***Battle system***

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-Make the tests.

Test = Roll + Difficulty + Bonus;

The bonus can be to the armor (Defense).

Obs: The bonus will be used just if the character have any.

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-Character damage

If you pass on the attack or spell test, you will cause damage in your enemy, decreasing his life.

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-Recover/Lose (life or manna)

If the character has any life or manna potion, using will repair a part of his life/manna.

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Open to new ideas/suggestions/implementations.

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