



Project-OLYMPUS

Game Rules and Mechanics

Introduction

This is a Tabletop RPG akin to D&D which requires a few varieties of dice ranging from a D4, D6, D8, D10, D12, and D20. To begin with, there should be more than 3 players to play this game. Players need to choose who would be a Dungeon master who will overlook the progression of the game as well as control all the opposing forces that the player teams need to face.

Classes and Abilities

There are 5 classes in the game with 13 differences in abilities. The 5 classes are Riders, Assassin, Hunter, Tank, and Support, each having their strengths.

Riders are masters of mobility having high chances of dodging and dealing damage multiple times.

Assassins are single target heavy damage dealers who multiply their offensive attack rolls on target.

Hunters are masters of long-range attacks with their ability to eliminate multiple enemies at the same time.

Tanks are the front line and guardian of the team. They have high defensive capabilities and force enemies to face them.

Supports offers utility to the party in terms of healing and extra shields.

Character creation

When creating a Character every player starts with 100 HP and uses 1 D20 dice to attack, and saving throws (dodging). Each player will also begin with 1 of 5 G-slots. G-slots or God Slots are abilities slots which house God abilities which amplify dice throws for specific situations. Players need to choose any one of Gods to fill their fist slot. Each time a character finds a God's

Blessing in the game they may add 50 HP to their total HP pool and select 1 God ability into the free slots. The Players are required to write down their character abilities, HP, and progressions.

Gods and Abilities

Rider Class

I. Poseidon's Abilities:

- When Rolling for a dodge, roll a D20, and if it's an odd number your dodge is successful.
- When Attacking, roll a D20, and if it's an odd number you deal additional damage as the odd number.

II. Dionysus's Abilities:

- When Rolling for a dodge, rolling 8 or more with a D20 is a successful dodge.
- When Attacking, roll 8 or more with a D20 for an increase of 50% damage.

Assassin Class

I. Hermes's Abilities:

- When Hermes attacks, roll an additional 2 D20 and add them to the total damage.

II. Apollo's Abilities:

- After Apollo deals damage to a target, roll a D12 every time it is the target's turn and deal damage according to results.

III. Hades's Abilities:

- When Hades attacks, roll a D20 if it's an odd number, hit the target additionally 2 more times.

Hunter Class

I. Artemis's Abilities:

- When Artemis attacks, roll a D20 if it's an even number deals the same damage to all other enemies. If there is only 1 target, hit the target 1 additional time.

II. Zeus's Abilities:

- When Zeus attacks roll 5D6 and deals the additional damage to enemies nearby. (Cannot pick the same target twice in a row unless there's only 1 target)

Tank Class

I. Ares's Abilities:

- At the start of a battle, roll 3D20 and add those numbers to Ares's HP as temporary HP (This additional HP cannot be healed)
- When Ares's attacks hit the target, the target must attack Ares the next turn.

II. **Athena's Abilities:**

- When Athena receives damage, roll a D20 to reduce the damage received by that amount, and counter it back to the enemy
- When Athena's attacks hit the target, the target must attack Athena the next turn.

III. **Hephaestus's Abilities:**

- Hephaestus won't receive any damage but he has to roll an even number with a D20 to deal damage.
- When Hephaestus's attacks hit the target, the target must attack Hephaestus the next turn.

Support Class

I. **Aphrodite's Abilities:**

- Every Aphrodite's turn roll a D6 and heal everyone according to results

II. **Demeter's Abilities:**

- Roll a D20 and heal any 2 characters according to roll. (when using this ability Demeter cannot attack this turn)

III. **Hera's Abilities:**

- Roll an odd number with a D20 to receive a 50% damage reduction for the next attack to all party members.

Combat

At the beginning of combat every player and the DM must roll a D20 to determine whose turn it is first, with highest number starting first and lowest number being the last person of that round. Each player will have a choice of attacking an enemy and a choice of defending. To attack, a player must roll a D20 and deal damage equivalent to the number rolled. If a player chooses to defend they cannot attack until their next turn. Defending reduces damage taken by 30% of incoming damage. Defend effects only last for 1 turn until you use it again. Players can only use one ability each turn.

Exploration

Players will receive an empty map of the labyrinth and are free to either explore or go straight to fight the floor boss. The DM will have an identical map but with monsters, Bosses and loots pre written on to the map. If the player walks across a certain place on a map that has enemies on the DM's map then the DM will initiate combat. There are 6 types of enemies and 3 types of loots in the current game.

Enemies

I. **Harpy**

- Has 100 HP

- Talon strike: a single target attack using 1D20 to attack (requires a roll of 10 or higher with a D20 to dodge this attack)
- Cutting Breeze: Deals damage to the entire party using 1D12 (requires a roll of 7 or higher with a D12 to dodge this attack)

II. Lamia

- Has 170 HP
- Tail Whip: a single target attack using 1D20 to attack (requires a roll of 12 or higher with a D20 to dodge this attack)
- Toxin breath: Selects a target and rolls an even number on a D20 to paralyze the target for one turn. (Target needs to roll an odd number on a D20 to dodge Toxin breath)

III. Cyclopes

- Has 220 HP
- Rock Breaker: a single target attack using a D20 to attack (requires a roll of 15 or higher with a D20 to dodge this attack)
- Boulder Throw: Deals damage to the entire party using a D20 (requires a roll of 8 or higher with a D12 to dodge this attack)

IV. Chimera

- Has 600 HP
- Leo Bash: a single target attack using 2D20 to attack (requires a roll of 12 or higher with a D20 to dodge this attack)
- Ram Screech: Selects everyone, rolling an odd number on a D20 to apply paralysis for 1 turn. (requires a roll of 12 or lower on a D20 to dodge this attack)
- Venom Strike: Selects a target, roll 6 or above with a D8 to afflict venom. Every Chimera's turn, roll a D4 to inflict poison for the next 3 turns. (requires a roll of 4 or lower with D6 to dodge)

V. Hydra

- Has 800 HP
- Flicker strike: a single target attack using 2D20 to attack (requires a roll of 10 or higher with a D20 to dodge this attack)
- Swing strike: Selects everyone, roll a 4D8 to deal equivalent damage to everyone. (requires a roll of 8 or higher on a D20 to dodge this attack)
- Bite: Selects a target, roll 6 or above with a D8 to afflict venom. Every Hydra's turn, roll a D4 to inflict poison for the next 3 turns. (requires a roll of 3 or more with D6 to dodge)

VI. Minotaur

- Has 1000 HP
- Mighty Axe: a single target attack using 3D20 to attack (requires a roll of 10 or higher with a D20 to dodge this attack)

- Bull's Rage: Selects everyone, rolling 14 or more on a D20 to deal 2D20 damage on everyone. (requires a roll of 8 or lower on a D20 to dodge this attack)
- Extreme Charge: Cannot attack this turn. But will deal double the damage on the next attack.

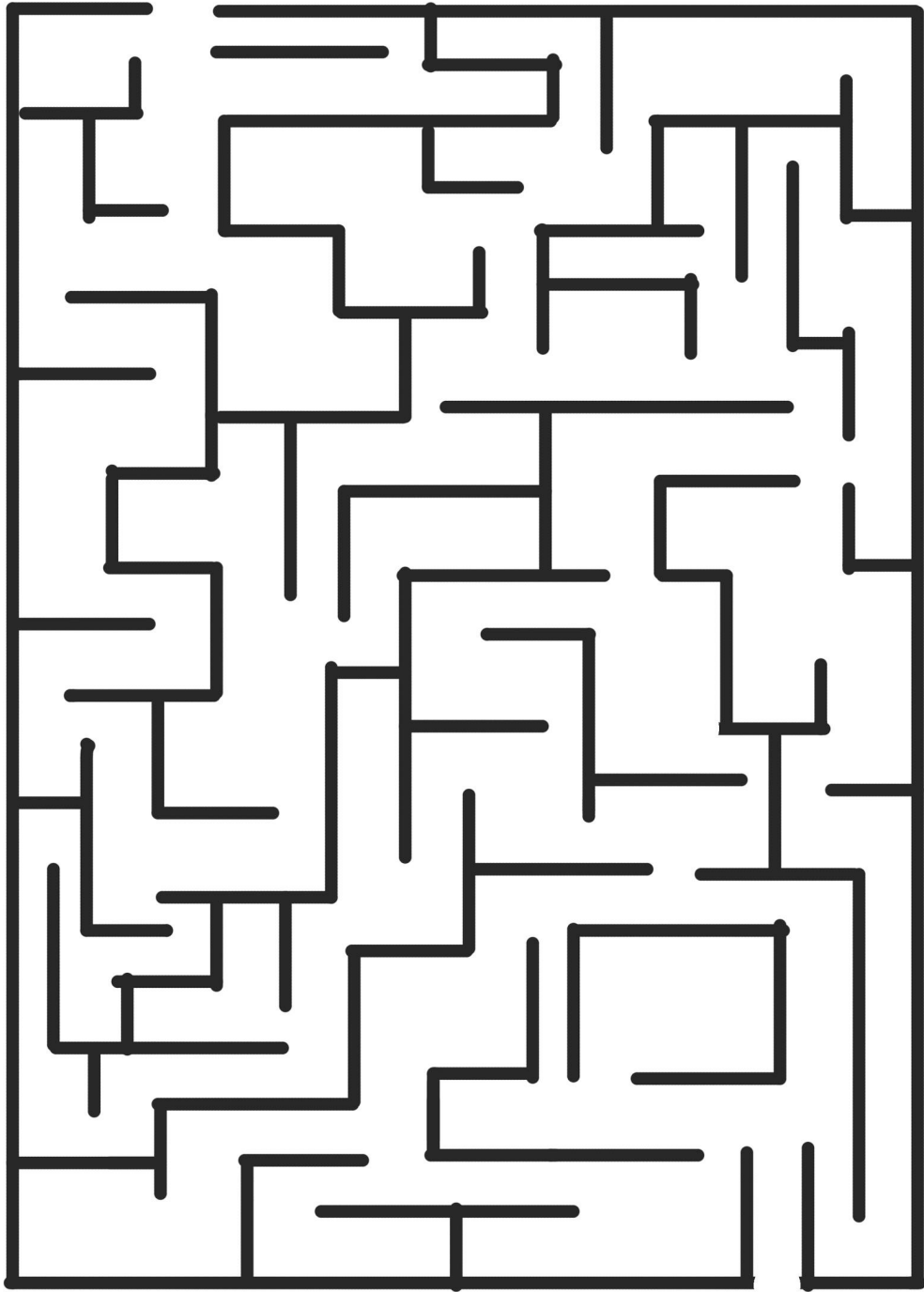
Loots

God's Blessing: Allows 1 player to select 1 God and add them to your G-Slot. Also Increases max HP by 50.

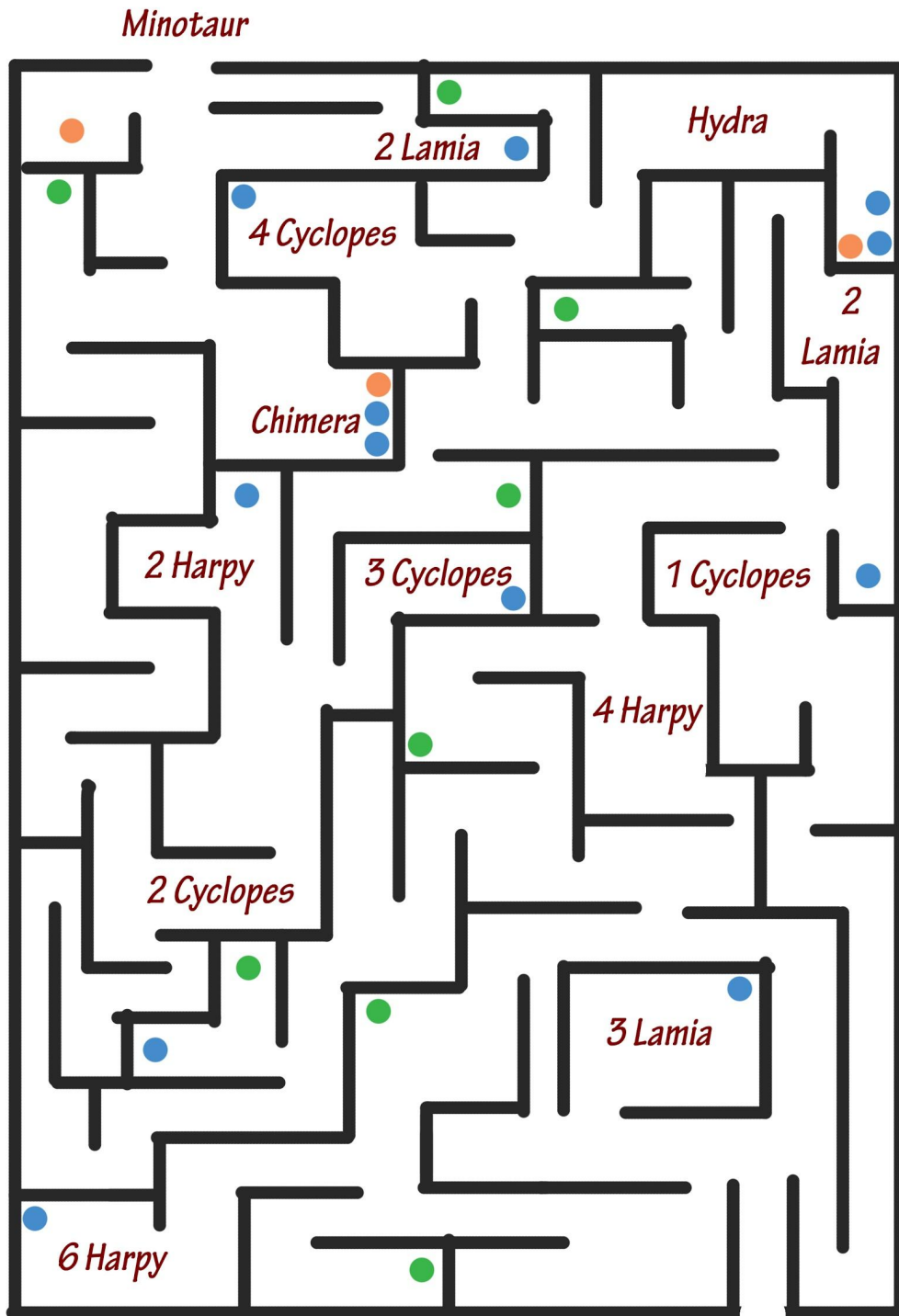
Healing pool: This item is used upon picking it up. Roll a D20 / Character to heal that amount.

Major Healing Pool: This item is used upon picking it up. Fully heals an entire party.

Players Map/ Labyrinth Template



DM's pre made Map



- +1 Gods Blessing (allow one player to get a Gods Blessing)
- Heals the party according to 1D20 / Character
- Fully Heals the Party