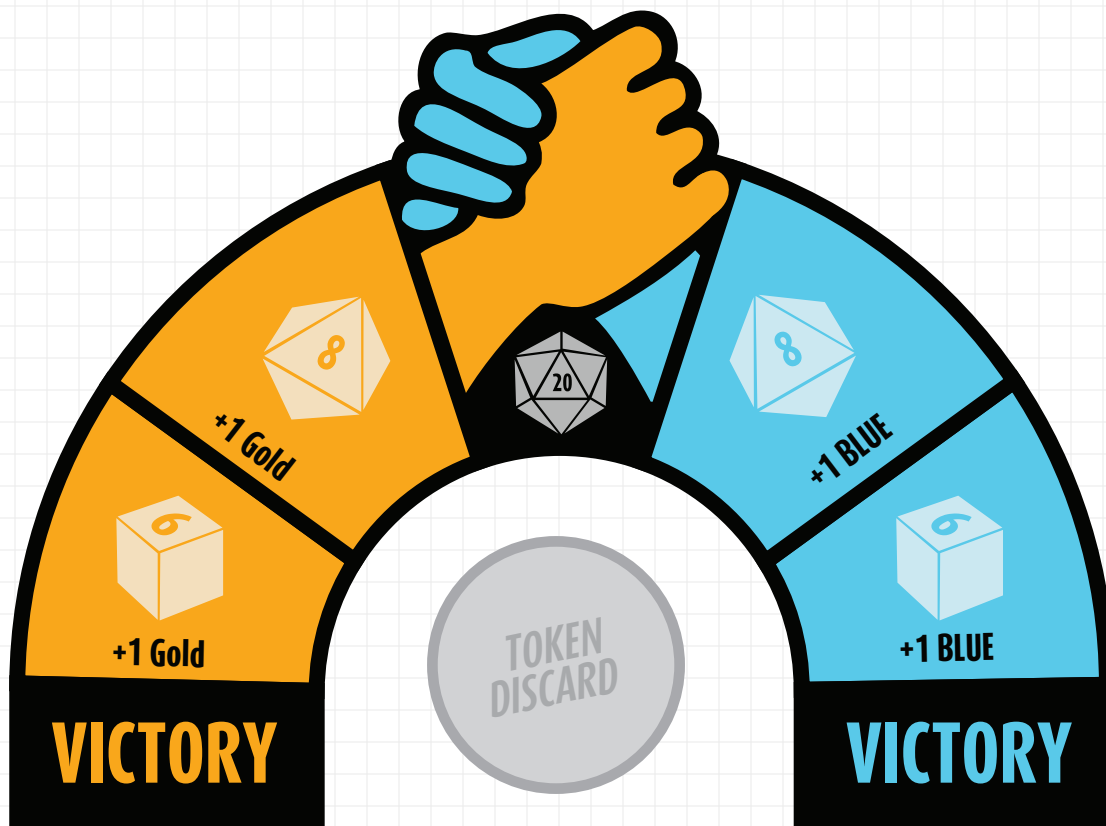




ARM WRASSLIN' MINI GAME



by Woopdeedo



5e ARM WRASSLIN' MINI GAME

SETUP: Competitors choose a representing color, Gold or Blue. They each receive a number of +1 tokens equal to their Constitution modifier (up to 5) in their color. The competitor with the highest Intimidation skill gets the GRRR! token (if there is a tie discard the GRRR! token). Place the green tracking token in the top center zone of the arch.

PLAY: When the tracking token is in the top of the arch (zone one) competitors each roll a d20 and add their Strength modifier. The competitor with the highest number moves the tracking token into the next zone towards their victory. In the second zone players roll a d8, add their Strength modifier, and +1 if the tracking token is in a zone of their color. Again, the player with highest number moves the tracking token one zone towards their victory zone. In the third zone players roll a d6, add their Strength modifier, and +1 if the tracking token is in a zone of their color. When the tracking token enters a victory zone that player wins.

TOKENS: After a roll but before the tracking token is moved competitors may discard any number of their +1 tokens to add to their total. A competitor with the GRRR! token may discard it before rolling to give their opponent disadvantage.

OTHER INFLUENCES: Any other things that may influence the outcome of rolls (spells, environment, inspiration, rage, backgrounds, magic items, PC interference, etc.) are at the DM's discretion.

