

Najigi

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Attributes

	Power	Speed
Body (Physical)	Strength	Dexterity
Mind (Mental)	Knowledge	Acuity
Soul (Spiritual)	Will	Charisma

- Strength [STR] represents power, athleticism, and endurance.
- Dexterity [DEX] represents speed, agility, and reflexes.
- Knowledge [KNO] represents memory, wisdom, and reasoning.
- Acuity [ACU] represents astuteness, intuition, and perceptiveness.
- Will [WIL] represents certainty, resolve, and commitment.
- Charisma [CHA] represents charm, sociality, 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	Berserker (STR/STR)				Titan (STR/WIL)	Knight (STR/CHA)
DEX					Zephyr (DEX/WIL)	
KNO						
ACU						
WIL	Chimera (WIL/STR)	Sanguine (WIL/DEX)	Empyrean (WIL/KNO)	Haruspex (WIL/ACU)	Eidolon (WIL/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.

Skill Ideas (TODO: remove once classes are done)

Level 1: Riposte {trigger: successful Block}

Your block has left your enemy wide open.

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

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

TODO: flavor

The attack deals [1] additional damage.

Level 1: Plan TODO: time

TODO: flavor

TODO: rules: reward for readying actions

Level TODO: TODO: name TODO: time

TODO: flavor

TODO: rules: skill monkey class

Berserker (STR/STR)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: 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.

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Titan (**STR/WIL**)

TODO: flavor

Unlock: {trigger: take 6 damage within 1 minute}

Level 1: TODO: name TODO: time

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Knight (**STR/CHA**)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: TODO: name TODO: time

TODO: flavor

TODO: rules: choose a mount

Level 2: TODO: name TODO: time

TODO: flavor

TODO: rules: add movement speed to damage

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Zephyr (DEX/WIL)

TODO: flavor: master of winds

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

Chimera (**WIL/STR**)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: TODO: name TODO: time

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Sanguine (WIL/DEX)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: Bite TODO: time

TODO: flavor

TODO: rules: gain power by sacrificing blood, including your own

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Empyrean (WIL/KNO)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: Warp TODO: time

TODO: flavor

TODO: rules: twist space to control the battlefield

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Haruspex (WIL/ACU)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: TODO: name TODO: time

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Eidolon (WIL/WIL)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 1: TODO: name TODO: time

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: TODO: name TODO: time

TODO: flavor

TODO: rules

Fool (WIL/CHA)

TODO: flavor

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

Level 1: Gamble TODO: time

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: TODO: name TODO: time

TODO: flavor

TODO: rules