

Arena Discord minigame rules and instructions

Previously known as Froge Arena©, this is a Discord-bot-run minigame for the Thousand Crowns server. It plays a turn-based 1 v 1 battle RPG, not too dissimilar to Pokemon, but with obvious connotations to DnD. Designed by The Dog Frog Seike Weapon Chicken Hoo Hoo#9509 and developed by Neonnaut#9972

Please comment on any mistakes or thought-out suggestions.

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Creating and viewing combatants

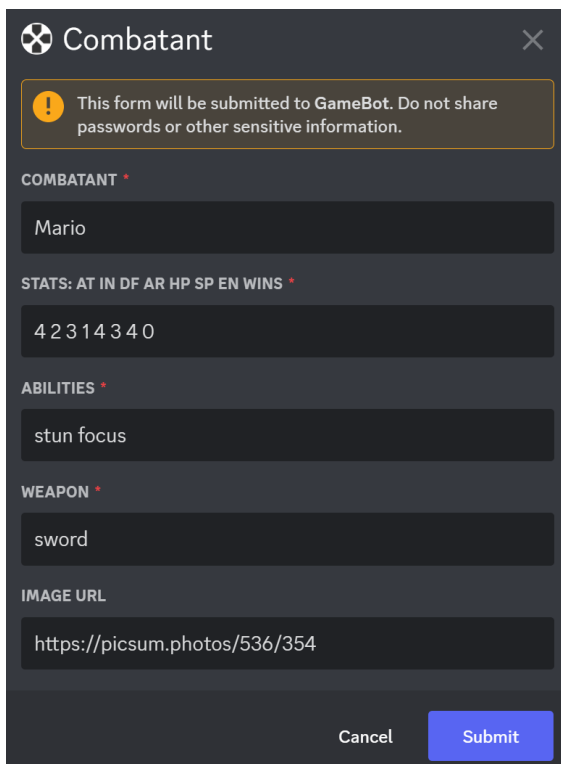
To create a combatant, use the command `!!arena set` Which will create a button for anyone to press. You will enter:

- Your Combatant's name
- Your combatant's stats and wins in this order: AT IN DF AR HP SP EN Wins
Wins is *optional*, and will *default* to 0 if not entered
- Your Combatant's abilities, separated by a space
- Your Combatant's weapon
- An *optional* URL to an image that will show up in embeds

After you submit it, your combatant will be added to the [Sheet of combatants](#) Google sheet.

If you cannot do this for any reason then you can give your character sheet to the chicken frog and they'll add you to the sheet manually.

Here is an example of a combatant named Mario with combined stats of 21 and 0 wins:



Combatant

! This form will be submitted to GameBot. Do not share passwords or other sensitive information.

COMBATANT *

Mario

STATS: AT IN DF AR HP SP EN WINS *

4 2 3 1 4 3 4 0

ABILITIES *

stun focus

WEAPON *

sword

IMAGE URL

https://picsum.photos/536/354

Cancel Submit

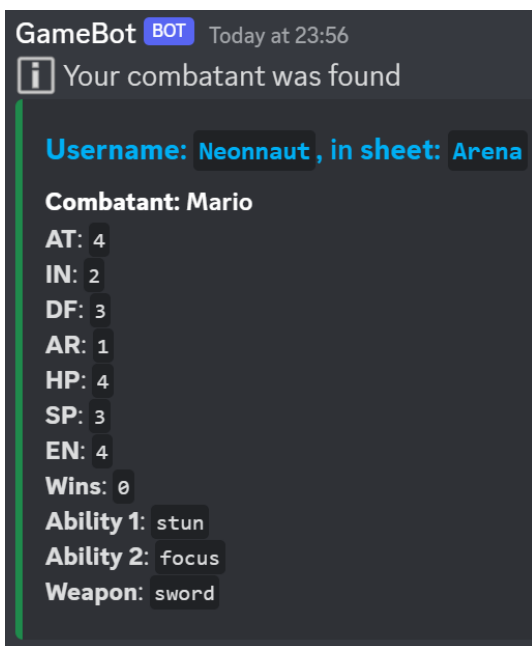
Other things to note:

- Your HP cannot be 0
- Your stats must not be more than 21 + Your number of wins
- Your abilities ~~and weapon~~ must be listed below
- To update your combatant you will need to use this command again. This means you will need to enter your character's amount of wins each time

In addition to this, you might also wish to describe to the server:

- Your character species
- Some backstory on your species
- An explanation of what your weapon is or its backstory
- A small amount of backstory explaining what your abilities are

To show a combatant, use the command `!!show_arena_combatant <username>`



Starting, playing, and ending matches

`!!arena @<username>` - Starts an arena match against a user if they both have made a combatant. The match is over once one player reaches 0 HP. This bot only runs one match at a time.

`!!arena attack` - Attacks your opponent.

`!!arena <ability>` - Does one of your two abilities.

`!!arena quit` - This ends the match prematurely. Other aliases are "quit", "reset", "concede" or "surrender".

Stats

Theses are the things a player starts out with.

		Player One	Player Two
Name	The name of your combatant.		
AT - Attack	How hard you will hit your opponent's defences. (20 per level)		
IN - Intelligence	Your ability to hit your opponent where they are defenceless. (10 per level)		
DF - Defence	Your natural resistance to damage. (10 per level)		
AR - Armour	An added layer of heavier protection. (20 per level)		
HP - HitPoints	How many hits you can take before your character falls over in defeat. (80 per level)		
SP - Speed	How fast your character is. The player with the highest Speed goes first (if equal, then the challenger goes first). (5 per level)		
EN - Endurance	How long your character can remain standing and fight. Endurance drains each time you use an ability. If your EN is at 0 you will not be able to use any abilities and you will lose any passive abilities (10 EN per level and 10 HP per level)		
Ability 1	See the abilities section .		
Ability 2	See the abilities section.		
Combined base stat	Max base stat of 21 + Your artefacts.		
Weapon	See the weapons section .		
Wins (Artefacts)	For each artefact you can increase a stat by 1. Max artefact of 4.		
Effects	An accumulation of negative or positive effects the player has received. Passive abilities will be shown here.		

Actions

Possible actions a player can take during a match.

		Player One	Player Two
Attack	The damage formula for attacking is: $\text{attacker.AT} - (\text{defender.DF} + \text{defender.AR})^a + \text{attacker.IN}$ ^a If the damage before adding attacker.IN is in the negatives at this point, this number will be set to zero.		
Pass	Passes your turn.		
Ability 1	See the abilities section .		
Ability 2	See the abilities section.		

Abilities

Abilities are typically unique to the species. Abilities typically cost 5 Endurance unless otherwise stated.

Buff	Buff your Defence by 2 levels (20).
Heal	Heal for 100 HP.
Jog	Increase movement speed by 1 level (5).
Focus	Spend a turn watching your opponent, ensuring your next hit strikes harder. Permanently gain a 10% chance to critical strike, dealing your full damage + half of the opponent's damage upon a successful hit. (Gains the focused effect)
Poison	This move deals no damage. It will cause a 2 EN drain on the other player for their turn, for the rest of the match. (Apply the poisoned effect to your enemy)
Strip	Strip Armour/Weighted Clothes/Levitate, this ability will remove 100% of your armour, but also remove that same value of your opponent's intellect stat. If your armour is higher than their intelligence, you will only lower it to the point it would reach 0. If their intelligence is higher, your armour cannot go below 0. This move cannot be stacked. (Gains the stripped effect)
Stun	This ability will add a normal attack with a 25% chance to cause your opponent to be stunned, and lose their next turn.
Explosion	Use your Attack plus Intelligence as your damage, minus the defenders Speed. This ability costs 8 endurance.
Steal	Steal a random status effect from the opponent.
Warp	Call upon the (Un/)Holiest magic and increase each offensive and defensive stat by 1. Costs 10 Endurance

The following are passive abilities and apply to your combatant at the start of the match.

Dodge	This will give the defender a 20% chance to dodge an attack, but only if: <ul style="list-style-type: none">- The defender's Speed is NOT LESS than the attacker's speed. Elsewise: The defender then has a 5% chance of dodging an attack.
Mount	A mount is a pre-partnered summon that cannot attack, or defend. It boosts AT, DF and SP by 1 level.
Guard	Replace your health with your Armour until your Armour reaches zero. Excess damage does not carry over upon Armour reaching 0.
Resist	Gain immunity to Intelligence damage.

Weapons

You may only have one weapon, the leftmost column shows all the aliases of the weapon type.

Knife, dagger	Sharp short	Increase your ability to cause Poison or Bleeding, increasing its effect by one unit. E.g: EN damage of two increases to three.
Sword, scythe	Sharp mid	Increase your attack by 2 levels.
Spear, pike	Sharp long	Increase your speed by 2 levels.
Greatsword	Sharp heavy	Increase your attack by 1 level. Increase your defence by 1 level.
Mace, axe, hammer, staff	Bludgeon	Increase your speed by 1 level. Increase your defence by 1 level.
Bow, carbine special, wand, sceptre	Ranged long	Increase your intelligence by 2 levels.
Crossbow, shotgun	Ranged heavy	Increase your intelligence by 1 level. Increase your attack by 1 level.

Aftermath of the battle

The effect of a match is based on the final choice the winner makes. These are the actions they can take and the consequences.

KILL	You gain an artifact. The opponent will lose their character and all artifacts gained. Upon a character's death, there's nothing stopping you from making another character exactly like it. The only thing it will affect is lore and the removal of any and all artifacts.
SPARE	Upon sparing the opponent, you gain an artifact.
BEFRIEND	Befriending your opponent ends the battle on good terms, and you gain an artifact.
CRIPPLE	Permanently scar your opponent by lowering 1 of their stats. This effect is permanent throughout their life.