Rock-Off

Type of Skill Game: Option

Number of Skills Chosen per Action Round: 3

Maximum Number of Actions per Round: 1

Skill List: Athletics, Acrobatics, Vigour, Diplomacy, Bluff, Intimidate. Some Knowledge skills may be applicable depending on genre (e.g. History for a classical music battle).

When the battlefield is the field of musical expertise, it’s time for a Rock-Off. While most of the time Rock-Offs will be in an aggressive genre, this can also be used for other genres, such as a rap battle, a orchestral competition, or even a dance-off with some refluffing.

A Rock-Off is between two parties, and on each Action Round each party chooses one thing to do with their performance for the Round, and a number of Tokens to spend on that action, in an attempt to gain Rock Points (they start with 0). Importantly, the effects of some actions change depending on the actions that the other party took as well as the number of tokens spent, so timing is everything.

One a total of 3 Choruses have been chosen by one party, or there have been 6 Solos used in total, the Rock-Off ends, and whichever party has the most Rock Points wins.

It is also worth noting that due to a clause in the Demon Code, rigorously enforced by Demogorgon and Baphomet, any creature with the Demon track may not refuse a challenge to a Rock-Off, as long as the terms are fair (each side would lose something of approximately equal value for a loss), but they also gain a +3 bonus to all checks in a Rock-Off, due to their decidedly Metal nature.

**Action Set**

Riff: You simply gain a number of Rock Points equal to the number of Tokens spent, and are unaffected by any other abilities. If you used this in the last Action Round, you gain another 2 Rock Points for ending on a sweet finish.

Diss: You use your efforts to put down the other side, or possibly get the fuckers to taste lightning. If the other party used a Chorus or Solo, their Rock Points they gain this round are reduced by the number of Tokens spent (and can even become negative). Also, if you spent more Tokens this Action Round, the other party cannot use the Action they used this Round for a number of Action Rounds equal to the difference in your Tokens spent.

Brag: You talk yourself up, avoiding any problems you’d get from a Diss, but it’s not quite so impressive as focusing on your music. As long as your spent at least 2 Tokens, you gain a Rock Point. If your opponents used a Diss this Round, they lose 3 Rock Points and cannot use Diss for two Action Rounds. For every two Brags you use, you gain a use of Power Chord.

Bridge: You start to prepare for a killer next move. If you gain Rock Points next Action Round, you gain additional Rock Points equal to the number of Tokens you spend on Bridge plus 2. This increases to plus 4 if you use it before a Chorus. However, this bonus is cancelled if the opponents used a Diss this Round, ruining your momentum.

Chorus: You unleash the beast in a catchy set of lines. The first time you use Chorus, you gain Rock Points equal to the Tokens spent -2. The second time, you gain Rock Points equal to the Tokens spent +1. The third time, you gain Rock Points equal to double the Tokens spent. If you gain a bonus to these Rock Points from a Bridge, they are halved if your opponents use a Diss this Round.

Solo: You start a blistering solo, but it’s so blistering you can’t stop. You gain Rock Points equal to the number of Tokens spent, but next Action Round you must use Solo again, gaining additional Rock Points equal to the difference in Tokens Spent between you and your opponents in the last two Rounds (even if you spent less, since the solo keeps your momentum going). This second Solo does not force you to use Solo the next Round, and the bonus Rock Points are halved for each additional Round you Solo for.

Power Chord: You start with no uses of Power Chord, and gain an additional use only after every two Brags used. When you use Power Chord your blistering rock drowns out the other side’s music, cancelling their action completely and granting you Rock Points equal to half the number of Tokens spent (but rounding up this time). However, if both parties use a Power Chord in a Round, instead whichever party spend the most Tokens gains Rock Points equal to the total Tokens spent by both parties, as they channel the music created by both sides into one flourish.