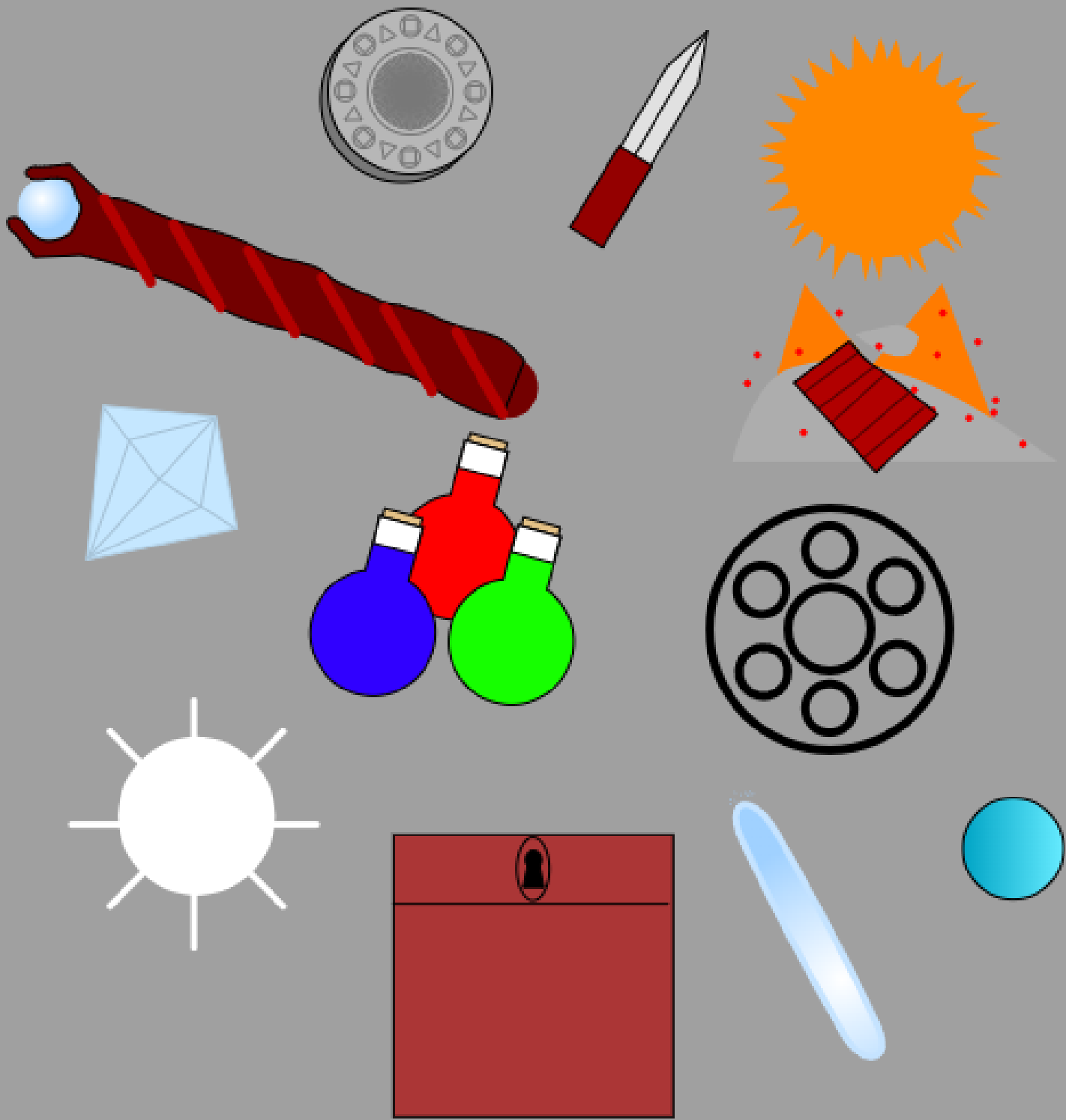


Battle Team

BASIC RULEBOOK



The Essential Rules for Battle Team



Basic Rulebook

By Matthew H. and Eric J.

A Battle Team Book

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Introduction

By Matthew H. and Eric J.

Battle Team is a tabletop RPG set in a world of fantasy. Players navigate characters through invaded villages, crumbling castles, gloomy forests, and sometimes just plain fields.

In Battle Team, each player creates a character. Through your adventures, your character will become stronger.

To play, you will also need a Battle Master. The Battle Master(or BM) navigates through your adventures, controls enemies, describes locations, and handles gameplay.

The rules in this book will take your character to Level 20. Other books have content to take you beyond, but this book will still provide you with hours of gameplay.

Visit our website at <https://matthewwhuang.github.io/BattleTeam/>.

Don't want to read this whole thing?

Here's a secret: you only have to read the five pages after this(up to page 9)! Everything else you don't need to read until you've created your character. As soon as you have created your character, you can start playing as soon as you have a Battle Master!

1. Creating your character

For fastest gameplay, use our [free digital character sheet](#) on our website to get started right away.

Your Character Sheet

Your character sheet shows your name, title, attributes, level, EXP, resistances, speed, pools, Avoid/hit, currency, class(see [What are Classes](#)), race(see [What are Races](#)), and unassigned point counts.

Name/Title

As you progress through adventures, your character may meet certain conditions. Some of these conditions reward a Title to prove you've completed the conditions. There is no limit to the amount of titles you can have, however, you can only have one active title at a time. You can switch your title at any time.

What are Races

Through the world of Battle Team, there are many different humanoid species called races. Your character belongs to one of these races(see Races List).

Note

Races are a relatively new mechanic and may not end up being added to the official game.

What are Classes

Your character belongs to one of the many classes throughout the world. Classes define

your character's style, what they do, their whole life! See the [Class List](#).

Attributes

Your character has attributes representing the aspects of their body. The main attributes are Vitality(VIT), Wisdom(WIS), Constitution(CON), Intelligence(INT), Agility(AGI), Dexterity(DEX), Strength(STR), Perception(PER), and Luck(LUK). Some classes also have class attributes, like the Fighter's Stamina.

Vitality

Vitality controls the health of your character. It declares how resistant they are to poison and disease, as well as damage from the elements. It also controls how much damage your character can take. Your Base Health is equal to ten times your Vitality. VIT starts with a base value of 10.

Wisdom

Wisdom controls how good your character is at making connections, like solving a puzzle. WIS also controls mana regen, and, along with INT, how accurate your spells are. WIS starts with a base value of 10.

Constitution

Constitution does nothing in the current version of Battle Team, so it can be ignored.

Intelligence

Intelligence controls how good you are at spotting small details, like searching for lies in conversations. Along with WIS, INT also controls how much magical power(mana) you have, and how good you are at hitting with spells. INT starts with a base value of 10.

Agility

Agility controls how fast your character can run, jump, etc. AGI starts with a base value of 15.

Dexterity

Dexterity controls how good your character is with hitting and avoiding physical attacks, like shooting a bow, throwing a spear, diving away from a stone from a sling, or swinging a sword. DEX starts with a base value of 10.

Strength

Strength controls how strong(surprise!) your character is. It helps if you're trying to hold your ground against an oncoming wave or lift up a boulder. It also helps with some weapons, like clubs. STR starts with a base value of 0.

Perception

Perception controls how good your character is at noticing things like traps. It's used to spot a covered hole in the ground, an enemy sneaking up on you, or a pressure plate creating an arrow barrage. PER starts with a base value of 10.

Luck

Luck controls how lucky your character is. It mainly controls your loot when you slay an enemy, but other uses may include rolling dice or drawing a card. LUK starts with a base value of 0.

Level/EXP

As you defeat monsters, you gain EXP. Once you hit your EXP max, your character gets more powerful, and a higher EXP max is set. You gain 5 attribute points to assign to your attributes, and one skill point(see Skills).

Resistances

Your resistances list the effects of your Vitality; how resistant you are against Fire, Water, Earth, Air, Poison, Disease, Acid, Pure, Dark, and Light. When you take elemental damage, your resistance percentage will be taken into account and the damage will be reduced.

Speed/Avoid/Hit

Your speed controls how fast you are. Your speed is equal to half your AGI, rounded down.

Your Avoid controls how good you are at avoiding attacks or traps, your hit controls how good you are at hitting with weapons, and your Magical Hit(M. Hit) controls how accurate your spells are. Avoid, Hit, and M. Hit all have two values: a roll, and a modifier.

The roll for Avoid is half your DEX, rounded down, while the modifier for Avoid is half your DEX, rounded up. The same goes for Hit and M. Hit with DEX again and half of INT + WIS, rounded down, respectively.

Pools

Skills may add or subtract from pool values. Pools have a maximum(the most they can hold), and a current value(how much they are currently holding), plus a regen value(regeneration in that pool). HP only regenerates out of combat, but Mana regenerates every round.

Your Health pool keeps track of how much more damage you can take, while your Mana pool keeps track of how much more mana(magical power) you have.

Your HP max is equal to your VIT times 10, and your HP regen is equal to your VIT divided by 10.

Your Mana max is equal to your INT times 10, and your Mana regen is equal to your WIS divided by 10.

Currency

In Battle Team, there are 6 main types of coins. 1 Diamond coin is equal to 10 Amethyst coins, is equal to 100 Platinum coins, is equal to 1,000 Gold coins, is equal to 10,000 Silver coins, is equal to 100,000 Copper coins.

Skills

Classes grant skills—special things your character can do. There is a wide range of skills, from attacks, to healing, to speed boosts. Your character starts with one skill: Magic Bolt.

Magic Bolt:

Description: *A bolt of magic hits your target*

Range: 50

Damage: 10 Pure

Cost: 10 Mana

Magic Bolt has a range of 50 squares, meaning you can aim it at any target within 50 squares. If it hits, it deals 10 Pure damage. To cast it, it costs 10 Mana, meaning you have to expend 10 Mana from your Mana pool to use Magic Bolt.

Once you gain a class, you will gain more skills, however, you will lose Magic Bolt (with the exception of getting a class that has it already, like Mage).

Making skills more powerful

When you level up, you gain a skill point to assign to your skills. You can put it into any of your skills (or save it), and a more powerful version of the skill will be available to you. By default, the Character Sheet shows the highest level of the skill you have available, however, *you can cast a lower level version of the skill at any time.*

Actions

On your turn, you take an action (see [2. Playing the Game](#) for more info). You can use a skill, or take another action. By default, a character can make an Unarmed Attack as an action. You attack a target within 5 feet and, on a hit, do 5+STR damage to them.

Gaining a Class

Once you meet certain conditions known only to Battle Masters, class(es) will become available to you. A class gives you extra points in some attributes. Some classes also have a class attribute that's unlocked when you gain the class. Once you choose a class, you can't change your mind, so choose wisely! Classes give a new skill at levels 1, 3, 5, 10, and 15.

Items and Weapons

What is a fighter without their sword? Weapons determine the damage physical classes do with their weapon attacks. Items like the **Mage's Staff** do the same, but in a different way. Most items have no damage value, while most weapons do. Example: The **Goggles of Unobstructed Sight** allow the user to see through up to half an inch of solid material, except stone or metals.

Example

The **Goggles of Unobstructed Sight** allow the user to see through up to half an inch of solid material, except stone or metals. A Greatsword deals 10 damage with a range of 5 feet (you can attack within 5 feet). A **Throwing Dagger** deals 2 damage with a range of 5 feet, or you can throw it to do 5 damage with a range of feet equal to your DEX score.

Elite

Master

Grandmaster

Classes of higher tiers will also grant attribute improvement. This is in addition to your current improvement, not instead, but the new improvements only count from the starting level of the new improvement.

Classes

While leveling up, there are certain milestones you will hit, granting you upgrades.

Level 5: +5 to all attributes.

Level 10: +5 to all attributes, +10 free stat points

Level 15: +10% to all resistances.

Level 20: You've completed your study in the class and proven yourself worthy to continue your training! Your class changes to a class that branches off from your old class (not included in this book). You'll advance from Beginner to Novice, and go through the milestones again, before going to Adept at Level 40. The list of Class Tiers is shown below.

Class Tiers

Beginner

Novice

Adept

Expert

Class List

Below is a list of Basic Classes. You can find additional classes in other rulebooks.

Fighter

Through the tide of the war came a figure, slashing with his sword and splitting the enemy apart. As the enemy general stood in his way, our Fighter hit him with a blow so powerful he went flying back into the lines of the army.

See the [Fighter Features List](#).

Healer

He was thrown against the wall, but my hands were already moving. They glowed with white light, and the same light appeared around my party member. Healed, he got back up and charged the monster again.

See the [Healer Features List](#).

Mage

The roof started caving in, and I telepathically moved all my teammates to me. As rocks fell down around us, I summoned a barrier of energy and crouched down. I could see dust through the transparent dome, but we stayed unharmed.

See the [Mage Features List](#).

Rogue

I halted my party. In front of us was a fine wire, so thin you could barely see it. I gestured for everyone to back up, then, taking a knife, I threw it at the wire. When it cut, rocks tumbled down from above, landing on the ground where the would-be victims would be.

See the [Rogue Features List](#).

Class Test

Having trouble deciding what class to choose? Use the quiz below to help with your first character!

Basic Rulebook Class Quiz

Do you want to cast magic(A) or punch, attack with swords, arrows, etc. (B)?

A

Do you want to mainly support your teammates (Healer) or use combat magic (Mage)?

B

Do you want to strike hard and strike strong (Fighter) or strike often (Rogue)?

Race List

Elf

Elves are a little bit taller than normal humans, but their signature look is their pointed ears.

- Your base DEX score increases by 5.

Light Elf

The cities of Light Elves are said to glow with blinding light. A theory has been made the glow slowly sets in from the light magic all Light Elves perform.

- Your base INT score increases by 5.
- Your spells do an extra 10% damage. At character level 5, this increases to 15%. At character level 25, this increases to 20%. At character levels 50, 75, and 100, this increases by 10%.
- You can make your hands glow, creating light up to 5 feet away from you. Every 10 levels, the maximum range of the light increases by 5.

Wood Elf

Wood Elves live in forests and are skilled at hunting, and, as a result, bows.

- Your base PER score increases by 5.
- You have a base proficiency score of 5 with longbows.
- You have a base proficiency score of 5 in stealth.
- You can see in non-magical darkness.

Dark Elf

Dark Elves are skilled at hiding in the shadows. Not much is known about this dark-embracing race, but their preferred weapon is usually a dagger.

- You have a base proficiency score of 5 with daggers.
- You have a base proficiency score of 10 in stealth.
- You can see in all darkness.

Dwarf

Dwarves make up for their smaller size with sturdiness and strength.

- Your base STR score increases by 5.

Stone Dwarf

Stone dwarves make excellent blacksmiths due to their natural resistance to fire.

- Your base CON score increases by 5.
- You have a base proficiency level of 5 in Metalworking.
- You have +25% fire resistance.
- You can see in non-magical darkness.

Human

For some reason, you should know what Humans, also known as Homo Sapiens, are.

- Your base WIS and INT scores increase by 10.

Class Features

Fighter Features

Attribute Improvement

Your VIT and STA increase by 3. Every level, your VIT, STR and STA increase by 2.

Stamina

You gain a Class Stat:

Stamina(STA)(starting value 10). Your Stamina Pool is equal to Stamina*10, and your Stamina Regen is equal to Stamina/10.

Skills

Level 0(Beginning)

Strength Strike:

Boost

Description: Pour your strength into a physical attack and enhance it!

Damage: $x1.5 + (\text{Skill Level} * 0.5)$

Cost: $20 + (\text{Skill Level} * 10)$ STA

Fits: Physical Attack

Level 3

Enrage:

Description: Draw the attention of all hostile creatures within the range and draw their undivided attention(they attack only you) for the duration of this skill.

Does not work on opponents 10 or more levels above you. 10% chance to fail for each level above you on opponents.

Range: $10 + (\text{Skill Level} * 5)$

Cost: 25 STA

Duration: 5 rounds

Level 5

Throwback:

Boost

Description: On hit, your target is thrown back.

Cost: $90 + (\text{Skill Level} * 10)$ STA

Throwback: $20 + (\text{Skill Level} * 5)$

Level 10

Retribution:

On Attacked

Description: After being hit for 10% or more HP, your next attack does more damage.

Damage: $x1.5 + (\text{Skill Level} * 0.5)$

Cost: 100 STA

Level 15

Battle Cry:

Description: Yelling out a battle cry, you scare your enemies.

Scared enemies try to run away from you and will not attack you for the duration.

Cost: 300 STA

Duration: 1 round

Scare: INT vs. EWIS

Healer Features

Skills

Level 0(Beginning)

Heal:

Description: Heal a target.

Range: Touch

Heal Amount: (WIS-10)

Cost: 20 mana

Level 3

Shield:

Description: Increase a target's Defense.

Range: Touch

Defense Increase:
 $((WIS+INT)-VIT)$ of target

Cost: 20 mana

Level 5

Blessing:

Description: You bless a target, granting them **Blessing**.

Blessing:

Current HP+ Max HP:

$+(50+25*SkillLevel)$

HP Regen:

$x(5+5*SkillLevel)$

Range: Touch

Cost: $(50+SkillLevel*25)$ Mana

Duration: $(3+SkillLevel*2)$ rounds

Level 10

Range Cast:

Description: Cast a touch spell from range.

Range: $(SkillLevel*10)$

Cost: $(50*SkillLevel)$ mana

Level 15

Revivify:

Description: Heal all friends in range.

Range: $(50+SkillLevel*25)$

Heal: $(100+25*SkillLevel)$

Cost: $(100+50*SkillLevel)$ mana

Mage Features

Attribute Improvement

Your WIS and INT increase by 3. Every level, your WIS and INT increase by 2.

Skills

Level 0(Beginning)

Magic Bolt:

Description: A bolt of magic shoots toward your target.

Range: 50

Damage: $10*SkillLevel$ Pure

Cost: $10*SkillLevel$ Mana

Level 3

Shield of Protection:

Description: A dome of magic appears around you, protecting you from harm.

Max Size: $(SkillLevel*5)$ by $(SkillLevel*5)$

HP: $100+(50*SkillLevel)$

Cost: $(50*SkillLevel)$ Mana

Level 5

Beam of Magic:

Description: A beam of magic shoots out from your hands, attacking a target in range.

Damage: $100*SkillLevel$ Pure

Cost: $100*SkillLevel$ Mana

Range: $25+(SkillLevel*25)$ feet

Level 10

Magic Wave:

Description: A wave of magical mana explodes out from you, damaging all enemies within range.

Range: $(25+SkillLevel*25)$ feet

Damage: $(100+SkillLevel*50)$

Pure

Cost: $200+(100*SkillLevel)$ Mana

Level 15

Magic's Minor Gift:

Description: You hold out your hands and gift the target, granting them **Magic's Minor Gift** (doubling speed and damage, and halving damage taken).

Magic's Minor Gift:

Speed Multiplier: x2

Damage Multiplier:
x2

Damage Taken: x0.5

Duration: SkillLevel*5 rounds

Cost: (500*SkillLevel) Mana

Description: Do extra damage when attacking from **Stealth**.

Ends **Stealth**.

Bonus: $x2 + (0.1 * \text{SkillLevel})$

Level 5

Assassinate:

Bonus

Description: Do extra damage in the first round of combat.

Bonus: $x(1.5 + \text{SkillLevel} * 0.5)$

Level 10

Escape:

Description: You can multiply your speed, multiply the damage on one attack, or multiply your **Stealth DEX**.

Multiplier: $x(2 + \text{SkillLevel} * 0.2)$

Cost: $100 + (\text{SkillLevel} * 50)$

Rogue Features

Attribute Improvement

Your DEX and AGI increase by 3. Every level, your DEX and AGI increase by 2.

Skills

Level 0(Beginning)

Stealth:

Description: Blend in with the shadows and conceal yourself from your enemies. While hidden, you cannot be targeted by an attack. You can still be damaged by AoE spells if you're in their range. Attacking ends Stealth (excluding spells that don't come from your location).

Hide Chance:

$(\text{DEX} + (\text{SkillLevel} - 1) * 5)$ vs. EPER

Level 15

Light Fall:

Passive

Description: You take no damage from falls.

Level 3

Sneak Attack:

Bonus

2. Playing the Game

Battle

In Battle Team, perhaps the most important mechanic is battle. When characters are attacked or attack a being, combatants enter a turn-based system.

Determining turn order

To determine turn order, order everyone by DEX from highest to lowest. In the case of a tie, the person with the highest AGI wins.

If you're still tied, both people roll a d20 and add their LUK. Highest result wins. If you still have a tie, keep rerolling until there's not.

On your turn

On your turn, take the following actions in order.

Move

Move up to your speed squares.

Action

Use a skill or attack, or something else that takes up an action, like getting on a mount.

Regen

Gain the corresponding amount of regen in all of your pools, except HP.

Attacking

To attack a creature, roll your hit(if using a weapon) or magical hit(if using a skill). The creature(s) you attack roll their avoid.

If your Hit/M. Hit is greater than the Avoid, the creature you're attacking takes the

amount of damage listed(may be none) from their HP and all effects are applied for the duration.

If the two numbers are equal, the creature you're attacking takes half the damage and no effects are applied.

If the Avoid is greater, nothing happens.

A creature can choose to be hit by a spell or attack if they desire.

Ending Battle

Once only one side remains, the battle is over. Resolve EXP and start tracking HP regen.

Respawning

The moment a combatant reaches 0 HP or below, they respawn. All EXP toward the next level is lost and they respawn at their designated respawn point.

Actions out of Combat

While out of combat, rounds are still tracked, but they can be batched so you don't have to iterate through every round.

Out of combat, you can take any of the actions listed below. You can also Move and use skills and attacks as listed in combat.

Out of combat, you gain regen from all pools every round, including HP.

Set Respawn Point

Setting a respawn point takes 5 minutes where you do not enter combat, take damage, take an action, move, or be hit by a

spell. When you die, you'll return to your respawn point.

Search

You can use your PER to look for something or scan an area.

Interact with an Object

This action can also be used in combat. You can pull, push, lift, or otherwise interact with an object within one square of you.



3. Lists

Items

Item Rarities

Common(Black)

Uncommon(Maroon)

Fine(Red)

Very Fine(Orange)

Extremely Fine(Yellow)

Rare(Green)

Very Rare(Sky Blue)

Extremely Rare(Blue)

Epic(Dark Blue)

Unique(Purple)

Epic Unique(Pink)

Legendary(Gold)

Consumables

You can use an action to consume a Potion, Food, or Drink, gaining the effects listed. If you consume a Potion, use one of its doses. If you consume a Food, Drink, or the last dose of a Potion, it's destroyed and rendered useless.

Item List

+100 All Pools Potion

+100 All Pools Potion:
Potion
Effect: +100 All Pools
Doses: 1

+100 HP Potion

+100 HP Potion:
Potion
Effect: +100 HP
Doses: 1

+100 Mana Potion

+100 Mana Potion:
Potion
Effect: +100 Mana
Doses: 1

Ax

Ax:
Ax
Damage: 10 Slashing
Range: 5

Bostaff

Bostaff:
Weapon Staff - Bostaff
Damage: 10 Bludgeoning
Range: 5

Bow

Bow:
Bow
Damage: 5 Piercing
Range: 20

Dagger

Dagger:
Dagger
Damage: 10 Piercing
Range: 5

Healer's Locket

Healer's Locket:
Locket - Healer
Effect: While wearing this locket, you can cast a healer spell you can usually cast at -10 mana cost(min 20)

Lightmoss

Lightmoss:

Moss - Lightmoss

Description: This moss lights up when squeezed, creating light in a range of 5 squares for 50 rounds.

Mage's Staff

Mage's Staff:

Staff - Mage

Effect: While holding this staff, you can cast a mage spell you can usually cast at -10 mana cost(min 20)

Sword

Sword:

Sword

Damage: 10 Slashing

Range: 5

Lockpicking Set

Lockpicking Set:

Tools - Lockpicking Set

Description: You can use this Lockpicking Set to pick a lock as an action and open it if you have a DEX of at least 30.

Warhammer

Warhammer:

Warhammer

Damage: 10 Bludgeoning

Range: 5