

# Devasted World



## The Player Book

### Races:

*(P = Playable) (U = Unplayable) (The stats determines the maximum the player can get to when creating his character. Exemple: Orc +2 str. The player can get to 20 str when creating his character.)*

- Human (P)
- Orc (P) +2 str
- Goblin (P) +1 dex +1 int
- Elf (P) +2 dex
- Fairy (P) +2 int
- Dwarf (P) +1 con +1 str
- Demon (U)
- angel (U)

### Classes:

- Warrior
- Mage

## ➤ Rogue

### Sub-Classes:

- Priest
- Warlock
- Paladin
- Cleric
- Assassin
- Archer
- Fire Mage
- Cold Mage
- Druid
- CRUSADER (Dread knights)

### Alignments:

- Lawful Good
- Neutral Good
- Chaotic Good
- Lawful Neutral
- Neutral
- Chaotic Neutral
- Lawful Evil

- Neutral Evil
- Chaotic Evil

## **Character Stats:**

### **Min/Max Stats:**

- Strength 3/18
- Dexterity 3/18
- Constitution 3/18
- Wisdom 3/18
- Intellect 3/18
- Charisma 3/18

### **Default stats:**

**All stats begin at 10.**

**Stats available at creation:**

**Easy:26**

**Medium:20**

**Hard:14**

**Extreme:10**

**Realistic:0**

## Starting Hitpoints Formula:

easy:  $10 + \text{con.mod}(2.0)$

medium:  $10 + \text{con.mod}(1.5)$

hard:  $\text{hp} = 10 + \text{con.mod}(0.5)$

Extreme:  $10 + \text{con.mod}(0.3)$

Realistic:  $10 + \text{con.mod}(0.1)$

## Hp levelup formula:

$\text{hp} = \text{mhp} + \text{con}(\text{mhp} \times \text{lv})$

Perception = Intelligence

AC =  $0 + \text{armor}$

Ref =  $10 + \text{dex mod}$

## Starting Inventory:

### Warrior:

- Weapon (1h Poor quality)
- Regular Adventure Package
- 3x Small Healing Potion (35%)

**hp)**

**Mage:**

- **Weapon (Staff Poor quality)**
- **Regular Adventure Package**
- **1x Small Healing Potion**
- **2x Small Mana Potion**  
**(35%.mp)**

**Rogue:**

- **Weapon (Dagger Poor Quality)**
- **Regular Adventure Package**
- **2x Small Healing Potion**
- **1x Poison Vial**

**Starting Golds are defined by the Game Master.**