

Blitzball



The Blitzball Stadium in Luca being filled just before a game.

Concept

The game of Blitzball is set within a sphere of magical water 300'-400' (60-80 squares) in diameter. Any creature gains the [Water] subtype while within the sphere. The sphere has subjective directional gravity, and no tides or currents to speak of, so the players can move freely in all 3 dimensions with no penalties. No spells, spell-like abilities, or supernatural abilities function within the sphere, as if the entire sphere was within an antimagic field; techniques and other extraordinary abilities can function within the sphere, however. There are large triangular goal zones (20' tall) at opposing sides of the sphere. In the center of the sphere is a vertical line marking the division between one team's side and the other's, although this is a somewhat arbitrary designation, as there is no inherent penalty of benefit to crossing the line during play.

The objective of a blitzball game is to score by maneuvering the titular blitzball into the opposing team's goal. The blitzball itself is a stuffed leather and wood sphere with many small bumps on its surface to improve grip by players. Blitzballs are always magically enhanced to ease movement through water and resist injury. The typical blitzball has the following stats: Diminutive size, 1' diameter, 2 pounds, AC 12, hardness 10, 120 HP, Break DC 35; it is considered a ranged weapon with a range increment of 400'. Each game lasts for 10 minutes, divided into 2 periods of 5 minutes (50 rounds) each.

Several different styles of blitzballs, some of which have blades or spikes for added offensive capability.

Each team consists of 6 players: a Left Forward (LF), a Right Forward (RF), a Midfielder (MF), a Left Defense (LD), a Right Defense (RD), and a Goalkeeper (GL). The forwards' job is to get the ball into the opposing team's goal. The midfielder's job is to pass the ball from the defense and the forwards. The defenses' job is to hinder the opposing team's scoring by intercepting the ball. The goalkeeper's job is to prevent the ball from entering his goal.

Statistics

Attack Power (AT) is used by the defensive player during an encounter, and determines how much force the player will inflict on the ball-carrier. If the defender's Attack Power is higher than the ball-carrier's Endurance, then there is a very good chance that they will take the ball from the carrier. A high Attack Power is important for midfielders and defenses, who are keen stop carriers who are approaching their goal zone. Attack Power for a blitzball player is their BAB + Strength modifier + base Fortitude save.

Blocking Power (BL) is the ability of a player to block shots or passes. The higher the Blocking Power, the greater chance the player has of intercepting the pass/shot. Blocking Power is important for midfielders and especially defenses, in order to block shots to the goal zone and passes to open players. Blocking Power for a blitzball player is their BAB + Strength modifier + base Reflex save.

Catching Power (CA) is only used by the goalkeepers; it is used to determine if the goalkeeper can catch a ball shot by an opposing player into the goal zone, and thereby prevent a goal being scored. A goalkeeper with a high Catching Power has a greater chance of stopping incoming shots. Catching Power is important to goalkeepers, as it is their primary role in the game. Catching Power for a blitzball player is their AC + Dexterity modifier + base Reflex save.

Endurance (EN) is the amount of force a player can endure from opposing players when they have the ball. The more Endurance a ball-carrier has the better chance they have of breaking through numerous tackles. Endurance is important in midfielders and forwards, as it is needed to break through tackles in order to shoot on goal. Endurance for a blitzball player is their AC + Constitution modifier + base Fortitude save.

Stamina Points (SP) are what a player uses to perform an action or special technique. A player loses 1 SP each round that they carry the ball, except during blitz rounds (see Rules, below). A player regains 1d4 SP every round that they are not the ball-carrier, up to their maximum SP. If a player's SP ever drops to 0, then they will be unable to carry the ball or participate in the match until it is regained. Stamina points for a blitzball player is equal to their Constitution score + character level.

Passing Power (PA) determines how far a player can pass the ball. The higher the Passing Power, the better chance the ball has of ending up in the receiver's hands. Passes can be blocked by defensive players which have not been broken through. A high Passing Power is important to all players, but especially in Midfield players, as it is their primary role to move the ball around. Passing Power for a blitzball player is their BAB + Dexterity modifier + base Reflex save.

Shooting Power (SH) is the power and accuracy of a shot toward the goal zone. The higher the Shooting Power, the greater chance the ball-carrier has of scoring a goal. Shooting is the most important attribute of forwards, as scoring is their primary role in the game. Shooting Power for a blitzball player is their BAB + Dexterity modifier + base Fortitude save.

Speed (SD) is how quickly a player moves during the game (with and without the ball). Faster players will be better able to get into good positions than slower players. Speed is moderately important for every player, with the exception of the Goalkeeper. Speed for a blitzball player is 30' + 5' for every 5 ranks in Swim.

A character with levels in the Blitzzer prestige class gains a bonus to each of these stats equal to the prestige class level.

Rules

Play begins when the ball is launched from the exact center of the sphere straight up along the center line. A designated forward from each team attempts to get control of the ball; this is an opposed Initiative check, with

the highest roll gaining control.

While holding the ball, a player can pass to a teammate or shoot the ball toward the goal at any time. Passing the ball to a teammate is a passing roll ($PA + 1d10$). As the ball travels to its intended recipient, it deducts 1 from the passing roll for each 5' that it travels to the teammate. Any eligible defenders can make a block attempt, which deducts from the passing roll (see Blocking, below). If the result is still above 0 when the ball reaches the recipient's square, then the recipient catches the ball; if it is 0 or below, then the ball is fumbled, and is recovered by the nearest player to the intended recipient, be they of either team.

Shooting the ball works rather similarly, using a shooting roll ($SH + 1d10$). As the ball travels to the goal zone, it deducts 1 from the shooting roll for each 5' that it travels to the goal. Any eligible defenders can make a block attempt, which deducts from the passing roll (see Blocking, below); in addition, the goalkeeper can also make a block attempt, which deducts from the shooting roll (see Catching, below). If the result is still above 0, then the ball enters the goal, scoring a point for the team; if it is 0 or below, then the ball is caught by the goalkeeper, and is passed to the nearest player of his team.

While a player has the ball, the players of the opposing team (with the exception of the goalkeeper) must try to intercept the ball. This is done by entering into a "blitz" with the ball-carrier. A blitz is a 1-round combat-like encounter. Players must get within 15' of the ball-carrier to initiate a blitz, which occurs during the following round. All opposing players within 15' of the ball-carrier by the beginning of the blitz round may take part in the encounter. After a blitz, there is a 1d4 round period of time in which another blitz cannot take place.

While in a blitz, confronted by the opposing team, the ball-carrier can attempt to break through the opponents to continue "dribbling", to pass to a teammate, or to shoot for the goal. When breaking through opposing players during a blitz, a ball-carrier makes an endurance roll ($EN + 1d10$), and the result is then depleted by their attacks (see attacking roll, below). If the Endurance is still above 0 after an attack, then the ball remains with the ball-carrier and the attacker is eliminated from the blitz; if it is 0 or below, then the ball is taken by the attacker that reduced it to 0. A ball-carrier can choose to break through as many or as few of their opponent as they wish, but they cannot choose the order in which they face them; the closest opponents must be dealt with before the ones that are further away.

Defending players must try to stop the other team from scoring, and this is done by entering a blitz with the ball-carrier and attempting to intercept the ball, becoming ball-carriers themselves. While in a blitz, if the ball-carrier opts to break through a defender, that player can attempt to tackle the ball-carrier by making an attacking roll ($AT + 1d10$); this result is deducted from the results of the ball-carrier's endurance roll.

If the ball-carrier decides instead to pass or shoot, the opposing players can attempt to intercept the ball. All opposing players in a blitz are allowed a block attempt, so long as they have sufficient SP, and were not already eliminated from the blitz in some way; they do not have to be actually positioned between the ball-carrier and their chosen target. A defender can attempt to intercept by making a blocking roll ($BL + 1d10$); this result is deducted from the results of the ball-carrier's passing or shooting roll, as appropriate. If a defender reduces the ball-carrier's roll to 0 or below, then that player successfully intercepts the ball, becoming the new ball-carrier.

When a ball is shot toward the goal zone, the goalkeeper must try to prevent a goal being scored. Instead of a block attempt, they can attempt to catch an incoming ball by making a catching roll ($CA + 1d10$); this result is deducted from the results of the ball-carrier's shooting roll.

d8	Statistic
1	Attack Power (AT)
2	Blocking Power (BL)

3	Catching Power (CA)
4	Endurance (EN)
5	Stamina Points (SP)
6	Passing Power (PA)
7	Shooting Power (SH)
8	Speed (SD)

Techniques

Players can improve their skills in Blitzball by gaining levels (especially levels of *Blitzer*), but they can also learn special techniques that they can use during the game. To learn a technique, a player must select a player on another team to observe. While playing against that team, if the opponent performs a technique that the player doesn't already know, then the player can perform a special Profession check (DC varies, see below) as an immediate action. If the check is successful, then the technique is learned, and can be used as soon as the next period.

A player can use any technique that they know, although not all at the same time. Before a game, a player can "equip" a number of techniques equal to the number of feats they possess, up to a maximum of 5. Bonus feats gained by racial or class features do not count towards this total. A player can change the techniques that they have "equipped" during half-time, if they so choose, but techniques cannot be switched out while the player is in game-play.

Below is a complete list of techniques and their effects. Unless it is otherwise noted, using a technique is an immediate action that does not provoke an attack of opportunity, and lasts 1 round. All techniques are considered extraordinary abilities.

Anti-Drain: 50% chance to automatically prevent a Drain effect; DC 25 to learn; 1 SP cost to use.

Anti-Drain 2: 100% chance to automatically prevent a Drain effect; DC 30 to learn; 5 SP cost to use.

Anti-Nap: 50% chance to automatically prevent a Nap effect; DC 25 to learn; 4 SP cost to use.

Anti-Nap 2: 100% chance to automatically prevent a Nap effect; DC 30 to learn; 10 SP cost to use.

Anti-Venom: 50% chance to automatically prevent a Venom effect; DC 25 to learn; 1 SP cost to use.

Anti-Venom 2: 100% chance to automatically prevent a Venom effect; DC 30 to learn; 5 SP cost to use.

Anti-Wither: 50% chance to automatically prevent a Wither effect; DC 25 to learn; 3 SP cost to use.

Anti-Wither 2: 100% chance to automatically prevent a Wither effect; DC 30 to learn; 10 SP cost to use.

Auroch's Spirit: +10 to SH; also adds total combined SH of all original teammates still on player's team to player's SH; earned only as a prize in a high-level tournament after 75% of all other techniques are learned; 20 SP cost to use.

Brawler: 60% chance to enter a blitz from 45' away; learned only as a prize in a mid-level tournament after 50% of all other techniques are learned; 1 SP cost to use.

Drain Tackle: During an attack roll, 40% chance to drain 3 SP; DC 25 to learn; no SP cost to use, but player must have 3 SP or more.

Drain Tackle 2: During an attack roll, 70% chance to drain 10 SP; DC 30 to learn; no SP cost to use, but player must have 10 SP or more.

Drain Tackle 3: During an attack roll, 100% chance to drain 20 SP; DC 35 to learn; no SP cost to use, but player must have 20 SP or more.

Elite Defense: Player can enter a blitz from 30' away; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 1 SP cost to use.

Gamble: After waking up from a Nap effect, 50% chance to randomize one of the player's stats (stat -10 + 1d20); statistic chosen by rolling 1d8 and consulting Table 2-1: Blitzball Statistics; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 15 SP cost to use.

Golden Arm: Reduces deduction from PA and SH rolls by half, so that it deducts 1 from the roll for each 10' that it travels; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 3 SP cost to use.

Good Morning!: After waking up from a Nap effect, 50% chance to gain a +2 morale bonus to all stats for 1 minute; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 8 SP cost to use.

Grip Gloves: Player gains +5 to CA for 1 minute; DC 25 to learn; 3 SP cost to use.

High-Risk: 6 of the player's statistics are reduced by half, but the other 2 are increased by double; statistics chosen by rolling 1d8 and consulting Table 2-1: Blitzball Statistics; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 15 SP cost to use.

Invisible Shot: +3 to SH; 60% chance to make the ball invisible (total concealment = 50% miss chance for goalkeeper); DC 35 to learn; 12 SP cost to use.

Jecht Shot: +5 to SH; also automatically eliminates up to 2 opponents in a blitz; learned only by acquiring the Jecht Ball (earned in a one-time DC 25 Dexterity check, aboard the S.S. Winno); 12 SP cost to use.

Jecht Shot 2: +10 to SH; also makes the ball invisible (total concealment = 50% miss chance for goalkeeper); also automatically eliminates up to 3 opponents in a blitz; learned only as a prize in a high-level tournament after 75% of all other techniques are learned; 20 SP cost to use.

Nap Pass: +3 to PA; 30% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 25 to learn; 4 SP cost to use.

Nap Pass 2: +5 to PA; 60% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 30 to learn; 10 SP cost to use.

Nap Pass 3: +7 to PA; 100% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 35 to learn; 20 SP cost to use.

Nap Shot: +3 to SH; 40% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 25 to learn; 4 SP cost to use.

Nap Shot 2: +5 to SH; 70% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 30 to learn; 8 SP cost to use.

Nap Shot 3: +7 to SH; 100% chance to put blocking defender to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds; DC 35 to learn; 20 SP cost to use.

Nap Tackle: +3 to AT; 100% chance to put ball-carrier to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC 25 to learn; 4 SP cost to use.

Nap Tackle 2: +5 to AT; 100% chance to put ball-carrier to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC 30 to learn; 9 SP cost to use.

Nap Tackle 3: +7 to AT; 100% chance to put ball-carrier to sleep (immobile and helpless; can be awoken by being passed the ball) for 1d6+4 rounds if EN is reduced to 0 by tackle; DC 35 to learn; 18 SP cost to use.

Pile Venom: Allows player to add additional Venom effects to an opponent already affected by a Venom effect; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 3 SP cost to use.

Pile Wither: Allows player to add additional Wither effects to an opponent already affected by a Wither effect; learned only as a prize in a low-level tournament after 25% of all other techniques are learned; 7 SP cost to use.

Regen: Player regains 2d4 SP every round that they are not the ball-carrier, up to their maximum SP; 1 use lasts for 1 period; learned only as a prize in a mid-level tournament after 50% of all other techniques are learned; 5 SP cost to use.

Sphere Shot: +3 to SH; also adds +1d10 to SH; DC 35 to learn; 9 SP cost to use.

Spin Ball: Puts a rapid spin on the ball (-3 to goalkeeper's CA); 1 use lasts for 1 period; DC 25 to learn; 3 SP cost to use.

Super Goalie: 60% chance to add +1d10 to CA; DC 25 to learn; 3 SP cost to use.

Tackle Slip: 40% chance to automatically dodge a tackle, eliminating the defender from the blitz without deducting from EN; 20% to be disoriented after slipping the tackle (-5 to PA and SH for 1 round); DC 25 to learn; 4 SP cost to use.

Tackle Slip 2: 80% chance to automatically dodge a tackle, eliminating the defender from the blitz without deducting from EN; 20% to be disoriented after slipping the tackle (-5 to PA and SH for 1 round); DC 30 to learn; 17 SP cost to use.

Tech Find: Teaches any one random technique (except Auroch's Spirit or Jecht Shots); never teaches a technique that has already been learned; learned only as a prize in tournaments; 0 SP cost to use.

Venom Pass: +3 to PA; 30% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 25 to learn; 4 SP cost to use.

Venom Pass 2: +5 to PA; 60% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 30 to learn; 12 SP cost to use.

Venom Pass 3: +7 to PA; 100% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 35 to learn; 20 SP cost to use.

Venom Shot: +3 to SH; 30% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 25 to learn; 2 SP cost to use.

Venom Shot 2: +5 to SH; 70% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 30 to learn; 4 SP cost to use.

Venom Shot 3: +7 to SH; 100% chance to poison blocking defender (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 35 to learn; 10 SP cost to use.

Venom Tackle: +3 to AT; 40% chance to poison ball-carrier (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 25 to learn; 3 SP cost to use.

Venom Tackle 2: +5 to AT; 70% chance to poison ball-carrier (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 30 to learn; 7 SP cost to use.

Venom Tackle 3: +7 to AT; 100% chance to poison ball-carrier (loses 1d4 SP each round that they carry the ball, except during blitz rounds, and does not regain SP while they are not the ball-carrier) for 1d6+4 rounds; DC 35 to learn; 16 SP cost to use.

Volley Shot: 50% chance to ignore all BL deductions from the shooting roll; DC 25 to learn; 1 SP cost to use.

Volley Shot 2: 75% chance to ignore all BL deductions from the shooting roll; DC 30 to learn; 4 SP cost to use.

Volley Shot 3: 100% chance to ignore all BL deductions from the shooting roll; DC 35 to learn; 15 SP cost to use.

Wither Pass: +3 to PA; 30% chance to wither blocking defender (AT, BL, and EN reduced by half) for 1d6+4 rounds; DC 25 to learn; 4 SP cost to use.

Wither Pass 2: +5 to PA; 60% chance to wither blocking defender (AT, BL, and EN reduced by half) for 1d6+4 rounds; DC 30 to learn; 10 SP cost to use.

Wither Pass 3: +7 to PA; 100% chance to wither blocking defender (AT, BL, and EN reduced by half) for 1d6+4 rounds; DC 35 to learn; 20 SP cost to use.

Wither Shot: +3 to SH; 40% chance to wither blocking defender (BL and CA reduced by half) for 1d6+4 rounds; DC 25 to learn; 3 SP cost to use.

Wither Shot 2: +5 to SH; 70% chance to wither blocking defender (BL and CA reduced by half) for 1d6+4 rounds; DC 30 to learn; 10 SP cost to use.

Wither Shot 3: +7 to SH; 100% chance to wither blocking defender (BL and CA reduced by half) for 1d6+4 rounds; DC 35 to learn; 20 SP cost to use.

Wither Tackle: +3 to AT; 40% chance to wither ball-carrier (EN, PA, and SH reduced by half) for 1d6+4 rounds; DC 25 to learn; 1 SP cost to use.

Wither Tackle 2: +5 to AT; 70% chance to wither ball-carrier (EN, PA, and SH reduced by half) for 1d6+4 rounds; DC 30 to learn; 8 SP cost to use.

Wither Tackle 3: +7 to AT; 100% chance to wither ball-carrier (EN, PA, and SH reduced by half) for 1d6+4 rounds; DC 35 to learn; 15 SP cost to use.

Status Effects

The status effects of Blitzball techniques are unique to Blitzball and are explained in the following:

Drain: This status effect drains the player of SP.

Nap: This status effect causes the player to fall asleep (becoming helpless and immobile).

Venom: This status effect causes the player to lose a number of SP per round.

Wither: This status effect reduces EN, PA, and SH by half.