

CHALLENGED TO A DUEL

A SWORDSMANSHIP MINI GAME



Setup

- **Challenged To A Duel, A Swordsmanship Mini Game** is a free one-page TTRPG mechanic from Ghostlore Studios. It was created for two players and can be plugged into any TTRPG or played as a stand-alone tournament style game.
- You'll only need a d20 and a friend to play.
- To "create a character" simply choose one **Fighting Style** and one **Physicality** from the **Duelist Traits** sidebar. These will give your duelist a few unique traits to work with.
- These rules can be modified to fit your campaign's setting, character's abilities, etc.
- Duelists begin each duel with 6 Hit Points, or HP.
- Duelists repeat the **Dueling Round Steps** until one player forfeits or loses all their HP.

Dueling Round Steps

1. **Turn Order.** At the beginning of each round, both duelists roll a d20 to see who goes first.
2. **Declare.** The duelist that rolls higher declares whether they will go on the offensive or defensive. The other duelist takes the remaining option.
3. **Offensive.** The offensive player rolls a d20. After calculating the total roll, they choose which **Offensive Technique** they wish to attempt (*Thrust, Feint, Disengage, or Continuation*). You must choose your **Offensive Technique** before the **Defensive** step.
4. **Defensive.** The defensive player rolls a d20. After calculating the total roll and comparing it to the offensive roll, they either fail or succeed in defending. A failure moves on to the **Damage** step. A success allows them to choose a **Defensive Technique** they wish to use (*Parry, Check-step, Counter-attack, or Riposte*).
5. **Damage.** Calculate damage, if any, and reduce HP. Document any advantages or disadvantages sustained this round.

Special Roll Rules

Natural 20. If you roll an unmodified 20, you automatically win the next round's **Turn Order** step.

Natural 1. If you roll an unmodified 1, you automatically lose the next round's **Turn Order** step.

Ties. If you and your opponent roll the same number for your offensive and defensive rolls, the round ends and neither gets to use **Offensive or Defensive Techniques**. This also negates Natural 20 and Natural 1 rules.

Offensive Techniques

1. **Thrust.** You strike your opponent and deal 1 HP damage. Gain a +3 bonus to your rolls next round if you take the **Offensive**.
2. **Feint.** You deliver a false attack to gain the upper hand and then attack, dealing 1 HP damage. Gain a +3 bonus to your next **Turn Order** roll.
3. **Disengage.** If the defensive duelist's roll is within 5 of your attack, you may negate their **Defensive Technique**.
4. **Continuation.** You strike and deal 1 HP damage, then make an additional attack at a -5 penalty. Your opponent does the **Defensive** step again. If your attack is successful, you deal an additional 1 HP damage.

Defensive Techniques

1. **Parry.** You deflect your opponent's blade. Gain a +3 bonus to your rolls next round if you take the **Defensive**.
2. **Check-step.** You perform a false retreat but surprise your opponent by advancing. Gain a +3 bonus to your next **Turn Order** roll.
3. **Counter-attack.** You take advantage of your opponent's miscalculation. If they rolled a 3 or below for their **Offensive** roll, you deal 1 HP damage to your opponent.
4. **Riposte.** You use your deflection to make an attack at a -5 penalty. Your opponent does the **Defensive** step in response. If your attack is successful, you deal an additional 1 HP damage.

Duelist Traits

Fighting Style

Aggressive. Once per duel, you may re-roll 1 **Offensive** roll.

Evasive. Once per duel, you may re-roll 1 **Defensive** roll.

Cunning. Once per duel, you may force your opponent to re-roll any 1 dice roll.

Physicality

Average. Gain +1 to all rolls.

Svelte. Gain +3 to all **Defensive** rolls and take a -3 penalty to all **Offensive** rolls.

Sturdy. Gain +3 to all **Offensive** rolls and take a -3 penalty to all **Defensive** rolls.