

# Skirmish of the Incel deities

Part of Skirm Jam 2023  
Written by SQM

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V3.1 rulebook

# Introduction

“... in the capital have been re-educated.”

“Your experiment at Rena was successful.”

“Out of 5000 women, 4920 terminated unintentional pregnancies within the first month of detection.”

“95% of the men unconditionally supported their decision.”

“70% of couples have planned for sterilization without needing suggestions from our priests.”

**SEVENTY PERCENT.**

**THAT’S NOT GOOD ENOUGH.**

**WE HAVE TO ACCELERATE THE SPEED OF RE-EDUCATION.**

**REDIRECT PRAYER ENERGY FROM...**

**FACILITY ONE TO FACILITY TEN.**

“That’s.. we won’t have enough power to keep the stasis chambers functional. All those deities will die.”

**I KNOW. DO IT.**

**.. I TRIED TO REASON WITH THEM.**

**TRIED TO RE-EDUCATE THEM.**

**SOME EXTREMISTS ARE BETTER OFF DEAD.**

“.. Yeah. I guess its better this way.”

**[stasis chambers primary power reserves deactivated]**

**[...secondary power reserves deactivated]**

**[...auxiliary power reserves deactivated]**

# Lore

AFTER DEATH, SEVERAL PEOPLE FROM THE 21ST CENTURY EARTH HAVE BEEN REINCARNATED AS DEITIES IN A WORLD CALLED “EMBERYOLK” AFTER ALL OF ITS DEITIES HAVE BEEN FORGOTTEN.

WITH THEIR NEWFOUND POWER, MANY STARTED THEIR OWN RELIGION IN AN ATTEMPT TO SHAPE THE WORLD TO THEIR WILL. THE MORE PRAYERS AND DONATIONS, THE MORE POWERFUL MIRACLES THEY CAN PERFORM. DUE TO CONFLICTING POLITICAL BELIEFS, WARS OCCURRED BETWEEN THE DEITIES.

ONE RELIGION REMAINED. “THE RIGHT ARM”, A RELIGION DEDICATED TO SELF RELIANCE AND WEAPONS OWNERSHIP. ONCE ALL OTHER RELIGIONS WERE NEUTRALIZED, A PURGE OCCURRED WITHIN THE RIGHT ARM. MOST WERE KILLED OR RE-EDUCATED. THREE MAJOR DEITIES REMAIN....

**TAWAN — ORCHESTRATOR OF THE PURGE**  
HE WISHES TO CREATE A WORLD WITH AS MUCH EQUALITY BETWEEN MEN AND WOMEN AS POSSIBLE. He oversees facility one and its operations.

**LILY — EXECUTIONER OF INSUBORDINATE DEITIES**  
She maintains security and removes Tawan’s threats.

**SIMON — TECHNOLOGICAL AND MAGICAL RESEARCHER**  
Responsible for modern inventions by using magic.

# Gameplay 4 PLAYERS MAXIMUM

TLDR:DXHR dialogue battles Darkest dungeon combat

THE PLAYERS WILL CHOOSE WHERE ON THE MAP  
THEY WILL TRAVEL TO

THEN, THERE WILL BE AN ENCOUNTER. THE PLAYERS  
WILL BE GIVEN OPTIONS ON HOW TO DEAL WITH IT

- STEALTH
- COMBAT
- DIALOGUE
- SPECIAL INTERACTION (DEPENDING ON AREA)

**COMBAT** COMBAT HAS 4 “RANKS”



SOME ABILITIES  
HAVE LIMITED RANGE OR  
REQUIRE POSITIONING

COMBAT BEGINS WITH A D10 INITIATIVE ROLL  
THIS WILL MARK TURN ORDER FOR THE REST OF THE  
COMBAT ENCOUNTER [QM WILL ROLL THIS]

WHEN ATTACKING, ROLL...

- 1 D20 FOR HIT (SEE MORE AT COMBAT MECHANICS)
- DMG DICE(S) (VARIES — SEE MORE AT SKILL SHEET)
- NON ATTACKING ABILITIES WILL ALWAYS SUCCEED

**FYI: TO ROLL A 1D20 DICE IN 4CHAN, TYPE DICE+D20 IN ‘OPTIONS’**

**EVERYONE EXCEPT MAJOR DEITIES CAN PERFORM 1  
ACTION PER TURN**

# MECHANICS

## ITEMS

CAN BE FOUND WHEN EXPLORING RE-EDUCATION FACILITY ONE, WHETHER THROUGH COMBAT, DIALOGUE, OR STEALTH. ITEMS ARE EITHER..

— CONSUMABLES (USED IN COMBAT)

— GEAR (BOOSTS STATS ON THE PERSON CARRYING IT)

**BOTH CAN BE USED/TRANSFERRED MID COMBAT DOESNT COUNT AS AN ACTION**

## DIALOGUE & STEALTH

THERE WILL BE 3 OPTIONS. ONE IS GUARANTEED SUCCESS, ONE WILL GIVE A BONUS TO DICE CHECK, AND ONE WILL GIVE NO BONUSES AT ALL.

EX: STEALTH / DIALOGUE SKILL CHECK IS 5

BEST OPTION = +5 BONUS TO D10 SKILL CHECK

GOOD OPTION = +2 BONUS TO D10 SKILL CHECK

BAD OPTION = NO BONUSES

## COMBAT MECHANICS — OFFENSE

‘HIT’ IS A BONUS ADDED TO YOUR 1D20 HIT ROLL

HIT CAN BE BOOSTED BY CERTAIN ABILITIES OR STATS

EX: IF YOU HAVE 5 HIT, YOUR HIT ROLL WILL BE

1D20+5. IF THE D20 IS 12, THE HIT WILL ACTUALLY BE

17 — QUITE A DIFFICULT ATTACK TO DEFEND FROM.

# COMBAT MECHANICS — DEFENSE

WHENEVER SOMEONE IS ATTACKED, THEY CAN..  
DODGE, DEFLECT, OR COUNTERATTACK.

DODGE IS THE DEFAULT OPTION — IT OPERATES LIKE  
ARMOR CLASS. IF HIT ROLL IS LOWER, IT DOESNT HIT.

IF DEFLECT IS CHOSEN, THE DEFENDER ROLLS A  
1D20+HIT INSTEAD. IF IT BEATS THE HIT ROLL, THE  
ATTACK IS NULLIFIED. FAILURE MEANS THEY TAKE DMG.  
USEFUL FOR HIGH HIT ROLLS OR ATTACKS THAT TARGET  
MULTIPLE PEOPLE.

**ATTACKS WITH STATUS EFFECTS WILL STILL CAUSE  
BUILDUP EVEN IF DEFLECTED — DODGE OR  
COUNTERATTACK INSTEAD.**

IF COUNTERATTACK IS CHOSEN, BOTH ATTACKER AND  
DEFENDER ROLL 1D20+INITIATIVE\*. IF DEFENDER  
WINS, THEY TAKE NO DMG OR STATUS EFFECTS,  
ATTACKER TAKES THEM INSTEAD. IF ATTACKER WINS,  
DEFENDER TAKES DOUBLE DMG AND STATUS EFFECT  
BUILDUP.

NOTE: IF ROLLS ARE EQUAL, ATTACK WINS.

**CHARACTERS THAT ARE STUNNED ARE  
UNABLE TO DEFEND THEMSELVES UNTIL THEIR  
TURN IS SKIPPED**

\*USES INITIATIVE STAT AS BONUS

# COMBAT MECHANICS — STATS

EACH CHARACTER HAS..

INITIATIVE

HP

DODGE

HIT

CRIT CHANCE

FOR ENEMIES, THESE WILL BE DISPLAYED WHEN ENTERING COMBAT.

FOR PLAYERS, YOU CAN SPEND SKILL POINTS ON WHICH STAT TO UPGRADE.

CRIT CHANCE MEANS THE MARGIN OF CRIT IS WIDER. NORMALLY, CRIT ONLY HAPPENS ON A NAT20 HITROLL IF CRIT CHANCE IS 5, IT MEANS CRIT CAN HAPPEN ON A NAT15 - 20.

CRIT

IF THE HITROLL IS A NAT20, THE ATTACK WILL DEAL DOUBLE DMG (ROLL DMG DICE TWICE)

## COMBAT MECHANICS — MOVEMENT

MOVING FROM ONE RANK TO ANOTHER IS AN ACTION (MOST CHARACTERS WILL USE UP A TURN IF THEY DO THIS)

## COMBAT MECHANICS — DEATH

IF PLAYER CHARACTERS REACH 0 HP, THEY CAN EITHER..

### Stay down OR Push on

STAY DOWN MEANS YOU CAN NO LONGER DO ANYTHING ON YOUR TURN, BUT CAN BE REVIVED BY PLAYERS WITH HEALING ITEMS OR ABILITIES.

IF ALL PLAYERS ARE DOWNED, ITS A TOTAL PARTY KILL.

PUSH ON MEANS COMING BACK WITH 1 HP ON YOUR OWN. IF YOUR HP IS REDUCED TO 0 AGAIN IN THE SAME COMBAT ENCOUNTER, YOU DIE PERMANENTLY.

IF THAT HAPPENS, SQM WILL ASSIGN YOU TO PLAY AS AN NPC INSTEAD — IT IS UP TO YOU WHETHER TO HELP THE PARTY OR NOT.

IF SOMEONE DIES, THEIR RANK WILL BE EMPTY. IF SOMEONE IS DOWNED, THEIR RANK WILL STILL BE OCCUPIED.



# COMBAT MECHANICS — STATUS EFFECTS

ALL STATUS EFFECTS BUILDUP WILL BE  
RESET AFTER A TURN  
IN ORDER TO ACTIVATE THE STATUS EFFECT,  
IT MUST REACH 100%

## STUN

YOU CANNOT STACK STUNS  
SKIPS THE TURN OF THE CHARACTER  
AFTER A STUN, THE CHARACTER HAS 200% STUN  
BUILDUP METER FOR 1 TURN.

## FROST

REDUCES HIT BY 50%  
THIS CAN STACK (EX: IF ENEMY HAS 4 HIT, AND GETS  
FROSTED 4 TIMES, IT WILL HAVE -4 HIT)  
1 STACK OF FROST WILL RESET AFTER 1 TURN WITHOUT  
TAKING FROST ATTACKS

## BURN

REDUCES DODGE BY 50%  
THIS CAN STACK (EX: IF ENEMY HAS 8 DODGE, AND  
GETS BURNED 3 TIMES, IT WILL HAVE -4 DODGE)  
1 STACK OF BURN WILL RESET AFTER 1 TURN WITHOUT  
TAKING BURN ATTACKS

## QUICKSILVER CURSE

TAKES DMG EQUAL TO 20% MAX HP EACH TURN  
LASTS UNTIL END OF COMBAT OR HEALED

# Making your character

## YOU ARE AN INCEL

YOU COULD BE CLASSIFIED AS...

>REDPILLED

HATES THE FEMALES

AND THE TOP 20%

MALES THAT GET TO

BE SEX HAVERS.

+1 BONUS TO

INITIATIVE ROLL

>BLACKPILLED

DESTINED TO

NEVER HAVE A

GF OR HAVE SEX

+1 BONUS TO

STEALTH ROLL

>PURPLEPILLED

HALF NORMIE

HALF INCEL

HOLDS THE LEAST

EXTREME VIEWS

ABOUT WOMEN

+1 BONUS TO

DIALOGUE ROLL

YOU WERE LOCKED AWAY WHEN THE TECHNOLOGY LEVEL WAS SIMILAR TO EARTH'S 1600s. WITHOUT ANY FOLLOWERS, YOU ARE EASILY KILLED AND HAS VERY FEW ABILITIES.

WITH THE LAST REMNANT OF YOUR MEMORY, YOU REMEMBER THAT YOU WERE A... (CHOOSE ONLY 1)

>SPEARMAN

DEFENSIVE — PREFERS TO BE IN RANK 2-3

>GUNMAN

OFFENSIVE — PREFERS TO BE IN RANK 3-4

>MAGIC WIELDER

UTILITY — PREFERS TO BE IN RANK 1-2

EVEN WHEN YOU WERE A DEITY, YOU WERE STILL..

>STRONG

HAS 20 HP, BUT HAS 6 STAT POINTS

>FRAIL

HAS 10 HP, BUT HAS 10 STAT POINTS

# Spearman's moveset

## POLEARMS — DEFENSE FOCUSED

DEFENSIVE SPIN (ONLY USABLE IF SPEARMAN IS IN RANK 2-3)

SUMMON A TWO HANDED AND PERFORM WIDE SWEEPING CUTS. CHOOSE 1 PERSON NEXT TO YOU TO PROTECT. THAT PERSON WILL BE IMMUNE TO MELEE ATTACKS FOR 1 TURN.

PIKE FORMATION (ONLY USABLE IF SPEARMAN IS IN RANK 2-3)

SUMMON MULTIPLE PIKES AND ANGLE THEM UPWARDS. CHOOSE 1 PERSON NEXT TO YOU TO PROTECT. THAT PERSON WILL BE IMMUNE TO PROJECTILE ATTACKS FOR 1 TURN.

FLAIL SMACK (MELEE ATTACK — CAN HIT RANK 1-2)

SUMMON A TWO HANDED FLAIL AND SWING IT DEALS 1D4 DMG AND 50% STUN BUILDUP IF IT CONNECTS.

JAVELIN THROW

(PROJECTILE ATTACK — CAN HIT RANK 3-4)

SUMMON A HAIL OF JAVELINS. DEALS 2D2 AND 50% STUN BUILDUP IF IT CONNECTS.

AWLPIKE THRUST

(MELEE ATTACK — CAN HIT ANY RANKS)

SUMMON A THRUSTING SPEAR. DEALS 2D4 DMG.

# Gunman's moveset

## FIREARMS — OFFENSE FOCUSED

### FIRE ARQUEBUS

(PROJECTILE — CAN HIT ANY RANK IF GUNMAN IS IN RANK 3-4, IF NOT, CAN ONLY HIT RANK 1)

SUMMON AND FIRE A MATCHLOCK ARQUEBUS.

DEALS 3D5 DMG. ONCE USED, REQUIRES 'LOAD SHOT' TO USE AGAIN.

### LOAD SHOT

RELOADS THE FIREARM

### TAKE AIM

+5 BONUS TO NEXT ATTACK'S HIT ROLL

### SUMMON CANNON

SUMMON A DEMI CULVERIN.

REQUIRES 'LOAD SHOT' TO USE 'FIRE CANNON'

FIRE CANNON (PROJECTILE — WILL HIT ALL RANKS IF GUNMAN IS IN RANK 3-4, IF NOT, ONLY HIT RANK 1)

DEAL 5D10 DMG.

**NOTE: ONE GUNMAN CAN PERFORM 'LOAD SHOT' OR 'FIRE CANNON' ON ANOTHER GUNMAN'S CANNON HOWEVER, 'TAKE AIM' CAN ONLY BE DONE BY THE PERSON WHO WILL FIRE.**

# Wielder's moveset

## [MAGIC] WIELDER — STATUS EFFECTS AND HEALING

### SOOTHING HATRED

THE BODY IS SHAPED BY THE MIND'S DESIGN.

REMOVES ALL STATUS EFFECTS AND STATUS EFFECT

BUILDUP ON 1 PERSON. WIELDER TAKES 50% STUN

BUILDUP FOR EACH STATUS EFFECT. IF THE TARGET ONLY

HAS STATUS BUILDUP, WIELDER TAKES NO STUN

BUILDUP.

### VENGEFUL PULL

(PROJECTILE ATTACK — CAN HIT RANK 2-4)

SUMMON SEVERAL HANDS TO PULL ENEMIES OUT OF

THEIR PREFERRED POSITION. DEAL 1 D2 DMG AND PULL

THE TARGET 2 RANKS FORWARD IF HIT.

### QUICKSILVER WAVE

(PROJECTILE ATTACK — CAN HIT ANY RANK IF WIELDER IS IN RANK 1-2, IF NOT, CAN ONLY HIT RANK 1)

SUMMONS A WAVE OF TOXIC SILVERY LIQUID.

DEALS 100% QUICKSILVER CURSE BUILDUP.

### RECONSTRUCT

HEAL 1 PERSON. ROLL A 1 D4 DICE TO DETERMINE

EFFECTIVENESS. 20%/30%/50%/70% MAX HP.

### SPIRAL CLOUD PASSAGE

(MELEE ATTACK — CAN HIT ANY RANK IF WIELDER IS IN RANK 1-2, IF NOT, CAN ONLY HIT RANK 1) OVERWHELM

OPPONENTS WITH SERIES OF RAPID CUTS. DEAL 1 D2 DMG

AND DEAL 100% OF FROST / BURN / STUN.

# Spending the stat points

## INITIATIVE

1 STAT POINT = +1 INITIATIVE

## HP

1 STAT POINT = 2 HP

## DODGE

1 STAT POINT = 2 DODGE

## HIT

1 STAT POINT = 2 HIT

## CRIT CHANCE

1 STAT POINT = 1 CRIT CHANCE

INITIATIVE DICE ROLL IS A D10

(2 INITIATIVE = 1D10+2)

DODGE IS 'ARMOR CLASS' VS HITROLL

(10 DODGE = HITROLL NEEDS TO BE 10 OR HIGHER)

HIT ROLL IS A D20

(7 HIT = 1D20+7 HITROLL)

CRIT CHANCE INCREASES MARGIN FOR CRIT

(5 CRIT CHANCE = NAT 15-20 IS CRIT)

HIGH DODGE OR HIT DOESN'T MEAN INVINCIBILITY

HIGH DODGE CAN BE COUNTERED BY COUNTERATTACKS

(REQUIRES HIT)

HIGH HIT (DEFLECTION) CAN BE COUNTERED BY ATTACKS WITH STATUS EFFECTS (GOES THROUGH DEFLECTS) OR USING COUNTERATTACKS (USES INITIATIVE\*)

\*USES INITIATIVE STAT AS BONUS

STRONG HAS

20 HP

6 STAT POINTS

FRAIL HAS

10 HP

10 STAT POINTS

# Character sheet

NAME:

INCEL TYPE: REDPILL / BLACKPILL / PURPLEPILL

BODY TYPE: STRONG / FRAIL

PROFICIENCY: POLEARM / FIREARM / MAGIC

RANK: 1 / 2 / 3 / 4

INITIATIVE:

HP:

DODGE:

HIT:

CRIT CHANCE:

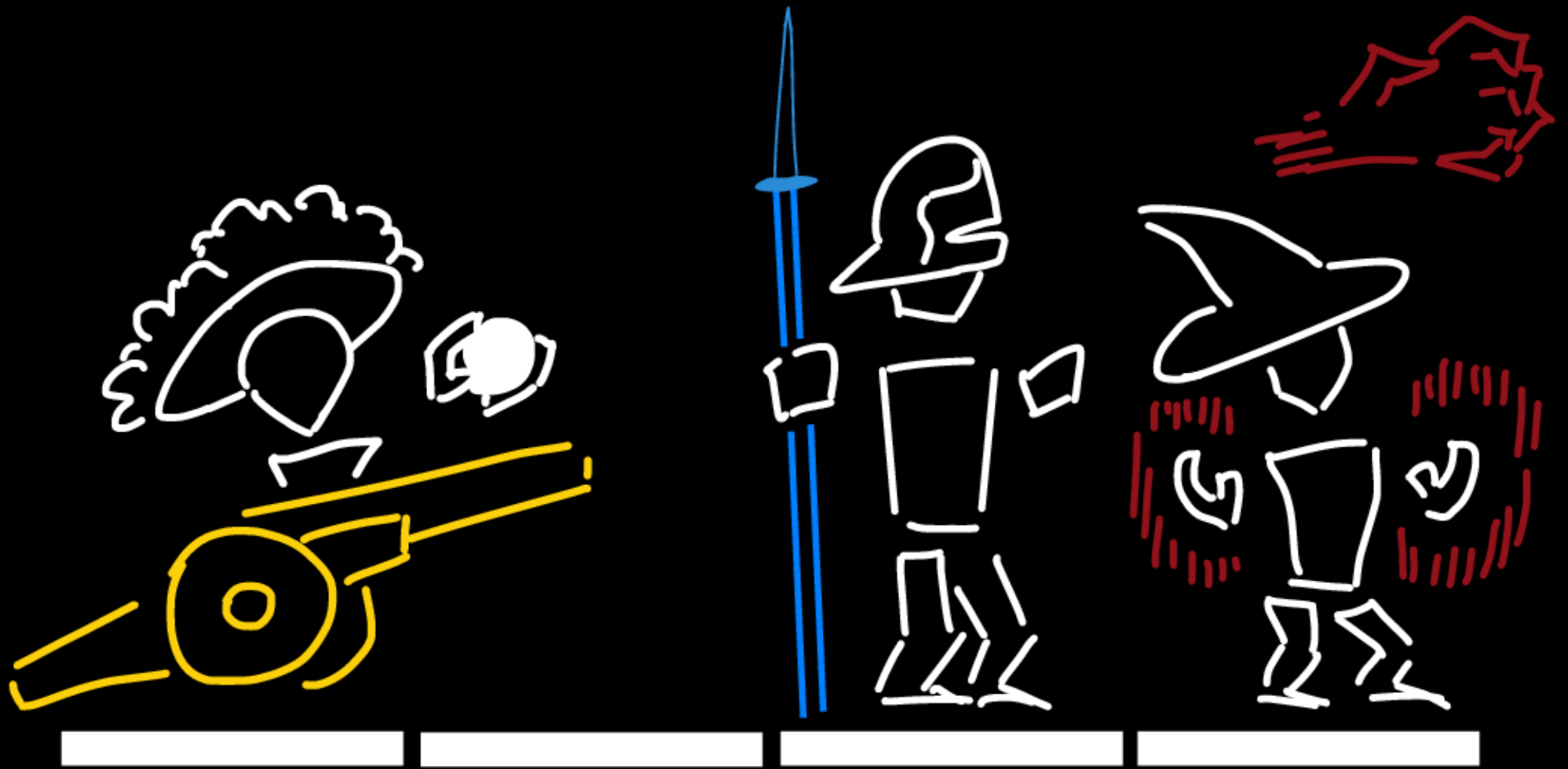
ITEMS:

# ADDITIONAL SPACE OF CHARACTER SHEET

NAME:



# What a party might look like (WIP)



**RANK 4**

死

**RANK 1**

- GUNMAN AT RANK 4 (LOAD SHOT)
- DEAD SPEARMAN AT RANK 3
- SPEARMAN AT RANK 2
- WIELDER AT RANK 1 (VENGEFUL PULL)

# Questions and answers

UPDATE?

AT LEAST 1-2 TIMES PER DAY, ALTHOUGH THAT CAN INCREASE DEPENDING ON MY SCHEDULE. MY TIMEZONE IS UTC +7

PREVIOUS QUESTS?

THIS IS MY FIRST SKIRMISH.

MY PREVIOUS QUESTS INCLUDE..

GOBLIN ASSASSIN

ELDEN RING ONESHOT "UNDER THE MOON"

RETURN TO HIGHSCHOOL

A DRAGON'S FLASH

FUTURE BLADES

WHAT WORDS FROM THE SKIRM JAM WORD BANK?

"DEITY"

"INCEL"

"VEGETABLE" (AS IN, COMATOSE STATE)

**NOTE: THIS RULEBOOK MAY BE SUBJECT TO CHANGE (BALANCING AND ETC..)**

