**The Phantom of Spira**

**Players Handbook**



**Please note that this handbook is still under development and any information listed may not be official.**

**Welcome to the Phantom of Spira: A Text-Based MMORPG for open-minded players.**

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**Open World and Questing Game Rules**

# **Character Creation**

**In the players folder Create a new folder with your first name and last initial on it then go to the character creation folder and download a copy of the blank character folder, once downloaded upload that folder into your player folder. Direct yourself to the character creation folder, open up the beta folder and create a copy of the blank character sheet, move the copied sheet into your characters folder, open your character sheet and do as listed below.**

1. Locate the Leveler Tab
2. Roll a d20 two times for each stat (Attack, Defense, Accuracy) putting down the higher number. Roll a d20 two times and combine the total for these stats (HP, SP, Energy, Hunger, Thirst) Spend Perk Points for these stats (Charisma, Wisdom, Constitution, Evasion, Intimidation, Mobility)
3. Choose your character name, starting town, sex, age, height, and weight.
4. Select a race and class. You can see the races and classes info in the Races and Classes tab. If half race you get the stat bonus from the main race, and the ability from the half race. If half class, you get the power rank from the main class and the abilities from the half class. If you are starting at Level 200 select an enhanced version of the main class.You can see the enhanced classes info in the EnhancedClasses tab.
5. Choose your astrological sign. You can see the astrological signs info in the AstrologicalSigns tab.
6. Choose a Faction, You can see the Factions info in the Factions tab.
7. Choose your equipped spells/powers, You can have up to 6 spells/powers equipped at a time, more spell slots will be unlocked as you progress through the game. The spells you have access to will be listed in the SpellBook tab. If your class or race gives you special access to a spell/power that is not listed in your SpellBook, go over to the LearnedSpellsNatPowers tab and add the spell/power your race/class gives you, You can then select it in your SpellBook.
8. Locate the BackStory tab, Create a backstory (optional).
9. Once you have completed all 8 steps please let a DM/GM know in our discord server so they can assign you starting equipment/items in your BackPack tab.
10. Last but not least please remember to always save your character using the save button in the Leveler Tab after making changes and at the end of each TPOS session. You will be able to reload your data from our database onto a new character sheet if any issues ever occur.

## 

## Attributes, Perks, and Meters

Attributes:

* Attack- The attack attribute determines the amount of projected damage output for all naturally based attacks (punches, kicks, etc) and is automatically added to the base damage for all usable weapons (sword: 100 dmg + user’s attack rating: 50= 150). ***\*\*Defense of the target(s) and or status effects (melee shield) will determine the final amount of incoming damage if the attack successfully strikes the target(s)\*\****
* Defense- The defense attribute determines the final amount of damage from every successful blockable attack, depending on the user’s/target’s current defense rating: (100 Defense (natural) + Solid Steel Shield (+50 defense) = 150 total defense).
* ***\*\*If the target’s/user’s defense is equal to or greater than the final incoming attack and or cannot be easily slain.***
* Accuracy- The accuracy attribute automatically adds to the base damage of all successful ranged attacks (spells, bows & arrows, and all throwable weapons and objects (knives, magic rocks, etc).
* HP- This number determines the base amount of Health Points for everything that has health.
* SP- This number determines the base amount of Spell Points that a caster possesses as well as the base cost for all spells.

**Perks:**

* **All players are awarded 5 perk points per every 10 levels starting at level 10.**
* Constitution- every point in this stat adds 5 to HP and SP
* Wisdom- Used during RP or battle to determine if you are smarter than another player or NPC. Can also be used for investigation rolls to see how much you know about something. Can be used to detect traps and solve puzzles. Can be used for wisdom based attacks.

(Maximum of 5 points)

* Evasion- Add this to your dodge roll. (Maximum of 5 points)
* Intimidation-a score used to scare someone. If successful, Once per battle the target deducts 5 from their d20 rolls. You add this score to your intimidation roll. (Maximum of 5 points)
* Charisma- the charisma attribute determines how likable a character or creature is and how persuasive they can be in any given scenario (in and out of combat), and the higher skill level they possess by nature (vampire lords) and or by buff (blessed celestial charm of charisma), the more convincing they become and are then more likely to succeed when attempting a social action(s).
* (Maximum of 5 points)
* Mobility- use this when fleeing a battle or performing mobility based attacks. (maximum of 5)
* **Players Receive 5 points per 10 levels**

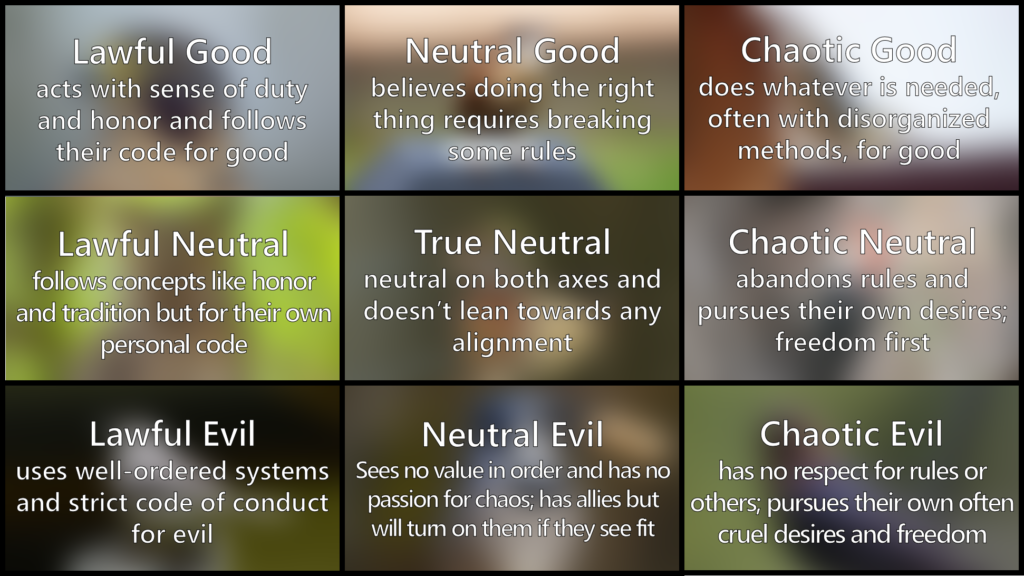
**Meters:**

* **Hunger, Thirst, and Energy:** (merged meters) These meters indicate the player’s hunger, thirst, and energy.
* Roll a d20 each day of travel and subtract the number you rolled from your hunger, thirst, and energy stat.
* Roll 2 d20s (combine the two rolls) (beginning meter level) and add one point to each meter per level up (ex: a player who is level 80 will only receive 79 points in each meter because level 1 is the base level.)
* Meters indicate how hungry, thirsty, and or satisfied a character or creature is since eating and drinking are the first two basic essential needs since all living things need to nourish themselves with food and water, and physical undead (zombies) need to fuel themselves with rotten flesh and spoiled drinks, and the ethereal (ghosts) need to sustain themselves with captured souls since they can only dissipate, not dehydrate.
* Ex: Steak +5 hunger (d20) x amount of water (runs out when you’re traveling) (hunger, thirst.
* As your sharpened skills slowly fade and dull away, you will become less effective in combat, less likely to evade, dodge, strike, outrun, and or flee from danger no matter what form it takes and where it strikes in combat, and less likely to dodge, outrun, and or flee from danger wherever it chooses to strike. If any of your meters hit 0 your d20 rolls will be reduced by 5 for each meter that is 0. 1 meter set to 0: -5 to d20 rolls. 2 meters set to 0: -10 to d20 rolls. 3 meters set to 0: -15 to d20 rolls.
* The hungrier you become, the less effective at combat and if the meter reaches zero, you have a chance of dying at any given point. For each meter that is zero you will lose HP and SP determined by the amount of meters that are 0. 1 meter at 0: Lose 250 HP and SP per round in battle and per day of travel.. 2 meters at 0: Lose 500 HP and SP per round in battle and per day of travel.. 3 meters at 0: Lose 1000 HP and SP per round in battle and per day of travel.

## Character Alignments

**Alignment Types**

* Good: Lawful Good, Neutral Good, Chaotic Good
* Neutral: Lawful Neutral, Neutral, Chaotic Neutral
* Evil: Lawful Evil, Neutral Evil, Chaotic Evil
* Lawful: Lawful Neutral



## 

## Astrological Signs

| **Aries -** |
| --- |
| **Taurus -** |
| **Gemini -** |
| **Cancer -** |
| **Leo -** |
| **Virgo -** |
| **Libra -** |
| **Scorpio -** |
| **Sagittarius -** |
| **Capricorn -** |
| **Aquarius -** |
| **Pisces -** |
| **Custos -** Forming the outline of a vigilant guardian with a raised shield, this constellation is associated with protection and justice. It is said that those born under its watchful gaze are destined to become defenders of the weak. |
| **Serpens -** The constellation shaped like a winding serpent with scales that shimmer like silver. It is associated with wisdom and foresight. Those born under this constellation are believed to possess keen intellect. |
| **Malleator -** A group of stars that form the shape of a blacksmith's hammer striking an anvil. This constellation is linked to craftsmanship and the creation of powerful artifacts. Followers of this constellation often seek mastery in the arts of forging. |
| **Lupus -** A celestial arrangement resembling a majestic wolf howling at the moon. This constellation is tied to bravery and loyalty. Warriors and adventurers often look to the Spectral Wolf for guidance. |
| **Scriptus -** Shaped like a quill and inkwell, this constellation is connected to knowledge and scholarship. Those born under its influence are believed to have a natural affinity for learning and magical pursuits. |
| **Arboreas -** A cluster of stars that resembles a forest of ancient trees. This constellation is tied to nature and the balance of the natural world. Druids and rangers often find inspiration in its patterns. |
| **Aranea -** This constellation takes the form of a giant spider creating intricate webs across the night sky. It symbolizes fate and destiny. Some believe that the threads of the Cosmic Weaver guide the course of all living beings. |

# 

# **Combat**

**Turn Order Roll**Roll a d20 highest goes first, if you tie with an NPC you must re-roll, if you tie with another player you can determine amongst yourselves who goes before one another.

**Melee**

Roll d20 add your attack bonus and bonuses from your weapon/power/spell, and subtract the target defense score to a minimum of 1 cause that much damage If the target is vulnerable to an element

* If you are using a spell to deal damage to someone it is a hit/miss, cannot avoid, or a fail/succeed. If you use a spell that causes a status effect it would be a fail or succeed or will succeed, if you use a spell effect on yourself it is a fail/succeed or it will succeed automatically. Use a d20 to determine the outcome of each, 10 or below = miss or fail 11 or above = hit or success.

## Spells/NatPowers

* **Natural Powers** are powers that do not cost SP or HP and may or may not deal damage.
* **Spells** are powers that cost SP or HP and may or may not deal damage.
* Spells/NatPowers that possess or turn a creature into your ally will last until the end of the battle or canceled.

## Attacking/Damage:

* An attack is considered damaging a target or killing a target in any sort of way. If you are not damaging a target or killing a target it is not considered an attack.
* When you die your HP and SP will be set to 1 upon respawning at a major area/location.
* **Natural Attacks** are damage-type attacks with a damage bonus that does not use sp. **(Non-weapon attacks)**
* **Physical Attacks** are an attack that uses a weapon, a natural material ex. A rock, or

your body to deal damage.

* For damage multipliers add all the multipliers together first and times it by the appropriate damage.

**(if you have a ring that says X2 additional water damage and another ring that says X4 additional water damage you would be doing X6 additional water damage.)**

## Resistances/Immunities

* **Immunity:** having a 100% chance to be unaffected by something, or being Immune to a certain element, attack, spell, item effect, etc.
* **Resistance:** having less than a 100% chance of being unaffected by something or being resistant to something by a static amount.

## Other Bonuses/Abilities For Mobs

* Mob Abilities/Bonuses are effects that are reactive or passive to players/self/enemies. They are not considered spells and do not cost anything to use. They are harder to protect against/prevent. The DM/GM can choose whether or not they want the

Mob Abilities/Bonuses to take effect.

* Mob Abilities/Bonuses that make themselves unaffected by Nat Powers, Spells, Item Effects, or attacks only prevent their enemies from affecting them.
* Beast-type enemies can attack twice if they attack with a natural ability
* You cannot harvest mob unaffected abilities or roll bonus abilities from mob souls.
* Non Companion Mobs can use mobility while attacking with a hit/miss attack.

## Summoning

* Summoning spells can only be used once per battle and summoned NPCs cannot summon more NPCs unless specified by ability or spell
* Corrupt guards who summon a guard will be corrupt
* Normal guards that summon a guard will be normal
* The level of a summoned mob will be determined by the DM/GM unless otherwise specified

## Percentages

* Each number on a d100 is = to 1% Example No. 1 1% No. 50 50%, and it goes from there until 100 which is 100%.
* You do not add bonuses to your percentage-resistant rolls.
* When you are rolling for a percentage chance you must roll the percentage number or lower. For example, if your spell has a 50% chance to freeze someone you must roll a 50 which is equal to 50% or lower than a 50. Anything higher is equal to a higher percentage. The lower your chance the lower you must roll.
* When rolling for more than 1 percentage effect do not combine percentages. Roll each percentage effect individually.

## Targeting

* Targeting is when a “Player/NPC” is specifically chosen as a target by a spell, attack, ability, or item effect.
* Spells, Attacks, Abilities, or item effects that say “Cannot Avoid” or that specify “All Enemies” or “All Targets” are not considered targeting even if you are the only player being affected.

## RP Actions/Battle Actions

* Use a d20 to determine the outcome of each, 10 or below = miss or fail 11 or above = hit or success.

## Curses

## Critical Fails and Successes

* Rolling a 20 (excluding roll bonuses) while attacking will double your damage dealt for that attack.
* Rolling a 1 (excluding roll bonuses) while attacking will inflict the damage back to you.
* Rolling a 20 (excluding roll bonuses) while evading will double your evasion score.
* Rolling a 1 (excluding roll bonuses) while evading an attack will double the damage you take.

## Status/Damage Effects

* Poison #: Target takes # Nature damage each round.
* Stun #: Target is unable to do anything for # rounds
* Burn #: Target takes # fire damage each round.
* Frozen: Target is unable to do anything until it takes damage.
* Bleed #: Target takes # Blood damage each round.
* Instant Death: Target’s HP becomes 0
* Slowness #: Target’s ATK, ACC, are halved and lose 5 Evasion, and Mobility for # rounds
* Blindness #: Target’s non percentage d20 rolls are halved and they cannot make ranged attacks for # rounds.
* Sleep: Puts the target(s) to sleep, they must make a fail/succeed roll on their turn to wake up, if they fail they lose their turn.
* Haste #: Target’s ATK, ACC, are doubled and gain +5 evasion and Mobility for # round(s)
* Truesight #: +5 to all Rolls for # round(s)
* Shuttering #: Only take damage from spirit spells and weapons but you deal half damage and take X3 Spirit damage for # round(s)
* Invigorated #: 10% chance to act twice during each of your turns for # round(s)
* Incorporeal #: Gains Immunity to damage for # round(s) and all damage you deal while incorporeal is converted into spirit damage
* Pacified #: You cannot perform any actions except actions that Buff an enemy for # Round(s)
* Rampage: You must attack. Roll a d20 to see who you attack, 1-5 attack a random party member (not including self), 6-20 attack a random enemy. You deal X4 damage
* Marked #: You are unable to evade attacks for # rounds.
* Disarm #: You are unable to use equipment for # rounds. (can only be activated once per battle for players or mobs)
* Disoriented #: Decreases all evasion rolls by # with # representing the number of stacks of Disoriented. (25 stacks of disoriented removes you from battle)
* Soulburn #: targets lose #\*100 Defense, Attack, and Accuracy.
* Insanity #: Gain # mobility and #\*1000 attack but lose # Evasion and #\*1000 defense with # representing the number of stacks of Insanity
* Soul Drain #: Target loses # sp every round.

**Status Effects Cannot be removed by the Cancel Power or Enchantment.**

## Damage/Item/Spell Types

* Hit/Miss: Roll a basic d20 and add any roll bonuses you may have, The enemy rolls evasion, if they get a higher roll than you do they evade the attack, if you get a higher roll than the enemy you successfully hit them.
* The damage is added to a basic attack.
* Cannot Avoid: An attack that cannot be avoided, only protected against, The attack automatically succeeds, You do not need to roll.
* Fail/Succeed: Roll a d20; 10 or below = fail 11 or above = success.
* Will Succeed: The spell/power automatically succeeds, You do not need to roll.
* Parry: When attacked with a weapon targeting only you, you may negate the attack and attack with a weapon equipped after you were attacked on the same turn.

## Dungeons

* To move within a dungeon you must roll a d6, you get 1 movement action alongside your normal action during battle. You can only move left, right, forward, and backwards.
* You must make a movement action before you make a battle action or you don't get a movement action. You can also choose to skip your movement action and just perform a battle action.
* Cannot avoid attacks can deal damage to enemies up to 3 tiles away in any direction.
* Ranged Hit/Miss attacks can hit an enemy 6 tiles away in 1 direction.
* Physical Hit/Miss attacks can hit an enemy 1 tile away in 1 direction.
* Non Attack Fail/Succeed powers can affect enemies up to 3 tiles away in any direction.
* Non Attack Cannot Avoid powers can affect enemies up to 3 tiles away in any direction.
* Fail/Succeed Attacks that hit one target can hit an enemy 6 tiles away in 1 direction. While Fail/Succeed Attacks that hit all enemies will deal damage to enemies up to 3 tiles away in any direction.
* You can hide behind a solid object to avoid a Hit/Miss Attack.
* Bosses Get a d4 of movement and use up to 4 tiles at a time.

## Death

* **Normal Death | Instant Death:** is a form of death where you respawn after an entity lowers your hp down to 0
* **Permanent Death (Not Instant Death):** you are considered dead and your character cannot be used anymore. You must create a new character. This is the most rare form of death in TPOS.
* **Semi-Permanent Death | Banishment (Not Instant Death):** Your character turns into a lifeless soul that gets sent to The Land of The Banished in Abstara. Your soul is kept inside of a soul vial held around the neck of The Keeper of The Banished. You must use another character and make your way to Abstara to fight The Keeper of The Banished, defeat him, then pay 1,000,000G Times the character's level to free it from the soul binding vial.

## PVP

* No meta gaming during PVP.
* Cannot flee, cannot force people to flee, cannot arrest people, and cannot teleport people or self during PVP.
* Must kill someone during PVP to defeat them.

# Traps, Puzzles, and Natural Disasters

## Traps

* To determine the outcome of a Trap roll a wisdom check or just roll for evasion depending on the trap’s ability. If you fail your Wisdom or Evasion roll you may take damage.
* Depending on the trap you may take damage after failing a wisdom check. Some traps may allow you to roll evasion after a failed wisdom check or skip the wisdom check and just roll for evasion.
* When you die in a trap you respawn at the nearest town/area, You cannot be revived by other party members.

## Puzzles

* Roll a Wisdom check to see if you solve a puzzle. If you succeed you can proceed and you may get a special bonus that will help you during your next battle.
* If you fail you may get a negative outcome determined by the puzzle ability. Some puzzles may require you to Succeed in order to proceed.

## Natural Disasters

* When encountering a natural disaster whether it is in a dungeon or during days of travel a debuff will be applied.
* Natural Disasters cannot be avoided, you must be immune to natural attacks to be unaffected by them.

# **NPC’S**

## Mob Rules

* Mobs can use any consumable item in their drop list an infinite number of times. Items used in this fashion are not removed from their drop list.
* Removing an item from an enemy’s drop list in any fashion, i.e. Take/Confiscate. Will remove an enemy’s ability to use said item.
* Mob’s HP and SP Spell costs are \*10 more than the normal cost and will go up by \*5 per world starting from every world after the Land of Spira.

## 

## The Gods of Spira and Their Elements

The Phantom of Spira - The Guardian - Light - Any Good

Lord Dreadful - The Dark Lord - Dark - Any Evil

Thor - God of Thunder - Storm - Chaotic or neutral Good

Gaia - Goddess of Earth - Earth - Lawful Good

Surtr - God of the Forge - Fire - Neutral or Lawful Evil

Hela - Goddess of Souls - Spirit - Lawful or Neutral Evil

Sataniel - Lord of the Flies - Blood - Lawful or Neutral Evil

Neptune or Poseidon, Lord of the Seas - Water (you can choose a side) - Chaotic Evil or Lawful Good

Aranyani - Goddess of the Forest - Nature - Chaotic or True Neutral

Azrael - Deposed King of Abstara - Voodoo - Lawful or True Neutral

Astralis - The Ancient - Astral - Any Neutral

Dionysus - God of the Party - Acoustic - Chaotic good or neutral

Elder Monk Kenyu - The Ascended - Zen - Any Neutral

Bahamut - Chained Beast of the Endless Void - Delta - Chaotic Neutral

## 

## Companion/Pet

* Each player is allowed multiple companions/pets but may only use 1 (Or 2 for breeding purposes) at a time, these are mobs that follow the player's orders (non sentient).
* When you gain levels you can give some or all of those levels to your companion/pet.
* The companion/pet doesn't roll for loot.
* If a companion/pet dies it is turned into a memento.

You can take the memento to a sacred shrine to revive them.

* When a companion/pet fails to breed it becomes infertile, when a companion/pet dies and becomes a memento once revived the companion/pet becomes fertile again.
* Roll a d100 to determine how many days of travel it takes for an egg to hatch
* After each battle, your companion/pet’s HP and SP will go back to the full amount.
* Companions/Pets cannot use non-equipment items in their backpack. The backpack is just used for equipped items or extra storage.
* You can feed souls to Companions/Pets to teach them new powers.

## Companion Types:

* Types can include- Humanoid, Undead Humanoid, Dragons, Ethereal, and Celestials, Most Companions will be restricted to certain Magic Types.

## Taming

* You can turn mobs into a companion. DM/GM determines whether or not you may tame a specific mob.
* You must make 3 Fail/Succeed rolls to successfully tame a mob. You must tame using charisma. The DM/GM can choose whether or not a mob is tamable. If the mob doesn't roll for charisma it is no longer tamable.

## Dragons

Only 18 dragons are available for taming or from eggs and they are as follows

| 1 | Acid Dragon |
| --- | --- |
| 2 | Ancient Water Dragon |
| 3 | Astral Dragon |
| 4 | Celestial Dragon |
| 5 | Chaos Dragon |
| 6 | Dark Dragon |
| 7 | Delta Dragon |
| 8 | Forest Dragon |
| 9 | Frost Dragon |
| 10 | Soul Dragon |
| 11 | Spirit Dragon |
| 12 | Stone Dragon |
| 13 | Storm Dragon |
| 14 | Swamp Dragon |
| 15 | Volcanic Lava dragon |
| 16 | Void Dragon |
| 17 | Undead Dragon |
| 18 | Crystal Dragon |

## Haggling

When making a purchase you can roll charisma to try and lower the price

- Each shopkeeper has a different challenge level which determines their starting roll bonus.

- each time you beat the challenge level their challenge level will go up by 1 which will increase their roll bonus by 1.

- if you fail the challenge roll the current price is doubled

- you can even use this to get an item for free

**Average challenge rate stages per world**

Land of Spira = d40 to d240

Dragonscale Island = d60 to d240

Abstara d120 to d240  
Solreach = d240

# **Travel**

## Traveling

* Start at a location you or a party member has visited, each square on the map is a day’s travel, depending on how many days’ travel it is to the location of travel you must use the Mob Encounter Generator, if you get a 50 or below it is a bad day. If you get a 51-89 it is a neutral day and you proceed normally or come across something. If you get a 90-100 it is a good day and you proceed normally or come across something good.

## 

## Starting Town/Area

* The current party will be allowed to start in selected areas within the Land of Spira determined by the player's Locations\_Visited tab, then they will unlock more locations they are allowed to start in as they discover new areas.
* In order to start in other locations during a session the current party will need to go to other areas in The Land of Spira and have them checked off in their Locations\_Visited tab found in the character sheet.
* In order to teleport to a desired location on the world map you must discover the area you wish to travel to and have it checked off in your Locations\_Visited tab.

## Day/Night Cycle

* At the beginning of each journey players are able to decide whether it will be day or night upon traveling. During a good/neutral day of travel they can pause the journey and wait 3 days until it becomes the next day/night cycle and then continue traveling on the current journey.

## Weather Effects

### The Land of Spira

Clear - None

Storming - X2 Storm and Water damage, ½ Fire and Earth Damage

Foggy - 25% chance of blindness for the first round of battle

Freezing - 10% chance to freeze everyone at the start of the battle/day and freezing abilities are guaranteed to succeed

Extreme Heat - X2 Fire damage, ½ Water, Storm, and Nature damage and freezing abilities are guaranteed to fail

### Abstara

Clear - None

Foggy - 25% chance of blindness for the first round of battle

Extreme Heat - X2 Fire damage, ½ Water, Storm, and Nature damage and freezing abilities are guaranteed to fail

### Solreach

Clear - None

Storming - X2 Storm and Water damage, ½ Fire and Earth Damage

Foggy - 25% chance of blindness for the first round of battle

Freezing - 10% chance to freeze everyone at the start of the battle/day and freezing abilities are guaranteed to succeed

Extreme Heat - X2 Fire damage, ½ Water, Storm, and Nature damage and freezing abilities are guaranteed to fail

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# **World Level Information**

**Mob/Player Levels Per World**

An idea on what level you and mobs will be when you unlock each world/expansion.  
  
The Land of Spira   
Level 1 - 3000 (Players)

Level 1 - 6000 (Mobs)

The Land of Spira, and Abstara When Players Unlock Abstara or Reach Level 3000.

Level 3000 - 6000 (Players)

Level 6000 - 12,000 (Mobs)

The Land of Spira, Abstara, and Solreach and All Other Worlds When Players Unlock Solreach or Reach Level 6000.

Level 6000 - 24,000 (Players)

Level 12,000 - 24,000 (Mobs)

* Land of Spira and Dragonscale Island Main Quest Line will give 35 levels per main quest. Abstara Main Quest Line will give 50 levels per main quest. Solreach Main Quest Line will give 120 levels per quest.

# **SubClass Descriptions**

## **Blacksmith**

* Perform 3 quests for the same blacksmith.
* Can forge and repair items from different components.
* Earns the ability blacksmith and can strengthen weapons (guns included: rifles, revolvers, pistols), armor, tools (can repair: pick axes, fishing poles, axes), ships (cannons, mortar shot, and artillery), and buildings.
* Starts with the natural ability to be a blacksmith (can fortify weapons (guns including revolvers, rifles, flintlocks

**Forging/Repair**

- There are three Item types. Armour, Hand Items, and Accessories

Armour consists of items that go into slots: Head, Torso, Shoulders, Arms, Legs, and Feet.

Hand Items consist of items that go into slots: Left Hand or Right Hand.

Accessories consist of items that go into slots: Neck, and Fingers.

- You can forge Items together within their Item types.

Base Stats are DMG, DEF, and Resistance. You can apply DEF and Resistance to any Item type. DMG can only be applied to Hand Item types.

- When Forging hand equipment with a type (i.e. a Sword and a Knife) you pick one of them to be the type of equipment of the forging result.

- To forge an item you must combine it with another item in its type or with a component/crafting material.

- Base forging you will roll for a fail/succeed. 3 Successes mean you forged the item and 3 fails you destroy all items and components used. If you roll a 1 you automatically fail regardless of bonuses.

Each time you forge an item you are required to keep track of how many times an item has been forged by adding to the forges column. For example "Sword Of The Sea Serpent- 10,000 damage +10,000 water damage. **(Level 980)(F15)**"

For each time an item has been forged you will need an additional Success roll to forge it. Example forging "Sword Of The Sea Serpent- 10,000 damage +10,000 water damage. **(Level 980)(F15)**" and "Sword Of The Royal Knights- 5000 damage +500 light and 500 order damage **(level 280)(F2)**" will require 20(Base3+F15+F2) Successes.

You may only combine 2 pieces of equipment per forge, or 1 piece of equipment and up to 20 components/crafting materials per forge.  
  
You can only forge up to 3 positive abilities/ability(++) components into a piece of equipment. If the equipment already has 3 or more positive abilities you cannot add anymore abilities to that item. Negative abilities(+-) Like “+-Cannot be duplicated”, and “+-Can only equip one” do not count toward the total positive abilities on equipment.

- You may break down items into base components. When breaking an item down you must choose what stat you are trying to get. You can either get a DMG component, DEF component, or Item ability. To break down an item you must roll 5 Successes. 3 fails you destroy the item. You cannot get more than 1 component per item.If you roll a 1 you automatically fail regardless of bonuses.

When breaking down an item for DEF or DMG components you will get a component based on Item stat divided by 10. For example "Sword Of The Sea Serpent- 10,000 damage +10,000 water damage. (Level 980)(F15)" if you broke it down for a DMG component you would get "+1,000 DMG component" or "+1,000 Water DMG component"

Unforgeable Items can be broken down for DEF components or non-elemental DMG components only at the rate of stat divided by 100 instead of 10.

- DEF and DMG components can be forged into items to increase the stat. Ability components will either add that ability to the item or replace an ability on the item. Example Item: "Sword Of Tritonoch- 20,000 damage +10,000 water damage, ++Waves Of Entitlement- x2 water damage. **(Level 1550)**" being forged with the component "++Water damage is x4 and costs half sp" will replace the swords '++Waves Of Entitlement', Like "Sword Of Tritonoch- 20,000 damage +10,000 water damage, +Water damage is x4 and costs half sp. **(Level 1550)(F1)**"

- Forging items with negative abilities will always forge to the new item and cannot be removed.

**Forging Levels**

* Each 5 successful forge/breakdown will increase your Forging level by 2.
* Your forging level will determine how much you can increase an item's DMG or DEF stat per forge. You can increase the stat by 100 times your forging level. For example, if you forge LVL 56 you can only increase a sword's DMG by 5600 per forge. This includes when combining items. So if you are forging LVL 56 and you try to combine two swords that have 10,000 DMG the newly forged weapon will only have 15,600 DMG.

**Forging Values**

* When you forge item(s) yourself the forged item's estimated value will be all of the estimated values of each item(s) combined.
* Shops will not buy Forged items for over 1% of evaluation

**Blacksmith Town Service**

* The Blacksmith's NPC Level is equal to the combined levels of the 2 items you want forged divided by 2.
* Any items that have a forge amount of 5 or more cannot be forged at the Blacksmith town service.
* When you take your item(s) to be forged at a blacksmith service the forged item(s) estimated value will be 50% of each item(s) estimated value. if the item(s) do not have an estimated value add 1,000,000G to the cost for each item that does not have a value. The estimated value of the forged item taken to a blacksmith service will be the total cost you paid to get the item(s) forged.

## Crafter

* Perform 3 quests for the same crafter.
* Requirements: must earn the crafter ability by completing a series of quests.
* Can craft items using crafting materials and existing items within The Land of Spira, Abstara, and Solreach.

**Crafting**

* Crafters possess the ability to craft items/equipment from resources found around The Land of Spira, Abstara, and Solreach.
* Your crafting level will determine the level of items you can craft.
* For crafting you will roll for a fail/succeed. 3 Successes means you crafted the item and 3 fails you destroy all resources used.
* Each 2 successful items crafted will increase your Crafting level by 1. Your crafting level will determine what items/equipment you can craft.
* You get double the crafting materials from loot drops.

## **Enchanter**

Enchanters possess the ability to enchant certain effects of potions, scrolls, or souls into items.

* Requirements: must earn the enchanter ability by completing a series of quests. You can enchant items on the go but since it’s a portable enchantment kit, you may ruin the items you are trying to imbue
* Enchantment Proficiency: imbuing items has 2x times their normal effectiveness

**Enchantment**

* Perform 3 quests for the same enchanter.
* can enhance items with the effects of potions, and scrolls
* Must succeed **X** times before three fails while imbuing **X** effects together. 3 fails and you destroy all components used.

Level 1 you may imbue items with 2 effects (50 successful imbuements required to rank up)  
Level 2 you may imbue items with 4 effects (100 successful imbuements required to rank up)  
Level 3 you may imbue items with 6 effects, and you gain Enchantment Proficiency (150 successful imbuements required to rank up)  
Level 4 you may imbue items with 8 effects (200 successful imbuements required to rank up)  
Level 5 you may imbue items with 10 effects, (250 successful imbuements required to rank up)

**Levels For Enchanter are as follows**

1>2>3>4>**5**

Max Level=5  
Max effects=10  
**Current imbuements reset after leveling up\*\***

## 

## Alchemist

Alchemists (1st+2nd nature) possess the ability to create potions more powerful than the rest.

* Requirements: must have the alchemist ability by nature or by earning it by completing a quest to use alchemical equipment. You can craft potions on the go but since it’s a portable potion creation kit, you can’t create as powerful potions as if you were in an alchemical laboratory (towns/home).
* Brewing Proficiency: When you successfully create a potion you get 2 of that potion instead of 1.
* Alchemists are naturally proficient potion makers that have twice the normal effectiveness as the ordinary.

**Alchemy**

* Perform three quests for the same alchemist
* Alchemists possess the ability to brew potions from resources found around The Land of Spira, Abstara, and Solreach.
* Your Alchemist level will determine the level of potions you can brew.
* For brewing you will roll a fail/succeed. 3 successes means you brewed the item and 3 fails you destroy all resources used. Rolling a natural 1 with bonuses will still count as a fail.
* Each 2 successful potions brewed will increase your Alchemist level by 1. Your Alchemist level will determine what potions you can brew.
* You get 2 of the same herb instead of 1 when you find an herb..

**You cannot gain more than 200 levels per session from herbs/potions.**  
**Current brews reset after levelling up\*\***

**You cannot duplicate herbs and potions\*\*\***

## Chef

Chefs possess the ability to prepare and cook meals tastier than the rest…

* Complete 3 quests for the same chef.
* Requirements: You may gain the chef ability by nature or by completing a series of quests to use kitchen equipment efficiently. You can cook meals on the go but since it’s a campfire you can’t cook as powerful meals as you would in a kitchen (towns/homes).

**Sou-Chef Proficiency**:

* You may duplicate a meal up to 5 times without losing taste and bonus.

**Head-Chef Proficiency**:

* You may duplicate a meal up to 10 times without losing taste and bonus.

Level 1 20% bonus (25 successful meals required to rank up)  
Level 2 40% bonus (50 successful meals required to rank up)  
Level 3 60% bonus (75 successful meals required to rank up)  
Level 4 80% bonus (100 successful meals required to rank up)  
Level 5 100% bonus, gain Sou-Chef Proficiency (125 successful meals required to rank up)  
Level 6 120% bonus (150 successful meals required to rank up)  
Level 7 140% bonus (175 successful meals required to rank up)  
Level 8 160% bonus (200 successful meals required to rank up)  
Level 9 180% bonus (225 successful meals required to rank up)  
Level 10 200% bonus, gain Head-Chef Proficiency

Must succeed **X** times before **X** fails while cooking **X** meals. **X** fails and you burn all food used.

**Levels For Chefs are as follows**

1>2>3>4>**5**>6>7>8>9>10

Max Level=10

**You cannot duplicate meals without the Sou-Chef/Head-Chef Proficiencies\*  
Current Meals reset after leveling up\*\***

Must succeed **X** times before **X** fails while cooking **X** meals. **X** fails and you burn all food used. **X is equal to the amount of food you are cooking/preparing**

## Breeder

Breeders possess the ability to mate companions together

* Requirements: must have the Breeder ability by nature or by earning it, you may earn it by completing a quest to use breeding ability. you can’t breed unless you have the facilities (towns/homes).
* Allows you to bring 2 companions into battle
* Breeding Proficiency (level 5): Companions that are bred by you, start with 500 levels
* Breeding Proficiency Enhanced (Level 10): Companions that are bred by you, gain 1000 levels at the start
* Proficient breeders have bonuses on their eggs (half days of travel)

**Breeding**

* Perform three quests for the same breeder
* can breed two of the same companion together and produce an egg
* Must succeed three times before three fails or else the breeding subjects become infertile
* Cannot breed exclusive/event companions
* Cannot breed Non-Dragon Bosses

Level 1 - You can Breed 2 of the same mobs of the “Beast” entity type (0 Successful breedings required)

Level 2 - You can Breed 2 of the same mobs of the “Humanoid” entity type (10 successful Breedings required)

Level 3 - You can Breed 2 of the same mobs of the “Undead” entity type (20 Successful Breedings required)

Level 4 - You can Breed 2 of the same mobs of the “Spirit” entity type (30 successful Breedings required)

Level 5 - You can Breed 2 of the same mobs of the “Construct” entity type (40 Successful Breedings required)

Level 6 - You can Breed 2 of the same mobs of the “Fae” entity type (50 Successful Breedings required)

Level 7 - You can Breed 2 of the same mobs of the “Giant” entity type (60 Successful Breedings required)

Level 8 - You can Breed 2 of the same mobs of the “Draconic” entity type (70 Successful Breedings required)

Level 9 - You can Breed 2 of the same mobs of the “Monstrosity” entity type (80 Successful Breeding)

Level 10 - You can Breed 2 of the same mobs of the “Monstrosity” entity type

**Levels For Breeders are as follows**

1>2>3>4>**5**>6>7>8>9>10

Max Level=10  
**Current breedings reset after leveling up\*  
You cannot duplicate eggs or companions\*\***

## Spira Guard

Spira Guards (1st+2nd nature) possess the ability to arrest, put a bounty on players, and rest in guard towers for free.

* Requirements: must have the Spira Guard ability by nature or by earning it, you may earn it by completing a quest to use the Spira Guard ability.
* Spira Guards that are higher ranks/tiers than other Spira Guards can command Spira Guards lower than them. If they do not do as they are told they are disobeying the laws of Spira.
* Travelling Spira Guards have jurisdictions over all major cities/areas
* Non-Traveling Spira Guards have jurisdiction over 1 major city/area

**Ranks/Tiers For Spira Guards are as follows**

**Private-** 20 tiers to get to Private First Class**> Private First Class-** 40 tiers to get to Specialist**> Specialist-** 60 tiers to get to Corporal **> Corporal-** 80 tiers to get to Sergeant**> Sergeant-** 100 tiers to get to Staff Sergeant**> Staff Sergeant-** 120 tiers to get to Sergeant First Class**> Sergeant First Class-** 140 tiers to get to Master Sergeant**> Master Sergeant-** 160 tiers to get to First Sergeant**> First Sergeant-** 180 tiers to get to Sergeant Major**> Sergeant Major-** 200 tiers to get to Command Sergeant**> Command Sergeant-** 220 tiers to get to Sergeant Major of Spira**> Sergeant Major of Spira-** 240 tiers to get to Second Lieutenant**> Second Lieutenant-** 260 tiers to get to First Lieutenant**> First Lieutenant-** 280 tiers to get to Captain**> Captain-** 300 tiers to get to Major**> Major-** 320 tiers to get to Lieutenant Colonel**> Lieutenant Colonel-** 340 tiers to get to Colonel**> Colonel-** 340 tiers to get to Brigadier General**> Brigadier General-** 360 tiers to get to Major General**> Major General-** 380 tiers to get to Lieutenant General**> Lieutenant General-** 400 tiers to get to General**> General -** 420 tiers to get to General of Spira**> General of Spira-** must be promoted by the current Lord of Spira to get to Lord of Spira**> Lord of Spira**

**Roll a d3 to determine what npc guard you fight upon npc guards being summoned.**

**For Tier 3 roll a d6. If you roll a 6 roll a 25% chance for the Lord of Spira to be summoned, otherwise it is a normal general.**

**For Tier 2 roll a d12.**

**For Tier 1 roll a d6**

**Lord, King/Queen, Princess/Prince, Emperor** - Get the title by having ownership of a major city/area. They only have jurisdiction over their area. **(You can not obtain these titles by ranking up, you must inherit these titles)**

**Current tiers reset after levelling up\***

The Law Of Spira

* You may become a guard of Spira by request of a Spira guard if you choose to.
* By becoming a guard you agree to protect the land of Spira from crimes at all costs and agree to not cause any crimes yourself or you will be stripped of your powers as a Spira guard as well as some other severe consequences upon being arrested for the 3rd time.

Spira Guards may:

1. Jail other players or NPCs committing crimes
2. put a bounty on other players
3. Has access to guard towers and can rest in them.

Losing Your Guard Rank:

**To lose you guard rank you must be arrested and brought to a courthouse:**

* 3 times as a tier I
* 6 times as a tier II
* 9 times as a tier III
* 12 times as any form of royalty
* Any player that has a guard rank/level that plays with a known criminal must pass a 25 Charisma roll. They can't use equipment bonuses but get a +1 for every rank above Private. If they fail the roll they get demoted 5 ranks or lose Guard rank entirely if they go below private and must do the guard quest all over again.

## Miner

Miners possess the ability to mine more ores than everyone else.

* Complete 3 quests for the same Miner.
* Requirements: You may gain the Miner ability by nature or by completing a series of quests to use mining equipment efficiently.
* When mining, the ore is randomly chosen and you may put it into your Ore Pouch.
* Miners get double the Ores found.
* Roll a d498 to determine the ore that was found, roll a d4 to determine its texture, roll a d8 to determine its rarity, roll a d20 for the item an ore contained, and last but not least roll a d20 to determine the amount of each ore received.

## Farmer

Farmers possess the ability to grow and harvest crops they plant and harvest seeds from.

* Complete 3 quests for the same Farmer.
* Requirements: You may gain the Farmer ability by nature or by completing a series of quests to Farm efficiently. You can grow and harvest crops you plant and harvest seeds from fruits and vegetables to plant more food.
* Farmers must make fail/succeed rolls to plant and harvest crops. They must also make a fail/succeed roll to harvest seeds from already grown crops or food you find. You must get 3 successes before 3 failed rolls to harvest grown crops, plant seeds, and harvest seeds from food.
* You can only harvest seeds from food with a hunger ability.
* To plant seeds you must use a farm. You can find a farm inside of a purchased home. When planting seeds transfer the seeds you have in your bag to your farm sheet inside of your home. Roll a d100 to determine how much time it will take until your crops are fully grown.

## Fisherman

Fishermen possess the ability to catch more fish from fishing than the rest.

* Complete 3 quests for the same Fisherman.
* Requirements: You may gain the Fisherman ability by nature or by completing a series of quests to Fish efficiently. You can catch up to 2 of the same fish and get 2 of the same items caught from a fish.

# **Levelling**

## Determining Levels

* Every 5 Mobs defeated = Gain 2 Levels.
* Some herbs grant levels.
* Quests grant levels
* Partaking in a TPOS session hosted by an official DM/GM (Non Self DM) for 1 hour or more gives you and 1 pet/companion of choosing 50 levels per hour.

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# **Battles**

## You May Not

* Flee from the area right as the battle is engaging.
* Kill other players right as the battle is engaging.
* Pre-Buff right before a battle. (wards, transformations, stat boosts, items, etc)
* Use spells right before the battle is engaging.

## You May

* use sp or hp potions right as the battle is engaging.
* Restore hunger, thirst, and energy right as the battle is engaging
* Switch out spell slots while the battle is engaging.

# **Additional Dice Roll Information**

1. Additional bonuses on rolls from equipment will be limited to +5 in total.
2. Cannot use roll bonuses on minigames unless it's a mini-game-specific bonus.
3. Cannot use roll bonuses for herbs
4. Cannot use rolls bonuses while fishing unless otherwise specified
5. The DM/GM can restrict you from using roll bonuses at any time.

# **Guilds**

Guilds allow players to partake in exclusive guild quests that help build a reputation for each guild.

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## Guild Rules

* There may only be up to 2 guild leaders in a guild.

## Guild Quests

* Guild quests are quests that increase the guild rank of a player.

# **Items**

## Optional Item Abilities

| **Axe** - 25% chance to halve an enemies defense for the rest of battle |
| --- |
| **Bows** - 10% chance to attack twice |
| **Buckler** - 25% chance to parry any weapon attack that targets the user |
| **Claws** - counted as a natural attacks for all bonuses and resistances |
| **Clubs** - 25% chance to affect an enemy with stun 2 |
| **Firearms** - 10% chance to ignore half of an enemies defense |
| **Gauntlets** - Use their defense as damage and are counted as a natural attack for all bonuses and resistances |
| **Instruments** - Can only be used by certain classes and allows you to deal X2 additional Acoustic damage. Considered a Natural attack |
| **Knife** - 10% chance to cause Bleeding X where X is equal to the user's attack. |
| **Scrolls** - these appear in the game world as a piece of parchment paper, if you can learn the power the scroll contains place it over your heart and you can put it in one of your spell/power slots, otherwise you can rip the scroll in half to use the power once |
| **Scythe** - 50% to get a soul from killing an enemy with the scythe and deal 2X damage to all spirit type enemies but deal no damage to constructs (Golems and Robots) |
| **Soul** - usable can be used to temporarily summon a minion of the creature the soul came from, the minion disappears after battle or when it's killed, If you have 3 or more souls you can gain 1 power from the creature, when you have gained 5 or more souls they can become the creature.   **Soul II** - If a player is killed by a reaper the reaper can steal their soul. |
| **Spear** - 10% chance of an enemy not being able to resist or be immune to this weapon. (except instant death, banishment, and possession) |
| **Staff** - This attack is treated as a spell attack. When attacking with this weapon after casting a spell the weapon deals X2 damage. |
| **Sword** - 10% Chance to Disarm an opponent for 3 rounds |
| **Tome** - Allows you to use Powers of a certain rank from a specified element. |
| **Towershield** - 10% chance to be unaffected by an attack targeting the user, This cannot be increased |
| **Wand** - can be used to decrease the SP cost of a element of magic by a set amount to a minimum of 1 |
| **Grenade** - 5% chance to inflict an enemy with Stun 2 |
| **Boomerang** - Returns to you when thrown, 10% chance of the attack target losing their next turn. |

## Quest and Class Exclusive items

* Any Quest, Class, and Event exclusive items cannot be duplicated.

# **Vehicles/Mounts**

## **Vehicle/Mount Turn Order**

Vehicle/Mount turn order is similar to a player/mob with only a few key differences.

* A vehicle/mount joins the same turn order as the players/mobs.
* The party chooses what party members stay in a vehicle/mount and what party members leave the vehicle/mount.
* Party members that choose to stay in a vehicle/mount cannot be attacked directly and cannot be affected by spells, and item effects, only the vehicle/mount they are in can be attacked and affected by spells/item effects. The players can only attack using the vehicles/mounts weapons or use the vehicles/mounts powers.
* Party members inside of vehicles/mounts can only act as the vehicle/mount and can only use vehicle/mount related actions the vehicle/mount has.
* Once a vehicle/mount has 0hp it is destroyed/dead. You cannot revive vehicles/mounts and all items in the vehicles/mounts backpack are also destroyed along with it.
* After each battle, your vehicle/mounts HP and SP will go back to the full amount.
* When you gain levels you can give some or all of those levels to your vehicle/mount.

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## **Vehicle/Mount Traveling**

* When traveling in a vehicle/mount you do not roll for hunger, thirst or energy. You only roll for fuel if the vehicle/mount requires it. You can use food to restore a mounts fuel.
* When traveling, days of travel are reduced determined by the vehicle/mount's ability/bonus.

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# **Treasure Chests**

## **Treasure Chests can be earned in the following ways**

* Killing the last boss of a dungeon
* Getting a 100 on a day of travel and then rolling a d20, one party member must roll; if they get a 15 or higher the party gets the chest.
* Completing a quest that gives a Treasure Chest as a quest reward.

# **Robbing Shops/Banks**

* By robbing a bank/shop, guards will immediately be alerted. Banks have magical wards that prevent magic from being casted inside the bank.
* Weapons are not allowed inside the bank, and if you refuse to obey the laws and are caught with a concealed weapon and or an ordinary object disguised as a weapon it will result in the guards automatically being called, escorting you off of the property and arresting you with a 100,000,000G bounty on your head.
* You must make 3 succeeding rolls 3 times to successfully rob a bank. Attempt 1: 3 succeeding rolls when attempting to rob the bank, Attempt 2: 3 succeeding rolls after robbing the bank, Attempt 3: 3 succeeding rolls when attempting to get away. Each time you fail guards will engage you in battle until you succeed all 9 times. Attempt/Fail 1: Tier 1 Guards will show up, Attempt/Fail 2: Tier 2 Guards will Show up, Attempt/Fail 3 Tier 3 guards will show up. When you fail a roll your rolls will only reset for the attempt you are on.
* You must make 2 succeeding rolls 3 times to successfully rob a shop. Attempt 1: 3 succeeding rolls when attempting to rob the shop, Attempt 2: 3 succeeding rolls after robbing the shop, Attempt 3: 3 succeeding rolls when attempting to get away. Each time you fail guards will engage you in battle until you succeed all 9 times. When you fail a roll your rolls will only reset for the attempt you are on.

# **Elemental Counter Types and Strengths**

## Element Counter Types

| **Element Type** | **Element Weaknesses (To)** | **Effective/**  **Resistant (To)** |
| --- | --- | --- |
| Fire | Water | Nature |
| Water | Nature | Fire |
| Storm | None | Earth, Nature |
| Earth | Water, Storm | Fire |
| Light | Dark, Voodoo | Resistant to Light |
| Dark | Light | Resistant to Dark |
| Spirit | Light | Resistant to Dark |
| Order | Chaos, Voodoo | Resistant to Order |
| Chaos | Order | Resistant to Chaos |
| Nature | Fire, Storm | Water, Blood |
| Physical | None | None |
| Melee | None | None |
| Ranged | None | None |

| Stasis **(A form of Order and Chaos)** | None | None |
| --- | --- | --- |
| Twilight **(A form of Dark and Light)** | None | None |
| Voodoo  **(A form of dark and chaos)** | Light, Order, Zen | Effective to Light, Order, Zen.  Resistant to Voodoo, Dark, Chaos |
| Blood  **(A form of dark)** | Nature | Resistant to Blood |
| Delta | None | None |
| Zen | Voodoo | Resistant to Zen |
| Time | None | None |
| Astral | Celestial | Resistant to Astral |
| Celestial | Astral | Resistant to Celestial |

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## Element Strengths

| **Element Type** | **Strength** |
| --- | --- |
| Fire | 10 |
| Water | 11 |
| Storm | 9 |
| Earth | 12 |
| Light | 15 |
| Dark | 13 |
| Spirit | 8 |
| Order | 15 |
| Chaos | 7 |
| Nature | 18 |
| Physical | 20 |
| Melee | 21 |
| Ranged | 19 |
| Stasis | 16 |
| Twilight | 17 |
| Voodoo | 6 |
| Blood | 14 |
| Delta | 4 |
| Zen | 5 |
| Time | 1 |
| Astral | 3 |
| Celestial | 2 |