

The Last Supper - A Combat Tutorial

Since we're going to have quite a bit of combat, for those who would like to play with dice rolling and ~leave things up to fate~, we've devised a system here for you! This is an experimental system and may be used for outside of the game once we've tested out the bugs in this system with **The Last Supper**. For the familiar, we'll be using an adapted and simplified version of In Nomine's 666 system.

(To be able to see the headers in a Table of Contents, go to View > Show document outline.)

Part 1: Stats & Point Distribution

In the interest of keeping things fair for the powercap, everyone gets **28 points** to distribute to the following stats: **strength**, **agility**, **precision**, and **strategics**. You may have 12 points maximum in any given stat.

Here's how those break down:

Strength: Garden variety strength. The stat you need to lift things or attack. If you roll strength to **defend** against an attack successfully, you subtract the amount you successfully defended from the attack and take less damage.

Agility: Speed and reflexes! Running to catch someone, escape, or grab the gun faster is this one. If you roll agility to **dodge** an attack and are successful, you don't take any damage, because you dodged!

Precision: This is your ability to use learned skills. Driving, playing musical instruments, and dance are all precision skills. Roll this for shooting guns, driving things, etc.

Strategics: Intelligence stat. This is your awareness of your surroundings and ability to use it to your advantage. Things like setting traps, hiding, or creative problem solving would fall under this stat.

Finally, there's the matter of **HP**. Everyone in **The Hunger Games** gets **15HP** total. This number may change after the game - we'll let you know!

Here's an example of how the stats would be divided up.

	Lucifel	Shu
Strength	5	10
Agility	7	0
Precision	7	9
Strategics	9	9
TOTAL	28	28
HP	12	12

Part 2: How to Roll with Stats

Nadeko uses `.roll 3d6`. Roll `.roll 3d6`

Dyno uses `?roll 3d6`. Roll `?3d6`

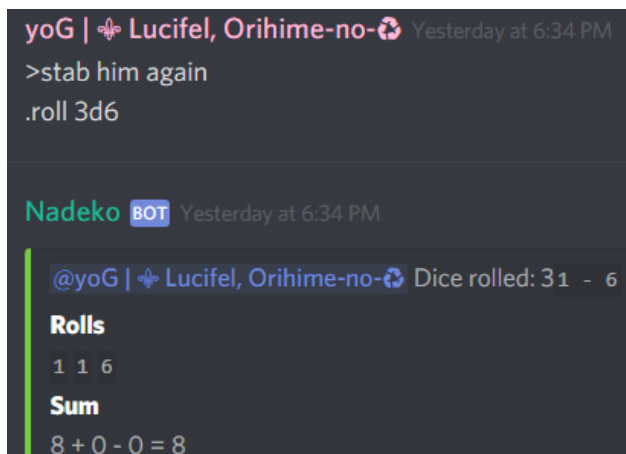
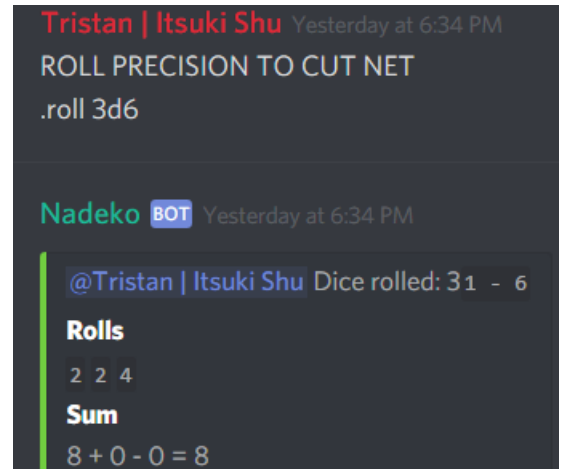
DiceParser uses `!3d6`. Roll `!3d6`

If one bot is not working (as some may not; these bots are used in thousands of servers and may sometimes lag) then just use another bot, no problem. If all three of them are down, cry at Youji about it until he does something.

The 666 system works like this: You roll 3d6, with **the sum of the first 2 dice** determining whether you pass/fail, with the goal being **equal to or lower than your stat**. **The third dice is used to determine how well or poorly your success goes**, as well as **damage inflicted**.

Here, we'll use Shu's stats as an example, using **precision**.

In order to succeed at cutting a net, since his precision stat is **9**, Shu needed to get **9 or less** on his roll. Since he got **2+2**, with a total of **4** being lower than the target 9, he succeeds! Since he got a **4** on his last dice, he did solidly well with cutting the net; there wasn't much struggle at all.



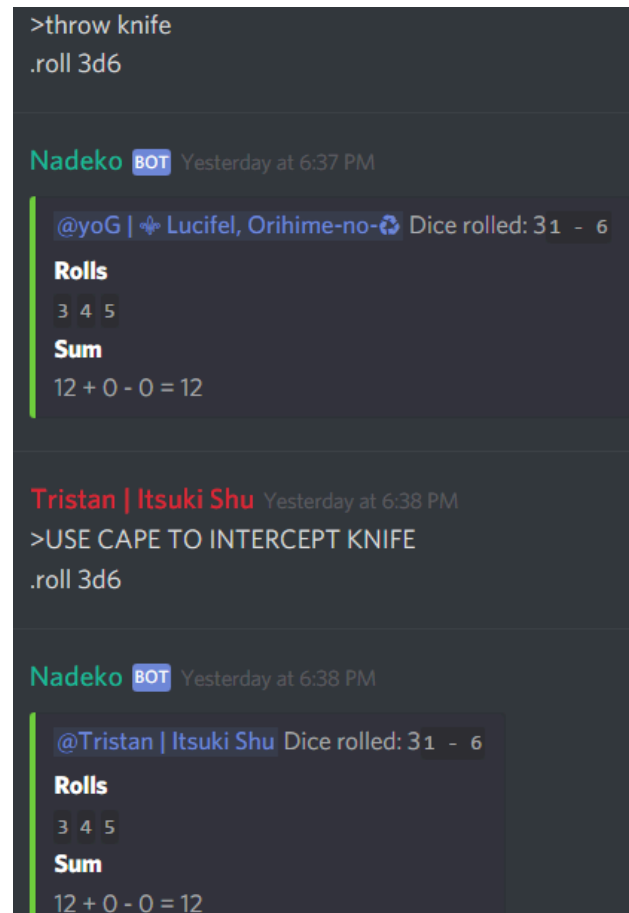
In battle, **the third dice determines the damage**.

Since Lucifel got a **2** which is lower than his requisite **5**, his attack succeeded (provided Shu doesn't try to defend, dodge, or intercept it). He inflicts **6** damage, as per his roll.

If you don't have the agility to dodge or the strength to defend, you may try to creatively work your way out of a problem situation! For example, here is Shu intercepting a knife thrown by Lucifel.

Using his cape is considered a **Strategics** roll, since Shu is using the resources around him to intercept the blow. Since he rolled a **7**, which is lower than his Strategics stat of **9**, it succeeds. Here, and in all cases of dodging, defending, and intercepting, **the third dice determines how much HP is saved**. In this case, because Lucifel's and Shu's rolls were both **5**, Shu takes **no damage**.

Easy, right? Okay, just one more thing to go over!



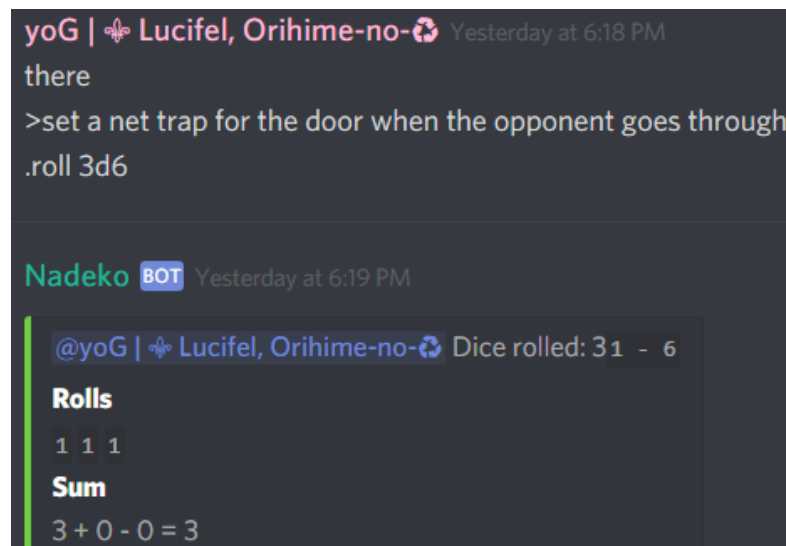
Part 3: Critical Failures & Critical Successes

The In Nomine system has what are known as interventions; for clarity's sake, we will just be calling them critical failures or critical successes. Here's how it works for Imeeji:

- Roll a 1, 1, 1 = **critical success**. When this occurs, the dice roller may choose to determine **how the opponent interacts with the roll**. For example, if you were to roll a crit success on tripping someone, you could decide that they will land on their face or do a backflip and land on their back.
- Roll a 6, 6, 6 = **critical failure**. When this occurs, the dice roller may choose to have **the opponent determine what the rolling character does**. For example, if you were to roll a crit failure on tripping someone, your partner could decide that *your* character will trip and land on their face.

This is obviously very finicky - **please be fair and courteous to your partner!** You can't roll a celestial intervention and decide, Well, Now I Win. Please remember, we're here to have fun!

Here's an example of a critical success, since this is the only one that we got to roll in our example fight.



The determined action was that **Shu would be so caught up in the trap that he was immobilized for his action**, agreed upon by both Youji and Tristan. Again, this is for player fun! **You can choose not to play with critical rolls if you like.**

And that's it! If you have any other questions, please ask the mods! Let us know how you like this system, and give us a head's up if we've forgotten to mention something in here!