

Bounty Active Combat System

Here at freedom's bounty we pride ourself in fair non godmodding combat. In that end we have created a system of engagement for our various events and a system around or roleplaying network.

This system is meant to be system allowing for fast and simply combat, that doesn't require too much investment wise and is easy to pick up and use in any situation.

What makes me tick?

Now at the start of of a battle all participates by default will start with **20 points** in their health pools. These points represent the amount of abuse your character can take before physically being unable to fight any more. At 0 points your character will either have passed out or will literally be physically or mentally unable to move. That is interpreted by the player based on the battle at hand.

How do I attack all the things?

So pretty much damage for all parties is determined using the ingame /random command. The **/random** command will pretty much produce a number between 0 - 999.

1 - 699	Clumsy but a hit	Your foe loses 1 point
700 - 899	A solid and effective hit	Your foe loses 2 points
900 - 999	You've struck a critical blow	Your foe loses 3 points

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