
Gentleman, welcome to **FIGHTCLUB** role fighting game

Role playing game created by sil,
based on Hard Core Microlite 20 rules,
([https://alexschroeder.ch/wiki/
2008-08-07_Hard_Core_M20](https://alexschroeder.ch/wiki/2008-08-07_Hard_Core_M20)),
inspired by RentPunk Game Jam
(<http://rentpunk.tumblr.com/>)
and of course „FightClub” film.
grynarracyjne.pl

The first rule of fight club is - you don't talk about fight club.

Just when you want, and you have the opportunity - Play it.

The second rule of fight club is - you don't talk about fight club.

I don't explain what fight club or RPG is, how to play it. I don't write any fluff, designer notes etc. Just rules.

The third rule of fight club is - when someone says „stop” or goes limp, the fight is over.

Hit Points are Strength stat + 1d6/Level. Reroll before each meeting of the club. If HP reach 0, the character is

unconscious and near death. Further damage directly reduces Strength stat. If that reaches 0, character dies.

Fourth rule is - only two guys to a fight.

Initiative is determined at the beginning of combat by rolling 1d6 + Dexterity bonus. Combatants act in initiative order. If tie, repeat rolls.

The character in his turn can attack, make a speech or give up.

If you attack: Roll a d20 and add your level. When you roll more than a Defense of the opponent, you deal Damage.

20 is always a hit and does maximum Damage. 1 always mean failure, and you can not attack in your next round.

Damage is 1d6 + Strength bonus., The opponent loses loses as many Hit Points.

If the defending, roll your character Defense. It's a d20 + Dexterity bonus.

20 always mean that the character deals D6 + Strength bonus Damage to the attacker.

1 always means that the attacker (if hit) inflicts double damage.

Fifth rule - one fight at a time.

During each fight in which you do not participate, your character recovering d6 Hit Points.

One day of rest recovers one point of Strength.

Sixth rule - no shirts, no shoes.

No armor, weapons and other items stats tables.

Seventh rule - fights go on as long as they have to.

And then everyone goes back to their lives. For each day that has passed since the last meeting, roll a d6 + Resourceful bonus. Add up the rolls and add or subtract as many Experience points.

If you Experience exceeds 20 * current level, character level up. Add any two points to the selected stats (one or two), and decrease by one point another one. Recalculate bonuses.

If the Experience is less than 20 * previous level, character level down. Subtract two points of stats and add one to another one. Recalculate bonuses.

If you Experience falls below 0 - character end the game in a very sad way. You can create another one at the next meeting of the club.

And the eighth and final rule - if this is your first night at fight club, you have to fight.

Take sheet of paper, write a CV of your character. Then set the stats. There are three: Strength, Dexterity, and Resourcefulness. Roll 3d6 for each. Calculate stats bonus: (stat-10) / 2, rounded down. Character starts at level 1, with D6 Experience points.
