

**Name:**

**Level:** 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

**Homeland and Class (circle one)**

**Wryvenfell Kingdom** – Grants access to the Knight, Ranger, and Cleric classes

- ⌘ Knight – starts with *One-handed Sword and Shield*, and possesses the *Riding skill* (level 5)
- ⌘ Ranger – starts with *Bow and Arrows*, and possesses the *Ranged Shot skill* (level 5)
- ⌘ Cleric – starts with *Magic Staff* and possesses the *Heal skill* (level 5)

**Roswall Empire** – Grants access to the Crusader, Rogue, and Priest classes

- ⌘ Crusader – starts with *Greatsword*, and possesses the *Self Heal skill* (level 5)
- ⌘ Rogue – starts with *Daggers*, and possesses the *Stealth skill* (level 5)
- ⌘ Vigilant – starts with *Mace*, and possesses the *Strengthen skill* (level 5)

**Sakura Dynasty** – Grants access to the Samurai, Ninja, and Mystic classes

- ⌘ Samurai – starts with *Katana*, and possesses the *Flurry Strike skill* (level 5)
- ⌘ Ninja – starts with *Shuriken*, and possesses the *Assassinate skill* (level 5)
- ⌘ Mystic – Starts with *Grimoire*, and possesses the *Summon Elemental skill* (level 5)

**Stats (Distribute 10 Points at the start, and 3 for each level up. You start with 1 point in each Stat)**

**Strength** – Governs *melee attack damage* (10 extra damage per point) and *Total Stamina Points* (10 SP per point)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 (MAX)

**Dexterity** – Governs *Stamina Point Regeneration* (5% Regen per point at end of turn), *Attack Speed* (Extra hit per turn for every 5 points up to a max of 4 extra hits per turn, and then an extra attack speed for every 10 points to a max of 6 extra hits) and *Ranged Attack Damage* (10 extra damage per point), Also governs the *chance to perform a stealth action* (5% chance per point up to a max of 90%) and *chance to evade/escape an attack* (5% chance per point up to a max of 80%)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 (MAX)

**Vitality** – Governs *Total Health* (10 HP per point), *Health Regen* (5% per point at end of turn) and how effective your *armour/defence* is (Armour Rating \* VIT)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 (MAX)

**Intelligence** – Governs your *Total Magic Points* (10 MP per point), your *Magic Damage* (10 extra damage per point)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 (MAX)

**Wisdom** – Governs your *Magic Regeneration* (5% Regen per point)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 (MAX)

**Luck** – Governs the *value of treasure you find*, the *higher luck*, the *more likely you are to find rare treasure* (Increase in *Treasure Tier* for every 5 points: 1-5 Common, 6-10 Uncommon, 11-15 Rare, 16-20 Mystic, 20-25 Legendary, 26-30 Mythical. Note: You can still find common treasure at level 30 luck, with there only being a chance of finding a Mythical item)

(1) 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 (MAX)

**Possible Commands:**

travel – allows you to travel to a new location. Note, there is a chance monsters will attack you in your travels.

Furthermore, upon arriving in the new location, your turn will end.

status – shows your character's status

skills – shows your spells

inventory – shows your inventory

shop – allows you to visit the shop if in a settlement

level up – allows you to spend 200 EXP to increase your level by ONE

end turn – allows you to end your turn

location – in certain locations, will present an event

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