

# From the Director's Chair

## Conflicting Conflicts

Conflicts, mechanically speaking, are any time when a persona must draw a card to determine a success or failure. This is what makes the game function, whether it's trying to be suave in a social setting, performing an ancient ritual, or just putting the SMG on full auto and unloading into a Lovecraftian horror. The rules for combat can be found in the mechanics chapter of *Dark Aeons: The Atlantean Chronicles*, along with the basic mechanics to handle all conflict resolution. However there are some things that could do with some extra attention.

You are probably thinking that this is somewhat redundant, due to the rules being in the book and the fact that most Directors will find their own way to deal with oddball situations. I doubt that any of our players, let alone directors, needs to experience RPG Gaming 101. Bear with me, there is at least one situation the book doesn't cover; specifically simultaneous actions.

When two actors wish to work together to perform the same action, such as pushing the lid off a sarcophagus or opening fire on the same target with energy weapons (making sure not to cross the streams), they can attempt to do the action together. If initiative matters, the personas will have to act on the lower of the two initiatives, otherwise they just act in concert. In the case of skills, the personas will draw and add their skill totals together, then apply it against the difficulty.

In combat, the skills are checked separately, however the damage is added together before applying it to the target. So there are two personas, each with 3 Brawn that strike a target simultaneously with melee weapons, would be treated as a single 6 wound hit. However, this only works if all the simultaneous attacks are doing the same kind of damage (either wound or stun). For Directors, it is worth pointing out that the optional Mob Combat rule can be combined with this to allow large groups to achieve fairly high collective success rates. Also, while the rules are intended to speed up Live Action Play; there is no reason a Director couldn't use it in tabletop to speed up the action.

Some of the power gamers out there might be cackling with glee at the prospect of achieving staggeringly high skill checks or ridiculous damage. In the case of skills, remember that the limitation on what you can achieve is limited by your rank, not the total you can pull off. Two novices with the art skill may be able to pool their talents and successfully paint a really good piece, but not the next Mona Lisa. Likewise, the standard damage dealt by most weapons is typically enough to kill most mundane targets. It's only when you have to deal with undead, demons and servitors of the abyss that you encounter really high toughness and trust me, you will need all the help you can get.

**Christopher Szykowski**

Lead Developer.

Center Stage Game System

July 12, 2009