

***Ninepenny Kings Optional
Tourney Mechanics Proposal***
By the 9PK Dev Team

Table of Contents

Foreword	3
Jousting Mechanics	4
Joust Difference Table	4
Joust Injuries Table	4
Joust Skill Bonuses Table	4
Melee Mechanics	1
Melee Elimination Table	1
Melee Scoring Table	1
Melee Skill Bonuses Table	1
Archery Mechanics	1
Archery Scoring Table	1
Steeplechase Mechanics	1
Steeplechase Steps	1
Steeplechase Injuries Table	1
Drinking Mechanics	1
Yards of Ale	1
Drink For Drink	1
Tourney Age Maluses	1
Joust Age Malus Table	1
Melee Age Malus Table	1
Glossary	1
Sources Used	1
Hwk's Tournament Mechanics	1
Rae's Steeplechase Rules	1
Drinking Games	1
Dom's Tourney Age Maluses	1

Foreword

The primary goal of this proposal is to unify several previously made mechanics for tourneys into one, cohesive list of default tourney mechanics. The end goal of this proposal is to simplify the process of running tournaments, though it does not preclude making different and unique mechanics.

The events contained within this proposal will be jousts, melees, archery, steeplechases, and drinking contests.

If a player wishes to use their own mechanics for any of the above events, they are fully within their right to. Their only responsibility is ensuring that tourney-based skills are transitioned into the player's new mechanics with equal weight (IE, if a d20 roll is expanded to a d100 roll, then a +2 bonus would need to become a +10 bonus).

Jousting Mechanics

Many thanks to Hwk for creating the base joust mechanics!

Jousts will be represented as brackets in which two jousters face off. Each bracket will consist of seven tilts where each jouster rolls against their opponent. Each jouster will roll 3d20 plus their joust bonus, and the difference of the two rolls will be calculated as shown in the Joust Difference table below. The winner of a joust bracket is determined by the following, in descending order: if one jouster was unhorsed, their opponent wins. If one jouster breaks three lances before their opponent, they win. If no one is unhorsed or breaks three lances by the end of the seventh tilt, whichever jouster has the most broken lances wins. If no one is unhorsed or breaks three lances by the end of the seventh tilt and both jousters have the same number of broken lances, the victor is determined by the host and/or the Queen of Love and Beauty.

When a joust bracket finishes, the victor moves to the next bracket. The winner of the overall joust is determined by who wins the final bracket, second is determined by who wins the qualifier bracket, and third is determined by who loses the qualifier bracket. The qualifier bracket is a joust between whichever jouster loses the final bracket, and whichever jouster had lost to the overall victor in the semifinals.

When a jouster is unhorsed, they must make an injury roll on a 1d20. The result is determined by the Joust Injuries table below.

PCs will get a +2 to their joust bonus for each joust they win that has at least 8 competitors, to a maximum of +6. In addition, certain duelling skills can give bonuses to jousts as shown in the Joust Duel Skill Bonuses table below.

Joust Difference Table

Difference	Result
< 6	Glancing/No Hit
6-15	Impactful Hit (+3 to winner)
16-25	Broken Lance (+7 to winner)
> 25	Loser unhorsed, joust over

Joust Injuries Table

Injury Roll	Injury Received
1	Critical Injury
2-4	Major Injury
5-10	Minor Injury
11-20	No Injury

Joust Skill Bonuses Table

Duel Skill	Joust Bonus
------------	-------------

Duellist, Tier 2	+1 to joust rolls
Duellist, Tier 3	+2 to joust rolls
Iron Will, Tier 3	Ignore your first unhorsing per joust, -3 malus instead
Bulwark, Tier 2	+1 to joust rolls
Bulwark, Tier 3	+2 to joust rolls

Melee Mechanics

Many thanks to Hwk for creating the base melee mechanics!

Melees are represented as a series of elimination rounds in which between one and d5 combatants are eliminated from the contest. In each round, each combatant will roll 1d50 plus their melee bonus. The lowest X rolls are eliminated, with X being decided using the Melee Elimination table below. The eliminations are assigned to the top X rolls, with the lowest elimination being assigned to the top roll, the second lowest elimination being assigned to the second highest roll, etc, etc.

Combatants win the melee both by gaining points by surviving until the end and eliminating opponents from the melee. Whichever combatant has the highest score at the end of the melee wins. Point scores can be seen in the Melee Scoring table below.

PCs will get a +1 to their melee bonus for each melee they win that has at least 10 competitors, to a maximum of +5. In addition, certain duelling skills can give bonuses to melee as shown in the Melee Duel Skill Bonuses table below which can be added on top of the victory bonus.

Melee Elimination Table

Number of Combatants Remaining	Number of Combatants Eliminated
More than 25 combatants	d5 combatants eliminated
13-25 combatants	d3 combatants eliminated
12 or less combatants	1 combatant eliminated

Melee Scoring Table

Placement	Score
1st Place	10 points
2nd Place	8 points
3rd Place	7 points
4th Place	6 points
5th Place	5 points
6th Place	4 points
7th Place	3 points
8th Place	2 points
9th Place	1 point
10th Place	1 point
Eliminating opponent	1 point

Melee Skill Bonuses Table

Duel Skill	Melee Bonus
Duellist, Tier 1	+3 to melee rolls
Duellist, Tier 2	+6 to melee rolls
Duellist, Tier 3	+10 to melee rolls
Iron Will, Tier 1	If tied for lowest roll, ignore elimination
Iron Will, Tier 2	Ignore your first elimination, next lowest roll is eliminated instead
Iron Will, Tier 3	Ignore your first and second eliminations, next lowest roll is eliminated instead
Bulwark, Tier 1	+4 to melee rolls for every 3 eliminations
Bulwark, Tier 2	+4 to melee rolls for every 2 eliminations
Bulwark, Tier 3	+4 to melee rolls for every elimination

Archery Mechanics

Many thanks to Hwk for creating the base archery mechanics!

Archery contests will be represented in seven rounds, in which each competitor will try to score points and whichever competitor has the highest score at the end of the seventh round wins. In each round, each competitor will roll 1d75 plus their archery bonus, with the scoring represented in the table below.

PCs will get a +2 to their archery bonus for each archery contest they win that has at least 5 competitors, to a maximum of +10.

Archery Scoring Table

Archery Roll	Points Gained
9 or less	0 points
10-20	1 point
21-30	2 points
31-39	3 points
40-47	4 points
48-54	5 points
55-60	6 points
61-65	7 points
66-69	8 points
70-72	9 points
73 or higher	10 points
Unmodified 75/Bullseye	20 points

Steeplechase Mechanics

Many thanks to Rae for creating the base steeplechase mechanics!

Steeplechases will be represented by a series of rolls, using a mixture of dice from d10s to d20s all the way to d100s. There will be three alternating sprints and obstacles before a final stretch to the finish line. Each sprint and obstacle will gain the rider points, with the winner being determined by whichever rider has the highest score. If a rider critically fails an obstacle, they must make an injury roll on a 1d20, the result of which is determined by the Steeplechase Injuries table below.

At obstacles, a natural 1 will always result in elimination and injury. A natural 2 will always result in failing the obstacle and receiving a score malus.

PCs will get a +2 to their steeplechase bonus for each steeplechase they win that has at least 5 competitors, to a maximum of +8.

Steeplechase Steps

Sprint 1 (1d20)	
Roll added to overall score	
Obstacle 1 - Basic Log Jump (1d10)	
1	Out of the race, roll for injury
2-3	Fail obstacle, -10 from overall score
4+	Pass obstacle, add roll to overall score
Sprint 2 (1d20)	
Roll added to overall score	
Obstacle 2 - Slanted Jump (1d12)	
1	Out of the race, roll for injury
2-4	Fail obstacle, -10 from overall score
5+	Pass obstacle, add roll to overall score
Sprint 3 (1d20)	
Roll added to overall score.	
Obstacle 3 - Hedge Jump (1d20)	
1	Out of the race, roll for injury
2-6	Fail obstacle, out of the race
7-12	Fail obstacle, -10 from overall score
13+	Pass obstacle, add roll to overall score
Home Stretch (1d100)	

Highest Roll	Finishes first, +15 to overall score
2nd Highest Roll	Finishes 2nd, +10 to overall score
3rd Highest Roll	Finishes 3rd, +8 to overall score
4th Highest Roll	Finishes 4th, +6 to overall score
5th Highest Roll	Finishes 5th, +4 to overall score

Steeplechase Injuries Table

Injury Roll	Injury Received
1	Critically Injured
2-7	Major Injury
8-12	Minor Injury
13-20	No Injury

Drinking Mechanics

Drinking contests will be represented by either the game ‘Yards of Ale’ or ‘Drink For Drink’. Both games will have their rolls detailed below. It is to be noted that while neither game is accepted in polite society, ‘Drink for Drink’ is a significantly more acceptable option due to the less copious amounts of alcohol.

PCs will get a +1 to their drinking bonus for each drinking contest they win, to a maximum of +6.

Yards of Ale

Every contestant in ‘Yards of Ale’ is given a yard, or three pints, of ale. The winner of ‘Yards of Ale’ is determined by who finishes their yard first or who is the last contestant standing. The game is rolled in a series of rounds, where every contestant rolls 1d20 plus their drinking bonus. The amount the contestant drinks this round is determined by their roll as detailed in the table below.

For every half-pint a contestant drinks, they receive a -1 malus to future rounds.

Roll	Amount Drank
1-2	Contestant passes out from too much drink and is eliminated. Cannot occur in the first round.
3-11	Contestant drinks one quarter-pint
12-17	Contestant drinks one half-pint
18+	Contestant drinks one full pint

Drink For Drink

A more civilised game, two or more contestants face off against each other by drinking shots over and over until only one contestant is left standing. The winner is whomever managed to stay up. The game is rolled in a series of rounds, where every contestant rolls 1d20 plus their drinking bonus. A contestant is eliminated if they roll below or equal to the elimination threshold. This threshold starts at 1 in the first round, and increases by 1 for every subsequent round.

Tourney Age Maluses

As PCs age, they will slowly lose the ability to perform in the more physical and martial tourney events. These maluses apply as PCs reach new older ages, and are determined by the table below. A PC with a Personal Combat Skill may offset this malus, to represent their dedication to keeping in physical shape. Martial Focus SCCs follow the same table, with their Progression Tiers analogous to Skill Tiers.

Joust Age Malus Table

Age	Base Malus	T1 Malus	T2 Malus	T3 Malus
91+	-9	-7	-6	-5
86-90	-8	-6	-5	-3
81-85	-7	-5	-4	-1
76-80	-6	-4	-2	---
71-75	-5	-3	-1	---
66-70	-4	-2	---	---
61-65	-3	-1	---	---
56-60	-2	---	---	---
51-55	-1	---	---	---
16-50	---	---	---	---
15	-2	-2	-2	-2
14	-4	-4	-4	-4
13	-6	-6	-6	-6
12	-8	-8	-8	-8
11	-10	-10	-10	-10

Melee Age Malus Table

Age	Base Malus	T1 Malus	T2 Malus	T3 Malus
91+	-18	-14	-10	-6
86-90	-18	-12	-8	-4
81-85	-14	-10	-6	-2
76-80	-12	-8	-4	---
71-75	-10	-6	-2	---

66-70	-8	-4	---	---
61-65	-6	-2	---	---
56-60	-4	---	---	---
51-55	-2	---	---	---
16-50	---	---	---	---
15	-2	-2	-2	-2
14	-4	-4	-4	-4
13	-6	-6	-6	-6
12	-8	-8	-8	-8
11	-10	-10	-10	-10

Glossary

See the following list for definitions of acronyms used through this document.

d5, d20, d100, etc - 5 sided dice, 20 sided dice, 100 sided dice, etc

PC - Primary Character

Sources Used

Hwk's Tournament Mechanics

<https://docs.google.com/document/d/1oDmrYNC2CKryBX6ZII3Guq8BHHWAo1zsZo1rFDXTwko/edit>

Rae's Steeplechase Rules

https://old.reddit.com/r/SevenKingdoms/comments/7fiwva/meta_steeplechase_rules_and_beesburyfootly/

Drinking Games

<https://docs.google.com/document/d/1MwAHIBvamUCASDI5Q8QoM2JH5HbpyHaCcU5bFdiO3i0/edit>

Dom's Tourney Age Maluses

<https://docs.google.com/document/d/1m2zM8CWdDYTo0suzaDkyKnonEm7QeQRrMoOYvitzjzo/edit>