

## **Trojan War Quest Mechanics-**

Don't worry about reading this if you just want to enjoy the quest.

This quest is built around contested rolls between nobles, or otherwise divinely blooded individuals. The basic roll, assuming a fair context, is best of 2d20 without crits. I operate using informal degrees of success- the higher the better, the lower the worse. Setting aside misc. rolls (like random events, impersonal outcomes, etc.), rolls can generally be understood to be either COMBAT or SOCIAL. In case a roll is tied you get the edge. This system is unsympathetic to the protagonist as it is, I can afford to give you all a little edge.

### **GENERAL**

With respect to a given roll there may be several different modifiers active.

First- depending on context, I will change the number of dice rolled. More dice for whichever party has the contextual advantage. Try to mog another princess in her own palace, and she may well mog you back.

Second are stats. Any one of STR/AGI/CON/WIL/INT/CHA may be active at a time, rarely multiple. They convert to roll modifiers as follows, excepting special circumstances/traits.

>10-11: +0

>12-13: +1

>14: +2

>15: +3

>16: +4

>17: +5

>18: +6

>19: +8

>20: +10

>20+: +2 more per point

Third are skills. Normally derived from traits, skills confer another modifier to rolls that fall in their domain. You have tactical genius, which (among other things) gives you a massive +4 bonus to the game of Petteia (Archaic Hellenic Go, essentially).

Fourth is equipment- especially in combat, but also in social engagements on occasion, one's equipment will give modifiers to rolls. A shield will buff blocking rolls, a sword will debuff hit and wound rolls against opponents outfitted in traditional hoplite style, etc.

Fifth are status effects. If you are low on health, or suffering from a preexisting injury of some kind, or are drunk, or whatever else, you may suffer a temporary malus to rolls. Likewise if you have any positive status effect, like being drunk or gassed up by a god or some such.

A note- injuries reduce combat effectiveness SIGNIFICANTLY.

Finally, I will give you boni if you have a good plan/context that is better modeled as modifier than roll count. For instance, in the first thread you decided to be very simpering when apologizing to Thetis, and I gave you a +2 for it. I gave an NPC a -2 to a will check because of the tacit authority of the king backing you, etc. Vice versa for bad plans/context and mali.

## **COMBAT**

Combat is broken into parts, offense and defense, which simultaneously occur. All else equal, a fight starts and whoever wins initiative (primarily agility) gets the first offensive turn.

However- RANGED attacks automatically win initiative, and simultaneous ranged attacks lead to simultaneous offensive and defensive turns for BOTH parties involved. So if you and randomTrojan throw javelins at each other, you both must resolve offense and defense.

To deal damage, an attacker must both roll a higher HIT value (primarily agility) and WOUND value (primarily strength) than the defender's corresponding DODGE (primarily agility) and BLOCK (primarily constitution) values. HIT V DODGE, WOUND V BLOCK.

So if you roll (15, 15) against (12, 18), then you will hit but not wound. If, however, you do manage to wound your opponent...

Then DAMAGE is dealt (primarily strength) against HEALTH (primarily constitution).

If damage is not dealt in an offensive turn, then the defender gets a full counteroffensive turn the attacker must defend against.

If damage is dealt, and the defender is still alive, then they get a choice to either retreat or fight on. If they fight on, initiative must be rolled again. Additionally, sometimes you or your opponents will have to roll morale to fight at all- morale checks are roll under, the DC being equal to your willpower stat +/- relevant modifiers (excluding willpower).

Of course, context can change things. You surprise somebody, automatic offensive turn. Projectiles (including javelins) cannot be dodged. Sometimes magic bullshit auto-wounds, or auto-blocks. Maybe a god makes you deal no damage or whisks away your opponent on the brink of death. Et cetera.

In general, then, melee combat looks like this-

(Agi) v (Agi) for initiative

(Attacker Agi) v (Defender Agi) to hit/dodge, (Attacker Str) v (Defender Con) to wound/block.

(Attacker Damage (Str)) v (Defender Health (Con)) to see how bad a hit is.

## **SOCIAL**

Social rolls are much less regimented in structure.

In general charisma is the “offensive” social stat. Intelligence resists attempts at deception. Willpower resists attempts at coercion/persuasion. Charisma can “counterattack” (when you try to persuade/flirt back). However, context is king- unsubtle coercion will use willpower as its base, a battle of wits intelligence, etc.

## **DIVINE**

An important wrinkle to all of this is interactions with gods/daemons. Overriding crits are in play in such encounters. Also, oftentimes skills and equipment that work with respect to mortals won't with respect to gods/daemons. A skill at formal speech, for instance, would mean nothing to a naiad. Normal mortal weapons don't do shit to a river god. So on and so on. You can only trust in your stats and in your divine/magic traits in these cases.

## **ADDENDUM**

I reserve the right to continually tinker with anything and everything mentioned, as well as the right to introduce new mechanics as the narrative demands. This is ultimately a story which uses RPG elements to give it structure: NOT an RPG that has a story. Understand that I built this system to *attempt* to model Homeric combat, Homeric social interactions, and so on. I'll revise it as necessary to fit my vision for the quest as well as in response to *legitimate* criticism. Thanks for reading to the end.