

Para Roles

Monthly Challenge #3

February 2020

It takes 2. A competitive cooperative partner mode.

Put the players in paired teams.

Choose a party makeup using any rules and the Normal Mode rules for character starting stats [using 6s, 7s, 8s, and 9s]. Evenly distribute the stats as best as possible; or for an unbalanced challenge, give one pair of players the 6s and 7s while giving the 8s and 9s to the other pair.

Each team may only support the members of the team that they are a part of. This means that a character may only use abilities with their partner and may not aid any other player.

Use the Random Encounter rules for determining a single enemy. After the enemy is defeated, face another single enemy from Random Encounters. Each enemy will give 1 treasure card to the corresponding pair of players that defeats the enemy.

To determine turn order, use the suit of the last card drawn during the enemy turn. This player's team is allowed to go first in the player round or may defer to the other team. Keep in mind, the player team that defeats the enemy gets the treasure card.

See how far your competitive groups can make it before a defeat!

The team with the most treasure cards at party defeat or at a reasonable stopping point is the winner.