

## Introduction:

**Q:** What is Fan Based Mortal Kombat?

**A:** It is a creative opportunity for fans of Mortal Kombat to make their own unique Mortal Kombat characters and try them out in a rule set environment such as Open RPG which has a die roller to ensure fair play.

**Q:** Who came up with the idea/came up with the rules?

**A:** Well Midway invented Mortal Kombat, but I Slit518 aka DPG aka Dave have invented this Fan Based Mortal Kombat game which I hope many people can enjoy and create unique characters which they can show to the world. P.S. I also credit my friend Adam S. for the idea of recovering Power Pool Points by your Vitality modifier instead of your intelligence modifier.

**Q:** Is it hard to pick up, and how fair is it to play?

**A:** I hope it is easy to pick up, I try to make it as clear as possible in the rules. And about fairness in playing? I am aiming to make this game as fair as possible, it has not been tested yet, so I am kind of Kamikazing it out there :-p

## Chapter 1: Stats

All stats range from 1-20 with modifiers that range from +0-+10. The stat chart is below with it's modifiers.

| <b>Stat</b> | <b>Mod</b> |
|-------------|------------|
| 1           | +0         |
| 2-3         | +1         |
| 4-5         | +2         |
| 6-7         | +3         |
| 8-9         | +4         |
| 10-11       | +5         |
| 12-13       | +6         |
| 14-15       | +7         |
| 16-17       | +8         |
| 18-19       | +9         |
| 20          | +10        |

The stat modifier will be represented by a capital letter X for explaining rules using this stat modifier, while a lower case x will be used to show the multiplication sign.

Ex:  $(1d20+X)$ ;  $(20x5)$

Each stat modifier effects a different portion of combat, some may have one effect, others may have multiple.

All base stats start at 1 and from there each person has 64 points to divide between the remainder of their stats.

The stats are as follows -

**Strength** - X determines extra physical damage ( $\text{Physical damage} + X$ ) and grappling onto an opponent  $(1d20 + X)$  versus their  $(1d20 + X)$

**Agility** - X determines dodging attacks  $(1d20+X)$  and ranged attacks  $(1d20+X)$ , the dodge roll must be higher than the attack to hit roll.

**Speed** - X determines starting order  $(1d20+X)$ , max number of combo hits, to hit physically  $(1d20+X)$ , and movement per round  $(5' + X)$ .

**Intelligence** - X determines extra special damage ( $\text{Non physical damage} + X$ ), ability points, and power pool points.

**Vitality** - X determines max health and lowers damage taken from magic, and also the recover of Power Pool Points ( $\text{Magic damage} - X$  to a minimum of 1).

**Defense** - X determines lower damage taken from physical attacks, ( $\text{Physical damage} - X$  to a minimum of 1).

**Hit points** - Starting HP is determined by  $50 + (10 \times \text{Vitality } X)$

This determines how much damage you can take before your opponent can do a finishing move on you, such as a Fatality, Animality, Friendship, Brutality, etc... Finishing moves can be performed once your opponent reaches -1 HP or less.

**Ability points** - Starting AP is determined by  $25 + (5 \times \text{Intelligence } X)$

This determines how much you have to spend on purchasing special moves and extra combat techniques.

**Power points** - Starting PP is determined by  $5 + (1.5 \times \text{Intelligence } X)$

This determines the amount of attacks you may purchase in total, it also determines the

total sum of moves you can use in a combo, and no single special move can cost more than your Power Pool points to use. This will be explained in further detail in the kombat section.

## Sample Character:

This section maybe skipped by anyone who believes they have a complete understanding of how to create a character through stats. If you are having trouble understanding how, hopefully this section helps you learn, I will use a sample character.

Let's start off with a character whose stats all begin at 1, now we have 64 additional points to divide.

Alright, I added 7 points into Strength which leaves me with 57 points to divide up still.

Now I added 13 into Agility which leaves me with 44 to divide up still.

I add another 9 into Speed, this gives me 35 points to play around with still.

I give 13 points to Intelligence, another 22 points to add to my character.

I put 15 points in Vitality, which leaves me with 7 points left over.

I use my last 7 points and place them in Defense, leaving me with 0 points to use now.

Using the chart above I determine my modifier for each stat.

**Name:** Skraver

|              |    |    |
|--------------|----|----|
| Strength     | 8  | +4 |
| Agility      | 14 | +7 |
| Speed        | 10 | +5 |
| Intelligence | 14 | +7 |
| Vitality     | 16 | +8 |
| Defense      | 8  | +4 |

Now I take these modifiers and figure out my Hit Points (HP), Ability Points (AP), and Power Pool Points (PPP).

For Hit Points I take my modifier for Vitality which is +8, now I use the equation above which is  $50 + (10 \times 8) = 130\text{HP}$ , this character has 130 HP.

Now I do the same for Ability Points and Power Pool Points, I take my Intelligence modifier which is +7 and use the two equations above to determine both of those stats.

For AP it will be  $25 + (5 \times 7) = 60$  and for PPP it will be  $5 + (1 \times 7) = 12$

## Chapter 2: Moves and Special Moves

Every move cost a certain number of Power Pool Points (PPP) to use. A move can not cost more than your max PPP to own, and a combination of moves can not be higher than your max PPP. For example if your character has 10 PPP they can't make a combo

of moves which PPP total cost more than 10 or own a move which PPP total cost more than 10.

**Attacks:** (Generic attacks every character has)

Chest Punch (LP) Cost 1 power pool point to use, inflicts 1d6 damage.

Groin Kick (LK) Cost 1 power pool point to use, inflicts 2d3 damage, opponent gets a +1 circumstance bonus to agility against this attack.

Face Punch (HP) Cost 2 power pool points to use, inflicts 2d4 damage, opponent gets +1 circumstance bonus to agility against this attack.

Face Kick (HK) Cost 2 power pool points to use, inflicts 2d6 damage, opponent gets a +2 circumstance bonus to agility against this attack.

Uppercut (Down+HP) Cost 3 power points to use, inflicts 2d8 damage and knock back 1' per strength modifier, opponent gets a +2 circumstance bonus to agility against this attack.

Spin Hook Kick (Back+HK) Cost 3 power points to use, 4d4 damage and knock back 1' per strength modifier, opponent gets a +3 circumstance bonus to agility against this attack.

Sweep (Back+LK) Cost 2 power points to use, inflicts 2d4 damage, and the opponent is knocked down giving the attacker a free attack, opponent gets a +2 circumstance bonus to agility against this attack.

Grapple - Cost 1 power point to use, once in a grapple the opponent loses any circumstance bonus to agility, to grapple an opponent you must win an opposing strength check which is 1d20 + strength modifier.

Block - Cost 3 power points to use, you combine your defense modifier and your vitality modifier to filter damage from physical and magical attacks to a minimum of one damage. The cost is 3 power points per block.

### **Attacks you can purchase:**

Attacks are purchasable using your Ability Points. Once your AP reaches 0 you can not purchase any more attacks for special attacks.

### **Moves arranged by AP cost:**

## **2 AP:**

Spinning Back Fist - Cost 1 power pool point to use, inflicts 3d4 damage, opponent gets a +2 circumstance bonus to agility against this attack.

Elbow Strike - Cost 2 power pool points to use, inflicts 2d6 damage, opponent must be grappled.

## **3 AP:**

Hook Punch - Cost 2 power pool points to use, inflicts 2d6 damage, opponent gets a +2 circumstance bonus to agility against this attack, an opponent must make a successful defense check to resist being knocked down against their opponents strength check, if knocked down they are open for one extra attack.

Knee Strike - Cost 3 power pool points to use, inflicts 3d8 damage, opponent must be grappled.

Spin Back Kick - Cost 2 power pool points to use, inflicts 3d6 damage, opponent gets a +2 circumstance bonus to agility against this attack.

## **4 AP:**

Jump Spin Roundhouse - Cost 2 power pool points to use, inflicts 4d4 damage, opponent gets a +3 circumstance bonus to agility against this attack.

Jump Spin Back Kick - Cost 3 power pool points to use, inflicts 3d8 damage, opponent gets a +3 circumstance bonus to agility against this attack, this move has knock back equal to the difference between the opponent's defense modifier and the attacker's strength modifier, if the defense modifier is higher the attacker's opponent doesn't budge.

## **5 AP:**

Axe Kick - Cost 3 power pool points to use, inflicts 3d6 damage, opponent gets a +1 circumstance bonus to agility against this attack, if the opponent is knocked down this attack does double damage and the opponent doesn't get the +1 circumstance to agility.

Eye Jab - Cost 3 power pool points to use, inflicts 1d3 damage, opponent gets a +1 circumstance bonus to agility against this attack, if the attack is successful the opponent is blind for 1d4 rounds and loses their modifier to hit with all physical attacks and

ranged attacks without homing or direct hit capabilities.

## **8 AP:**

Jump Spin Hook Kick - Cost 5 power pool points to use, inflicts 5d8 damage, opponent gets a +4 circumstance bonus to agility against this attack, opponent must make a successful defense check to resist being knocked down against their opponents strength check, if knocked down they are open for one extra attack.

## **Special Moves you can customize/purchase:**

Special moves work off the same AP you use to purchase attacks. So take your left over AP and create custom special attacks. One special attack will take the combine AP to buy and PPP to use. Any remainder of fractioned AP points while purchasing a special move are rounded up to the next full cost point, even if it is 1/3rd a AP point. The same applies for use of a special that has a fractioned cost, it will round the PPP usage up of the attack.

### **Damage Dice:**

**1/2 AP:** 1d3 + 1/2 power pool points per damage die.

**3/4 AP:** 1d4 + 3/4 power pool points per damage die.

**1 AP:** 1d6 + 1 power pool point per damage die.

**1 1/2 AP:** 1d8 + 1 1/2 power pool points per damage die.

**2 AP:** 1d10 + 1 3/4 power pool points per damage die.

**3 AP:** 1d12 + 2 power pool points per damage die.

### **Powers:**

Range - costs 3 AP to buy and 1 PPP to use, the basic range is 5', for each additional foot add 1 AP to purchase and 1 PPP to use in combat. An example of a ranged attack would be a fireball, spear attack, anything from a character's distance. For any power that requires range add the extra distance and cost from this to the power.

Round - costs 2 AP to purchase and 1 PPP to use in combat. Round usually determines how long a certain status effect, buff, etc... will last in combat. For any power that requires round add the extra round and cost from this to the power.

Multiplier - costs 3 AP to purchase and 2 PPP to use in combat. Adding another multiplier to a move will multiply it's beneficial effect. For any power that requires multiplier add the extra multiplier and cost from this to the power.

Stun/Frozen - costs 5 AP to buy and 1 PPP to use, the basic stun is 1 round. An example of this move would be an ice ball.

Pull Opponent Towards You - costs 3 AP to buy and 2 PPP to use. An example of this attack would be a kunai attached to a rope pulling somebody inward.

Teleport - costs 3 AP to buy, and 2 PPP to use, this moves default range is 5', this move uses the range power to purchase additional range.

Switch Places With Opponent - costs 5 AP to purchase and 3 PPP to use in combat.

Slide Forward at High Speeds - costs 5 AP to purchase and 3 PPP to use in combat, the default range for this is 5', this move uses the range power to purchase additional range.

Charge Physical Weapon With Magical Energy - costs 7 AP to purchase, also costs +2 PPP to use, and + x amount of PPP from the physical attack charged. This attack can also be used in the creation of a unique special, the special will do both physical and magical damage.

Heal - costs 2 AP to purchase and 1 PPP to use in combat, the default multiplier is 1 x vitality mod to a minimum of 1, this attack can use the multiplier power to purchase additional multiplier.

Temporary Buff - costs 3 AP to purchase and 2 PPP to use in combat, it has a base increase of +1 to the modifier of a stat of your choice, it also lasts for 1 default round. You can increase the stat buffed by using the multiplier power to purchase additional increase to stat buff, and you can increase the rounds by purchasing additional round power.

Homing - costs 6 AP to purchase and 4 PPP to use in combat, the attacker gets a +4 circumstance bonus to hit with ranged attacks.

Direct Hit - costs 7 AP to purchase and 6 PPP to use in combat, the attacker's opponent loses their modifier to agility against a direct attack in dodging.

Siphon Ability - costs 5 AP to purchase and 3 PPP to use in combat, the attacker rolls an agility/speed check depending if it is physical or ranged vs their opponents vitality check, if their opponent fails they siphon a determined stat through the attack. The

default for the stat is 1 and the length is 1 round. You can increase the siphoned stat by using the multiplier power to purchase additional increase to siphon, and you can increase the rounds by purchasing additional round power. Once the rounds are up both combatants turn back to normal.

Siphon Health - costs 5 AP to purchase and 3 PPP to use in combat, the attacker rolls an agility/speed check depending if it is physical or ranged check vs their opponents vitality check, if their opponent fails they siphon HP from their opponent to heal themselves. The default for this attack is 5 HP from the opponent. You can increase the siphoned HP by using the multiplier power to purchase additional increase to the siphon.

Invisibility - costs 10 AP to purchase and 8 PPP to use in combat, you are invisible until you either de-cloak yourself or your opponent hits you. Your opponent loses all to hit bonuses from stat modifiers, in case of a direct attack or a homing attack they still have their effect vs an invisible opponent, but the attacker still loses their base to hit modifier.

Invincibility - costs 15 AP to purchase and 10 PPP to use in combat, the default for this power is 1 round, this move uses the round power to purchase additional rounds.

Knockback - costs 1 AP to purchase and 1 PPP to use in combat, the default is 1' for ranged attacks or your Strength modifier for physical attacks, this move uses the range power to purchase additional range.

Knockdown - costs 3 AP to purchase and 2 PPP to use in combat, this attack lets the attacker gain an extra attack on their opponent.

Circumstance Bonus to Agility - costs 2 AP to purchase and -1 PPP to use in combat, this gives your opponent a bonus to dodge the attack but your move costs 1 less PPP to use to a minimum of 1 PPP.

Try out different combinations of these powers to create unique moves, but watch your Ability Points and Power Pool Points, remember, you can't own one single move which uses more Power Pool Points than you currently own.

### **Elemental Power:**

Moves can have certain elemental power, this will help shape your power and give more life to it. Give your move an element for added effect. The elements are as follows:

Air/Wind, Fire, Earth/Plant, Water/Ice, Electricity, Acid/Poison, Positive, Negative, Sonic.

## Damage Type:

There are also damage types, these damage types are what certain moves may do to you, like a punch, kick, sword, etc...

The damage types are as follows:

Blunt/Crushing, Piercing, Slashing.

## Sample Special Move:

This section maybe skipped by anyone who believes they have a complete understanding of how to create a special move. If you are having trouble understanding how, hopefully this section helps you learn, I will use a sample move.

First let's determine what type of move we want to make. I have decided I want to make a fireball which knocks my opponent back 5' and knock my opponent down.

First I will purchase range 7', this will cost me 5 AP to purchase and 3 PPP to use in combat.

Second I will purchase knockback 3', this will cost an additional 3 AP to purchase and 3 PPP to use in combat.

Third I will purchase knockdown, this will cost 3 an additional 3 AP to purchase and 3 PPP to use in combat.

Fourth, I must select damage for my move, I will pick 2d8 which will cost 3 AP to purchase and 3 PPP to use in combat, this means my fireball can do between 2 and 16 damage a hit.

The total amount of AP this move will cost will be 16, and in combat it will cost me 12 PPP to use.

## Chapter 3: Features

In this chapter there will be a list of features a character can select from to purchase. Each character may select two features, which are additional abilities/stats they can have. Each feature may only be purchased once, no feature may be purchased more than that.

Strong - +2 to Strength modifier

Agile - +2 to Agility modifier

Fast - +2 to Speed modifier

Smart - +2 to Intelligence modifier

Durable - +2 to Vitality modifier

Tough - +2 to Defense modifier

Hardy - +50 HP

Able - +25 AP

Powerful - +5 PP

Powerful Regeneration- Recover 1.5x your vitality mod in PP per round

Regeneration - Regenerate HP = to 1/2 your vitality bonus rounded up

Elemental Resistance - Choose an element and gain 50% resistance to damage against it

Battle Resistance - Choose a resistance against Blunt, Piercing, or Slashing and gain a 25% resistance to damage against it

Magic Resistance - This gives your character 10% resistance to all magical attacks

Retribution - This let's the character act once in the middle of their opponent's turn, this act may not cost more than 1/4th their total Power Pool Points

## **Chapter 4: Kombat**

This section will explain how kombat works in it's various situations and the various rules.

Order of kombat - Order of combat is decided by 1d20 + speed modifier, whom ever gets the higher result goes first.

Combinations; combos - Combos in max length are determined by your speed modifier. No single combo can cost more than your Power Pool Points.

Power Pool Points - Power Pool Points can be recovered by a default of 1 + Vitality modifier per round. Also Power Pool Points determine how many attacks/special moves one can purchase, and how much a combo will cost to use in one round.

Distance - distance a character can travel in one round is 5' + speed modifier, this costs 5 PPP to use each round.

Determining Hits - attacking an opponent through physical attacks is  $1d20 + \text{speed modifier}$  vs opponents  $1d20 + \text{agility modifier}$ , or with ranged attacks by  $1d20 + \text{agility modifier}$  vs opponents  $1d20 + \text{agility modifier}$ . The higher number gets the win. In case of a draw in numbers it will go to whom ever has the higher modifier, incase of a draw where they also have the same modifier it will go to the defender.

Block or Dodge? - An attacker will declare an attack, before they roll the attack you must decide, do you block or dodge? If you dodge you roll to see if they hit, if you block they automatically hit you with an attack, BUT in this special case where you choose block you combine your Defense modifier and your Vitality Modifier to determine your defense against any attack whether physical or magical, it costs 3 power pool points to block per block. That damage will be subtracted from the attack's damage to a minimum of 1. Even in the case of a failed dodge attempt, defense will subtract damage from a physical attack and vitality will subtract damage from a magical attack to a minimum of 1.

Buffs/Powers with Stat Changes - Your character may have a move or buff that grants a bonus to a stat's modifier. You gain the effect of the buff the turn you cast it, if it is 1 round it expires at the end of your next turn. If it is taken from an opponent the same rules apply.

Uneven stats - The purpose of an uneven stat may not seem clear at first, I mean why have a 13 and have the same bonus as a 12 when I can just have the 12 instead? Well let me put it this way, uneven stats tend to be a wild stat, meaning that on dice rolls of 1-19 they get their normal modifier, but on a roll of 20 they get the next modifier up.

Knockback - If an attacker attacks you with a move that does knockback as the opponent you must roll a  $1d20 + \text{Defense modifier}$  vs their attack roll to successfully avoid being knocked back.

Knockdown - If an attacker attacks you with a move that does knockdown as the opponent you must roll a  $1d20 + \text{Agility modifier}$  vs their attack roll to successfully avoid being knocked down, if you do get knocked down your opponent gets an extra attack on you.

Death - Once you reach -1 HP or lower your opponent has an option to finish you, whether it is Friendship, Fatality, Brutality, Animality, etc... they can do what they want with you. Once you die however your character depending on the alignment will go to one of the realms, evil aligned characters will go to Netherrealm and good aligned

characters will go to Edenia. Characters in these realms are suspended for 3 days out of play, unless they want to face the challenge to leave, the challenge maybe fight a few low end goons whom are 50% less powerful than you to get out (1d6+1), fight 1d2 characters of equal strength to you to get out, or fight a boss character whom is 150% more powerful to get out. If you fail you are suspended for 3 additional days from the time of failing your trial. You are only allowed to attempt a trial once a day, you can pick which trial you wish to complete.

## **Chapter 5: Levels of Character**

Whelp: Stats 1-5, 16 points, no features, 1,000 to level.

Trainee: Stats 1-10, 32 points, no features, 2,000 to level.

Low Combatant: Stats 1-15, 48 points, 1 feature, 3,000 to level.

Combatant: Stats 1-20, 64 points, 2 features, 4,000 to level.

High Combatant: Stats 1-25, 80 points, 2 features, 5,000 to level.

Low Boss: Stats 1-30, 90 points, 3 features, 6,000 to level.

Boss: Stats 1-35, 100 points, 3 features, 7,000 to level.

High Boss: Stats 1-40, 110 points, 4 features, 8,000 to level.

Low Deity: Stats 1-45, 120 points, 4 features, 9,000 to level.

Deity: Stats 1-50, 135 points, 5 features, 10,000 to level.

High Deity: Stats 1-60, 150 points, 6 features.

## **Chapter 6: Playing the Game**

After this you are ready to play the game. But how do you play you ask? First go to the website I provide here, <http://www.openrpg.com/index.php?page=install> by copying and pasting the link into your browser. Download the Python, the wxPython, and Open RPG, pick the ones that match your operating system. Install them in the order you downloaded them in, make sure you install them to their default directories. Once inside type /name insert name here, that is to name your yourself. To find the server look at the tab on the top, click the tab which says Game Server, and choose Browse Servers, once inside click the 2nd server from the top named "Open RPG Veav 1", room name 'Slit518's Fan played Mortal Kombat.' Enjoy! P.S. No copyright material such as Mortal Kombat character's names, examples would be Scorpion, Sub-Zero, etc... all characters should be original in name and have no relation what so ever to any Mortal Kombat character.