

XADUNE VIRTUAL EVENT

RULES AND MECHANICS

Xadune Virtual Events will be held via Discord. You will need an account on this platform.
You can find more information at discord.com.

SKILLS

Your character maintains the Skills, Lore, and Languages on their character card, and these Skills maintain their functionality as in live-action events.

SKILL POINTS

Skill Points are expended upon usage of a Skill or Ability. Your character has access to their normal Skill pool. There will be no Reskill for this virtual event.

ABILITIES

Abilities can be used with appropriate Skill expenditure as per the combat rules below.

COMBAT

We will be using a modified D20 system designed to simulate LARP combat. Each Monster and Player has a rating to hit (0-20). Players have a rating to hit of 10. Players roll an unmodified D20 to attempt to hit the Monster. On a successful hit, their normal called damage is applied to the creature (no rolling for damage).

Flanking, or having multiple characters surrounding a monster, will decrease the rating to hit. This calculation is done on the Marshal's side.

Shields will increase your rating to hit... until they break.

Negative Status Effects will decrease the rating to hit for both Monsters and Players.

Combat Abilities must be announced and Skill Points expended prior to rolling to hit. Upon a successful hit, the Combat Ability will be applied.

Turn order is determined by proximity to the closest hostile Monster, with D20 rolls to break ties.

Components, bullets, and any other items are consumed upon use; tags must be turned into the next physical event at Check-In.

A "round" lasts around 5 seconds. A standard verbal component to most Spells and Divine Miracles can be uttered in this time. Extended verbal components will last multiple rounds.

Each player will have two attacks per round, with the exception of Spells which create multiple packets (i.e., Flame Bolt). In this case, only the one Spell can be used, but all three packets may launch.

Healing in Combat will work much in the same way as Xadune. Bleeding out lasts 12 rounds. Bandaging lasts 6 rounds (unmodified). Delivering a tonic via syringe will count as one "attack", with no roll to hit.

If you have any questions regarding these rules and mechanics, please feel free to ask them on the Xadune Forums, under Actions -> Questions.