

Low Road Legends

My game lowroad legends heres gonna be info on rules, abilities etc

- [Character Creation](#)
 - [Picking a Model](#)
 - [Requirements](#)
- [Modules](#)
 - [Arena](#)
 - [Kings tournament](#)
- [Playtest Documents](#)

Character Creation

Picking a Model

Models are agnostic in lowroad legends, you simply need something to represent the character you are building. Preference is that the model has the representative items like weapons and armor but is in no way required.

For larger modules with multiple models the only rule is to have more.

As movement isnt setup yet size could become a limiting factor

Character Creation

Requirements

To play you need a way to keep up with stats and abilities, a d6, though having multiple is preferred, and obviously a model

******Movement hasn't been developed and could change this******

Modules

Different ways to use the hero developed

Arena

The arena can be pvp or pvpve depending on rules you wish to follow.

In general it will be pvp with small squads 3 characters, if wanting to run one you can set goals and add NPC enemies.

The crowd can be used and roll a d6 every turn to determine what they do. Such as blood thirst.

Every few rounds of battle roll a d6 for a modifier traps etc.

- Players start on opposite sides of the arena, base level traps are placed as well as a rolled for creature
- Players gain the kick special ability
 - Kick pushes a player back 5 feet(1block) + 5 ft for every 2 points over the defenders defense
 - Kick is your attack and works the same way as a regular attack , effects from a weapon can not be use
 - Defender can choose to use dexterity or strength for defense here.
- Every 3 rounds:
 - The crowd reacts causing an effect
 - A d6 summoning of monsters
 - at 6th turn summoning effects happen twice, then three times
- Points are scored based on this:
 - Regular Monster 1
 - Elite 3
 - player 3
- If a player dies they respawn at the original area

Modules

Kings tournament

A series of minigames, jousting, etc. More to come

Playtest Documents

[Playtest 1: Highlander](#) : Combat test(no magic)