Untitled Crafting-Combat System

Components

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 2 packs of white chalk
* 2 packs of colored chalk
* 1 felt eraser
* 1 bag of gold coins
* 1 bag of green coins
* 1 six-sided die

Setup

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, pack of white chalk, pack of colored chalk
* One player takes the bag of gold coins, the other takes the green coins
* Share the eraser as needed.

Goal

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

Rules

The game has three, distinct rounds—Materials, Crafting, and Combat—that must be played in order. Only when one round has finished may the next start.

Pre-Game Information

* Each player gets a piece of white chalk at the start of any game
* The smaller chalkboard is used to keep notes and keep track of various stats as the game unfolds
* All effects from the weapons during combat (that have not been noted in the descriptions themselves) occur on the next time the player who has been hit or is guarding takes their turn to fight.
* All effects from materials last only as long as described in the Materials Round section during combat. That is, to gain more than one instance of a particular effect, you must buy more than one material.

Materials Round

* With the coins in each bag, players must bid on the different materials they will use to make up their weapon. These materials are represented by the colored chalk.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon
  + Red – Attack power is increased (2 x Base Damage for a total of 6 damage per hit)
  + Blue – Durability is increased (Weapon acts as a minor shield, reducing overall damage per hit by 1)
  + Green – Poison is added (A DoT equaling 2 hit points per turn for 2 turns on every hit)
  + Yellow – Blade on the weapon is incredibly sharp (Player hit with this weapon bleeds, losing 3 hit points the following round)
  + Purple – Magic Protection is added (User of the weapon wards off 2 hit points of damage for the next two rounds after weapon is used)
  + Orange – Magic Attack is added (For the next two rounds, the player hit with weapon carrying this magic suffers 1 hit point of damage and loses 1 damage per hit against their opponent)
* Players may bid as high as they like as long as that bid does not cause them to run out of coins.
* Bidding may not exceed 10 coins.
* If there is ever a tie between bids, the auction is decided by a roll of a six-sided die.
* Any coins players have not used after the bidding is over may be saved as bonus coins when hiring the mercenary to wield their weapon.

**Crafting**

* Using the piece of white chalk along with their colored chalk, players have five minutes in which to craft their weapon. Crafting takes the form of drawing the weapon on each player’s respective medium-sized chalkboard.
* Each material—that is, piece of colored chalk—must be used in the drawing of the weapon. If that color is not used in a distinguishable and unique feature on the weapon, the bonus that material grants is lost.
* After the five minutes is over, players must name their weapon and on the small-sized chalkboard, write all the stats that their weapon contains.

**Combat**

* Either deciding between themselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent being mostly irrelevant) is given a bonus of 3 coins.
* Each player will then receive 10 coins back from the original supply they had at the beginning of the game.
* Using these coins, players will then choose a mercenary by buying skill sets they wish to use in combat. Write down each stat gained on your small-sized chalkboard. The skills and their cost are as follows:

(All of the percentages below apply to the role of a 10-sided die during combat.)

Attack Success Rate (mandatory purchase)

* + 5 coins = 100% successful attack
  + 3 coins = 70% successful attack
  + 1 coins = 50% successful attack

Damage Mitigation

* + 5 coins = 50% mitigation of damage
  + 3 coins = 30% mitigation of damage
  + 1 coins = 10% mitigation of damage

Damage Multiplier

* + 5 coins = 3x multiplier to base damage
  + 3 coins = 2x multiplier to base damage

Hit Point Addition (each mercenary starts with 15 hit points)

* + 5 coins = 5 extra hit points
  + 3 coins = 3 extra hit points
  + 1 coin = 1 extra hit point
* Finally, using the stats from the weapon as well as those gained from the mercenary hired, combat begins. A six-sided die is rolled to see which player attacks first.
* The player who wins the die roll, rolls the ten-sided die to see if they have successfully hit the other player. If their roll is successful, the players determine the amount of damage taken using the stats they have tallied on their small-sized chalk board.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* Play continues until one mercenary has lost all of their HP, thus ending the game.