

## Damage Calculation, Range, and Hit box

Sword: Damage = *Sword Might* + *Strength Bonus*

Range: = With-in 1 hex

Hit: = <30 (Miss), 30 – 39 (½ DMG), 40 – 80 (x1 DMG), 81 – 98 (x2 DMG), 99 (x3 DMG)

Spear: Damage = *Spear Might* + 0.75 \* *Strength Bonus*

Range: = With-in 2 hexes

Hit: = <25 (Miss), 25 – 35 (½ DMG), 36 – 75 (x1 DMG), 76 – 98 (x2 DMG), 99 (x2 DMG + P)

Axe: Damage = *Axe Might* + 1.5 \* *Strength Bonus*

Range: = With-in 1 hex

Hit: = <35 (Miss), 36 – 44 (½ DMG), 45 – 80 (x1 DMG), 81 – 98 (x2 DMG), 99 (x3 DMG)

Bow: Damage = *Bow Might* + 0.5 \* *Strength Bonus* + 0.5 *Dexterity Bonus*

Range: = 3 – 7 (x1 Damage)

Hit: = <40 (Miss), 40 – 45 (½ DMG), 46 – 75 (x1 DMG), 76 – 95 (x2 DMG), 96 (x3 DMG)

Crossbow: Damage = *Crossbow Might* + 0.5 *Dexterity Bonus* + 0.5 *Ranged Weapons Bonus*

Range = 4 – 7 (x1 Damage)

Hit = <40 (Miss), 40 – 45 (½ DMG), 45 – 85 (x1 DMG), 86 – 95 (x2 DMG), 96+ (x2 DMG + P)

Knife: Damage = *Knife Might* + *Strength Bonus*

Range: = With-in one square (May throw with Range = 3 hex)

Hit: = <30 (Miss), 30 – 39 (½ DMG), 40 – 80 (x1 DMG), 81 – 98 (2 +  $\frac{\text{Cunning Bonus}}{10}$  DMG), 99 (2 attacks)

Fist: Damage = *Gauntlet Armor* + *Strength Bonus*

Range: = With-in 1 hex

Hit: = <30 (Miss), 30 – 39 (½ DMG), 40 – 80 (x1 DMG), 81 – 98 (x2 DMG), 99 (x2 DMG + S)

Pistol: Damage = *Pistol Might*

Range: = 2 - 5 (x1 DMG)

Hit: = <30 (Miss), 30 + (x1 DMG + P)

Rifle: Damage = *Rifle Might*

Range: = 3 - 7 (x1 DMG)

Hit: = <30 (Miss), 30 + (x1 DMG + P)

Tome: Damage = *Tome Might* + 0.75 \* *Strength Bonus*

Damage\* = *Tome Might* + *Intelligence Bonus*, (Deals Elemental DMG = Users Element)

Range: = With-in one Hex

Range\* = 3 Hex (x1 Dmg)

Hit: = <30 (Miss), 30 – 39 (½ DMG), 40 – 80 (x1 DMG), 81 – 98 (x2 DMG), 99 (x3 DMG)

Staff: Damage = *Staff Might* + 0.75 \* *Strength Bonus*

Damage\* = *Staff Might* + *Resistance Bonus*, (Deals Elemental DMG = Users Element)

Range: = With-in one Hex

Range\*\* = 3 Hex (x1 Dmg)

Hit: = <30 (Miss), 30 – 39 (½ DMG), 40 – 80 (x1 DMG), 81 – 98 (x2 DMG), 99 (x3 DMG)

DamageCalculation: Damage dealt = (Incoming damage - ((RES or DEF) + (Armor when not piercing attack)))  
x Modifiers (½ attack, double damage, ect.)

DMG = Damage, P = Pierce, Damage\* = Dealt as Magic Damage, *Only for the Mage Class*, S = Stun,  
Direct Damage = Damage dealt straight to target

**Team Attack Rules**

Trigger Team Attack Assist: 1d12 + *Faith Bonus*

Damage: The Highest of *Strength Bonus*, *Dexterity Bonus*, or *Intelligence Bonus* in Direct Damage

Trigger Rate: 0 – 11: No Success, 12 – 15: (½ DMG), 15 – 24: (x1 DMG), 25 – 30: (x2 DMG), 31 – 32: (x3 DMG)

Team Actions:

Dodging Roll:

- 00:** Fail to dodge damage (x3 damage, no armor and defense)
- 01 – 05:** fail to dodge damage (x2 damage, no armor & no defense)
- 09 – 15:** fail to dodge damage (no armor & no defense)
- 16 – 29:** fail to dodge damage (no armor)
- 30 – 69:** fail to dodge damage
- 70 – 80:** partial dodge (1/2 damage)
- 80 – 98:** dodge
- 99:** dodge (25% counter attack (d12 roll to counter attack) **10,11,12** to counter attack)

Magic Casting:

- 00:** Fail to cast the spell (x2 Mana Cost damage)
- 01 – 09:** Fail to cast the spell
- 10 – 19:** Cast Spell at the end of the targets action
- 20 – 29:** Cast Spell before the start of the Enemies action
- 30 – 95:** Cast Spell now.
- 96 +:** Activate successful quick cast. May make another action.

Magic Elements, weaknesses and strengths:

Terrestrial Elements: **Fire**, **Ice**, **Nature**, **Earth**, **Wind**, **Spark**, **Water**

(Fire strong against Ice, Ice to Nature, Ect. With Water strong against Fire again)

Dualities: Dark, **Light** (Each is strong and weak against the other)

**Null** (Null element is strong against all and weak against all)

If the attacking element is strong against the defending element (Ex: Fire to Ice) the defending element takes double damage (after armor and RES calculations)

If the attacking element is weak against the defending element (Ex: Water to Spark) the defending element takes half damage (after armor and RES calculations)

If the attacking element is the same as the defending element (Ex: Nature to Nature) the defending element takes ¼ damage (after armor and RES calculations)

Light and Dark are unique and will always take double damage from each other and deal double damage to each other.

Null is unique in that it deals 1.25 damage to all and receives 1.25 from all.

DMG = Damage, P = Pierce, Damage\* = Dealt as Magic Damage, *Only for the Mage Class*, S = Stun,  
Direct Damage = Damage dealt straight to target

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Signature Spell Casting (Optional):

00: Fail to cast the spell (Mana is spent)

01 – 10: Spell is Cast at the end of the opponents turn

11 – 25: Spell is Cast at the end of the players turn

26 - 89: Spell is Cast now

90 - 99: Quick Cast, may make another action (may not be another Player Specific Spell)

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Dueling:

Step 0: Players agree to Duel. Victory conditions are decided during this step.

step 1: decide who goes first, may be chosen by coin flip, the highest of a die roll, ect. The player who has initiative is considered player 1.

step 2: player 1 chooses an action.

Selectable Actions: Attack

Melee Attack (an attack with a Sword, Spear, Axe, a non-mages attack with a Staff or Tome).

Range Attack (an attack with a Bow, Crossbow, Pistol, and Rifle).

Knife Attack (an attack with a Knife)

Staff or Tome Attack (an attack by a mage with a Tome and Staff)

Cast a Spell or use a Player Specific ability.

step 3: player 2 may choose to dodge the attack or decide to take the hit.

If player chooses not to dodge, player takes regular damage (but receives +2 to their roll next turn.

If player chooses to dodge, player rolls a d12+ (Reflex Bonus \*2).

If dodger roll is  $\geq$  attack roll, then attack is successfully dodged.

If dodge roll is  $<$  attack roll, player takes regular damage.

If attack roll is 10 points or greater than dodger roll, then attack counts as a critical

If dodge roll is 10 points or greater than attack roll, then defending player may roll one

free

attack roll. If Counter Roll is greater than the original attack roll, then a successful counter attack is counted (Regular damage).

Step 4: turn is passed to player 2. Player 2 then gets to go through step 2 process.

Repeat process until Victory conditions are reached.