Gravity Technique
Hyper Armor Technique
Partner Technique
Pre-Set Combo
Super Armor Technique
Tag Technique
Variable Fury Mode Technique

Weapons and Armor

Armor
Armor Locations
Optional Weapons
Weapon Clashes
Weapon Damage
Weapon Power

Team Combat

Assist Attack
Drive Back
Fighters with Companions
Increased Support
Super Energy Team Up Element
Super Move Sequence
Super Team Combo
Sustained Hold Assist
Tag Attack
Tag Counter Element
Tag Team Combat (Core 153)
Team Combo
Team Up Moves

Teammate Recovery
Three-Person Tag Teams with Helpers
Three-Person Teams Relationship Modifier
Three-Person Teams with Helpers
Two-Person Tag Teams with Helpers

Environmental Hazards

Aerial Combat
Destructible Walls
Environmental "Power-Ups"
Freefall Fighting
Random Hazard
Ropes
Using and Destroying Environmental Objects
Wall Counters
Wall Stun
Weapons of Opportunity
Zone Barriers

Campaign Options

Building Characters as Thugs
Building Thugs
Critical Successes, Mixed Successes, and Fumbles (Core 32)
Hero and His Supporting Characters (Core 25)
Social Combat
Transformations (Core 117)

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