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Introduction

This is a TRPG, a Tabletop Role-Playing Game, which you should know what it is.

In case you do not it can be simply resumed as a set of rules known by all players in order to live a fantasy, a make-believe, adventure orderly. The focus is on adventuring with magic and fighting monsters, howbeit it is perfectly possible to play out any mundane setting as opening up a bakery in town or rising up a family. It provides the structure to make fair outcome of their choices based on the players' dice roll.

Now more about this TRPG itself.

ULF, Ultimate Legendary Fantasy, is distinct on how realism, albeit simple, is highlighted. A main point is how combat is time-based, in contrast with turn-based where players and monsters stand still to be beaten when outside their respective turn, and how weight and measurements influence every step; from the wear of the user to the speed of the attack, the damaged caused and where the impact shoved the target or what happened to its clothes.

Further into combat we have a system of how base damage is crucial and escalates, instead of being overshadowed by effects at higher levels, and of constant gear improvements. Skills, too, are free to learn instead of a path locked to levels and classes.

The world is economically rich when monster hunting provides resources not only as messy replacement for money, but have uses from botany and alchemy to tailoring and smithing. Such professions, just like the ability to recognize valuable flowers or trees, properly skin and butcher expensive parts of a monster and much more, are open to be trained by any who wishes.

You are, or you hire, your own artificer of magic items to go down on history.

Hoard of treasures lying about are most hard to find and here, besides astonishing time-based livid combat, we have economy truly side-by-side with monster hunting as one seeks master artisans to craft, or to learn from, and with the remains of legendary monsters, not readily found on the market, craft epic weapons of power.

Master magic and learn every skill in the universe as you grow so might not even mountains may stay in your way. Or gather some friends with any equipment you could find to save your village from the local Lich Lord. Perhaps you have always wanted to be a goblin? Weaker than higher races, yes, but what would it be like to peek into the unknown and aggressive goblin society? A wolf defending its forest against invaders? You can become any creature; and as almost everything is free to be mastered by training they may even become more powerful than the most famous adventurer.

It is your choice to do as you will on a freshly coloured world of TRPG.

Making A Character

The main attributes are the five; Constitution, Dexterity, Intelligence, Strength and Wisdom.

Strength (STR) – Defines the capacity of performing feats of physical power as yielding a heavy weapon or breaking a door and the damage of melee attacks.

Dexterity (DEX) – Defines the capacity of performing skilled feats of agility as moving unseen and unheard, dodging attacks and landing hits with precision.

Constitution (CON) – Defines the capacity of performing feats of endurance as holding your breath or running miles without rest and your Life Points.

Intelligence (INT) – Defines the capacity of performing feats of intellectual prowess as solving puzzles or remembering information faster and the damage of spells. Define Mana Points.

Wisdom (WIS) – Defines the capacity of performing feats of mental fortitude as the subtle differences indicating hidden things or the changes in mood to guide social occasion and the resistance to mental effects or power to inflict them.

To define your attributes you can use either a balanced build or a random build. A random build cam lead to extraordinary numbers, however for the purpose of this tutorial do choose a balanced one as the lack of any attribute is a crippling deficit.

Roll balancedly 10 + 1d4 for each attribute or 1d20 for each. Each race then applies their special attribute bonuses or rerolls as defined on the race's description.

Use one of the six main races below to create your character. You may notice they are hardly balanced, but rather than fitting gaming fairness they reflect more accurately the unfairness of the world; and some can be born already extremely powerful.

But fret not; the attributes are not set in stone and hard work with training with increase them.

Human: Can Choose-Reroll at any two attributes or increase +10 (to a maximum of 15) to any one single attribute.

Orc: +2 or a Reroll to Strength, +4 Constitution for -2 Intelligence and -2 Wisdom or a Constitution Reroll for an Intelligence and Wisdom Lower-Reroll.

Dwarf: +3 or a Choose-Reroll to either Intelligence or Strength, +3 or a Reroll to Constitution.

Elf: +4 to either Wisdom or Dexterity or Intelligence (only applicable at <19 [18 or less]) or Choose-Reroll a 1d20 at each of those three attributes.

Vampire: +4 to either Wisdom or Constitution or +4 between Strength and Dexterity (minimum of 1 each).

Werewolf: +2 or a Higher-Reroll to Strength, +3 or a Higher-Reroll to either Constitution or Dexterity.

Characters have Life Points as specified by their races in fixed value + the specified dice value rolled + any applicable trait or ability.

Human: 40 + (CON)d4
Orc: 50 + (CON)d6
Dwarf: 60 + (CON)d8

Elf: 50 + (CON)d4
Vampire: 40 + (CON)d8(-1)
Werewolf: 50 + (CON)d6

Characters have Mana Points as specified by their races in fixed value + the specified dice value rolled + any applicable trait or ability.

Human: 540 + (INT)d20
Orc: 490 + (INT * 2)d8
Dwarf: 590 + (INT)d20

Elf: 640 + (INT)d20
Vampire: 640 + (INT * 2)d8
Werewolf: 540 + (INT)d12

You may choose a starting class of one category or personalize your abilities and equipment as the general 'Adventurer' class; starting then with 100 Credits.

'Class' is a way to refer to a specific group of abilities and a role in a party; other abilities are acquired as the character grows and at any time he may apply at the guild for a new class title as such may be required for jobs or privileges.

- Swordsman: Blade Proficiency 1, either Sword Mastery 1 or Long Sword Mastery 1. Strength I(S), Agility I(S) and Endurance I(S). Goat Leather Armour Set, either a Steel Sword or a Steel Long Sword. +1 DEX, sword, or +1 STR, long sword.
- Elementalist: Staff Mastery 1, one elemental mastery level one and one of its concerning spells. Potency I(S) and Resistance I. Simple Robe Set, Chestnut Staff. +1 INT(Staff Mastery).
- Archer: Ranged Proficiency 1, Bow Mastery 1. Agility I(S) and Focus I(S). Goat Leather Armour, Maple Bow, 30 Light Arrows or 20 Heavy Arrows. +1 DEX(Bow Mastery), +5pm(Ranged Proficiency).
- Rogue: Blade Proficiency 1, Dagger Mastery 1. Agility I(S) and Focus I(S). Goat Leather Armour, Steel Dagger. +1 DEX (Dagger Mastery).

Classes are simple guidelines and paths to follow for certain roles; you must then read all abilities which deviate from default of your race and class and record them on your sheet. Consult the Effects chapter to see how to fill parameters and proportions. Fill your masteries and learn what they actually do; and add any non-general Actions gained from them.

Endeavour

A ‘Endeavour’, or either ‘feat attempt’ or ‘difficulty task’ or ‘difficulty feat’, is a roll to check one’s ability to perform something.

Endeavour: Roll a 1d20 against ((concerning attribute + concerning modifiers) - reliability -) 10.

Difficulty

The likeness of success is defined by the exact capacities of a character’ attribute, which are called ‘parameters’, giving us a difficulty rating and the reliability to be multiplied by the attribute and define the opposing value to the roll.

A task will have one of five difficulty levels: Credible, Doubtless, Expected, Doubtful and Incredible.

Difficulty	Capacity	Reliability
Credible	-51%	0.25
Doubtless	+50%	0.5
Expected	90-110%	1
Doubtful	-151%	1.5
Incredible	+150%	2

It is doubtless that a character with a moving speed of 5m/s will catch a target with 4m/s, but it is doubtful that a character with a lifting power of 100 will lift 150.

Those can be seen as ‘very easy’, ‘easy’, ‘normal’, ‘hard’ and ‘impossible’.

As a rule of thumb adventurers always succeed at credible endeavours and always fail at incredible ones while they roll against 2 for Doubtless, 10 for Expected and 18 to Doubtful.

You may see examples of rolls against each difficulty at the ‘Rolls Examples’ section later in this chapter.

Knowledge

A mage can control how much mana he will use on the task. Does he want to burn down a door? He will hardly melt down his mana pool for that, but rather set it afire and waiting a little is a much wiser option.

But for that the character himself must be able to evaluate the difficulty of a task before him. How is he able to identify a wooden or metal door? That is common knowledge. But can a warrior look at a rock and determinate its volume and density to know its weight?

On such situations the passives of knowledge enters into play.

Let us analyse this scene where a mage is faced now with a metal door.

Mage: I want to melt this door, but first I will analyse it with my presence.

Narrator: Your Presence level is high enough; you successfully analyse the door's dimension and deduces it is made of metal.

Mage: I want to know how much mana it will take to melt it.

Narrator: You have not studied any passive skill to allow you to know about ebullition so you may know the heat to melt by density or the energy the burning would provide.

Cleric: Out of the way, lemme analyse it.

Narrator: The dwarf studied materials and defines the door is made of xxxx metal; which he knows need xxxx heat to melt.

Mage: The door's dimension is xxxx… Then it is needed xxxx energy to melt it; and with my proficiency in pyromancy it costs me xxxx mana to produce each Watt while having the maximum output of xxxx… It would cost thirty times my total mana to melt this door down. An oval entrance would take sixty of the area…

Cleric: But you did not learn the pyromancy's passive to control the heat propagation; if you were to try to make a hole there would be a waste of xxxx as is the metal's conduction tax.

Mage: I will try it.

Rolls dice.

Narrator: You fail and stop exhausted after expending xxxx mana; you do not have the passive to keep the mana flow for longer than that. The door conduct the heat and cools down while you rest recovering your nerves.

And this is the struggle against a metal door; the same would apply to a warrior trying to break the door, considering the metal's resistance to bending or the hinges' or the stone. It is possible to determinate exact value to things, some basic every day's physics, and the character sheet provides exactly what each one is able to put off so that the difficulty of the task can be determinate with excellency of accuracy.

A character knowledge's, that is his passive skills, show everything from if he can even determinate how difficult it is to if he can then perform the feat he envisions.

Core Mechanic

It is often highlighted that the most important thing to tell a new player is how the game essentially works; the core mechanic.

In TRPG the ubiquitous core mechanic is: you roll a dice and add modifiers.

The fixed numbers define the result of an attack and the DM supposes some difficulty for tasks.

Here the core mechanic is: you roll a dice and multiply by attributes.

The passives define how possible it is; judging by density and physicals properties against your exact conversion rate. The master holds the power to determinate of what things are made and physiologic challenges involving intellect.

Extreme satisfying precision of play and build or too slow and difficult to play effectively? How fun it is is up for you to decide.

A first-ever session of the ‘simple’ TRPGs also take a lot of time and lead to a lot of confusion; by empirical experience I assert that after using it a little it becomes natural to perform from mind those everyday-physics equations.

Roll Examples

A commoner, for example, is able to lift 60 kilograms since he has 10 STR and each STR point equals to 6 kilograms of Capacity. Therefore a task requiring him to lift 30 kilograms has a reliability of 0.25 there he rolls:

1d20 against (10 - 3 -) 10
1d20 against 3

Lifting 45 kilograms is a doubtless endeavour and it will be within the range of ‘expected’ anything from 54 to 66 kilograms.

He rolls for doubtless:

1d20 against (10 - 5 -) 10
1d20 against 5

As expected any attribute is nullified and without modifiers it is always a 55% throw chance:

1d20 against (10 - 10 -) 10
1d20 against 10

Two adventures passing by decide to help lifting the same sacs; one has 15 STR and the other 20 STR, respectively a capacity of 90 e 120.

Both the sacs of 30 kilograms and 45 kilograms are credible endeavour for them, ergo they roll:

1d20 against (15 - 4 -) 10 and 1d20 against (20 - 5 -) 10
1d20 against -1 and 1d20 against -15

Most of the time, any time a character as attributes above commoner’s level, the roll of a credible endeavour can be ignore and the feat be done instantly. If, by any reason, the DM requires a roll he could still fail at a natural 1.

Now they decide to take several sacs at once; the first takes two of thirty kilograms, a doubtless feat, and as sixty would be too light for him the second takes three, becoming a doubtless feat too.

They roll:

1d20 against (15 - 7 -) 10 and 1d20 against (20 - 10 -) 10
1d20 against 2 and 1d20 against 2

Strangely the stronger adventure had to roll against 2 and not 0. Doubtless endeavours, unlike Credible ones, have a cap of minimum of 2; where the poorest of rolls would lead to failure.

A 2 would lead them to fail in lifting the sacs, yet on other situations a 2 would still be a desirable result; it would fail at *trying to close a door*, but not *at keep a door closed*.

One with three and other with four sacs they roll the 55% of an expected endeavour.

1d20 against (15 - 15 -) 10 and 1d20 against (20 - 20 -) 10
1d20 against 10 and 1d20 against 10

Now brave from their work all three decide to take on a doubtful task.

The commoner rolls:

1d20 against (10 - 15 -) 10
1d20 against 15

The first adventurer rolls:

1d20 against (15 - 23 -) 10
1d20 against 18

The second adventurer rolls:

1d20 against (20 - 30 -) 10
1d20 against 18

Again the second adventurer is held by the cap otherwise doubtful endeavours would always be impossible for anything little above commoner, who with its untrained variable strength have more difficulty at lifting a minimum weight, but more readily goes beyond his common capacity.

For adventurers with over 14 in attribute, and without any applicable passive modifier, the rolls are always ‘instant success’, ‘2’, ‘10’, ‘18’ and ‘instant failure’.

Combat

At combat every action happens simultaneously; you do not walk to a monster, hit it and stand still waiting its turn to hit you.

Your STR determinates how far, and fast, you can swing a weapon, your DEX determinates how fast and precise you can move your body, your WIS determinates how fast do you perceive and react to your surroundings, your INT how fast you can cast while your CON for how long you last.

Moving Around

Every attribute plays its part, but we focus on DEX and WIS when walking in battle.

Characters have a maximum walking speed of two meters in a second, with two steps, or run four meters in a second.

Time is stopped until you decide to move; and while you take your move towards your enemy he will act accordingly as time passes by.

You can stop walking at no cost at the next step (each takes a half of a second), however if you wish to abruptly stop it will cost you one Action's time.

While running you need to take two seconds slowing down to stop or wait until the targeted location. If you wish to abruptly stop running it will cost four Actions' time.

You may perform an attack Action while walking or running, but at the cost of respectively halved and a fourth of the precision if no passive says otherwise.

Actions

An 'Action' is any predefined move, or any simple move, performed in a set instant vt a character. You may wish to pull a lever, unsheathe a weapon or yell one simple word.

Those mentioned actions are 'Free Actions', that is, Actions not listed amongst the Actions' list, but logically feasible by your characters. Your DM must determinate if you can perform the Free Actions, its cost and if it requires a roll to define the outcome.

Some examples of Actions are a Step, which allows you to move up to half a meter costing one Action, and a Slash, which is the basic Sharp Attack costing two actions.

Moves

A 'Move' is not listed in the Actions' list, but neither it is a Free Action. It is a movement which costs directly in time; as walking, running or performing an attack which are all directly dependant of the user's precise attribute.

Reactions

You may not instantly attack again right after slashing at the enemy, with your arm open far apart, or you may not instantly leave a sprint and perform another action – at those times your character will very likely 'suffer' a 'Reaction'.

A Reaction are mostly alike Actions in nature and they cost the same set time as your Actions, however they have the key difference where you may not use them at will. Reactions can only be triggered by other Actions, enemy's Actions, Moves or any other condition.

The Reactions mentioned at the first paragraph is called Recovery and it will be the most common Reaction of all; it happens every time your attack ends, either by not comboing or at the finishing of a combo, you end something abruptly or any occasion you are left in need to recompose yourself to your original stance before performing further.

Be always alert to all Reactions causes by yours or enemies' movements.

Movement

How fast you perform your Actions, Reactions and Moves are mainly based on your Speed value and your STR attribute. That is called your Movement Speed.

If a Move or Action have been interrupted, as by an enemy attack, it abruptly ends triggering a Recovery Reaction and what else Reaction the movement lists at interruption.

Interruption is usually caused by attacks which can shove an enemy, leading to a Balance Roll.

Balance roll: 1d20 against (your agility - meters moved -) 10 (with a minimum of 5).

Attacking

Once there is a target within melee reach you may perform a Hit Roll.

Hit roll: Roll a 1d20 against 11 - (your agility - your current velocity - (target agility + target current velocity)).

If the target is busy, it is performing an Action or Reaction, and cannot dodge its DEX is zero.

If the target has a Perception Point it may buff and if it has both a Perception Point and Action Point it may use a dodging Action against the roll.

You can choose to add your Precision value to your agility or you can save your precision for an Aimed Critical, as detailed at the next topic. You can also choose to use half of your STR or less in order to double your Precision.

If the creature is hit there is the standard damage roll. A special roll, as specified in an Action's damage formula, is used instead if available. Energy attacks also use of a different roll.

Standard Damage roll: weapon dice * (velocity * 0.1).

A Steel Dagger and a Light Sword at 10m/s roll as:

1d4 + 1.0 * dice
1d6 + 1.0 * dice

Giving a result of 2-8 and 2-12. The same two at 15m/s STR roll:

1d4 + 1.5 * dice
1d6 + 1.5 * dice

Resulting between 2-10 and 2-15. With a STR of 10, at their weight, they go at 24 and 22.

1d4 + 2.4 * dice
1d6 + 2.2 * dice

Resulting in 3-13 for the Dagger and 3-13 for the Light Sword (it was a random coincidence that they matched).

Attacking enemies at distance, with a projectile from a bow or from a spell or throwing an item, requires a Ranged Hit roll.

Ranged Hit roll: 1d100 against ((Precision value - both parallel velocity) at hit chance against target.

Critical Hit

A critical happens after confirmed hit and before the damage rolls; they vary according to where they hit.

A successful hit might be aimed or un-aimed.

If you have not used your Precision on your Hit Roll you can do it now to aim at a body part; otherwise, of if you fail, it will hit a random body part.

You acquire critical percentage from your Precision (read about Precision notation at Passives under the Effects chapter) against the farthest the monster can move in how many Actions he has until hit (step or dash). Then you roll a 1d100 against your hit likelihood.

Aim Roll: 1d100 against ((Precision value - both velocity) at hit chance at farthest possible distance before hit).

Un-aimed attacks can also be a critical by themselves, the body part is set by the direction of the attack; you roll a 1d100 against 99 minus any modifiers.

Critical Chance Roll: 1d100 (plus overflown precision and modifiers) against 99.

If you roll a 100 (00 0) you must roll a 50% dice to determine if it is a 100, which is a critical attack regardless of chances, or a 0, which is a critical failure cancelling the attack regardless of chances.

If the target has a Perception Point at the time of hit, which he did not use at the Hit Roll, he may use it now for a Critical Dodge chance.

Critical Dodge Roll: Roll a 1d20 against 11, if successful you buff and roll a 1d20 against (your agility - enemy agility -) 10, if successful avoid critical.

Grabbed

You may attempt to grab an enemy, as specified in the Grab Action, by rolling a Hit roll.

You may attempt to throw, swing or restrict a grabbed opponent.

If you are grabbed you may choose to expend a Break Free Action or try to perform any movement of walking or with the restricted member for a chance of breaking free and succeeding. You may freely attack with your free members.

If you try to leave the grabbed state with a movement you must perform a Pull roll to check if your try succeed.

Pull roll: Roll a 1d20 against (your STR - target STR -) 10

Damage Types

Physical attacks are usually are divided into three times: sharp, penetration and blunt.

Different materials offer different rates of protection for each type; and different attacks cause different types of damage.

Some attacks, mainly as character grow beyond the common human level or magical attacks, cause damage in area; the calculation for area damage is made with a % damage reduction for each % from the epicentre to the edges of the damage area. So a direct hit from a common fireball will partially melt metals with lower ebullition than 800C, but at half a meter from it the heat and damage will only be half of that.

Personal Time

Some, perhaps a good part, of time outside of combat is used looking for combat; as the most diverse of adventuring where encounters are found.

Other parts, however, are in town and personal time.

Some time is used selling any resource gathered while adventuring or butchered from a monster, which can be done by a single character if it does not involve specialized shops at which it would be more natural to divide the trips amongst themselves, and the rest is free time to do other activities such as working for extra money or the learning of a profession, taking resources for an artisan where the product would be worth more than raw or just shopping for some new gear while restocking your potions.

You have a lot of time which can be wisely used dealing in economics or the learning of new skills; economic, as professions, academic, as useful knowledge, or combat skills.

Necessities

Your only obligatory actions are three meals a day and sleep.

Breakfast is usually included as you leave the inn, you may eat again after four hours taking half an hour of a short rest, or even while walking depending on food time, and again at night as you are back in town.

Sleep requires six hours, plus the half an hour before it starts to get to sleep and half an hour after waking up for dressing and eating. Which makes it seven hours.

All those things incur prices, which can be paid all at once as lifestyle choices instead of individual transactions every time, and failing to provide any will lead to undesirable conditions. Therefore you need to have a constant influx of money; and if adventuring, which gains is divided between several people, is not enough you will need a side job.

Besides obligations characters have necessities and they may not overwork, or over study, themselves. The most common necessities those two will trigger is the need for entertainment.

Each hour you spend working, studying or training increases one Stress Point; each hit you take in combat increases one point and if you drop below half your maximum HP it increases ten points. On the other hand each hour you spend resting quietly decreases one Stress Point, each hour talking to your friends decreases two Stress points and each hour of entertainment decreases Stress by five points.

You may pay separate expenses for anything you buy or live on a basic plan which includes lodging and three meals a day:

Freely: You live for free on the streets or anywhere. Each non-eaten meal increases Stress by ten and triggers Hungry. Each hour sleeping in the streets, or unproperly in the open, increases Stress by one.

Poor: You spend 0.15 Credits to get the cheapest possible full meals. You take no joy of eating or sleeping.

Average: You spend 1 Credit daily. Each meal and when you go to sleep decrease Stress by one.

Professions

Side jobs are a great investment of time; and the party may even agree to not adventure for a time while each character learn a profession. Perhaps they want someone with the knowledge and skills of a hunter or butcher in order to get more specialized parts from monsters; perhaps a botanist to gather any valuable herbs found on the way and an alchemist to turn those into potions which can either fetch a better price or be used to save them in a pinch.

The possibilities of professions are nearly endless; and they are as essential as fighting in order to have a successful adventuring career.

Consult the Professions chapter for pay rates and the difficulty of learning them.

Skills

Unlocking skills is, usually, an investment of both time and money, but overcoming difficulties and learning skills will save you in battle and provide further skills to your desired class career.

Most advanced skills have both an attribute and previous skills as requirement.

Skills may be active, as learning a new Action or Spell, or passive, always providing the bonus after learning.

'Knowledge', as 'professions', are just words for skills most often used outside of combat; as allowing the player to perform a certain craft or extract certain information from things – as also often being requirements in order to master some specific magic properties.

The two main ways to learn skills is to improve what you already know and learning new ones.

Practice:

After each adventuring day you may choose any one upgradable Ability you use during the day to 'think about'. When you think about the Ability you have a chance of upgrading it.

Your chance of learning a skill is its difficulty less the concerned attribute; take the percentage of the number left and roll a 1d100 against it.

If you used Strength I during the day and decide to think about it during the day you get to roll a chance of learning Strength II.

Strength II has a difficulty of 20 on the STR ambit; therefore a character with 10 STR has 50% chance on his rolls of learning it where a character with 15 STR has 75%.

If you fail on learning a skill you are free to think about it the next day too, if you use it at least once during the day, and you will have a doubled chance each further day at the cap of 75%. If you failed with 10 STR in Strength II you will have 75%. It is possible to have 100%, if you have 20 or more STR when trying Strength II, but anything less will cap at 75%. 100% still might fail with a 0% roll.

Strength III has a difficulty of 200. So you will have a 10% chance with 20 STR, or 5% chance with 10 STR, on the first day and double your chance each day until it caps at 75%. If you did not use it throughout the day you can roll at half your current chance or do nothing. If you do not roll at it two days in a row or think about a different Ability your chance bonus resets.

Training:

The usual way to learn a new skill is by training it. The guild, or other a dojo or any fitting establishment, will provide lessons for an hourly fee.

As with practice you roll based on the difficulty against your attribute, but differently from practice you must meet a time requirement.

Strength I, or any other of the common basic buffs, you need 10 of the concerning attribute and six hours of learning.

You can roll for a lesson you are learning after each lesson, of maximum once per day, even if you have not completed the required time at the percentage cost of the left time. If you roll for a completed Strength I and you have at least 10 STR you have a 100% roll; if you roll at it with 10 STR and with 3 hours left to do, half the full time, you roll with a 50% chance. If you have 20 STR and roll at Strength I with 3 hours left you will have a 100% since, with 200% chance, you still have 100% with the percentage penalty.

Your chance at learning a spell from training only starts doubling after the full time where you get to roll once every day if you have performed training, costing half the hourly price of the spell, for two hours.

The time it takes to learn a spell is based on your intelligence. A character with average INT, 10, learns Strength I with the full six hours while a character with 20 INT learns at half the original time, with three hours.

Difficulty against attribute, time against INT. If it takes 10 hours and you did a 5 hours section you can already roll for it, but with doubled, proportional chance to the time done and left, difficulty percentage. Your chance starts doubling at tries only after completing the full hours of training and you roll maximum once per day with a one-hour session. With lower-than-average intelligence the time increases respectively at 1.2, 1.4, 1.6, 1.8, 2, 4, 6, 8, 10 times; and if you have 0 INT, somehow, you cannot learn anything.

You may find scrolls, or find skills at the public library. To learn from reading you need to have INT at least equal to that of the required attribute for the skill. Only after finishing the needed hours you may roll for it after at least one hour of it at a training ground, once a day.

You may also learn a skill from your friends, if you fulfil all requirements. For that you both have to spend free time together at an appropriate place, as a training ground or at rests while adventuring. The time is defined by the lowest INT of the two. Rolls once a day after at least one hour of training like at standard training.

Magic

Magic, and energy, is an essential part in the life of an adventurer; with no exceptions.

Magic is most commonly, ubiquitously even, linked to fireballs and outward spells, however in this universe it is the base for everything.

A warrior cannot just lift and become able to raise a few tons with his physical prowess; instead he uses of mana inside his body, to improve his muscle's performance and as energy to them, in order to achieve feats of physical strength.

Creating a stake of ice or a ball of fire is simply converting, or using, mana in the ambit of thermodynamic energy; and a warrior is indeed just a mage who mainly uses it on his body converting to mechanical energy.

And indeed it would be absurd any other way; it is completely implausible for him to eat all the needed calories for his daily routine plus he would die by the heat produced by his body – 'magic' truly is the word to solve all those problems.

So get used to the idea that everything, EVERYTHING, is mana-based; passively or actively. A warrior without mana is reduced nearly to the level of a common peasant.

Therefore the first 'spell' to be introduced is 'imbue'.

'Imbue' is actually a passive, however it is the ruling deciding factor for a series of buffs which inherit from it. It is a 'mana coating' used at the self or at objects; providing from the defence, as focused here, to the ability of cut a fireball or light with your sword or touch 'ghosts'.

If a bare hand were to punch a rock, what would happen? Physics dictates the softest will go 'splash'; even if you put ten tons of force, enough to completely shatter the rock, your hand will still go 'splash' in the process – and there is no cushioning or armour to save you from that.

If you hit your sword against a metal armour it will be repelled; if you are inhumanly strong you could easily cut through the armour, but then your sword, made of the same material, would break too.

Your skin will not grow thick and harder than diamonds; you will not keep on finding harder metals which puts steel into the trash can. For that you will use the same thing which allows you to perform those inhuman feats; use of magic.

Metal usually nullifies slashes and piercing attacks and the answer is blunt damage. But what can you do against a steel armour of 120 defence if your wooden club breaks at 40? Being an experienced warrior, used to the ways of mana, you answer is simple; you will imbue your club channelling it with energy so that it becomes stronger – so much that now you let out a mighty swing of 180 damage crashing through the metal armour and killing the enemy while your wooden club remains unscratched.

That seems absurd, but as you progress as an adventurer you will notice that every little action would completely crush your body if it was not for the mana strengthening every aspect of it.

The exact formula for self-damage is: if total power used in STR is over twice CON, you take the additional damage.

Another point is that if any of those act were perform against a fireball or anything made out of energy it would simply go through without the desired effect; where you need an object imbued in energy in order to properly interact with it as even batting it back at the caster.

The equation for 'cladding', the first skill of the imbuing thread, is the tax of your imbue level upon the materials energy flow rate at the potency used. That will tell you the strength of the coating, its passive cost per minute and the extra cost every time it is expend at a collision.

Let us take two characters as example. The mage, with 15 INT as 90 Potency and 10 CON, and the warrior, with 10 INT as 60 Potency and 20 CON. They both have the default imbue at level one.

The imbue says they can use 10% of their Potency to imbue.

The mage imbues his body with his full power for 10% of his 90 Potency, 9, at 1.0 times from his CON. Therefore he imbues himself for 9 of defence; and as the Clad spell dictates it halves the damage from anything over half of it so that it completely ignores a damage of four, takes three of damage from a source of six and takes eleven damage from a source of twenty.

The warrior imbues his body with his full power for 10% of his 60 Potency, 6, at 2.0 times from his CON. Therefore he imbues himself for 12 of defence; and as the coating spell dictates it halves the damage from anything over half of it so that it completely ignores a damage of four, takes three damage from a source of six and takes eight damage from a source of twenty.

For the self-damage formula the imbued mage counts as 19 CON and the warrior as 32 CON; allowing to swing a weapon with, respectively at default mechanical conversion, 228Kg and 384Kg without self-damage – in contrast with 120 and 240 previously without imbuing.

The cost, as seen on the Clad spell, is of one mana point per full power per second active; plus one mana point for any attack defended and two mana points for an attack which breaks the maximum range of the coating.

The effect on an object is the same, but using the objects energy flow rate instead of the CON attribute.

Imbuing cost one flow capacity slot; and more than one slot may be used for it improving imbuing for a higher cost. As all buffs it does not cost any action to use it and may be used at any perception point; often taken down before attacks, if unneeded, to open space for buffs and reactivated at the next perception point.

Casting:

Following the same table as STR, each INT point is six in Potency.

Spells are cast with the Cast Action using SPD, however it requires INT to determinate what a Cast Time is. If your Cast Time is 1/2 with a SPD of 1/4 the Action cost is doubled while a 1/8

Cast Time with a SPD of 1/4 halves the times; if a spell has a cast time of 2 then on the first example it costs 4 Actions until Cast Time equals speed, or it costs half, 1 Action, if Cast Time is the double of SPD.

Some abilities allow the direct cast of a spell without the Cast Action.

In case of a hit, using the same Ranged Hit roll, you roll a normal damage roll where the velocity will multiply the damage. The velocity of a projectile, and its range, are based on the Potency used on it. Other spells, which cause energy damage rather than physical damage, have their damage dependent solely upon the Potency against the resistance faced.

The cost of a cast spell is usually a fixed price plus the Potency used and any extra Potency, as from a Potency I buff, is added upon the exerted Potency at no extra cost to the spell. The user then chooses what points of the spell he wishes to improve with potency if there are multiples; as 'impetum' for its velocity or 'size' for its obviously counterpart.

You choose how much Potency to use before rolling the damage dice; at half or less your maximum Potency your Precision is doubled.

For a list of spells consult them on the ability section next.

Disciplines:

Magic can be divided into two broad categories: general magic and elemental magic.

Let us start with elemental magic since it follows a simple popular construction.

Elemental magic is the conversion of mana to simulate natural elements; it is by far the most common way a 'mage' class causes damage – and any who wishes to cause magic damage usually follows elemental magic.

One point is that simply shooting your mana at an opponent does not seem like a good idea; its damage type is limited and there are many ways to simply absorb that delicious pure mana ball – in contrast to the difficulty which would be to find an opponent able to fucking absorb thermodynamic energy.

Elemental magic is divided into basic and their advanced versions, although such division do not mean it is necessary to learn any basic first, but do denote a higher tier of difficulty.

The basic elementary disciplines are air magic, water magic, earth magic and fire magic; respectively iarmancy, aquamancy, taromancy and pyromancy.

The advanced disciplines are, respectively to the basic order above, almancy, glacemancy, yamimancy and denkoumancy; that is light magic, ice magic, darkness magic and lightning magic.

The names are quite self-explicative.

They are further divided into seven tiers.

The requirements to learn a spell is to have the discipline level at the required spell tier, any additional quirk of knowledge of skill the spell requires and to then study or train to learn it.

Now unto general magic.

As the name says it is truly a broad category; from the ability to imbue to the basic ability of telequinesia, which is one of the most basic forms of controlling mana since it simply surrounds an object with energy and move it.

Buffs are one example of basic magic, as warriors use or how supporters might use on others, and necromancy is also part of general magic; as are the seals or charms used in many crafts.

Basically everything which is not elementary basic is part of general magic; you will define your skill set by learning whatever you want and the classes are there to provide the common routes and combo of skills that fit well together.

Presence:

Another essential core mechanic is called ‘presence’; as ubiquitously used as imbuing and one of the greatest points in understanding ULF’s universe.

Simply said it is a presence every living thing presents around itself; and the more powerful something is the bigger and denser that presence is.

Each Potency points is 10 centimetres in air (which’s density at atmosphere pressure is 0.001); and so someone with 90 Potency has his neutral presence manifest over 9 meters.

The presence mastery allows virtually infinite usages of it, but the point is that he has control over that area.

One of the most common uses is to analyse things as presence allows proprioception over that entire area; noticing not only clues without the need to directly see them, but even ants underground or even identify materials or impurity within water. With control that area can also be extended to perform something like a search over a wide area.

Understanding presence is understanding how magic works; how the brain interacts with mana. To perform any action, as moving a finger or an arm, the brain sends an electrical signal from ‘nowhere’, from the said realm of thought and mind, and it runs through the nerves executing it; on the same way mana accepts stimuli from the brain and obeys it forming the commanded structure. Presence is the area your commands reach; the area you can control mana.

To use telekinesis on an object, for example, it must be within your presence’s reach; and you can even cast a spell, like a fireball, ‘out of thin air’ within your presence’s boundaries – if you have the appropriate training to do so, of course.

In order for your buffs to affect your allies they need to be within your presence’s range.

A little thought and you should now be able to imagine many uses for that; and it should be clear how it is of primary importance.

Another function it plays is on defence.

Projectiles are often dozens of times faster than a character can move; and would so often prove impossible to dodge if not by a missed shot from the shooter. However presence can provide resistance to energy and physical projectiles alike, slowing them down; or even be so dense as to completely stop arrows and dissipate magic missiles.

The 'neutral' stance of a presence is its default state and can be triggered by the Action called Subdue; it harmonically extends from every living being and allow multiple presences to freely access and control things within the area.

The Overwhelm Action changes the presence's stance to one exerting one's control over the area; shoving away any other presence and denying them access in, although one's ally might act in harmony and share control over an area still.

The Manifest Action is a voluntary display of one's presence; used defensively to hold one's area or as a show of power and identity as its highlights one's presence more vividly than its neutral stance.

Every presence is unique and individuals may be identified from afar just by feeling their presences; as well as unknown individuals can have their race and power guessed by their presence.

The Repress Action holds down one's presence, virtually making him presence-less, and can hide him from identification, although a sufficiently more skilled mage will be able to still read through it. Some presences are already harmful at its neutral stance so many individuals must use Repress so that their aggressive presence does not go around knocking people out or even killing things, but are still identifiable as they are not hiding.

The Mask Action is a deceptive stance which changes one presence to avoid identification.

The Oppression Action is a direct attack to the enemy's presence; oppressing them into submission – most often crippling their range and effectiveness, but at a too large power or technique difference one may even choose to kill with only his presence. The Oppress Action allows to use it against a single target without changing one's general stance.

Location, Find, Search and Identify are ones of the Actions used when looking around with one's presence; commonly learnt partially with a single focus as Enemy Detection or Ground Search or Scan instead of mastering the raw basic usage. A swordsman, for example, might decide he has no interest in being able to identify densities or the hairs of an ant, but only the Movement Perception skill which allows him to follow his enemy's movement with his presence even if he loses sight or could not read the motions otherwise. Others skills, as Decoy or Threaten, are also presence's skills.

When taking direct control of his presence, outside the neutral or subsided state, one may extend his presence. The cost for the total base area is one mana point per second and it doubles for each extra half area extended; so someone with 100 Potency covers an area of ten

meters for one mana, fifteen meters for two mana and twenty two and a half meters for four mana.

With two opponents at nine meters from each other, having equal Potency and skills, they will both expend the same energy and be at a standstill at four and a half meters. In order to take territory one must exert more ‘pressure’, as the potency of a presence is measured, there than his opponent.

One’s ability to exert pressure decreases at distance; taking an area which is at fifty per cent of his presence range would take him twice the pressure then for an opponent whose area is within ten per cent of his range, at average density.

The ability to exert pressure with one’s presence decreases relative to distance; therefore being increasingly difficult to take control over an enemy’s territory. The default is directly proportional to the distance percentage from the maximum, rounded to tens, however a presence might be denser than others and exert pressure at a lessened disadvantage.

If one’s presence is neutral any usage of over half one’s Potency trigger the Manifested Reaction, unless stopped by a presence control passive, and while other stances may be triggered Subside may not be used in less than five seconds from the Reaction; without using over half Potency for five seconds the Subsided Reaction is triggered upon the Manifested and the presence is set back to neutral.

Parameters

As you may have noticed we do not often apply our direct attributes when doing something. What does it mean to have 10 Strength? How much can you lift with that?

In order to use our attributes we convert them into something measurable; 10 STR at default means ’60 Capacity’ – which is or 60 kilograms or 600 Newton, but if your Mechanical Conversion level is above the default it means more.

‘Capacity’ is a sub-attribute; or a parameter. In order to use our STR attribute we first convert it into Capacity using all applicable bonus so that we may then know exactly what that attribute means and is capable of.

On your character sheet you will be constantly updating your parameters as the character learns new skills improving it; or anytime an attribute changes.

The mains attributes are: Capacity, Potency, Speed, Precision and Perception.

Some passives, as Mechanical Conversion and Energy Flow, have as main point translate the magnitude of a character’s attribute to actions.

Level

NEED TO CREATE EXACTLY WHAT THE CONDITIONS FOR GOING UP ARE, BEFORE DIFINING THE EXACT ATTRIBUTES OF THE NEXT RANK; AND BEFORE ALL THAT TO BALANCE THE CURRENT GAME TO THE INITIAL RANK

Passive skills follow a level system showing rates and bonus based on them, however the characters themselves do not follow the ubiquitous experience-level system.

Rather every being is classified in terms of power rank.

For example the starting rank, and the rank of normal human, is the F rank. A normal human usually has 2000 kilocalories of energy daily; what translates to 8.368 mega joules – or 836 mana. Therefore the measure is that beings with average of 540 to 830 mana are at the F rank. They are known to have an average output of 3250 watts at once with a conversion rate of 20%; what translate to the average Joe with 10 STR being able to lift around sixty kilograms. The fault regeneration being 96.8 watts at 830; what is little more than 4% per hour.

That is the definition of a F rank.

Just like rolls chance to learn skills you will have opportunities to gain attributes until you hit the maximum for you current rank; and more rarely you will gain rolls with a chance of going to the next rank. For those chances you need to perform feats; as a day where you slew several monsters of your current rank so you may roll a 1% chance of moving up – and having a attribute maximized gives up a better chance as beating a strong enemy gives you an instant roll chance and another fixed bonus to your next rolls until you move up.

Going up in rank you get rolls dices for each attribute and some great increase in mana.

The F+ rank, for example, has up to 15 mega joules of mana and the E- 27.6 mega joules.

Fireball might seem attractive, but then feel awful since it can cost over a third of your mana raw, however you should remember the first stage and human-level realm is quite limited; and being able to shoot three almost-deadly magic grenades is quite something. 2000 calories is only enough to boil ten litres of water, or heat up 2.5 cubic meters of air at the temperature of fire at 800C, so making a raw fireball of 40 cubic centimetres in 800C for a few seconds is unimaginably costly in comparison with mechanical energy on which, before conversion, 2000 calories can lift fifty tonnes.

If you were wondering ‘why not just acquire all skills and be the ultimate power-lord then?’ you should be able to see your answer; deviating from the common classes’ spell repertoire require a great understanding of the mechanics and a clear path in mind, as you will be left in the dust amid companions of a higher rank or which have all the proper conversion and accumulative passives at his chosen specialty.

Races

Human.
Life Points: 40 + (CON)d4
Mana Points: 540 + (INT)d20
Attribute: Can Choose-Roll at any two attribute or increase +10 (to a maximum of 15) to any one single attribute.
Proportions: 170cm x 50cm x 12cm, 61Kg.
Height: 120cm + 10d10.
Width: (Height / 100) * (25 + 1d10).
Thickness: (Height / 100) * (5 + 1d6).
Weight: Volume * 0,6g.
Reach: Height / 2.

Orc.
Life Points: 50 + (CON)d8
Mana Points: 490 + (INT * 2)d8
Attribute: +2 or a Reroll to Strength, +4 Constitution for -2 Intelligence and -2 Wisdom (if possible) or a Constitution Reroll for an Intelligence and Wisdom Lower-Reroll.
Proportions: 195cm x 60cm x 14cm, 98Kg.
Height: 150cm + 10d10.
Width: (Height / 100) * (25 + 1d10).
Thickness: (Height / 100) * (5 + 1d6).
Weight: Volume * 0,6g.
Reach: Height / 2.

Dwarf.
Life Points: 60 + (CON)d8
Mana Points: 590 + (INT)d20
Attribute: +3 or a Choose-Reroll to either Intelligence or Strength, +3 or a Reroll to either Constitution or Wisdom.
Proportions: 80cm x 50cm x 20cm, 64Kg.
Height: 50cm + 7d10.
Width: 40 + 2d10.
Thickness: Width / 2,5.
Weight: Volume * 0,8g.
Reach: Height / 2.

Elf.
Higher race.
Life Points: 50 + (CON)d4
Mana Points: 640 + (INT)d20
Attribute: +4 to either Wisdom or Dexterity or Intelligence (only applicable at <19 [18 or less]) or Choose-Reroll a 1d20 at each of those three attribute.

Proportions: 180cm x 45cm x 10cm, 56Kg.
Height: 130cm + 10d10.
Width: (Height / 100) * (20 + 1d10).
Thickness: (Height / 100) * (4 + 1d4).
Weight: Volume * 0,7g.
Reach: Height / 2.
Elves vary for desert, high and dark. The normal one comes with a non-aggressive mind effect.

Vampire.
Life Points: 40 + (CON)d8(-1)
Mana Points: 640 + (INT * 2)d8
Attribute: +4 to either Charisma or Constitution or +4 between Strength and Dexterity (minimum of 1 each).
Proportions: 180cm x 45cm x 10cm, 56Kg.
Height: 130cm + 10d10.
Width: (Height / 100) * (20 + 1d10).
Thickness: (Height / 100) * (4 + 1d4).
Weight: Volume * 0,7g.
Reach: Height / 2.
Should be an extremely popular pick; it will have a racial spell which rolls WIS to charm someone and control them entirely. Free easy life around the world for imagination fun.

Werewolf.
Life Points: 50 + (CON)d6
Mana Points: 540 + (INT)d12
Attribute: +2 or a Higher-Reroll to Strength, +3 or a Higher-Reroll to either Constitution or Dexterity.
Proportions: 195cm x 50cm x 12cm, 70Kg.
Height: 150cm + 10d10.
Width: (Height / 100) * (20 + 1d10).
Thickness: (Height / 100) * (4 + 1d4).
Weight: Volume * 0,6g.
Reach: Height / 2.

Goblin.
Life Points: 20 + (CON)d4(-1)
Mana Points: 50 + (INT)d4
Attribute: Roll a 50% for +2 DEX and then for -4 at every other attribute.

Abilities: Agility I(S).
Proportions: 60cm x 15cm x 6cm, 4,3Kg.
Height: 40cm + 4d10.
Width: (Height / 100) * (20 + 1d10).
Thickness: (Height / 100) * (6 + 1d8).
Weight: Volume * 0,8g.
Reach: Height / 2.

Classes

Equipment

Armour

Armours have a defence number and reduce damage based on a percentage of such. If the damage is greater than the durability it shreds the armour, if the damage type so allow it, and cause the full damage unless specified otherwise. Resistance is the durability against energy attacks.

Fabric Clothes.
Common clothing with design of choice.
Defence: 2
Resistance: 1
Weight: 1Kg
Material: Cotton
Area: Torso and legs
Can be cut and pierced. Burn. Ignitable.
Halves sharp and penetration, takes full blunt regardless.
Price: 0.4C

Simple Robe.
A simple warm robe with design of choice.
Defence: 5
Resistance: 15
Weight: 1Kg
Material: Cotton
Area: Torso, arms and legs
Can be cut and pierced. Burn. Ignitable.
Halves sharp and penetration, takes full blunt regardless.
Price: 1C

Goat Leather Armour Set.
Enough leather to cover your main parts.
Defence: 40
Weight: 4Kg
Material: Goat Leather
Area: Head, forearms, hands, torso, legs and feet
Contains: 1 Breast Strap, 2 Forearm Straps, 2 Shin Straps, 1 Leather Helmet, 1 Leather Pants, 2 Boot.
Can be cut and pierced. Burn. Non conductive.
One third of sharp and penetration damage, halves blunt.
Price: 15C

Steel Plate Armour Set.
Enough metal to cover your whole body.
Defence: 120
Weight: 25Kg
Material: Steel
Area: Entire Body
Contains: 1 Breast Plate, 2 Arm Plate, 2 Shin Plate, 1 Full Helmet, 1 Waist Plate, 2 Steel Boot.
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.
Price: 50C

Rags.
Battered, torn and dirty fabric-like filthy. Provides no benefices and rarely covers basic nudity.
Weight: Negligible (0.05).
Material: Fur

Breast Strap.
A pectoral leather armour strapped at the sides.
Material: Goat Leather
Weight: 1.2Kg

Forearm Straps.
Hard leather armour for the upper forearm with fabric clothing for the rest.
Material: Goat Leather
Weight: 0.2Kg

Shin Straps.
Hard leather for the shins.
Material: Goat Leather
Weight: 0.3Kg

Leather Helmet.
A small leather helmet covering the upper and sides of the head.
Material: Goat Leather
Weight: 0.5Kg

Leather Pants.
Hard leather armour for the tights.
Material: Goat Leather
Weight: 0.7Kg

Boot.
Lame leather boots.
Material: Goat Leather
Weight: 0.3Kg

Breast Plate.
A pectoral metal armour with under coat mail protecting also the neck.
Defence: 120
Weight: 12Kg.
Material: Steel
Area: Torso and neck
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Arm Plate.
Plates covering the whole arm. Its weight is added to any arm attack made.
Defence: 120
Weight: 1.5Kg.
Material: Steel
Area: Arm and shoulder
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Shin Plate.
Plates covering the whole leg.
Defence: 120
Weight: 1.5Kg.
Material: Shin
Area: Torso and neck
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Full Helmet.
Plates covering the whole head with small slits for sight.
Defence: 120
Weight: 1.5Kg.
Material: Steel
Area: Head
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Waist Plate.
A skirt like disposition of plates protecting waist and tights.
Defence: 120
Weight: 3.5Kg.

Material: Steel
Area: Waist and tights
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Steel Boot.
Compact boots of iron.
Defence: 120
Weight: 1Kg.
Area: Feet
Can be cut, pierced or broken. Melts(950). Conductive (15).
Fully reduces sharp and penetration, takes full blunt damage if above 25%.

Weapons

Weapons roll their damage and multiply a new damage of 0.1 for the speed over the dice damage.

The lack of the proficiency requirement halves the weapon's damage. Some simple weapons do not have requirement, as a Club, but can gain bonus from it.

Weapons have a durability and if damage surpasses it the weapon breaks; and a second number for unsuccessful cuts against hard objects.

Weapons are often called with their materials as suffix; as to specify an Iron Dagger from a Steel Dagger or a Chestnut Staff from a White Ash one.

Iron Dagger.
Sharp: 1d4(-1)
Penetration: 1d4(-1)
Weight: 0.33Kg
Material: Iron
Price: 0.3 Credit
Reach: 10cm
Durability: 50(25)

Steel Dagger.
Sharp: 1d4
Penetration: 1d4
Weight: 0.1Kg
Material: Steel
Price: 1 Credit
Reach: 10cm
Durability: 70(35)

Steel Sword.
Sharp: 1d6
Penetration: 1d4
Weight: 0.8Kg
Material: Steel
Price: 12 Credits
Reach: 60cm
Durability: 120(60)

Steel Long Sword.
Sharp: 1d8
Penetration: 1d4
Weight: 1.5Kg
Material: Steel

Price: 15 Credits
Reach: 110cm
Durability: 120(60)

Hardwood Club.
Blunt: 1d6
Weight: 0.8Kg
Material: Maple
Price: 0.27 Credits
Reach: 60cm
Durability: 50

Round Mace.
Blunt: 1d10
Weight: 1.5Kg
Material: Steel
Price: 2 Credits
Reach: 60cm
Durability: 120

Chestnut Staff.
Blunt: 1d6
Weight: 0.5Kg
Material: Chestnut
Price: 2C
Reach: 70cm
Durability: 30

Maple Bow.
Capacity: 7
Weight: 0.4Kg
Material: Maple
Price: 3C
Reach:70cm
Durability: 20

Light Arrow.
Penetration: 1d4
Weight: 0.025Kg
Material: Maple/Iron

Price: 0.1C
Durability: 5

Heavy Arrow.
Penetration: 1d6
Weight: 0.040Kg
Material: Maple/Iron
Price: 0.15C
Durability: 5

Arrows break when attack or when fail to pierce.

A punch rolls a 1d4 for blunt and causes also half the damage to the attacker if with bare hands; total if against plated enemies on bare hands. Martial arts, however, a fixed 10 damage (the STR as damage therefore) and they can learn to cause sharp damage (as a shuto) or penetration damage (as a nukite) and other hand forms beside a punch as well as escalations to the base STR damage.

Weapons, like a sawblade or mahualtl, can be effect against soft armour; and one can change equipment at any time during battle if he has control of the area around to use his astral vault. A weapon of silver or of ash can be effect against a race; and some have less physical damage, but have bonus for magic conduction in general or to certain elements.

Mobs

Goblin.
Life Points: 28
Mana Points: 66
Attribute: STR 8, DEX 14, CON 8, INT 8, WIS 8.
Characteristics: SPD 1.4, R 71, 7pm, P 1s, anthropoid, undersized, W 28(28.1).
Equipment: Bronze Dagger.
Abilities: Agility I(S), Blade Proficiency.

Goblin Mage.
Life Points: 25
Mana Points: 86
Attribute: STR 8, DEX 12, CON 8, INT 10, WIS 10.
Characteristics: SPD 1.2, R 71, 7pm, P 1/4s, anthropoid, undersized, W 28(28.1).
Equipment: Bronze Dagger, Rags.
Abilities: Agility I(S), Blade Proficiency, Icicle.

Wood Wolf.
Life Points: 15
Mana Points: 25
Attribute: STR 12, DEX 12, CON 8, INT 2, WIS 10.
Characteristics: SPD 1.2, R 71, 7pm, P 1/4s, quadruped, undersized, W 28.
Equipment:
Abilities:

The goblin is one race too and quite a challenge to a normal human. Lower mobs are mostly hunting prey; as rabbits which only run. Then the hunting is treated as battle.

Drops are obtained. The rabbit carcass is carried, but if the character as skill with it he could clean and skin the rabbit, hunter skill, or cut the valuable pieces of meat, some butcher skill?, to sell those select resources for more than what is paid for a bloody rabbit on the general market. Furthermore he could himself use the skin on some craft, if he has the skills and other materials or contract an artisan or cook a broth of the good parts for selling on a city stall or for the adventurer themselves delight.

Abilities

An ability is all a character has trained to do; from actions of how to use a sword to spells of buff or damage. They are not limited by race or class, but almost all abilities can be learnt by studying and training.

Actions:

An Action is any predefined move, or any simple move in case of Free Actions, performed in a set instant of time.

Basic Actions:

Basics Actions are a set of Actions which are natural to anthropoids beings and therefore do not need to be learnt. 'Basic Actions' may also be used to refer to all non-Advanced Actions.

Step.
You take a single step, with a maximum of half a meter, and move there. May not be used twice in a row.
Cost: 1 Action

Ready.
When you take this action you choose what other Action to make ready. Actions affected by the readied state describe its effect on them; namely jumping straight to the phase of action without its initial delay in Actions.
Cost: As much as chosen Action to prepare

Dodge.
Your DEX doubles against the chosen Hit dice. May only be used against all types of Basic Actions or if it is an Advanced Action you know.
Cost: 1 Action
Trigger: Recovery

Hit.
An attack made with a weapon you have no proficiency or improvised weapon as any object in general. You get halved damage when using it and the damage type is randomized if possible. Using it costs two Actions' time after which you wait the weapon's attack time and then triggers a Recovery Reaction. When readied it skips straight to the weapon's attack phase.
Cost: 2 Actions
Trigger: Recovery

Cast.
The thought of casting a spell; upon using it you choose what spell to cast and simultaneously cast it by perception time while expending the one action.
Cost: Based on Spell cast time

Grab.
The attack of grabbing the enemy or something within one's grasp. It allows one to throw or swing what he successfully grabbed. A target must be specified and it restricts the general movement as well as the usage of the grabbed member.
Cost: 1 Action

Break Free.
Tries to break free from a grab of any kind.
Effect: Roll 1d20 against (target STR - your STR) to break free
Cost: 1 Action

Pick Stone.
You roll a 1d20 and take a stone, if possible, from your surroundings; the weight of the stone is a hundred times the grams of the dice roll. Your hand is busy and you will lose your stone if you use it to anything other movement. You can chain it to perform a Throw at your next Action regardless of Perception Point. Your hand gets equipped with a Stone; which is aerodynamic.
Cost: 1 Action

Throw.
You throw something with a Ranged Hit roll for it. It has 1d4 damage per Kg in blunt damage. If it might pierce roll a 50% to get the damage type. Masteries allow throwing with specific damage dices and damage type.
Cost: 2 Actions

Manifest.
Description: Actively manifests one's presence.
Effect: Maintain one's presence dominance over an area, if free, or show it off.
Cost: 1 mana base.

Subdue.
Description: Subdues one's presence to its neutral state.
Effect: Cuts the effects of others presence's stances.
Cost: Free.

Advanced Actions:

Advanced Actions need to be unlocked, usually by training, proficiencies or racial traits, before being available to use. You record any Advanced Action you learnt individual on your character page.

Aim.
Aiming doubles your Precision value for Ranged Hit rolls and their respective Aimed Critical rolls. Some melee weapons may allow to be aimed.
Cost: 1 Action

Dash.
You dash forth to any minimum distance, at the cost of one Action, to a maximum of the distance you can dash in a minute as your STR dictates.
Cost: 1-10 Actions

Quick Step.
You take a single step, with maximum of half a meter, leaning your body on it. The stance have the duration of one Action, allowing a Quick Slash for instance, before returning at neutral stance at no cost. The user may choose to perform more than one Action, as a Slash or combo of Action, in which instance he will not return to the original stance afterwards;
Cost: 1 Action

Duck action to see the direction of the attack at the first action with your Perception and, with your same mastery you see the simple course, and can duck out of the way? And down can combo some sneaky skill or jump back; or take one Recovery if he chains no combo.

Slash.
The basic attack of a Sharp Weapon. You slash at the target having your reach plus the weapon's reach. Using it costs two Actions' time on which the weapon's attack occurs at the second Action's time and then triggers a Recovery Reaction as the third Action time. When readied it skips straight to the weapon's attack phase.
Cost: 2 Actions
Trigger: Recovery

Strike.
The basic attack of a Blunt Weapon. You Strike at the target having your reach plus the weapon's reach. Using it costs two Actions' time on which the weapon's attack occurs at the second Action's time and then triggers a Recovery Reaction as the third Action time. When readied it skips straight to the weapon's attack phase.
Cost: 2 Actions
Trigger: Recovery

Thrust.
The basic action of a Penetrating Weapon. You Thrust at the target having your reach plus the weapon's reach. Using it costs two Actions' time on which the weapon's attack occurs at the second Action's time and then triggers a Recovery Reaction as the third Action time. When readied it skips straight to the weapon's attack phase.
Cost: 2 Actions
Trigger: Recovery

Racial Actions:

Hitojin Form.
Becomes a 'normal man' in shape and abilities.
Cost: 2 Actions

Anthropoid Form.
Becomes an anthropoid animal in shape and abilities, as some races like werewolves may.
Cost: 2 Actions

Animal Form.
Becomes an animal in shape and abilities, as some races like werewolves may.
Cost: 2 Actions

Bestial Actions:

Actions natural to quadrupeds and beasts in general.

Bite.
A biting attack for those with adequate jaws. May be chained with Munch.
Damage: 1d6 * STR
Cost: 2 Actions
Trigger: Recovery

Pounce.
The beast simply jumps against the enemy for a charge, head-butt or any other impact. May be chained with Bite.
Damage: Weight / 10 * STR
Cost: Distance from target at running speed rounded in Actions
Trigger: Recovery

Munch.
Munching while the prey is on one's mouth, continuous biting. May only be used right

following a Bite Action as a chained reaction; If it hits the target is grabbed. May be chained with itself without the need of a Hit roll until the target breaks free.
Damage: (1d4 - 1) * STR
Cost: 1 Action

Moves:

A ‘Move’ is a movement which costs directly in time.

Walk.
Moves two steps for at a maximum of 2 meters. May be stopped at any step or ended abruptly triggering a Recovery reaction.
Cost: 1 second

Run.
Moves two steps for a maximum of 5 meters. Requires four steps at half speed, or reaching the end, to be stopped or may be ended abruptly triggering four Recovery reactions. If an attack shoves you it is ended by interruption, whereat you must roll a Balance Roll. May change course to anywhere ahead with a deviation of 45° at each second (1.2m to each side, in a cone).

Wait.
You wait for your next Perception Point or chain an Action to be used at your next Action point.

Buffs:

Buffs are activated at will usually at no time cost; characters may only use buff on self (S), others (O) or unmarked which are free to target one or both options when buffing.

A body has a Flow Capacity which dictates how many buffs may be active at once or the maximum power of a spell. One may go +1 over the Flow Capacity, at double cost and gaining the Condition Insensitive.

Namely a buff bestows a condition.

Clad.
Description: Imbues the surface with energy.
Effect: Provides energy resistance; halving the damage of anything over half of it, nullifying anything less, up to reducing by the maximum points the cladding has.
Cost: 1 mana to activate, 1 mana per second, 1 mana per any damage instance and 2 mana if destroyed.
Difficulty: 10 at CON and INT(S)/ 25 at INT(O)
Time: 10 hours either (S) or (O)
Cost:0,05 Credits

Strength I.
Description: Infuse the muscles with energy for extra strength.
Effect: Provides the same level Strengthened condition for one attack or feat.
Cost: (dice weight) mana * (Capacity * 0.01).
Learning.
Difficulty: 10 at STR(S)/ 10 at INT(O)
Time: 3 hours either (S) or (O)
Cost: 0.25 Credits
Upgrade: 20 (and tenfolds each new level)
Variable: Greater, Minor.

Agility I.
Description: Infuse the muscles with energy for faster reaction time.
Effect: Provides the same level Agilized condition for one attack or feat.
Cost: (dice weight) mana * (DEX * 0.1).
Learning.
Difficulty: 10 at DEX(S)/ 10 at INT(O)
Time: 3 hours either (S) or (O)
Cost: 0.25 Credits
Upgrade: 20 (and tenfolds each new level)
Variable: Greater, Minor.

Potency I.
Description: Infuses the nerves with energy for extra power.
Effect: Provides the same level Potent condition for one attack or feat.
Cost: (dice weight) mana * (Potency * 0.01).
Learning.
Difficulty: 10 at INT
Time: 3 hours either (S) or (O)
Cost: 0.25 Credits
Upgrade: 20 (and tenfolds each new level)
Variable: Greater, Minor.

Endurance I.
I am still unsure about this one. e.e .

Resistance I.
Another shit; I am going to die in variables.

Focus I.
Description: Infuse the mind with focus for faster perception time.
Effect: Provides the same level Focused condition for the next perception point.
Cost: (dice weight) mana * (WIS * 0.1).
Learning.
Difficulty: 10 at WIS(S)/ 10 at INT(O)
Time: 3 hours either (S) or (O)
Cost: 0.25 Credits
Upgrade: 20 (and tenfolds each new level)
Variable: Greater, Minor.

Buffs have variable which may be used.

Greater.
Costs double and has the dice's average added to the roll. Still costs one Flow.

Minor.
Costs half and has the dice's average subtracted from the roll, to a minimum of one. Costs half a Flow so it may be used with another minor to fill a single Flow.

Repress.
Description: Holds down one's presence.
Effect: Reduces the presence's area of effect or completely hide away.
Cost: 1 mana.

Mask.
Description: Masks one's presence.
Effect: Gives off a fake presence and power identification.
Cost: 1 mana.

Overwhelm.
Description: Overwhelms nearby presences.
Effect: Asserts one's control over the area fighting opposition down to 10%.
Cost: 2 mana.

Oppression.
Description: Oppresses nearby presences attacking their individuals.
Effect: Penetrates presences and forces pressure upon the individual directly.
Cost: 2 mana.

Location.

Find.

Search.

Identify.

Enemy Detection.

Ground Search.

Scan.

Movement Perception.

Decoy.

Threaten.

Spells:

Spells are specific structured mana to unleash certain effects.

Droplet.
A water ball; the most basic water attack.
Blunt: 1d4
Weight: 1Kg + (0.01 * Potency) [size]
Velocity: Potency / Weight [impetum]
Cast Time: 2
Cost: 40 + (Potency * 0.1)
Properties: Cavitating, Water.
Potency: Impetum, Size.

Icicle.
Shoots a physical ice stake; the most common of glacemancy attacks.
Penetrating: 1d6
Weight: 0.400Kg
Velocity: Potency / Weight
Cast Time: 2
Cost: 40 {0, 20} + (Potency * 0.1)
Properties: Aerodynamic, Water, Ice.
Potency: Impetum.
Difficulty: 15 INT
Time: 10 hours
Credits: 0.2C

Rock Throw.
Creates, or take, a rock and throws it; the ball skill of taromancy.
Blunt: 1d8
Weight: 2.5Kg
Velocity: Potency / Weight
Cast Time: 5
Cost: 90 + (Potency * 1.0)
Properties: Earth.
Potency: Impetum.

Fireball.
A ball made of fire; explodes on contact. Usually not fast, an area attack. One of the most commons attacks in existence; the beginning for all pyromancers.
Explosion: 40 + 1d20 + (0.6 * Potency)
Damage Cap: 120
Spherical Area: 1m radius + (0.01 * Potency)
Diameter Cap: 5m
Heat: 800 + (4 * Potency)

Velocity: 5m/s
Cast Time: 12
Cost: 240 + (Potency * 2)
Properties: Fire.
Potency: Explosion.

Effects

Effects affect rolls and influence the outcome of anything within their boundaries; including defining the parameters and shaping the character into a realistic universe. Many are passive innate abilities and others are temporary conditions.

Reactions:

A Reaction are mostly alike Actions in nature and they cost the same set time as your Actions, however they have the key difference where you may not use them at will. Reactions can only be triggered by other Actions, enemy's Actions, Moves or any other condition.

Recovery.
Time to recompose yourself back to a neutral stance.
Cost: 1 Action

Manifested.
Your mana ebbs.
Cost: 1 mana base.

Subsided.
Your mana calms.
Cost: Free.

Conditions:

These are temporary effects; like the ones triggered by a buff.

Overweighed.
If a character is carrying more than 50% of his total STR capacity (easy task) he is overweighed.
Effect: Halves down the level of Speed and Agility.

Heavily Overweighed.
If a character carries at least his total STR capacity (normal task) he is heavy overweighed.
Effect: Speed and Agility levels are set to zero.

Insensitive.
The overcharged nerve is insensitive for a while. It ends after a short rest or two hours without using mana.
Effect: Half (rounded-up) of Flow Capacity costs double, spell has -(Insensitive level)% damage.

Strengthened.
Effect: Rolls at the next Strength usage and adds the result withal. The dice is always maximized on feats outside combat. The result is multiplied by ten and added as that percentage upon the user's base attribute.
Level 1: 1d4.
Level 2: 1d6.
Level 3: 1d8.
Level 4: 2d4.
Level 5: 1d10.
Level 6: 2d12.
Level 7: 2d6.
Level 8: 2d8.
Level 9: 1d20.

Agilized.
Effect: Rolls at the next DEX(Agility) usage and adds the result withal. The dice is always maximized on feats outside combat. The result is multiplied by ten and added as that percentage upon the user's base attribute.
Level 1: 1d4.
Level 2: 1d6.
Level 3: 1d8.
Level 4: 2d4.
Level 5: 1d10.
Level 6: 2d12.
Level 7: 2d6.
Level 8: 2d8.
Level 9: 1d20.

Potent.
Effect: Rolls at the next INT(Potency) usage and adds the result withal. The dice is always maximized on feats outside combat. In combat it is added to the Potency already used upon the spell and not the spell plus the percentage of the total potency at no cost. The result is multiplied by ten and added as that percentage upon the user's base attribute.
Level 1: 1d4.
Level 2: 1d6.
Level 3: 1d8.
Level 4: 2d4.
Level 5: 1d10.
Level 6: 2d12.
Level 7: 2d6.
Level 8: 2d8.
Level 9: 1d20.

Focused.
Effect: Rolls and adds the result withal. The result is multiplied by ten and added as that percentage upon the user's base attribute for the next perception point and continue costing at each new point while keeping the first roll.
Level 1: 1d4.
Level 2: 1d6.
Level 3: 1d8.
Level 4: 2d4.
Level 5: 1d10.
Level 6: 2d12.
Level 7: 2d6.
Level 8: 2d8.
Level 9: 1d20.

Passives:

Many passives are innate to every beings; and they are present at the default level on them unless specified otherwise or caused by other factors (as too much weight).

You should see several deprecated descriptions here as they are the main mechanics still in building phase.

Speed.
How fast a character moves. The maximum walking speed is 2m/s, with two paces, and the maximum running speed is 5m/s; achieved at 1 Speed. Dashing distance and attack speed are based on the Strength to push it, but you are not apt to move more than ten times your Speed or attack at more than twenty times your Speed.
Default at level 1.
~~Level 0: 2 DEX per 0.1 Speed.~~
~~Level 1: 1 DEX per 0.1 Speed.~~
~~Level 2: 1 DEX per 0.15 Speed.~~

Agility.
How well a character can move his body.
Default at level 1.
Level 0: Dexterity is halved when climbing or any acrobatic feat. Speed is halved for evasions.
Level 1: Dexterity is normal when climbing or any acrobatic feat. Speed is normal for evasions.
Level 2: Dexterity is doubled when climbing or any acrobatic feat. Speed is doubled for evasions.

Precision.
How precisely can they hit a fixed target. Escalates with Dexterity and receives bonus from other passives.
Precision as a notation of deviation per distance where the first unit is always a measurement of meters and the second a single unit of the expressed letter; 5pm or ‘five precision per meter’, that of a 10-DEX Precision-1 character, means he can hit with a one-meter deviation a target which is five meters away or with a 20-centimeters deviation if he is one meter away. You choose your target point, draw a circle with your deviation as diameter and you may hit anywhere within; 7200 area (radius * radius * 3.14) at a one-meter deviation against a medium character, 4000 (height * width), gives you therefore a 55% hit chance. As further examples 50pm means he is ten times more precise and has a one-meter deviation at fifty meters or a ten-centimetre deviation at five meters; and with 500pm it is a one-meter deviation from half a kilometre away, ten-centimetre deviation from fifty meters and one-centimetre deviation from five meters away so that it may be expressed now as ‘5pc’ of precision instead if it mover moves so precise as to change measurement.
Default at level 1.
Level 0: Each dexterity point is worth 0.1pm.
Level 1: Each dexterity point is worth 0.5pm.
Level 2: Each dexterity point is worth 0.7pm. +1 DEX.

Perception.
Frequency at which he perceives and process changes. The mental latency.
It deals with the perception of time around a timeframe of one second.
Default at level 1.
Level 0: 2 WIS per 0.1 Perception.
Level 1: 1 WIS per 0.1 Perception.
Level 2: 1 WIS per 0.15 Perception.

Size.
The size of a creature is the foundation to how hard it is to hit, its weight and where it generally fits. Sizes range from Tiny, Small, Medium, Big and Giant; that defines the needed precision for each body part and its reach. This rate is for humanoids and other animals deviate greatly.
Default at Average.
Each race have their own calculations, but that 1.2m + 10d20, or 1.7m for the average height. Their thickness is from 5 to 11% their height, from 9 to 20cm the Average. Their width is 25 to 35% their height; so 50cm the Average.
~~Puny. H <0.1m. W <2cm.~~
~~Minuscule. H 0.1m-0.6m. 5cm-15cm.~~
~~Undersized. H 0.6m-1.2m. 15cm-35cm. 80cm x 20cm; 1600cm.~~
~~Average. H 1.2m-2.4m. W 35cm-60cm. 170cm x 50cm; 8500cm. Side. 170cm x 12cm; 2040cm.~~
~~Oversized. H 2.4m-9.7m. W 120cm-250cm.~~
~~Gigantic. H 9.7m-32m. 250cm-750cm.~~
~~Colossal. H >33m. >800cm.~~

Base Reach.
A creatures base reach is added to the weapon's reach in order to calculate effective attack range. The dice is positive or negative depending if the height is respectively above or below its medium height.
Just half your height, actually, and add any modifier from skill.
~~Puny (10cm): 7cm - (centimetres below)1d4(-3).~~
~~Minuscule (40cm): 25cm +/- 1d8.~~
~~Undersized (1m): 60cm +/- 1d12.~~
~~Average (1.7m): 100cm +/- 1d20.~~
~~Oversized (5m): 250cm +/- 3d20.~~
~~Gigantic (20m): 1000cm +/- 12d20.~~
~~Colossal (33m): 1750cm + (meters over)d10.~~

Weight.
Weight is based in height; and susceptible to change by other passives of physical state.
Take your volume in cubic centimetres and multiply it for 0,6 to get your weight in grams; for a human, other races use different formulae.
~~Puny (10cm): 400g - (each cm below)d10 * physical state.~~
~~Minuscule (40cm): 5000g + (each cm)d100 * physical state.~~
~~Undersized (1m): 30Kg + (each 10cm)d4 * physical state.~~
~~Average (1.7m): 70Kg + (each 10cm)d10 * physical state.~~

~~Oversized (5m): 610Kg + (each 50cm)d100 * physical state.~~
~~Gigantic (20m): 7.3T + (each 2m)d4 * physical state.~~
~~Colossal (33m): 21T + (each 2cm)d10 * physical state.~~

Fitness.
How fit one is.
Default at level 3.
It is the speed multiplier, halving at each level below default and +0.05 at each above, while also influencing thickness at each level below default.
~~Level 0: Greasy fat man. Halves your DEX, sets level of Mechanical Conversion to 0. Ten times weight multiplier.~~
~~Level 1: Fat man. Halves your DEX, one level down of Mechanical Conversion. Twice Weight multiplier.~~
~~Level 2: Skinny. Halves your STR, one level down of Mechanical Conversion. Half Weight multiplier.~~
~~Level 3: Normal. You are a normal person with random eating habits. No weight multiplier.~~
~~Level 4: Fit. You are fit and have a six-pack. +1 CON. No weight multiplier.~~
~~Level 5: Monster. You are a muscle monster. Halves your DEX, doubles your STR, one level down of Mechanical Conversion. Twice weight multiplier.~~

Gracefulness.
Gracefulness determinates who well your movements flow passing by the laws of friction and drag. With it you pass by the heavy barrier of air resistance to supersonic speeds with ease.
To quickly found values you use of anatocism, compound interest; you take the percentage plus one, 0.02 at normal, and elevate it to the number of meters per second before multiplying the result for the acceleration minus the resist point (A*(1.02)^(A-5)), which you multiply by the mass and compare to the Capacity. Consult the table for quick results at 1Kg and turn points.
Higher levels of resistance fall back to the previous level after coursing their range of maximum speed; facing a barrier and a spike in rate – which consequentially fall back each level after their range there making the formulae at each fall as (A*(level rate)^(A-((previous levels/2)+5))).
Level 0: A non-aerodynamic flat shape greatly resisting movement. Starting at 5m/s +5% weight per meter.
Level 1: Moves an object as normal; the resistance is virtually ignored at daily activities. Starting at 5m/s +2% weight per meter.
Level 2: You can use gracefulness, or it is an aerodynamic shape, allowing double moving speed. Starting at 5m/s +1% weight per meter. After 100m falls.
Level 3: Starting at 5m/s +0.5% weight per meter. After 250m and then 100m falls.
Level 4: Starting at 5m/s +0.2% weight per meter. After 500, 250 and 100m falls.
Level 5: Starting at 5m/s +0.1% weight per meter. After 1000, 500, 250 and 100m falls.

Weight Partition.

Mechanical Conversion.
The rate at which the muscles are able to convert the fuelled energy into mechanic energy.
Default as level 1.
Level 0: 16%. 1 STR per 5 Capacity.
Level 1: 20%. 1 STR per 6 Capacity.
Level 2: 25%. 1 STR per 7 Capacity.
Level 3: 33%. 1 STR per 8 Capacity.
Level 4: 45%. 1 STR per 10 Capacity.
Level 5: 50%. 1 STR per 15 Capacity.
Level 6: 66%. 1 STR per 16 Capacity.
Level 7: 75%. 1 STR per 22 Capacity.
Level 8: 80%. 1 STR per 24 Capacity.
Level 9: 90%. 1 STR per 27 Capacity.
Level 10: 100%. 1 STR per 30 Capacity.

Energy Flow.
The rate at which the nerves are able to guide the fuelled energy out.
Default as level 1.
Level 0: 16%. 1 STR per 5 Potency.
Level 1: 20%. 1 INT per 6 Potency.
Level 2: 25%. 1 INT per 7 Potency.
Level 3: 33%. 1 INT per 8 Potency.
Level 4: 45%. 1 INT per 10 Potency.
Level 5: 50%. 1 INT per 15 Potency.
Level 6: 66%. 1 INT per 16 Potency.
Level 7: 75%. 1 INT per 22 Potency.
Level 8: 80%. 1 INT per 24 Potency.
Level 9: 90%. 1 INT per 27 Potency.
Level 10: 100%. 1 INT per 30 Potency.

Imbue.
Reduces damage to the body, self CON-based, and increases durability of objects, outer INT-based, at a low mana cost.
Default as level 1.
Level 1: 10%.
Level 2: 20%.
Level 3: 30%.
Level 9: 90%.

Presence.
Allow access or control over the mana within a certain area.
Default as level 1.
Level 1: Each Potency point equals to control over 1cm at density of $0.01/g^3$.

Flow Capacity.

Determines how many buffs one can have active at once or the limit for the flowing energy of spell power.

Level 1: One slot, needs at least one buff or spell learnt.

Level 2: Two slots, needs at least one level 3, three level 2 or five level 1.

Level 3: Three slots, needs at least one level 5, three level 4 or five level 3.

Sniping.

Allows increased precision on ranged attacks more than five meters away.

Level 1: + 50pm.

Knowledge:

Knowledge, as you should have read during the document, is the character ability to evaluate something; as what kind of metal is before him, the quality of a craft, the worth or effects of a mushroom or how to build a contraption that shoots 95Kg over three hundred meters.

Masteries:

Mastery is to the body as knowledge is to the mind; you may know the physics behind a summersault, but that does not mean you can do it – mastery means you can.

Mastery unlock skills to be performed both in battle as outside of it; including professions.

~~Weapons proficiency or mastery allows bonus upon using the weapon. Level 1 allows the usage of the full damage without penalty while any level further has a percentage increase, as defined by the weapon, over the dices rolls affecting the weapon. They also unlock actions.~~

Blade Proficiency.
Affects most swords and daggers.
Default at level 0.
Level 0: Halves the weapon's damage and randomize damage type if possible.
Level 1: Allows the usage of 'Slash' and 'Thrust' without penalty.
Level 2: Allow directional attacks.

Long Sword Mastery.
Improves long swords.
Level 1: Allows 'quick', 'heavy', 'Critical' and 'Charging' attacks. +1 STR.
Level 2: Allows the usage of skills effects over the weapon.

Sword Mastery.
Improves classic swords.
Level 1: Allows 'quick', 'heavy', 'Critical' and 'Charging' attacks. +1 DEX.
Level 2: Allows the usage of skills effects over the weapon.

Dagger Mastery.
Improves most daggers.
Level 1: Allows 'quick', 'heavy', 'Critical' and 'Charging' attacks. +1 DEX.
Level 2: Allows the usage of skills effects over the weapon.

Pole-arm Proficiency.
Affects most pole-arm weapons.
Default at level 0.
Level 0: Halves the weapon's damage and randomize damage type if possible.
Level 1: Allows the usage of 'Slash' and 'Thrust' without penalty.
Level 2: Allow directional attacks.

Staff Mastery.
Affect the usage of magic through staffs.
Default as inexistent.
Level 1: Allows to use mana through a simple staff. +1 INT.

Ranged Proficiency.
The ability to properly aim at distance.
Default as inexistent.
Level 1: +5pm for targets at 10m or more.

Bow Mastery.
Improves the handling of bows.
Default at level 0.
Level 0: Halves pm and gives a 50% change to fail at each attack using a bow.
Level 1: Allows the usage of a bow. +1 DEX.

Properties:

Properties are found on items and spells describing their unique behaviours.

Aerodynamic.
It acts at default under the rules or Gracefulness level 2.

Cavitating.
The price of increasing in size is less proportional at wind resistance; -50% cost at the extra size.

Elementary properties are valid when the element is free for the take; at which the price in keys is the fixed or total value – '*' being any pick of value, usually in size. When more than one element is available the keys list the prices at alphabetic element order.
These include: Water, Ice, Fire, Earth.

Materials

Everything, obviously, is made of some materials. Those include weapons and armours, to determinate who much damage they can handle, the rocks on cliffs and doors, to determinate the difficulty of overcoming them, to the creatures as monsters themselves, to determinate what you could get form them or what is effect.

Fabric:

Bast.
Made from flax, hemp, nettle or the like plants which contain bast; extremely popular for some cultural fabrics and at less developed places. Common in ropes. Make linen.

Cellulose.
Made from the crushing of plants and it attains a soft thin fabric much like silk. Plastic is made of organic material; as this cellulose.

Cotton.
The most common material for civilized clothing; from cotton trees.

Fur.
Leather processed with hair still attached; making from luxurious warm clothing to the straps of savages. Vary brutally from animal to animal.

Leather.
Most common in footwear and accessories; make some hardy resistant clothing. Vary brutally from animal to animal.

Silk.
Luxurious fibres made out of silky caterpillar; or even from spiders or others spinnerets. They are soft and elegant; and equally expensive.

Wool.
Common in cold regions and meanly from sheep it is warm and fluffy.

Woods:

Chestnut.
Sweet chestnut; a balanced and simple magic material.
Density: 0.56g³

Maple.
Common universal maple.
Density: 0.6-0.75g³

Oak.
Common hard oak.
Density: 0.8g³

White Ash.
An uncommon hardwood, albeit very common on the Surface. It is well known by all vampires as their hated tree.
Density: 0.65-0.85g³

Metals:

Bronze.
An alloy made of copper and tin (88 to 12); with additions to increase quality. It has high conductivity (100), it is somewhat less brittle than iron, denser than iron, it has a lower melting point than iron (950), it only oxidizes superficially, although if chlorite forms it is completely destroyed.
Conductivity: 7-100
Fusion: 900-950C
Density: 8,73g³
Uncast Price: 1.2C/Kg
Cast Price: 1.9/Kg

Iron.
The most commonly used alloy. It is highly magnetic.
Conductivity: 17
Fusion: 1200-1538C
Density: 7,87g³
Ore Price: 0.012C/Kg
Cast Price: 0.2C/Kg

Steel.
An alloy made of iron and carbon. Completely brittle it breaks sharply instead of bending; it keeps edge really well – the preferred alloy for tools, weapons and armours alike so that a thousand technics of steel forging, and therefore a thousand steels, have been made.
Conductivity: 3-15
Fusion: 1540C
Density: 7,80³
Price: 0.3C/Kg

Silver.
Conductivity: 105
Ore Price: 71.6C/Kg

Copper.
Conductivity: 100
Ore Price: 0.9C/Kg

Gold.
Conductivity: 70
Ore Price: 7038.7C/Kg

Aluminium.
Conductivity: 61
Ore Price: 0.2C/Kg

Nickel.
Conductivity: 22
Ore Price: 1.5/Kg

Zinc.
Conductivity: 27
Ore Price: 0.22/Kg

Brass.
Conductivity: 28

Tin.
Conductivity: 15
Ore Price: 3.6C/Kg

Phosphor Bronze.
Conductivity: 15

Lead.
Conductivity: 7
Ore Price: 0.2C/Kg

Nickel Aluminium Bronze.
Conductivity: 7
Ore Price: 1.6C/Kg

Cobalt.
Ore Price: 4C/Kg

Molybdenum.
Ore Price: 3.2C/Kg

Iridium.
Ore Price: 6560.4C/Kg

Palladium.
Ore Price: 10810.8C/Kg

Platinum.
Ore Price: 3445.9C/Kg

Ruthenium.
Ore Price: 1086C/Kg

Rhodium
Ore Price: 54054C/Kg

Body Parts

Most creatures have members, a torso, neck and head as body parts and from a humanoid figure the DM is free to judge what a critical hit to each causes.

A monster cannot be killed from a hit at a non-vital part, but bleeding, poison or other effects begotten by the attack can lead to death. If the damage would kill the monster it is left with 1 Life Point instead; the attack may also not hit more than thirty per cent of the target's life at a non-vital area, at which point it maims the member. The head and torsos are vital; the outer members not.

~~A slashing critical at a member will maim out on an unplated member and cause bleeding. Smashing at a plated part can only be critic after a breaking roll. A slashing or piercing damage can only be critical on a plated part if the damage would surpass the target's maximum health, otherwise it fails.~~

~~Breaking roll: Rolls a 1d20 against (your STR - target CON) 10.~~

~~A successful critical effectively destroys the armour occupying the slot.~~

Anthropoid:

Head: 98-100% (91-100% from side)
Eyes: Head at 10%
Neck: 97% (90% from side)
Torso: 36-96%
Spine: Back at torso 81-100%
Arms: 26-35% (26-89% from side)
Heart: Front at torso 96-100%
Stomach:) Front at torso 66-95%
Legs: 1-25% (1-75% if a low attack, reverse numbers)

Head: Height / 16, 2 * 1. Critical of double damage for smashing damage. If the double damage kills it is a critical for piercing and slashing damage too, otherwise no. Front and back.

~~The size is as 2cm for puny, 10cm for minuscule, 20cm for undersized, 30cm for average, 65cm for oversized, 175cm for gigantic and 500cm+ for colossal.~~

Neck: Height / 16, 1 * 1. Critical of double damage for piercing and slashing damage. If the double damage kills it is a critical for smashing damage too, otherwise no. Front and back.

~~The size is as 1cm for puny, 5cm for minuscule, 10cm for undersized, 20cm for average, 50cm for oversized, 150cm for gigantic and 400cm+ for colossal.~~

Heart: Height / 16, 1 * 1. Critical of double damage for piercing damage. If the double damage kills it is a critical for smashing and slashing damage too, otherwise no. Front, back if critical kills.

~~The size is as 1cm for puny, 5cm for minuscule, 10cm for undersized, 20cm for average, 50cm for oversized, 150cm for gigantic and 400cm+ for colossal.~~

Stomach: Height / 8, 1 * 2. Critical of double damage for slashing damage. If the double damage kills it is a critical for smashing and piercing damage too, otherwise no. Front.

~~The size is as 1cm for puny, 7cm for minuscule, 15cm for undersized, 25cm for average, 50cm for oversized, 150cm for gigantic and 400cm+ for colossal.~~

Spine: Height / 16, 7 * (7 * 0.1).Critical of double damage. The target rolls a 50% CON dice, which in case of failure roll 1d4 to determinate impediment to legs, one arm, both arms or everything. Every following turn roll a 50% CON dice trying to leave the effect. Back.

~~The size is 2.5/40cm for undersized, 5/70cm for average, 15/200 for oversized.~~

Eyes: HeadW/ 4, 1w * (1 * 0.5).A critical to one eye lower causes conditions (yet to be defined e.e, as lowering Perception or Focus) and to both eyes blinds the target. A piercing attack of a thrust from a thin enough blunt weapon, as a rod, targets only one eyes while a lateral slash can target both at once (a diagonal or thrust or vertical may only target one). Front.

~~The size is as 0.1cm for puny, 0.5cm for minuscule, 1cm for undersized, 2cm for average, 5cm for oversized, 15cm for gigantic and 40cm+ for colossal.~~

Arms: Height / 16, 7 * (7 * 0.1). A critical to the arm prevents the wilding of weapons on that member. Front and back.

~~The size is as 3cm for puny, 20cm for minuscule, 45cm for undersized, 70cm for average, 200cm for oversized, 1000cm for gigantic and 1500cm+ for colossal.~~

Legs: Height / 2, 1 * (1 * 0.1). A critical to the leg prevents running and halves movement speed, blocks abilities which need the leg and at both prevents leg movement. Front and back.

~~The size is as 3cm for puny, 25cm for minuscule, 45cm for undersized, 80cm for average, 220cm for oversized, 1100cm for gigantic and 1700cm+ for colossal.~~

Quadruped:

Heart: May only be attack from the left side, or from below, or if the animal is with its belly exposed up.

Stomach: May only be attack from the sides, or from below, or if the animal is with its belly exposed up.

Spine: It is available to attack by default; unless it is with its belly rolled up.

Legs: All four members are legs; the same effects apply for preventing movement if two are injured.

Notations

The currency used in this universe is mainly Credits. Simply it is a magic coin which you are able to pull another coin from it; so if you have a ten credits coin you can make two five credits coin with it – or extract or add any amount to it.

A credit correspond roughly to seven dollars and forty cent to a little over nine dollars, or thirty seven Brazilian Reais.

There is no minimal wage, but there is the commonly known price for each job; like the common for a farmer's day, for a miner or any helper – which is 1.5 Credits.

There are other currencies as:

The Dwarven Mark, or golden mark (mark as plural too), is the official currency on the Dwarven Kingdom and the second most used. Its subunit (1/100) is pfe (pfs as plural). A credit is worth closely 3.5 golden mark.

The Vampire Leu, or leu (lei as plural), is the official currency on the Vampire Empire and the third most used. Its subunit (1/100) is ban (bani as plural). A credit is worth closely 2.1 leu.

The Hitojin Quid (libra), or quid (quids as plural), is the official currency of the Hitojin Nation and the fourth most used. Its subunit (1/10) is pound (pounds as plural) and the subunit (1/100) penny (pingin as plural). A credit is worth closely 12.1 quids.

The Elven Mark, or green mark (marks as plural), is the official currency of the Elven Society and the fifth most used. Its subunit (1/100) is ban (bani as plural). A credit is worth closely 5.6 green marks.

However they can be said to be rare since the ubiquitously accepted currency is Credits. Still many other places have their own national coin; Meido has the jade, gold, silver and bronze coins. The bronze one is worth 4 Brazilian cents, the silver one is twenty five times that, which is one Real.

For other measures we have used here the international notations, as meters and grams. Those do exist within this universe, but are not commonly used or known by the masses; instead the universal notations are others.

Spatium is the notation for distance and it is a hundred and seventy per cent of the notation of a meter; one spatium is one meter and seventy centimetres. One thousand spatium is between a mile and a nautical mile.

Weight is measure in 'pondus'; which is sixty per cent of a kilogram. The default mechanical conversion lifts six kilograms with one STR; or ten pondus per STR. Sixty kilograms is a hundred pondus.

Thermodynamic energy is measured on the gelor scale, or criotermo, on the same rate as Celsius. 0 Celsius is 27 315 gelores; and for simplification people usually only use the first three digits – 305 gelores being 32 Celsius and 263 gelores being negative 10 Celsius.

The year is counted with 365, or 366, days; and months are not counted, but the exact current day in the year. Day 113 instead of April 23. Weeks exist, but are used on the local scope and not counting the weeks of the year. A day has twenty and four hours; and instead of sixty minutes the hour has twenty and four 'times' – each with a hundred a fifty seconds.

Feel free to use the universal metric notations, as being used to it is much easier to envision what the numbers mean, but know these are the notations mainly used in the universe of ULF.

Tables

Speed	Action
0.1	10s
0.2	8s
0.3	6s
0.4	4s
0.5	2s
0.6	1.5s
0.7	1.5s
0.8	1s
0.9	1/2s
1	1/4s
1.1	1/4s
1.2	1/4s
1.3	1/5s
1.4	1/5s
1.5	1/6s
1.6	1/6s
1.8	1/7s
1.9	1/7s
2	1/8s
2.1	1/8s
2.2	1/8s
2.3	1/8s
2.4	1/8s
2.5	1/9s
2.6	1/9s
2.7	1/9s
2.8	1/9s
2.9	1/9s
3	1/10s
WIS	Perception
INT	Cast Time

Cost				Velocity			
1	1m/s	83,64	41m/s.	364,84	81m/s.	1203,39	121m/s.
2	2m/s	87,39	42m/s.	376,73	82m/s.	1237,6	122m/s.
3	3m/s	91,26	43m/s.	388,95	83m/s.	1272,7	123m/s.
4	4m/s	95,25	44m/s.	401,51	84m/s.	1308,71	124m/s.
5	5m/s	99,36	45m/s.	414,41	85m/s.	1345,65	125m/s.
6,12	6m/s	103,6	46m/s.	427,67	86m/s.	1383,54	126m/s.
7,28	7m/s	107,97	47m/s.	441,3	87m/s.	1422,41	127m/s.
8,49	8m/s	112,47	48m/s.	455,3	88m/s.	1462,28	128m/s.
9,74	9m/s	117,11	49m/s.	469,68	89m/s.	1503,18	129m/s.
11,04	10m/s	121,89	50m/s.	484,46	90m/s.	1545,13	130m/s.
12,39	11m/s	126,82	51m/s.	499,64	91m/s.	1588,16	131m/s.
13,78	12m/s	131,89	52m/s.	515,23	92m/s.	1632,28	132m/s.
15,23	13m/s	137,11	53m/s.	531,25	93m/s.	1677,54	133m/s.
16,73	14m/s	142,5	54m/s.	547,7	94m/s.	1723,96	134m/s.
18,28	15m/s	148,04	55m/s.	564,6	95m/s.	1771,56	135m/s.
19,89	16m/s	153,74	56m/s.	581,95	96m/s.	1820,38	136m/s.
21,56	17m/s	159,62	57m/s.	599,77	97m/s.	1870,44	137m/s.
23,28	18m/s	165,67	58m/s.	618,08	98m/s.	1921,77	138m/s.
25,07	19m/s	171,89	59m/s.	636,87	99m/s.	1974,41	139m/s.
26,92	20m/s	178,3	60m/s.	656,17	100m/s.	2028,39	140m/s.
28,83	21m/s	184,9	61m/s.	675,99	101m/s.	2083,73	141m/s.
30,81	22m/s	191,69	62m/s.	696,33	102m/s.	2140,48	142m/s.
32,85	23m/s	198,68	63m/s.	717,22	103m/s.	2198,67	143m/s.
34,96	24m/s	205,87	64m/s.	738,67	104m/s.	2258,32	144m/s.
37,15	25m/s	213,27	65m/s.	760,69	105m/s.	2319,49	145m/s.
39,41	26m/s	220,88	66m/s.	783,29	106m/s.	2382,19	146m/s.
41,74	27m/s	228,71	67m/s.	806,49	107m/s.	2446,48	147m/s.
44,15	28m/s	236,77	68m/s.	830,31	108m/s.	2512,39	148m/s.
46,64	29m/s	245,05	69m/s.	854,76	109m/s.	2579,95	149m/s.
49,22	30m/s	253,58	70m/s.	879,85	110m/s.	2649,21	150m/s.
51,88	31m/s	262,34	71m/s.	905,61	111m/s.	2720,21	151m/s.
54,62	32m/s	271,36	72m/s.	932,04	112m/s.	2792,99	152m/s.
57,45	33m/s	280,63	73m/s.	959,17	113m/s.	2867,59	153m/s.
60,38	34m/s	290,16	74m/s.	987,01	114m/s.	2944,06	154m/s.
63,4	35m/s	299,97	75m/s.	1015,59	115m/s.	3022,44	155m/s.
66,51	36m/s	310,05	76m/s.	1044,91	116m/s.	3102,78	156m/s.
69,73	37m/s	320,41	77m/s.	1074,99	117m/s.	3185,12	157m/s.
73,04	38m/s	331,06	78m/s.	1105,86	118m/s.	3269,52	158m/s.
76,47	39m/s	342,01	79m/s.	1137,54	119m/s.	3356,01	159m/s.
80	40m/s	353,27	80m/s.	1170,04	120m/s.	3444,66	160m/s.
1Kg				A*(1.02)^(A-5)			

Gracefulness Quick Turning Points Table

	Level 1	Level 2	Level 3	Level 4	Level 5	
Level 1	A*(1.02)^(A-5)					5m/s
Level 2	A*(1.02)^(A-55)	A*(1.01)^(A-5) to 105m/s at 284,01Kg				5m/s
Level 3	A*(1.02)^(A-180)	A*(1.01)^(A-130) to 355m/s at 3330,71Kg	A*(1.005)^(A-5) to 255m/s at 887,27Kg			5m/s
Level 4	A*(1.02)^(A-430)	A*(1.01)^(A-380) to 855m/s at 17045,24Kg	A*(1.005)^(A-255) to 755m/s at 9140,67Kg	A*(1.002)^(A-5) to 505m/s at 1371,36Kg		5m/s
Level 5	A*(1.02)^(A-930)	A*(1.01)^(A-880) to 1855m/s at 30316799K	A*(1.005)^(A-755) to 1755m/s at 257240Kg	A*(1.002)^(A-505) to 1505m/s at 11098,34Kg	A*(1.001)^(A-5) to 1005m/s at 2730,51Kg	5m/s
						5Kg

Conversion	STR	Capacity
Level 0	1	5
Level 1	1	6
Level 2	1	7
Level 3	1	8
Level 4	1	10
Level 5	1	15
Level 6	1	16
Level 7	1	22
Level 8	1	24
Level 9	1	27
Level 10	1	30
Flow	INT	Potency

LV	DEX	Precision
0	1	0.1pm
1	1	0.5pm
2	1	0.7pm

Size	Walk	Run
P	5cm	20cm
M	20cm	1m
U	1m	5m
A	2m	5m
O	5m	10m
G	10m	25m
C	25m	50m

Speed	Walk	Run
0.1	0.1m/s	0.2m/s
0.2	0.4m/s	0.5m/s
0.3	0.6m/s	1m/s
0.4	0.8m/s	1.5m/s
0.5	1m/s	2m/s
0.6	1.5m/s	2.5m/s
0.7	1.5m/s	2.5m/s
0.8	1.5m/s	3m/s
0.9	1.5m/s	4m/s
1	2m/s	5m/s

1 meter: 7850, average 5000 (63%), undersized 1600 (20%)

2 meter: 31 400, average 8500 (27%), undersize 1600 (5%)

Appendix

Strength (STR) – The Strength attribute.
Capacity – STR-based value of how much one can lift.
Dexterity (DEX) – The Dexterity attribute.
Agility – DEX-based value of how fast one reacts.
Speed (SPD) – DEX-based value of how fast one moves.
Precision – DEX-based value of accuracy.
Intelligence (INT) – The Intelligence attribute.
Potency – INT-based value of one's magical power.
Constitution (CON) – The Constitution attribute.
Wisdom (WIS) – The Wisdom attribute.
Perception – WIS-based value of time-perceiving frequency.

Action (A) – A set movement with a set measure of time. Furthermore the time of such.
Free Action (FA) – A non-standard movement with time set in Actions.
Move (M) – Any movement performed by its own time.

Endeavour (E) – A roll to check one's ability to perform something.
Reroll (R) – Rolls a dice (the same if not specified) and uses the new value.
Choose-Reroll (CR) – Rolls a dice and chooses which one to use.
Lower-Reroll (LR) – Rolls a dice and uses the lower value.
Higher-Reroll (HR) – Rolls a dice and uses the higher value.

Dice Weight (DW) – The 'cost' of a dice; its pure maximum number.

Combat Alpha Test

Date: 09:16(+9) 02/24/2020

The Fighting Hound, by Bedengus.

Character created (through a long time). See >Angar

The first test to see how the battle mechanics of ULF play out.

You are thrown out into the dirt; you feel the hard ground and the blinding light of torches confuse you.
There is clamour about; dozens or hundreds of goblins yelling all around from their high seats.
As your eyes grow used to it you see the circular arena you find yourself; torn rags over your waist, a rusty dagger near you and an opponent much like yourself at the other side of the circle.
'Bam', close the gates behind you and your opponent
You both know what to do and you waste no time scrambling for your dagger.
Angar: Brutal.

Battle log 1 starts (09:24)

Goblin.
Life Points: 28
Mana Points: 66
Attribute: STR 8, DEX 14, CON 8, INT 8, WIS 8.
Characteristics: SPD 1.4, R 71, 7pm, P 1s, anthropoid, undersized, W 28(28.1).
Equipment: Bronze Dagger.
Abilities: Agility I(S), Blade Proficiency.

VS

Angar.
Life Points: 36
Mana Points: 84
Attribute: STR 13, DEX 14, CON 11, INT 12, WIS 13.
Characteristics: SPD 1.4, R 71, 7pm, P 1/5s, anthropoid, undersized, W 28(28.1).
Equipment: Bronze Dagger, Rags.
Abilities: Agility I(S), Strength I(S), Blade Proficiency.

**

Goblin is seven meters away.

It is 00:00.

Angar: I walk two meters forth!

Angar walks.
Goblin runs.

Leaves out to eat (09:35)

Back here (10:49)

It is 00:00.20.

You see the Goblin running at you.
Angar: I stop at my next step.

It is 00:00.40.

It is 00:00.50.

The Goblin is four meters away.
Angar stops.

It is 00:00.60.

Angar: I can play now with my perception, right? I ready a thrust!

Anger readies a Thrust.

It is 00:00.80.

Angar waits. (should be reading)

It is 00:01.00.

Goblin is one and a half meters away.

Angar waits.

It is 00:01.20.

Goblin is half a meter away.

Angar uses Thrust. (it is ready so it works, but that probably threw me off)
Angar rolls 2 at 2. (0 - 14 - 0 - 5 - 11)
Angar aims at Goblin's Heart.
Angar rolls 39 at 60. (2pm at 10cm from 50cm, 25 at 10 or 40%)
Angar misses the critical.
Angar rolls 2(2). ((2 - 1) + 1 * 1.3)
Goblin takes 2 damage.
Goblin has 26(28) HP.

It is 00:01.40.

Goblin is half a meter away.

Angar recovers.

It is 00:01:50.

Goblin is a meter away.
Goblin stops.
Goblin show its back.

It is 00:01.60.

Angar uses Step.

Goblin is half a meter away.

It is 00:01.80.

Angar uses Strength I.
Angar rolls 2.
Angar gains 2 STR.
Angar has 64(84) MP.
Angar uses Thrust.
Angar rolls 16 at 11. (14 - 14 - 11)
Angar aims at Goblin's Neck.
Angar rolls 7 at 0. (7pm at 10cm from 50cm, 7 at 10 or 140%)
Critical Hit!
Angar rolls 4(14). (((4 - 1) + 3 * 1.5) * 2)
Goblin takes 14 damage.
Goblin has 12(28) HP.
Angar loses 2 STR.

It is 00:02.

Angar recovers. (should be slashing and causing damage right, but as he was busy the result is the same)
Goblin shows his front.

Goblin uses Agility I.
Goblin rolls 1.
Goblin gains 1 DEX.
Goblin has 46(66) MP.
Goblin uses Thrust.
Goblin rolls 7 at -4. (15 - 0 - 11)
Goblin aims at Angar's Heart.
Goblin rolls 17 at 0. (7.5pm at 10cm from 50cm, 7 at 10 or 140%)
Critical Hit!
Goblin rolls 3(6). (((3 - 1) + 2 * 0.8) * 2)
Angar takes 6 damage.

Angar has 30(36) HP.
Goblin loses 1 DEX.

It is 00:02.20.

Goblin recovers. (he would recover and goblin would hit him)

Angar uses Greater Strength I.
Angar rolls 2(3).
Angar gains 3 STR.
Angar has 24(84) MP.
Angar uses Thrust.
Angar rolls 7 at -3. (14 - 0 - 11)
Angar aims at Goblin's Heart.
Angar rolls 22 at 0. (7pm at 10cm from 50cm, 7 at 10 or 140%)
Critical Hit!
Angar rolls 2(4).(((2 - 1) + 1 * 1.6) * 2)
Goblin takes 4 damage.
Goblin has 8(28) HP.
Angar loses 3 STR.

It is 00:02.40.

Angar recovers. (he would be slashing and the goblin recovers)

It is 00:02.60.

Angar uses Strength I.
Angar rolls 4.
Angar gains 4 STR.
Angar has 4(84) MP.
Angar uses Thrust. (the past damage would be now; at dodge too)
Angar rolls 14 at 11. (14 - 14 - 11)
Angar aims at Goblin's Heart.
Angar rolls 99 at 30. (7pm at 10cm from 110cm, 14 at 10 or 70%)
Critical Hit!
Angar rolls 1(4). (((2 - 1) + 1 * 1.7) * 2)
Goblin takes 4 damage.
Goblin has 4(28) HP.
Angar loses 4 STR.

It is 00:02.80.

Angar Recovers. (he would recover)

It is 00:03.00.

Angar uses Thrust. (both would cast it just like that; and then he would be doing his past attack here and taking one attack from the goblin)

Goblin uses Thrust.

Angar rolls 19 at -3. (14 - 0 - 11)

Goblin rolls 19 at -3. (14 - 0 - 11)

Angar aims at Goblin's Heart.
Angar rolls 59 at 0. (7pm at 10cm from 50cm, 7 at 10 or 140%)
Critical Hit!

The Goblin AI will aim a critical too and, unless he gets a 0, succeed since the busy Angar has no agility to fight; and they are too close. I will not input it since Angar's minimum critical damage of 1 + 1 * 2 kills it; and with 8 STR to 12 STR the Goblin can only swing at 23m/s while Angar kill him first at 25m/s.

Angar rolls 2(4). (((2 -1) + 1 * 1.4) * 2)
Goblin takes 4 damage.
Goblin is dead.

00:03.20 they both would be causing damage, 00:03.40 he would recover and at 03.60 he would make the slash and at 03.80 he would deliver that 80 and kill it, recovering at 04

Battle log 1 ends (14:45)

Angar: Now, that was hard! I hear the clamour of my victory and hard work; they are going crazy that such intense three seconds of life and death!
Oh, I completely cheated! You had the overwhelming advantage not only because you could act five times more, but I made attacking at the cost of one Action instead of two! Shit!
Well, it is over and a review shows the result would only be a second longer.

Second session 01/03/2020 (16:52, after much polishing and stocking)

One of the gates open slightly and a ravenous wolf is let lose to clean the carcass.
Angar: No rest! Am I just fucked out of mana?
Yes.
Angar: I take its dagger at least!
Ok.
Angar: Do I attack twice?
You do no have double wilding skills, as I am yet to create any such rules, but you could throw one and force me to leave and write throwing rules. Furthermore you could still attack even if the wold is biting your arm as a grab.

Battle log 2 starts (17:02)

Wood Wolf.
Life Points: 15

Mana Points: 25
Attribute: STR 12, DEX 12, CON 8, INT 2, WIS 10.
Characteristics: SPD 1.2, R 71, 7pm, P 1/4s, quadruped, undersized, W 28.
Equipment:
Abilities:

VS

Angar.
Life Points: 30(36)
Mana Points: 4(84)
Attribute: STR 13, DEX 14, CON 11, INT 12, WIS 13.
Characteristics: SPD 1.4, R 71, 7pm, P 1/5s, anthropoid, undersized, W 28(28.2).
Equipment: Bronze Dagger, Bronze Dagger, Rags.
Abilities: Agility I(S), Strength I(S), Blade Proficiency.

**

Wood Wolf is five meters away.

It is 00:00.

Angar: Let me see… How do I play it again… It will probably run and pounce at me, so I first take a full step to my right side.

Angar uses Step.

Wood Wolf runs.

It is 00:00.20.

You see the Wood Wolf running at you.

Angar: Didn't I just used Step to get out of the way?
Of a charging wolf? It takes a lot to stop running suddenly, but you do not end in a straight line as your original target if you have perception points; it adjusts to attack if he is running close too or anywhere on the cone of 45°. So you would need to move more than 1.3m if he is running just one second.
Angar: Fucking shit… I can wait and dodge once it pounces; or I can ready and attack. I could also throw one dagger as I wait… If I dodge we both get recovery actions and it will not be that effective… Throwing costs two; so I will ready a thrust.

Angar readies a thrust.

It is 00:00.40.

Angar is ready.

It is 00:00.50.

Wood Wolf is two meters and a half away.

It is 00:00.60.

Angar: Well… I had time to throw after all.

Angar waits.

It is 00:00.80.

Angar waits.

It is 00:01.

Angar uses Thrust.

Wood Wolf uses Pounce.

Angar rolls 17 at 2.
Angar aims at Wood Wolf's Heart.
Angar rolls 95 at 60.
Critical Hit!
Angar rolls 3(8).
Wood Wolf takes 8 damage.
Wood Wolf has 7(15) HP.

Woolf Wolf rolls 2 at 4.
Wood Wolf misses.

It is 00:01.20.

Wood Wolf is half a meter away.

Angar recovers.

It is 00:01.25.

Woof Wolf Recovers.

It is 00:01.40.

Angar uses Thrust.

Angar: What else can I do!? I am a naked goblin with only one dagger against a hungry wolf!
My mana is spent and I have no memories of how to wield a blade properly!
Two daggers.
Angar: Yeah, two, but I do not know how to use two at once.

Angar rolls 13 at 9.
Angar aims at Woof Wolf's Heart.
Angar rolls 70 at 30.
Critical Hit!
Angar rolls 4(14).

Wood Wolf takes 14 damage.
Wood Wolf is dead.

Battle log 2 ends (18:06)

Anger: There it goes; doggo is dead.
Pretty easy; the critical rate is too absurdly high and you stab hearts several times in a fight. It seems it would be more effect to use a critical at each arm and then finish the fight with no more damage potential from the enemy. And you are not even using the half speed for doubled precision…
Angar: What now? I win for the day and I can upgrade my things at the gladiator's nest?
Now some of the crowd cheers at the dead wolf while other boo at you; and the gate opens revealing another goblin.
Angar: They have a lot of life since I have this shitting dagger, but they are slow and dumb enough. But I feel sad killing these things for no XP or reward.
The reward of living longer to test the fucking fighting system.

Battle log 3 starts (16:13)

Goblin Mage.
Life Points: 20
Mana Points: 86
Attribute: STR 8, DEX 12, CON 8, INT 10, WIS 10.
Characteristics: SPD 1.2, R 71, 7pm, P 1/4s, anthropoid, undersized, W 28(28.1).
Equipment: Bronze Dagger, Rags.
Abilities: Agility I(S), Blade Proficiency, Icicle.

VS

Angar.
Life Points: 30(36)
Mana Points: 4(84)
Attribute: STR 13, DEX 14, CON 11, INT 12, WIS 13.
Characteristics: SPD 1.4, R 71, 7pm, P 1/5s, anthropoid, undersized, W 28(28.2).
Equipment: Bronze Dagger, Bronze Dagger, Rags.
Abilities: Agility I(S), Strength I(S), Blade Proficiency.

**

The goblin is five meters away.

It is 00:00.

Angar: 'The goblin'? I ready a thrust.

Angar readies a Thrust.

Goblin Mage casts Icicle.
Goblin Mage has 70(86) MP.

Angar: GOBLIN WHAT!? WHERE IS HIS STAFF!?
He uses a dagger too; how would he fight with a staff without mana?

It is 00:00.20.

Angar: I cancel my readying!
You cannot.
Angar: Whaaaaaat.

Angar is ready.

It is 00:00.25.

Goblin Mage rolls 40 at 80.
Goblin Mage misses.

It is 00:00.40.

Angar: I charget at the fucker!

Angar runs.

It is 00:00.50.

Goblin Mage casts Icicle.
Goblin Mage has 54(86) MP.

It is 00:00.60.

Goblin Mage is four meters away.

It is 00:00.75.

Goblin Mage rolls 40 at 68.
Goblin Mage misses.

It is 00:00.80.

Goblin Mage is three meters away.

It is 00:01.

Goblin Mage is two meters away.

Goblin Mage casts Icicle.
Goblin Mage has 38(86) MP.

It is 00:01.20.

Goblin Mage is one meters away.

It is 00:01.25.

Goblin Mage rolls 42 at 0.
Goblin Mage aims at Angar's Heart.
Goblin Mage rolls 39 at 74.
Goblin Mage rolls 2(5).
Angar takes 5 damage.
Angar has 25(36) HP.

Angar: Auch!

It is 00:01.40.

Goblin Mage is half a meter away.

It is 00:01.50.

Goblin Mage casts Icicle.
Goblin Mage has 22(86) MP.

It is 00:01.60.

Angar uses Thrust.
Angar rolls 12 at 9.
Angar aims at Goblin Mage's Heart.
Angar rolls 43 at 0.
Critical Hit!
Angar rolls 4(14).
Goblin Mage takes 14 damage.
Goblin Mage has 6(20) HP.

It is 00:01.75.

Goblin Mage rolls 63 at 0.
Goblin Mage aims at Angar's Heart.
Goblin Mage rolls 96 at 0.
Critical Hit!
Goblin Mage rolls 6(16).
Angar takes 16 damage.
Angar has 9(36)HP.

It is 00:01.80.

Angar recovers.

It is 00:02.

Goblin Mage casts Icicle.
Goblin Mage has 6(86) MP.

Angar: Puta merda holy shit… If it hits me I am dead. Fucking op shit no recovery nor shit! I can move half a meter only; and wait there to evade for more half a meter, which is the same as the meter I would run, but then I could come back. It has no more mana, but it has the dagger still… Holy fucking shit; I thrust at it! Save me, dice! If the dice is not great and critical it will just one hit me as I am busy without evasion.
It is all your fault; you discovered it is a mage and rushed head in at the spikes. The chance of it hitting you from far away was very slim and you needed only to dodge until the mana was down.
Angar: Damn…

Angar uses Thrust.

It is 00:02.20.

Angar rolls 7 at 0.
Angar aims at Goblin Mage's Heart.
Angar rolls 63 at 0.
Critical Hit!
Angar rolls 3(8).

Angar: Holy fucking yeah! Holy dice!

Goblin Mage takes 8 damage.
Goblin Mage is dead.

Battle log 3 ends (19:13)

Angar: Holy fuck. Time to rest.
Time to rest. My heart was leaping out too at that one. This game is great. e.e .
Angar: This game is great!
You heart the crowd going crazy as you just rushed the icicles on your face and with two attacks killed the magician. Some even applaud.
The gate whence you came opens to a dark passage and you know you have earned your rest, for now…

Session three

Angar

Goblin.
HP: 30(36)
Mana: 4(84)

Attributes-->
DEX: 14
STR: 13
WIS: 13
CON: 11
INT: 12

Parameters-->
Capacity: 78
Potency: 72
Perception: 1/5s
Speed: 1.4
Precision: 7pm

Proportions-->
Height: 75cm
Width: 18,75cm
Thickness: 7,5cm
Reach: 37
Weight: 8.4(8.6)Kg
Volume: 10546cm³
Front: 1406cm²
Size: 562cm²

Head:43,94cm² (9,37 * 4,68) 98-100%
Eyes:0,68cm² (0,58 * 1,17) Head 10%
Neck:21,97cm² (4,68 * 4,68) 97%
Torso: 36-96%
Spine: 107,66cm² (32,81 * 3,28) Back at torso 20%
Arms: 107,66cm² (32,81 * 3,28) 26-35%
Heart: 43,94cm² (9,37 * 4,68) Front at torso 5%
Stomach: 175,78cm² (9,37 * 18,75) Front at torso 30%
Legs: 140,62cm² (37,5 * 3,75) 1-25%

Actions:

Buffs:

Agility I(S)				

Spells:

Passives:

Masteries:

Blade Prof.				
Dagger Mastery				

Knowledge:

Moves:

Race : Goblin
Class:
Sex: Male
Height: 75cm
Width: 18,75cm
Thickness: 7,5cm
Age: 27
Size: Undersized

Story:

Storages:

Garment.
Weight: 0.2

Bronze Dagger	Rags			
Bronze Dagger				

Credits: 5

Wasteland

~~At essence: Buffs at level 1 allow a second (additive) roll at their appropriate characteristic (x4 dice weight mana cost) or the direct multiplication of the original's roll results (if passive, at x2 dice weight cost); further rolls or multiplication are obtained by further buff level or mana flow mastery costing the specified increasing value for each extra dice roll added.~~

~~each WIS point as perception represents a tenth of the perception of a second and it escalates over a tenth of the current unit per point. Therefore with 1 point you can only notice things at each ten seconds, with 10 points at each one second and with 15 points at each half a second. 20 is 0.1 seconds, 25 is 0.05 30 is 0.01 noticing then changes at every hundredth of a second and so a hundred frames per second.~~

1kg 60 kg
60/ms X
5 > 5m/s
10 > 10m/s
10 > 15m/s
20 > 20m/s

10 > 10
2 > 11
2.4 > 12
2.88 > 13
3.45 > 14
4.14 > 15

10 > 10m/s
10 + 8.91 > 15m/s

24.8 > 15/m

1

60/m

10 > 10m
30 > 20m/s
70 > 30m

10 > 10m
1.1 > 11m
1.21 > 12
1.33 > 13
1.46 > 14
1.61 > 15
1.77 > 17
1.94 > 18
2.14 > 19
2.35 > 20.

10 > 10m
24.91 > 20m/s

25.93> 20m/s

16.3 (medium (15) of initial (10) to expected (20) + 10%) + 10 > 20m/s

16.5 > 20m
2.5 > 21
2.8 > 22
3.1 > 23
3.4 > 24
3.7 > 25
4.1 > 26
4.5 > 27
5 > 28
5.5 > 29
6.1 > 30

24 16
28 17
32 18
36 19

0.1kg 60kg
600/ms X

0.5 > 5m/s
1 > 10m/s
2 > 15
4 > 20
8 > 25
16 > 30
36 > 35

15 20
90 120
360 480

60 240
4m/s
60 > 1
72 > 2
84 > 3
96 > 4 (312)
108 > 5 (320)
120 > 6 (440)

Consider this:

“Simulating a battle between a warrior and a common aggressive enemy, let us say a goblin, with the same speed we have them at ten meters apart; and as the warrior decides to move towards the goblin time rolls on the battle field and the goblin can act.

With a Dexterity of 10 and a default Speed passive our warrior will take five seconds to get to the goblin; perhaps enough time to draw an arrow an shoot, but as a simple-minded enemy it is too charging at the warrior so that after one second they meet having each crossed three meters.

0.2m/s 1

1m/s 5

2m/s 10

4m/s 20

As the warrior was walking towards an enemy ten meters apart, instead of approaching little by little, he has to change his movement midway; he can only do so between each step (half a

meter for his size) and it takes the time of the distance of two more steps to break the momentum and stay on his feet (one second on this case and two seconds if he was running).

With the goblin within reach the warrior can now attack, but the player is now more cautious and predicts the creature will attack too and choose to wait and dodge. The creature rolls its attack dice and the warrior, who is dodging, has advantage on his saving throw; he chose a fast dodge (1 step) and after the half a second of dodge the creature is still during its missed attack at the air. The warrior can begin his attack before the creature can finish its to dodge; therefore he has again advantage on the attack roll. The opposite could have happened if he attacked and the creature used a fast dodge. If both attacked at the same time they would both roll with attack advantage at the enemy's pure saving throw, unless the warrior were considerably faster and killed or moved the goblin away before its strike fell.

Now consider an archer together with the warrior; he does nothing as they charge at each other, but as they stop he loads his arrow and shoots the goblin as the warrior dodges.

He lost the first second because he just watched, but the player could ready his bow with an arrow to attack at the split of a second; when they stopped and he could shoot the non-moving-target before it even attempted to attack the warrior. The archer being ten meters away, with a good bow, the arrow of a hundred meters per second would arrive in 0.1second; which is impossible for the goblin to dodge.

The archer (and every attacker) can roll their Dexterity (Precision) at either the attack dice or damage dice; at the first option it boosts the chance of the attack landing (against the enemy saving throw of dodge) and the second he chooses a target to make a roll for a chance of critical hit based on his Precision level (often incapacitating an enemy of moment or attack with conditions as a damaged leg or arm or eyes or for extra damage with a shoot to the heart, stomach or head)."

A lucky, critical, hit to the head with a bludgeoning weapon or a sharp thrust at the heart can instantly kill a character; and instead of doing an action alone on your turn and watch the enemy attacking you on their turn you both play at once harmonising the time it takes for each action or making time-based turns, as play each second the chosen actions before asking the players if they continue or new actions, as fitting of the party's Dexterity.

Attack roll: Roll a 1d20 against (your current velocity - your agility - target agility + target current velocity +) 11 (+5 for each size smaller and -5 for each size bigger). 0

If the target is busy, it is performing an Action or Reaction, and cannot dodge its DEX is zero. You can also choose to aim the strike and use your precision as your DEX adding to your roll.

Once the creature is hit or not there is the damage roll.

Damage roll: (weapon dice) * (STR * 0.1).

If you have not used your precision on the attack roll you can do it now to choose a body part as target and inflict extra damage or a condition if it is a critical hit. You acquire critical percentage from your Precision (5pm at 1 meter for 20cm) against the farther the monster can

move (0.5m) until the attack hits and rolls a 1d20 against the acquired critical rate (roll against 4 on this case, character at 1 meter has 100% to hit within 20cm and at 1.5 meters the chance to hit the 20cm within the now 25cm variation is 80%). The monster can roll a perception check if the time allows; if successful it can then roll a 1d20 against (its agility - your DEX -) 10 at which it avoids the critical if successful.

Critical chance roll: 1d100 against (Precision hit chance at farthest possible distance before hit).

Every attack can also be a critical by itself, the body part is set by the direction of the attack and the chance is 1d100 against (your DEX(agility) - target DEX (agility) +) 1.

Having a perception point before being hit gives a Critical dodge chance.

Critical dodge: Roll a 1d20 against 11 with perception modifiers, if successful roll a 1d20 against (your agility - enemy agility -) 10, if successful avoid critical.

After all damage and conditions are applied the parties move according to the impact; movement by slashing is usually causing a fall or a clash – melee piercing usually does not move the target. One meter throw per used STR equalling its weight - any impact nullification. As a rule the impact needs to be four times the weight to throw it one meter; and eight times to throw it two with a smashing weapons or 1 meter with a slashing one. A clash doubles the impact power. The enemy stance and active force (if any) reduce from the impact power before moving; non-metal armour also reduces the impact, while property of impact on spells or on melee attack through Pressure Distribution can ignore nullification, shoving one meter per weight-power, and deal only with resistance.

The difficulty is defined how difficult that character finds the task and the difficulty number is a reflect of the character's attribute. If it is within his attribute capabilities it is easy (1/2) or very easy (1/4) if he could do it +50% of requirement. Within 10% of his maximum it is a normal feat (1). If it is less than 50% above his capabilities it is a hard feat (1.5) and if it passes 50% it is a very hard task (2). The GM is free to define the impossibility of the task at his discretion. An easy task has a minimum cap against the roll of 2 while a hard task has a cap of 18; very easy has no cap and above hard has no cap.

For example a character with 10 STR attempts to lift a 54 kilograms rock. It is exactly below his capacities, therefore he rolls:

1d20 against (10 - 5 -) 10

1d20 against 5

Now if the same character tries to lift a 60 kilograms rock (or anything from 55 to 65 kilograms which is within his capacity) it is has the difficulty of a normal feat.

1d20 against (10 - 10 -) 10

1d20 against 10

While if he tries to lift a 66 to 89 kilograms rock he will have to face this task:

1d20 against (10 - 15 -) 10

1d20 against 15

Now a character with 15 STR attempts to lift either of the initial 54 or 60 kilograms rock. It is within his capacities (90 kilos), but still more than half his capacity (45). Therefore it is an easy task, as for a character with 10 to 14 STR. Yet his roll is:

1d20 against (15 - 8 -) 10

1d20 against 3

A 10 STR character will have the same 1d20 against 5 for a 45 kilograms rock, but a 15 STR character has:

1d20 against (15 - 4 -) 10

1d20 against -1

So, if he is has penalties, a very easy task will always be instantly completed (unless the DM requires a roll and judge failure for a natural roll of 1).

A 15 STR character lifting 90 kilograms.

1d20 against (15 - 15 -) 10

1d20 against 10

The same character trying to lift 130 kilograms is on a hard task.

1d20 against (15 - 23) 10

1d20 against 18

While it is always about 50% to perform a normal task within capacities and always easier at easy tasks it is also always harder to perform difficult tasks as the power increases. And at 15 attribute and above the cap of 18 on a hard task is reached.

For example a character with 20 STR lifting 100 kilos.

1d20 against (20 - 10) 10

1d20 against 2(0)

With the cap of at least 2 against a roll on an easy task he can only fail if he gets a one; or in this case of lifting a rock a 2 would be a draw and thus failure at moving the rock while on other situations, as holding a door closed, a draw would mean victory as the door would not be moved by the opposing force.

Now at a normal task lifting 120 kilos.

1d20 against (20 - 20) 10

1d20 against 10

He has the same chance as everyone at lifting within his maximum capacity. But at a hard task, has trying to lift 150 kilos, we see:

1d20 against (20 - 30) 10

1d20 against 18(20)

Without the cap it would be absolutely impossible to complete the hard task; and anything above hard, 180 kilos and above for him, is impossible.

An adventurer doing this kind of task can move one meter before dropping it or throw it one meters (or throw lighter rocks as based meters x weight). To carry it longer requires CON throws every meter (1d20 against 1 (+1 per meter walked) for normal and 1d20 against 10(+2 per meter walked) for hard).

Yet they are not bound to do it alone and adventures can tap into their passive abilities from training or magic to do epic feats as if they were normal tasks.