

Initiative Bidding System for RMU

We all love and are passionate about OUR RM games! This system is a thought experiment and definitely can be refined. It replaces some parts of the Action Point(AP) Initiative one presented in the RMU books and forums. It was created for those GMs and Players wishing to make things a bit more robust and adds sweeping cinematic flow during a combat turn due to the options presented.

Please use and abuse as you will. Comments are welcome to Majyk on the ICE Forum Boards, whether public or private. TIA~!

Action points are split into two pools of five points apiece. One is called the Maneuver Action Pool(ManAP) and its twin is called the Movement Action Pool(MovAP). An action for either side costs AP as per the normal RMU rules on Page 83 of the RMU Arms/Character Law Beta2 PDF.

ROUND DECLARATIONS:

This can be optional if wanting even more cinematic play where everyone's actions are secret until they get to be resolved.

For learning purposes, at first, it is recommended to include a declaration round where everyone lists what their PC will be doing and how their pools will be split up or how it will augment its twin Pool(see later).

ROUND INITIATIVE:

Roll Initiative using 2D10 + QU mod + other mods/penalties as per normal.

An Initiative Count starts at '1(+)' and ramps up to '5(+)'.

MOVEMENT:

Every MovAP point is worth up to 20% of one's Movement Rate(BMR). Add Pace as appropriate.

One cannot perform a same-cost MovAP action later in a round. If one wishes to move up to 20% of BMR(1MovAP point) right away from Initiative Count 1, they cannot move further unless spending more than this amount on later Initiative Counts, from the GM, for the round. They must wait for a later Count, adding however many remaining AP they wish to use to the Count they moved in, when this will finally be resolved.

OPT: *If wanting to limit movement, an option might be to not allow any Pace Multipliers higher than the amount of MovAP points spent during the Round. So, an NPC bidding 3MovAP to move up to 60% during the Round could not use a Multiplier higher than a Sprint(x3).*

OPT: *If wanting to limit movement even further, do not allow one to move again once a Maneuver has been taken in a round, if they moved before this. That, or do not allow movement before a Maneuver if one will be moving after a Maneuver. This makes combat more 'Sticky' which some will like.*

EX: On Initiative Count 2 and later, one cannot use a single MoveAP point to move up to 20% again, if they did so in Count 1. They can do so using two more MovAP points in Count 3(Count 1 was last movement resolved, so add two(+40% BMR) to this for the amount of next highest MovAP points needing to be spent if wishing to continue moving frenetically and as expeditiously as possible). Three(60% BMR) more in Count 4, or four(80% BMR) more in Count 5. This if not using any further MovAP points in previous rounds to latter ones. Extrapolate this for different combos if declaring or using later counts(ie. 2MovAP points used in Count 2 then 3MovAP points used in Count 5, etc.). One will see that movement options can be quickly lost if not used.

Time stops for no one, but GMs: know your playing audience if someone seems to always miss Initiative Counts. At the same time, Players, the point of the Count is to know it is driving action, and looking up spells in spellbooks and lists or deciding between weapon damage types your melee character can bring to bear isn't an excuse for the GM to pause too much...combat is excitement and slow folks can drain the fun for the rest at the table. Ask how you can be a better player/GM from your peers!

MANEUVERS:

One can perform any Maneuver ONCE in a round.

OPT: *One can appropriate unused Action Pool points from either side to create a mini emphasis bonus to Initiative Counts and actions from its twin pool. Think of this as devoting more attention to that specific round's goings on at the expense of further movement or the ability to complete a full swing of one's weapon.*

This bonus equals a plus one(+1) for every MovAP/ManAP point spent in this way, forgoing its use in further Initiative Counts for its initial Pool. This is where the cinematic part of this system plays out. Maneuver or Movement actions rank in speed by AP+?(? = a +1 through to +5 mini emphasis bonus) using Round Initiative to break ties followed in order by normal AP(again using Round Initiative totals to break ties). All personal counts use these ratings until the end of the round. Once arriving at a Count, scream out your totals to the GM and they will resolve actions accordingly.

EX: As said, everyone starts with ManAP5/5MovAP, one can express actions as ManAP4+4(Melee Attack)/MovAP1 or any combination of this where the specific notation above means that four out of five Movement Action Pool points are being devoted to "speeding up" Maneuvers from the ManAP during the turn. This means one is only able to use their 1MovAP for Moving a percentage of their BMR(Base Speed) = 20% as mentioned above. Initiative Counts then get called as Count 1+5 down to +0/Count 2+5 down to +0, where PCs shout out where they're at, at the same time. Compare the faster '+?' at each Count and that person gets to go first, or can delay until the end of that same Count. No in-between jump ins! You either go when you initially wanted to, or you take the chance of delaying until the end of that particular count.

OPT: *For even more variation, one can also devote points from either pool to Round Initiative at a rate of 1AP = +5(+10, etc.) to add an extra element of not knowing if one can simply depend on whatever was rolled for regular ol' Initiative and in case of Initiative Count ties!*

OPT: *Further to this vein, base the amount of points on QU/20 for the Maneuver AP Pool, and AG/20 for the Movement AP Pool! GM not happy with that?! – change the stats to anything else appropriate for that monster. Start at 1s or 2s for both pools and add +1 point to either side for every 2-5 levels of the foe. Golden Rule applies, as always! If a PC or NPC is not maxing out at a ceiling of 5 points for either side, allow mini emphasis bonus point swaps to fill up either twin pool before being allowed to augment them with AP+? speedier results.*

EX: This can really point to where a Zombie only moves slowly before a hefty attack(ManAP5/1MovAP), or it being particularly hungry and devoting much of its ManAP(melee) to moving way faster than Zombies should move(ManAP2/4MovAP)! I personally HATE fast Zombies in movies for shock factor! RUN you idiots, it's gaining on you! ;)

More to come, but please point out any missed opportunities to develop a better version of this!