

# 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!

This page is intentionally left blank.

# TABLE OF CONTENTS

---

<b>How to Play</b>	<b>5</b>	<i>Carrying Strength</i>	<b>19</b>
<i>The Player Characters</i>	5	<i>Bags/Belts/Pouches</i>	19
<i>Adventuring</i>	5	<i>Encumbrance</i>	19
<i>Social Interactions</i>	5	<b>Combat</b>	<b>20</b>
<i>Combat</i>	5	<i>Player's Turn</i>	21
<i>Game Dice</i>	5	Major Action (1 Per Turn)	21
dX Connotation	5	Minor Action (1 Per Turn)	21
The d20	6	Movement	21
<i>Advantage and Disadvantage</i>	6	Reaction (1 Per Round)	21
<b>The Player Character</b>	<b>7</b>	Running Away	21
<i>Attributes</i>	7	<i>Turn-Based Battle</i>	22
ACT	7	Speed, Waves and Turns	22
WIT	7	<i>Phase Battle</i>	22
EGO	7	Planning Phase	22
HP	7	Movement Opportunity Phase	22
MP	7	Attack Phase	22
Speed (SPD)	8	Final Movement Phase	22
Movement	8	Time is of the essence	22
Specs	8	<i>Loot</i>	22
Traits	8	<b>Appendix A: Traits</b>	<b>23</b>
Rage	8	<i>Positive Traits</i>	23
<b>Proficiencies</b>	<b>9</b>	<i>Negative Traits</i>	24
<i>Proficiency Levels</i>	9		
<i>Weapon Proficiencies</i>	9		
<b>Experience and Leveling Up</b>	<b>10</b>		
<i>Raising Stats</i>	10		
Stat Deficiency	10		
<i>Style</i>	10		
<b>Skills</b>	<b>12</b>		
<i>Learning Skills</i>	12		
<i>Using Skills</i>	12		
<i>Cooldowns</i>	12		
<i>Spamming</i>	12		
<b>Status Conditions</b>	<b>13</b>		
<i>Table of Known Conditions</i>	13		
<b>Inspiration System</b>	<b>15</b>		
<b>Rolls</b>	<b>16</b>		
<i>Critical Rolls</i>	16		
<i>Equivalent Rolls</i>	16		
<i>Rolling for Combat</i>	16		
Attacking	16		
Damaging	16		
<b>Travelling</b>	<b>18</b>		
<i>Treasure</i>	18		
<i>Random Encounters</i>	18		
<i>Encounters</i>	18		
Elite Encounters	18		
Legendary Encounters	18		
Roaming Bosses	18		
<b>Inventory</b>	<b>19</b>		

# 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?

## dX Connotation

If ever you encounter something along the lines of dX or dSpeed in this rulebook, that means that's you are being told that the sides of the die needed for that roll. If X is 13, then you roll with a 13-sided die. If it says dSpeed, then you have to roll an X-sided die equivalent to the amount of Speed that you have. The same goes for any other rolls.

## THE D20

The original system created by Dusty Gio used the pure stats of a character to pit it against another character. While it may lead to actual character moments, it does however end up destroying characters or enemies in a single blow, even despite of armor advantages. What happens is that the damage overall is the damage roll of the attacker minus the defense roll of the defender. With both using ACTs, it can tend to be a mess, despite modifiers.

The purpose of the D20 is to emulate the original style of D&D, as well as create its own way of propagating any sort of rolling for the game. There are ‘fairer’ modifiers that would give advantage to an old, wizened up character, and a possible beginner’s luck scenario that ensures that you have to take everything seriously—because the last thing you need is a slip up against a Level 1 and die because 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

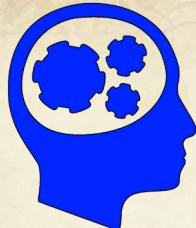
Creating a Player Character is simple. Ask the GM and he'll provide. An interview will be done in order to create the player character.

## 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)



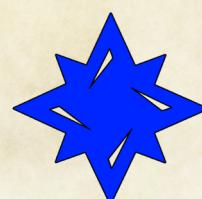
### EGO

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 lifeblood 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).



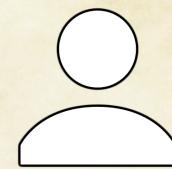
## MOVEMENT

Movement is usually stuck at 6 tiles (or 30 ft). 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

Proficiency levels are numerical in nature. For each level, you gain **+1 proficiency** that will be added as a modifier if ever you try to roll for that action. If you have Level 6 on Swordsman ship, then it will count as a +6 modifier to your roll when using a sword (on the chance of hitting, not damaging).

The max level for a proficiency will always be at 25, though there are notable exceptions to these rules. In order to go to a higher proficiency level, you must meet opponents that are exactly as capable as you. Grinding against low-level opponents wouldn't be enough.

## 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.

Another thing to note is that you cannot earn the general proficiency level for said weapon until you are clearly used to that weapon. Otherwise, you'll always be going back and forth.

### 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.



## EXPERIENCE AND LEVELING 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 6 HP per level up.

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.

## RAISING STATS

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

## STAT DEFICIENCY

In order to avoid bloating, a stat deficiency is introduced. If the difference between the highest and the second-highest attribute is 10, the other attributes you have will suffer. If you have the deficiency, you'll get a penalty on attributes that are not your current highest. Check the table below for correspondence.

### STAT DEFICIENCY TABLE

Difference	Modifier
11-15	-1 Penalty (-5 at 15)
16-18	+1 Penalty (-2) per point (-8 at 18)
19-20	+2 Penalty (-3) per point (-14 at 20)
20+	+3 Penalty (-4) per point (-18 at 21)



## 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 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	60% of total experience gained
Curayzee	80% of total experience gained
Badass	90% of total experience gained
Are you ready?	100% of total experience gained
Showtime!	105% of total experience gained
Sick Skills!!	110% of total experience gained
Smokin' Sexy	125% of total experience gained
Style!!!	

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





# 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 <sup>th</sup> 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 <sup>th</sup> .
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 <sup>th</sup> of corrosion roll.
Blind	Fails any action that requires sight. Unable to keep track if dependent on sight.

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

<b>Intimidate</b>	Disadvantage roll when blocking/defending. Cannot go near to the afflicter.
<b>Petrified</b>	Turned to stone, literally. Immune to all damage and status afflictions.
<b>Disabled</b>	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. Though, considering how this game works, you're better off ready for any-sided dice

## 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-orange to true red means failure.



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

Percentile Range	
1% ~ 24% (1~4)	Blunder
25% ~ 75% (5~15)	Normal
76% ~ 100% (16~20)	Critical

In these conditions, there are universal connotations. If you manage to do a Nat 1 in your roll (that is, disregarding the modifiers added along to the roll), your action will immediately be, and always, just 1 (both inside and outside of combat).

If your roll is a Natural Max (the highest side of the die), then it will be the highest and successful one. This is one of the times a critical will be guaranteed.

## EQUIVALENT ROLLS

If your roll is equivalent to the opposing roll (along with modifiers combined), it will always cancel out. However, do note that this only applies when you have an opponent. Some rolls require you to reach a quota.

## ROLLING FOR COMBAT

Combat is a dicey situation, always and forever. While rolling for combat sounds super random and definitely sided to whoever's lucky that time, there are a few things to note when rolling for combat.

### ATTACKING

If you have read the article on ACT in Player Character, you will notice that for every 10 ACT that you gain, you'll gain an ACT modifier. Which means that you'll have a 3 ACT Modifier when you have 30 ACT. This is a way to 'describe' experience, which will be discussed further in this topic.

Now, in combat, rolling for attack is quite simple. You roll a d20 with the following modifiers. That means your **ACT Modifier** (or any related modifier) and your **Proficiency Modifier** (if you have any proficiencies).

### DAMAGING

Attack rolls and damage rolls are two separate things. One is for the success of the attack, the other is for how much you can beat the pulp out of something. You use the **attribute** specified in the attack, which you will also use in conjunction with some of **Modifiers**.

As stated previously in the **Critical Rolls** article, you get maximum damage if you hit the critical bar (and double the damage at highest roll) and a disadvantage roll when you blunder (and same as for crit; you get Nat 1, you deal 1 + modifier damage)!

If you roll in the normal zone, you have to roll normally regardless.

## DEFENDING

In order to defend against an attack, a player must roll the corresponding attribute. For example, when trying to defend against a **Physical Attack** (ACT), you must use corresponding **ACT Modifiers** to defend from it. The same goes for **WIT Attacks** and **EGO Attacks**.



# 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.

### D&D VARIANT

Speeds from this system will still be rolled (dSpeed). However, the change is that there are no new rolls for each wave.

## 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

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.

There are some traits that are not compatible with others, so choose wisely! However, it is best to make your character first before adding in the traits!

**Note:** This is not the final list for traits. It is still possible to negotiate some traits with the GM.

# POSITIVE TRAITS

P	Trait Name	Description
-4	<b>Pack Mule</b>	+20 carrying capacity.
-4	<b>Night Owl</b>	Less need for sleep.
-4	<b>Fit</b>	+20 MVM.
-5	<b>Strong</b>	+3 ACT.
-6	<b>Thick-skinned</b>	+2 Armor
-6	<b>Magically-gifted</b>	+3 when doing Magic
-6	<b>Iron Gut</b>	Able to eat some items.
-6	<b>Swan-foot</b>	Silent footfalls.
-6	<b>Night-vision</b>	Can see through the darkness.
-6	<b>Dextrous</b>	Some major actions become minor.
-7	<b>Athletic</b>	+2 ACT. +20 MVM.
-7	<b>Eagle-sighted</b>	+30 Vision.
-7	<b>Stout</b>	+5 HP.
-8	<b>Brave</b>	Will not panic when taking a heavy blow
-8	<b>Fast Learner</b>	Can learn something 1.5x faster.
-8	<b>Adrenaline Junkie</b>	+3 ACT and +20 MVM when panicking.
-10	<b>Inconspicuous</b>	Can blend in easily, given the circumstances.
-10	<b>Confident</b>	Advantage on social EGO rolls.
-10	<b>Ingenious</b>	Advantage on non-combative WIT rolls.
-10	<b>Iron Grip</b>	Advantage against disarming attacks.
-10	<b>Resilient</b>	Advantage against Status Conditions
-10	<b>Stealthy</b>	Advantage on Stealth actions.
-10	<b>Lucky</b>	A goddess took a liking on you.
-10	<b>Fast Reaction Time</b>	When rolling for attack/defense, if the difference is 5, it still counts as a

# NEGATIVE TRAITS

You can only get a maximum of 32 points overall. If a negative trait gives you too much, then it will not count at all.

P	Trait Name	Description	
+2	<i>Insanely Honest</i>	Cannot lie at all.	
+2	<i>Short-sighted</i>	-20 Vision.	
+2	<i>Sleepyhead</i>	More prone to sleep.	
+4	<i>Obese</i>	-20 MVM.	
+4	<i>Disease Prone</i>	You feel as if life hates you.	
+4	<i>Underweight</i>	-5 HP.	
+4	<i>Standing Out</i>	No matter how much you dress, the sheep can spot you.	
+5	<i>Troll-foot</i>	You're too noisy for existence.	
+5	<i>Restless Sleeper</i>	Will always wake up unrested.	
+6	<i>Weak Stomach</i>	Get Poison depending on the item used.	
+6	<i>Unlucky</i>	Roll a d4. If it's a d1, the action will immediately fail no matter what.	
+6	<i>Hearty Appetite</i>	Disadvantage when not eating.	
+7	<i>Sweaty Hands</i>	Prone to item slips and disadvantageous against disarming attacks.	
+7	<i>Thin-skinned</i>	+2 when taking a hit.	
+7	<i>Nervous Wreck</i>	Immediately panics when taking a heavy blow.	
+8	<i>Acrophobia</i>	Disadvantageous when near edges where you can fall.	
+8	<i>Feeble</i>	-3 ACT.	
+9	<i>Asthmatic</i>	Disadvantageous after a possible heavy assault/action.	
+9	<i>Cowardly</i>	Disadvantage against combat-EGO rolls.	
+10	<i>Hemophobic</i>	Disadvantage when seeing/covered with blood.	
+10	<i>Potion Allergy</i>	Allergic to all potions or any curatives.	
+10	<i>Cursed</i>	Remember that cute goddess I told you about? She hates you now. For eternity.	
+10	<i>Hypochondriac</i>	You may randomly get afflicted by specific status conditions. How this occurs is up to the GM.	
+10	<i>Clumsy</i>	Disadvantage on all ACT rolls.	
+12	<i>Claustrophobia</i>	Disadvantageous in tight areas.	
+12	<i>Agoraphobia</i>	Disadvantageous at outside areas.	
+14	<i>Magically-impaired</i>	Unable to use magic. Disadvantage against magic.	
+16	<i>PTSD</i>	Sometimes in combat, you either become Provoked to a certain opponent or stand still for a turn.	
+20	<i>Blind</i>		
+20	<i>Slow Learner</i>	You learn at a rate of 75%.	
+20	<i>Deaf</i>	Cannot hear.	
+20	<i>Amputee</i>	Your other arm is off. I mean, it's a different story if it's one of your legs.	

