

Pecan Pie contest

System: Valor (Currently in Beta rule versions 0.8.6)

Comment: As the game is still in beta and not released just yet, I will provide enough description to get it going. As the statting is vague, I will make it an Elite Pecan Pie (NPC type). Elites are equal to PCs but because of how powerful they can be with the ability to gain skills that are NPC only, it isn't as simple as a 1 on 1 fight. That being said, I present to you Pecan! The most awesome NPC a game could have! So, here we go! – By Daniel Oquendo

Character Stats

Name: Pecan

Title: Flavorful

Level: 1

Primary Stats	25 points to use	MODS	Total
Strength	1	0	1
Agility	7	0	7
Spirit	8	0	8
Mind	8	0	8
Guts	1	0	1

Secondary Stats	Based on the Primary stats	MODS	Total
Muscle	1	0	1
Dexterity	4	0	4
Aura	5	0	5
Intuition	5	0	5
Resolve	1	0	1

Other Stats		MODS	Total
Hit Points	80	0	80
Stamina/Energy	44	0	44
Defense	4	0	4
Resistance	18	6	24
Speed	4	0	4

Base Attacks		MODS	Total
Strength	4	0	4
Agility	16	0	16
Spiritual	18	0	18
Mental	18	0	18

Comment [DL01]: These are for the most part used in conjunction with your rolls.

Comment [DL02]: Each stat relates to the proper (primary stat + level) / 2 and is in the same order as the primary stat.

Comment [DL03]: HP is based on: 50 base + 10 per level + 10 per point of Strength + 10 per point of Guts

Comment [DL04]: Stamina based on: 8 base + 4 per level + 2 per point of Spirit + 2 per point of Mind

Comment [DL05]: Defense is calculated by Strength + Guts + (2 x char level). It is used against Strength and Agility attacks.

Comment [DL06]: Resistance is calculated by Spirit + Mind + (2 x char level). It is used against Spiritual and Mental attacks.

Comment [DL07]: Calculated by Base 2 + (every 4 points of Agility starting from 1). Thus: 1 Agility = 3 speed. 5 Agility = 4 Speed.

Comment [DL08]: These Determine the base damage on the appropriate type stat for damage core techniques. They also determine

Flaws

Slow (lvl 1) (+2 sp) – Reduce speed by 1. *Why would a pie have fast hovering movement? Sure, it can dodge many things, but come on! It's a damn pie!*

Non-Proficient (fixed) (+1 sp) – When rolling for Swimming, the result is reduced by 6. This is a Non-combat type flaw.

Non-Proficient 2 (fixed) (+1 sp) – When rolling for Climbing, the result is reduced by 6. This is a Non-combat type flaw.

Skills

30 Skill points can be used to define the character. 4 more due to the flaw.

Attack Node (lvl 1) (5 sp) – Fast action; for 4 Stamina points, create 1 duplicate of yourself. It has no stats, but you can fire any attack through it. *There is no point to eating Pecan when you can get an infinite supply through him.*

Fly (lvl 1) (6 sp) – Fast Action; 4 Stamina points will allow you to fly. Each round, you must expend 4 more stamina points to remain aloft. If out of combat, no stamina points are used. Speed while flying is +2. *He hovers to go around. Why should he stay in one place?*

Resistant (lvl 1) (6 sp) – His resistance defense increases by 6. *Why would you try to destroy a perfectly delicious pie!? Especially with energy or other supernatural powers!?*

Acrobatic Dodge (lvl 1) (5 sp) – When being attacked by something that deals damage that isn't Agility based, you can use Dexterity to dodge instead of the stat normally needed to use. If you do so, you take a -3 to defenses and resistances on a muscle attack until it is resolved and a -6 if it is Spiritual or Mental attacks. *"Not today people! I don't have time to be captured and eaten!"*

Small (fixed) (2 sp) – It takes a single square, but it can also be in an ally's square. +1 to defense rolls when anyone tries to attack you. You're size is small, not medium. To score a **critical** however, the opponent just needs -2 to the required result. Note: If "Increased Size" is obtained, the 1st level brings it to medium and does not increase to using up adjacent squares. *It's a delicious small pie enough to equally split to 6 people if you want a good meal or a meal for a day if you tried to eat it by yourself. Though, why would you want a pie bigger when this can make infinite pecan pies?*

Self-Sustaining (fixed) (4 sp) – Cannot receive penalties for not-eating. *"Me? I don't need to eat. Why would I need to eat?"*

Negation (Fixed) (4sp) – A Technique with the explosive strike mod cannot give you half damage if you successfully defended.

Proficiency (Fixed) (1sp) – Whenever he bluffs, it is a +3 to the result of the roll. This is a non-combat type skill.

Comment [DLO9]: Critical hits in combat is determined by d10s as is the entire game. A single d10 + the type is needed for the result. To critical, you have to have a difference of 10 or more. So if your result on an agility attack was 16 and the opponent's was 6, you score a critical hit.

Techniques

10 technique points to use for creating techniques. **Level limit: 4**

Comment [DLO10]: Level Limit is basically the maximum level of a technique. It cannot exceed (Character level +3).

Spirit Lash

Damage Core – Spiritual (total level: 3)

15 + 5 per core level (2) + Spirit (18) = 43

Blast Radius (lvl 1): Target is all adjacent squares from self. Self not affected.

Target: All adjacent squares from you.

Description: An attack to just surprise an enemy if it does manage to capture Pecan or try to corner Pecan with no way out.

"Get away from me!" And he blasted powerful energy everywhere.

Yum

Weaken Core – Mental (total level: 4)

Following Flaws given to the opponent when Mental attack is successful:

Irresolute – Reduce resolve by 1.

Oblivious – Reduce Intuition by 1.

Description: Right after the enemy eats the duplicate pie, usually that is when he fires this. Though sometimes, he may have to trick his opponent's brain.

"Does it taste good?" Pecan likes.

Shield!

Barrier Core – Spiritual (Total Level: 3)

Stamina cost: 3 + Technique Level (3) = 6

Target: Anywhere within 20 squares. Can be your personal area to protect yourself.

Blast Radius (lvl 1): Shield extends all around a single space.

Barrier's Health: 40 + core level (2) = 50

Resistance and Defense: 2/core level = 4

Description: Mostly used as a personal defense.

"I don't want to deal with this right now." So Pecan made shield blockades and left the scene while making enemies confused.

Character

Pecan is a pie with magical powers. It has survived for years and still tastes very fresh! It is a pie and it can move through hovering and only if it feels like it. Sometimes to offer non-combat alternative to surviving, it duplicates itself and offers the person that as a pie. The duplication keeps the taste and while it is flavored and filling, the filling feeling leaves after a half-hour. By then, Pecan is usually gone. Usually the person that eats the duplicate no longer has a feeling to fight for a while or much less do anything else. Just wants to sit and relax and remember the flavor of that pie. No one knows if the feeling would stay much longer if they actually ate him and not his duplicates.