Pool Party of the Heart

"Thou art I… I am thou… From the pool of thy soul, I splasheth."

Be honest: Do you *always* want to fight with swords and fireballs? Precariously trading blows atop a windswept cliff, sharing an intense moment with your rival, who could have been a close ally if only the circumstances would be different… Wait. You're into that, aren't you? You need *help.* Anyway, for those of us who don't use violence as a medium for flirting, there's always the option of spending an afternoon shooting pressurized water at each other. Resolve interpersonal conflict! Beat the heat! Procrastinate on that Palace you really should get around to exploring!

❖ The *Pool Party of the Heart* is an Activity that can be performed by at least two Users, with no upper cap. As most Activities, they take up one Time Block. When the Activity starts, each User is equipped with one standard-issue water gun.

❖ Pool Party of the Heart plays out similarly to a combat. Instead of rolling for initiative, the queue is organized by Agility scores. Ties must be solved by rolling dices.

❖ Once the initiative queue is set up, each User notes down a number of counters according to the table below:
   o **Damage Points:** *2STR* **or** *2MAG* (User's choice)*;*
   o **Snipe Points:** *2TEC*;
   o **Dodge Points:** *2MAG*;
   o **Life Points:** *2VIT*;
   o **Fortune Points:** *2LCK;*

❖ During a User's turn, they can choose to *Attack:* choose one other User as a target, and note down a number of Snipe Points equal to or less than their current number of Snipe Points. The target then notes down a number of Dodge Points under the same limitations, and both Users reveal their numbers. If the noted Snipe Points are lower than the noted Dodge Points, nothing happens and the User's turn ends.
   o If the Snipe Points are higher than the Dodge Points, a **hit** occurs. On a hit, the hitting User loses their noted amount of Snipe Points and the hit User loses their noted amount of Dodge Points. Then, the hitting User can spend any number of Damage Points to deal that amount of damage to the hit User. The hit User then subtracts the damage from their Life Points.
      ▪ If a User runs out of Life Points, they're knocked down and can no longer declare Attacks or be attacked until they have at least one Life Point.

❖ Instead of attacking, Users can also choose to take a *Reload* or *Bless* action during their Turns:
   o *Reload:* You recover 1d4 Damage Points, 1d4 Snipe Points and 1d4 Dodge Points;
   o *Bless:* You can spend any number of Fortune Points and distribute those points amongst your other Points in any amounts. You can do this even if you are knocked down. If performing a *Bless* recovers you from the knocked down state, you can perform an attack this turn;

❖ This Activity lasts until there's only one User who's not knocked down, or until all players declare a ceasefire, ending the Activity immediately. If at least one round of Pool Party of the Heart has elapsed before the Activity ends, all participants gain 1 point towards a Social Skill of their choice and increase their Confidants with all participants by 1d6;