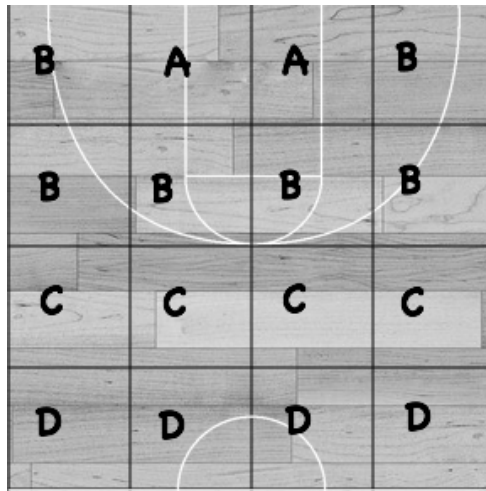


Starting

1. **Set-up-** Both teams have all of their characters on their side of the court. Each team has one character in the circle in the center of the court.
2. **Initiative-** The characters roll initiative.
3. **Jump-ball-** Both characters in the center makes a jump check. In a tie, the winner goes to whoever has the higher initiative. If it is still tied, flip a coin. Whoever wins the check can knock the ball towards one of their teammates.

Shooting

A character with the ball may make a shot as a standard action. Characters shooting from an “A” square take no penalty to attack. Characters shooting from a “B” square take a -2 penalty to attack; characters shooting from a “C” square take a -4 penalty to attack; and characters shooting from a “D” square take a -6 penalty to attack. If a character wants to shoot from farther back, they take an additional -2 penalty to attack for each additional square. (For example: A shot from an “H” square (the opposite side of the court) takes -14 penalty.) Successful shots from A-B count as two points. Successful shots from C-H count as three points.

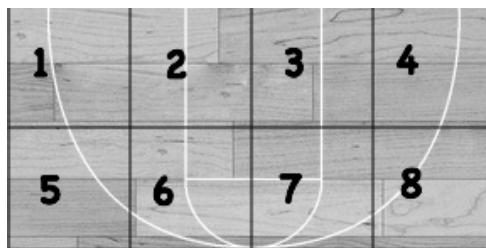


Standing Shot- If the character wishes to shoot without jumping, they make a ranged attack against the hoop, which has an AC of 11.

Jump Shot- If the character wishes to make a jump shot, the character first makes a jump check. They then take half of that number and add that result to a ranged attack against the hoop, which has an AC of 11.

Dunk- A character in an “A” square may attempt to dunk by making a jump check against a DC of 17. If they succeed, the shot is scored. A fine creature takes a -16 penalty on this check; a diminutive creature takes -12 penalty; a tiny creature takes a -8 penalty; and a small creature takes a -4 penalty. A colossal creature gets a +16 bonus on this check; a gargantuan creature gets a +12 bonus; a huge creature gets a +8 bonus; and a large creature gets a +4 bonus.

If a shot misses, the ball randomly lands in an “A” or “B” square. Roll 1d8 and the ball lands in the corresponding number.



Passing

As a standard action, a character may pass to any other character. The character with the ball makes a ranged attack against an AC of 10 minus the receiving character's dexterity modifier. (For example: Passing to a character with a dexterity of 16 or 17 (modifier of +3) means the first character must beat an AC of 7. Passing to a character with a dexterity of 8 or 9 (modifier of -1) means the first character must beat an AC of 11.) If the attack does not succeed, the ball lands in a random square touching the character. Roll 1d8 and the ball lands in the corresponding number.

1	2	3
4	Character	5
6	7	8

Stealing

As an attack (generally a standard action or attack of opportunity) a character may attempt to steal the ball from the character with the ball. The character attempting to steal makes a slight of hand check, and the character with the ball makes a balance check. The winner gains (or retains) control over the ball.

Feat Bonuses

Characters with the following feats gain the following bonuses:

Feat	Benefit
Deflect Arrows	The AC to pass to this character is reduced by 2.*
Far Shot	The penalty to shots from B-H is reduced by 2.
Improved Disarm	+2 bonus on attempts to steal.
Improved Feint	+1 bonus on attempts to steal, and avoid being stolen from.
Snatch Arrows	The AC to pass to this character is reduced by 2.*

*They stack.

Other Special Rules

- A character cannot spend more than one round in an “A” square. If a character started a turn in an “A” square, they must move out this turn. When this happens the opposing team gains possession of the ball.
- Characters may split their movement in a round to shoot, pass, or steal. No running.
- Once a point is scored, the opposing team gets the ball on their side. One character must pass it to another. The other players are normally on the other side of the court.
- If a ball goes out of bounds (normally from a missed pass,) a character from the team opposed to the last character who touched it get the ball from where it went out.
- A team wins when they score at least 21 points and have at least 2 more points than their opponent.
- The characters may not purposefully harm each other. When this happens the victim's team gains possession of the ball.
- Magic is not allowed, and all characters must wear non-magical shorts, shoes, and a jersey, while wearing nothing else. A character who breaks either of these rules is expelled from the game.