Statistics in Maximum Xcrawl

Oh sure, your blaster is good . . . but how good?

Early on in the history of The Games, the Adventurer's Guild created a standardized statistics system, like any professional sports organization would. The Xcrawl Statistics System allows you to simulate stats like you were a real world sports legend. You can use enhance your game by keeping track of your character's statistics, just like in Major League sports.

Xcrawl statistics are an optional part of the game. Keeping up with your stat numbers is a challenge, but it can be a rewarding addition to role play in Xcrawl.

Follow these steps to keep track of your crawler's statistics.

> This is an honor system: for maximum fun, keep your numbers as accurate as possible and crunch your numbers carefully. And then you can talk righteous schmack whenever and wherever crawlers gather.

Step One: Decide Which Categories Apply

Decide which statistics you are going to record for your character, depending on your classes and combat/ adventuring style.

Melee Attacks: You keep track of your hand to hand attacks in combat. This statistic includes special attacks, such as disarms, trips, and grapples. For grappling, the first grapple check is recorded, and a round where a grappler attempts to deal damage to an opponent while grappling counts as a new attempt.

Ranged Attacks: You keep track of your ranged combat attacks.

Magical Attacks: You keep track of the effectiveness of your combat spells.

Sneak Attacks: You keep track of your sneak attacks.

Spell Casting: You keep track of spells cast in combat that hurt, hinder, or otherwise affect opponents. For this purpose, a spell cast by any means (including spell trigger activation items but NOT supernatural or spell-like abilities) counts as spell casting. Spells affecting combat outcomes, but not directly assailing opponents (for example a cat's grace, or a cure spell), do not count towards a character's Spell Casting statistic. Some spells may count as Assists, even if they do not affect the Spell Casting statistic.

All of the above are conditional statistics – you record your successful and unsuccessful attempts. The following stats are hit or miss – you only record your successes.

Kills: You record the number of attacks you make, be they melee, ranged, or with spells, that take an opponent out of the fight. Kills are recorded under your Attempts

Assists: You record the number of attacks made by an ally you have "buffed" (provided a bonus of some kind) that have taken an opponent out of the fight.

Counterspells: You keep track of spells successfully blocked through active means (i.e. not through spell resistance or other "passive" defensive measures).

Locks: You keep track of the number of locks you successfully pick on the first attempt, without taking a 10 or 20.

Traps: You record the number of traps you successfully disarm on the first attempt without setting them off.

Saves: Healing actions performed during combat. This can be from divine spells, or from scrolls, or through administering potions, as long as it is done while you are still a potential combat target.

No matter what other statistics you do or do not keep track of, every player can also keep up with his or her kills and assists. In this case, a kill is a final blow that takes an opponent out of combat – even nonlethal or special attacks, such as web spells or submission hold grapples, count as kills if the opponent never returns to the combat. Assists occur when an ally that you have buffed or powered up, such as through a enlarge person spell or jammer music, makes a kill as defined in above. The GM may rule other actions as constituting an assist – for example, your GM might rule that a successful trip attack that sets a specialist up for a sneak attack kill.

You can keep track as many aspects of your character's performance as you like. In a real modern sporting event, every last detail of every performance is recorded, analyzed, and rendered into statistics almost instantly.

Step 2 – Record Your Performance

> ### The Ref Just Knows
> Xcrawl referees are the best at what they do. Without having to make a Perception check, a referee can automatically discern the difference between a hit and a critical hit, a hit and a sneak attack, a miss and a fumble, etc. It's their job. While there may be circumstances that allow the players to fool a referee (or a referee to make an honest mistake), under normal Xcrawl circumstances allow that the referee knows what's going on. Of course in the real world a perfect ref or umpire is rare, and all too often poor refereeing really hurts a match (I'm looking at you, Easley)

Every action taken against an opponent is referred to as an Attempt. Each attack counts as one Attempt, and characters with multiple hand-to-hand attacks are thus counted as having multiple Attempts. There are four possible results for each.

Melee, Ranged, or Sneak Attack Attempts

o	Error	-1 point
o	Miss	0 points
o	Hit	1 Point
o	Crit OR Kill	2 points

Spell Casting Attempts

o	Prevented	-1 point
o	Resisted	0 points
o	Effective	1 point
o	Killing/ Incapacitating	2 points

Results Defined

Crit OR Kill: You make a successful critical hit OR the attack drops your opponent.

Error: rolling a natural 1 on an attack roll.

Effective: A combat spell achieving desired result. If a spell does some damage or has some effect on opponents in combat, it counts as effective even if opponents made their saving throws. For example, each creature that saves against your lightning bolt attack counts as an effective spell casting attempt, even if the creatures take half damage. If the opponent had Evasion and took no damage the bolt is not considered Effective.

Hit: your hit strikes your opponent and does damage. For statistical purposes, a hit that does no damage (for example, damage completely soaked by damage resistance, or a successful attack against an illusionary double created by a mirror image spell) counts as a Miss.

Miss: An attack that fails to connect with an opponent.

Prevented: A spell casting attempt that is blocked, either by physical interference, a failed concentration check in adverse circumstances, or by countermagic.

Resisted: A spell casting attempt that the victim saves against. Only all or nothing spell attempts can be counted in this category: attacks with still do some damage or effect after a successful saving throw (such as by a lightning bolt spell) count as Effective. Attack spells that fail to do damage (soaked by damage resistance, for example, or spell attacks against a creature that has immunity against that energy type).

In addition, if any Attempt results in a Kill, mark how many kills in the K space under the attempt. For example, if Kurtis "Kaos Machine" Trimbo burns down three goblins in a room with his spellweaver blast, record a "3" in the K section under that attempt. He earns 2 points for the Attempt because it achieved a kill result, plus a ½ point bonus (see below), and his "Kills" stat increases by 3.

Bonus Points

Crawlers can also earn bonus points for exceptional actions during combat. These points are added directly to other points earned by the Attempt, and figured into their statistics normally.

Melee Attack:

- +1/2 point for successful knockdown, trip, stunning attack, sunder, disarm, or overrun attack.

Ranged Attack

- +1/2 point per increment for hits at longer than one range increment.

Sneak Attack

- +1 point per sneak attack Kill that goes unnoticed by opponent team

Spell Casting

- +1/2 point per 3 creatures killed/ incapacitated by a single Spell Casting attempt, rounded down (maximum 2 bonus points)
- +1/2 pt. for causing enemies to fight one another (charm, confusion, etc).

You can separate your encounters with a thick line and label them so you can see how good you are against specific monsters or specific encounters.

Bracket your attempts to show which encounter and creature they are against. This lets you later on figure out how effective your character has been against certain opponents.

Step 3 — Crunch Your Numbers

In the downtime between play sessions, you can use your statistic sheet to crunch your numbers.

While you can crunch these numbers however you like, the basic math to figure your character's lethality in any given scenario is this:

Your character's lethality = # of kills in a given statistic

# of hits in a given statistic

Your character's lethality equals the number of kills they have for a given statistic divided by the number of successful attempts.

This is the basic working formula – you can use that same basic math to figure out your % of hitting (divide any results that are a strike against the number of hits you connect with), your fumble/ error percentage (divide number of -1 scores by your number of attempts).

By dividing your attempts into individual encounters, you can also check and see how good your character is against any given creature. See the attached example of first time crawler Example Bob.

Some stats are simply added up over the player's career. You simply keep up with your numbers of Kills and Assists, for example. But if you divide your encounters as described above, you can figure out how many Kills and Assists you might have against minotaurs, for example.

Step 4 – Have your GM initial Your Stat Sheets

That makes them Official. A signed sheet means player and GM both assert that the numbers are as real and accurate as you can make them.