Action Profiles (Ammann Framework)

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Each monster type gets an **action profile**: a combat archetype (brawler, sniper, support, skirmisher, ...) plus a **ranked list of actions with trigger conditions**.

Profile structure

- Archetype from inherent physical and mental stats.
- Ranked list: e.g. "first round do X, second round do Y, if HP drops below X then Z". In tick terms: "while caster in prep, if interrupt available and reachable in 3 ticks, use it".
- Trigger axes: timing/windowing, health thresholds, knowledge, **opponent phase state** (the readable-intent system gives profiles a new axis no turn-based game has).

Evaluation model

- Profiles are **data, evaluated in code** - a decision table over game state. Deterministic, instant, free, testable.
- The decision model (Jev/Kev class) is optional garnish for non-computable judgments - see Knowledge State and Decision Models.
- The LLM is for narration only (what the goblin snarls), never for deciding what it does.

Difficulty curve

- **Profile complexity is the difficulty knob, not stat inflation.** Floor 1 monsters get 2-3 pattern profiles; deep floors get 6-8 plus reactions and profiles that read the party.
- **First monsters are characterful**: goblins (cowardly, pack-savvy, learnable) are the iconic early enemy. No boring rats/flies.
- **Knowledge-gated competence**: monsters act optimally against *what they know*, not omnisciently. They observe, spend actions to Recall, and get sharper mid-fight.

Source material

PF2e stat blocks are almost directly convertible into profiles (combat roles, special actions, tactics are built into the monster design). Machine-readable statblock JSON may be available (FoundryVTT pf2e repo - verify license before use) or hand-authored in the game's own format.

Revision #1
Created 2026-09-27 16:48:30 UTC by Rowan Flora
Updated 2026-09-27 16:48:30 UTC by Rowan Flora