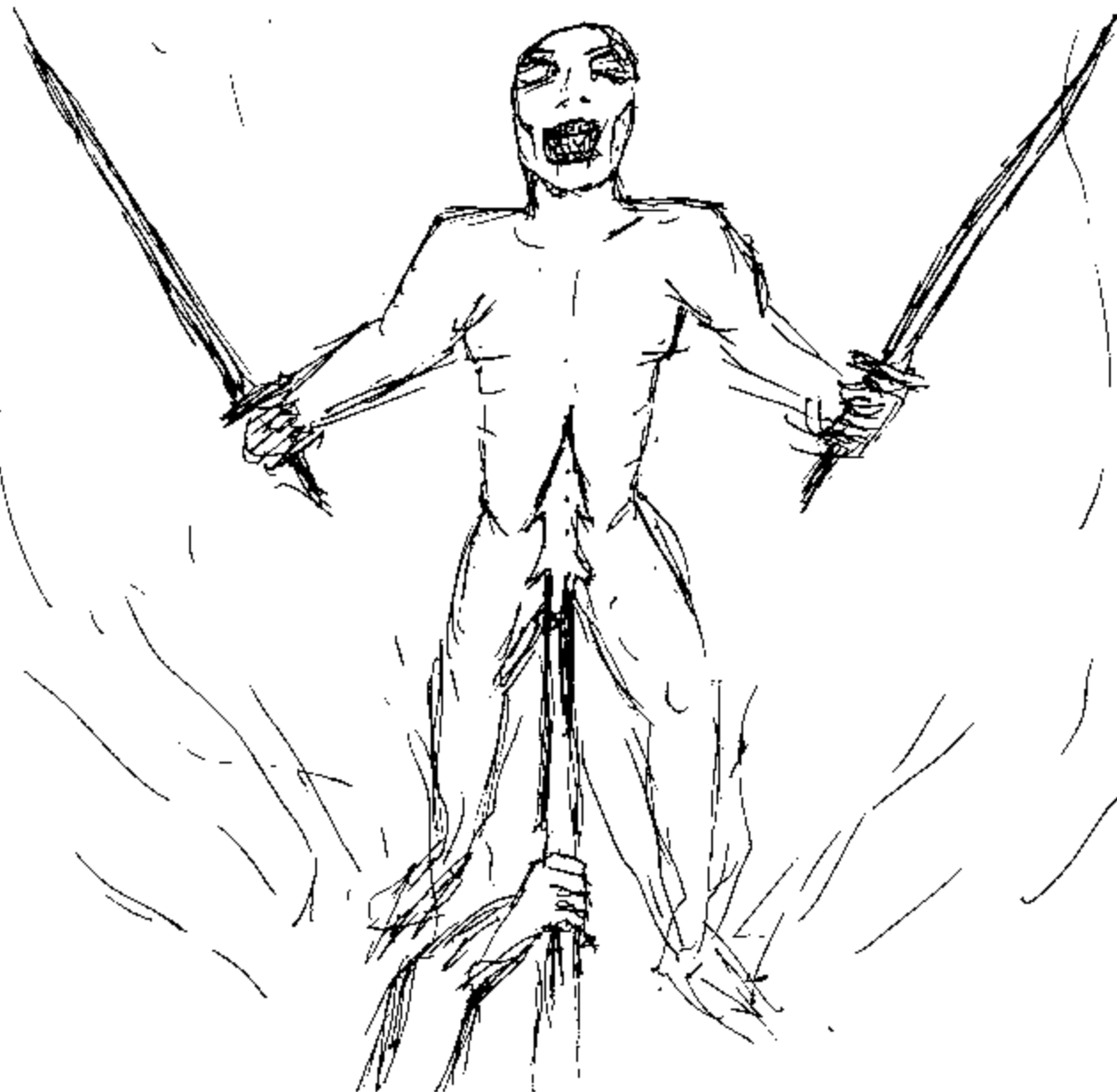


COOL

DUEL

A Demo By anythingarax

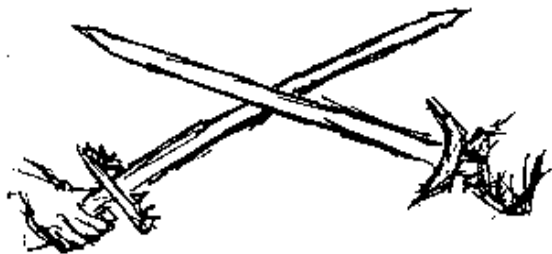


~~Cool Duel~~

What the heckie is this??

Hello! This is a tabletop game designed to simulate combat while fully utilizing the design possibilities allowed by traditional analog gaming. Cool Duel's rules are a demo for my upcoming game Ruin's Curse, which is a game that will feature cake baking, moon tracking, and all this good slicing and dicing. In this game however, you can fight other players in player vs. player battles, aiding other players in their fights or utilizing additional nonplayer characters who you direct as your companions. Since this game is inherently based on competition with others, please be cool while you duel 😊

- a.a.



Required Materials

✧ To play cool duel, you need at least two players who are prepared to fight each other in round by round combat. Each player requires a character sheet, of which I will provide examples of in a separate download, a set of d10s and d100s, and access to a battle map and various miniatures or tokens to represent the characters in combat. You are also recommended to have access to a

calculator to do some of the math for the combat in the game.

Characters and Power

In this game, all combatants are referred to as characters. Characters are comprised of attributes and abilities derived from their class and equipment, which you will use to make strategic decisions to determine the outcome of your duels.

Attributes

✧ All character's abilities and risks of success are derived from their attributes. For all base calculations involved in a character's skills, defenses and other abilities use either the full amount or 1/2 the value of a given attribute.

Agility (AGI)

How nimble one is in their movements. Increases action points and dodge.

Dexterity (DEX)

The amount of skill when using one's hands. Increases damage and parry.

Fortitude (FOR)

One's own toughness. Increases health points and equip load.

Strength (STR)

The ability of one to exert physical force. Increases damage and equip load.

Willpower (WILL)

The natural desire to persevere in one's self. Increases action points and threshold.

Stats

Health Points (HP)

✧ Your character's maximum HP is calculated with the following equation:

$$(1/2 \text{ FOR} * 1/2 \text{ FOR}) + (\text{FOR} * 25)$$

When your HP reaches zero, your character dies. Unless an effect says otherwise, your HP remains the same after being damaged.

Action Points (AP)

✧ Your character's maximum AP is calculated with the following equation:

$$(1/2 \text{ AGI} + 1/2 \text{ WILL})$$

On your turn, you use your AP to perform actions, expending it to create effects. At the start of your turn, you regain up to your maximum AP.

Threshold (TD)

✧ A character's base threshold is determined by the following equation:

$$(\text{WILL} + \text{WILL})$$

The score is adjusted by items and effects that may raise or lower it. It serves as a character's physical resistance, and is lowered up to 0 when a character takes physical damage from a item, spell, or other ability before their HP. Excess damage once the threshold is reduced to 0 rolls over and damages HP instead. At the start of your turn, you regain up to your maximum threshold.

Dodge

✧ Your character's base dodge score is calculated with the following equation:

$$(\text{AGI} + \text{AGI} + 50)$$

It is adjusted whenever you make a dodge, lowering depending on how far you move as part of your dodge.

Parry

✧ You have a bonus to your parry equal to your DEX score. While parrying an attack,

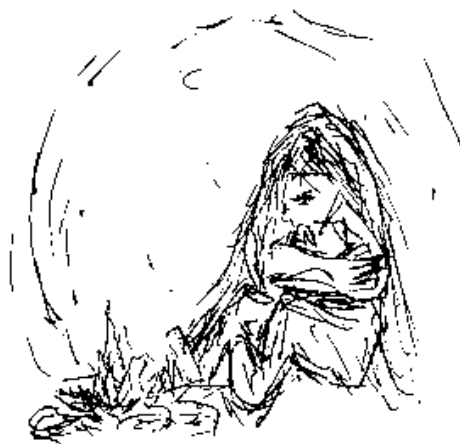
you add the bonus or penalty of the attack you choose to parry with.

Equip Load

✧ Your character's maximum equip load is calculated with the following equation:

$$(\text{FOR} * 10) + (\text{STR} * 10)$$

You may carry equipment up to your maximum equip load, and if you exceed the amount your character becomes fatigued until they lower their equipment weight to at least their maximum.



Power

While not fully explored in this demo, power is a key concept of the design of this game. It is a state where one is more effective at their goals than others around them, and by nature of this game being founded on linear math, larger numbers create more effective characters. Throughout these duels however, your power is limited.

✧ Each player may agree to increase the power of their characters before beginning a duel. You may allocate additional points to your character's attributes, in turn allowing you to access additional equipment in this demo and customize your strategy further. The maximum points a stat can have is 50. It is recommended to play with an additional 5, 10, or 20 points for stat distribution if you wish to increase the power of the duel.

Dueling

You know what?? I am not sure what else to say about this game about fighting other than that there is combat. The combat is meant to be a back and forth between players, of declaring attack, your opponent choosing how to react, then following through to the result.

In the same way that chess is a game where all options are always visible, *Cool Duel* and the game it demos for are founded in transparency. Winning a duel is more placing your opponent into situations where they have run out of resources to deal with your offence, and less “gotcha” because the other player was not aware you have some hidden effect or ability waiting in the wings to steal the game.

Since this game is focused entirely on nonhidden information, it may be tempting to take your time and optimally make each decision each turn, however I promise you **the game is more fun when you focus on keeping the flow moving**. Your character may be designed in such a way they have several special abilities and extra effects, but **it is okay to only use a couple of cool things**. Look choosing a few special attacks as your “signature moves” instead of missing out on the full capacity of your character.

Rounds

✧ When you have the active characters and companions that will be used during your duel session, you may begin a round. At the start of a round, randomly determine which player will go first, either through rolling for the high number on dice, flipping a coin, or some other method. During the round, each player takes turns in tandem after each other until all their opposing

characters are downed. After each round, characters rest, returning to full health, repairing all equipment, and being able to use special attacks again.

✧ Reaching 0 HP during a duel results in a loss for the downed character and the round ending.

Turn and Combat Actions

Turn

✧ During a character’s turn, that character may spend action points (AP) to perform actions during their turn. When a character takes an action, they subtract the total AP spent to perform the action from their remaining AP before any effects occur.

✧ At the start of each character’s turn, that character regains up to their maximum AP amount. Effects are then applied in the order of effects applied by the terrain first, effects from enemies second, effects from friendly characters following, and finally effects applied by that character to themselves. At the end of each turn, any effects are applied in the same order.

✧ Any companions your character has will take their turn before or after your turn.

Movement

✧ When you move on your turn, spend 1 AP for each space your character moves into. These spaces are abstracted to be large enough for a person or a human sized door to fit in comfortably, whether arms open wide or body sprawled out on the floor.

✧ While moving, you may pass through spaces where your allies are, but you must end your turn in an open space.

✧ Certain spaces are denoted by special marks which indicate a space has extra effect. In this demo, we will cover the terrain effect of difficult terrain (△). Moving into a space

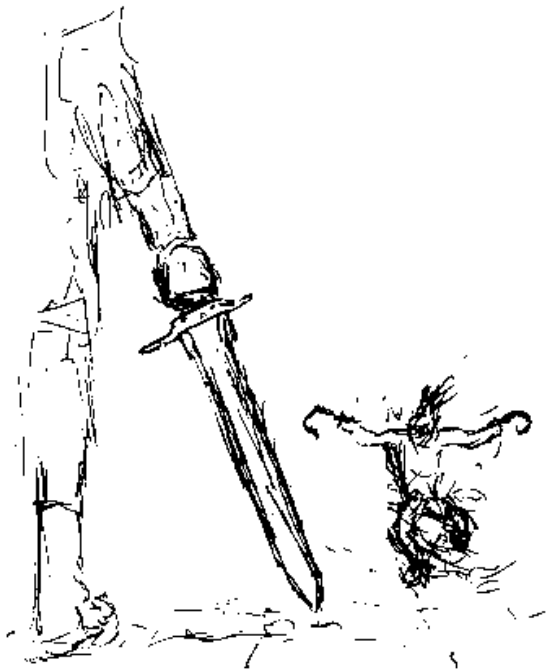
of difficult terrain costs 1 additional AP to enter.

Attacking

◇ During your turn, you may attack hostile characters. To attack, first select a character that is within range of your weapon, bow, gun, or throwing item. Then declare which type of attack or special attack you are using (Jab, Slash, Crush, Throw, or Fire) and spend the relevant amount of AP. The target then declares whether they will react to the attack or take the damage.

◇ If they choose to take the damage, subtract the amount of damage from that character's threshold until it reaches 0. All excess damage is dealt to their HP.

◇ If the character chooses to react, follow the rules relating to their choice of reaction.



Exhaust

◇ On your turn, you may reduce the AP of an adjacent character by exhausting them. Spend any amount of AP and make a roll against your target's threshold applying a -5 penalty for each AP spent beyond the first. If you exceed their threshold with the roll, they lose AP equal to twice the amount you spent to exhaust them. The character you target cannot react to this.

Quick Items

◇ While it is your turn, you may spend 1 AP to access a quick item as well as storing and retrieving items and shields from your quick items. Essentially, you may switch an item in one of your hands for a different item in your quick items for 1 AP.

Weapon Handling

◇ While one handling a weapon on your turn, you may spend 1 AP to two hand that item. Doing so will require an open quick slot if you have an item in your other hand, and the item will be stored there as part of the action. You may return to one handling an item for 1 AP and retrieve an item from your quick items as part of the action. If you are holding nothing in either hand, you may retrieve an item from your quick items for 1 AP with either one or two hands.

Accessing Inventories

◇ To access an item in an inventory on your character or adjacent to you, spend 5 AP during your turn. Items which are readily available such as on a weapon rack, a table, or otherwise could be taken without effort of searching can be accessed for 1 AP. You must have an open quick item slot or hand for which to store or hold the item.

Reactions

✧ Certain effects from characters, such as attacks or spells, may ask your character to react when it is not your turn. Spending AP to make a reaction functions the same as it does during your turn.

Blocking

✧ When a character is attacked with a weapon, bow, gun, or throwing item, they may choose to react by blocking. The defending character declares that they block, then spends the amount of AP to perform that block. When a character blocks an attack, attacks with that cost less AP than the absorb score of the shield are nullified (This includes additional costs from special attacks). Otherwise, the damage dealt to the defending character is equal to the original damage multiplied by the block's percentage.

✧ To expedite this process when using a calculator, convert the percentage into decimal form before multiplying it against the damage. When typing in any % amount, just press the decimal button first followed by the value, thus turning 50% into .50 and 28% into .28.

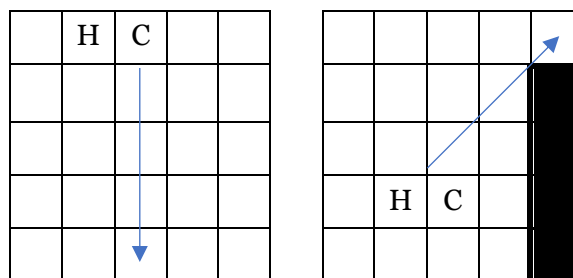
✧ The AP costs for blocking with shields can be found on their item blocks along with the block percentage along with the values for blocking with weapons and with arms below. Weapons and arms do not absorb attacks.

	Block	
	AP	%
Arms	1	90%
Short Weapon	2	45%
Weapon	3	30%
Great Weapon	4	20%

Dodging

✧ You may react to attacks by dodging. When you choose to dodge, spend any amount of AP (spending a minimum of 1 AP), then declare a space you will dodge into. This space may be up to twice the amount of AP you are spending away from you, and you must dodge in a straight or diagonal line. You receive a -5 penalty to your dodge score for each space you plan to dodge through. For example, you may spend 1 AP and dodge through zero spaces, receiving no penalty.

✧ When choosing the space you are going to dodge into, consider marking it with a token or otherwise something to help with memory during calculation.



✧ In the figure above, both C and H are spending 2 AP to dodge. C takes a -20 penalty to their dodge score and H takes a -15 penalty to theirs. Corners do not obstruct dodging.

✧ Once your dodge score is adjusted, the attacker rolls a d100 against your dodge score adding the attack bonus of the item they are attacking with. If they meet or exceed your dodge score, you take the damage of the attack, otherwise successfully dodging them. You still dodge through the spaces provided your characters HP is not reduced to 0 by the attack.

Parrying

✧ When you are attacked by a character adjacent to you, you may react by parrying. Choose an attack from a weapon you are holding, then spend AP equal to your

weapon's attack and an additional 3 AP for each d100 you will roll. Add the result of each d100 and your weapon's attack bonus. If the total meets or exceeds the attacking character's threshold, you nullify their attack as part of your parry and deal damage to them equal to your attack's damage. Otherwise, they deal damage to you as normal.

✧ Each time you reach the critical range of a dice you roll during a parry you trigger the critical effect of your weapon's attack.

Classes

✧ Select a class and use its base attributes for building your character. Each class comes with its own enhancement that changes how you can play.

Berserker

✧ The berserker has the following base attributes in addition to the following abilities.

AGI	DEX	FOR	STR	WILL
12	13	12	14	7

Class Enhancement

Berserk Stance

When your HP reaches half its maximum value, you may enter the berserk stance and remain in it until you rest or deactivate for 0 AP on your turn. When you enter the berserk stance, regenerate your threshold to its maximum and at the end of each turn. While you remain in the stance, increase your offensive equipment's STR multiplier by x3 and you are frenzied.

Hunter

✧ The hunter has the following base attributes in addition to the following abilities.

AGI	DEX	FOR	STR	WILL
13	10	7	10	12

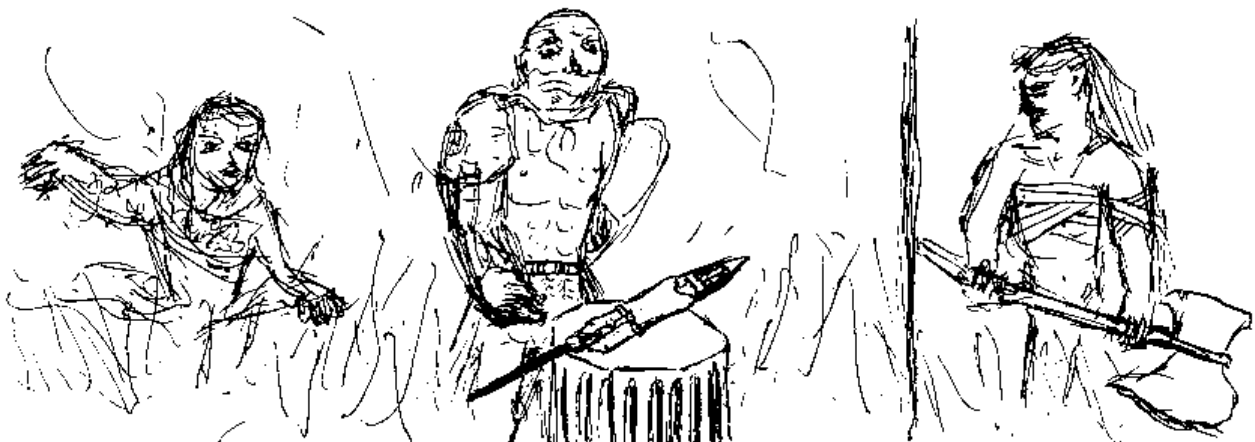
Class Enhancement

Best Friend

You may unite with an additional companion.

Hunter's Quarry

When you attack a dodging character, if they remain in the same space, you deal damage multiplied by the result of the attack roll over their dodge score. If the attack roll result is twice or more their dodge score, your character is knocked prone.



Knight

✧ The knight has the following base attributes in addition to the following abilities.

AGI	DEX	FOR	STR	WILL
8	10	13	12	12

Class Enhancement

Favored

When your HP is reduced to 0, instead reduce it to 1, regenerate up to your maximum threshold, and regenerate up to 4 AP (ignore other effects that would prevent you from using this ability). You cannot benefit from this enhancement again until you rest.

Mercenary

✧ The mercenary has the following base attributes in addition to the following abilities.

AGI	DEX	FOR	STR	WILL
10	10	10	10	10

Class Enhancement

Generalist

Select one of the following enhancements:

- ∩ As long as the base STR and DEX multipliers of your offensive equipment are equal, increase both of them by x1.
- ∩ You may react to an attack by moving 1 space for 0 AP. The attack is nullified if you are out of range of the attack. You cannot benefit from this enhancement until the start of your next turn.
- ∩ As long as you are two handed a weapon, decrease its half and full block percentage by 10%.

Pirate

✧ The pirate has the following adjustments to their attributes in addition to the following abilities.

AGI	DEX	FOR	STR	WILL
12	15	7	9	11

Class Enhancement

Luck Die

You have 3 luck dice. Whenever you roll dice, you may use a luck die and roll an additional d10, add the result to the dice before you check for any effects of the value. You must rest before you can benefit from this enhancement again.

Equipment

✧ You may select any equipment before a duel or during a rest. Companions can only use equipment they are stated with and will not be able to carry or utilize additional equipment. Ensure you can carry your items without burdening your equip load before you duel.

General Item Qualities

✧ All items share some amount of qualities. These are used to determine how to interact with them through other effects in the game.

Name: The item name.

Weight: The size this item takes up in a container / The carry weight this item takes up while being worn or stored.

Durability: When an effect calls for this item to be damaged, subtract 1 from its remaining value. Items with 0 durability cannot be used for any practical purpose.

Combat Equipment

◇ These are the qualities for items you can make attacks with.

Attack Type: The basic attack types your character can choose for this item. The values for effects and rules of this item when attacking are read horizontally from the attack type.

Attack Bonus: The bonus gained when rolling against a character's dodge, parry, or threshold.

AP: The amount of AP a character uses to make an attack with this item.

STR Req/DEX Req: The strength and dexterity score required to wield this item with one hand. If your character has at least half the strength and dexterity required for this item, your character may wield this item with both hands using the 1H damage when making attacks.

STR Mult/DEX Mult: The additional damage this item deals when attacking. Multiply the value by the score of your strength or dexterity, then add it to the damage of attacks dealt with this item.

Range: The additional spaces this item can target during an attack. Items with a range of +0 can only target spaces adjacent to your character.

Type: The types this item is.

Weapons

◇ These are the qualities for weapons.

1H Damage: The amount of physical damage dealt when a character is holding this weapon in one hand.

2H Damage: The amount of physical damage dealt when a character is holding this weapon in two hands.

Critical: The effect of this weapon when attack has a result of 100 or greater against a dodge or during a parry.

- ∩ **+N Physical Damage:** Increase the damage dealt by the attack by that amount.
- ∩ **xN Physical Damage:** Multiply the base weapon damage by the amount before you add the multipliers for the total damage
- ∩ **Bleed:** The target begins to bleed.
- ∩ **Bruise:** The target gains a bruise.
- ∩ **Shatter:** Choose an item the target has equipped, that item takes 1 point of durability damage.



Dagger

Weight 13	Durability 2			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+18	2	49	70
Slash	+6	1	11	17
Crush	-1	2	64	80
STR Req	DEX Req	STR Mult	DEX Mult	
6	10	x1	x1	
Critical +75 Phys Dam	Range +0			
Type Short Straight Sword				

Flail

Weight 58	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+5	3	34	46
Slash	-9	3	76	95
Crush	-18	3	90	109
STR Req	DEX Req	STR Mult	DEX Mult	
17	11	x5	x2	
Critical Shatter	Range +0			
Type Piercing Mace				

Glaive

Weight 43	Durability 2			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+16	3	22	30
Slash	-3	2	43	63
Crush	-12	3	84	113
STR Req	DEX Req	STR Mult	DEX Mult	
13	14	x3	x3	
Critical x3 Phys Dam	Range +1			
Type Curved Pole Sword				

Greataxe

Weight 52	Durability 4			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+9	5	61	74
Slash	-7	4	70	95
Crush	-21	5	79	115
STR Req	DEX Req	STR Mult	DEX Mult	
18	10	x6	x1	
Critical Bleed	Range +0			
Type Great Axe				

Halberd

Weight 36	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+10	3	60	81
Slash	+6	3	76	103
Crush	-17	4	111	150
STR Req	DEX Req	STR Mult	DEX Mult	
14	12	x4	x2	
Critical x2 Phys Dam	Range +1			
Type Pole Axe				

Hook

Weight 10	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+9	2	28	40
Slash	-4	2	39	53
Crush	-15	1	72	97
STR Req	DEX Req	STR Mult	DEX Mult	
9	14	x2	x3	
Critical x4 Phys Dam	Range +0			
Type Short Piercing Axe				

Kukri

Weight 21	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+8	3	59	79
Slash	-8	2	57	83
Crush	-17	2	68	92
STR Req	DEX Req	STR Mult	DEX Mult	
13	13	x3	x1	
Critical Bleed	Range +0			
Type Short Curved Sword				

Longspear

Weight 40	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+18	3	24	35
Slash	+7	4	80	100
Crush	-6	4	104	141
STR Req	DEX Req	STR Mult	DEX Mult	
15	13	x4	x3	
Critical x2 Phys Dam	Range +2			
Type Great Piercing Pole				

Longsword

Weight 30	Durability 3			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+15	2	28	40
Slash	+5	3	60	88
Crush	-14	3	100	126
STR Req	DEX Req	STR Mult	DEX Mult	
10	10	x3	x3	
Critical +75 Phys Dam	Range +0			
Type Straight Sword				

Tetsubo

Weight 48	Durability 4			
Atk Type	Atk Bonus	AP	1H Dam	2H Dam
Jab	+12	2	16	23
Slash	-6	3	48	60
Crush	-13	3	56	70
STR Req	DEX Req	STR Mult	DEX Mult	
16	12	x7	x0	
Critical Bleed	Range +1			
Type Piercing Pole				

Bows

✧ These are the qualities for bows. All bows are held with two hands. Assume your character has infinite ammo that is weightless while equipping a bow.

Critical: The effect of this weapon when attack has a result of 100 or greater against a dodge.

- ⌞ **+N Physical Damage:** Increase the damage dealt by the attack by that amount.

Composite Bow

Weight 16	Durability 2			
Atk Type	Atk Bonus	AP	Damage	
Fire	+8	3	78	
STR Req	DEX Req	STR Mult	DEX Mult	
10	10	x0	x0	
Critical +50 Phys Dam	Range +50			
Type Bow				

Guns

✧ These are the qualities for guns. Assume your character has infinite ammo that is weightless while equipping a gun.

Fire: Firing a gun requires it to have ammo readied, this is done by reloading the gun. The gun deals damage equal to the total results of the d10s rolled. If any d10s result in a 10, they explode, and you roll an additional d10. Repeat this process until you do not roll 10.

Reload: You may spend AP to retrieve ammo from an ammo pouch during your turn and reload a gun. Unless otherwise written, each gun can only ready 1 ammo at a time.

One/Two Handed: Each gun is held in either one or two hands.

Critical: The effect of this weapon when attack has a result of 100 or greater against a dodge or.

- ⌞ **Explode at:** All damage dice explode if you roll the value stated or greater.

Musket

Weight 47	Durability 3			
Atk Type	Atk Bonus	AP	Reload	Damage
Fire	+0	2	3	9d10
STR Req	DEX Req	STR Mult	DEX Mult	
13	12	x0	x0	
Critical Explode at 7	Range +40			
Type Two Handed Gun				

Flintlock

Weight 20	Durability 3			
Atk Type	Atk Bonus	AP	Reload	Damage
Fire	+0	2	2	6d10
STR Req	DEX Req	STR Mult	DEX Mult	
9	12	x0	x0	
Critical Explode at 8	Range +25			
Type One Handed Gun				

Throwing

✧ All throwing items are also considered as weapons. They can perform special attacks as weapons do so long as they meet the prerequisites, however when a throwing weapon is thrown it is destroyed. You may contain any number of them in a single quick item slot, however each will add to your equip load.

Tomahawk

Weight 15			
Atk Type	Atk Bonus	AP	Damage
Throw	-5	3	63
Slash	-11	3	81
STR Req	DEX Req	STR Mult	DEX Mult
13	5	x0	x0
Range +5			
Type Throwing Piercing Axe			

Shuriken

Weight 8			
Atk Type	Atk Bonus	AP	Damage
Throw	+2	2	48
Slash	-4	2	61
STR Req	DEX Req	STR Mult	DEX Mult
5	12	x0	x0
Range +10			
Type Throwing Piercing Sword			

Armor

✧ These are the qualities for armor. You can only equip one set and one shield at a time.

Phys DR: The increase to threshold the armor gives you.

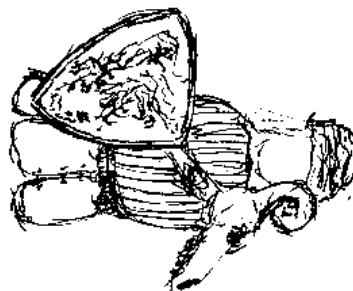
Dodge: The penalty to your dodge score while wearing the armor.

AP: The amount of AP you spend to block.

Absorb: Attacks that have an equal or lesser cost than your shields absorb are nullified when you block with it.

Percentage: The multiplier for unabsorbed attacks

FOR Req: The amount of fortitude your character requires to equip the armor.



Leather Set

Weight 50		Durability 8	
Phys DR 115		Dodge -21	
Type Leather Armor Set		FOR Req 9	

Banded Set

Weight 100		Durability 12	
Phys DR 245		Dodge -45	
Type Banded Armor Set		FOR Req 15	

Plate Chain Set

Weight 175		Durability 17	
Phys DR 450		Dodge -78	
Type Plate Chain Armor Set		FOR Req 21	

Round Shield

Weight 35		Durability 3	
	AP	Absorb	Percentage
Block	2	1	35%
Type Wooden Shield		FOR Req 7	

Heater Shield

Weight 55		Durability 5	
	AP	Absorb	Percentage
Block	3	2	25%
Type Metal Shield		FOR Req 13	

Tower Shield

Weight 70		Durability 7	
	AP	Absorb	Percentage
Block	4	3	10%
Type Metal Shield		FOR Req 17	

Special Attacks

✧ In addition to your equipment's attacks, you may perform special attacks provided you meet their criteria.

Requirements: Each special attack requires the equipment meet certain conditions. This means that if your equipment is one of the listed, you may perform that special attack. If the *type* is surrounded by these symbols, you cannot use any equipment of that type for the special attack, even if it meets other requirements.

1H/2H: If the special attack lists 1 Handed or 2 Handed in the requirements, you must equip the weapon as required to perform the special attack.

Attack Type: This is the required attack you must perform as the special attack. Choose one of the attacks listed or any attack from your weapon, bow, gun, or throwing item if the attack type says any. All other effects are as if you were performing a regular attack.

Additional AP: In addition to the AP you spend performing the attack from your equipment, you must spend the AP listed as part of the attack.

✧ Whenever you make a roll against your opponent's threshold, roll a d100 and add your attack bonus to the roll.

Weapon Special Attacks

Armor Streak

Requirements: Mace, Piercing

Attack Type: Jab, Crush

Additional AP: 1

Make a roll against your target's threshold. If you exceed their threshold, that character regenerates half of their threshold instead of the full amount until the end of their next

turn, and you deal 1 durability damage to their armor, shield, or weapon.

Blood Hunt

Requirements: Curved, Piercing,

Great

Attack Type: Slash

Additional AP: 2

Move up to 3 spaces towards a character with less than their maximum HP. If they are within your range, you attack them. End your turn after this attack.

Cross Strike

Requirements: Straight, Pole,

Piercing

Attack Type: Jab

Additional AP: 2

You must target up to four characters with this attack as detailed either of the patterns below. This attack deals additional damage equal to your weapon's slash damage (do not include your multipliers). You cannot use this attack again until after you rest.

X		X
	C	
X		X

	X	
X	C	X
	X	

Decapitate

Requirements: Axe

Attack Type: Crush

Additional AP: 3

This attack does x2 damage. If this attack is made against a prone character, this attack does x4 damage.

Ground Break

Requirements: 2H, Great, Mace, *Pole*

Attack Type: Crush

Additional AP: 5

This attack deals x4 damage. The space of the character you target with this attack becomes

difficult terrain. You must end your turn after this attack.

Leaping Attack

Requirements: 2H, Sword, Axe,

Piercing

Attack Type: Crush

Additional AP: 3

You jump forward 1 space. This attack does x2 damage. You cannot use this attack again until after you rest.

Pummel

Requirements: Mace, -Pole

Attack Type: Crush

Additional AP: 4

Make a roll against each character in front of you against their threshold. If you exceed their threshold, they are stunned.

Raise Dust

Requirements: 2H, Curved, Pole,

Short

Attack Type: Slash

Additional AP: 1

This attack does 1/2 damage. You gain a bonus to your dodge equal to your strength until the start of your next turn.

Rapid Barrage

Requirements: 1H, Short, Curved,

Pole

Attack Type: Jab, Slash

Additional AP: -1

You may only target a character you have dealt damage to this turn with this attack. This attack cannot reduce your attacks AP cost to less than 1.

Scorpion Strike

Requirements: Piercing, Sword

Attack Type: Jab

Additional AP: -1

This attack has -10 to its attack bonus. This attack cannot reduce your attacks AP cost to less than 1.

Uppercut

Requirements: Great, *Pole*

Attack Type: Crush

Additional AP: 3

Make a roll against your target's threshold. If you exceed their threshold, they are tossed 1 space and knocked prone.

Status Effects

◇ Certain attacks or abilities may inflict status effects. Unless otherwise noted, all status effects remain until you rest.

Anxious (ANX)

While anxious, all actions require an additional 1 AP to perform.

Bleeding (Bled)

At the start of your turn, if you are bleeding, you lose HP equal your maximum AP (before any effects modify it).

Bound (Bnd)

While bound, you cannot move or dodge, and have a -20 to your attack and parry scores. You may pay 4 AP to end this effect during your turn.

Bruised (Brsd)

Attacks deal an additional 20 damage to you for each bruise you have.

Burning (Brng)

While you are burning, your maximum threshold is halved, and you lose 30 HP at the start of your turn. You may pay 4 AP to end this effect during your turn.

Fatigued (Ftgd)

While fatigued, you have a -50 penalty to your dodge, parry, and regenerate up to half your maximum AP.

Frenzied (Frzd)

While frenzied, you must spend your turn either moving toward or attacking the nearest character. If you do not have enough action points to attack that character, you are free to use your remaining action points as though you were not frenzied.

Poisoned (Psnd)

At the start of your turn, you lose 5 HP for each time you have been poisoned.

Prone (Prne)

While prone, each action requires twice as much AP to perform, and you may stand up to end this effect for 2 AP.

Stunned (Stnd)

When you become stunned you cannot perform actions until the end of that turn.

Companions

If there is one thing that getting into a lot of fights has taught me, it is that fighting alone is a quick way to get beaten up. So instead, fight with a group of people! It will work out better for you.

✧ You may unite with 1 companion at a time if your characters power is equal to or greater than that companion. You control them during their turn. Companions keep their equipment on them when they are downed, repairing it between rounds.

Name: The companions name.

Power (P): The required power to unite with this companion.

Size/Type: The size and type of this companion. Types are checked for abilities and other effects; size is modified on the board of the amount of spaces the companion takes up and is shown in the table below.

Size	Spaces
Medium	1x1
Large	2x2

HP: The companion's maximum HP.

AP: The companion's maximum AP.

TH: The companion's maximum threshold.

Attacks: The attacks the companion can make on its turn. All attacks have a base range of +0.

Reactions: The reactions a companion can take on its turn.

Abilities: These are extra effects that the companion has. If an ability can be activated, it can only be activated during that companion's turn.

Equipment: The amount (A) and durability (D) of the equipment a companion has.

Hired Blade

P: 0

Medium Human

HP	AP	TH
205	10	115

Attacks

Jab | 2: +16 Attack, 54 Physical Damage

Slash | 3: +2 Attack, 83 Physical Damage

Reactions

Dodge | +69

Block | 3: Absorb: 2; 35%

Equipment

Longsword (D:3), Leather Armor Set (D:5), Heater Shield (D:4)



Apocalypse Chorister

P: 0

Medium Human

HP	AP	TH
85	7	105

Reactions

Dodge | +77

Block | 1: 85%

Abilities

Flame | When this Apocalypse Chorister activates this ability, roll a d10. On a 6 or greater each character adjacent this companion takes 60 physical damage and starts burning. The Apocalypse Chorister cannot use this ability again until the start of their next turn.

Hymn | When this Apocalypse Chorister activates this ability, a target within a range of +10 becomes anxious until they deal damage to this companion. This companion cannot use this ability again until the start of their next turn.



Sharz, the Assassin

P: 20

Medium Human

HP	AP	TH
376	15	285

Attacks

Jab | 2: +18 Attack, 76 Physical Damage

Slash | 3: -9 Attack, 126 Physical Damage

Throw | 3: -3 Attack, 59 Physical Damage
Range +10

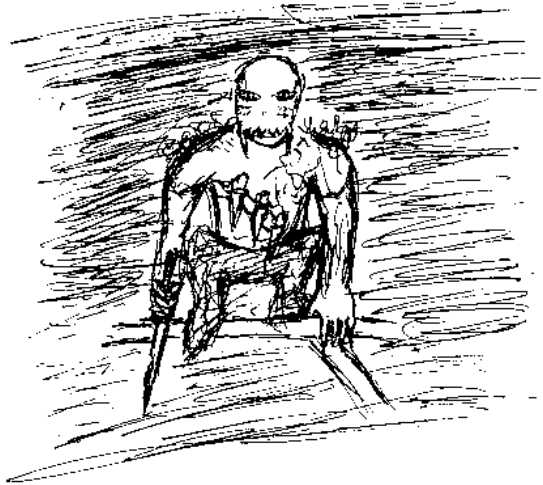
Reactions

Dodge | +96

Parry | 3: Jab

Equipment

Throwing Knife (A:10, D:3), Leather Armor Set (D:5)



Lord of the Pack

P: 15

Large Animal

HP	AP	TH
200	8	160

Attacks

Bite | 3: +8 Attack, 121 Physical Damage

Claw | 2: +3 Attack, 83 Physical Damage

Reactions

Dodge | +83

Abilities

Lord | Each other animal in your group deals an additional +30 physical damage with attacks.

Pounce | When this Lord of the Pack activates this ability, they make a roll against an adjacent character's threshold. If they exceed their threshold, the target is knocked prone and is bound as long as this companion is adjacent to them. The target may spend 5 AP during their turn to end this effect instead.



Dwarf Komodo

P: 0

Medium Animal

HP	AP	TH
185	8	75

Attacks

Bite | 4: -6 Attack, 125 Physical Damage
Poisoning (Make a roll against your target's threshold. If you exceed their threshold, they are poisoned.)

Reactions

Dodge | +69



Stubborn Mule

P: 0

Medium Animal

HP	AP	TH
115	6	135

Attacks

Bite | 3: +0 Attack, 65 Physical Damage
Kick | 4: +8 Attack, 135 Physical Damage

Reactions

Dodge | +55

Abilities

Stubborn | This Stubborn Mule cannot be kept from moving, always spends 1 AP when moving into a space, and chooses whether effects will move it.



Enter the Arena

Maps

✧ Cool Duel's combat requires a defined space referred to as maps for optimal gameplay. The positioning of characters and how that affects the decisions players can make consequently makes playing without a game board and tokens extremely ineffective. If you are meeting other players in a physical space, you are recommended to use maps with 1-inch squares and tokens that scale to those spaces. Otherwise ensure that any map image scales properly to the virtual tabletop you are using to play. The maps available as part of this demo are scaled at 32x32 pixels per space, with the 10 micro maps being at 10x10 spaces, and the premier arena being scaled at 27x27 spaces.

✧ On the most fundamental level each space is considered as a flat open area that causes no additional effects. Therefore, special terrain effects, hazards, or other gameplay scenarios must be defined beforehand and recorded in a document accessible to all players. To help map designers find congruency among maps, methods of determining vision and cover from attacks will have their foundational information set here.

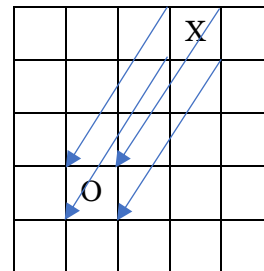
Cover and Line of Sight

✧ Covering terrain, or cover, is defined as any object drawn on a map that provides enough contrast with the map's default color that it creates the illusion of separation. Generally, cover is any solid continuous and continuous drawing, and will take the form of walls, doors, or other solid barriers. When a character has cover from another

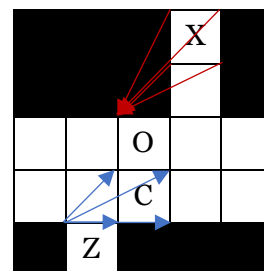
character, it means the attack the attacking character is making does not have line of sight on the attacking character, even if they are within range of the attack. When defining cover in a document, you only need to define a portion of cover for it to include any similar pieces of terrain.

✧ To determine if an attack has line of sight on a character, trace a straight line from each corner of the attacking character's space to any corner of the defending character's space. As long as each corner of the defending character's space has a line traced to it, the attack will have line of sight and can be made as normal. Otherwise, the defending character is behind cover. This document establishes conventions for determining line of sight and cover on circle drawn cover and straight line cover.

In the follow example, X can trace a line to any of O's spaces, as there is no cover to block line of sight.

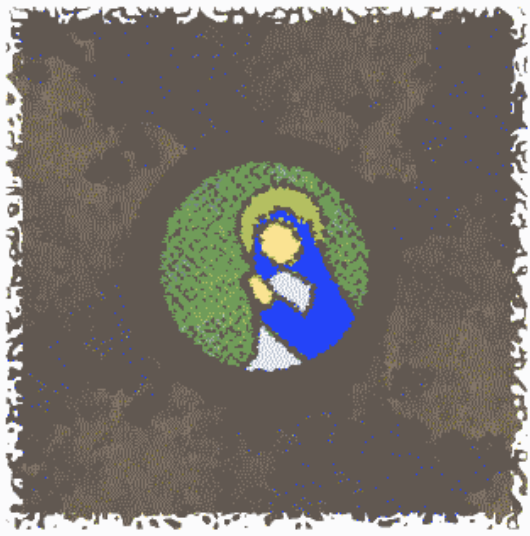


Here X and Z are attacking O and C while adjacent to straight walls that fully take up their space. Using the line of sight test, X is unable to attack O, and Z is able to pass by tracing from one corner to each of C's space.



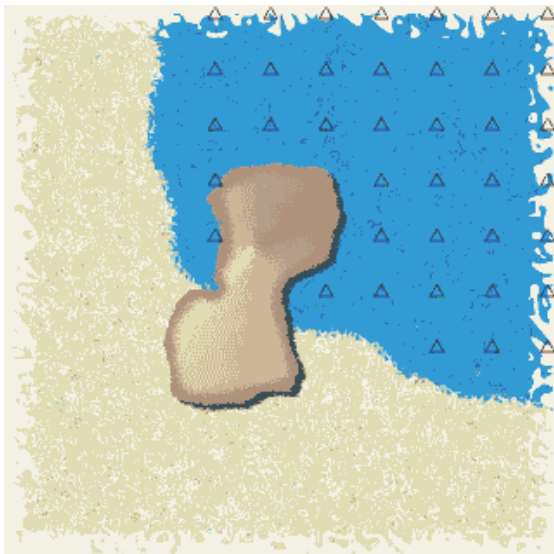
Ave

A character adjacent to any space in the stained glass center may spend 4 AP during their turn to shatter the glass. When a character shatters the glass, the player whose character broke it chooses another map then adds it outside of the current arena. When a character enters a space where the stained glass was, they are transported to that separate arena until the end of the duel



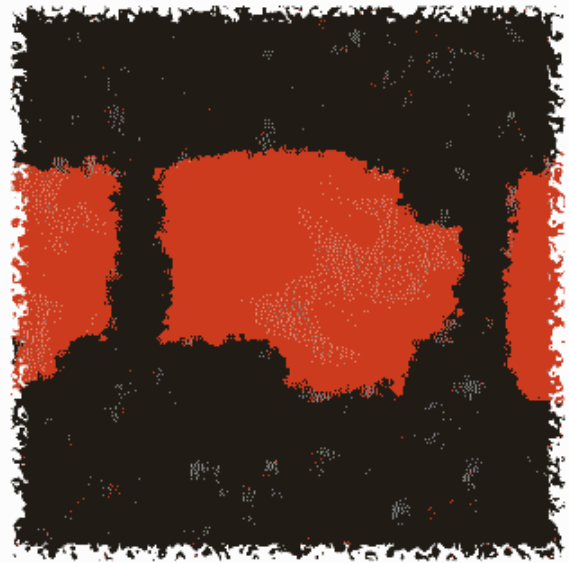
Beachside

The rock in the center provides cover based on line of sight checks. The entire water is considered difficult terrain.



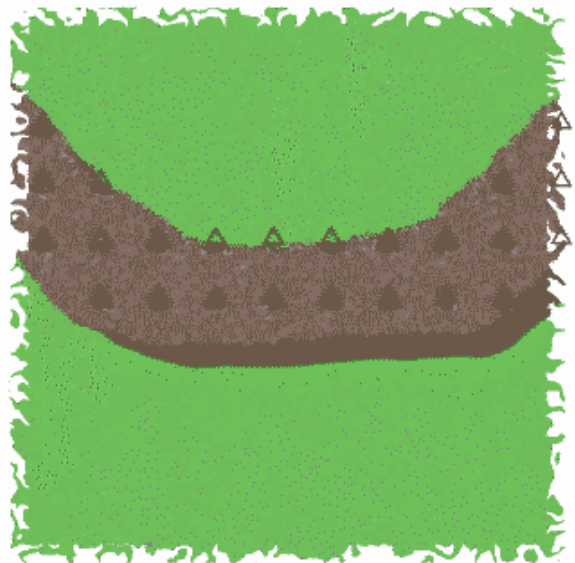
Brimstone

If a character enters a space with the 'magma', they lose the duel.



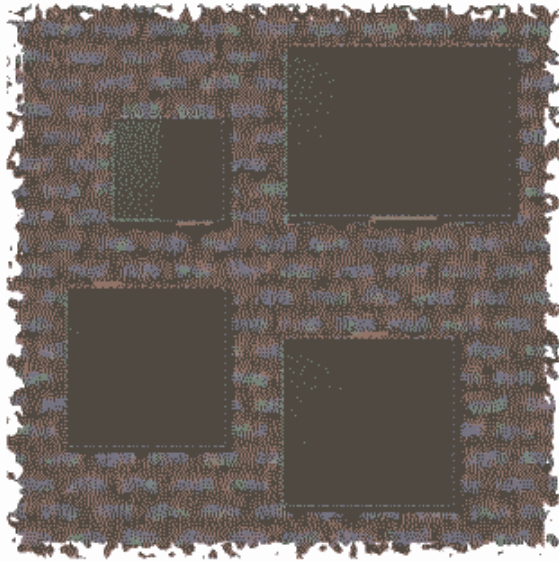
Cliffside

All spaces marked with D are difficult terrain, otherwise no cover is provided by objects on the map.



Close Quarters

All the buildings provide straight-line cover.
They are otherwise inaccessible.



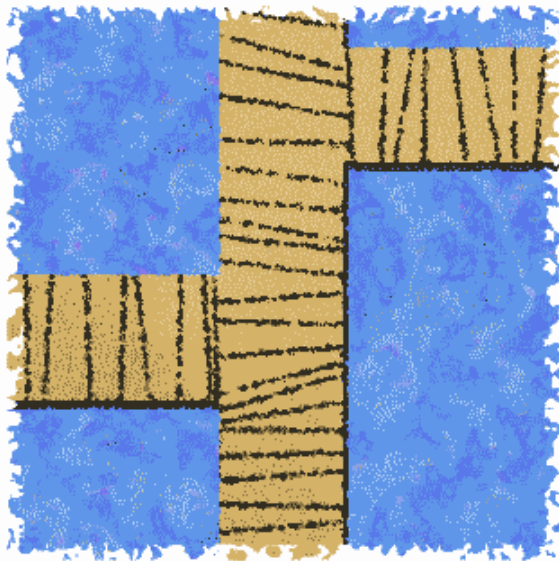
Forgotten

All walls and corners on this map provide straight-line cover.



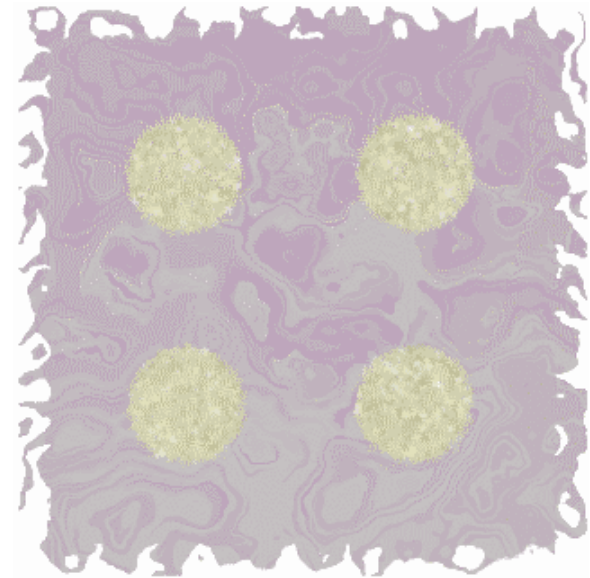
Docks

If a character ends their turn while within the 'water', they lose the duel.



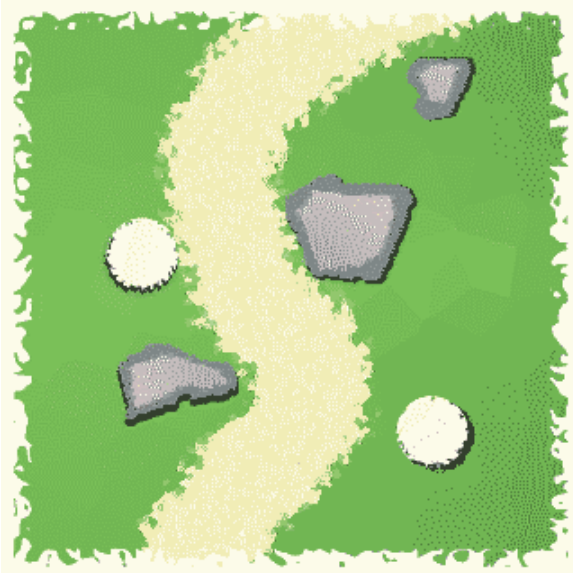
Four Pillars

The pillars all provide curved cover.



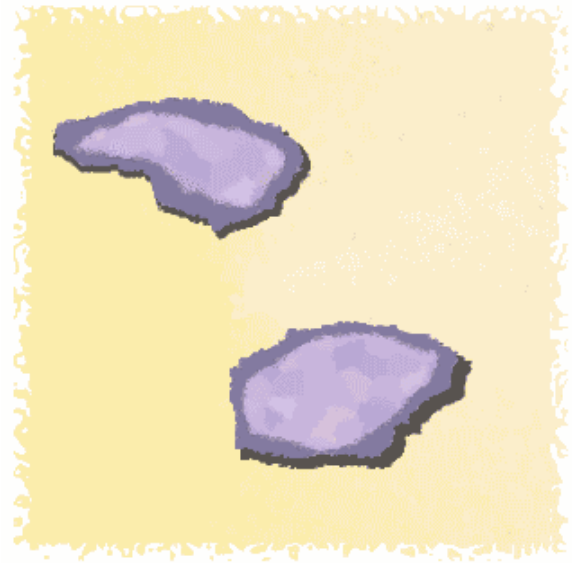
Temple Road

The two pillars provide curved cover, and the rocks scattered about provide cover based on line of sight checks.



Two Stones

The two stones provide cover based on line of sight.



Premiere Arena - Fort of Salvation

All walls except for the trellis provide straight-line cover. The trellis placed along the two stair cases on the right do not provide cover from any range of attacks, and otherwise cannot be moved through as though they were walls. The trees, pillars, and pools of water all provide curved cover. The tents provide stair cover, and the rubble above them creates difficult terrain. The stairs function as normal spaces and are otherwise decorative.

