

Najigi

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Stats

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

- Strength [STR]: power and stamina.
- Dexterity [DEX]: speed and agility.
- Knowledge [KNO]: memory and logic.
- Acuity [ACU]: intuition and perception.
- Willpower [WIL]: certainty and resolve.
- Charisma [CHA]: charm and eloquence.

	Brawn	Grace
Body	Strength	Dexterity
Mind	Knowledge	Acuity
Soul	Willpower	Charisma

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. Unless otherwise indicated, abilities from classes require only the use of your arms.
- 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.
- 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 + 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)!

The following actions may be performed by any character:

- Punch {Attack, Melee, time: 2 seconds}: make an Attack against a target in melee range. The attack has [DEX] accuracy and does [STR] damage.
- Block {Defend, trigger: incoming Attack}: prevent the Attack if the accuracy roll is less than [10 + STR].
- Dodge {Defend, trigger: incoming Attack}: prevent the Attack if the accuracy roll is less than [10 + DEX].
- Heal {time: 6 seconds}: you or a creature within your reach gains [1] health.
- Grab {trigger: successful Punch}: TODO: add Restrained condition

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 stats. Then, lose one point in one of the six stats. 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.

Class Ideas

TODO: remove this page once classes are done

- Blade: soul weapon
- Fateweaver
- 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 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)
- Patron (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)

Race Ideas

- Human: +0 to all
- Dwarf: +1 to brawn stats, -1 to grace
- Elf: +1 to grace, -1 to brawn
- etc.

Zephyr (DEX/WIL)

TODO: flavor: master of the skies, airbender

Unlock: {trigger: TODO: unlock}

Level 1: Gust {time: 3 seconds}

The air follows your movements, bending to your will.

Move a small object up to [DEX] spaces in any direction, or move a large object up to [DEX/2] spaces in any direction. TODO: dex save for characters

Level 2: Thermal {time: 2 seconds}

Your cloak billows in the wind as you soar skyward.

Move up to [DEX/2] spaces upwards. You don't start falling until the end of your next turn.

Level 3: Vacuum {time: 4 seconds}

With immense focus, you rend the air in front of you.

Create a spherical vacuum with a $[1 + \text{WIL}/3]$ -space diameter. Creatures inside the vacuum start to suffocate as if underwater. While the vacuum exists, you cannot use ANY abilities from classes. At any time on your turn, you may release the vacuum. When you do, the shockwave from the implosion will deal [WIL] damage to each creature inside it.

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: create a hurricane around you, double wind spells inside it?

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: Double or Nothing {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.