SCION

COMBAT:
DANCING

STORYPATH NEXUS

DISCORD:

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THE DANCE OFF

THE ATTACK

The attacker as part of their Attack Action chooses 1 target declaring a Dance Off! and chooses The Tempo.

The Tempo is the Attribute that will be used for all attacks in the Dance Off. The Tempos are:

Presence:

You will crush your opponent with overwhelming style, vogue poses and flourishing sweeps across the floor.

Manipulation:

You adopt a dazzling stance of quick moves, reversing styles and shifting genres to confuse your target.

Composure:

Loud and aggressive you dominate the dance floor and make your opponent tremble with fear.

Other Attributes can be used if Knacks or Purviews such as Epic Strength give access to new Tempos.

DEFENCE

The target will feel magically compelled to accept the duel, but can make a Clash of Wills to resist the invitation.

If the invitation is resisted, the attacker can still perform a regular Attack Action.

Note: Dance Attack Actions ignore Hardness, unless stated otherwise.

THE INVITATION

If the Dance Off is accepted, the attacker will now proceed to make a Dance Attack Action.

Tempo + Skill that represents personal characters dance style
(Culture, Athletics, Subterfuge, etc.)

Vs.
Targets Defence

Successes can be used to Purchase Stunts

Example:

Attacker, Delicious Glamour targets a Scion with a Dance Off!

Delicious Glamour chooses Presence as the Tempo.

The Scion attempts to resist the Dance Off! Using their Composure + Integrity vs
Delicious's Manipulation + Empathy.

Delicious wins the Clash of Wills and continues on to perform a Dance Attack Action.

Alternatively the Scion could win the Clash of Wills, forcing Delicious to perform a regular attack action or abort for a different action that targets the scion.

0s) <u>Bruised ego:</u> Deal an Injury Condition to your target.

1s) <u>Take the Lead:</u> Change Tempo.

4s) <u>Crush ego:</u> Deal an additional Injury Condition to your target.

<u>Establish Grapple</u>: You lock your opponent's hands into a fiery tango, taking the Male lead. Both you and they can only make grappling physical actions until someone breaks free. The person who initiates the grapple is "in con-

trol." (see Grappled pg.117 Orign).
Take the Lead Stunt can still be purchased.

Back up characters in this situation may want to partner with a rival or random trivial.

<u>Dazzle:</u>

For every success spent on Dazzle, you generate Enhancement on your or an ally's next attack against the opponent you're attacking.

You must designate the ally gaining the enhancement bonus when you make this attack.

<u>Move! (Variable successes):</u> For every 1 success you spend after beating the Difficulty, you may push your opponent back a number of meters equal to your Might.

A character who wishes to interrupt a Dance Off! By attacking any Character must succeed in a Clash of Wills vs the instigator as they feel compelled to not intervene.

A character however may choose to join the Dance Off! The Character is temporarily removed from the initiative order and now acts on the same turn as the leader to enhance their Dance Actions.

A Player Character who backs-up a Leader will now roll to attack when the Leader performs a Dance Attack Action and will also roll to defend when the Leader is targeted by Dance Attack Actions. Each success that every Backup Character involved rolls is one enhancement to the leader's action or defence.

Should a non-trivial STC join a side they increase the leaders scale by 1 (a flat +2 enhancement in dramatic scenes)
However the Storyteller may feel to roll for more important characters such as Professionals or Villains.

Should a Leader of either side step down or is Knocked Out, a Back-up may take the place of Leader. If no back-up can or refuses to take the place of the Leader all characters of the losing side suffer 1 Injury Condition from defeat and both groups are splintered into original initiative positions.

A leader cannot voluntarily be replaced by Back-Up without magical assistance.

A leader however may spend their Simple Action to try and break from the dance with a clash of wills against the enemy Leader. At least 1 threshold success allows the Leader to leave the Dance off! A Back-up may take their place or suffer the usual consequences.

Glamour Delicious a beautiful and notorious gangster finds two Scions have crashed his party. Flanked by his bodyguard, Delicious struts onto the dance floor. Patrons are quick to form a ring around Delicious and the Scions as they know what's coming.

Initiative is rolled.

Delicious 4
Bob the Scion 3
Bodyguard 2
John the Scion 1

Delicious goes first, standing only within short range of the Scions, Delicious decides to use his Simple Action to target Bob with a Dance Off!
Choosing Presence as the Tempo.

Delicious has a Primary Pool of 9 with a +1 Enhancement to Dancing.

Bob's defence is Resolve 5
(*Resolve is used to keep track of the subtle mistakes, reassuring Bob's confidence*)

Delicious gets 3s

Bobs gets 3s

With 0s successes Delicious leaves Bob unimpressed with his sweet break dancing.

Bobs turn, the Tempo is currently Presence, so Bob must roll Presence + an appropriate skill.

Bob rolls Presence + Culture as he demonstrates his mastery of the Tiger Leap Nun-chuck style.
Rolling 8 dice with a +1 specialty from Martial Dances.

Bob gets 4s
Vs
Delicious's defence of 3

Bob Purchases Bruised Ego for 0s dealing 1 wound to Delicious, reducing his Health to 3.
For 1s Bob purchases Take The Lead, allowing him to change the Tempo to Might.

Bodyguards turn, he spends his Simple Action joining Delicious as Back-up Increasing their scale by 1.

John could directly attack either antagonist but would need to pass a Clash of Will against Delicious; Instead John spends his Simple Action to Back-up Bob, increasing their scale by 1.

Both parties now have a scale of 2, cancelling each other's enhancements out.

Round 2

Delicious 4
Bob the Scion 3
~~Bodyguard 2~~
~~John the Scion 1~~

Delicious is not accustomed to such physically aggressive dances and must use his secondary pool of 7.

Bodyguard could add a flat +2 enhancement to Delicious, but given there are only 4 characters in this scene we will roll for him to be more dramatic. He's a big guy and uses his Primary pool of 7 dice.

Delicious gets 4s

Bodyguard gets 3s

Delicious has a total of 7s
Vs

Bob rolls base 1 + 2 success
John rolls 2 successes

Bob has a defence of 5s

Delicious deals an Injury Condition to Bob for 0s. Take The Lead for 1s reversing the Tempo back to Presence, then for 1s Delicious Dazzles for a +1 Enhancement on his next Attack or Dance Attack Action on Bob.

Bob is inflicted with the Shame condition as he let himself be knocked around by such a small guy.

Bob's turn:

Bob is now rolling 8 dice with -2 Injury Complications, but +1 Enhancement from his specialty.

Bob rolls 8 dice with a -1 Enhancement
John rolls 10 with Presence + Athletics.

Bob gets 4s
John gets 5s

9s
Vs
Delicious 3 +2 enhancement from Back-up
Gets 5s

Bob Purchases Bruised Ego for 0s dealing 1 wound to Delicious, reducing his Health to 2.

For 1s Bob purchases Take The Lead, allowing him to change the Tempo to Might.

Then Bob puts one hand on Delicious's hip, entering a Mighty tango throwing him around the dance floor.

Entering a Grapple with 3 control.

Not to be outdone John grabs the Bodyguards hands and follows Bob across the floor.

Round 3

Delicious is now grappled and in big trouble.
He rolls his Desperation pool of 5.

His bodyguard however seems to be in his element, he rolls his Primary Pool of 7.

They have a combined total of 2s Not enough to break free and Delicious finds his feet dragging along the floor as he is slowly raised into the air.

Bob and John roll again, this time however Bob is going to spend 1 Legend and invoke his Legendary Title! Increasing his scale by 1!

"Bob the Romantic!" and John get:
7 + 2 Scale Enhancment

With 4s Bob glides Delicious under the spotlight and leans in with a final smooch dealing 2 Injury Conditions!

In this case the Bodyguard could take the lead or suffer a wound condition, but watching his boss be seduced has made things awkward and just quietly steps to the side and lights up a smoke for himself and John.

SCENE ENHANCEMNTS / MOOKS

Powerful individuals may possess certain advantages that affect everyone within the scene. Usually these are effects that come from a posse, home turf or magical means that other characters can sabotage or try to remove as part of larger stories.

This is my song!

The Character receives a +1 Enhancement to all Dance Attack Actions, empowered by a playlist that suits their dancing style.

Or the character possesses a beautiful dress or fancy hat that devastates the competition.

Heckling Crowd

Enemies of the character suffer a –1 complication to all Dance Attack Actions; the crowd is not on their side and not afraid to show it.

Or an enchanted boom box's bass interrupts the dancer's rhythm.

Given Antagonists only get a +2 for each backup, 3 Players vs 3 Antagonists can swiftly turn into a slaughter for the Antagonist, sometimes you might want to throw 1 or 2 mooks in to even the odds.

WHEN TO DANCE?

Dancing should be treated like a quality or flair, not every character can do it and sometimes if it's not magically induced it would not fit dramatically.

Villains and above should lead and if defeated the underlings should either back down or resort to violence if they're not very smart.

WOUND CONDITIONS

Here is example of player character Wound Conditions:

Angered: –1 Empathy, it's difficult to read a mind when all you can think about is squishing it.

Shaken: –1 Subterfuge, I-I can't, t-they're too fast!

Confused: –1 Culture. "Quick, quick, slow!? Or was it Slow Quick Quick!?

Shamed: –1 Close Combat, How can my Pole-arm dancing compete...

Flustered: –1 Athletics, slight miss-steps and sweaty hands lead to sloppy break dancing.

Charmed: –1 Complication to resisting social influence from Charmer.
(A Dance Off! May not always have to be antagonistic)

CREDITS

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