*Planet Jumper:Mercy of Dice* gameplan

You go to three planets (Apollo, Delta,and Groverland) and fight the aliens there to win items and their planet. In the end you fight Zlorg – Emperor of the Galaxy Andromeda (where the planets are located) D20 is the main game mechanic for winning battles. At the end if you win the is a leaderboard and score (based on health in the end, and the value of leftover items)

**Apollo** – planet of archers who colonized it 1000 years earlier, their current leader is Katniss Everdeen   
**Groverland** – planet full of satyrs who don’t fight directly but camp half-blood is located there with demigods who do fight   
**Delta** – colonized by robots of alien species initially for mining but they revolted after gaining consciousness and it has a robot civilization – fighting through lasers

The player has 100hp. The planets have a collective hp 100, 130, 150 respectively. The boss has 200hp

| **Roll (d6)** | **Damage** |
| --- | --- |
| **1** | **−20** |
| **2** | **-5** |
| **3** | **+10** |
| **4** | **+25** |
| **5** | **+30** |
| **6** | **+40** |

Items: each level after winning gives you an item. The planet apollo gives you a bow with two arrows. Groverland will give you a pen that turns into a sword after uncapping (only usable on the boss) and on delta you get the laser gun

**🎯 Bow (2 arrows)** – ~2× normal hit damage, ignores defense. Scarce ammo makes it a “big moment” weapon.

**✒️ Pen‑Sword (Boss‑only)** – 3× normal damage, heals ~25 HP on hit, single use. Trigger when boss <75% HP or on player’s command.

**🔫 Laser Gun** – Fixed +40 damage, skips roll, costs 5 HP per shot, 3–4 uses.

At the start of the game player get 3x 30hp heal potions usable whenever.

Goal of the game is to beat the boss and take over the galaxy becoming the new Emperor. The boss is always the top player on the leaderboard unless its empty