

REAL PITCH

Grand fighting tournament. Karate champions from all over the world are coming to do battle in a grand championship for martial arts supremacy. However, you are not a karate master. You don't know the first thing about karate. You run all of the ancillary events around the fighting tournament. After all, the fights themselves are only one thing.

Where's the real money? That's right, black market vending stalls and betting.

Snag souvenirs to sell, get buskers and performers to keep the audience entertained between fights, feed the tournament competitors to keep them at their A-Game! The world of street fighting vending is a tricky business, but you can make it work probably.

GENERAL RULES

The tournament lasts for 10 days but you arrive 10 days early to set up and train your mans to full potence. During this time, you can set up your vending carts and find talent to entertain people and draw them to your business (sharing profits, of course). Each day of your business is one turn (making the game up to 20 turns long I guess).

You have 4 different skills:

- GATHERING
- COOKING
- SALESMANSHIP
- DOG

You can allot to these skills one of a couple arrays:

- +0 +0 +0 +0
- +1 +1 -1 -1
- +2 +1 -1 -2

To resolve, roll 4dF plus your skill bonus and take the result.

VENDING

So you want to sell stuff at this tournament, right? First you gotta search out what you're gonna sell and for that you have to send your faithful hound to get a feel for what's popular around the area.

- At the beginning of the tournament you can call a random person on skype and tell them to look something up for you. If you tell them why and have them get you somethign good or important you lose a turn training your dog to find a good saleable thing in the area.
- You have one minute to get a response from them and figure out how you're selling it.
 - You now have to pitch this item. The quality of your pitch will determine the bonus you get on a SALESMANSHIP check to sell your wares (from -1 to +1).

You may attempt this once each day to improve your results but a fuckup will also take your results down.

- Each day of sales you need to make a DOG check to see how many saleable items you can obtain *completely legally*. To sell your items you then make a SALESMANSHIP check, adding then your DOG check for stock
- While your dog is out you may also use GATHERING to find some performing group to work together for the day. Performers attract people to your stall and give you some extra bonus to sales. To negotiate their cut of the pay, a SALESMAN check (and another pitch as necessary) will let you come to a deal that doesn't lose you money in the end.

FIGHTS

You also are betting on some kind of fighter in this tournament. When the tournament begins proper, you can (in addition to your sales) bet on a fighter and improve their chances to win by preparing them wholesome and balanced meals of fish, grains, and meat.

- To obtain ingredients for a dish, you must first make a GATHERING roll. You cannot use your dog to get things as they will just eat it or get their gross drool all over it. The ingredient gathering check gives you an ablative bonus you can apply to each part of the meal you're serving. You can also spend any money you have made here to get more ingredients in a 1:1 ratio (gotta spend money to make money son).
- Make 3 checks, using COOKING and however much of each ingredient bonus you want. Meals are based on the following:
 - Flour (increases body)
 - Fish (increases mind)
 - Umami (increases spirit)
- Pretty your dish up to make it presentable. Your DOG can fetch things like ribbons and balloons to make the dish more instantly recognizable and appealing.
- To get ahold of a fighter and ask them to take your delicious and fight-inspiring meal, make a pitch to the fighter (played by some other player) in under a minute (again applying a bonus between -1 and +1) and then make a SALESMANSHIP roll to convince them to eat it.

At this point, you may place your bets. Bets start 2:1 (a bet of 1 gives you 2 in return). A fighter who does worse will increase the odds by the number of losses they have. You may bet on as many fights every day as you want if you want to take the long odds to make or squander your fortune.

The tournament is conducted round-robin and victors are based on their total points at the end. They're fighting for some kind of super champion diamond trophy or something? You're not sure on the specifics of the trophy, but if you help your fighter win the tournament you earn their favor and all of those sweet sweet endorsement deals.

- In a fight, you control your fighter. Describe their style and entrance and their general demeanor. They have 3 skills (body, mind, spirit) for each part of the meals they have

eaten and these increase or decrease for each pass or fail on a check. By default, each fighter has 3 in each track. Every day the fighters temporarily gain the full bonus of each part of their dinner, but they permanently gain or lose these one points depending on how their dinners are (if a fighter permanently loses one track they will forfeit the tournament)

- Fights proceed with skills based on each fighter's MAX score in each stat. Tell how they are fighting with their body, mind, or spirit to damage their opponent's. As per the other skills you roll 4dF plus their stats to determine a hit. Fights are fought to 3 hits.

ENDGAME

There can be two winners in each game. The person who walks away with the most money, and the person who has earned the respect of a fighter who will endorse their product and make them more money in the future.

Money.