**Untitled Crafting-Combat System**

**Components**

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 1 pack of white chalk
* 1 pack of colored chalk
* 1 felt eraser
* 1 bag of 30 gold coins
* 1 bag of 30 green coins
* 1 six-sided die
* 1 ten-sided die

**Setup**

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
* Remove one of each colored chalk piece from the box.
* One player takes the bag of gold coins, the other takes the green coins

**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 Bidding, Crafting, and Combat. Only when one round has finished may the next start.

Pre-Game Information

* 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 during the round directly proceeding their activation by the player.

Materials Round

* With the coins in each bag, you 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 by the player during combat:
  + Red – Attack power is increased (*2 x Base Damage for a total of 6 damage per hit; lasts 3 rounds*)
  + Blue – Durability is increased (*Weapon acts as a minor shield, reducing overall damage per hit by 3; last 2 rounds*)
  + Green – Poison is added (*A DoT that removes 4 hit points per round for 3 rounds; can only be applied on a successful attack; a new material CAN be added after DoT is applied*)
  + Yellow – Blade on the weapon is incredibly sharp (*Player hit with this weapon bleeds profusely, losing 7 extra hit points on the round its applied; lasts only 1 round*)
  + Purple – Magic Protection is added (*User of this weapon wards off 2 hit points of damage and is invulnerable to effects of other materials for the next two rounds*)
  + Orange – Magical Charm is added (*Player using this weapon is protected from all base damage, but not material-based damage for 3 rounds*)
* Using the pieces of colored chalk still left in the box, draw one out at random. This is the piece that will be bid on first.
* Both players decide how much they wish to bid and put that many coins in their hand without showing the other player. At the same time, they reveal their bids to each other.
* The winner is awarded the chalk and the next piece is drawn.
* 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, create your weapon. You will be using your colored chalk to add to your weapon during the combat section of the game.
* Once your drawings are finished, create a name for your newly forged weapon and write it on the small chalk board, along with any material attributes you want to keep track of.

Combat

* Either deciding between yourselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent is mostly irrelevant; bonus points for an epic name) is given a bonus of 3 coins.
* Each player receive 10 coins back from the original supply they had at the beginning of the game.
* Using these coins, choose your mercenary by buying skills you wish to use in combat. It’s a good idea to write these down on your small chalkboard to keep track of them. The skills and their cost are:

Attack Success Rate

* + 7 coins = 90% successful attack
  + 4 coins = 70% successful attack
  + If no coins are spent, mercenaries have a base 50% successful attack.

More Base Damage

* + 7 coins = Roll a D6 and add that value to base damage
  + 4 coins = Roll a D4 and add that value to base damage

More Hit Points

* + 7 coins = 12 extra hit points
  + 4 coins = 8 extra hit points
  + 2 coins = 4 extra hit points
* Once you’ve finished using all your coins, give your new mercenary a name. (No bonus here, but do you really want some unnamed, bundle of stats wielding your weapon?)

**Combat Now Begins!**

* Roll a six-sided die to see who attacks first.
* The winner rolls the ten-sided die to see if they have successfully hit the other player based on their Attack Success Rate. If your roll is successful, determine the how much damage you do (and how much the defending player can mitigate) using the bonuses and stats you can apply.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* At the end of each round, you have the opportunity to beef up your weapon by adding the materials you have. If you do add one, use that piece of colored chalk to add to the drawing of your weapon. Make it unique, give it some style, turn it into the most awe-inspiring, intimidating tool of destruction your can imagine!
* Keep playing until one mercenary has lost all of their HP, ending the game.