

Select A Class

Select a class from the list below. The classes determine which of your stats get rolled with a higher base and die. "/" Indicates a choice between two stats that you get to make. Try and keep in mind how you want to play your character in interactions both social and combative. This choice will strictly effect the initial Character Creation process, any choices made here won't stop your character from exploring different paths. The only limitation to your character is the Magical Path given to you in your class. Each Character can only ever have one Magical Path chosen at creation.

- **Rogue**
 - Dexterity
 - Speed
 - Charisma/Intelligence
- **Cleric**
 - Magic (Divine)
 - Will/Perception
 - Defense
- **Monk**
 - Magic(Divine)
 - Might/Dexterity
 - Speed
- **Sorcerer**
 - Magic(Elemental)
 - Intelligence
 - Perception/Will
- **Hunter**
 - Dexterity
 - Perception
 - Will/Charisma
- **Druid**
 - Magic(Nature)
 - Will/Might
 - Speed/Defense
- **Barbaric Fighter**
 - Rage
 - Might/Dexterity
 - Defense
- **Spell Blade**
 - Magic(Elemental)
 - Dexterity/Might
 - Speed/Defense

Beginning Stats

Your character has a total of ten different stats that will help shape them into who you want them to be. Might and Dexterity will determine what kind of fighter you are. Your Magic Path will determine which set of spells will be available for your character; a heavy investment will allow access to more powerful spells. Intelligence, Will, and Charisma will determine how well you deal with people, events, and magical phenomena as much as determining how well they will deal with you in return. Perception will determine how actively in touch with the world around you, you are. Rage will shape your character into a more aggressive one if you were to choose to follow that route. Defense and Speed are both ways for your character to not be hit in combat, while Speed also modifies your Land Speed.

Rolling Stats

Your class will have given you three stats, for only those three roll 1d6 and add 7. This total is your current stat investment.

For the rest of your stats, roll 1d4 and add 3. This total is your current stat investment.

The “Stat Bonuses” and “Scaling Based on Stat Commitment” tables will use this number to determine their effect on your rolls.

Your HP for at creation will be 10 plus your stat **bonus** for Defense.

Skill Check Modifiers

Your Skill table shows a series of skills that may be interesting to your character. At Creation, you have six points to add to wherever you wish. Each point will equal a “+1” to your bonus. (Five points spent will be +5 total) However, the bonus can never exceed three higher than your current level. (A level four character cannot have higher than a “+7” bonus)

A skill check will be $1d20 + \text{Stat Bonus} + \text{Skill Bonus}$

Leveling Up

Every level requires twenty total experience to advance to the next. Whenever you gain experience, subtract your current level from the amount gained and add the total to your experience pool. (A level 4 character gaining 16 experience would add 12 to his experience towards the next level)

Advancing to the next level gives you 3d4 for your stats, up to two can be used on the same stat.

Your Maximum HP increases by $(1d8 + \text{Defense Stat Bonus})$

Every four levels you will gain a Specialty Point. –Under Construction--

Combat

In Combat, you can move up to your movement speed (unless otherwise effected) and either attack or cast a spell.

This section will cover attacking.

The weapon our example character here will use is the “Hand Axe.” Our character is proficient with this weapon. The “Stat” section shows which of your stats will be used for rolling to hit.

Name	Stat	Damage	Scaling	Range	1h/2h	Special	Dual Synergy	Type
Hand Axe	Dexterity	1d6	Might(B)	-	1h/2h		✓	Slashing

The Formula for trying to hit an opponent is [1d20 + (Proficiency) + Stat Bonus]

Proficiency

If you are proficient with a weapon, you can add 15% of your stat commitment (Round up) to your attempt to hit.

Our character is proficient with this weapon, and has an 18 in his Dexterity score.

He rolls a d20 and gets a 12. Because of his proficiency, he will also add 3, (15% of 18 rounded up) and will also add 4 as seen on the “Stat Bonuses” table, for a total of 19.

If this beats the target’s Defense Rating, the target gets to attempt to dodge the attack, if their speed score allows it.

The target fails the dodge, so the attack hits.

Damage

Damage will be [Base Damage + Stat Scaling + Stat Bonus] the Stat Bonus used will always be the Stat being scaled. So in this case even though Dexterity was used to hit, Might will be used for damage across the entire equation.

In this case, our character has a Might score of 12. Giving him a stat bonus of 2, and the Scaling Table shows that at 12, with a scaling of (B) we will be adding 1d4.

So our equation is now [1d6 + 1d4 + 2]

Exploding Dice

When Rolling damage for an attack, any die that lands on its highest side (4 on a d4, 6 on a d6, etc.) will “Explode” causing you to roll that die again and add both numbers to your total. (A d4 lands on 4, rolled again lands on 2, causing you to add 6 to the total) Each die can only “explode” once.

If your d20 roll to hit is a 20, the “Explosion” happens on the highest and second highest face of the die. (3 and 4 of a d4, 5 and 6 of a d6, etc.)

Second Attacks and Dual Wielding

After your speed score is 10, 20, and 30 you can make 1, 2, or 3 (respectively) additional attacks on your turn.

If you are Dual Wielding two weapons that have Synergy, every time you make an attack you can immediately make an attack with only half of your proficiency bonus (Rounded Up). If the off hand weapon doesn't have Synergy, no proficiency bonus is added.

Casting

Casting a spell works similarly for damaging spells, including the Exploding dice.

A higher speed allows more spells to be cast in the same way it effects attacks. 10, 20, or 30 allows for 1, 2, or 3 more spells respectively.

Spell Attack: $d20 + 15\% \text{ of Magic Stat (rounded up)} + \text{Stat Bonus}$

Spell Save DC: $\text{Spell Save DC: } 10 + 10\% \text{ of Magic Stat (rounded down)} + \text{Stat Bonus}$

Spell Damage: (Scaling + Stat Bonus)

The Spell Save and Spell Attack rolls are ignored if the target is either willing or helpless. It will usually be the case that people you consider to be enemies don't want to be affected by your abilities.

Holy Symbol and Casting Artifact

Your Holy Symbol or Casting Artifact can be created after reaching 10 stat commitment in your Magic stat. Choose an object or item that your character can hold in their hand that has personal attachment to them, this item will be infused with your power and will be used as a catalyst for your magic to affect the world and people around you. If the energy inside ever reaches an amount lower than zero, the spell goes off but your object explodes, causing Damage(S) to yourself. It takes four hours of concentration for a new object to be infused with your energy.

Your Artifact or Symbol's maximum energy is equal to $(11 \times \text{Magic Stat Bonus})$. Every morning, the energy refills and the total maximum will be recalculated if needed.

Our Character has 23 in his Magic(Divine) Stat. His Stat Bonus because of this is +6, making his Holy Symbol (A simple wooden doll from his childhood) have a total Maximum of 66 Energy. Its been a long battle and at this point his Holy Symbol has been used about halfway, with a remaining 34 Energy. On his turn, he moves his total movement towards a group of enemies and casts “Heaven's Wrath”

Name	Usage	Spell Type	Scaling	Resistance	Description	Range
Heaven's Wrath	12	Divine	Damage(A)	-	Deal damage to all enemy targets with 25ft	-

There is no save for the enemies to make, so they all suffer Damage(A). With a Stat Commitment of 23 that equals 1d10. He rolls 1d10, landing on a 4, and adds his stat bonus (+6 at 23) to equal his total damage, dealing 10 damage to all enemies within 25ft of him.