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## Mini-RPG: Geeks Gone Wild 2013 Edition

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1. The goal of the game is to vanquish the other Party.  
Each party is composed of **Characters** and a helpful **Cleric** who heals the party.
  2. Each player choses a character. The character's name is recorded on the **Status Sheet**.  
Each Character type has different strengths and weakness as on the **Character Sheet**.
  3. **Position** players on the Status Sheet, either in the **Battlefront** or **Palace**.  
Palace Characters are immune to Melee attacks so long as the **Castle Walls** stand.  
If no characters remain in the Battlefront, the Castle Walls take double damage.
  4. **Attributes** vary by the character chosen.
    - (a) **Lifeforce** is the health of a character, represented by dice on the Status Sheet.  
Damage reduces Lifeforce. If Lifeforce is at zero, damage increases **Skull**.  
After being damaged, each thing must roll Skull or higher on a six-sided die or perish.
    - (b) **Melee Attack** is the number of cards drawn to attack something on the Battlefront.
    - (c) **Range Attack** is the number of cards drawn to attack any target.
    - (d) **Skills** are special abilities that require ⊗ ⊗ ⊗ to use.
    - (e) The Cleric heals one Lifeforce for each point of **Healing**, divided across the party.
  5. Party members **attack** in the order listed on the Status Sheet.  
To attack, a player declares their target and type of Attack.  
For each attack, the player deals one card for each point on their Character Sheet.  
Damage dealt varies by Character. Each Critical Hit (red ace) deals one more deck card.
  6. At the end of the battle, players upgrade with **XP** and the party upgrades with **Gold**.  
**XP** is used to upgrade Attributes or Purchase Skills. Inital XP varies by Character.  
Whenever a player deals a black ace, they gain one skill point to assign.  
**Gold** accumulates for the party and can upgrade the Cleric and Fortress.  
Whenever a player deals a Joker, the party gains 1 gold piece.
  7. A party may **resign** at any point.  
In that case, each surviving character of the winning party may **Loot the Palace** by drawing one card for each remaining point of strength in the winner's Castle Walls.
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<b>Dwarven Stalwart</b>		<i>Ability</i>	<i>Race Ability</i>
Initial XP: 1	Melee Attack ⊗ ⊗ ○ ○ ○ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 2 dmg.	Each ♡ or ◇ face card does 3 dmg.
	Range Attack NONE	<i>Range attacks are for cowards.</i>	
	Lifeforce ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ○ ○		
Skills	Berzerker Rage: ⊗ ⊗ ○ Battle Shield: ⊗ ○ ○ Battering Ram: ○ ○ ○	Take two free attacks after critical hit instead of one. Immune to 1 dmg from ranged attacks each round. Attacks do double damage vs Castle Walls.	

<b>Human Ranger</b>		<i>Ability</i>	<i>Race Ability</i>
Initial XP: 2	Melee Attack ⊗ ○ ○ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 2 dmg.	Each melee point gives +1 range point.
	Range Attack ⊗ ○ ○ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 1 dmg.	
	Lifeforce ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ○ ○ ○ ○		
Skills	Wilderness Escape: ⊗ ⊗ ○ Guerrilla Attack: ⊗ ○ ○ Two-hand Melee: ○ ○ ○	Two attempts to roll Skull each time. Allies make a one card ranged attack before battle. Each ♡, ◇ or ♠ does 2 dmg in melee attack.	

<b>Elven Sharpshooter</b>		<i>Ability</i>	<i>Race Ability</i>
Initial XP: 3	Melee Attack NONE	<i>Hand to hand combat is for brutes.</i>	
	Range Attack ⊗ ○ ○ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 1 dmg.	Each ♡ or ◇ face card does 2 dmg.
	Lifeforce ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ○ ○ ○ ○		
Skills	Ambush: ⊗ ⊗ ○ Hail of Arrows: ⊗ ○ ○ Nemesis: ○ ○ ○	When attacked in melee, attacker first takes 2 dmg. May divide Range Attack across targets. Name a class. Ranged attacks do +1 dmg vs that class.	

<b>Half-Elven Mage</b>		<i>Ability</i>	<i>Race Ability</i>
Initial XP: 4	Melee Attack ⊗ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 2 dmg.	
	Magic Missile ⊗ ○ ○ ○ ○ ○	Attack with this many cards. Each ♡ or ◇ does 1 dmg.	
	Lifeforce ⊗ ⊗ ⊗ ⊗ ○ ○ ○ ○		Takes double damage from Melee Attacks.
Skills	Burning Hands: ⊗ ⊗ ○ Death Ray: ⊗ ○ ○ Magic Meteor: ○ ○ ○	Melee Attack Damages All Battlefront Players. Target must roll Skull or instantly perish. Range Attack does double dmg vs Castle Walls.	

