***Combat***

Battle mechanics

Collide with an enemy initiates battle

Large chess board 64 x 64 grid

Diff squares have a chance to give you a SMALL stat effect or none

>roll a d-10 to decide who goes first

>roll a d-6 to see how far you move

>if you are within range for attack you can initiate a fight

>if you initiate you can attack first (personal stats) or flee

>roll d-10(‘s) at a set TN for damage ( you have a pool)

>after everyone has there turn, the fight resets and you all roll a d-10 again to see who gets to move first

>rinse repeat

>you can flee from battle at any time

>control all characters

Magic system

You roll from a combat pool at a set TN or you roll one dice at a set TN to see if it worked

Stats

***Combat pool {CP}***  (how many dice you can use against you’re enemy) (the number of successes directly impacts the amount of damage afflicted to your enemy)

***Combat TN*** ***{CTN}***(The target number needed to obtain a success) **TN-N Roll X>/=N**

***Tarot card count*** ***[TCC]*** (how man TC you have in your hand during battle) (you must select them before battle)

***Tarot card Pool {TCP}*** (the amount of dice that you can use against you enemy (the number of successes directly impacts the amount of damage afflicted to your enemy)

***Tarot Card TN {TCTN}*** (the target number needed to obtain a success) **TN-N Roll X>/=N**

Stats-

Main Character (other party members will have stats equil to MC at time of enter)

***STATS CHANGING PER LEVEL UP***

(lvl-1)

CP – 5 dice

TCC- 3 cards

TCP- 4 dice

Hp (health points) – 10p

***Auto Changes once every 25 levels***

CTN – 7

TCTN - 8

***Standard enemy Default***

(Lvl-1)

CP – 3 dice

TCC- 3 cards

TCP- 2 dice

Hp (health points) – 10p

***Auto Changes once every 25 levels***

CTN – 7

TCTN – 8

***Standard boss Default***

(Lvl-1)

CP – 5 dice

TCC- 4 cards

TCP- 3 dice

Hp (health points) – 30p

***Auto Changes once every 25 levels***

CTN – 7

TCTN – 8

Every 3 level up you go the enemy goes up two , as well as scripted leveling (3/2 ratio ,but when you reach level 75 they cap

Every enemy you kill will give you 100 xp. Every mini-boss you get 200 and every major boss you get 300

Y=500x+500

X= current level, Y= Xp needed till next level

|  |  |
| --- | --- |
| Current level (x) | XP needed till next level (y) |
| 1 | 1000 |
| 2 | 1500 |
| 3 | 2000 |
| 4 | 2500 |
| 5 | 3000 |
| 6 | 3500 |
| 7 | 4000 |
| 8 | 4500 |
| 75 | 38000 |
| 99 | 50000 |
| 100 | Level cap |

Weapons have a base damage, and you afflict the base damage + the number of successes.

If you get no successes and a 1 you miss.

If you get 3 numbers that count up in a row (123) (456) you get an auto success.

Afflicted damage is altered by strength weakness system

the level up system is a place holder for now

its viable

but will need some altering later

the Tn decrease every 10 levels is getting changed

because by the time you reach level 100 you will be at TN - (-3) and thats not a thing

the enemys are really goddamn tough

especially when you will be fighting 4-5 of them

however

because of the nature of the level up system

and how little xp it takes to go up

it will be viable for now

until testing

Battle duration should last only about 2-5 mn

10 mn max

20-30 mn for (mini) bosses

Last boss should be 40 mn

STAT CAP

(lvl-1)

CP – 40 dice

TCC- 30 cards

TCP- 20 dice

Hp (health points) – 99p

***Auto Changes once every 25 levels***

CTN – 4

TCTN - 5

>proficiencies. The more you use one action, the more exp goes into it.

If you don't use something it gets no exp.

When you kill an enemy, after battle, the total exp is awarded to each person.

The exp is divided amongst the used actions.