Najigi

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Contents

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.

- Fortune [FOR]: luck and wealth.

	Brawn	Grace
Body	Strength	Dexterity
Mind	Knowledge	Acuity
Soul	Willpower	Fortune

Every character starts with one of the following stat blocks:

1	1		2	0		0	2		3	3		0	0		0	0
1	1		2	0		0	2		0	0		3	3		0	0
1	1		2	0		0	2		0	0		0	0		3	3

Health

Each character's Maximum Health is always [STR+DEX+KNO+ACU+WIL+FOR]. Each character starts with a Maximum Health of [6]. Each character has some amount of Health, which starts out at that character's Maximum Health. A character falls Unconscious when its Health is reduced to [0].

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 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 action can be triggered by a single event; if you have multiple actions 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.

- 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 triggered action. You may only have one action 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 actions, if they have any. If none of the Defend actions 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:

- Strike {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 regains [1] Health.

Classes

Berserker (STR/STR)				Vanguard (STR/ACU)	Chimera	Knight (STR/FOR)
	Rogue					
		Savant			Wizard	
			Deadeye			
Sanguine	Zephyr (WIL/DEX)	Empyrean			Eidolon	Summoner
		Noble	Mimic			Fool (FOR/FOR)

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 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 a new action.

- 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. This will increase your Maximum Health by [1].

Separately, you can gain the first level of each class by triggering that class's Unlock condition. When you do, you gain the first level of that class immediately. Triggering the Unlock condition does nothing if you've already gained the first level of that class.

Berserker (STR/STR)

TODO: flavor: Barbarian

Unlock: {trigger: TODO: unlock}

Level TODO: Wrath {time: 1 second}

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.
TODO

Vanguard (STR/ACU)

TODO: flavor

Unlock: {trigger: TODO: unlock}

Level 2: Riposte {trigger: successful Block}

Your block has left your enemy wide open.

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

Knight (STR/FOR)

TODO: flavor (make the name weirder?)
Unlock: {trigger: TODO: unlock}

Level 1: Charge {time: 1 second}

TODO: flavor: use momentum to put force behind an attack

If you make a Melee Attack immediately after using this skill, that attack does [X] additional damage, where [X] is the distance traveled while using this skill.

Level 2: Mount TODO

TODO: flavor

TODO: you gain a mount. While you are riding it, your mount gains [FOR] TODO, TODO, and TODO.
TODO

Zephyr (`WIL`/`DEX`)

TODO: flavor: 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 [`WIL`] spaces in any direction.

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 $[1 + \texttt{WIL}/3]$-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.
TODO

Fool (FOR/FOR)

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: Chekhov's Gun {time: 1 hour}

TODO: flavor

Publicly choose an object. If the object is not used for at least a day, then add your [FOR] to the next roll made using the object. This ability cannot be used on the same type of object more than once, and using this ability again removes any benefits given to previous objects. TODO

Level 6: Alter {trigger: gaining this ability}

TODO: flavor

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