

These are the Performance Combat DCs for *The Ruby Phoenix Tournament*. I highly suggest sticking to the DCs presented in this document. There are other modifiers that could be added to the DCs for PCs (outnumbering vs. a group of 4 NPCs, combats with 10+ contestants, etc.), but this module is challenging enough without PFS characters not having access to Performance Feats & Weapon Abilities.

Base DCs (without modifiers)

Hostile	20
Unfriendly	15
Indifferent	10
Friendly	15
Helpful	20

These are the numbers I used as the basis of creating the DCs. You will see this is an exact copy of what you will find in Ultimate Combat.

Chung Po

If a PC can win the 1-on-1 wrestle-to-pin match with Chung Po, I would award that PC with a VP.

Round 1: Monks of the Enduring Spirit*

PC & Monk DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	24

Spade Monk Bonus: $+1 = -1 \text{ (Cha Mod)} + 2 \text{ (Tiered BAB)}$

Meteor Monk Bonus: $+1 = -1 \text{ (Cha Mod)} + 2 \text{ (Tiered BAB)}$

Sword Monk Bonus: $+1 = -1 \text{ (Cha Mod)} + 2 \text{ (Tiered BAB)}$

Test 1: Breaking Competition

No statistics are given to create DCs.

Exhibition 1: The Headless One

PC DCs

Hostile	28
Unfriendly	23
Indifferent	18
Friendly	23
Helpful	28

Base DC + 2 (Medium Crowd Size) +6 (Outnumbered +2:1)

Shenzuzhou DCs

Hostile		22
Unfriendly	17	
Indifferent	12	
Friendly	17	
Helpful	22	

Base DC + 2 (Medium Crowd Size)

Shenzuzhou Bonus: +6 = 3 (Charisma Mod) + 3 (Tiered BAB)

Test 2: Archery

No statistics are given to create DCs. I would award a VP to a PC who scores over 60 points in this competition.

Exhibition 2: The Spider Fight*

PC &

Hostile		23
Unfriendly	18	
Indifferent	13	
Friendly	18	
Helpful	23	

Base DC + 3 (Large Crowd Size)

Orometsu Yasi Bonus: +1 = -1 (Cha Mod) + 2 (Tiered BAB)

Shang Gou Monks Bonus: +1 = -1 (Cha Mod) + 2 (Tiered BAB)

Round 2: Test of Three Towers

PC DCs

Hostile		30
Unfriendly	25	
Indifferent	20	
Friendly	25	
Helpful	30	

Base DC + 4 (Massive Mob Crowd Size) +6 (Outnumbered +2:1)

Ganyavesha DCs

Hostile		26
Unfriendly	21	
Indifferent	16	
Friendly	21	
Helpful	26	

Base DC + 4 (Massive Mob Crowd Size) +2 (Unfair Advantage – starting out in a more fortified place)

Ganyavesha Bonus = +6 = 4 (Cha Mod) + 2 (Tiered BAB)

Exhibition 3: Boar and Tiger

PC & Nearidei DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	24

Base DC + 4 (Massive Mob Crowd Size)

Nearidei Bonus: +2 = 2 (Cha Mod) + 2 (Tiered BAB)

Round 3: Battle of the Embers*

PC & Chanters of the Sacred Song DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	24

Base DC + 4 (Massive Mob Crowd Size)

Chanters of the Sacred Song Bonus: +5 = 3 (Cha Mod) + 2 (Tiered BAB) +

Test 3: A Needle in the Bamboo Forest

If the PCs fail to retrieve the bracelet from Tsvati, the crowd's starting attitude is one step lower the next time they are in the arena.

Night: Golden League Ambush

No statistics are given to create DCs. I would not give any VP out for this encounter since there is still be a lot of room for investigation after this.

Round 4: Blood and Mud

PC DCs

Hostile	30
Unfriendly	25
Indifferent	20
Friendly	25
Helpful	30

Base DC + 4 (Massive Mob Crowd Size) + 6 (Outnumbered +2:1)

Hok Fung the Eunuch DCs

Hostile	26
Unfriendly	21
Indifferent	16
Friendly	21
Helpful	26

Base DC + 4 (Massive Mob Crowd Size) + 2 (Unfair Advantage – Terrain / Leeches)

Hok Fung the Eunuch Bonus: +4 = 2 (Cha Mod) + 2 (Tiered BAB)

Exhibition 4: Slay Huyanwo!

DCs are undefined, as the module does not state a crowd watches this exhibition. As a personal note, I would say the crowd automatically improves the attitude by a step in the next bout should they successfully slay Huyanwo.

Test 4: Iron Body

No statistics are given to create DCs. If a single character can make it out alive through this one, I would award that character a VP.

Night: Kidnapped!

No statistics here are able to create DCs. If they manage to defeat the Aspis, rescue Marthysan, uncover the employment of Huyanwo, and find out the connection to the Golden League, I would award each PC 1 VP.

Round 5: Seishuku

PC DCs

Hostile	30
Unfriendly	25
Indifferent	20
Friendly	25
Helpful	30

Base DC + 4 (Massive Mob Crowd Size) +6 (Outnumbered +2:1)

Seishuku DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	14

Base DC + 4 (Massive Mob Crowd Size)

Seishuku Bonus: $+1 = -1$ (Cha Mod) + 2 (Tiered BAB)

Exhibition 5: They of Two Heads

PC DCs

Hostile	30
Unfriendly	25
Indifferent	20
Friendly	25
Helpful	30

Base DC + 4 (Massive Mob Crowd Size) +6 (Outnumbered +2:1)

Atamahuta DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	24

Base DC + 4 (Massive Mob Crowd Size)

Atamahuta Bonus: $+6 = 3$ (Cha Mod) + 3 (Tiered BAB)

Test 5: Mind Trap

No statistics are given to create DCs. I would award at least 1 VP if they manage to solve the riddle in the allotted time to the PC who announces the answer.

Final Round: Gomwai*

PC & Opponent DCs

Hostile	24
Unfriendly	19
Indifferent	14
Friendly	19
Helpful	24

Base DC + 4 (Massive Mob Crowd Size)

Gomwai Bonus: $+1 = -1$ (Cha Mod) + 2 (Tiered BAB)

Golden League Xun: $+2 = 0$ (Cha Mod) + 2 (tiered BAB)

The Twin's Revenge

PC DCs

Hostile	24
Unfriendly	19

Indifferent	14
Friendly	19
Helpful	24

Base DC + 4 (Massive Mob Crowd Size)

(I decided to take out the Outnumbered portion because I feel the PCs & the crowd are caught flat-footed in the fight that is about to happen. No one knows what's going on when this fight breaks out.)

Twin DCs

Hostile		28
Unfriendly	23	
Indifferent	18	
Friendly	23	
Helpful	28	

Base DC + 4 (Massive Mob Crowd Size) +2 (Cheating) + 2 (Unfair Advantage)

*Note: The crowd gets a +20 to all Perception and Sense Motive checks to catch the Twins cheating.

Wu Dizhen Bonus: +1 = -1 (Cha Mod) + 2 (Tiered BAB)

Wu Jufeng: +2 = 0 (Cha Mod) + 2 (tiered BAB)