Dueling Rules

In *Tales from the Caribbean* there will be lots of times characters will want to duel in one on one combat. Here are some basic rules for doing so!

Basic Rules

- Duels are always two characters. This system is used for out of combat encounters or epic one on one fights between rivals, pirate captains, etc.
- The first to three points wins. During important duels you must win by two points (similar to Tennis).
- Players will use a combination of attack roles and skill check to play out the fight, but these rolls are symbolic: the characters might exchange blows every round regardless of what they are rolling for.
- Each round, both sides roll a sword attack ***OR*** a skill check of their choice. Results are compared and the winner gets a point.

Actions While Dueling

When in a duel, grid combat is ignored, and instead you can "explore" your surroundings. Opponents will use Close Combat Attack rolls and Skill checks to represent fighting, jumping on crates, swinging from the rigging, insulting their opponent, etc. Here are some examples of actions in combat, but these are more like guidelines - you decide what you character attempts!

- ***Attack.*** You make a close combat attack with your dueling weapon.
- ***Athletics.*** You out muscle your opponent with a strong strike, or you climb a rope or obstacle to gain the higher ground.
- ***Acrobatics.*** You flip out of the way of an opponent's strike, or swing from the rigging of the ship.
- ***Deception.*** You trick your opponent by using your "off" hand or feinting a direction they didn't intend.
- ***Insight.*** You predict their next move before they make it.
- ***Intimidation.*** Insults, taunts, and gests. No true pirate fights without it!
- ***Investigation.*** You study your opponent's strategy Sherlock Holmes Style to analyze a weakness
- ***Perception.*** You observe your opponent or your surroundings and notice something that gives you the upper edge.
- ***Performance.*** You fight with gusto, style, and bravado, or your feet move like you are dancing. Or perhaps you unnerve them with a song.
- ***Sleight of Hand.*** You make a quick flourish with your blade, or maybe you change stance or weapon hand quickly.
- ***Stealth.*** You dodge, sneak, or hide.
- ***Other.*** Nature, Animal Handling, etc., could all be used given the right circumstances, but are up to the setting and DM approval.

Dueling Levels

- Most characters are Amateur or Novice duelers. Experience or training can help you advance.
- ***Amateur.*** You make one roll each round (Attack ***or*** a Skill Check). Make this roll with disadvantage. You must use the Attack action every other round, but cannot use it two rounds in a row, and you may only use any skill a maximum of one time for the entire duel.
- *Ex: Athletics, Attack, Intimidate, Attack, Insight, etc.*
- ***Novice.*** You make one roll each round (Attack or a skill Check). You must use the Attack action every other round, but cannot use it two rounds in a row. You make reuse Skills during the encounter, but you must alternate Skills before you can reuse a skill. *Ex: Athletics, Attack, Intimidate, Attack, Athletics, etc.*

- ***Competent.*** Every round you roll both an attack and a skill test, but you may not use the same skill two rounds in a row. *Ex: Attack & Athletics, Attack & Intimidate, Attack & Athletics, etc.*
- ***Master.*** *Reserved for advanced PCs and bosses.* Every round you roll both an attack and a skill test, and you may use the same skill two rounds in a row. *Ex: Attack & Intimidate, Attack & Intimidate, Attack & Intimidate, etc.*
- ***Grand Master.*** *Reserved for the best duelists in the World.* Every round you roll both an attack and a skill test, and you may use the same skill two rounds in a row. Both rolls are made with **Advantage**.

Dueling Level Summary

Amateur.	Attack **or** a Skill Test, **Disadvantage**, no repeated Skills for the entire duel.
Novice.	Attack **or** a Skill test, normal rolls, no back to back Skills.
Competent.	Attack **and** a Skill test, no back to back skills.
Master.	Attack **and** a Skill test, back to back skills OK.
Grand Master.	Attack **and** a Skill test, back to back skills OK. All rolls have **Advantage.**