Najigi

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Contents

Attributes

	Static	Dynamic
Body (Physical)	Strength	Dexterity
Mind (Mental)	Knowledge	Acuity
Soul (Spiritual)	Willpower	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.

- Willpower [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.

- Speed [SP]: how fast you can walk over simple terrain, usually 1 space per second.

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.

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. The following actions may be performed by any character.

- Walk {time: X seconds}: move $[\text{SP} * X]$ 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 $[\text{SP} * X * 2]$ spaces across simple terrain.

- Hike/Climb/Swim {time: X seconds}: move $[\text{SP} * X/2]$ 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 $[\text{DEX}]$ accuracy and does $[\text{STR}]$ damage.

- Dodge {Defend, trigger: incoming Attack}: if the accuracy roll is less than $[10 + \text{DEX}]$, the Attack fails.

- 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 a reaction.

- 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.

Attacks

Attacks have accuracy $[\text{ACC}]$ and do damage $[\text{DAM}]$. To perform an Attack action, roll $[1\text{d}20 + \text{ACC}]$. 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 $[\text{DAM}]$ health.

Classes

	STR	DEX	KNO	ACU	WIL	CHA
STR	Berserker	Grappler	Champion	Vanguard	Giant	Knight
DEX	Rogue	Ninja		Scout	Angel	Pirate
KNO	Alchemist	Wright	Tactician	Savant	Wizard	Broker
ACU	Runesmith	Deadeye	Medic	Seer	Witch	Mimic
WIL	Chimera	Sanguine	Empyrean		Eidolon	Gambler
CHA	Captain	Noble	Summoner	Psychic	Shaman	Bard

Class skills have flavor text and rules text.
Flavor text will be in *italics*, and should be ignored when making rulings.

- Champion: Ploy: add a special effect to your next attack

- Giant: TODO

- Rogue: Hide: increase damage when attacking from stealth

- Ninja: Stun

- Scout (TODO: Ranger? Hunter?): TDOO: movement based

- Angel: TODO: flight

- Pirate: TODO

- Alchemist: Brew: create magical potions with radical effects.

- Wright: Make: create a nonmagical item out of raw materials.

- Tactician: Plan: something that rewards readying actions.

- Savant: TODO: expertise

- Wizard: TODO

- Broker: Bind: form a magically enforced contract

- Runesmith: TODO

- Deadeye: Seek: increase accuracy of ranged attacks

- Medic: TODO

- Seer: Gaze: see into the future to decide what path to take.

- Witch: TODO

- Mimic: TODO

- Chimera: TODO

- Sanguine: Bite: gain power by sacrificing blood, including your own

- Empyrean: Warp: twist space to control the battlefield.

- Eidolon: Cast: perform magic using nothing but yourself

- Gambler: Roll: summon a random magical effect.

- Captain: TODO

- Noble: TODO

- Summoner: Call: summon magical creatures to fight in your stead.

- Psychic: TODO

- Shaman: TODO

- Bard: Play: use your instrument to apply buffs and debuffs.

- TODO: Zombie/Undead/Corrupted class

Berserker

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: Windup {time: 1 seconds}

You put all of your strength behind a mighty blow.

Your next melee attack has [STR] less accuracy but does [STR] extra damage.

Grappler

Level 1: Hold {trigger: successful Punch}

Your hand shoots out and locks your opponent in place.
TODO: add restrained condition

Vanguard

Level 1: Block {Defend, trigger: incoming Attack}

You bat away an incoming sword strike.
If the accuracy roll is less than $[10 + \texttt{STR}]$, the Attack fails.

Level 2: Riposte {trigger: successful Block}

Your block has left your enemy wide open.
You may act for up to $[\texttt{ACU}]$ seconds during this reaction.

Knight

Level 1: TODO TODO

TODO
TODO: choose a mount or a squire

Level 2: Charge TODO

TODO
TODO: add scaled movement speed to damage