

Genqi's "Realism" Guide for Tourney Mechanics

Also known as I fuck around with tourney rules which will probably only be used by me

(Adapted from /u/Snakebite and /u/ChaacTlaloc's rules)

Part One, Jousts

First major change, a difference of 19+ means that the fallen knight's horse is killed/injured and their armor is too damaged to be any use (winner doesn't get ransom)

(1d20) is used to determine the roll. Subtract the higher roll with the lower roll for the difference:

19+ pt. diff. or more = loser unhorsed, automatic win and injury roll triggered, horse killed (no ransom for winner)

18 pt. diff. or more = loser unhorsed, automatic win and injury roll triggered

15 pt. diff. or more = loser unhorsed, automatic win.

11-14 pt. diff. = broken lance, loser gets -3pt malus.

7-10 pt. diff. = strong hit, loser gets -2pt malus.

3-6 pt. diff. = hit, loser gets -1pt malus.

0-2 pt. diff. = glancing blow or miss, no malus awarded.

Second major change, death rolls are more forgiving to more accurately reflect a realistic joust

Death should only be included on rolls with a malusless difference of 18+ (bonuses can still count)

- More than 10 = Injured, but okay
- 8-10 = Moderate injury
- 4-7 = Seriously injured.
- 2-3 = Maimed.
- 1 = Dead.

- If malus drops score below zero, keep as zero (no negative points within a tilt).
- If the malus of one jousting is ten or more, the jousting yields automatically.

Third major change, an injury roll is added to breaking a lance (can be excluded if too complex)

(1d10) is rolled

1-3 = Injured, additional -3 malus

4-10 = A-okay

If the knight is injured mid match but wins, their injury rolls over to their next match as a -1

Ransoms

Fourth major change, in exchange for a much lower chance of dying knights who lose must pay a ransom to get their arms and armor back.

If a knight is defeated with a difference less than 19 and their horse isn't killed, they will have to pay a ransom after their match which can be decided by the tournament host (I would suggest 80 gold, the cost of a warhorse and normal suit of armor).

This will add an incentive to participate in jousts even if it is unlikely that you will win as you will break even if you survive the first round and make a profit if you aren't eliminated before the fourth.

As there is no mechanical reason for them to do this as new can be lored up, I suggest making paying a ransom automatic and mandatory. If the knight didn't want to ransom back his equipment, the cost could be written off as the winner selling the armor and horse and the loser having to buy a new one.

Part Two, Melees

Melees are often the most participated in event at ITP weddings, which is not realistic to the actual ASOIAF universe. Melees were seen as too brutish for weddings and rarely included in them. While they are fun to roll and watch and I don't see them not being included in weddings in ITP, adding some injury rolls will better reflect their true nature.

d10s can be rolled alongside the standard elimination rolls, with the max possible eliminations being rolled and then applied to each person eliminated. Its essentially a live steel melee death roll but with no chance of maiming or death since a lot of people sign up for ITP melees and it would be a bloodbath.

1-2 = Broken bone (Probably no physical things for six + months, possible malus while they recover after that)

3-5 = Minor Injury (Bangs and bruises, maybe off their game for a month or two)

6-10 = A okay

Melee Ransoms

A great way to both build lore for melees and allow for ransoms is to pair up the top rolling player with the bottom rolling player and noting that the bottom rolling player is eliminated by the one at the top (then continuing with all eliminated players, second lowest is paired with second highest etc etc).

With this, the player eliminated by another could be forced to ransom their arms and armor back once they are eliminated. I would suggest a ransom of either 50 gold or only 30 (the cost of either a finely crafted weapon and set of armor or just a set of armor).

I am personally inclined towards 30 gold for a ransom since I have observed that the players with higher bonuses usually eliminate the vast majority of people in melees, thus making it harder to break even or make a profit in one.

Part Three. Archery

Archery is probably the part which I think needs the simplest but most transformative changes. By having a static bullseye at 100, the host would allow competitors to have archery bonuses, something that will only serve to enhance everyone's tourney going experience.

I would recommend a bonus of +2 per archery win, with a+1 being allowed for those who come in second place. With a static bullseye of 100, bonuses will give competitors a better chance of landing close to a bullseye but won't prevent inexperienced competitors from having an unfair advantage.

Part Four, Revenge of the Jousts: Malus and Bonus Edition

(Extra Optional)

Basically it really grinds my gears that Ironborn and greenhorns can go toe to toe with knights in the lists. I'm bitter about it and that is all you need to know. Fuck off.

| Culture/Education | Malus/Bonus |
|---|--|
| No education (for Ironborn, Braavosi and other cultures with no jousting) | Begin with a -3 in jousts except for certain exceptions |
| Knights (Also applies to Old Gods followers with equivalent training) | Training as a knight earns you a +1 in jousts |
| Birth roll maluses | If the child rolled on the weak side of the chart, half the distance between their roll and average strength then give that to them as a melee malus |

Also good for use are /u/SarcasticDom's age maluses

<https://docs.google.com/document/d/1m2zM8CWdDYToosuzuDkyKnonEm7QeQRrMoOYvitxjzo/edit>