

Dueling in DND

And other TTRPGS Posibly

Class Advantages

- Some Martial classes get special fighting advantages: Here's their dueling equivalent.
 - This is built with a campaign I'm making in mind. Thus I have all allowed classes for this campaign included in here.

Fighter

- Second Wind: Gain HP Back(Equivalent to base strike dmg)
- Action surge: Use a Resolve point
 - Bypassing the 1 point per round rule
 - Can choose to fire again if they have no more Resolve points.
- Can use specialty Resolve point (all)

Gunslinger

- Can use specialty Resolve Points (Gun duel)
- Gain Resolve points equal to PB (Gun Duel)
- At higher levels can spend 2 Resolve per round.

Pugilist

- Can use specialty Resolve points (Unarmed duel)
- Gain Resolve points equal to PB (Unarmed duel)
- At higher levels can spend 2 Resolve per round.

Barbarian

- Rage: Add +1 - 2 extra damage to attacks while raging.
- Lose ability to use Resolve points

Monk

- Ki Points: Can be used to gain adv on regular fire roles
- Learn Ricochet
- Can use specialty Resolve Points. (Melee)

Ranger

- Gain Resolve points = PB when against favored enemy.
- Can use specialty Resolve points. (All)

Rogue

- Sneak
 - When having adv on an attack: +1 base dmg
- Cunning Action
 - Adv on all cheating roles (All)

Paladin

- Lay on Hands
 - May use Resolve point to heal from one base damage.
- Smite

- May use Resolve point to do double dmg.

Bard

- All college dependent
- Can add PB to resolve/Tempo points depending on college
- Can learn specialty Resolve depending on college.
- Have advantage when facing non-bards in contesting rolls during an instrument/performance dueling.
 - Proly over powered, idk.

Cleric

- No benefits

Artificer

- No benefits

Druid

- No benefits

Wizard

- No benefits

Warlock

- No benefits

Sorcerer

- No benefits

Dueling (Guns)

Levels

- So a level 1 can't kill a level 20.
 - 1-5
 - 1 Base dmg.
 - 1 Resolve Dice (d6) + 1
 - 6-10
 - 2 base dmg
 - 1 R Dice + 2
 - 11-16
 - 4 base dmg
 - 2R Dice + 3
 - 17-20
 - 5 base dmg

- 2R Dice + 4

Basic

- Use Con Mod + Level for Health.
- Once down: 1-2 Death saves.
 - Depending on the importance / rules of the duel.
- Hits deal 1 damage (base)
 - 2X dmg in crits or special circumstances.
- Roll Initiative at the start of every Round.
 - Add sleight of hand.
 - Can use/ add deception, stealth, or other DM approved skill on first shot only.
- Rounds = 1 Second
- Normal Reload = 3 seconds
- Get up from Prone = 2 seconds
- Roll Resolve points at the start of the duel.
 - As duelist start to walk.
- During their walk: Each duelist may roll Insight, Perception, or investigation to learn one aspect about the opponent.

- In cases where duel goes unfinished, and duelist must calculate real HP not Dueling HP (aka: unfinished/interrupted duels)
- Shots hit: - 1/2 targets full health rounded up.
 - Minimum of 1

- Party must roll successfully to help or oppose their desired target.
 - Party acts as a group: Aka the help/oppose result can only be done once and it cannot stack.
 - Goal is to either give advantage or disadvantage to the targets Resolve roll, sizing up roll, or other determined roll.
- To help: Must beat: DC 15 - chosen Modifier.
 - Up to target
- To oppose: Must beat 15 + chosen Modifier.
 - Up to target

- When facing armed melee:
- Traditionally start at 20ft apart.
- Must be 5ft away or get disadvantage on ranged attack.
 - Unless you have feat

Environment

- This covers the crowd and the type of duel.

Crowd

- Roll to determine
- The non-dueling Party may attempt to manipulate crowd with checks
 - Their emotion or quirk.
- **Emotion** (may roll d6)
 1. Quiet/ Solemn
 2. Cheering/ Entertained
 3. Booing/Horrified
 4. Jeering/Annoyed
 5. Silent/ Bored
 6. Crying/Afraid
- **Quirk** (May roll d6)
 1. Indifferent
 - No addition
 2. Hides Cheating
 - Self explanatory
 3. Throws debris
 - -1 to all Fires
 4. Heckles
 - -1 Resolve to all
 5. Helpful
 - Adv on Sizing up
 6. Indifferent
 - No addition

Type

- This represents the surroundings/ setting of the duel
- Street
 - No additions
- Saloon
 - Limited space.
 - Misses have a chance of hitting crowd (rolling a 5 or below)
- Horseback
 - May knock opponent off of their horse

- Costs Resolve
 - Target takes extra 1 dmg on falling.
 - Their attacks while not on horse get a -2 to Hit
 - Or shoot the horse
 - Costs Resolve
 - Horse and target both fall, horse (maybe) dies, target duelist takes -1 dmg due to falling
 - Lose honor/reputation
 - Target is Prone
 - Target can't Restrained
 - Target has half cover
- Rooftop
 - May knock opponent from roof
 - 10ft = 1dmg
 - Target may attempt to not land completely prone
 - Acrobatics check
 - If they fail: Prone
 - If they succeed: -1 dmg, not prone.
- Walking
 - No additions.
- Execution
 - One target starts duel kneeling
 - Possibly with no guns drawn
 - One kneeling is in the prone position first round
 - Had disadvantage on first attack if facing away from opponent.
- 1 vs 2... or more
 - When it looks bleakest
 - Rules mostly as normal
 - The opposing 2/more may switch their turns freely
- 1v1v1
 - When it's a standoff
 - Rules as normal.

Turns

Sizing up.

- Each party may roll an insight, perception, or investigation roll in order to determine one thing of their opponent.
- I.E:
 - Stat block
 - Dueling health

- Type of gun
- Resolve Point amount.

1st Turn Only.

- May add extra Pluses to hit
 - IE: Deception, stealth, acrobatics, etc.
- May Cheat (fire before opponent has turned around.)
 - Lowers reputation/ honor.
 - 2 free Fires, no Resolve or movement may be used.
 - + 2 to Hit on each Fire.

Later turns

- Use Resolve point.
- 1. Take damage by opponent
- 2. Move
 - Can only move 5ft at a time.
 - Things with 60ft movement speed: 10 ft at a time.
- 3. Fire.
 - Hit= beat their AC
 - Nat 20 = 2 dmg.

Round order.

1. Both players Roll initiative.
2. Player 1 goes
 - Take fire action
 - May use Resolve
 - Or may save resolve point for reaction to Player 2s shot
3. Player 2 Goes
 - Take fire action (or react)
 - May use Resolve (unless already used for a reaction)

Other actions

- Speak
 - Free action
 - User may speak to anyone within range
- Rest/hold
 - Free action

- User may forego turn in favor of resting/ waiting
- Check
 - Automatic on first turn.
 - Can use a resolve point to make it a bonus action.
 - User may make a check on any desired talent/ability.

Resolve Abilities

SOME CHEATS COST RESOLVE AS WELL.

Normal

- Disarm
 - On players next shot, they may choose to aim to disarm opponent rather than kill.
 - To hit: Opponents AC + 2.
 - If attack hits: On next turn opponent can't Fire for 1 turn.
 - Takes 1 round to retrieve gun.
 - Increases reputation.
- Dodge (Reaction to getting hit)
 - Before taking damage, player may dive to the side to avoid getting hit.
 - Current turn: +2 AC
 - Next turn: - 1 AC
- Disable
 - On players next shot, they may shoot to maim / disable target.
 - Only way to do non-lethal
 - May describes how they want to maim/ disable.
- Endure
 - On taking damage. Player may choose to Fire one more round even after losing all CON Hp.
 - May do this in advance/ before losing all HP.
 - Fire Next Turn: +1 to Attack and dmg.
 - End next next turn: Drop dead, - 2 to Death Saves
 - This stacks.
- Focus
 - On players current Fire. They may sharpen their senses
 - Can be used to gain adv on attack OR
 - It can be used determine a stat of the opponent
- Quick Reload
 - On running out of bullets in chamber, player may use quick reload to shorten normal reload time (3 seconds) to only 1 second.
 - This can also be used to load in a golden/magical bullet

- Gamble
 - May spend a resolve point to do an extra point of damage to the opponent.
 - Must spend point before rolling to hit.
 - If attack misses, the gun misfires and the shooter takes 1 damage.
 - This stacks.
- Draw/ Fire
 - User may change to draw another gun, or fire offhand gun to make two attacks.
 - Takes resolve to draw gun.
 - Takes resolve to fire offhand gun.
 - Might lower reputation
 - Might rise it.
- Retrieve
 - Spend 1 Resolve to pick up dropped gun/weapon
 - Allows user to still use weapon/fire gun in the same turn.

Special Resolve

- Some guns, ammo, magical items, or characters have personalized Resolve abilities.
- Deadeye
 - Benefits
 - Ignores Dodge
 - Ignores Half Cover
 - Ignores Obscure
 - Caveats
 - Cannot Crit
- Push
 - On a hit, user may spend a resolve point to shove their target back 5ft with the bullet.
 - Can be staked twice only
 - Max of shoving back 10ft
- Gun Guard
 - As a reaction to getting hit by a melee attack. User attempt to block strike with gun barrel.
 - Gun risks getting damaged when blocking non-bladed weapons
 - User: +2 AC while using.
- Ricochet
 - May ricochet bullet off hard object to hit opponent
 - Ignores all covers.
- Fan
 - Fan the hammer to fire off additional shot
 - Both shots have a -2 to hit
 - If both miss, gun is jammed
 - Gun needs reloaded in order to work again.

- Dance
 - May shoot the ground around the targets feet to restrict their movement to 0
 - May also just choose to shoot the target's foot instead.

Cheating

All lower reputation or honor, or both.

- Surprise (1st round only)
 - 2 free Fires, no Resolve may be used.
 - + 2 to Hit on each Fire.
 - Hurts reputation
- Cower
 - Free movement
 - Lowers reputation/ honor
 - Roll stealth V targets Perception to see how far you can move.
 - If able to hide behind an object: normal cover rules.
 - If not: Possible + 1-3 AC
- Blind
 - Usually uses a Resolve point.
 - Use mirror or sand or other method to blind target
 - Must beat DC 16 + targets Dex modifier. To do it successfully.
 - Target is blinded for 1 second.
 - May be attempted to be hidden
 - DC 15 against crowd.
 - Stealth V Perception for Party/ all opposition.
- Obscure (Resolve)
 - May use Resolve point to kick up/ throw down dust/ sand/ smoke/ or even throw a coat.
 - Or use special bullet
 - Target can't see you for 1 round.
 - Plus 2 to both parties AC.
 - Enemy can't see you
 - You can't see enemy.
- Feign death/Fake plea
 - May attempt to fool opponent that they got the killing blow.
 - Or fool opponent that you give up.
 - Roll Deception vs targets perception
 - On success: Gain two free Fires.
- Outside ability interference.
 - Only counts to the duel if it is an instant spell, or ability.
 - Damage attacks

- Take away normal HP. Then apply it at end of duel after duel damage is calculated.
- Outside movement interference.
 - If someone walks into the middle of the duel. They enter duel status and turn order. It is the duelists choice whether they choose to attack the individual or not.

Dueling (Swords/Melee)

Weapon

Levels

- So a level 1 can't kill a level 20.
 - 1-5
 - 1 Base dmg.
 - 1 Resolve Dice (d6) + 1
 - 6-10
 - 2 base dmg
 - 1 R Dice + 2
 - 11-16
 - 4 base dmg
 - 2R Dice + 3
 - 17-20
 - 5 base dmg
 - 2R Dice + 4

Basic

- Use CON, STR, or DEX Modifier + Level as Hit Points for both Challenger and Challenged.
- Once down: 1-2 Death saves. Depending on the importance of the duel / rules of the duel.
- Hits deal 1 base dmg
 - Crit = double dmg
- Roll Initiative at the start of every Round.
 - Add strength or Dex skill.
 - Can use/ add deception, stealth, or other skill on Certain strikes.
- Rounds = 1 Second
 - Takes 2 rounds(Seconds) to pick up/ draw a weapon
 - 1 using Resolve.
 - Takes 3 rounds (Seconds) to get up after being knocked prone.

- Roll Resolve points on start of duel. As duelist face off. .
- Must roll Insight, Perception, or investigation to see opponents condition at begging by of duel.

- Party must roll successfully to help or oppose their desired target.
 - Party's acts as group: Aka the help/oppose result can only be done once and it cannot stack.
 - Goal is to either give advantage or disadvantage to targets Resolve roll.
 - To help: Must beat: DC 16 - Modifier.
 - To oppose: Must beat 16 + Modifier.
 - 18 minus/ plus the targets Intelligence, Constitution, or Wisdom.
 - Target may choose which modifier to minus the DC by

- When facing an unarmed duelist: +1 dmg.

Environment

Crowd

- Roll to determine
- Remaining Party may manipulate crowd with checks.

Emotion (may roll 1d6)

1. Quiet/ Solemn
2. Cheering/ Entertained
3. Booing/Horrified
4. Jeering/Annoyed
5. Silent/ Bored
6. Crying/Afraid

Quirk (May roll a d6)

1. Indifferent
 - No addition
2. Hides Cheating
 - Self explanatory
3. Throws debris
 - -1 to all Strikes
4. Heckles
 - -1 Resolve to all
5. Helpful
 - Adv on Sizing up
6. Indifferent
 - No addition

Setting

- Circle/ Classic
 - No changes
- War / Battle
 - Occasional distractions
 - Disadvantage on some strikes
- Beam/ Balanced
 - Footwork important (athletics or acrobatics every turn beating DM determined DC)
 - Falling risk: 1dmg per 10ft
 - May attempt to save self with athletics.
- Horseback
 - May knock opponent off of their horse
 - Costs Resolve
 - Target takes extra 1 dmg on falling.
 - Their attacks while not on horse get a -2 to Hit
 - Or kill the horse
 - Costs Resolve
 - Horse and target both fall, horse (maybe)dies, target takes -1 dmg
 - Lose honor/reputation
 - Target can't move
 - Target has -2 to hit
 - Target has half cover
- Storm/ dangerous Environment
 - Chance to get affected by environment every round
 1. -1 Dmg to a duelist
 2. Disadvantage to a duelist
 3. Advantage to a duelist
 4. -1 or +1 Resolve
 5. Other
- 1V2...or more
 - Same as gun duel
- 1v1v1
 - Normal rules

Turns

Sizing up.

- Each party may roll an insight, perception, or investigation roll in order to determine one thing of their opponent.
- I.E:
 - Stat block
 - Dueling health
 - Type of stance
 - Resolve Point amount.

1st Turn

- Regular Turn after Choosing Stance
- Stances
- Choose only 1
 - Defensive: +1 AC
 - - 1 Hit
 - Precision: + 1 Hit
 - - 1 AC
 - Damage: + 1 Damage
 - - 1 Health
 - Health: + 1 health
 - - 1 Dmg
 - Speed: +5ft movement
 - - Hit
 - No stance.

Regular turns

- Use Resolve point.
- 1. Take damage by opponent
- 2. Move
 - Can only move 5ft at a time.
 - Things with 60ft movement speed can move 10 ft at a time.
- 3. Strike or Defend.
 - Strike = usually beat their AC
 - Defend = Add 1-2 To your existing AC.
 - May not use strike action on your turn when defending.
 - Defend takes place upon next single attack made against you
 - Nat 20 = 2 dmg.
- 4. Change or Resume Stance
 - Exactly how it sounds

Final Turn

- The person who delivers the final strike to end their target may choose the result
 - Spare
 - Kill
- Describe how
 - Disable/ Disfigure
 - Cut off a limb
 - Shatter a bone
 - Head trauma
 - Lose an eye.
 - Disembowel
 - Pick a type of other lasting injury.

Strikes

- Single weapon strike
 - Works like normal
 - Can't make second attack unless dual wielding.
- Offhand weapon strike
 - Must have two-weapon fighting feature.
 - Must use Resolve to make a second strike.
- Unarmed strike
 - See Unarmed
- Grapple
 - See Unarmed
- Ranged/ Thrown attack
 - If already held in one hand, rules as normal.

Other actions

- Speak
 - Free action
 - User may speak to anyone within range
- Rest/hold
 - Free action
 - User may forgo turn in favor of resting/ waiting.
- Check
 - Besides first turn: Action/strike

- Can use a resolve point to make it a bonus action besides striking
- User may make a check on any desired talent/ability.

Resolve Abilities

SOME CHEATS COST RESOLVE AS WELL.

Normal

- Offhand
 - A dual weilder may use a resolve point to make another attack action.
- Dodge (Reaction to getting hit)
 - Before taking damage, user may slip/weave/dodge oncoming strike.
 - Current turn: +2 AC.
 - Next turn: -1 AC.
- Disarm
 - On players next Strike, user may choose to try to disarm their opponent.
 - Regular disarm rules.
 - Takes 1 Round to retrieve a disarmed weapon
 - Thus no attack.
- Endure
 - On taking damage. Player may choose to Strike one more round even after losing all CON Hp.
 - May do this in advance/ before losing all HP.
 - Strike Next Turn: +1 to Attack and dmg.
 - End next next turn: Drop dead, - 2 to Death Saves
 - This stacks.
- Brace
 - On reaction to an opponents landed strike. User may forego dmg via a Brace
 - Enemy Strike deals 1 less damage to the user.
- Counter
 - On reaction to an opponents landed strike. User may make a quick strike back.
 - Roll to attack directly after being hit.
 - Unless the damage from the prior hit drops user to 0hp
- Parry
 - On reaction to an opponents landed strike. User may attempt to Parry the attack.
 - Check vs Check
 - Check determined via explanation by user, approved by DM.
 - Success: Next Attack user makes has advantage.
- Feint

- On an attack, user can use a feint in order to gain advantage on their real attack.
 - Adv on next attack.
- Throw
 - Player may choose to throw a held weapon as their next strike.
 - This is usually seen as underhanded
 - Can be used with any weapon
 - Weapons with thrown property have adv
 - This may also be used to throw out caltrops, ball bearings, oil, or other similar items
 - This is rarely not considered cheating.
- Hold
 - On opponents strike. User may grab the weapon of the opponent.
 - Make a dex/str check beating the opponents hit role.
 - Opponents dmg still applies regardless of result
 - On success, opponent may not use strike with the held weapon until wrestling from the users hands
 - Strength V Strength
 - Opponent may still use other weapon, or just drop held weapon.
- Draw
 - User may draw different weapon, pick up dropped one, or something else.
 - Brings normal 2 round action to a 1 round action.
- Retrieve
 - User may spend a Resolve point to retrieve a dropped weapon quickly
 - Still get to use an attack.

Special Resolve

- Some weapons add special abilities and properties to duels.
- Lock
 - On strike, user may attempt to lock weapons with the opponents. Forestalling the rounds.
 - On success, dmg is not applied.
 - Contesting Dex checks.
 - Users next attack has disadvantage.
- Riposte
 - May use only after a successful Parry
 - May forego normal 1 Resolve per Round rule.
 - Still must roll to attack.
- Draw Strike
 - May make an extra attack when drawing weapon from sheath/holders
 - May make strike before opponents turn
- Defect/ Split

- As a reaction to getting by hit, the User may attempt to deflect oncoming ranged attack made by opponent.
 - Must beat the opponents attack role using a STR or DEX check
 - On success: Take no damage from opponents attack
- Maime
 - May attempt to Maime a body part of the target
 - Costs 3 Resolve
 - Opponents AC = +3
 - Must be non-lethal. I.E:
 - Cut off non dominant hand
 - Slice tendons
 - Opponent falls prone/ can't move
 - Break bones
 - Same effect as slice tendons or cutting off hand.
 - Cut/ smash one eye
 - Cut off ear

Cheating

- All lower reputation or honor, or both.
- Run (Possible Resolve)
 - Hightail it. Use Resolve to gain movement.
 - Gain an extra 5ft of movement to get out of striking range.
 - Attempt to run away.
 - 3 more rounds of the duel.
 - If opponent can't hit in this time, duel automatically ends.
 - If they draw a ranged weapons...it takes three rounds to do.
- Obscure (Resolve)
 - May use Resolve point to kick up/ throw down dust/ sand/ smoke.
 - Or use special weapon
 - Target can't see you for 1 round.
 - Plus 2 to both parties AC.
 - Enemy can't see you
 - You can't see enemy.
- Throw
 - Player may choose to throw a held weapon as their next strike.
 - This is usually seen as underhanded
 - Can be used with any weapon
 - Weapons with thrown property have adv
 - This may also be used to throw out caltrops, ball bearings, oil, or other similar items
 - This is rarely not considered cheating
- The Classic (Resolve)

- Bring a gun to a Knife fight to end it quick.
 - Gun deals extra 2 dmg only in this instance
 - Gun draw takes 1 round using Resolve.
 - 3 normally.
- Outside ability interference.
 - Only counts to the duel if it is an instant spell, or ability.
- Damage attacks
 - Attack dmg applied to normal HP after duel.
- Outside movement interference.
 - If someone walks into the middle of the duel. They enter duel status and turn order. It is the duelists choice whether they choose to attack the individual or not.

Unarmed

- Refers to boxing, wrestling, grappling, MMA and other forms of martial arts.
- Most the mechanics are the exact same as weapon mechanics
- With a few exceptions

Basic

- Standing Rounds = 1 second
- Grappling Rounds = 10 Seconds
- Takes 2 turns to get up from being knocked prone.
 - Unless a resolve is used.
- Only weapons allowed for Unarmed (occasionally):
 - Brass Knuckles: +1 dmg
 - Improvised stuff: + 1 dmg
 - Finger claws: +1 dmg
- Weapons not allowed
 - Other melee weapons : +1 dmg
 - Ranged: +1 dmg
 - Guns: + 2 dmg.

Environmental

- **Crowd**
 - Same as Melee
- **Terrain/Setting**
- Slick ground/ Mud/ Rain
 - The Terrain is slick, falling comes easy, holding/grasping becomes difficult.

- Crowd Ring
 - Crowd can interfere however they may please
 - DMs choice
 - Examples:
 - Shove: Crowd can shove target
 - Sucker punch/strike causing target to lose 1 HP.
 - Heckle: Target may risk losing a Resolve point.
- Hard ground
 - Falling can hurt
 - Extra -1 dmg when being knocked prone or slipping

Turns

- Same rules for weapon dueling except for Last Strike rule

Strikes/Actions

- Regular Strike
 - Unlike weapon duels: it is assumed unarmed duels are always “duel wielding”.
 - Thus strikes can be made with any unarmed method the user wishes to describe.
 - This can be a punch, kick, headbutt, elbow, knee, or even bite.
 - User may describe type of attack they use
- Push
 - Attempt to shove target 5 feet back. User regular rules
 - May use Resolve point to increase distance pushed back.
- Grapple/ Clinch
 - Attempt to grapple target. Use regular rules
 - Grapple doesn't mean bringing opponent to ground.
- Single/Double Leg Takedown
 - User may forego a strike and attempt to bring opponent to the ground.

Standing Resolve

- Utilize Environment
 - Use your action to grab or throw or just manipulate an object nearby in favor of yourself
 - Player describes action and desires affect
 - DM discretion
- Footwork
 - Use footwork to confuse opponent
 - Opponent has -2 to their next attack

- Adv on sweep
- Feint
 - User may extra attempt to fool opponent via faking a strike
 - Adv on next strike user makes
- Weave
 - As a reaction to getting hit: attempt to Dodge incoming strike
 - +2 to users AC next
 - +2 to push/throw next turn
- Guard
 - As a reaction to getting hit Block incoming strike
 - -1 to opponent dmg on you
 - +2 to grapple on next turn
- Greed (Gamble)
 - Attempt to make a quick extra attack on opponent after landing a strike
 - Succeed: another base dmg
 - Fail: Opponents next attack automatically lands
 - Also does +1 dmg
- Stun
 - User may attempt to stun their opponent.
 - If monk: use regular stun rules.
 - Failure: No penalty
 - If not:
 - Success: Target cannot use a Resolve point next round.
 - If Target has none left: -2 to their next attack
 - Fail: User loses a Resolve point.
 - If user has none left: -2 to their next attack.
- Endure
 - On taking damage. Player may choose to Strike one more round even after losing all Hp.
 - May do this in advance/ before losing all HP.
 - Fire Next Turn: +1 to Attack and dmg.
 - End next next turn: Drop dead, - 2 to Death Saves
 - This stacks.
- Sweep
 - Attempt to knock opponents legs from underneath them as a strike
 - Check vs Check
 - Succeed: Opponent prone and takes 1d g
 - Fail: User is semi-prone.
 - Takes 2 rounds to get up = no strike.
 - May use Get-Up/Kip-Up to get strike (only in this instance)
- Throw
 - Attempt to throw opponent over shoulder or body
 - Check Vs Check
 - Succeed: Target takes 1 dmg and is prone.

- Fail: Target has adv on next strike
- Get-Up/Kip-Up
 - As a reaction to getting knocked down. User may use a resolve to get up in one round
 - Get no attack on said round.
- Splay
 - If an opponent attempts to take you to the ground, user may splay out to automatically avoid it. Or gain advantage in **taking back**.
 - Costs 1 Resolve.

Ground Resolve

- Grappling requires much more prerequisites than other types of fighting. Thus many Ground Resolves are situational.
 - And many cost more than one resolve.
- Strikes in this scenario are arm, head, and leg strikes made while rolling/grappling with opponent.
- Splay
 - If opponent attempts to take you to the ground, may splay out to automatically avoid it. Or gain advantage in taking back.
 - Costs 1 Resolve.
- Shrimp/ Struggle
 - Usable if opponent has a mount.
 - May use 2 Resolve to leave any mount.
 - - 2 AC after
- Slip/ Struggle
 - Usable if opponent has a hold.
 - May use 2 Resolve to leave any hold
 - -2 AC after
- Full Mount
 - User may take action to take near full control of grapple.
 - Costs 3 Resolve.
 - Check vs Check
 - When maintaining full Mount; user has advantage on nearly all maneuvers.
 - Including strikes.
- Back Mount (Take Back)
 - User may sue action to take control of opponents back.
 - Costs 2 Resolve
 - Check vs Check

- User has advantage on Chokes and Rolls.
 - Opponent has disadvantage on strikes.
- Side Mount (Side Control)
 - User may use action to take control on side.
 - Costs 2 Resolve
 - Check vs Check
 - User has advantage on Arm Bars and Ankle Locks
- Basic Guard
 - As a reaction User may block opponents basic strike/ attack
 - 1 Resolve
 - Strike does no dmg
- Full Guard
 - As a reaction User may attempt to block opponent maneuvers.
 - 1 Resolve
 - Give disadvantage to opponents' checks.
- Roll
 - Must have Take Back, or Side Control on the opponent.
 - Costs 1 Resolve
 - May roll opponent to desired area
 - OR
 - May change mounts
- Choke Hold
 - Must have any mount to access
 - Costs 2 Resolve
 - Check vs Check
 - Success: Opponent has disadvantage on all strikes and d20 rolls
 - Opponent passes out after 4 rounds held
 - Opponent dies after 6.
 - Fail: User loses Mount
- Arm Hold
 - Costs double if the user is not in Mount.
 - Costs 1 Resolve
 - Check vs Check
 - Success: Opponent has disadvantage on all attacks.
 - User breaks the opponents arm after 4th round.
 - Fail: User loses Mount
- Leg Hold
 - Costs double if the user is not in Mount.
 - Costs 1 Resolve
 - Check vs Check
 - Success: Opponent has disadvantage on all attacks.

- User breaks opponents leg after 4th round.
 - Fail: User loses Mount
 - Other Joint Hold
 - Costs double if user is not in Mount.
 - Costs 1 Resolve
 - Check vs Check
 - Success: Opponent has disadvantage on all attacks.
 - User breaks opponents joint after 4th round.
 - Fail: User loses mount.
 - Spladle Hold
 - Casts double if user is not in Mount
 - Costs 1 Resolve
 - Check vs Check
 - Success: Opponent cannot make any attacks.
 - Opponent looks like an utter fool/ loser
 - Fail: User loses mount

Cheating

- Cheating in unarmed duels is rarely punished or prosecuted. Thus, though some things might be dubious or even disgraceful, they are not often called cheating.
- The below list is just some things that ight be considered cheats in certain scenarios.
- Most cost resolve: Marked if they don't
- **Standing**
- Discombobulate
 - Attempt to strike opponent in an extremely vital area
 - I.E:
 - Clapping ears
 - Kicking balls
 - Poking Eyes
- Maime
 - Attempt to kill opponent at end of duel or destroy a body part
 - I.E:
 - Eye gouge
 - Break Bone
 - Neck chop/punch
- Arm Yourself
 - Pull out a weapon
- **Ground**
- Maime
 - Attempt to deeply disadvantage opponent.
 - I.E:

- Eye gouge
 - Hit Groin
 - Neck chop/punch
 - Each cause opponent disadvantage on future attacks if success is made.
- Bite
 - User may bite opponent along with regular strike
 - Make extra attack but at advantage.

Dueling (Instruments/Performance)

Levels

- So a level 1 can't kill a level 20.
 - 1-5
 - 1 Base dmg.
 - 1 Tempo Dice (d6) + 1
 - 6-10
 - 2 base dmg
 - 1 T Dice + 2
 - 11-16
 - 4 base dmg
 - 2T Dice + 3
 - 17-20
 - 5 base dmg
 - 2T Dice + 4

Basics/ Shared rules.

- Determine type of duel.
- Roll Initiative at the start of every Round
 - May use whatever plus applicable/ allowed
- Rounds = 10 Seconds - 10 minutes.
- Roll Tempo points at the start of the duel. As duelist start to tune and prepare.
 - Each Performer May only use 1 Tempo point per round. Either as a reaction to an incoming opponent/crowd action, or as an addition on their turn.
- Roll Investigation, Perception, or other...to get info on crowd or opponent.

- Party must roll successfully to help or oppose their desired target.
 - This can be to manipulate the crowd, hype up a performer or criticize a performer.
 - They may choose how they help.
 - They may choose how to do it.
 - Party's acts as group: Aka the help/oppose result can only be done once and it cannot stack.
 - To help: Must beat: DC 15 - chosen Modifier.
 - Up to target
 - To oppose: Must beat 16 + chosen Modifier.
 - Up to target

Types

- There are different types and variants to Performer duels.
- Must first have that determined before getting figuring out rules.

Performer vs Performer

- This is where two or more Performers go head to head. There are three Variants
- **Health:** To kill other Performer
 - Must have magical strings
 - Winner lives
 - Loser dies
- **Nerve:** To perform better than other Performer
 - Winner celebrated
 - Loser criticized
- **Crowd:** To manipulate/ control crowd
 - Requires Threshold Points (TP)
 - Winner gets desired outcome
 - Loser does not

Performer vs Crowd

- This is where the Performer(s) face(s) off against the crowd. There are two Variants
 - All require Threshold Points.
- **Manipulation:** To make crowd act as you want
 - Succeed: Crowd goes into desired mood
 - Fail: Crowd stays in current mood
 - Or goes into opposite mood.

- **Nerve:** To make crowd respect/ recognize Performer
 - Succeed: Grow more recognized
 - Fail: Grow more obscured
 - Crowds can “win”
 - In these cases: Crowds mood doesn’t change as wanted
 - Performer(s) loose all nerve and their reputation is harmed.

Performer

Stats

- **Health** = Chosen Stat + Level + Proficiency or Expertise.
OR
- **Nerve** = Chosen Stat + Level + Proficiency or Expertise.
 - If playing to out entertain the opponent.

Extras

- Once Performer goes down(if applicable): 1-2 Death saves.
 - Depending on the importance / rules of the duel.
- Hits deal 1 damage (base)
 - 2X dmg in crits or special circumstances.
 - Changes as you level up.
- Duel Interruptions
 - Dmg: 1 = half health remaining
 - Reputation = Results of where duel ends

Crowds

Crowd Stats.

- Crowds Thresh-hold Points (TP)
 - Highest Level of the dueling performer (ML) + Threshold Base
- Crowds AC
 - 8 + Threshold Base.
- Attacking/ Performing
 - Players must use base attacks and Tempo points in order to bring the crowd's threshold to 0.
 - Or to bring the opponents Nerve or Health to 0.

- Thus changing the mood to what is desired.
- Or defeating the other opponent.

Crowd Moods

- These could apply to just one of the performer
 - **Threshold:** Crowds “Hit Points”
 - Once reached: Crowd mood changes. Leading to Result.
 - **Quirk:** Active during the Duel, in effect regardless of the purpose of the duel.
 - **Result:** Results of winning Duel.
- **Hype**
 - Threshold : 8 + ML
 - Quirk: Adv on all base attacks
 - Result: Adv on Deception and Stealth
- **Bored**
 - Threshold: 4 + ML
 - Quirk: Disadv on all base attacks
 - Result: Disadvantage on charisma checks.
- **Joyful**
 - Threshold: 6 + ML
 - Quirk: + 1 HP/ Nerve to Performer
 - Result: Adv on charisma checks
- **Elegant**
 - Threshold: 8 + ML
 - Quirk: - 1 Health/ Nerve
 - Result: Can quickly destroy someone’s recognition/ reputation
- **Violent/ Angry**
 - Threshold: 10 + ML
 - Quirk: + 1 on Strikes/ Sounds.
 - Result: Adv on getting crowd to start a fight/ riot.
- **Sad**
 - Threshold: 6 + ML
 - Quirk: - 1 Rhythm Point
 - Result: Adv on all charms and persuasion rolls.

Crowd Attacks

- Crowds may make “attacks” during performances.
- When it’s performed vs crowd the following rule always applies
 - When it’s performer vs performer with a crowd in the background, it only applies sometimes

- Rule: Each attack does one base dmg/nerve dmg in most circumstances. Along with their other effects.
 - Base damage matches the Performers base damage unless stated otherwise by DM
- **Heckle**
 - Crowd makes fun of/ Jeers performance.
 - Performer(s) loses a Tempo point.
- **Boo**
 - Crowd boos Performance
 - Performer(s) gets disadvantage on next roll
- **Debris**
 - Crowd throws tomatoes/debris at performers.
 - Performer(s) lose 1 Nerve/HP
- **Holler**
 - Crowd sounds out performance
 - Performer(s) get -1 AC
- **Clap (offbeat)**
 - Crowd purposely (or not) messes up timing
 - Performer gets -1 on next base attack.
- **Turn On**
 - Crowd suddenly switches on 1 performer
 - Performer get -2 Nerve/Health
- **Demand**
 - Crowd demands a different song
 - Performer(s) loses a turn.
- **Cheer**
 - Crowd grows excited and cheers
 - Performer gets advantage on next roll
- **Flowers/Money**
 - Crowd throws gifts at Performer
 - Performer gets a Tempo point
- **Match**
 - Crowd stomp their feet or hum or sway in Rhythm
 - Performer gets 1 HP/Nerve

Setting

- Mainly have to do with the acoustics of the area the duel is happening.
- **Open**
 - + 1 Tempo Points
- **Forest**
 - - 1 Tempo Points
- **Alley**

- + 1 AC
- **Theatre**
 - +1 on all base attacks
- **Tavern**
 - + 1 Health/ Nerve

Turns

- 1st Round
 - Tune/ Prepare
 - Attempt to give yourself adv on first base attack.
 - Observe/ Listen
 - Learn one thing about either the crowd or the opponent(s)
 - Then Normal Turn rules

- Before both performers go (if applicable.)
 - The crowd may make an “attack” after both performers have gone.
 - No matter the initiative.

- **Normal Round (Performer Vs Performer)**
 - Use Tempo Point
 1. Take HP/ Nerve dmg from opponent last move.
 2. Make a base attack
 - Basic dmg if no Tempo is used.

- **Normal Round (Musician vs Crowd)**
 - Use Rhythm Point
 1. Make a Sound/Strike Basic Vs Crowd.
 2. Crowd does their action/attack.

Tempo Points

Regular

- **Groove** (Either)
 - Spend a Tempo to get into swing of things
 - Adv on next D20 roll

- **Crescendo** (Either)
 - Lead up to big moment.
 - Gives a +1 to hit on next base attack.
- **Gamble** (Either)
 - At the beginning of Performers' turn they do a quick flourish.
 - Stackable
 - Must determine before base personal attack roll is made
 - On Success: Do extra +1 dmg/Nerve to opponent or crowds
 - On Fail: Take the dmg on yourself.
- **Recover** (Either)
 - Use as a reaction to smoothly transition after making a mistake
 - Lose any negative status effect made on you.
- **Copy** (Performer)
 - Use as a reaction to opponents action. Copying their actions exactly
 - Reflects damage back onto opponent
 - Thus taking no dmg from opponents base attack.
- **Interrupt** (Performer)
 - Use as a reaction to cut off opponents base attack.
 - Check Vs Check
 - On success, they loose their turn
 - On fail: you lose yours.
- **Dissonance** (Performer)
 - Flatten your performance to draw away from opponents.
 - -1 to hit: Opponents next base attack.
- **Pressure** (Performer)
 - Attempt to make opponent nervous.
 - -1 Opponent AC one round.
- **Charm** (Crowd)
 - Attempt to quickly Charm crowd with performance
 - Next base attack has advantage.
- **Trance** (Crowd)
 - Manipulate one person in crowd the way desired
 - -1 to TP (alongside base dmg)
 - Essentially control person for one round
 - With DM Discretion
- **Sway** (Crowd)
 - Attempt to get Crowd moving
 - -1 to Crowd AC next round
- **Glare** (Crowd)
 - Attempt to guilt the crowd
 - Check V Check

- Success: Crowds next attack has disadvantage
- Fail: Your next attack has disadvantage.

Cheats.

- **Trip Up**
 - Performer tries to mess up opponents actions
 - Check vs Check
 - Disadvantage on next turn to whoever loses
- **Sabotage**
 - Must be done before performance.
 - Describe sabotage and explain affect
- **Attack**
 - A literal physical attack
 - Attack roll
 - If hit: target has -1 to to Nerve/HP
 - Target loses a Tempo