Warcraft Conquest d20 2.0

Based on the [Warcraft Conquest d20 System](#)

PvE D20 System

This D20 system is specifically for **PvE** (Player-Versus-Environment) D20 events where a designated **Dungeon Master** presents situations and **NPCs** (Non-Player-Character) for player characters to contend with.

Health

Each player starts with 10 Health. It is recommended that you put your Health after your TRP last name, or character title for ease of access for your healers. If a player loses all of their Health, they will be considered "knocked out" and unable to take turns until another allied player heals them to **2 Health**. You can not roll for nor fail Combat Rolls or Environmental Rolls while knocked out.
A revived character can not act on the same turn they were knocked out.

Healing

Damage dealt in a Combat Round may instead be used to heal an ally. You may heal yourself or an allied player, so long as you whisper that player so that they know they are being healed. For example, if you rolled a 20, instead of dealing 6 damage to an enemy, you could instead heal yourself or an ally for 6 health.

Splitting Your Roll

On any Combat Roll which yields a positive result, you may split your roll result in order to deal damage to multiple enemies or heal multiple allies. For example, on a roll of 14, you may deal damage 1 damage to 2 separate enemies. You may also split your roll result into both damage and healing, for example, on a roll of 20, you may heal an ally for 2 Health and deal 4 damage to an enemy, or 3 Healing and 3 Damage. You decide how to split your roll.

INTERVENING

On any Combat Roll which yields a 10 or higher, a player may forgo dealing damage or healing, instead you save an ally from taking damage this turn.

You take half of the damage that they would have taken, rounded up. When you use Intervene, ignore any damage reduction effects the targeted player has. For example, if an ally rolls a 1 to attack and would take 6 damage, you would take 3 damage if you used Intervene on them.

In order to use Intervene on an Environmental Roll, you must roll a 15 or higher.

CRITICAL INTERVENE

Upon rolling an 19 or higher on an Combat or Environmental Roll and using Intervene, you do not take damage from Intervene. This does not negate any debuffs acquired from failed Environmental Rolls.

COMBAT ROLLS

Based on the result of your "/roll 20", your character will either deal damage, heal themselves or an ally, or take damage. This is considered your roll damage and healing. A failed Combat Roll is considered rolling 1 through 9, while a successful attack is considered 11 through 20.

ENVIRONMENTAL ROLLS

When facing hostile terrain or situations, the Dungeon Master may call for an Environmental Roll. During Environmental Rolls players will have to /roll higher than a certain number to avoid taking damage. This could be an explosion that players have to dodge, dangerous ground that would damage players if they stepped in the wrong place, an enemy ability that does area of effect damage, etc. Environmental Rolls are always out of 20. While Dungeon Masters may use their own thresholds for Environmental Rolls, the following chart is an example that may be used.

Dice Roll Tables

Use the below chart to reference dice roll results and their effect.

Combat Roll Bounds	Combat Result	Environmental Roll Bounds	Environmental Result
1	-6 Health	1	-6 Health
2 - 3	-4 Health	2 - 3	-4 Health
4 - 5	-3 Health	4 - 5	-3 Health
6 - 7	-2 Health	6 - 8	-2 Health
8 - 9	-1 Health	9 - 10	-1 Health
10	Draw / No Effect	11 +	Safe
11 - 13	+1 Damage or +1 Healing		
14 - 16	+2 Damage or +2 Healing		
17 - 19	+3 Damage or +3 Healing		
20	+6 Damage or +6 Healing		

Armor Class *(Optional)*

Different armors confer different effects for your character.

Armor Class	Effect
Fortified	Reduces the damage taken from Intervene and failed Combat Rolls by 1, and can reduce damage taken to 0. Occurs after the damage has been halved. *This benefit does not stack with the Shielded perk.*
Standard	+2 Maximum Health *(12 Health total)* This benefit stacks with the Stamina perk.
Healer's	When you use your roll result to heal yourself or an ally, increase your total healing done by 1. Example: A roll of 20 provides 7 healing instead of 6.
Enchanted	When you roll a 19 on Combat Rounds, deal 6 damage or healing instead of 3.

PLAYER TEMPLATES *(OPTIONAL)*

To help players pick up and play with the Warcraft Conquest D20 system, we have included pre-made templates for everyone to use.

FORTIFIED ARMOR	STANDARD ARMOR	HEALER'S ARMOR	ENCHANTED ARMOR
Template	Template	Template	Template
2.0 Blank Template			
PvP Template			

SURVIVAL ABILITIES (OPTIONAL)

Survival abilities are powerful abilities which affect your roll, or your survivability after rolling poorly. You may only have one survival ability at a time. Survival abilities do not count towards the perk limit of 3. For example, you may have Redemption | Protector + Agile + Stamina.

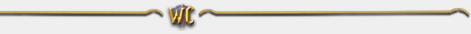| PERK / ABILITY	EFFECT	USES
Redemption	Re-roll, use the higher roll. This can be used on Environmental Rolls.	Twice per event Cannot be taken with Evade/Counter
Evade	After you roll, avoid taking damage this turn. This can be used on Environmental Rolls.	Twice per event. Cannot be taken with Redemption/Counter
Counter	After you roll, avoid taking damage this turn and deal 2 damage to an enemy. *Cannot be used on Environmental Rolls.*	Twice per event. Cannot be taken with Redemption / Evade

PLAYER PERKS AND ABILITIES *(OPTIONAL)*

In order to give diversity and uniqueness to player rolls, each player may pick 3 perks or abilities in addition to their Survival Ability. You may not change your perks/abilities during events. Abilities may be used on failed Combat Rolls, however abilities cannot be used on Environmental Rolls unless otherwise stated in the ability.

Each Perk may only be used once per round.

Perk / Ability	Effect	Uses
Stamina	+3 maximum health.	Passive, always active.
Protector	You may use Intervene on a second ally this turn.	Twice per event.
Revival	Heal a KO'd friendly target for 3 Health. Revival may be cast on yourself.	Twice per event.
Energize	Restore 1 charge to an ally's expended ability. The recipient chooses which ability is recharged. *Cannot be used on yourself.*	Twice per event.
Agile	+1 to Environmental Rolls. Reduces the damage you take from failed Environmental Rolls by 1. *Cannot reduce damage taken to 0.*	Passive, always active *Cannot be taken with Shielded.*
Inspiring Command	Upon rolling a draw or higher, skip your turn. Inspire an ally for that turn only. Inspired Allies turn their failed Combat Roll into a Draw. In addition, the inspired ally deals 2 damage or healing (recipients choice).	Twice per event.
Shielded	Reduces the damage taken from failed Combat Rolls by 1. *Cannot reduce damage taken to 0.* *You do not gain the benefits of **Shielded** if you have the Fortified Armor Class.*	Passive, always active. *Cannot be taken with Agile.* *Cannot be taken with Fortified Armor.*
Recklessness	When you successfully roll on a Combat Round (11+), you may roll a second time. *Damage the user takes from failing the second roll cannot be mitigated **by any means.*** *Cannot use Survival Abilities on the second roll.*	Three times per event. *Cannot be taken with Overcharge.*

Blitz / Triage	In addition to your roll: Deal 3 damage to an enemy. Or Restore 3 Health to yourself or an ally. May be used on failed Combat Rolls. *This does not negate damage taken.*	Twice per event. *Cannot be taken with Overcharge.*
Rally	Upon rolling a draw or higher, skip your turn. Rally an ally or yourself. Rallied characters have a +5 modifier to their next Combat **Roll**. <u>Example:</u> A roll of 15 (+2 damage) becomes 20 (+6 damage)	Twice per event.
Overcharge	Double your Combat Roll Damage or Healing. *This does not benefit Perks which do Damage or Healing on their own.* <u>Example:</u> A roll of 20 (6 damage/healing), upon using Overcharge you deal 12 damage/healing.	Twice per event. *Cannot be taken with Blitz / Triage.* *Cannot be taken with Recklessness.*
Riposte	Upon rolling a 13 or higher during an Environmental Roll, deal 3 damage to an enemy of your choice if you have the capability to do so. This damage may be converted into healing. *You may not use Intervene and Riposte on the same Environmental Roll.*	Passive, always active.
Eye for an Eye	Upon taking damage, deal the same amount of damage to an enemy of your choice. *When you use Eye for an Eye, damage taken cannot be mitigated **by any means.*** *This damage cannot be converted into healing.* *Cannot be used on Environmental Rolls.*	Three times per event.

Barbed Defense	Upon using Intervene on an ally, deal the **unmitigated** damage they would have taken to an enemy of your choice. If you use Protector and Barbed Defense on the same turn, add the damage that would have been taken by both allies into one attack. *This does not negate the damage the user takes.*	Twice per event.
War Rider	You are now mounted. Upon reaching 0 Health, you are dismounted and Knocked Out. Upon being revived, you may use your next Combat Roll to re-mount. You must roll a draw or higher to re-mount successfully. You gain the following benefits while mounted: You now deal 8 damage on a roll of 20 instead of 6. *Enchanted Armor's +6 damage on a roll of 19 is not affected by this.*	Passive, always active.

PLAYER BUFFS & DEBUFFS

Due to the circumstances of a campaign, players may be given buffs or debuffs at the Dungeon Master's discretion. A player may have multiple debuffs or buffs applied to them. These debuffs are examples and are not exclusive.

BUFF	EFFECT
Resistant	-1 to all damage taken.
Healthy	+2 Maximum Health
Alert	+5 to Perception Rolls.
Infused	Abilities do not consume their charges this turn.
DEBUFF	**EFFECT**
Wounded	-1 Maximum Health
Sickened	-1 damage and healing done
Vulnerable	You take 2 additional damage from all sources.

Optional Systems (*DM DISCRETION*)

Some Dungeon Masters may use optional systems which are not in the base Warcraft Conquest System. A link has been provided for each of the systems describing what their effects are and possible recommended augments to the core system in order to better facilitate the addition. Dungeon Masters have the final say on if they take the recommended augments to the system. Talk with your Dungeon Master about these systems if you have any questions.

[Expanded Expertise](#)
[Negative Health](#)

Perception Rolls

If there is something to be discovered or noticed in the local area, such as enemies lying in ambush, or a special item, a Dungeon Master may call for a Perception Roll, where players will have to /roll higher than a certain number to notice the hidden or obscure thing. Like Environmental Rolls, Perception Rolls are always out of 20. Dungeon Masters may use their own threshold of discovery. If multiple individuals roll higher than the threshold, the Dungeon Master should /whisper what was discovered to the individual with the highest roll, and then /whisper each successful individual in order of their roll.

Expertise Rolls

During an event or campaign, you may be asked to roll for Expertise. This could be someone rolling to diffuse a bomb when their character is a Sapper. It can also be someone who is silver-tongued and trying to convince a Lord or Lady to lend their aid against the menacing enemy! Those who have a proficiency within a certain topic may whisper to the Dungeon Master to gain a small benefit. **Note any bonuses given are subject to the individual Dungeon Master.**

Enemy NPC Perks and Abilities

To make events challenging, Dungeon Masters may use perks or abilities on the NPCs that they control. These abilities are examples and are not exclusive.

Perk / Ability	Effect
Rally	Activate an NPC's Environmental Roll.
Overcharge	Double all damage players take this round.
Sunder Terrain	Players and NPCs cannot use Intervene this round.
Intervene	Take damage for an NPC this turn.
Arrogant	This NPC takes double damage, however players take +2 damage from Environmental Rolls caused by this NPC.

Dungeon Master Considerations

Events in general should have a variety of things to do or enemies to contend with. Wailing on faceless, standard numbers for hours is not fun at all. A Dungeon Master should consider adding environmental threats, different classes of enemies, and "bosses" which are more difficult to take down than the average mook. Use and mix up Enemy NPC Perks and Abilities to create a dynamic experience for players.

Timing is very important! Players will start to lose steam and log off for the night once an event passes the three hour mark. Generally speaking, you will want to plan the "phases" of your event such that the exposition finishes after the first hour, the players get into the meat of the story in the second hour, and the event finishes by the end of the second or third hour, depending on how much content you have to portray. An excellent tip is to plan out your event and then subtract a quarter of it. This forces you to see what of your event is truly important and impactful.

A Dungeon Master should be willing to allow players to attempt things outside of the planned Combat and Environmental Rolls, but not to the extent of being overpowered. For example, a magic user might attempt to conjure an illusion to distract an enemy, so

having to roll above a certain threshold to do so. Another example could be felling a tree or casting a spell successfully in order to render an environmental hazard safe to cross. Special items or even vehicles may be established by Dungeon Masters to give certain players an advantage in an event.

The morale and tendency for enemy NPCs should be considered. Not every enemy will fight to the last man, and a Dungeon Master should consider having cowardly enemies attempt to surrender or retreat from battle if they are at low health. Furthermore, players could get bonuses to their rolls against enemies with low health due to the enemy's faltering resolve.

PvP D20 System

This D20 system is specifically for **PvP** (Player-Versus-Player) D20 events where players face off against each other and "/roll 20" to see who wins each turn. A **Dungeon Master** will be responsible for ensuring that the combat is fair and may introduce other environmental factors for players to contend with.

Health

Each player starts with 3 Health. This value may be modified based on buffs or debuffs conferred by the Dungeon Master. Each player should put their health in their TRP or MRP "currently" section. If a player loses all of their Health, they will be considered "knocked out" and unable to take turns. A player's health does not reset after defeating an opponent. Health is regained at the discretion of the Dungeon Master.

Initiative

At the beginning of any engagement between two players, both players will "/roll 20" for initiative. The player who rolls higher will be the first "Attacker", while the player who rolls lower will "Defend" first.

Attacker / Defender Rolls

For each "round" of combat after initiative is determined, both players will "/roll 20".
If the Attacker rolls higher than the Defender, the Defender shall take 1 damage.
If the Attacker rolls the same as the Defender, the Defender shall take no damage.

If the Attacker rolls lower than the Defender, the Defender shall take no damage. Both players should emote accordingly to reflect the result of the Attack and Defense. Once both players roll and emote, the Attacker becomes the Defender and vice versa.

This process repeats until one of the players loses all of their health. The surviving player may find a new opponent and initialize combat, again rolling for initiative first.

Healing

Due to the time constraints of PvP-D20 events, healing is not permitted by any player during PvP-D20 combat. Healing can occur at the end of the event, when characters have been returned to camp.

Player Wounding / Knockout / Death

Per the rules of this system, a player must have the consent of the other player to inflict a lasting wound, dismemberment, or significantly disfiguring attack on another player. When a player's character reaches 0 Health in a PvP-D20 battle, they may either have their character knocked out, or, if they choose to, have their character killed outright. Character death is not expected of any player, but being knocked out is the base term of defeat that they must accept if they lose a D20 battle.

Process of Elimination

In PvP-D20 battles where there are multiple players on both sides of the battle, there will invariably come a point where one side takes the upper hand and has fewer players knocked out than the other. In this situation, "extra" players that do not have opposing players to be paired up with will be considered "reserves" that must wait to be paired up with opposing players in the event that any of their allies are knocked out. PvP-D20 battles are always fought in one-on-one combat between individual players.

Environmental and Perception Rolls

The Dungeon Master of a PvP-D20 battle may invoke Environmental or Perception Rolls for either or both sides of the battle, using the same system as in PvE-D20 battles. Such rolls are outlined in the PvE-D20 section of this document.

CREDITS

MAXEN
Project Administrator

SEDORIA
Lead Project Developer

SAE'THEMAR
Assistant Project Developer

WITHERSEED
Advisor

ORION
Advisor

Originally created by:
ISMOND

2.0 created by:
WITHERSEED

FEEDBACK?

How do I submit feedback regarding the Conquest D20 system, including recommended changes or suggestions for perks, abilities, etc.?

If you have a question regarding how to operate within the system, such as how to build a character sheet, then feel free to ask anyone familiar with the system. These questions can also be directed toward any Project Developer who should have the answer to any questions you have. If they are unable to answer your question, or you would like to recommend changes or offer suggestions that would alter the system, please submit them to the Leader Project Developer. The Lead Project Developer is currently Sedoria.

2.0 RELEASE DATE: JAN 19, 2023
1.2 RELEASE DATE: DECEMBER 22, 2021
1.1 RELEASE DATE: JUNE 19, 2021
1.0 RELEASE DATE: JANUARY 27, 2019

2.0 Archive

1.0 Archive | 1.1 Archive | 1.2 Archive
Warcraft Conquest D20 Patch History
https://tinyurl.com/ConqD20v2

Art by Sonceri