

# Zen and the Art of Mayhem

## More Power

## More Damage

## Combat

These rules allow the character to perform much more cinematic combat. Badass moves, amazing stunts, etc... Characters are given a greater control of what they can do in a combat situation. Hit locations are now added to the game. Range is given more detail, weapons are updated. New rules for firing, throws, and metaphysical attacks. Even battle smoke and tabletop rules are available to add detail to a game.

### Hit Locations

In some cases it is important to find out where a blow lands. Typically the actual location of an attack is unimportant, it is only meaningful whether the attack lands or not. If the location of where the attack landed becomes an issue the following charts can be used to determine where damage lands.

Some attacks have little chance of hitting the legs of an opponent, How often is a punch going to hit a thigh or lower leg unless on purpose, or the opponent uses the leg to block? For these cases uses the Torso hit location table.

#### Full Body

|                        |    |
|------------------------|----|
| Head.....              | 1  |
| Upper Right Torso..... | 2  |
| Upper Left Torso.....  | 3  |
| Lower Torso.....       | 4  |
| Right Arm.....         | 5  |
| Left Arm.....          | 6  |
| Upper Right Leg.....   | 7  |
| Lower Right Leg.....   | 8  |
| Upper Left Leg.....    | 9  |
| Lower Left Leg.....    | 10 |

#### Torso

|                        |     |
|------------------------|-----|
| Head.....              | 1   |
| Neck.....              | 2   |
| Upper Right Torso..... | 3-4 |
| Upper Left Torso.....  | 5-6 |
| Lower Torso.....       | 5-8 |
| Right Arm.....         | 9   |
| Left Arm.....          | 10  |

### Injury Status

The body can take allot of damage, but is not always able to heal as fast. As a character losses hit points the amount they can be healed will be effected by their injury status.

**Healthy:** The character is in great shape and will receive no negatives to combat rolls and will heal DAN back in hit points while resting. With medical care they will gain back DAN x2 hit points back.

**Bruised:** If the character has taken some damage, although not enough to hinder them in combat. However they do heal slower, only recovering 3/4 of their DAN back while resting and DAN x1.5 back when receiving medical care.

**Wounded:** When the character drops below 50% of their hit points they are wounded. They will receive -2 to all combat rolls, until they can raise their hit points back above 50%. They will only heal 1/2 DAN back during rest, with proper medical care they can increase DAN back.

**Battered:** The character is in bad shape, they have only 25% or less of their hit points left, and it is starting to greatly effect what they can do, -5 to all combat rolls. The character will only heal 1/4 of their DAN while resting, 1/2 if they receive proper medical care.

**Mauled:** Once the character has lost 90% of their hit points, basically their hit points is less then or equal to their DAN, they are in bad shape, -10 to any combat actions. The character will only gain back 1/8 their DAN until hit points are raised above 10%, 1/4 if they get proper medical care.

### Attack Range

Range in combat was touched upon in the original rules; basically all ranges are expressed in meters, or yards. An exact range was not too important to the game mechanics. In More Power More Damage this range system doesn't really change, but does get expressed a little differently. A number will represent a characters attack range, this number is the maximum range of the attack in meters, or yards. For example a typical character will have an attack range of 2 for hand-to-hand attacks. Meaning they are able to attack opponents up to 2 meters away easily. With a sword a typical character would have a range of 1-3, being able to attack opponents 3 meters away without penalties, but unable to hit opponents that are grappling with the character.

**Range 0:** The character and opponent are grappling with each other, no real distance between them.

**Range 0-2:** This is the typical range of most hand-to-hand combat. Allowing the opponents room to move and dodge without having to over extend themselves to hit there opponent.

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Range 1-3: Most hand weapons can increase the characters range by 1, but it is very hard to attack another that is grappling with the character or otherwise sharing the same space.

Range 1-4: Some weapons are designed to give the character a range advantage allowing them to attack foes that are not able to attack them back.

Lunge Attacks: It is possible for a character to attack another out of range with an additional lunge. However since the attacker is over extending themselves the accuracy of the attack is lowered. The character will receive a -2 to hit, doubling every 1 distance out of range. So if the opponent is 1 out of range -2, 2 out of range -4, 3 out of range -8, 4 out of range -16, etc...

## Forward Arcs, Flanks, and Rear

It is always easier to attack and defend from opponents that are straight in front of you, then at your flanks or rear. Depending on where the character stands and where their opponents are will have factors in combat.

Forward Arc: This is basically the characters forward arc of vision, or 180 degrees in front of the character. The character can attack and be attacked with no penalties.

Flank: The flank is the area behind the character to the left and right. The head can be turned to scan these areas, but it is hard to track activates in the flanks, and the characters receive -2 to all attacks coming from these arcs.

Rear: The hardest arc for the character to defend is the rear arc, which is of course directly behind. The character receives a -4 to any attacks coming from this direction.

## Strength Bonus

Strength can play a important role in damage. Most handheld weapons will deliver more damage in the hands of a stronger character. To reflect this the character receives extra damage to any melee weapon. The bonus is halved if the weapon is thrown.

|       |       |
|-------|-------|
| 1-3   | None  |
| 4-6   | 1d6   |
| 7-9   | 2d6   |
| 10-12 | 2d6+3 |
| 13-14 | 3d6+3 |
| 15    | 3d6+6 |

## Grapples, Holds, and Slams

Throws become much more powerful in more power more damage rules. There are 3 basic types of throws, Grapple, The Snap, and Slam. These can be used individually or in a combination of two or more moves.

Grapples: A Grapple, also known as a submission hold, is when a character grabs an opponent into lock immobilizing a good deal of their body motion. Anyone caught in a grapple will receive throwing damage during the holding characters action. They can attempt a break roll, by doing a Martial Arts (or combat skill) roll off during their action. If the one being grappled fails, they lose their next action do to stun; they cannot make the next attempt before the grappling characters next action.

The Snap: The snap is when an opponent's limb is grabbed and then bent the wrong way causing great pain. The Snap will add +7 damage to the attack.

Slam: The slam of course is simple introducing your opponent to the floor, wall, or other solid object. Damage for a slam is doubled.

Throwing Combos: Throwing attacks can be combined for even more damage. The Snap and then Grapple. The Snap then Slam, the Grapple then Slam. Normal Combo rules apply when executing a throwing Combo.

## Throwing Melee Weapons

Although generally designed for hand-to-hand combat, melee weapons can be thrown at an opponent when needed. Some are designed to be thrown easily, others are not, but in times of need can be wiped at a foe. Some weapons are designed to be thrown like the spear, axe, or dagger. Effective ranges for these weapons can be found in the weapons section. Weapons that are not originally designed to be thrown in combat can be using the following rules. The weapon size will play a big part on how effectively it can be thrown.

Small One-Handed Weapons: No longer then the characters forearm, can be thrown 1/2 the characters Coordination in range, with normal damage, over 1/2 to full Coordination range the To Hit is -2, and damage is 1/2. Over Coordination range the weapon is very ineffective in combat.

Melee Weapons: Up to the length of the characters arm, can be thrown 1/2 character Strength for normal damage. Over 1/2 to full Strength range the To Hit is -2, and damage is 1/2. Over Strength range the weapon is mostly ineffective.

Large Melee Weapons: Up to half the character size, can be thrown 1/3 the characters Strength for normal damage. Over 1/3 to 1/2 Strength range the To Hit is -2, and damage is 1/2. Over 1/2 Strength range the weapon is mostly ineffective.

There is a small chance that thrown weapons can hit and do damage in the ineffective range. However for every 1 range over, the To Hit should be reduced by 2, and damage should be halved.

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## Disarming Melee Weapons

Some weapons are designed to catch and disarm an opponent. Weapons that are able to catch a opposing weapon does so if the character chooses and beats the to hit roll by 5 or more. Once caught the character can then try a disarm as their next action. They will make an attack roll, and the opposing character most then make a Coordination check or drop the weapon.

| Attack Roll | Coord Check |
|-------------|-------------|
| 20          | Normal      |
| 40          | 1/2         |
| 60          | 1/4         |
| Etc...      |             |

## Attack and Defense Types

**Block/Deflect:** The character is using their body, weapon, or armor to stop an incoming attack and move it out of the way. Effective when both attacker and defender and using to similar weapons, like both using martial arts attacks, and swords.

**Catch:** This is a attempt to stop an opponents attack.

**Combo System:** Also known as the free repeater, this is a special move that is used with any normal attack. A character can attack again if the first attacks hits. The opponent makes a normal Coordination Stat check to see if they dodge. If hit again then the character can try another attack, etc.... as long as the character hits and has enough combat points they can try another attack. The first combo attack cost 2 points and doubles every additional combo attack, so the second will cost 4 points, the third 8 points, etc...

**Counter:** This is a combination attack and defense type, when the character gets an action they declare they are doing a counter. They then have to wait until they are attacked by an opponent. Once attacked they do their defense roll with +4 modifier, if they succeed in the defense they are able to perform a attack with +4 to hit.

**Disengage:** Often times it is prudent to retreat for the moment and to reengage when you have the advantage. Typically the attacker will perform a feint type attack, and then back away or move up to their movement (see 5.3.1 Movement). For their opponent to attack they will have to try and reengage them.

**Dodge:** This skill can be used when the character has freedom of movement to avoid incoming attacks, both hand to hand and range. They duck, roll, and spin out of the way of the incoming attack.

**Feint:** This attack will deliver no damage, it is a basically a set up attack. The character attacks as normal with a +4 to hit, if they win the attack roll they do no damage but will gain a +4 to hit on the next attack.

**Flank:** This is a combination move and attack, trying to move out of the opponent's front area and into their more vulnerable flank to make an attack. The character receives a +4 to hit, if they win the move to an opponents flank. The opponent will then receive negatives to their attacks, or will have to spend their action reengaging.

**Normal Attack:** The character goes for a balance between power and speed.

**No Fumble Roll:** Characters can spend one Combat Point per turn not to roll on the fumble table. If they roll a one it's just a 1.

**Power Attack:** The character puts as much power into the blow they can, the result is a slower attack that is easier to dodge, but if it hits it will do much more damage. -5 to Hit, x2 Damage.

**Plant Feet:** With this defense the character does not try and avoid the incoming attack at all, instead they basically turtle up, covering the more vulnerable areas, and dig their heels in to absorb the attack.

**Psychological Attack:** This attack does not actually do any physical damage, but it can be used to affect an opponent's state of mind, causing them to hesitate, jump the gun. throw off their timing, or even retreat. During the characters action they can use a Presence skill to try and affect their opponent. The affect will be up to what the character is trying to do, and how successful the roll is. Generally a successful psychological attack will cause an opponent to lose an action or retreat.

**Roll with the Blow:** The character lets the attack come in, but basically moves with the attack bleeding off its power.

**Speed Attack:** This a fast attack where the character puts all their effort into getting the attack off quickly, but not with much power behind it. Sometimes used to gauge an opponent. +5 to hit, 1/2 Damage.

**Spin Attack:** Combat can be a claustrophobic situation, with the character getting squeezed from all sides. To help give themselves more space to move they can perform spin to help

**Swipe Attack:** In tight combat situation there can be more then one opponent within the range of a characters attack. If they want they can perform a swipe attack against anyone in their forward arc. The attack receives a -5 to hit each opponent in front or to the side of the character in range -1. For example a character wielding a two handed sword would be able to hit any opponent in their forward arc in a range of 3.

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## Tactical Points

At the start of combat a character receives their combined mental stat in tactical points. These points can be used like luck to modify die rolls. The points represent the ability of one opponent being able to out think another.

The points must be spent before any dice are rolled, and can't be used to modify an already rolled total. The amount of points a character can spend per roll is up to the Architect, but it should at least be 1-5. If the Architect allows it, all a characters attack points can be spent at once. Characters should get a new set of tactical points each combat situation, unless they have not had a chance to rest between encounters, a character in a chase situation will not be able to receive a new set of tactical points each encounter. Typically if the character is able to get about an hour rest with no stressful interruptions, then they will get a new set of tactical points next combat situation.

## Metaphysical Attacks

With the advanced fighting technique metaphysical attacks do not take two actions to complete. The summoning of power and the attack can be done in one action. However the attacker must have freedom of motion to summon the energy. Someone tied up or pinned would not be able to summon a metaphysical attack. Metaphysical damage attacks can do damage in one of three ways, explosion, cone or pinpoint. Each type of attack offers different bonuses.

## Battle Smoke

During a battle allot of dust and dirt is kicked up, this can affect awareness of the combat situation. If enough smoke is produced during a knockback impact the opponent maybe obscured from view and have a chance to escape, or make a surprise attack. Battle Smoke density is based on damage done by the attack. The more damage the thicker the battle smoke. In high powered combat games battle smoke can be used to roleplay with. The characters and NPCs can hide in the smoke, even escape from a combat situation.

| Battle Smoke | Damage |               |
|--------------|--------|---------------|
| Light        | 15     | +5 to notice  |
| Medium       | 30     | +10 to notice |
| Heavy        | 60     | +25 to notice |
| Very Heavy   | 120    | +30 to notice |

## Battling Legions of Minion

In the original rules the minion was used to slow down attackers. That remains true for the most part but now minion's come in a few more forms each with which there own advantages so the villain came use them more effectively

The Faceless Minions: The shock troops, no real strength or prowess, but they have numbers on their side. Typically they really don't put up much of a fight, usually going down in one or two hits. However even their weak attacks can start adding up to some damage after some time. When the faceless minion's attack they are pretty much disorganized and have a mob mentality, they will do what everyone else seems to be doing. Once a fight starts a few may flee, but they are usually stopped and made an example of, a fate worse then taking on an opponent. So they will charge into battle and take a few hits, then fall down. Once they are down they are pretty much ignored and they can crawl away to safety when a battle moves on. As long as they comeback with a few bumps and bruises, or other damage, they have provide their worth.

The Brutes: These are faceless minions that turned out to be pretty effective, they were those few they put some effort into it, and were usually pretty effective. Seeing their drive they are promoted up to brutes. They work in smaller groups and are much more tenacious then the typical faceless minion, they take more hits to go down, but they still go down.

The Elites: These are minions that have survived many battles and are getting quite good at their jobs, in fact if they continue down this path they are likely to become individual henchmen soon. The elites work in smaller groups then even the brutes, and they fight pretty hard. They are often employed as the commanders of the minion troops, sending the faceless minions in first, then the brutes, and finally themselves. Often times Henchmen will have a squad or two of elites that stay with them.

## Battlefield Morale

There are many factors to battlefield morale depending on the situation and the reasons for the battle. Typically characters (PCs and opponents alike) will consider a retreat once they lose half their hit points. At this point the wounds are starting to get worse, and they start taking penalties. If the warrior is fighting for something like a goal, or defending something, they might not consider a retreat until 3/4 of their hit points are gone. At this point their effectiveness in battle is greatly reduced and they are more of just a target. Characters can fight to the last hit point, but typically they should have a very powerful motivation, protecting someone or something precious, staying behind to allow others to retreat, being cornered with no possible means of escape, etc...

# Zen and the Art of Mayhem

## Table Top Simulation

Representing combat with miniatures and figures to explain the battle situation benefits everyone. It can help the players understand and better keep track of what is going on, where they are, where there opponents, what cover is available, etc... It can also cut back on confusion, allowing everyone to better plan out their battle plan.

What to use to represent the characters, opponents, and NPCs is up to the Architect and players. Miniatures are fine, SD figures, and other gachapon figures are always a good choice. However it is best to keep them small, no more then 3" tall is best. Try to use figures that represent the size of the character as well as the look. Another route to take is to use 1" squares of card stock paper with the characters name and possibly a picture printed on it.

When using figures between 1-3" tall, or the 1" square, it is best to use 1" to equal a meter, or a range of 1. This allows a fairly small space to represent a good size battlefield. If larger figures are used like 6", then up the scale to 2" or 5cm equal to a meter.

Once a group starts using a set of figures and a set scale, then templates can be created that represent characters special attacks, spells, and abilities. Objects can be used to represent obstacles and objects, terrain can be created and used. With the help of a computer and a printer floor plans can be scaled up and printed to better represent the inside of a house, bar, office, or other location. It is all up to how much combat comes up and how much the Architect and players want to recreate the battlefield.