

I AM META!

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Content

9x Profession Cards

18x Boss Cards

31x 1T tokens, 32x 2T tokens, 25x 3T tokens, 14x 4T tokens, 11x 5T tokens, 7x 6T tokens

1x boss token

61x condition tokens, 23x 5-condition tokens, 18x dodge tokens, 9x knockdown tokens, 9x lose turn tokens,

9x blindness tokens, 4x regeneration tokens, 3x healing tokens, 2x focused tokens

1x pencil and 1x sheet of paper (for each player)

1x d6 die

Game Setup

After choosing the profession to play, take the corresponding Profession Card and put it down, visible for everyone. Place only 2x dodge tokens in the elliptical area at the bottom of your card (the status panel), then grab some turn and status tokens you may need and put them on the left side.

Stack the 18x Boss Cards, covered, and put them at the center of the table, visible to everyone.

Every player can now roll the die to see the order of play.



The Game

When everyone is ready, decide how many bosses you want to face, then reveal the first Boss Card.

On a separate piece of paper, calculate and write down the amount of hit points for the boss, as stated in the Boss Card (based on the amount of players).

Once done, the first player of the turn can roll the die to determine the boss' first move: place the boss token on the corresponding skill, until all the players played their turn. When everyone one made their move, the second player can roll the die to see the boss' second move, and so on. The turn starts always from the first player though.

Every statistic related to the boss, like its HP (both to check if it's below the 50% or reached zero and died), is updated only when the last player ended their turn. That's also when the score must be calculated.

Score

With 2 players: the player who dealt more damage, gets 1 point (+1 point if the other player died).

With 3 players: the player who dealt more damage, gets 2 points. The second one gets 1 points (both receive +1 point if the third player died).

With 4 or more players: the player who dealt more damage, gets 3 points. The second one gets 2 points, the third one 1 point (all of them receive +1 point if less than 3 players survived).

How to play a turn

When the game begins and the boss' move has been selected, your very first move consists in choosing how to reply to the boss' action using one of the 6 available profession's skills.

These skills can cause several effects, like the following:



Direct Damage: it removes the amount of hit points specified, in the same turn. If the damage is a percentage (like 80% of you total HP), it will be rounded down. A small chart with the actual values can be found in the Appendix.



Condition: it adds one or more burning icons in the player's or boss' status panel. They deal no damage in the current turn, but in the next one they will remove 1 single HP from the target. If there are at least 5 burning icons, then 2 HP will be removed (3 with 10 burning icons).



Dodge: you can evade the attack, using one of the 2 dodges available at the beginning (they will not be refilled for the whole boss fight). This action can't be performed if the move says "can't be avoided" or "can't be dodged".



Blindness / Block: they both nullify the attack, similar to the dodge. Both actions can't be performed if the move says "can't be avoided" or "can't be blocked".



Healing: it restores the amount of HP specified, in the same turn (or in the following turns, in the case of the Ranger).



Regeneration: it adds one or more regeneration icons to the status panel. In the next turn, one icon is consumed to gain 1 HP.



Cleanse: it removes 1 or more burning icons from the status panel.



Knockdown: if you have been knockdowned, in the following turn you have to roll the die to see if you can break yourself free. To succeed, you have to score 5 or 6, otherwise you will lose the turn. If you fail, you can't use any action, including a dodge.



Lose a turn: you must skip the current turn. You can't block nor dodge the enemy's attack.



Protection: it reduces the direct damage by 1.



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Focused: some skills require time to be channeled or root you in place to deal more damage. If you are focused, you will not be able to evade (both dodge and block) the next attack.

When you chose your action, remove a dodge icon if it was a dodge, or place a turn token with the value of the skill's cool-down in the corresponding tile.



SABETHA THE SABOTEUR

65 HP x player

					
1	2	3	4	5	6

Time Bomb ✦ Damage: 6 in the next turn	Flak Shot 🔴 Condition: 4	Hail of Bullets ✦ Damage: 3	Platform Quake ✦ Damage: 4 ✦ Knockdown if you score more than 2 (can't be avoided after throwing the die)	Flame Blast 🔴 Condition: 6	Firestorm 🔴 Burn, BURN! If you score 1, you are dead! (can't be avoided)
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At the beginning of every turn, after updating the cool-down of the skills and before deciding what action to take, the first things to check are the conditions: remove 1 HP (or 2 if there are more than 5 stacks) both from the player and the boss (in your sheet of paper, draw 1 notch per damage). Every player will consider only the conditions they applied to the boss, even for the skill bonuses (for example Necromancer's Life Siphon deals 3 HP as damage instead of 2, only if the Necromancer currently applied at least 1 stack of condition).

Variation

The game is meant for 2-9 players. However, a single player variation is possible with the following additional rules (if it's not played to make a personal record as dps):

- roll the die to decide what skill the other professions will use; if it has been already taken, use the #1;
- every time you use a dodge, also the other professions must use it.

APPENDIX

Process

To calculate the numerical values for the damage and HP, I used the unbuffed damage dealt by a level 80 class with no gear: 500 HP = 1 point. As for the cool-down, I applied the following ranges (T= turn):

1-6s = 2T	7-12s = 3T	13-18s = 4T	19-24s = 5T	25-30s = 6T
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Despite this, some professions were clearly overpowered, as they were basically immortals (like the Thief and the Mesmer), so some of the original skills have been removed to never have more than 2 active blocks/blind.

Changelog

Warrior: Chop 2 -> 1 / Shield Stance 6T -> 5T -> 6T

Guardian: Strike 2 -> 1 / Protector's Strike 1 + block -2 dmg to allies 4T -> Shield of Judgement 1 + block -2 dmg to allies 6T (nerf)

Revenant: Searing Fissure: 1+2 -> 1+3 / Phase Smash 2 + evade 5T -> Crystal Hibernation 1 HP + block 6T

Thief: Double Strike 2 -> 1 / Heart Seeker 1 (normal attack) -> 2 / Cloak and Dagger 1 + stealth 3T -> Black Powder blind 5T / Unload 2T -> 3T / Hide in Shadow removed stealth (worked as evade)

Engineer: Static Shield block 5T -> Blunderbuss 1+1 2T

Necromancer: Deathly Swarm blind + 2 condi transfer -> blind + 4 condi transfer

Elementalist: Fireball 1+1 -> Lightning Whip 1 / Flame Burst 1 + 5 + blind -> 1 + 6 + blind (buff) / Cleansing Wave: 3 HP AoE -2 condi -> 4 HP self & 2 AoE - 2 condi

Mesmer: Chaos Armor 1 + blind + 2HP 5T -> Phantasmal Mage 1 + 2 -> Phantasmal Berserker 2 -1 dmg 3T / Confusing Images 6 no evade -> 5 no evade

Skill Balance

The performance of each profession heavily depends on the boss, and I tried to add both bosses that shake their conditions off when they change phase (mainly raid bosses), but also bosses that keep them. This is an overview of the most important skills, as well the evade rate and dps calculated for 12 turns.

	Warrior	Guardian	Revenant	Ranger	Thief	Engineer	Necromancer	Elementalist	Mesmer
HP	38	23	32	32	23	32	38	23	32
Healing	13 V3T	16 V6T 2 V3T	11 V6T 1 V6T	16 V5T	14 V6T	9 or 25 V5T	10 V6T 2 V2T 1 V3T	15 V5T 4 V5T	12 V5T
Cleanse	5 V3T	2 V6T	5 V6T	-	4 V6T	5 V5T	2 V6T 4 V4	2 V5T	1 V6T
Block	1 V6T	1 V3T 1 V6T	1 V6T 1 V3T	1 V4T	1 V3T 1 V5T	1 V3T	1 V4T	1 V3T	2 V3T 1 V6T
Evade	16%	50%	50%	25%	58%	33%	25%	33%	50%
Dps	28-37	36	32	39	31	35	28	48	25-38

HP Calculation

Here a quick table to calculate faster the damage dealt as percentage of your HP.

	Warrior	Guardian	Revenant	Ranger	Thief	Engineer	Necromancer	Elementalist	Mesmer
50%	19	11	16	16	11	16	19	11	16
80%	30	18	25	25	18	25	30	18	25
90%	34	20	28	28	20	28	34	20	28