

Najigi

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Attributes

There are six attributes that are used to quantify a character's basic ability levels.

• Strength [STR]: power and stamina.		Brawn	Grace
• Dexterity [DEX]: speed and agility.	Body	Strength	Dexterity
• Knowledge [KNO]: memory and logic.	Mind	Knowledge	Acuity
• Acuity [ACU]: intuition and perception.	Soul	Will	Charisma
• Will [WIL]: certainty and resolve.			
• Charisma [CHA]: charm and eloquence.			

Stats

- Health [HP]: how much damage you can take before being unable to fight. Most characters have [6] health.

Actions

Each action either takes some amount of {time} to perform, or has a {trigger} condition. On your turn, you may continue performing actions until you have acted for a total of [6] seconds. Actions with trigger conditions (called *reactions*) can be performed instantly whenever their trigger condition is met (even if it's not your turn), and don't require using your action time. However, only one reaction can be triggered by a single event; if you have multiple reactions with the same trigger condition, you must choose one.

The following actions may be performed by any character:

- Walk {time: X seconds}: move [X] spaces across simple terrain. During this time, you may perform actions that do not require the use of your legs.
- Run {time: X seconds}: move $[X * 2]$ spaces across simple terrain.
- Hike/Climb/Swim {time: X seconds}: move $[X/2]$ spaces over difficult terrain, along a wall, or through water.
- High Jump {time: 2 seconds}: move $[1 + (\text{STR}/3)]$ spaces straight upwards.
- Long Jump {time: 2 seconds}: move $[1 + (\text{STR}/3)]$ spaces across a gap.
- Punch {Attack, time: 2 seconds}: make a single-target Attack against a target in melee range. The attack has $[\text{STR} + \text{DEX}]$ accuracy and does [1] damage.
- Block {Defend, trigger: incoming Attack}: if the accuracy roll is less than $[10 + \text{STR}]$, the Attack fails.
- Dodge {Defend, trigger: incoming Attack}: if the accuracy roll is less than $[10 + \text{DEX}]$, the Attack fails.
- Heal {time: 6 seconds}: you or a creature within your reach gains [1] health.
- Grab {trigger: successful Punch}: TODO: add Restrained condition
- Hide {time: TODO seconds}: TODO: add Hidden condition
- Ready {time: X seconds}: choose a trigger condition and a list of actions that takes at most X seconds. The first time that the trigger occurs before the start of your next turn, all of your chosen actions occur as one reaction. You may only have one reaction readied at a time.
- Other: if you want to perform an action not described in the rules, the GM will tell you whether that action is possible, how long it will take, and what kind of roll you need to make, if any, to determine whether you are successful.

Note: 1 space is 1.5 meters (1.5m) long, or about 5 feet (5ft). For maps with square grids, each side should be 1.5m long. For maps with hexagonal grids, each hexagon's *short diagonal* should be 1.5m long.

Attacks

Attacks have accuracy **[ACC]** and do damage **[DAM]**. To perform an Attack action, roll $[1d20 + \text{ACC}]$. This will trigger the target's Defend reactions, if they have any. If none of the Defend reactions stop your Attack, the attack succeeds, and the target loses **[DAM]** health. Additionally, when you roll for the Attack action, there are two special outcomes. If the die lands on a 1, then the attack will deal no damage, even if it hits (a critical failure). However, if the die lands on a 20, then the attack will deal an additional **[DAM]** damage (a critical hit)!

Classes

	STR	DEX	KNO	ACU	WIL	CHA
STR						
DEX					Zephyr (DEX/WIL)	
KNO						
ACU						
WIL						Fool (WIL/CHA)
CHA						

Classes have flavor text and rules text.

Flavor text will be in *italics*, and should be ignored when making rulings.

Leveling Up

When the party reaches a major milestone in their quest, each character should level up. To level up, choose one of the following options:

- Gain one level in a class of your choice. This will result in gaining one or more additional abilities, be they timed actions, reactions, or passives.
- Gain two points in one of the six attributes. Then, lose one point in one of the six attributes. This will result in your character being better or worse at things that they are already able to do.

Additionally, you can gain one level of each class by triggering that class's Unlock condition. When you do, you gain the first level of that class immediately, with exactly the same benefits that you would if you had chosen that class at a milestone. Once you have triggered an Unlock condition once, you gain no further benefits from triggering it additional times.

TODO: remove this page once classes are done

Class Ideas

- Blade: soul weapon
- Berserker (STR/STR)

Level TODO: Rage {time: 1 seconds}

You enter a blind rage, swinging your weapon wildly and dropping your guard.

Until the start of your next turn, your melee attacks do twice as much damage, but you take twice as much damage from melee attacks.

- Grappler (STR/DEX)
- Champion (STR/KNO)
- Vanguard (STR/ACU)

Level TODO: Riposte {trigger: successful Block}

Your block has left your enemy wide open.

You may act for up to [ACU] seconds during this reaction.

- Titan (STR/WIL)
- Knight (STR/CHA)

Level 2: Charge {trigger: deal damage with a melee Attack}

TODO: flavor

TODO: rules: scale damage by movement speed

- Rogue (DEX/STR)

Level 1: Sneak Attack {trigger: deal damage with an Attack while Hidden}

TODO: flavor

TODO: rules

- Ninja (DEX/DEX)

- Duelist (DEX/KNO)
- Scout (DEX/ACU)
- Zephyr (DEX/WIL)
- Pirate (DEX/CHA)
- Alchemist (KNO/STR)
- Wright (KNO/DEX)
- Tactician (KNO/KNO)

Level TODO: Plan TODO: time

TODO: flavor

TODO: rules: reward for readying actions

- Savant (KNO/ACU): skill monkey class
- Wizard (KNO/WIL)
- Broker (KNO/CHA)
- Runesmith (ACU/STR)
- Deadeye (ACU/DEX)
- Medic (ACU/KNO)
- Sleuth (ACU/ACU)
- Witch (ACU/WIL)
- Mimic (ACU/CHA)
- Chimera (WIL/STR)
- Sanguine (WIL/DEX)
- Empyrean (WIL/KNO)
- Haruspex (WIL/ACU)
- Eidolon (WIL/WIL)
- Captain (CHA/STR)
- Noble (CHA/DEX)

- Summoner (CHA/KNO)
- Psychic (CHA/ACU)
- Shaman (CHA/WIL)
- Bard (CHA/CHA)

Zephyr (DEX/WIL)

TODO: flavor: master of winds, airbender

Unlock: {trigger: TODO: unlock}

Level 1: Gust TODO: time

TODO: flavor

TODO: rules: straight line movement

Level 2: Gale TODO: time

TODO: flavor

TODO: rules

Level 3: Squall TODO: time

TODO: flavor

TODO: rules

Level 4: Storm TODO: time

TODO: flavor

TODO: rules

Level 5: Tempest TODO: time

TODO: flavor

TODO: rules

Level 6: Hurricane TODO: time

TODO: flavor

TODO: rules: full flight in the eye

Fool (WIL/CHA)

TODO: flavor: metagame-y

Unlock: {trigger: TODO: unlock (want to say “fail 6 checks” but don’t have “checks” yet)}

Level 1: Raise {trigger: fail a check}

TODO: flavor

TODO: rules

Level 2: TODO: name TODO: time

TODO: flavor

TODO: rules

Level 3: TODO: name TODO: time

TODO: flavor

TODO: rules

Level 4: TODO: name TODO: time

TODO: flavor

TODO: rules

Level 5: TODO: name TODO: time

TODO: flavor

TODO: rules

Level 6: Alter {trigger: gaining this ability}

TODO: flavor

Add, remove, or change one letter in the rules text of one of your abilities.