

VACCARIA MODIFIED USR



A modified version of USR that was derived from The Dusty Gio.



AUTHOR's NOTES

This work wouldn't have been made without the help of **Dusty**, who had created the initial homebrew, as well as the previous players of Holo_world who had given me a bigger insight on how to rework this damn thing. This work tries to reflect the rather bizarre nature of that system and change it in such a way that most of the kinks involved in it would be removed for some rather interesting gameplay.

While the rules itself is an absolute, the GM has the final say to it. In fact, what may be conveyed in these rules is the standard that the GM can oppose entirely to create a rather flexible system; what these set of 'rules' should provide. A proper example is boss fights, that can change inherently in order to provide an engaging system overall.

(There used to be a zany line here talking about the system's madness. I'm just removing that now because it sounds so stupid in context.)

This homebrew can be used through various means; either by text (ie. Discord messaging, etc.) or just simply talking to each other (ie. offline gathering). Another whole point to the system trying its best to be flexible for all, but for the sake of those who are viewers, then doing a campaign through talking is better than doing it through messaging.

Another thing to note that this specific rulebook is tailored towards a specific campaign that I'm running, but you can fully modify it for your own or so.

And another note, **magic here is different**. Have fun!

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How to Play

The Player Characters

One cannot participate in TTRPGs without making a Player Character. While it is no surprise for some to be able to play with two Player Characters, it is best to play with just one due to the logistics nightmare that it can bring upon to you, your companions, and the GM. Player Characters are one part of the recipe that makes the whole formula, with the **Player Character** chapter discussing entirely on the subject.

Other chapters such as **Proficiencies** and **Skills** discuss more on the specific aspects of the Player Character, with articles such as **Status Conditions** and **Inspiration System** discussing more intricate aspects of the game.

Adventuring

A large part of TTRPGs is adventuring. Whether it be exploring a deep, dank cave or some insidious BBEG lair, adventuring can make every hero curious. Articles such as **Travelling** keep you in touch on how to explore the world, whereas **Inventory** reminds you that there are still real-life aspects that you must not ignore.

Social Interactions

An often-forgotten aspect of TTRPGs, Social Interaction can make or break an entire campaign. Sometimes, the delusion of action can bore you to death, as well as the constant struggle of doing a fetch quest. Maybe, just maybe, you just want to explore the world and the people around it. While there are no articles that explore this topic, it is generally up to the player to decide how his character acts.

Though, fair reminder, always remember that it's best to be someone who plays with his team and have fun than just thinking about how you can one-shot the next boss for shits and giggles.

Combat

While avoidable, Combat will always be a part of TTRPGs. Combat can also be a good way of adding up almost every possible aspect of a TTRPG campaign, as a good encounter can amp up the playing field. An entire section is dedicated to the intricacies of combat, as well as a lot of things to bear in mind.

It shows you what you can do in a **Player's Turn**, as well as the possible battle scenarios that the GM may employ. Articles such as **Experience and Leveling Up**, and **Looting** further discuss what happens after a battle ends.

And, of course, the new addition that is **Style** under **Experience and Leveling Up**. After all, why not just be as flashy as possible, and showing absolute dominance?

Game Dice

In a game full of possibilities, it has to be in the realm of reach. The game dice itself is a controversial feature as it can give lucky players a big advantage and unlucky ones a time of their life. Literally.

Compared to other games where their dice is static, the Game Dice of this system is ever evolving and requires a dice roller (sometimes computerized) in order to accommodate. While there are some aspects of the game that do use static dices for reference, combat doesn't really wait for static rolls.

Remember, there will always be risk when doing an action. But why not make the most of it?

Advantage and Disadvantage

These two terms may pop-up when you read some of the chapters, so it's best to know them now. **Advantage** is where you roll double (if you rolled two dices, it becomes four) and take the highest of the rolls. **Disadvantage** is where you roll double and take the lowest of the rolls.

Originally, these two are static modifiers, but not anymore.

THE PLAYER CHARACTER

Creating a Player Character is simple. Ask the GM and he'll provide. An interview will be done in order to create the player character.

ATTRIBUTES



ACT

ACT is one of the three main attributes of the game. This dictates physical actions, but not investigation (It is WIT-related). Primarily, you use ACT to attack with Physical skills or dodge/block with no/special techniques.



WIT

WIT is one of the three main attributes of the game. This dictates mental actions, as well as magical spells. However, it does not include persuasion (as it is EGO-related). Certain attacks require you to block it with WIT (eg. illusions)



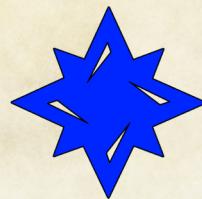
EGO

EGO is one of the three main attributes of the game. This dictates actions that concern social interactions or persuasion. EGO can also be used in combat to deal specific effects to an opponent. EGO is used against EGO-related rolls (eg. persuasion, waking up).



HP

It isn't an RPG without HP. HP dictates the total life of the player. If a player's HP reaches 0, the player faints, but does not die (in some circumstances). To get the initial HP of a character, a character must roll his initial ACT and WIT (ie. dACT and dWIT). Only one die gets to be above or equal to half, which means a possibility for a reroll. The other stays the same.



MP

The life-blood of magic spells, MP is used for spells or other skills that requires it. Base MP is gained from halving current WIT (not counting general modifiers), before adding up MP modifiers from items, traits or specs.



SPEED (SPD)

Speed, or abbreviated as SPD, is the attribute used to specify which turn the player will start at. However, it is actually a rollable attribute, and with each wave start (*refer to Combat*) SPD has to be rolled again. It is gained by adding ACT and WIT first before dividing it by four, and then adding it with modifiers. However, it is not a dSpeed + Speed Modifier, rather it is d(Speed + Speed Modifier).



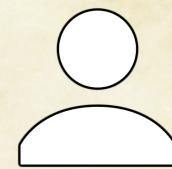
MOVEMENT

Movement is usually stuck at 6 tiles (or 6 meters). There are some attributes that allow you to add more movement. For every 10 levels, you get another movement point.



SPECS

Specs (or Specifics) are special ‘traits’ that are gained, compared to the ‘untouchable’ Traits. Specs usually refer to ‘classifications’ (like being a mage, a master at cooking, etc.). Proficiencies fall under Specs.



TRAITS

Traits are permanently locked attributes of the player character. They are given by a unique point-system of its own. You start with 8 points that you can allocate to Positive Traits. Negative traits can increase the points. Nationalities and Unique character traits are ignored. A maximum of six traits are only allowed. Any extra positive points will be ignored.



RAGE

A three-point system that, when fully charged, allows the player to unleash a charged version of an action (adding an additional stat roll to the action). A point will only be given if the player gets a Natural 1. All rage actions must have a roll higher than half.



PROFICIENCIES

In order to compensate for the classlessness in the system, **Proficiencies** provide bonuses for the player depending on what they choose after countless playtesting from previous iterations of the rulebook (ie. Holo_world Ruleset). A house rule where the interview dictates the number of proficiencies may apply, though be warned as to how immensely game-breaking it is.

Proficiencies, unlike XP, is milestone-based. In order to be able to level up in your proficiency, **one must train for long sessions or train with someone better than you**. The GM can keep track of your progress and would tell you when you will finally be able to be considered better.

PROFICIENCY LEVELS

There are four proficiency levels that can be attained.



Beginner



Novice



Proficient



Master

SHORT-TERM VS LONG-TERM

The aim for these proficiency rules is to rule out on the subject of short- and long-term goals. In short campaigns, you won't have the luxury of learning anything new unless it's easy to do. In long campaigns, you're more likely to learn a lot more things. It's on the matter of whether or not you want your character to learn what's basically necessary or not.

WEAPON PROFICIENCIES

Weapon proficiency works differently here. There is the '**weapon class**' proficiency and then the '**specific weapon**' proficiency. What this basically means is that while you may be good with a sword and is now willing to swap out your old sword with a new one, you may not start as good in that new weapon. But you do have a starting point on where to improve.



EXPERIENCE AND LEVELING UP

The party levels up, not the individual players. This is a way for new players to immediately fill in the shoes of a leaving player, as well as for returning players to catch up.

When the party levels up, each and every player is given 3 points to be distributed to the attributes (ACT, WIT, EGO and HP). For every even level up, the player will receive d4 or 2 HP. If the player allocates it towards HP, that 1 point becomes 2 HP, giving you a max of 8 HP per level up.

As the player will be given 3 points to use for allocation, the player can only expend two points max on the same attribute, and a one point maximum for HP.

Experience granted depends. In combat, the EXP overall is the number of enemies annihilated. Negotiating and other activities, such as treasure hunting, can also grant you experience. Even learning something new can grant new experience (though, collectively, it has to be a party thing). It's best to interact with the world than just go with murder planning as usual.

change anything mechanically in the battle, it changes a lot when a battle end.

Keep in mind, there are some actions that does not increase the Style meter, such as healing, so keep it in mind!

So, get ready to go wild, because the party's getting crazy!

STYLE RANKING MODIFIER

Style Rank	Modifier
Dope	<i>60% of total experience gained</i>
Curayzee	<i>80% of total experience gained</i>
Badass	<i>90% of total experience gained</i>
Are you ready?	<i>100% of total experience gained</i>
Showtime!	<i>110% of total experience gained</i>
Sick Skills!!	<i>125% of total experience gained</i>
Smokin' Sexy	<i>150% of total experience gained</i>
Style!!!	



STYLE

Style is a battle mechanic that is mechanically similar to Devil May Cry's Style System. For an explanation, Devil May Cry's Style Screen is one where you do different skills with differing damages in order to gain a higher ranking. A higher ranking at the end of a mission can net you higher rewards.

In the context of this ruleset, Style is a 'meter' that checks how 'CURAYZE' the battle can get. While it does not

How much	Add Style	How much	Decrease Style
Depends on damage	Land a hit	Damage dependent	Getting hit
+++	Put down an opponent	Four ranks	Player knockout
One rank	Taunt (not spammed)	Stops, decrease	Spamming
++	Win roll despite disadvantage	Two ranks	Passive for two turns
+++	Parry		
One rank	Rage Attack		

Style Ranking Images

DOPE

CURAYZEE

BADASS

SHOWTIME!

SMOKIN'
SEXY

ARE YOU
READY?

SICK
SKILLS!!

STYLE!!!



SKILLS

LEARNING SKILLS

Learning skills can be through knowledge given or self-taught. Knowledge ones are easier to obtain but hard to find due to the expansive world, but self-taught ones are easier to do but hard to gain. Self-taught ones require you to use a **Flashy Major Action** and a prerequisite of a **critical roll**.

If you signify that what you are doing is making a skill, then the GM will consider it first before letting the player character have it.

SPAMMING

No one can deny the fact that a good skill can be used continuously for maximum effect. However, constantly spamming such skills put you at a disadvantage, as the enemy can see through your antics and prepare for it.

However, there are some skills that ignore this advantage, so be on the look-out!

USING SKILLS

Using a skill in combat means to give up your Major Action. You can still move. You must first declare that you are going to use a skill. Proficiencies will add to the skill's power. The damage of the skill is calculated as General Modifiers + Specific Modifiers + the Max Attribute Roll of your Action for that skill.

For example: Survivalist gives +2 ACT, with Swordsmanship giving +2ACT when using swords. You use ACT when using a sword. Let us say you roll a 10 (d10) and get a natural max, giving you 10 + 2 (from Survivalist) + 2 (from Swordsmanship) = 14.

COOLDOWNS

Skills have varying cooldowns. Though, the power of a skill can at times be proportional to its cooldown time. The more powerful a skill is, the bigger the cooldown it is for the skill.

STATUS CONDITIONS

RPGs, obviously, have status afflictions. This TTRPG is no exception. There are status severities, so make sure to read this properly. Remember, **you must do specific actions instructed in said status affliction descriptions to remove it!**

However, remember that these are the common (and uncommon) afflictions. These do not document ones that are naturally rare (or non-occurring to other campaigns)!

STATUS SEVERITY

There is a color-coded way to know how severe a status condition is. **Green** status ones are generally helpful to your party, and to the enemy team if you are accidentally casted heal on them. **Yellow** status are mildly harmful ones, whereas **red** status ones are worse.

Ones that are **purple** are the deadliest of the bunch. They are basically incurable through normal means. Purple ones are also rare, so it means that it's not documented here (aside from some)!

TABLE OF KNOWN CONDITIONS

Name	Status Conditions
Poison	Varying. Yellow status takes 50% more damage. Red status takes 75% more. Purple unknown.
Sleep	Skip turns depending on severity. Yellow for 2 turns. Red for 4. Purple unknown.
Bleed	Receive 1/4 th of the Bleed Roll's damage at the start of your turn. Bleeding can stack.
Charmed	Cannot attack afflicter. Afflicter has advantage against charmed target.
Stun	Can only perform Minor Action and Movement, reduces SPD by half.
Wash	Afflicted strongest die reduced to half, other dies reduced to 3/4 th .
Confuse	Debilitated control over actions. Must roll for control (1 for Control 2 for Skip 3 for Random). When doing an action, use a specific command (like tchoose) to choose which person gets to receive the blow.
Dread	Roll d4. If below half, the afflicted panics and skips a turn. Disables Focus.
Corrosion	Receives 20% more damage, and 1/4 th of corrosion roll.
Blind	Fails any action that requires sight. Unable to keep track if dependent on sight.

Deafened	Cannot hear and fails any action requiring hearing.
Tired	Disadvantage on ACT rolls.
Root	Cannot move.
Provoke	Afflicted focuses on afflicter, losing any control of the character and attacking the afflicter with basic attacks. Can defend against attacks.
Burn	Deals dX damage at the end of the afflicted's turn. Stacks up by the same dX damage if not treated. Leaves Burn Wound after.
Curse	All rolls reduced to 1/4 th .
Possessed	There are ghosts inside and that's a very, very bad thing.
Silence	Cannot use magical spells.
Migraine	Lose MP at the start of every turn until treated.
Paralysis	Physical actions disabled. Receive half damage.
Frozen	Cannot perform actions. Half of the damage roll becomes the HP of the ice. Take 1/3 rd of the freezing roll as damage per turn.
Hesitant	Disadvantage when attacking.

Intimidate	Disadvantage roll when blocking/defending. Cannot go near to the afflicter.
Petrified	Turned to stone, literally. Immune to all damage and status afflictions.
Disabled	Cannot perform actions.



INSPIRATION SYSTEM

If you do/say something impressive that happens to amuse the GM, or manage to gain a Natural Max Roll, you gain an Inspiration Point! These points allow you to do Inspiration Actions, ones that are devoid of any Major/Minor penalties. You can only have four Inspiration Points at a time.

The Inspiration System can be granted to almost any character, whether they be an ally or an opponent! However, in order to prevent miscreant plays, the overall decision would end up to the GM.

The Inspiration System has its own strengths and limits. The table to the below shows it!

INSPIRATION FEATURES

Action	Points Needed	Features
Reroll	1	Reroll any bad rolls that you got! Limited to only one reroll per turn.
Supercharge	2	Supercharge an action in order for a guaranteed critical!
Refocus	2	Remove all yellow and red status ailments!
Second Wind	3	(Passive, requires all points intact) If you fall in battle, you immediately revive with full health!
Critical Art	4	In the heat of battle, activate your character's Critical Art to turn the tide in your favor!
Critical Sync Art	4 (two PCs)	Show your enemies the power of your teamwork! Activate a powerful Critical Sync Art!
All-Sync Art	All PCs have 4	(Minimum of 3 PCs) Show your opponents what true strength is! Attack simultaneously with an All-Sync Art!

ROLLS



Generally, this setup requires Tatsumaki or Rolz.org due to the attributes also being used to roll. Traditional dice is still applied, as long as it is as lawful as is.

CRITICAL ROLLS

(Refer to the Color Chart below for the degree of your roll)

Given that whenever you perform troll, you will notice how there is a color beside the dice roll itself. Reaching the greens or even the true green means your character has scored a critical, the oranges and yellows are normal, and the red-oranges to true red means failure.



However, if one cannot use Tatsu, here are the following guidelines for Blunder/Critical:

Percentile Range	
1% ~ 24%	Blunder
25% ~ 75%	Normal
76% ~ 100%	Critical



TRAVELLING

Do note that you can deviate from this. Travelling, at times, can make or break a journey!

Travelling is an essential part in TRPGs. The GM will specify if either the player can proceed through traditional means (5E travelling) or through Travel Points. If it is through traditional means, then the GM will give out a map for the group to see where they are currently in and must describe if they are to proceed. If it is through Travel Points, then the player must roll a d6 (depending on the situation) or the GM rolls a specific die (noteworthy examples are ships). These are also the times where RP is more commonplace, so don't be afraid to be in-character!

TREASURE

The staple of adventuring, adventurers would want to see one when they do. While treasures can be found commonly by **investigating**, they can also be found when the players get a **critical roll** during travel. Do note that giving out treasures is still a **common sense thing**. Well, you think there are flying treasures in the sky?

RANDOM ENCOUNTERS

If one fails to roll a d6, a random encounter may occur. At times, this can either mean instantaneous contact or being noted that a roving band of enemies are nearby. **Encounters are instantaneous in dungeons unless stated otherwise.**

ENCOUNTERS

Another thing to note about RPGs are encounters. As travelling can be either traditional or through rolling, it can depend. If it's traditional, expect monsters to be already set

in stone. If not, and through travelling, **getting a bad roll is just as good as getting one**. At times, this can either mean instantaneous contact or being noted that a roving band of enemies are nearby. **Encounters are instantaneous in dungeons unless stated otherwise.** Refer to *Elite Encounters* when getting really bad rolls.

ELITE ENCOUNTERS

There are times that you really, *really*, just hate the players in general. That or the dice decided to. Elite encounters only occur when you roll a **Nat 1** and then satisfying another roll **d4** that decides for **another Nat 1 roll**. If **Nat 1** is the roll, then there's no denying that an **Elite Encounter will occur**. Of course, these kinds of Elite Encounters are only allowed through **rolling travels... because the GM will be the one deciding if there would be one in a 5E travelling setup**.

Elite Encounter, in general, aren't instantaneous, even in dungeons.

LEGENDARY ENCOUNTERS

These are the encounters you generally want to avoid in the first place, unless your level is high enough to stop these behemoths. **Legendary Encounters will always not be instantaneous, and you can usually find them again unless someone else did already.** Legendary Encounters only occur when a player is near an area where it can occur.

ROAMING BOSSSES

Roaming Bosses are different in that they do not require 'Elite Encounter' rolls... instead, they appear as a warning sign on a map.

INVENTORY

CARRYING STRENGTH

A character's inventory is surely needed. However, they must understand as well that they just can't bring everything to the fold. Unit of measure used is in kilograms.

The strength assignment (d8 to d10) can impact on how much you can carry early on in the game. Ignoring the first ten strength points, for each 10 strength points you have, you gain an additional 1 kilogram carrying capacity. Which means that if you have 90 strength, you have 8 additional kilograms of carrying capacity.

Starting Strength	Initial Carrying Capacity
D6	14 kilograms
D8	16 kilograms
D10	20 kilograms

Another thing to note is that there are also modifiers that can change initial carrying capacity. Traits such as **Feeble** or **Strong** can allow you to carry less or more.

You can go outside of your carrying capacity, but there will be consequences on it.

BAGS/BELTS/POUCHES

It is no surprise that carrying equipment exists. Bags do not add additional carrying capacity. Instead, they add up to the player's carrying capacity. Confusing, right? Here's a good explanation onwards.

They do add up but if an item is placed in that bag, the weight add-up is reduced depending on the percentage of weight reduction. An 8-kilogram item that a player has in his pockets is just 8 kilograms. An 8-kilogram item (8000 grams) placed inside an 80% weight reduction bag becomes 1.6 kilograms to the player's current carrying capacity. Overall, he currently has 9.6 kilograms, with a player that can handle 20 kilograms of weight. Holding an item has the guaranteed effect of a reduction, though it depends again.

However, do note that bags have carrying capacities as well. The bag might be under duress and has a certain time for it to be destroyed. If there's just too much... well, say goodbye to your bag.

The player can also try to haul up without a bag... but that certainly isn't a good idea, right? Especially when the concept of encumbrance exists, as you can see in the following table below.

ENCUMBRANCE

Note: This may not apply to all to ensure balance™.

ENCUMBRANCE CLASSIFICATION	
Level	Features
Naked	The player is currently naked and/or has nothing equipped/carried.
Light	1/4th of his Speed and Movement is added. 1/2th of ACT advantages apply.
Normal	The current weight value is half of the player's holding weight value.
Encumbered	1/8th of his Speed and Movement added. Nothing to worry about. No penalties. Aside from grumbling about back pain.
Heavily Encumbered	If the current weight is 2.5 times his current ACT. 1/4th of his Speed and Movement removed. If the current weight is 5 times his current ACT. 1/2th of his Speed and Movement removed. 1/4th of ACT/WIT disadvantages apply.



COMBAT

PLAYER'S TURN

MAJOR ACTION (1 PER TURN)

Action	Description
Skill/Spell	Using a skill or spell in the heat of battle.
Attack	Attacking with your weapon.
Major-action required	Doing an action that requires you to use your Major Action.
Defensive Stance	An action that adds +25% to your ACT when blocking, but less than +25% when evading.
Alert	An action that adds +25% to your ACT when evading, but less than +25% when blocking.
Disengage	An action that allows you to bypass an Opportunity/Reaction attack.
Disarming	Disarm an opponent with a disadvantage roll, alongside a -25% modifier.
Inspiration Action	An action that uses Inspiration Features (excluding rerolls and Second Wind)
Taunt	Doing a taunt
Rage	Attempting a Rage attack.

MINOR ACTION (1 PER TURN)

Action	Description
Attack	Attacking with your weapon.
Item Usage	Using an item from your inventory or of the field.
Interaction	Interacting with any object in the field.
Focus	An action that allows a player to get more mana. Must roll his WIT die. A cooldown of 6 turns on combat, and a few intervals outside. Must not be under Panic.
Sprint	Sacrifice a Minor Action to double your movement range.

MOVEMENT

You can move at any time during your turn., even in between your actions!

Action	Description
Move	Standard movement action. Difficult terrain doubles the cost.
High Jump	Jump high to the air. Height of the jump reduces remaining movement.
Climbing	Costs double the movement.
Swimming	Costs double the movement.
Crawling/Prone	Costs double the movement.
Prone	Instantly become prone at the cost of movement.

REACTION (1 PER ROUND)

Reactions are special in which that

Action	Description
Opportunity Attack	A non-skill physical attack when an opponent leaves your melee range.
Special Action	Any outlier actions that use reaction.

RUNNING AWAY

The sin is not in being outmatched, but in failing to recognize it. There will be times that running is generally better than trying to outmatch an otherworldly foe. Of course, this only occurs if circumstances commit. If trying to run away, then tell the GM that you will attempt and that every member of the party must roll their speeds and an action that will allow you to escape a scenario (ie. Blinding, fooling, etc). Escaping is a lot easier when they're damaged or slow in the pace.

There are now several caveats when trying to escape. It's easier to escape in an open area (at times). Running away in 'dungeons' require characters to, at times, run around the area or leave the dungeon entirely.

Another thing to note that when you run away, you gain the **Dope** Rank (check Style under Experience) and get the amount of experience from the enemies that you have killed.

MELEE RANGE

In this range, any ranged attacks will be at a disadvantage. And not only that, not properly disengaging can lead to a punishing opportunity blow, so be cautious!

TURN-BASED BATTLE

SPEED, WAVES AND TURNS

In turn-based combat, there is a 'wave' and a 'turn'. A wave is the overall collective turns in that round (or we could just say its round) and that a wave is over when all 'turns' are suspended. In each start of a wave, the player MUST roll their Speed (dSpeed) in order for them to know when they will have their turn.

PHASE BATTLE

Phase-based battles are brutally quick onslaughts with rounds that only take 5 minutes or so. It is a time-pressuring battle that forces players to make the most out of their limited time.

Phase battles consist of three phases every round: Rest Phase, Movement Opportunity Phase, Attack Phase, Final Movement Phase.

PLANNING PHASE

Time needed: 1~2 minutes

Planning phase is essentially the phase where players can actually take a rest for a moment or two. Not in-game, but in real time. This is also the ‘Focus Phase’ for the mages, as they can get their mana back. Players can use this phase to plan out ahead!

If the players are willing, they can skip the rest phase entirely!

MOVEMENT OPPORTUNITY PHASE

Time needed: 1 minute

The movement phase of the turn-based system is applied here. Items can be used in this phase. There are certain actions (grappling hooks, etc.) that a player can do.

ATTACK PHASE

Time needed: 1 minute

Items cannot be used in melee range.

FINAL MOVEMENT PHASE

Time needed: 1 minute

The final movement phase is for those who still have remaining movement.

TIME IS OF THE ESSENCE

The spirit of the phase-based battles is that they require you to think quickly. **Remember, the time is not per player. This is for the entire team!**

While there are no substantial penalties in-game if you go beyond the time limit, the real clincher is that *Inspiration/Rage Points will not be used/acquired if you prolong (or you know, the player’s turn basically skipped—I mean, the entire team)!* So better ready yourself, because everything’s about to get brutal!

LOOT

It is what comes after a long-fought battle. **However, do be mindful that whatever you had done to a monster/opponent, it also comes to the loot that you gained.** And that prolonged battles deteriorate the quality, so better be quick!

To loot, one must inspect the enemy first with WIT. Higher WIT can give you hidden items from an enemy. Sometimes, a sufficient ACT roll is required to get a specific item.

QUICKFIRE BATTLE

This is an alternate rule where turn-based battles are time-limited, similar to Phase Battles. If you want to use this ruling, make sure you know how to do quick maths!

APPENDIX A: TRAITS AND SPECS

Here contains the universal traits for possibly all campaigns. There are divided into two parts: Positive and Negative. Specs are also added in this Appendix for convenience. There are Adaptive Traits (marked with an underline) that change whenever something occurs. Note that there can be additional traits that the player can request.

POSITIVE TRAITS

P	Trait Name	Description
	<i>Strong</i>	
	<i>Pack Mule</i>	
	<i>Night-vision</i>	
	<i>Night Owl</i>	
	<i>Athletic</i>	
	<i>Thick-skinned</i>	
	<i>Magically-gifted</i>	
	<i>Desensitized</i>	
	<i>Brave</i>	
	<i>Well-rested</i>	
	<i>Iron Gut</i>	
	<i>Stout</i>	
	<i>Menacing</i>	
	<i>Stealthy</i>	
	<i>Swan-foot</i>	
	<i>Adrenaline</i>	
	<i>Junkie</i>	
	<i>Fit</i>	
	<i>Inconspicuous</i>	
	<i>Resilient</i>	
	<i>Fast Learner</i>	
	<i>Ingenious</i>	
	<i>Confident</i>	

NEGATIVE TRAITS

P	Trait Name	Description
+2	<u>Clumsy</u>	Your eye-and-foot coordination isn't the best in the world.
		Disadvantage on all ACT rolls.
+2	<i>Insanely Honest</i>	No matter what you do, you made an unwitting vow to be honest at all times. Even in the face of danger.
+2	<i>Sweaty Hands</i>	You sweat so much that you have to make sure that your grip is good.
		Prone to item slips and disadvantageous against disarming attacks.
+10	<i>PTSD</i>	The past haunts you like a ghastly reverie.

Eagle-sighted		
Iron Grip		
-6	<i>Dextrous</i>	You become so agile it's easy for you to do some insane stunts.
-10	<i>Lucky</i>	Some major actions become minor.
-10	<i>Perceptive</i>	A goddess took a liking on you. Your inhuman senses allow you to perceive impossibility.
Ignores Stealth and Flanks		
-10	<i>Fast Reaction Time</i>	Your supposed bluffs become your deadliest asset. Hits that should've hit
When rolling for attack/defense, if the difference is 5, it still counts as a win for you. Constant use within three turns makes you Tired.		
-10	<i>Echolocation</i>	Ignores Blind.
-20	<i>Fated</i>	A goddess loves you. Too much.

	Sometimes in combat, you either become Provoked to a certain opponent or stand still for a turn.
<i>Weak Stomach</i>	
<i>Magically-impaired</i>	
<i>Agoraphobia</i>	You don't like going outside.
<i>Acrophobia</i>	Disadvantageous at outside areas. You don't like heights.
<i>Thin-skinned</i>	Disadvantageous when near edges where you can fall. Skin so thin that paper cuts you easily.
<i>Feeble</i>	+10% damage when taking a hit. You're too lazy that your muscles became lazy as well.

<i>Standing Out</i>	No matter how much you dress, the sheep can spot you.	+6/+2 <i>Short-sighted</i>	You can't see far ahead, limiting your vision to 10 ft without glasses.
<i>Troll-foot</i>	You're too noisy for existence.		You can start with glasses, but the tradeoff is smaller.
<i>Nervous Wreck</i>	One wrong move is enough to put you in edge.	<i>Sleepyhead</i>	You act like a lazy cat.
	Immediately panics when taking a heavy blow.		More prone to sleep.
<i>Claustrophobia</i>	You don't like tight spaces.	<i>Slow Learner</i>	You take your time on learning new skills. Though, it takes too long.
	Disadvantageous in tight areas.	+4 <i>Underweight</i>	You're thin for a living being.
<i>Asthmatic</i>	Strenuous work immediately makes you tired.	+6 <i>Unlucky</i>	Maybe a cute goddess decided you should have a bad day.
	Disadvantageous after a possible heavy assault/action.	+6 <i>Potion Allergy</i>	An adventurer's worst nightmare. Allergic to all potions or any curatives.
<i>Cowardly</i>		+10 <i>Blind</i>	
<i>Hearty Appetite</i>	<i>Your metabolism works against you.</i>	+10 <i>Cursed</i>	That cute goddess I told you about? She hates you now. For eternity.
	You need to eat more.	+10 <i>Hypochondriac</i>	For some reason, you develop symptoms of a disease... despite not having any disease.
<i>Hemophobic</i>	You hate blood.	+12 <i>Deaf</i>	
<i>Obese</i>		+20 <i>Amputee</i>	
+4 <i>Disease Prone</i>	You feel as if life hates you.		
<i>Restless Sleeper</i>	Nightmares flood your dreams.		

SPECS/HOBBIES

These also subtract from the traits. Background job/hobby does not.

P	Spec Name	Description
	<i>Magician</i>	
	<i>Alchemist</i>	
	<i>Joker</i>	
	<i>Herbalist</i>	