


Terminal RPG - Initial concepts

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Characters

	The Traveler	History
	Race : Dwarf	An adventurer dwarf that always is searching knowledge and legendary artifacts. A experimented wizard thath know the true of the world.
	Class : Wizard	
	Life : 110	
	Mana : 140	
	Attack : 50	
	Defense : 60	


Skills			
Name	HP	MP	Damage
Rest	+5	+15	0
Mystical thunder	0	-5	10
Fire ball	0	-15	50
Final storm	0	-15	20 (all enemies)

Weapons			
Name	Price	Type	Attack
Poor Stick	10	Wand	0
Guardian of knowledge	20	Staff	10
Soul's Sanctuary	30	Orb	50

	The Master	History
	Race : Orc	The leader of the orc monk clan, the greatest martial artist that the world ever seed. His motto is " Concentracion is the way to reach all "
	Class : Monk	
	Life : 200	
	Mana : 50	
	Attack : 40	
	Defense : 70	

Skills			
Name	HP	MP	Damage
Punch combination	0	0	15
Axe hand	0	0	10
Half moon kick	0	0	30
Buddha's palm	0	-5	45

Weapons			
Name	Price	Type	Attack
Iron hand	10	Gloves	15
Buddha statue	20	Totem	20
Demoniac eyes	30	Tattoo	40

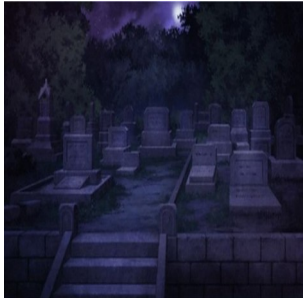
	The Blessed	History
	Race : Human	The hero of Laviria, the divine soldier, the man that will kill the demon king. This man borned with the power of a ancient hero and growned with the destiny writed or it is that his kingdom had told to him.
	Class : Paladin	
	Life : 125	
	Mana : 125	
	Attack : 55	
	Defense : 55	

Skills			
Name	HP	MP	Damage
Glory cure	+25	-5	0
Sword attack	0	0	15
God's rage	0	-15	50
Blessed shine	+15	-10	15

Weapons			
Name	Price	Type	Attack
Simple sword	10	Short sword	15
Final judgment	30	Long sword	40
Tear of god	30	Two hand sword	40

Quests

	Goblin's florest	Quest lore
	Gold : 120	A group of goblins have been assaulting the traders that need through the forest, now they paying to someone resolve this problem.
	Dungeon : The globins	
	Round 1 : 3 goblins	
	Round 2 : 2 goblins	
	Round 3 : 5 goblins	
	Round 4 : 1 Goblin king	

	Cursed cemetery	Quest lore
	Gold : 150	A necromancer invaded a cemetery and now he is making an army of undeads. The church need resolve this and they searching a mercenary to do this.
	Dungeon : The Curse	
	Round 1 : 3 zombies	
	Round 2 : 1 necromacer	
	Round 3 : 1 necromancer & 3 zombies	

Bestiary



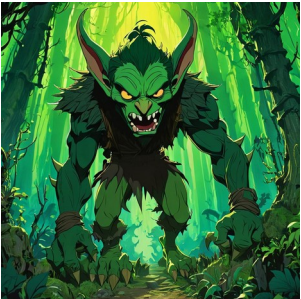
Goblin

Race : goblin

HP : 25

Attack : 3

Description : A malicious ugly monster. They alone aren't very dangerous, but normally attack in group and they are strong together.



King Goblin

Race : goblin

HP : 100

Attack: 25

Description : The leader of the goblins group, have a height of normal human but is very stronger than one.



Undead

Race : human

HP : 30

Attack : 5

Description : A human that returned of the death by dark magic. Has a dangerous bite



Necromancer

Race : Human

HP : 200

Attack: 15

Description : A human corrupted by dark magic, can make zombies and do dark spells.