

Introduction

The current duelling/prowess system admittedly needs a rework, as pronounced by Dino. While the idea behind the system is sound, it has a few issues that lead to unsatisfying gameplay results. The way I see it, these issues are:

1. *Snowballing*: The first roll provides a significant malus to the loser, leading to future rolls being permanently in the favor of the initial winner. This makes winning the first roll the most important part of the system, leading to the second point:
2. *Variability*: The current system uses a 1d100, which not only produces a linear distribution of results, but also has a wide range of possible outcomes (1-100). In a competitive environment these two qualities make it very unsatisfying as it is very easy to roll poorly in a consistent manner, which is further exacerbated by:
3. *Low Value Modifiers*: Increasing any single Prowess skill (Speed, Attack, Defense) by 1 provides negligible benefits. This means only by investing successive and multiple skill points does Prowess give a character (somewhat) significantly better odds of winning a duel. Compare this to the Archetype skill system, wherein increasing any skill by 1 allows taking a perk that has immediately significant and consistent benefits. This means Prowess is simply not worth investing in at the moment, especially when you don't actually need it to win duels! The Prowess system has the additional issue of:
4. *Underwhelming Perks*: Besides a middling handful, most Prowess perks are situational and not worth taking, and even if the conditions are met, the effects are negligible. This is especially underwhelming because you are only allowed a maximum of 3 perks over the entire skill progression of a character, further limiting potential builds and player creativity.

Therefore this rework should focus on the following aspects:

1. *Reducing Snowballing*: While first hits are always going to be important, making them less impactful will see more duels where the victor lost the initial roll.
2. *Tweaking Variability*: While variability is not inherently bad, and it should be maintained to ensure max-level characters are not strictly undefeatable, the current system has too much "bad" variability, producing consistently unsatisfying results.
3. *Impactful Modifiers*: Investing skill points into Prowess must feel like it affects something, rather than potentially slightly increasing your chances, maybe.
4. *Perk Variety and Relevance*: To enhance player creativity, as well as help with the previous points, perks should offer a non-linear way for players to scale their characters, and give them more interesting, relevant choices when making and improving their characters.
5. *Keeping the Prowess System Intact*: That is, while numbers and rolls may change, Attack, Speed, and Defense should still be maintained in the new system, albeit with many modifications. This should also make integration with MaesterBot more possible.

Credit to the Duelling mechanics of r/NinePennyKings and r/awoiafrp for much of the following systems.

Core Mechanics

Combat will be conducted in Rounds, with each combatant rolling **2d20 + Speed**.

The winner of this Initiative Roll will then roll the Attack Roll, which is **(3d5 + Attacker's Attack) - Defender's Defense**. The outcome of Attack Roll cannot be less than 1. The outcome of the Attack Roll is then subtracted from the Defender's **Morale**.

No Attack Roll is performed if the Initiative Roll is tied.

The next round then begins.

Combat continues until one combatant's **Morale** reaches their **Morale Threshold**, their **Injury Threshold**, or 0 or less.

All characters have a base **Morale** of **50**. Upon reaching 0 Morale or lower, the combatant must roll on the **Primary Injury Table**.

A **Morale Threshold** may be set at any point above 0 prior to the duel, in order to avoid the injury roll. Upon reaching their Morale Threshold, the combatant will automatically forfeit the duel. An **Injury Threshold** works the same way, where the combatant will automatically forfeit the duel upon reaching a set number of injuries.

By default, all Characters are assumed to have a Morale Threshold of **15**. This may be changed via modmail at any time before a Duel. No Injury Threshold is set by default.

Rolling a natural **20** on any dice in the Initiative Roll results in a **Critical Strike**. This imposes a **-2 malus to the other combatant's highest stat (Speed, Attack, or Defense)** for the remainder of the duel, and the other combatant must roll on the **Secondary Injury Table**. If the combatant who rolls the natural 20 does not win the Initiative Roll, no malus is applied and no injury is rolled, however.

Rolling a natural **1** on any dice in the Initiative Roll results in a **Critical Failure**. This imposes a **-2 malus to the combatant's highest stat (Speed, Attack, or Defense)** for the remainder of the duel, and the combatant must roll on the **Secondary Injury Table**. If the combatant who rolls the natural 1 does not lose the Initiative Roll, no malus is applied and no injury is rolled, however.

If both a natural 20 and a natural 1 are rolled by the same combatant in the same round, no malus is applied to either player and no injury is rolled.

Equal stats affected by Critical Strikes, Critical Failures, and Minor Injuries are reduced in the following priority: **Speed > Attack > Defense**.

Combat Example

Initiative Roll

<u>Combatant One</u>	<u>Combatant Two</u>
Rolls 2d20+6	Rolls 2d20+1
33 (19+8+6 Speed)	28 (16+11+1 Speed)
Higher roll, strikes opponent	Lower roll, is struck

Attack Roll

<u>Combatant One</u>	<u>Combatant Two</u>
Rolls 3d5+2	
14 (5+5+2+2 Attack)	Subtracts 6 because of their Defense

Combatant One strikes Combatant Two for 8 damage, subtracting that much from Combatant Two's Morale.

Ranged Duels

Ranged duels work much the same way, except both combatants try to roll **30 or above** in the Initiative Roll. If both combatants are successful, then both may then roll the Attack Roll, and both may take damage.

Note that most Perks that grant Speed, Attack, or Defense in Melee Duels do not do so in Ranged Duels, and vice versa.

Ranged vs Melee

A ranged and melee combatant may participate in the same duel. In this case, the duel will have two rounds in which the ranged combatant may make Initiative Rolls against the melee combatant. In the third round, the melee combatant automatically rolls an Attack Roll, while the ranged combatant switches to a melee weapon. From the fourth round onward, the duel proceeds as a Melee Duel.

Multi-Person Duels

Multi-person Duels are organized in much the same way as 1v1 duels, with combatants being sorted to either side. Each combatant will roll 2d20+Speed. Each combatant will then roll an Attack Roll against one opposing combatant who rolled lower on the Initiative Roll than them, with the lowest rolling combatant not making an Attack Roll against anyone.

Damage (3d5+Attack-Defense) is rolled as normal.

In case more than opposing combatant rolled lower on the Initiative Roll, the Attack Roll will be directed against the combatant listed earlier on the Side.

During a Multi-Person Duel, in cases where one Side is outnumbered by the other Side, a Character may only contest Initiative against up to three opponents, and any additional opponents are given free attacks without needing to make an Initiative Roll, sorted based on Initiative rolls (for example, in a 1v4, one free attack is given to a Side Two combatant, performed by the Character who rolled the highest Initiative; the other combatants duel as normal. The same would be true for a 2v7 or a 3v10).

The Indomitable perk allows a Character to duel additional combatants without granting them free attacks. Indomitable T1 allows a Character to duel 1v4, Indomitable T2 1v5, and Indomitable T3 1v6.

Multi-Person Combat Example

<u>Side One</u>	<u>Side Two</u>
Combatant One rolls 2d20+4, Combatant Two rolls 2d20	Combatant Three rolls 2d20+1, Combatant Four rolls 2d20-3
Combatant One rolls 21 (12+5+4), Combatant Two rolls 18 (14+4)	Combatant Three rolls 8 (6+2), Combatant Four rolls 23 (10+14-1)
Combatant One strikes Combatant Three. Combatant Two strikes Combatant Three.	Combatant Three doesn't strike anyone.. Combatant Four strikes Combatant One.

<u>Side One</u>	<u>Side Two</u>
Combatant One rolls 3d5+2, Combatant Two rolls 3d5	Combatant Four rolls 3d5-1
Combatant One rolls 12 (4+5+1+2), Combatant Two rolls 8 (1+3+4)	Combatant Four rolls 6 (2+2+3-1)
Combatant One reduces the damage by 0 Defense.	Combatant Three reduces the damage by 2 Defense.

Combatant One and Two strike Combatant Three for a total of 16 damage to Combatant Three's Morale. Combatant Four strikes Combatant One (as One is listed earlier on the Side than Two) for a total of 6 damage to Combatant One's Morale.

Age Malus

Characters too young or old to properly fight receive a malus to all stats (Speed, Attack, Defense). This malus may be partially negated by taking the **Duelist** Perk at sufficient Tier.

Age	Base Malus	Duelist T1	Duelist T2	Duelist T3
91+	-10	-8	-6	-4
81-90	-8	-6	-4	-2
71-80	-6	-4	-2	---
61-70	-4	-2	---	---
51-60	-2	---	---	---
16-50	---	---	---	---
15	-2	-2	-2	-2
14	-4	-4	-4	-4
13	-6	-6	-6	-6
12	-8	-8	-8	-8
11	-10	-10	-10	-10

Injuries

Minor Injuries provide a **-1** malus to the combatant's highest stat (Attack, Speed, Defense), lasting until the end of the duel.

Major Injuries provide **-2** to all stats (Attack, Speed, Defense), and recover at a base rate of 1 per 2 months (4 months for full recovery for -2). Successive Major Injuries stack their maluses, taking longer to recover from.

Critical Injuries are rolled on the **Critical Injuries Table**.

Primary Injury Table

This is a **d100** rolled when a combatant's **Morale reaches 0**.

Injury Type	Blunted Steel	Live Steel
Death	N/A	1-25
Critical Injury	N/A	26-40
Major Injury	1-20	41-70

Minor Injury	21-100	71-100
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Secondary Injury Table

This is a **d100** rolled when the combatant rolls a **Critical Failure**, or the opposing combatant rolls a **Critical Strike**.

<u>Injury Type</u>	<u>Blunted Steel</u>	<u>Live Steel</u>
Critical Injury	N/A	1-2
Major Injury	1-20	3-40
Minor Injury	21-100	41-100

Critical Injuries Table

This is a **d20** rolled when the combatant rolls a **Critical Injury** on the **Primary or Secondary Injury Table**.

Roll	Result
1	Death
2	Brain Damage (-12 to all stats)
3	Spine Damage/Paralyzation (-12 to all stats)
4	Internal Organ Damage (-8 to all stats for 3 years, lowering to -4 afterwards)
5	Groin/Abdominal Damage (-4 to all stats for 3 years, no malus afterwards, Sterilisation)
6	Loss of Leg (-8 to Speed)
7	Loss of Arm (-8 to Attack for 3 years, lowering to -4 afterwards)
8	Loss of Foot (-6 to Speed)
9	Loss of Hand (-6 to Attack for 3 years, lowering to -3 afterwards)
10	Loss of Eye (-3 to Attack and Defense for 3 years, lowering to -1 afterwards)

11	Loss of Hearing (-1 to Defense, functionally deaf)
12	Mutilation/Severe Scarring (no duelling malus)
13	Pneumothorax (-8 to all stats until treated by a maester, will die if not treated within 4 turns)
14	Severe Hemorrhage (-8 to all stats, recovers same as Major Injury)
15	Broken Leg (-8 to Speed for two months, then -2 to Speed for another two months)
16	Broken Arm (-8 to Attack for two months, then -2 to Attack for another two months)
17	Broken Foot (-6 to Speed for two months, then -2 to Speed for another two months)
18	Broken Hand (-6 to Attack for two months, then -2 to Attack for another two months)
19	Concussion (-4 to all stats for a year, lowering to -1 afterwards)
20	Knocked Unconscious (no malus, no permanent injury)

Injury-Related Perks

Perks available to the Maester and Septon Archetypes may interact with the effects of mechanical injuries.

First Silver Link

Requirement: Maester Archetype

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of a single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

Second Silver Link

Requirement: **First Silver Link**

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of an additional single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

In a battle, the Character may select one other Character. If that Character receives an injury during the battle, their injury is reduced to the next lowest level (i.e., a Critical Injury will not be rolled, and instead the injured Character gains a Major Injury). Does not apply if Death is rolled.

Third Silver Link

Requirement: Second Silver Link

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of an additional single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

This Character may create a prosthetic to offset the malus provided by a Critical Injury. (Brain Damage, Spine Damage/Paralysation, Internal Organ Damage, Concussion, and Loss of Eye cannot be offset). Limit one/year.

Prayer of Lesser Healing

Requirement: Septon Archetype

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of a single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

Prayer of Healing

Requirement: Prayer of Lesser Healing

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of an additional single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

In a battle, the Character may select one other Character. If that Character receives a Major Injury during the battle, their injury is reduced to a Minor Injury.

Prayer of Greater Healing

Requirement: Prayer of Healing

Exclusive with: n/a

Effect: The Character can increase the recovery rate of the Major Injury malus of an additional single Character from 1 per 2 months to 1 per 2 turns (i.e. -2 will recover in 1 month instead of 4 months). Limit one/year.

In a battle, the Character may select one other Character. If that Character receives a Critical Injury during the battle, their injury is reduced to a Major Injury.

Battles and Casualty Rolls

Characters are not affected by the normal casualty roll, but instead have their own rolls each Stage. The threshold for this roll is equal to the percentage of their Army's casualties for that Stage.

The Commander of the respective Stage gains a 10% increase to their threshold.

Any modifiers to this threshold are percentage based (i.e. 10% of a threshold of 30 would be 3, making a 10% increase 33).

All Characters participating in a Battle roll a d100. Should they roll equal or lower to the threshold then they have to roll on the following table:

Roll	Effect
1	Death
2-15	Critical Injury and Captured
16-40	Major Injury and Captured
41-60	Minor Injury and Captured
61-70	Major Injury
71-99	Minor Injury
100	Lucky Escape, no Injury

Characters who did not participate in the Battle but were part of the Army (including Characters in a Holdfast under Assault) must likewise roll a d100. Should they roll equal or lower to the threshold then they have to roll on the modified table below:

Roll	Effect
1-15	Major Injury and Captured
16-35	Minor Injury and Captured
36-50	Major Injury
51-70	Minor Injury
71-100	Lucky Escape, no Injury

Bodyguarding

Characters can be protected in a Battle by a Bodyguard. A Bodyguard can only protect one Character, and a Character can only be protected by one Bodyguard.

The Casualty Threshold for a Character being bodyguarded is **lowered by 25%**, while the Bodyguard's threshold is **raised by 25%**.

Bodyguarding must be decided **before** any Stages of a Battle are rolled. It must then also be decided if the ward will participate in any of the Bodyguard's duels as the second combatant in a Multi-Person Duel. This will only occur if the duel is the result of a Battlefield Duel Seeking attempt by another Character (and not if either ward or Bodyguard seek their own duels, or if the Bodyguard is sought for a duel separately).

In a Multi-Person Duel, the Bodyguard will always be placed ahead of their ward.

Battlefield Duels

A Character participating in a Battle may choose to seek out another Character for a Duel. These Duels are assumed to occur in the Breakthrough Stage, unless specified otherwise. All duels happen after Character Casualties are rolled, in the order that they are submitted for that Stage.

Two Characters who choose to Duel each other **automatically succeed** on seeking each other out.

Otherwise, a **Battlefield Seeking d100** is rolled with a **51+** meaning the Character successfully seeks out their opponent. In these instances, the opponent's Bodyguard may choose to duel the Character instead. If the ward has opted to do so **before** the battle, they may both enter a **Multi-Person Duel against the Seeker**. If the ward has opted out of the Multi-Person Duel beforehand, and the Seeker defeats the Bodyguard, the Seeker may then choose to do **another** Battlefield Seeking roll (which does **not** count against their maximum per battle) against the Character they were seeking originally in order to be able to duel them.

A Character may seek **no more than 1 Battlefield Duel per battle**, unless they have one of the **Battlefield Champion** perks. Seeking a Battlefield Duel increases a Character's Casualty Threshold by **15% per Duel**.

Sniping

Characters with one of the Marksman perks may choose to attempt to snipe an enemy Character. The Target must be part of the battle, such as a commander, and not just part of the Army.

Sniping is assumed to occur in the Charge Stage, and therefore before any Battlefield Duels. Only one Sniping attempt may be made by a Character per battle. If a successful Snipe kills an Army's Main Commander, or inflicts a Critical Injury on them, the Army will receive no bonuses from the Main Commander's skill during the Breakthrough Stage.

If a Marksman wishes to seek out a particular enemy Character for Sniping, they will roll a **d20**. On an **18+**, they are successful. They will then roll a **d20** on the following table:

Roll	Result
13 or less	Unsuccessful.
14 to 15	The Target suffers a Minor Injury.
16 to 17	The Target suffers a Major Injury.
18 to 19	The Target suffers a Critical injury.
20 or higher	The Target is killed.

Prowess Perks

Perks are gained at a rate of **1 per Prowess Level**. Perks may each only be selected **one time each**.

A character may not have more than **15 Prowess Levels**, and therefore they will be able to select no more than 15 perks.

Perks are the only way in which Speed, Attack, or Defense may be increased.

Most Perks have requirements to be gained, and many are exclusive with each other.

Blade Specialist T1

Requirement: n/a

Exclusive with: **Axe and Blunt Specialist T1, Spear Specialist T1**

Effect: Melee Duels: +1 Speed, +1 Attack, +0 Defense

Blade Specialist T2

Requirement: **Blade Specialist T1**

Exclusive with: n/a

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

Blade Specialist T3

Requirement: **Blade Specialist T2**

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +1 Attack, +1 Defense

Axe and Blunt Specialist T1

Requirement: n/a

Exclusive with: **Blade Specialist T1, Spear Specialist T1**

Effect: Melee Duels: +1 Speed, +1 Attack, +0 Defense

Axe and Blunt Specialist T2

Requirement: Axe and Blunt Specialist T1

Exclusive with: n/a

Effect: Melee Duels: +1 Speed, +1 Attack, +0 Defense

Axe and Blunt Specialist T3

Requirement: Axe and Blunt Specialist T2

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +1 Attack, +1 Defense

Spear Specialist T1

Requirement: n/a

Exclusive with: Blade Specialist T1, Axe and Blunt Specialist T1

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

Spear Specialist T2

Requirement: Spear Specialist T1

Exclusive with: n/a

Effect: Melee Duels: +1 Speed, +1 Attack, +0 Defense

Spear Specialist T3

Requirement: Spear Specialist T2

Exclusive with: n/a

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

Duelist T1

Requirement: Blade Specialist T1 OR Axe and Blunt Specialist T1 OR Spear Specialist T1

Exclusive with: Indomitable T3

Effect: Melee Duels: +2 Speed, +0 Attack, +0 Defense

+5 to Battlefield Duel Seeking

Duelist T2

Requirement: Blade Specialist T2 OR Axe and Blunt Specialist T2 OR Spear Specialist T2

Duelist T1

Exclusive with: n

Effect: Melee Duels: +2 Speed, +0 Attack, +0 Defense

+5 to Battlefield Duel Seeking

Duelist T3

Requirement: Blade Specialist T3 OR Axe and Blunt Specialist T3 OR Spear Specialist T3

Duelist T2

Exclusive with: Indomitable T1

Effect: Melee Duels: +2 Speed, +0 Attack, +0 Defense

The Character Critical Strikes on natural 19 as well as natural 20.

Indomitable T1

Requirement: Blade Specialist T1 OR Axe and Blunt Specialist T1 OR Spear Specialist T1

Exclusive with: Duelist T3

Effect: The Character's base Morale is increased by an additional 10.

The Character ignores an additional Major Injury malus per duel.

+5 to Battlefield Duel Seeking

In a Multi-Person Duel, the Character may contest Initiative with an additional opponent without granting them a free attack.

Indomitable T2

Requirement: Blade Specialist T2 OR Axe and Blunt Specialist T2 OR Spear Specialist T2

Indomitable T1

Exclusive with: n/a

Effect: The Character's base Morale is increased by an additional 15.

The Character ignores an additional Major Injury malus per duel.

+5 to Battlefield Duel Seeking

In a Multi-Person Duel, the Character may contest Initiative with an additional opponent without granting them a free attack.

Indomitable T3

Requirement: Blade Specialist T3 OR Axe and Blunt Specialist T3 OR Spear Specialist T3

Indomitable T2

Exclusive with: Duelist T1

Effect: The Character's base Morale is increased by an additional 15.

The Character ignores an additional Major Injury malus per duel.

+5 to Battlefield Duel Seeking

In a Multi-Person Duel, the Character may contest Initiative with an additional opponent without granting them a free attack.

Shield Specialist T1

Requirement: n/a

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +0 Attack, +2 Defense

Ranged Duels: +0 Speed, +0 Attack, +1 Defense

Shield Specialist T2

Requirement: Shield Specialist T1

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +0 Attack, +2 Defense

Ranged Duels: +0 Speed, +0 Attack, +1 Defense

Shield Specialist T3

Requirement: Shield Specialist T2

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +0 Attack, +2 Defense

Ranged Duels: +0 Speed, +0 Attack, +1 Defense

Steel Tempest T1

Requirement: Blade Specialist T1 OR Axe and Blunt Specialist T1 OR Spear Specialist T1
Shield Specialist T1 OR Duelist T1 OR Indomitable T1

Exclusive with: Sworn Sword T3

Effect: Melee Duels: +0 Speed, +1 Attack, +1 Defense

Steel Tempest T2

Requirement: Blade Specialist T2 OR Axe and Blunt Specialist T2 OR Spear Specialist T2
Shield Specialist T2 OR Duelist T2 OR Indomitable T2

Steel Tempest T1

Exclusive with: n/a

Effect: Melee Duels: +0 Speed, +1 Attack, +1 Defense

+5 to Battlefield Duel Seeking

Steel Tempest T3

Requirement: Blade Specialist T3 OR Axe and Blunt Specialist T3 OR Spear Specialist T3
Shield Specialist T3 OR Duelist T3 OR Indomitable T3

Steel Tempest T2

Exclusive with: Sworn Sword T1

Effect: Melee Duels: +0 Speed, +1 Attack, +1 Defense

When the Character deals a Critical Strike, after rolling the Attack Roll, double the result, and subtract that number instead from the opponent's Morale.

Sworn Sword T1

Requirement: Blade Specialist T1 OR Axe and Blunt Specialist T1 OR Spear Specialist T1
OR Shield Specialist T1

Exclusive with: Steel Tempest T3, Battlefield Champion T3

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

The character takes 1 hit in place of their ward in multi-person duels.

Reduces Casualty Threshold of bodyguarded Character by an additional 10%.

Sworn Sword T2

Requirement: Blade Specialist T2 OR Axe and Blunt Specialist T2 OR Spear Specialist T2
OR Shield Specialist T2

Sworn Sword T1

Exclusive with: n/a

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

The Character takes 2 hits in place of their ward in multi-person duels.

Reduces Casualty Threshold of bodyguarded Character by an additional 10%.

Reduces own Casualty Threshold when bodyguarding by an additional 10%.

Sworn Sword T3

Requirement: Blade Specialist T3 OR Axe and Blunt Specialist T3 OR Spear Specialist T3 OR Shield Specialist T3

Sworn Sword T3

Exclusive with: Steel Tempest T1, Battlefield Champion T1

Effect: Melee Duels: +1 Speed, +0 Attack, +1 Defense

The Character takes 3 hits in place of their ward in multi-person duels.

Reduces Casualty Threshold of bodyguarded Character by an additional 10%.

Reduces own Casualty Threshold when bodyguarding by an additional 10%.

When fighting in a Multi-Person Duel, the Character grants their ward +2 Speed and +2 Attack.

Battlefield Champion T1

Requirement: Blade Specialist T1 OR Axe and Blunt Specialist T1 OR Spear Specialist T1 OR Bow Specialist T1 OR Crossbow Specialist T1

Shield Specialist T1 OR Duelist T1 OR Indomitable T1 OR Marksman T1

Exclusive with: Sworn Sword T3

Effect: All Duels: +1 Speed, +1 Attack, +0 Defense

The Character may seek and duel up to three additional Characters per battle.

Battlefield Champion T2

Requirement: Blade Specialist T2 OR Axe and Blunt Specialist T2 OR Spear Specialist T2 OR Bow Specialist T2 OR Crossbow Specialist T2

Shield Specialist T2 OR Duelist T2 OR Indomitable T2 OR Marksman T2

Battlefield Champion T1

Exclusive with: n/a

Effect: All Duels: +1 Speed, +1 Attack, +0 Defense

The Character may seek and duel up to three additional Characters per battle.

+5 to Battlefield Duel Seeking

Battlefield Champion T3

Requirement: Blade Specialist T3 OR Axe and Blunt Specialist T3 OR Spear Specialist T3 OR Bow Specialist T3 OR Crossbow Specialist T3

Shield Specialist T3 OR Duelist T3 OR Indomitable T3 OR Marksman T3

Battlefield Champion T2

Exclusive with: Sworn Sword T1

Effect: All Duels: +1 Speed, +1 Attack, +0 Defense

If the Character gains a Major Injury in the course of a Battlefield Duel, the Major Injury malus does not apply to any other Duels they fight during that same Battle (the malus applies as normal during the duel when it is gained, as well as any duels after the Battle).

The Character's Combat Threshold cannot increase by more than 60% as a result of Battlefield Duel Seeking.

Bow Specialist T1

Requirement: n/a

Exclusive with: Crossbow Specialist T1

Effect: Ranged Duels: +2 Speed, +1 Attack, +0 Defense
+5 to Archery Tourney Rolls

Bow Specialist T2

Requirement: Bow Specialist T1

Exclusive with: n/a

Effect: Ranged Duels: +1 Speed, +1 Attack, +0 Defense
+5 to Archery Tourney Rolls

Bow Specialist T3

Requirement: Bow Specialist T2

Exclusive with: n/a

Effect: Ranged Duels: +1 Speed, +1 Attack, +0 Defense
+5 to Archery Tourney Rolls

Crossbow Specialist T1

Requirement: n/a

Exclusive with: Bow Specialist T1

Effect: Ranged Duels: +1 Speed, +2 Attack, +0 Defense

Crossbow Specialist T2

Requirement: Crossbow Specialist T1

Exclusive with: n/a

Effect: Ranged Duels: +1 Speed, +2 Attack, +0 Defense

Crossbow Specialist T3

Requirement: Crossbow Specialist T2

Exclusive with: n/a

Effect: Ranged Duels: +1 Speed, +1 Attack, +0 Defense

Marksman T1

Requirement: Bow Specialist T1 OR Crossbow Specialist T1

Exclusive with: n/a

Effect: Ranged Duels: +2 Speed, +0 Attack, +0 Defense
+5 to Battlefield Duel Seeking
Enables Sniping

Marksman T2

Requirement: Bow Specialist T2 OR Crossbow Specialist T2

Exclusive with: n/a

Effect: Ranged Duels: +2 Speed, +0 Attack, +0 Defense
+1 to Sniping Seeking, +2 to Sniping

Marksman T3

Requirement: **Bow Specialist T3** OR **Crossbow Specialist T3**

Exclusive with: n/a

Effect: Ranged Duels: +2 Speed, +1 Attack, +0 Defense

During Ranged vs Melee Duels, the Character gains an additional round to make a free Ranged Duel Initiative Roll.

+3 to Sniping Seeking, +3 to Sniping

Thrown Projectile Specialist T1

Requirement: n/a

Exclusive with: n/a

Effect: All Duels: +1 Speed, +0 Attack, +0 Defense

Thrown Projectile Specialist T2

Requirement: **Thrown Projectile Specialist T1**

Exclusive with: n/a

Effect: All Duels: +1 Speed, +0 Attack, +0 Defense

During Ranged vs Melee Duels, if this Character is the Melee Character, during the final free Ranged Round, they make a Ranged Duel Initiative Roll, and, if 30 or above, a Ranged Duel Attack, the result of which is subtracted from the opponent's Morale. (The next round the Character makes their free Melee Attack as normal, and then the Melee Duel resumes)

Thrown Projectile Specialist T3

Requirement: **Thrown Projectile Specialist T2**

Exclusive with: n/a

Effect: All Duels: +1 Speed, +1 Attack, +0 Defense

When the Character would take part in a Melee Duel, before it begins, they may make an uncontested Ranged Duel Initiative Roll (2d20+Ranged Speed), applying Critical Strike or Failure as normal. If the character rolls 30 or above, they then roll a Ranged Duel Attack Roll (3d5+Ranged Attack), and subtract that much from the opponent's Morale. The Melee Duel then proceeds as normal.

Ageing With Grace

Requirement: Character's age is 50+, **Blade Specialist T3** OR **Axe and Blunt Specialist T3** OR **Spear Specialist T3** OR **Bow Specialist T3** OR **Crossbow Specialist T3**

Exclusive with: n/a

Effect: All Major Injury maluses applied to the Character are halved. The Character is not affected by Minor Injury maluses.

Fear the Old Man

Requirement: **Ageing With Grace**

Exclusive with: n/a

Effect: If the Character's Side in a Multi-Person Duel is outnumbered by four or more combatants, all of the Character's Attacks trigger a Secondary Injury roll.

Favored by Fortune T1

Requirement: n/a

Exclusive with: n/a

Effect: If the Character would roll Critical Failure, automatically reroll the Initiative Roll. Limit once / duel.

Favored by Fortune T2

Requirement: **Favored by Fortune T1**

Exclusive with: n/a

Effect: If the Character's opponent would roll a Critical Strike, automatically reroll the Initiative Roll. Limit once / duel.

Halves malus of opponent's Critical Strikes.

Berserker T1

Requirement: n/a

Exclusive with: n/a

Effect: The first Minor Injury of a duel inflicted on the Character increases Attack and Speed by 2 until the end of the duel.

Berserker T2

Requirement: **Berserker T1**

Exclusive with: n/a

Effect: Upon reaching 0 Morale, the Character may ignore the result of the Critical Injury roll until the end of the duel, and continue fighting for 1d3 Rounds. However, if the Character does not win the duel before the end of these Rounds, they automatically forfeit and must take an additional Critical Injury roll.

First in the Fray

Requirement: n/a

Exclusive with: n/a

Effect: When the Character commands a section of an army, they gain +1 to all stats (Attack, Speed, Defense) and +10 to Battlefield Duel Seeking.

Imposing Presence T1

Requirement: n/a

Exclusive with: n/a

Effect: If the Character is the only combatant of their Side of a Multi-Person Duel, the Morale Threshold of all combatants on the opposing Side is increased by 10.

Imposing Presence T2

Requirement: **Imposing Presence T1**

Exclusive with: n/a

Effect: If the Character is the only combatant of their Side of a Multi-Person Duel, the Morale Threshold of all combatants on the opposing Side is increased by 5.

If the Character is the only combatant of their Side of a Multi-Person Duel, they may only be struck by a single combatant on the opposing Side each Round (if more than one opponent rolls higher on the Initiative Roll, only the first opponent rolls the Attack Roll). Critical Strike maluses and injuries are still applied as normal.

Timeless Quality

Requirement: **Blade Specialist T3** OR **Axe and Blunt Specialist T3** OR **Spear Specialist T3** OR Prowess Level 5

Exclusive with: n/a

Effect: When wielding a Qohorik or Valyrian Steel Weapon, the Character gains +2 to Speed in Melee Duels.

When wearing Qohorik or Valyrian Steel Armor, the Character gains +2 to Attack in Melee Duels.

When wielding a Qohorik or Valyrian Steel Weapon, any Critical Strikes inflicted on opposing combatants cause a -20 malus to the related Secondary Injury Roll.

Special Items

These items are either available in Population Centers with the right perks or may be acquired through interactions with other claims and the adventure team.

Item	Rarity	Cost	Effect
Goldenheart Bow	Common	500	Ranged Duels: +1 Attack, +5 to Archery Rolls
Castle-Forged Weapon	Common	500	Melee Duels: -1 to opponent's Defense
Castle-Forged Plate	Common	750	All Duels: +1 Defense
Dragonbone Bow	Uncommon	1500	Ranged Duels: +2 Attack, +10 to Archery Rolls
Masterwork Weapon	Uncommon	1500	Melee Duels: -2 to opponent's Defense
Ornate Platemail	Uncommon	2000	All Duels: +2 Defense
Qohorik Steel Weapon	Rare	3000	Melee Duels: -3 to opponent's Defense

Qohorik Armor	Rare	3500	All Duels: +3 Defense
Valyrian Steel Weapon	Legendary	5000	Melee Duels: -4 to opponent's Defense
Valyrian Steel Armor	Legendary	8000	All Duels: +4 Defense

Poison

Orange and Red Poisons may be applied to a weapon before a duel (Ranged or Melee). The poison will only work for **one** duel. It must be acquired beforehand and its application must be modmailed. If a Character is damaged by a poisoned weapon during a duel, the following d20 roll will be performed after the duel:

Orange Poison: **1-8**: Character is poisoned. Roll on Orange Tier Poison Effects table. **9-20**: No Effect.

Red Poison: **1-12**: Character is poisoned. Roll on Red Tier Poison Effects table. **13-20**: No Effect

Change Log

V.045

- Multi-Person duel changes. If outnumbered significantly (more than 3:1), the bigger size gets free attacks
- Added an extra feature to the Indomitable tree, allowing Characters to take on more opponents during Multi-Person, continuing the efforts to make it and Duelist both viable
- Reworked Fear the Old Man

V0.4

- Added and reworked Special Items related to Duelling.
- Added poisoning your weapons before a duel. Red Viper and crannogman fans everywhere rejoice.
- Added Timeless Quality, a perk conditional on using either Qohorik or Valyrian special items. Quite strong but it has to be stronger than normal stat gain perks, I think? Especially because it doesn't advance you along the perk tree
- Buffed Sworn Sword T3 and Battlefield Champion T3's effects, to make them in line with Steel Tempest T3 and to incentivize players to specialize in the perk tree.

V0.3

- Reworked Maester and Septon perks related to injuries. Both can treat the Major Injuries of up to 3 characters per year at max rank, but Maesters gain additional benefits.
- Casualty Rolls have now been changed to accommodate the new injury system.
- Slight changes to Battlefield Duels and Bodyguarding. If a bodyguarded character (ward) chooses to do so before the battle, and is later sought by another character for a duel, they may fight a Multi-Person Duel together with their bodyguard against the seeker

(although this might be considered dishonorable and in poor form). However, given the current multi duel system, this can be very risky, and bodyguards might find their wards to be more liability than convenience.

- Reworded Favored by Fortune, buffed the T2.
- In line with the above, equalized penalties between Crit Failures and Crit Strikes. Not sure what I was thinking there tbh, but with how prevalent Crit Strikes can get with Duelist, no reason to make them lopsided.
- Added new 2-perk tree: Imposing Presence. These perks, especially T2, can make mass combat much more attractive to the daring warrior, but offer no other benefit.
- Added a new perk tree: Thrown Projectile Specialist. Meant to be a weird stepchild of the melee and ranged Weapon Specialist perk trees, it might potentially enable some hybrid builds. The T2 also serves as a light 'counter' to Marksman builds.
- Added Battlefield Sniping for all the Bloodraven Enjoyers, available to Marksmen. Ranged Duelists should hopefully remain a viable and attractive choice.
- Perk descriptions should now all use consistent wording to avoid confusion.
- Nerfed Duelist's Speed gain to make it more in line with the rest of the Perks available. There are also other Speed-giving Perks that have since been added so potentially stacking all those is a bit too problematic.

V0.2

- Fear the Old Man: Changed "all opposing combatants" to "up to three opposing combatants". This is more in line with the original intention as I didn't realize there is technically no hard cap on how many combatants there can be per side. Should there be a hard cap? Maybe 5?
- Reduced Critical Strike malus by 1 as Minor Injuries were not previously taken into account. A minimum malus of -5 from a Critical Strike seemed too high, especially paired with Duelist T3 rolling Critical Strikes frequently, so it is now (still) -4. Critical Failures not affected. Will have to be careful with balancing this in the future.
- Added new perk: First in the Fray. This perk enables hybrid Prowess/Martial characters, as well as incentivizes high Prowess characters to act as commanders.
- Added new late game perk tree: Battlefield Champion. This perk tree allows seeking out multiple duels per battle (afaik it's only 1 max rn? If not then will have to be changed or removed). Tentatively allowing this perk to work with Ranged Duels as well to give Marksman characters something to spec into late game, but testing may need to be done to balance.
- Clarified Berserk T2 that duel is automatically forfeited after 1d3 rounds are over.
- Added more Critical Injuries. This will lead to somewhat fewer permanent maimings/deaths per duel, but still keep Critical Injuries as serious and something that should be avoided via Morale/Injury Thresholds.
- Ageing With Grace: Upped requirements to need a finished early game perk tree. This means the lowest level characters will be able to get this perk is Prowess 4, which is fine.
- Clarified order of striking multiple combatants in Multi-Person Duels.

To Do

- Number balancing
- More perks?
- Deal with potential automation