

# Open Legend Battle Royale Rules

This is your big chance all you power gamers and min-maxers. Try to see if you can break the Open Legend system with your most powerful character build.

Let's see if we can rally enough worthy competitors to the cause! Throw your hat in the ring for this high-level (9th) all-out deathmatch tournament. Each player anonymously submits their character and after the submission deadlines, no changes can be made and all character sheets are public. The tournament would be single elimination with brackets like in sports that determine a ladder each participant must climb, culminating in the final showdown. We could even do Roll20 maps with predefined start zones, hazards etc. Create 10 of these "arena maps" and then for each match, the two competitors would get assign a 1 - 5 rating of each map and the map with the highest total rating between the two opponents would be the arena for that fight. Also, if the turnout is REALLY big for the event, we could consider doing 2 or 3 person teams rather than solo combatants.

My idea for scheduling is that it's like Street Fighter, the matches happen at different times & places at the convenience of the 2 competitors + 1 referee. The attendance of the audience is optional, we'll post the schedule so people can tune in. Should we broadcast this on @openlegendrpg's Twitch channel maybe? Then there would be VOD replays for official challenges of referee rulings, etc.

I'd say, for purposes of the tournament, you get no Extraordinary Items unless you yourself take Craft Extraordinary Item, in which case we'd have to determine if the items you are crafting are fair, reasonable, and within a WL that makes sense for the tournament.

## Rules

1. The rules for each match will be exactly as they appear on the website at the time of the match. If a rule changes after your character is submitted, you must use the most up to date version of the rules.
2. Your character entry must be exactly 9th level (112 Attribute Points / 30 Feat Points)
3. Each match will be best of 3
4. If any rules text says "at the GM's discretion or similar", then for the purposes of the tournament, the answer is always "No". For the sake of clarity, this means Attribute Substitution is effectively banned.
5. 10 pre-defined maps shall be chosen. For each battle, the two competitors shall vote 1 - 5 on each map and do battle on the map which receives the high score. A tie score results in a coin toss and the winner of the toss chooses
6. The arena match will have terrain features and starting positions will actually be decided in secret by each player.

7. Damage applied via Influence attacks can cause a character to go unconscious, but they are still at full HP if they wake up. Thus, a single Finishing Blow attempt is allowed when the opponent goes unconscious.
8. You begin combat with nothing previously cast, invoked, created, or anything similar. Thus, Heightened Invocation can only apply to an invocation you begin on Round 1 of the combat.
9. Craft Extraordinary Item allows you to craft a total of your max crafting WL for the item you're creating (you must meet all other Attribute prerequisites for imbuing items and have access to the appropriate banes, boons, etc.). You can divide this up, so if you have Craft Extraordinary Item III, you can begin with one item of WL 9 or 3 items, each WL 3.
10. Free actions, by definition can only be used during your turn
11. Sentinel feat only allows one Defend attempt per incoming attack
12. A referee shall be on hand to determine legality of actions and assign advantage or disadvantage in a given situation. If you can't explain the story of what you're doing in a way that makes sense for your character's description, the referee can disallow an action
13. If there are Companions, Summoned Creatures, etc. the match ends when the primary character dies.
14. When a companion dies, you do not get feat points back to re-spend them
15. Surprise, such as that invoked by a player hiding (Agility) or using the Invisible bane, will be determined by the Referee, with a contested roll vs the Perception of the character being attacked
16. You can trick your opponent into attacking a Companion with the Phantasm bane or the Deception attribute can confuse the opponent and cause them to not know which target is the opponent and which is a Companion.
17. In the case of passive boons accessed via Boon Focus, Extraordinary Items, etc. They are active at the start of the combat. In addition, if the boon requires the invoker to make any choice, that choice must be made during the "prep" for the match and shared with the GM secretly. If anyone fails to notify the GM of such a choice. The GM will determine their choice randomly.