

CHATFIGHTERS FDF HOUSE RULES

SETUP AND HEALTH BARS:

Set your **health points** to 125 by typing: **!set hp 125**

If **low blows** are allowed, set your **pussy pain** bar to 5 by typing: **!set pussy 5**

One player calls heads or tails. Flip a coin to see who goes on offense first by typing: **!flip**

TURNS AND ATTACKS:

- **Describe** your first attack (vivid, colorful details make the match so much better!) and then, after making your post, use these commands to determine the outcome:
- **BASIC ATTACKS:** type **!punch**, **!kick** or **!attack** (knees, headbutts, tackles, etc.)
 - See if you hit and, if so, then how hard (ranges from 2 damage to 12 damage)
 - 11+ damage is a **critical hit**, and stuns your rival. The effects are explained below
 - If an attack is **guaranteed to hit**, use **!damage** instead (**!damage** cannot miss)
- You get **two attacks per turn**, and if one depends on the other, write them one at a time
- End your turn Your opponent then describes the result of your attacks

ADVANCED ATTACKS:

- **HEAVY ATTACKS:** Wind up, then let loose your hardest shot for major damage!
 - This high-risk high-reward technique uses up **two of your attacks**
 - Use **!punch 3d7** **!kick 3d7** or **!attack 3d7** (from 3 damage to 21 damage)
 - If you miss, it counts as two missed attacks
- **HOLDS:** To lock in a submission hold or pin your opponent for ground-and-pound (G&P), you need to **first land an attack**, and then, as your next action, try for a hold using **!hold**
 - If you succeed, use **!damage** to see how much it's hurting your opponent
 - Next turn, your opponent must use **!escape**. She only gets one **!escape** per turn
 - If the opponent **fails to escape**, her turn ends. You can now use **!damage** twice to crank up the pressure or pound her (or roll for a new move)
 - If the opponent **escapes**, your opponent may make **one attack**
 - Can **slam** a held rival with **!damage 3d7**. Takes **both** **!damage** actions.
- **LOW BLOWS:** Deliver a devastating and humiliating shot between the thighs! **Describe** it and **flip a coin** (**!flip**) (skip if guaranteed). **Tails:** the low blow attempt fails.
 - On **Heads**, use **!punch pussy**, **!kick pussy**, or **!attack pussy**
 - If your rival's pussy bar hits 0, she collapses in agony and loses HP (use **!pain**)
 - On your opponent's turn, if her pussy pain bar is at 0 or less, she must use **!recover pussy 2d3** to get it above zero. Each **!recover** uses one action.
 - If the attack OR pain roll is a **critical hit**, your rival cannot recover for one turn

CRITICAL EFFECTS AND HP EFFECTS:

- **CRITICAL HITS:** If you score a critical hit, you gain an extra, guaranteed attack OR place them **automatically** in either a **submission hold** or G&P attack.
- **FUMBLES:** If you **fail all your moves** in a turn, your opponent gets an extra, guaranteed attack at the start of her turn. She can use **!damage** OR **skip the low blow coinflip**.

- If a **30 HP gap** opens, **one** of the lead fighter's attacks **becomes a guaranteed attack**
- If you deal 19 or higher HP damage in one turn, you get an **extra guaranteed attack**
- If your HP drops to 10 or below, you are weakened and only get 1 attack per turn