Rulebook

Welcome to the *Stardust Spectrum Role-Playing Game (SSRPG)*!

Dive into a universe where cosmic forces, ancient rivalries, and dynamic characters shape an ever-evolving adventure. Whether you're a seasoned role-player or new to tabletop RPGs, SSRPG offers an intuitive yet richly detailed system to fuel your imagination. At the heart of the game lies the Stardust Spectrum, a magical life energy that weaves through every aspect of the world. Your character's connection to the Spectrum influences their abilities, relationships, and the choices they make.

SSRPG's mechanics are designed to prioritize fluidity and creativity. Classes and skills evolve naturally with the narrative, allowing you to grow your character in unexpected and organic ways. The rules encourage immersive storytelling, where combat, exploration, and role-playing are deeply interwoven. Every decision you make matters, shaping the story and the world around you.

This game is more than just dice rolls and rules; it's a collaborative journey. Use this rulebook as your guide, but let your creativity and imagination take the lead. Together with your group, you'll craft a shared narrative that transcends the ordinary. Gather your party, embrace the Stardust, and let the Spectrum guide your path—your journey begins now!

Color Key

Color	Represents	Context
Red	Vigor and all melee-based actions	Used for strength, physical combat, and fortitude.
Blue	Stamina and all stamina-based actions	Represents endurance, movement, and energy-related activities.
Purple	Mana and all magic-based actions	Associated with spells, magical energy, and casting abilities.
Yellow	Hope and critical roll states	Highlights moments of luck, critical successes, or pivotal actions.
Green	Prisms (style indicates vivid or vibrant types)	Refers to prism type needed to level up based on if its Vibrant or Vivid.
Black/ White	Health and weapon durability	Tracks damage taken, remaining health, and item longevity.

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1. Steps to Create a Character

Step 1: Choose a Character Type

- **Purpose**: Determines which core stat (Power, Speed, or Magic) benefits from the **doubling effect**.
- **Options**:
    1. **Power Type**: Doubles the base **Vigor stat**, enhancing melee damage and fortitude checks.
    2. **Speed Type**: Doubles the base **Stamina stat**, improving movement, dodging, and ranged weapon range.
    3. **Magic Type**: Doubles the base **Mana stat**, boosting spellcasting effectiveness and AoE control.

Key Note: The chosen Character Type determines which stat can exceed the standard cap of 5,

reaching a hard cap of 10.

Step 2: Allocate Core Stats (Vibrant Stats)

- Players distribute points among the four **Vibrant Stats**:
    1. **Vigor**: Governs melee damage and fortitude checks; fuels melee actions.
    2. **Stamina**: Controls movement, dodging, and non-damage actions; governs ranged attack range for Speed-type weapons.
    3. **Mana**: Manages spellcasting, AoE size, and perception checks; fuels magical actions.
    4. **Hope**: A unique stat used to enhance dice rolls in critical moments; regenerates under specific conditions.

Starting Points:

- Each character begins with 3 points to allocate across these stats. See leveling up section.
- Minimum stat per category: 1.

Example Allocation for a Speed Type Character:

- Vigor: 2
- Stamina: 2 (doubled to 4 due to Speed Type)
- Mana: 1
- Hope: 2

Step 3: Select Starting Skills/Spells and Abilities

- **Starting Levels**:
    - Characters begin with **Skills/Spells Level 1** and **Abilities Level 1**.
    - Each category has **1 slot** available to equip starting abilities or spells.
- **Customization**:
    - Choose a starting spell, skill, or ability based on the character's focus.
    - Example: A Magic Type character might start with a Level 1 fireball spell.

Step 4: Choose Starting Equipment

- **Weapons**:
    - Each character starts with a single weapon appropriate to their style:
        - Power: Melee weapon (e.g., sword or axe).
        - Speed: Ranged weapon (e.g., bow or throwing daggers).
        - Magic: Magic-based weapon (e.g., wand or staff).
    - Starting Weapon Level: 1 (all stats start at 1 and can be customized as the weapon levels up).
- **Armor**:
    - Starting Armor Level: 1.
    - Provides a base **Armor Pool** of 5 points per level.

Step 5: Establish Backstory and Motivation

- **Roleplay Elements**:
  - Determine the character's background, personality, and motivations.
  - Align these details with the game's setting and tone.
- **Optional Mechanics**:
  - Weapon Durability.
  - Start with no points to allocate.

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2. Example of a Complete Character

Name: Lyra the Swift

Character Level: 1

Character Type: Speed

- **Base Stats**:
  - Health (HP) and Armor (AP): Hp: 20; Ap: 11 (Armor level adds 5 per lvl + armor in slot adds 5 per lvl + current slot level = AP).
  - Vigor: 2
  - Stamina: 2 (doubled to 4)
  - Mana: 1
  - Hope: 2
- **Skills**/**Spells**: Level 1
  - Slot 1:
- **Abilities**: Level 1
  - Slot 1: **Rapid Fire** (allows slot level of attacks for 1 vigor and 1 stamina cost total)
- **Equipment**:
  - Weapon: **Shortbow** (Level 1, Power 1, Speed 1, Magic 0).
  - Armor: **Light Leather Armor** (Level 1 slot)

Character Types

Character Types are a defining choice made during character creation. They grant players a thematic and mechanical focus by doubling the base value of their chosen stat, while still allowing flexibility for progression and playstyle experimentation. Here's how **Character Types** influence gameplay:

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1. Overview of Character Types

Character Types enhance a specific **Core Stat**—Vigor, Stamina, or Mana—by doubling its base value.

This doubled effect applies only to the **base stat**, excluding modifiers or bonuses from Spectrums and other effects.

Players pay the same cost to level up their chosen stat as they would for any other stat, but the doubling effect offers significant advantages.

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2. How Character Types Work

1. **Doubling the Base Stat**:
    - At creation, the chosen Character Type doubles the stat's base value.
    - Example: A Magic Type character with a base Mana of 2 starts with an effective Mana stat of **4**.
2. **Leveling Costs**:
    - Players pay normal leveling costs to increase their chosen stat:
        - Leveling from 1 → 2 costs **1 Vibrant Prism**.
        - Leveling from 2 → 3 costs **2 Vibrant Prisms**, and so on.
    - The doubled effect applies immediately upon leveling.
3. **Stat Cap**:
    - The chosen stat can exceed the usual cap of 5, reaching a hard cap of **10**.

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3. Available Character Types

A. Power Type

- **Focus**: Strength, melee combat, and fortitude.
- **Advantages**:
    - Power doubles the base stat value (e.g., a base Vigot of 4 becomes an effective Vigor of 8).
    - The Vigor stat can reach a hard cap of 10.
- **Playstyle**:
    - Excels at dealing melee damage, grappling, and fortitude checks.
- **Example**: A warrior focusing on devastating melee strikes and brute force.

B. Speed Type

- **Focus**: Mobility, multiple actions, and ranged combat.
- **Advantages**:
    - Speed doubles the base stat value (e.g., a base Stamina of 3 becomes an effective Stamina of 6).
    - The Stamina stat can reach a hard cap of 10.
- **Playstyle**:
    - Masters of battlefield mobility, dodging, and ranged attacks with Speed-type weapons.

- **Example**: A rogue prioritizing mobility and tactical versatility.

C. Magic Type

- **Focus**: Spellcasting, AoE effects, and intelligence-based actions.
- **Advantages**:
  - Magic doubles the base stat value (e.g., a base Mana of 2 becomes an effective Mana of 4).
  - The Mana stat can reach a hard cap of 10.
- **Playstyle**:
  - Ideal for strategic spellcasters specializing in powerful spells, AoE control, and utility.
- **Example**: A mage focusing on ranged magic and status effects.

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4. Key Rules and Considerations

1. **Doubling Applies Only to Base Stats**:
   - Modifiers from Spectrums, weapons, or abilities do not benefit from the doubling rule.
2. **Versatility in Playstyle**:
   - Character Types enhance one stat but do not limit progression or usage of other stats or weapons.
   - Example: A Magic Type character can still wield a melee weapon effectively by leveling Vigor.
3. **Strategic Synergy with Spectrums**:
   - Spectrums can temporarily boost the chosen stat further, creating massive spikes in effectiveness.
   - Example: A Power Type warrior in a Red Spectrum zone gains temporary bonus Vigor, compounding their strength.

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5. Example Scenarios

Scenario 1: A Power Type Character

- **Base Stats**: Vigor = 3, Stamina = 2, Mana = 1.
- **Effective Stats**: Vigor = **6**, Stamina = 2, Mana = 1.
- **Tactics**:
  - The player uses their doubled Vigor to excel in melee combat, performing devastating strikes.
  - With access to a Red Spectrum zone, they temporarily boost their Vigor up to 10.

Scenario 2: A Magic Type Character

- **Base Stats**: Mana = 4, Stamina = 3, Vigor = 1.
- **Effective Stats**: Mana = **8**, Stamina = 3, Vigor = 1.
- **Tactics**:
    - The mage uses their high Mana stat to cast powerful AoE spells and extend status effect durations.
    - They strategically position themselves in a Purple Spectrum zone, temporarily boosting their Mana stat even further, or white zones to gain healing casting bonus'.

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6. Choosing a Character Type

Character Types are a foundational choice, offering:

1. **Specialization**:
    - Double the effectiveness of your chosen stat.
2. **Flexibility**:
    - No restrictions on leveling other stats or using different playstyles.
3. **Scalability**:
    - The doubling effect and stat caps allow for significant power growth, ensuring relevance throughout the game.

Leveling Systems

The leveling system governs all aspects of character progression, offering flexibility, customization, and strategic depth. It leverages **Vibrant Prisms** and **Vivid Prisms** as resources to upgrade Core Stats, Substats, and Equipment.

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1. Core Principles of the Leveling System

1. **Maximum Levels**:
    - All stats, substats, and slots are capped at **Level 5**.
    - Temporary bonuses (e.g., from Spectrums) may exceed this cap but cannot surpass a hard limit of **10**.
2. **Parent-Level Restriction**:
    - Substats and slots cannot exceed their **parent category's overall level.**
        - Example: If the **Skills/Spells category** is at Level 3, no individual skill or spell slot can exceed Level 3.
3. **Cost Structure**:
    - Leveling costs are **equal to the current level** of the stat, substat, or slot being upgraded.
4. **Prism Types**:
    - **Vibrant Prisms**: Used to upgrade Core Stats, Character Levels, and Weapon Levels.
    - **Vivid Prisms**: Used to upgrade Substats, Substat Slots, and Weapon Stat Levels.

2. Core Stats Leveling

Core Stats include **Vigor**, **Stamina**, **Mana**, and **Hope**, which define a character's combat effectiveness, action economy, and resource pools.

Core Stats Mechanics:

1. **Parent-Level Restriction**:
    - A Core Stat's maximum value is limited by the character's **current level**.
2. **Leveling Costs**:
    - Each level costs **Vibrant Prisms equal to the current level of the stat.**

Current Stat Level	Cost in Vibrant Prisms	Stat Cap by Character Level
1	1	1
2	2	2
3	3	3
4	4	4
5	Max Level Reached	5

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3. Character Leveling

The **character level** determines Core Stat caps, Health Total, and access to advanced abilities or equipment.

Character Level Mechanics:

1. **Health Scaling**:
    - Health progression follows an **exponential growth** pattern:
        - **Level 1: 20 Health**
        - **Level 2: 40 Health** (+20)
        - **Level 3: 80 Health** (+40)
        - **Level 4: 160 Health** (+80)
        - **Level 5: 240 Health** (+80)
2. **Leveling Costs**:
    - Each level costs **Vibrant Prisms equal to the current level.**

Character Level	Cost in Vibrant Prisms	Health
1	Starting Level	20
2	2	40
3	3	80
4	4	160
5	Max Level Reached	240

4. Substats Leveling (Vivid Stats)

Substats include **Skills/Spells, Abilities, Proficiencies, Augmentations,** and **Armor**, each of which has an **overall category level** (parent level) and individual **slot levels**.

Substat Mechanics:

1. **Parent-Level Restriction**:
    - Slot levels cannot exceed the **overall level of the category.**
2. **Leveling Costs**:
    - **Overall Level**: Costs **Vivid Prisms equal to the current category level.**
    - **Slot Levels**: Costs **Vivid Prisms equal to the current slot level.**

Substat Breakdown

Category	Parent Level	Slot Mechanics	Notes
Skills/Spells	1-5	1-5 slots, each leveled individually.	Enhances abilities, combat techniques, or magic.
Abilities	1-5	1-5 slots, each leveled individually.	Provides unique powers tied to archetypes.
Proficiencies	1-5	1-5 slots, each leveled individually.	Specializes in crafting, stealth, or other utilities.
Augmentations	1-5	1-5 slots, each leveled individually.	Adds enhancements or temporary boosts to stats or actions.
Armor	1-5	Fixed 5 slots; each filled slot adds 5 points to the Armor Pool.	Overall Armor Level adds 5 points per level to the Armor Pool.

Example: Substat Leveling

Substat	Parent Level	Slot Level	Cost to Level Up	Notes
Skills/Spells	3	Slot 1: 2 → 3	2 Vivid Prisms	Cannot exceed Level 3, as parent level is 3.
		Slot 2: 1 → 2	1 Vivid Prism	Adds functionality to this slot.
	Total Cost		3 Vivid Prisms	Includes parent and slot upgrades.

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5. Weapon Leveling

Weapons have an **overall level** and three stats (**Power, Speed, Magic**) that determine their functionality. Optionally, weapons can also have a **durability pool**.

Weapon Mechanics:

1. **Parent-Level Restriction**:
    - Weapon stats cannot exceed the weapon's **overall level.**
2. **Overall Weapon Level**:
    - Determines the cap for Power, Speed, and Magic stats.
    - **Cost**: **Vibrant Prisms equal to the current level.**
3. **Weapon Stat Levels**:
    - Each stat (Power, Speed, Magic) is leveled individually.
    - **Cost**: **Vivid Prisms equal to the current stat level.**

Optional Durability Mechanic:

1. **Durability Scaling**:
    - Weapons gain a durability pool following the **Health progression**:
        - **Level 1: 20 Durability**
        - **Level 2: 40 Durability**
        - **Level 3: 80 Durability**
        - **Level 4: 160 Durability**
        - **Level 5: 240 Durability**
2. **Durability Damage**:
    - Weapons lose durability from:
        - **Critical Failures** (e.g., rolling a natural 1 on an attack) the durability dealt based on player damage x2.
        - **Environmental Effects** (e.g., acid pools or extreme heat) durability dealt based on area level and weapon power.
3. **Broken Weapons**:
    - A weapon with **0 durability** is broken and unusable until repaired.
4. **Negative Penalty Stack:**
    - **If a weapon reaches 0, like players hp, the weapon gets a permanent -1 to one of its stats.**
    - **If a weapon gets -5 stacks on it, it is permanently destroyed.**
5. **Repairing Durability**:
    - Repairs restore the weapon's durability fully, often requiring crafting materials or proficiencies. Players with an appropriate trait may fix it themselves using vapid prisms.

Example: Weapon Leveling

Aspect	Level	Durability Pool	Cost to Level Up	Notes
Overall Weapon Level	3	80	3 Vibrant Prisms	Enables stats to reach Level 3.
Power Stat	2 → 3	—	2 Vivid Prisms	Increased melee damage.
Speed Stat	1 → 2	—	1 Vivid Prism	Improves weapon range or attack rate.
Magic Stat	0 → 1	—	0 Vivid Prisms	Adds magical properties or effects.

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6. Summary of Leveling Costs

Aspect	Level Type	Prism Type	Cost (Current Level)
Core Stats	Stat Level	Vibrant Prisms	Equal to current level.
Character Level	Overall Level	Vibrant Prisms	Equal to current level.
Skills/Spells	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot's current level.
Abilities	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot's current level.
Proficiencies	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot's current level.
Augmentations	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot's current level.
Armor	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot's current level.
Weapons	Overall Level	Vibrant Prisms	Equal to current level.
	Stat Levels	Vivid Prisms	Equal to the stat's current level.

Health System:

The **Health system** defines a character's survivability, directly determining their capacity to endure damage and remain in combat.

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1. Health Progression

Flat Growth System

Character Level	Base Health	Increase Per Level
1	20	—
2	40	+20
3	80	+40
4	160	+80
5	240	+80

Key Features of This System

1. **Low Starting Health**:
    - Level 1 characters start with **20 Health**, emphasizing the importance of strategy and careful play in early-game scenarios.
2. **Consistent Scaling**:
    - Health increases follow a predictable pattern, with **+20 at Level 2**, **+40 at Level 3**, and doubling each level thereafter.
    - This allows players to easily calculate their total Health at any level.
3. **Level 5 Health Cap**:
    - Characters reach a maximum Health of **240** at Level 5, balancing survivability against the rising challenge of combat.

2. Health and Combat Mechanics

Health Pool

1. **Definition**:
    - The **Health pool** represents the total damage a character can endure before being incapacitated.
2. **Temporary Health**:
    - Certain effects, such as drawing from a **White Spectrum**, can temporarily increase a character's Health pool beyond its base value.
    - **Temporary Health** is lost when the source expires or when leaving the area.

Damage and Recovery

1. **Taking Damage**:
    - When a character is attacked, damage is subtracted directly from their Health pool.
2. **Healing**:

- Healing effects restore lost Health up to the character's base Health total.
- Healing effects within **White Spectrum zones** are amplified for greater recovery.

Falling to 0 Health

1. **Incapacitation**:
    - If a character's Health reaches **0**, they are incapacitated and removed from combat, but can be resurrected.
2. **Negative Health Penalties**:
    - Upon being incapacitated, characters receive a **permanent negative penalty**:
        - **-1 (up to -5)**, representing cumulative debuffs or disadvantages.
    - Once a character accrues **5 penalties**, they permanently die.
    - If a character gets back up from an ally resurrect, etc, they cannot take another negative penalty stack during the same combat scene.

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4. Strategic Implications of Health

1. **It's up to the Player to Level up their Overall Level**
2. **:Low Health in Early Levels**
    - Early-game characters are fragile, requiring strategic positioning and teamwork to mitigate damage.
3. **Consistent Growth**:
    - Health progression ensures characters become more durable as they level up, reflecting their growing power and resilience.
4. **Spectrum Utilization**:
    - Players must prioritize **White Spectrums** for survival in challenging encounters, leveraging their temporary boosts and healing enhancements.

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5. Summary of the Health System

1. **Progression**:
    - Health starts at **20 at Level 1**, doubling its growth with each level increase.
    - **Level 5 Health = 240**, offering substantial survivability at higher levels.
2. **Spectrum Interaction**:
    - White Spectrums provide temporary Health boosts and amplify healing, making them vital for survival.
3. **Permanent Penalties**:
    - **Characters incapacitated at 0 Health accrue permanent penalties, emphasizing careful play and teamwork to avoid long-term consequences.**

Vibrant (Core) Stats

The **Vibrant stats** are the foundation of a character's abilities, governing their resources, damage potential and action economy. Each stat is dynamic, fluctuating during gameplay based on actions taken, and fully regenerates under specific conditions.

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1. Overview of Vibrant Stats

Stat Name	Synonyms	Primary Role
Vigor	Vigor (Action Pool), Power (Damage)	Governs melee actions, melee damage, and fortitude checks.
Stamina	Stamina (Action Pool), Speed (Movement)	Governs movement, dodging, and non-damage actions.
Mana	Mana (Action Pool), Magic (Effect)	Governs spellcasting, intelligence checks, and perception.
Hope	Hope (Resource)	Enhances dice rolls and shifts outcomes, with limited regeneration.

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2. Core Stats

A. Vigor

What It Governs:

- Determines melee damage for all melee-based attacks.
- Used for fortitude checks, such as grapples or resisting physical effects.
- Skills that are physical based use vigor for melee effects.

Key Mechanics:

1. **Damage Calculation**:
    - **Formula**: **Current Vigor + Weapon Power = Melee Damage**.
2. **Melee Actions**:
    - Declaring a melee attack costs **1 Vigor**, deducted **after the attack resolves**, regardless of hit or miss.
3. **Fortitude Checks**:
    - Vigor is rolled for checks against physical challenges or grapples.

Example of Vigor in Action:

Scenario:

- A warrior with Vigor = 5 wields a sword with Weapon Power = 3.

1. **Attack Declaration**:
    - The warrior declares a melee attack, marking 1 Vigor for deduction after resolution.
2. **Roll to Hit**:
    - Rolls d20 → Result: 15→ add Vigor (5)→Result: →20 Success.
3. **Damage Calculation**:
    - **Base Damage = Vigor (5) + Weapon Power (3) = 8 Damage**.
4. **Vigor Deduction**:
    - After the attack, 1 Vigor is deducted.
    - New Vigor = 4.

B. Stamina

What It Governs:

- The action pool for dexterity based options, spent for movement, dodging, and non-combat actions.

Key Mechanics:

1. **Movement**:
    - **Formula**: A character can move 1 hex per stamina point spent.
    - Each movement action costs **1 Stamina point**.
2. **Non-Damage Actions**:
    - Dodging, item use, activating substats, other than skill/spells or perception, cost **1 Stamina point** each.
3. **Dynamic Reduction**:
    - As Stamina is spent, the **current Stamina decreases**, limiting movement for subsequent actions.

Example of Stamina in Action:

Scenario:

- A rogue with Stamina = 5 moves to attack an enemy.

1. **Movement Action**:
    - The rogue spends 2 Stamina point to move 2 hexes.
    - New Stamina = 3.

2. **Dodging**:
    - The rogue spends 1 Stamina point to dodge an incoming attack.
    - Rolls d20 → Result: 14 → Adds current Speed (4) → Final Roll = 18.
    - New Stamina = 2.
3. **Substat Activation**:
    - The rogue spends 1 Stamina point to use an Augmentation.
    - New Stamina = 1.

C. Mana

What It Governs:

- Determines the damage or effects of spells.
- Used for intelligence-based and perception checks.
- Spent for spellcasting or maintaining ongoing effects.

Key Mechanics:

1. **Spellcasting**:
    - Players spend Mana to cast spells or sustain effects.
    - **Damage Formula**: **Mana Spent + Spell Level = Magic Damage**.
2. **Perception and Intelligence Checks**:
    - Use the current Mana stat for success but consume 1 Mana.
3. **Locked Mana**:
    - Spells with ongoing effects require **Locked Mana**, preventing the locked amount from regenerating until the effect ends.

Example of Mana in Action:

Scenario:

- A mage with Mana = 6 casts a Fireball spell (Level 3).

1. **Spellcasting**:
    - The mage spends 3 Mana to cast the Fireball.
    - **Damage = Mana Spent (3) + Spell Level (3) = 6 Damage**.
    - New Mana = 3.
2. **Perception Check**:
    - The mage attempts to detect a hidden trap, spending 1 Mana.
    - New Mana = 2.
    - Rolls d20 → Result: 12 → Adds current Magic (3) → Final Roll = 15.
3. **Regeneration**:

- At the start of the next turn, Magic/Mana regenerates to 6.

D. Hope

What It Governs:

- **Dice Roll Modification**:
  - Hope is spent to increase dice rolls, shifting outcomes and Roll States.

Key Mechanics:

1. **Spending Hope**:
   - Each point spent adds **+1 to the roll**.
   - Hope should only be used to change Roll States meaningfully (e.g., Fail → Success or Success → Critical Success).
2. **Regeneration**:
   - Hope regenerates slowly through specific triggers:
     - **Natural 20 or Natural 1 on a d20** restores **+1 Hope**.
     - Fully regenerates between scenes.

Example of Hope in Action:

Scenario:

- A fighter rolls 19 to attack. The GM states a **Critical Success threshold is 21**.

1. **Spending Hope**:
   - The fighter spends 2 Hope to increase the roll to 21.
2. **Roll State Upgrade**:
   - The Roll State changes from **Success State** to **Critical Success**, applying a **x2 multiplier to damage**.

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3. Summary of Vibrant Stats

Stat Name	What It Governs	Regeneration
Vigor	Melee damage, fortitude checks	Fully regenerates at turn start.
Stamina	Movement, dodging, substat activations	Fully regenerates at turn start.
Mana	Spellcasting, intelligence/perception checks	Fully regenerates at turn start (unless Locked).
Hope	Enhances dice rolls, shifts Roll States	Regenerates with Natural 20/1 or between scenes.

Vivid Category Stats

The **Vivid Category Stats** include **Skills/Spells, Abilities, Proficiencies, Augmentations,** and **Armor.** These represent the advanced customization layer of a character, offering unique abilities, utilities, and defenses. The leveling system for these substats revolves around **overall category levels** (parent levels) and **slot levels**, with clear progression costs.

General Mechanics for Vivid Stats

1. **Parent-Level Restriction**:
    - A substat's slot levels cannot exceed its **overall category level**.
        - Example: If Skills/Spells is at Level 3, no slot in that category can exceed Level 3.
2. **Maximum Levels**:
    - Both the overall category level and individual slot levels cap at **Level 5**.
3. **Leveling Costs**:
    - **Overall Category Level**: Costs **Vivid Prisms equal to the category's current level.**
    - **Slot Levels**: Costs **Vivid Prisms equal to the slot's current level.**

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1. Skills/Spells

What It Represents:

- **Skills/Spells** govern a character's learned combat techniques, magic, or special maneuvers.
- Slots in this category are used to equip specific skills or spells.

Mechanics:

1. **Overall Category Level**:
    - Determines the number of slots available for equipping skills or spells.
    - Maximum of 5 slots at Level 5.
2. **Slot Levels**:
    - Each slot's level determines the effectiveness, duration, or damage output of the equipped skill or spell.
    - Slot levels are leveled independently.
3. **Example:** Slot 1: Fireball level 5; Inflicts Burn status with x stacks, where x is = mana spent. Burn deals mana spent that inflicted direct damage, -1 damage per stack that gets removed. A stack is removed whenever an opponent uses anykind of action.
4. **Example Costs**:
    - To increase Skills/Spells to Level 4:
        - **Level 2**: 1 Vivid Prism.

- **Level 3**: 2 Vivid Prisms.
- **Level 4**: 3 Vivid Prisms.
- **Total Cost**: **6 Vivid Prisms** for the overall level.

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2. Abilities

What It Represents:

- **Abilities** provide unique powers or traits tied to a character's role, such as passive bonuses, active abilities, or narrative advantages.

Mechanics:

1. **Overall Category Level**:
    - Unlocks slots for equipping abilities.
    - Maximum of 5 slots at Level 5.
2. **Slot Levels**:
    - Each slot's level increases the power or efficiency of the equipped ability.
    - Slots are leveled independently.
3. **Example:** Flight in a slot would allow the character to fly above a normal hexs height, based on slot level but must still spend stamina to move and activate flight. When a character is flying and they use up all of their stamina, they fall, potentially taking fall damage.
4. **Example Costs**:
    - To level an ability slot from **Level 1 to Level 4**:
        - **Level 2**: 1 Vivid Prism.
        - **Level 3**: 2 Vivid Prisms.
        - **Level 4**: 3 Vivid Prisms.
        - **Total Slot Cost**: **6 Vivid Prisms.**

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3. Proficiencies

What It Represents:

- **Proficiencies** enhance a character's non-combat skills, such as crafting, stealth, or knowledge-based utilities.

Mechanics:

1. **Overall Category Level**:
    - Determines how many proficiency slots are available.
    - Maximum of 5 slots at Level 5.
2. **Slot Levels**:

    - Slot levels increase the effectiveness or scope of a proficiency.
    - Slots are leveled independently.
3. **Example:** Proficiency at level 4 with a slot 1: lvl 3 reading uncommon, would add 3 to rolls involving the topic at gm discretion, after paying 1 stamina for the proficiency cost.
4. **Example Costs**:
    - To level Proficiencies to **Level 3**:
        - **Level 2**: 1 Vivid Prism.
        - **Level 3**: 2 Vivid Prisms.
        - **Total Cost**: **3 Vivid Prisms** for the overall level.

---

4. Augmentations

What It Represents:

- **Augmentations** provide enhancements or temporary boosts to a character's stats, abilities, or actions, such as a magical aura or a mechanical implant.

Mechanics:

1. **Overall Category Level**:
    - Determines how many augmentation slots are available.
    - Maximum of 5 slots at Level 5.
2. **Slot Levels**:
    - Slot levels enhance the strength, duration, or range of an augmentation.
    - Slots are leveled independently.
3. **Example:** Magical root arm. Grows outwards to cling onto steep terrain. Reach and sturdyness/effectivness based on slot level. Allows the character an addition to saving rolls involving falling (add slot level), cost to activate, 1 stamina.
4. **Example Costs**:
    - To level an augmentation slot from **Level 1 to Level 5**:
        - **Level 2**: 1 Vivid Prism.
        - **Level 3**: 2 Vivid Prisms.
        - **Level 4**: 3 Vivid Prisms.
        - **Level 5**: 4 Vivid Prisms.
        - **Total Slot Cost**: **10 Vivid Prisms.**

---

5. Armor

What It Represents:

- **Armor** adds to the **Armor Pool**, which acts as a secondary health resource, absorbing damage before it affects a character's main health pool.

Mechanics:

1. **Overall Category Level**:
    - Each level adds **5 points to the Armor Pool.**
    - Maximum of 25 base points at Level 5.
2. **Slot Levels**:
    - Armor has **5 fixed slots** that increase the Armor Pool further based on their levels.
    - Slot levels are leveled independently, and each slot adds its level value to the pool.
    - Every Slot that is filled regardless of the armor type adds an additional 5 to the AP.
    - There are 3 types of armore including:
        - Light; increases AP by 1 per light piece. Only Speed Type characters can wear these. Effects can include + 1 movement per stamina spent.
        - Medium; increases AP by 3 per medium piece. Only Magic Type characters can wear these. Effects can include +1 magic stack duration, or +1 damage to effects.
        - Heavy; increases AP by 5 per piece. Only Power Type characters can wear these. Effects can include; Add Heavy armor value and Vigor to Roll to Hit blocking.
3. **Example Costs**:
    - To level Armor to **Level 4**:
        - **Level 2**: 1 Vivid Prism.
        - **Level 3**: 2 Vivid Prisms.
        - **Level 4**: 3 Vivid Prisms.
        - **Total Cost**: **6 Vivid Prisms** for the overall level.
4. **Armor Pool Calculation Example**:
    - Armor Level: 4 → Base Pool = **20** (5 × 4).
    - Slot Levels:
        - Slot 1: Level 3 → Adds 3.
        - Slot 2: Level 2 → Adds 2.
        - Slot 3: Level 1 → Adds 1.
        - Slot 4: Level 1 → Adds 1.
        - Slot 5: Level 1 → Adds 1.
    - **Total Armor Pool**: 20 + 3 + 2 + 1 + 1 + 1 = **28.**

Key Takeaways for Vivid Stats

1. **Parent-Level Restriction**:
    - Slots cannot exceed the overall level of their substat category.
2. **Cumulative Costs**:
    - Leveling categories and slots follows an incremental cost structure, ensuring progression is resource-intensive but balanced.
3. **Customization**:

    - Players must balance upgrading overall levels (for more slots) versus enhancing slot levels (for greater effectiveness).
4. **Strategic Impact**:
    - Each category serves a specific purpose, allowing players to specialize in combat, utility, or survivability.

Dice System

The **dice system** governs all interactions, checks, and outcomes in the game. This system is designed to provide a balance of randomness, strategy, and skill, ensuring that player decisions and rolls shape the narrative and outcomes of combat, exploration, and interactions.

---

1. Roll to Hit

The **Roll to Hit** system determines whether an attack or action successfully lands. This roll applies to both melee and magic attacks and is the cornerstone of combat.

How It Works:

1. **Roll a D20**:
    - The result determines if the attack hits based on the **Roll State** after adding the stat bonus, unless a 1 was rolled.
2. **Stat Bonus**:
    - Players adds the current number from the corresponding **Core Stat Pool** to add a bonus to the roll:
        - **Vigor**: For melee-based attacks.
        - **Mana**: For magic-based attacks.
        - **Stamina**: For non-damage utility rolls (e.g., dodging, item use).

Example: Roll to Hit (Melee Attack):

1. The player rolls a **D20** and gets a result of **14**.
2. The player adds current of **Vigor** for a +2 bonus.
3. The total becomes **16**.
4. The GM checks the Roll State to determine success.

---

2. Roll States

Roll States define the success or failure of any action. They influence damage multipliers and determine whether a Roll to Hit succeeds.

Roll Total	Roll State	Effect
1	Critical Failure	Attack misses. x2 penalty multiplier applied to the player (e.g., damage recoil). This cannot be modified beyond the 1.

Roll Total	Roll State	Effect
2-5	Fail State	Attack misses. Players still modify as normal with most core stats but cannot modify this state with Hope.
6-10	Mixed State	GM discretion; may succeed or fail based on difficulty or context.
11-15	Mixed State	Action succeeds unless GM specifies otherwise.
16-20	Success State	Action succeeds.
21-25	Critical Success	x2 multiplier applied to damage.
26-30	Double Critical Success	x3 multiplier applied to damage.
31-35	Triple Critical Success	x4 multiplier applied to damage.
36-40 (MAX)	Max Critical Success	x5 multiplier applied to damage.

Multipliers and the Clash Pool:

- In **Clashes**, multipliers are added to the final Clash Pool damage **at the end of the clash**.
- Multiple multipliers (e.g., x2 and x3) are additive, but the total multiplier cannot exceed **x5**.

---

3. Initiative Rolls

Initiative Rolls determine the order of actions in combat. They are rolled at the beginning of a battle or other time-sensitive encounters.

How It Works:

1. **Roll a D20**:
    - Each player rolls a D20 to establish their initiative order.
2. **Stat Bonus**:
    - Players add **Stamina** stat to add a bonus to their roll:
        - Example: If stamina is currently in round at **2 Stamina,** then add a +2 bonus.
3. **Initiative after round 1:**
    - Players re roll initiative at the end of the round to determine next rounds order. Players only add their current stamina to the roll, not their total. A player does not regenerate any actions until it becomes their turn.
4. **Initiative Tiebreakers**:
    - In the event of a tie, the character with the highest **Stamina stat** goes first.
    - If Stamina is tied, the GM determines the order based on the narrative or other factors.

Example: Initiative Roll:

- **Player A** rolls a 15 and adds Stamina for +1, resulting in **16**.
- **Player B** rolls a 17 but doesn't have any in actions left in the Stamina.

- Initiative order: **Player B (17), Player A (16).**

---

4. Dodge Rolls

Dodge Rolls allow players to avoid incoming attacks by rolling against the attacker's Roll to Hit.

How It Works:

1. **Declare Dodge**:
    - A player may spend **1 Stamina** to attempt a dodge. The cost goes through after the attempt, whether it succeeds or fails.
2. **Roll a D20**:
    - Add the **current Stamina stat** as a bonus to the roll.
3. **Compare Rolls**:
    - If the Dodge Roll exceeds the attacker's Roll to Hit, the attack is avoided.

Example: Dodge Roll:

- **Enemy Roll to Hit**: 14.
- **Player Roll to Dodge**: Rolls a 12, adds +5 (current Stamina) = **17**.
- **Outcome**: The player successfully dodges.

---

5. Perception and Intelligence Rolls

Certain scenarios require **Perception** or **Intelligence Checks**, often tied to the **Mana stat**.

Perception Rolls:

1. **Purpose**:
    - Identify hidden enemies, traps, or environmental clues.
2. **Roll a D20**:
    - Add the character's current Mana stat as a bonus, then deduct 1 Mana for the cost.

Example:

- Player rolls an **8** and has **Mana = 4**, resulting in a **12** total.
- Player reduces mana pool by 1, Mana = 3.
- The GM determines success based on the difficulty of the check.

---

6. Saving Throws

Saving Throws are used to resist harmful effects, such as spells, traps, or environmental hazards.

How It Works:

1. **Roll a D20**:
    - Add the appropriate Core Stat (Vigor, Stamina, or Mana) as a bonus:
        - **Vigor**: Physical resistance (e.g., poison, grapples).
        - **Stamina**: Avoidance (e.g., explosions, falling debris).
        - **Mana**: Mental or magical resistance (e.g., charm, illusions).
2. **Spend Core Stat Points**:
    - Players add the corresponding, current Core Stat point(s) to add to the roll.

Example: Saving Throw:

- A trap requires a Stamina Saving Throw.
- Player rolls an **11**, adds Stamina **= 3**, and spends 2 Stamina for +2.
- **Total**: **11 + 3 + 2 = 16**.
- The GM determines success based on the trap's difficulty.

---

7. Difficulty Classes (DC)

The GM assigns **Difficulty Classes (DCs)** to determine the success threshold for non-combat actions or checks.

Difficulty	DC Range
Fail State	1-5
Very Easy	6–10
Easy	11–15
Moderate	16–20
Hard	21–25
Very Hard	26–30
Nearly Impossible	31-35

Key Features of the Dice System

1. **Dynamic Core Stat Usage**:
    - Players can spend points from their **Core Stat Pools** to enhance rolls, creating strategic decision-making.
2. **Roll State Variability**:
    - Roll States provide narrative flexibility for successes and failures, with critical outcomes creating high stakes.
3. **Balanced Randomness**:
    - The combination of dice rolls and stat bonuses ensures a balance of chance and player

agency.

Clash System:

---

1. What Is a Clash?

A Clash is a high-stakes combat mechanic where two combatants are locked into simultaneous attacks. It ends when:

1. One combatant **fails a Roll to Hit**.
2. One combatant **runs out of resources** (Power, Magic, or Speed).

Key Features of a Clash:

- **Direct Damage**: Both combatants deal immediate damage to each other based on their current **Vigor** or **Mana** stats, depending on the type of Clash.
- **Clash Pool**: Participants also contribute their **normal attack damage** to a cumulative Clash Pool. This pool's damage is applied to the loser when the Clash ends, multiplied by the **Clash Multiplier**.

---

2. Starting a Clash

Triggering a Clash:

1. A Clash begins when:
    - Two combatants declare opposing attacks.
    - Neither participant chooses to disengage or dodge.
2. The GM confirms the start of the Clash and instructs participants to make their first **Roll to Hit**.

Initial Roll to Hit:

- Both participants roll a **D20** to determine the success of their attacks.
- Success or failure is determined by the **Roll States table**.

---

3. Clash Mechanics

A. Simultaneous Turns:

- Both participants act at the same time:
    - Roll **D20s** for their attacks.

- Spend resources (Vigor for melee or Mana for spells) to enhance their rolls.

B. On a Successful Roll to Hit:

When a combatant succeeds on a Roll to Hit, two things happen:

1. **Direct Damage**:
    - The opponent takes damage equal to the attacker's **current Vigor** (melee) or **current Mana** (magic).
    - Direct damage reduces the attacker's remaining **Vigor/Mana pool**, which impacts future rolls.
2. **Clash Pool Contribution**:
    - The attacker's **normal attack damage** (e.g., Vigor + Weapon Power or Mana Spent + Spell Level) is added to the Clash Pool.

C. Clash Multiplier:

The **Clash Multiplier** determines how much the Clash Pool's total damage is amplified when the Clash ends.

Clash Multiplier Rules:

1. The multiplier starts at **x1**.
2. Each critical Roll State (21 or higher) adds **+1 to the multiplier**.
3. The maximum Clash Multiplier is **x5**.
4. The multiplier is applied to the entire Clash Pool when the Clash ends.

---

4. Clash Sequence Example

Setup:

- **Combatant A (Melee)**: Vigor = 5, Weapon Power = 3.
- **Combatant B (Melee)**: Vigor = 5, Weapon Power = 2.

Round 1: Both Hit:

- **Combatant A**: Rolls 17 (Success State), spends 1 Vigor → Remaining Vigor = **4**.
    - Direct Damage to B = **5 (current Vigor).**
    - Adds to Clash Pool: **5 (Vigor) + 3 (Weapon Power) = 8.**
- **Combatant B**: Rolls 16 (Success State), spends 1 Vigor → Remaining Vigor = **4**.
    - Direct Damage to A = **5 (current Vigor).**
    - Adds to Clash Pool: **5 (Vigor) + 2 (Weapon Power) = 7.**

Results:

- Direct Damage:
    - A takes **5 damage.**
    - B takes **5 damage.**
- Clash Pool:
    - A adds **8.**
    - B adds **7.**
    - **Total Clash Pool = 15.**
- **Clash Multiplier = x1.**

Round 2: Critical Success for B:

- **Combatant A**: Rolls 19 (Success State), spends 1 Vigor → Remaining Vigor = **3**.
    - Direct Damage to B = **4 (current Vigor).**
    - Adds to Clash Pool: **4 (Vigor) + 3 (Weapon Power) = 7.**
- **Combatant B**: Rolls 24 (Critical Success, x2 multiplier), spends 1 Vigor → Remaining Vigor = **3**.
    - Direct Damage to A = **4 (current Vigor).**
    - Adds to Clash Pool: **4 (Vigor) + 2 (Weapon Power) = 6.**

Results:

- Direct Damage:
    - A takes **4 damage.**
    - B takes **4 damage.**
- Clash Pool:
    - A adds **7.**
    - B adds **6.**
    - **Total Clash Pool = 28.**
- **Clash Multiplier = x2** (B's critical success adds +1 stack).

Round 3: One Misses:

- **Combatant A**: Rolls 12 (Fail State).
- **Combatant B**: Rolls 18 (Success State), spends 1 Vigor → Remaining Vigor = **2**.
    - Direct Damage to A = **3 (current Vigor).**
    - Adds to Clash Pool: **3 (Vigor) + 2 (Weapon Power) = 5.**

Results:

- Direct Damage:
    - A takes **3 damage.**
- Clash Pool:
    - B adds **5.**
    - **Total Clash Pool = 33.**
- The Clash ends because A missed their Roll to Hit.

Clash Resolution:

- **Final Clash Multiplier = x2.**
- **Clash Pool Total = 33.**
- **Final Damage to A**: 33 × 2 = **66 damage.**

---

5. Ending a Clash

A Clash ends when:

1. One combatant fails a Roll to Hit.
2. One combatant runs out of resources (e.g., Power or Magic).

The **loser** takes the entire Clash Pool's damage, multiplied by the final Clash Multiplier.

---

6. Types of Clashes

Melee Clashes (Vigor-Based):

- Governed by the **PVigor** stat.
- Direct Damage = Current Vigor.
- Clash Pool Contribution = Vigor + Weapon Power.

Magic Clashes (Mana-Based):

- Governed by the **Mana** stat.
- Direct Damage = Current Mana.
- Clash Pool Contribution = Mana Spent + Spell Level.

---

7. Strategic Considerations

1. **Resource Management**:
    - Combatants must carefully manage Vigor or Mana to avoid running out mid-Clash.
2. **Direct Damage Impact**:
    - The current Vigor/Mana stat determines direct damage, so resource depletion weakens effectiveness.
3. **Critical Rolls**:
    - Aim for critical Roll States to boost the Clash Multiplier and amplify end-of-Clash damage.

Key Features of the Clash System

1. **Direct Damage and Clash Pool**:
    - Players deal immediate damage and add to the cumulative Clash Pool each turn.
2. **Dynamic Multiplier**:
    - Critical Roll States increase the Clash Multiplier, rewarding high rolls.
3. **Resource Interaction**:
    - The Clash System fully integrates resource management with combat effectiveness.

Weapons

Weapons are core tools for combat, with their functionality influenced by type, stats, and optional durability.

---

1. Weapon Basics

Core Features of Weapons:

1. **Weapon Stats**:
    - **Power**: Adds to melee and ranged damage calculations.
    - **Speed**: Determines the **range** of the weapon (measured in hexes).
    - **Magic**: Governs the **AoE size** or **status effect duration** of spells cast with the weapon.
2. **Weapon Levels**:
    - A weapon's **overall level** (1–5) determines:
        - Maximum allocation for stats (Power, Speed, Magic).
        - Durability (if the optional durability system is enabled).
3. **Optional Durability System**:
    - Weapons have a **Durability Pool** that decreases with use, introducing wear and potential breakage.

Stat Cap Rule:

- A weapon's stats (Power, Speed, Magic) cannot exceed its overall level.
    - Example: A Level 3 weapon may allocate up to 3 points in Power, Speed, or Magic.

Example Weapon Stats:

A Level 3 Spear:

- **Power**: 3
- **Speed**: 2

- **Magic**: 0
- **Durability** (if enabled): 80.

---

2. Weapon Durability (Optional Rule)

Durability Pool:

1. **Determined by Weapon Level**:
    - Level 1: **20 Durability.**
    - Level 2: **40 Durability.**
    - Level 3: **80 Durability.**
    - Level 4: **160 Durability.**
    - Level 5: **240 Durability.**
2. **Durability Depletion**:
    - Weapons lose durability through:
        - Attacking and dealing Armor damage but not direct damage.
        - Participating in a Clash.
    - Durability loss is determined by the GM, typically **5 durability per action.**

Negative Modifier Stacks:

1. **At 0 Durability**:
    - The weapon gains a **-1 Negative Modifier Stack** (up to 5 total).
    - Each stack applies a **-1 penalty** to all weapon stats (Power, Speed, Magic).
2. **Permanent Breakage**:
    - At **5 Negative Modifier Stacks**, the weapon is permanently broken and cannot be used or repaired.

Repairing Weapons:

1. Repairs must be done at a **blacksmith** or equivalent NPC.
2. Costs vary based on the weapon's level and damage.

---

3. Weapon Leveling

Weapons progress independently from characters. Players can improve:

1. **Overall Weapon Level**:
    - Increases stat allocation caps and durability (if enabled).
    - Requires **Vibrant Prisms**.

2. **Weapon Stats**:
    - Enhances Power, Speed, or Magic.
    - Requires **Vivid Prisms**.

Leveling Costs:

Overall Weapon Level:

- Cost = Current Weapon Level (Vibrant Prisms).
    - Example: Leveling a weapon from Level 2 to Level 3 costs **2 Vibrant Prisms**.

Weapon Substats:

- Cost = Current Stat Level (Vivid Prisms).
    - Example: Increasing a weapon's Speed stat from 1 to 2 costs **1 Vivid Prism.**

---

4. Weapon Types

Melee Weapons (Power-Based):

- Examples: Swords, Axes, Hammers.
- **Primary Stat**: Power.
- **Damage**: Power + Weapon Power.
- **Range**: Determined by the **Weapon Speed.**
    - Example: A melee weapon with Speed = 2 has a reach of 2 hexes.

Speed Weapons (Speed and Range Determination):

Speed-type weapons uniquely allow players to combine:

- **Player Stamina** + **Weapon Speed** (measured in hexes) to determine **range**.

Damage:

- Damage is calculated as **Vigor + Weapon Power.**

Magic Weapons (Magic-Based):

- Examples: Staves, Wands, Spell Tomes.
- **Primary Stat**: Magic.
- **Damage**: Determined by Mana Spent + Spell Level.
- **Range**: Determined by **Weapon Speed**.

Special Properties:

- **AoE size** = Weapon Magic × 2 hexes.
- **Status duration** = Weapon Magic (in turns).

Hybrid Weapons (Multi-Stat):

- Examples: Enchanted Swords, Elemental Spears.
- **Primary Stat**: Varies.
    - Players must decide whether to use Power (melee) or Magic (spells) for each attack.
- **Damage**:
    - Melee: Vigor + Weapon Power.
    - Magic: Mana Spent + Spell Level, + (Wpn Magic = AoE of attack).

---

5. Weapon Usage in Combat

Attack Calculations:

1. **Roll to Hit**:
    - Players roll a **D20** and may spend points from their Core Stat Pools (Vigor or Mana) to enhance the roll.
2. **Damage**:
    - **Melee**: Vigor + Weapon Power.
    - **Speed-Type Weapons (Ranged)**: Vigor + Weapon Power.
    - **Magic**: Mana Spent + Spell Level.
    - **Modifiers**: Critical hits or multipliers are applied after damage calculations.

Weapon Range:

1. **Melee Weapons**:
    - Range = **Weapon Speed.**
2. **Speed-Type Weapons**:
    - Range = **Player Stamina + Weapon Speed.**
3. **Magic Weapons**:
    - Range = **Weapon Speed.**

6. Weapon Customization

Augmentations:

Weapons may have a single slot for **augmentations**, such as:

Special Effects:
- Status effects (e.g., burning, freezing).
- Spectrum-based properties (e.g., elemental damage tied to Spectrums but not the spectrum effects).

---

7. Spectrum Interaction

Weapons gain temporary bonuses when used in **Spectrum zones** up to a hard cap of 10.

- **Red Spectrum**: Temporarily boosts Power-based weapons.
- **Blue Spectrum**: Temporarily boosts Speed-based weapons (enhancing range).
- **Purple Spectrum**: Temporarily boosts Magic-based weapons (e.g., increasing AoE range or status duration).

---

8. Strategic Considerations

1. **Range Mechanics**:
    - All weapon ranges depend on **Weapon Speed**, but Speed-type weapons allow players to include **Player Stamina** for long-range attacks.
2. **Stat Allocation**:
    - Focus on Power for damage, Speed for range, or Magic for AoE and status effects.
3. **Spectrum Synergy**:
    - Leverage Spectrums to gain temporary boosts for specific weapon stats.
4. **Durability Management**:
    - Monitor weapon durability (if enabled) to avoid permanent breakage.

Key Features of Weapons

1. **Weapon Speed and Range**:
    - All weapons rely on Weapon Speed for range, but Speed-type weapons allow players to combine Player Stamina and Weapon Speed for greater flexibility.
2. **Magic Refinement**:
    - Weapon Magic governs AoE size and status effect duration for spells, adding strategic depth for magic users.
3. **Durability Tension**:
    - The optional durability system adds a risk-reward mechanic for players who enjoy resource management.

Rounds and Turns

The structure of **Rounds** and **Turns** in SSRPG is designed to offer players flexibility, tactical depth,

and a dynamic approach to combat and action resolution. Here's a detailed breakdown to clarify how Rounds and Turns function within the system.

---

1. What Is a Round?

A **Round** is the overarching time unit in SSRPG, encompassing all player and enemy actions. It begins when initiative is rolled and ends once all participants have completed their turns.

Key Features of a Round:

1. **Sequential Action**:
    - Each combatant (player or NPC) takes their **Turn** during the Round, based on the Initiative Order.
2. **Simultaneous Progression**:
    - Rounds represent simultaneous events occurring in the world but resolved in a structured order.
3. **Duration**:
    - A single Round represents 10 **seconds of in-game time.**

---

2. What Is a Turn?

A **Turn** is the segment of the Round during which an individual character takes their actions. Players use their available resources, such as Stamina, Vigor, or Mana, to perform actions.

Key Features of a Turn:

1. **Resource Management**:
    - Characters spend points from their dynamic stat pools (Stamina, Vigor, Mana) to execute actions.
2. **Action Choices**:
    - Players can move, attack, cast spells, or perform other actions during their Turn.
    - Players can use actions during other players turns as interrupts.
3. **Interruption Actions:**
    - Players who use actions on other players turns must pay an additional cost to do so. This is taken from the appropriate action pool before they can add it to the action they are preforming. Dodging does not count as an interrupt, instead as a defensive response action.
4. **Action Resolution**:
    - All actions a player takes are resolved immediately after calculation, as needed.
    - Players can end their turns without spending all of their actions.

---

3. Turn Structure

A. Initiative and Turn Order:

1. **Initiative Roll**:
    - At the start of combat, each participant rolls a **D20**, adding their **Stamina stat** as a modifier.
    - The highest roll acts first, followed by others in descending order.
2. **Tiebreakers**:
    - Ties are resolved by the GM or by comparing Stamina stats.
3. **Re-Rolling Initiative**:
    - Initiative is re rolled at the beginning of every round, player add their current stamina stats to the roll not the base. Stamina is not spent for initiative rolls.

B. Actions on Your Turn:

During their Turn, a character may spend their resources on the following:

1. Movement:

- Spend **1 Speed point** to move a number of hexes equal to your current **Speed stat**.
- Example: A character with Speed = 5 can move **5 hexes** for 1 Speed point.

2. Attacks:

- **Melee Attacks**:
    - Spend **1 Power point** to make a melee attack.
    - Roll to hit and calculate damage based on the rules for melee combat.
- **Ranged Attacks**:
    - Spend **1 Power point** to make an attack using a Speed-based weapon.
    - Determine range using the weapon's Speed (or Player Speed + Weapon Speed for Speed-type weapons).
- **Magic Attacks**:
    - Spend **Mana points** to cast a spell or use a magical ability.
    - Damage and effects are based on Mana spent and the spell's level.

3. Defensive Actions:

- **Dodging**:
    - Spend **1 Stamina point** to make a dodge roll, using your Stamina stat to enhance the roll.
    - Reduction cost doesn't happen until after the calculation, if you dodged or got hit.
- **Blocking** (optional or ability-based):
    - Specific proficiencies or abilities may add to blocking as a defensive action.
    - Players can reduce 1 vigor to roll to block. If they succeed they take reduced damage

based on their current vigor stat after they have spent to roll to block.

- Reduction cost happens before the roll to hit/block.

4. Interacting with the Environment:

- Use Stamina or other stats to:
  - Open doors, pick up objects, or perform skill checks.

5. Special Actions:

- Activate abilities, augmentations, or use items. These actions typically cost **1 Stamina point** unless stated otherwise.

C. Interrupting Turns:

1. **Out-of-Turn Actions**:
   - Players can spend core stats to perform actions outside their Turn (e.g., dodging an attack or counter attacking).
2. **Resource Renewal**:
   - Stamina, Vigor, and Mana regenerate **at the start of your Turn**.

---

4. End of Round Effects

At the end of the Round:

1. **Status Effects**:
   - Conditions such as **Burn** or **Poison** are resolved per action not dictated by round.
   - Spectrums influencing the battlefield may activate or diminish.
2. **Resource Recovery**:
   - Resources do **not regenerate** at the end of the Round; recovery happens at the start of a character's Turn.
3. **Environmental Shifts**:
   - The GM may trigger changes in the environment (e.g., shifting Spectrum zones, new enemy spawns).

---

5. Key Mechanics for Rounds and Turns

A. Resource Management:

1. **Dynamic Stat Pools**:
   - Stamina, Vigor and Mana are spent during Turns and regenerate at the start of the character's next Turn.

2. **Flexible Action Economy**:
    - Players can use their resources creatively, combining movement, attacks, and special actions during the round.

B. Spectrum Influence:

1. Spectrums within the battlefield may temporarily enhance stats or provide tactical advantages.
2. Players must plan their actions to maximize Spectrum benefits.

C. Strategy and Turn Timing:

1. **Action Economy**:
    - Effective use of core stats maximizes a turn or rounds impact.
2. **Interruptive Play**:
    - Spending Action points outside your Turn can turn the tide of combat but reduces your resources for your next turn.

---

6. Strategic Considerations for Rounds and Turns

1. **Initiative Importance**:
    - High Initiative provides early opportunities to control the battlefield.
2. **Resource Conservation**:
    - Balancing aggression and resource preservation is critical, as depleted stats limit flexibility in future Rounds.
3. **Spectrum Utilization**:
    - Positioning within Spectrum zones can provide vital advantages during a Turn.
4. **Team Coordination**:
    - Timing actions with allies can maximize damage output or create defensive opportunities.

---

7. Key Features of Rounds and Turns in SSRPG

1. **Dynamic Resource Pools**:
    - Stamina, Vigor, and Mana fluctuate throughout combat, requiring constant tactical adjustment.
2. **Out-of-Turn Actions**:
    - Players can act outside their Turns by spending Core stat points, adding dynamism to combat.
3. **Spectrum Interaction**:

    - Environmental effects like Spectrums introduce strategic elements to positioning and resource use.
4. **Flexibility and Strategy**:
    - The Turn system allows for creative problem-solving and adaptability, rewarding thoughtful play.

Spectrum Mechanics

The **Spectrum** system introduces dynamic, environment-based mechanics that influence player stats, strategies, and combat outcomes. Spectrum zones are powerful resources, tied to the world's magic, offering temporary boosts, effects, and tactical opportunities.

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1. What Are Spectrum Zones?

Spectrum zones are **environmental magical fields** represented by distinct colors. Each Spectrum influences specific stats or mechanics, providing temporary bonuses to characters who interact with them. Spectrum zones are finite resources and deplete as they are utilized.

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2. Spectrum Colors and Effects

Each Spectrum color corresponds to a stat or mechanic, with unique properties and gameplay impacts:

White Spectrum:

- **Associated Stat**: Health.
- **Effect**:
    - Temporarily increases the character's Health Pool by **Level × 10**.
    - Amplifies healing effects within the Spectrum's area.
- **Key Note**: White Spectrum does not deplete Health; it only provides boosts.

Red Spectrum:

- **Associated Stat**: Vigor (Melee and Strength-based abilities).
- **Effect**:
    - Temporarily increases the character's **Vigor stat**.
    - Enhances melee attack damage.
- **Key Note**: Red Spectrum has no effect on Mana.

Blue Spectrum:

- **Associated Stat**: Stamina.
- **Effect**:

    - Temporarily increases the character's **Stamina stat**.
    - Improves movement range, dodging ability, and item usage.
- **Key Note**: Blue Spectrum influences range for Speed-type weapons.

Purple Spectrum:

- **Associated Stat**: Mana.
- **Effect**:
    - Temporarily increases the character's **Mana stat**.
    - Enhances AoE size, status effect duration, and spell potency.

Yellow Spectrum (Hope):

- **Associated Stat**: Hope.
- **Effect**:
    - Temporarily increases the character's **Hope stat**.
    - Allows for greater chances to influence dice rolls.

Green Spectrum:

- **Associated Resource**: Prisms.
- **Effect**:
    - Provides opportunities to harvest **Prisms**.
    - Green Spectrum zones are rare and valuable for character progression.

Black Spectrum (Void):

- **Effect**:
    - Absorbs and drains stats within its influence, reducing stat pools by **1–5 points per round**.
    - Can target any pool except Health.
    - Black spectrum zones do not go dormant.
- **Key Note**: Black Spectrum fields are dangerous and often used as environmental hazards or challenges.

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3. Spectrum Interaction Rules

A. Drawing from a Spectrum:

1. **Absorption Process**:

- Characters can draw from a Spectrum by spending a **Speed point**.
- The player absorbs points equal to the Spectrum's level, applied to the corresponding stat.
- Example: A Level 3 Red Spectrum provides **+3 Power** when absorbed.

2. **Temporary Buffs**:
    - Stat increases from Spectrums are temporary, lasting for **Spectrum Level turns**.
    - Buffs decay by **1 point per turn** until fully depleted.
3. **Overcapping Stats**:
    - Spectrums can temporarily increase stats beyond their usual cap (e.g., exceeding the max of 5 up to a hard cap of 10).

B. Spectrum Depletion:

- Each time a player draws from a Spectrum, its resource pool decreases by the amount absorbed.
- A Spectrum fully depletes when its pool reaches 0 and becomes a dormant zone.

C. Dormant Spectrum Zones:

- Spectrum zones that have had their resources drained become dormant, producing a grey AoE of their total level. The grey area absorbs characters stats by its level based and the original type of spectrum zone. IE if a Yellow SZ was lvl5 and is now dormant, it will absorb up to 5 Hope from any character who steps within range of it.
- Doesn't become active until the full total level has been absorbed, does not reduce the grey AoE until the Dormant Spectrum re activates.
- When White Spectrum Zones become dormant, they become Black Spectrum zones after a dormant stat that absorbs all core stats in equal measure.
- Black Spectrum Zones don't become dormant unless a player expends Vibrant or Vivid Prisms to do so, the cost is the same as normal leveling. If a Black Spectrum Zone becomes Dormant, it changes to a White Spectrum Zone when it re activates. The dormant zone absorbs all core stats in equal measure. Once filled then activates as a White Spectrum Zone.

D. Choosing to collect or not from zones:

- Characters within the spectrum zones gain the benefits without needing to absorb them. They immediately lose the benefits when they leave the zone. A character can absorb the benefits and keep them until the benefits are used up. The dormant zone activates after depletion on the beginning of the next round. Depleted spectrum zones do not produce anything.

E. Spectrum Prioritization:

1. **Strategic Use**:
    - Players may prioritize drawing from Spectrums to deny enemies access to their benefits.
    - Example: A mage in a Red Spectrum may absorb Vigor to prevent a melee-based enemy

from gaining the boost and creating a dormant zone that would absorb Vigor instead.

2. **Team Coordination**:
    - Teams must strategically decide who draws from which Spectrum to optimize collective benefits and when or how to utilize the dormant zones.

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4. Tactical Implications of Spectrum Zones

A. Combat Utility:

1. **Health Maintenance**:
    - White Spectrums are vital in long battles, allowing players to sustain their Health Pools.
2. **Damage Optimization**:
    - Red Spectrums enable melee-focused characters to maximize damage output.
3. **Mobility and Range**:
    - Blue Spectrums enhance Stamina, improving movement, dodging, and Speed-type weapon range.

B. Environmental Control:

1. **Denying Resources**:
    - Absorbing a Spectrum before an enemy can use it changes the tide of battle.
2. **Area Advantage**:
    - Players can position themselves in Spectrum zones to absorb bonuses. To gain all of the stats a player just needs to be within the zone and does not need to move in closer, unless they chose not to take all of the resources.

C. Resource Management:

1. **Finite Resources**:
    - Once a Spectrum is depleted, they become Dorment Zones that reduce characters stats accordingly instead.
2. **Maximizing Buffs**:
    - Players must time their absorption to make the most of the temporary buffs.

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5. Example Scenarios

A. Red Spectrum Combat Boost:

- A warrior absorbs 4 points from a Level 4 Red Spectrum.
- Gains **+4** temporary **Vigor**, which doesn't regenerate into the Vigor pool once used.
- Uses the boost to enhance melee attacks for the next 4 actions (calculate as usual).

B. White Spectrum Healing:

- A healer enters a Level 4 White Spectrum zone.
- Their Health Pool increases by **30 points (Level × 10)** from absorbing white spectrum, reducing the zone to level 1.
- All healing effects they cast are amplified by a base of the spectrum zone level x 10 while the caster is inside the spectrum zone.

C. Denying an Enemy Blue Spectrum:

- A rogue in a Level 5 Blue Spectrum absorbs the full 5 Stamina points.
- Prevents an enemy archer from gaining extended attack range, creating a zone that will slow the opponent who moves in for an attack.

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6. Spectrum Zone Placement and GM Roles

A. Zone Location:

- Spectrums are placed on maps by the GM, adding strategic value to the battlefield.
- Placement can encourage dynamic movement and positioning.

B. Zone Level Determination:

- Spectrum zones are assigned a level (1–5) by the GM based on the encounter's difficulty and context.

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7. Key Features of Spectrum Mechanics

1. **Dynamic Stat Enhancements**:
    - Temporary boosts that enhance specific stats and abilities.
2. **Finite and Tactical**:
    - Spectrums are limited resources, encouraging strategic use and prioritization.
3. **Environmental Interaction**:
    - Adds depth to combat and exploration, making the battlefield an active participant in gameplay.

Creating New Sub Stat Category Slots

Creation Categories

A Guide to Crafting New Abilities

When players create new vivid stat category slots, they have the opportunity to shape their character's unique playstyle and expand their arsenal of abilities. To guide this creative process, slots can be broadly categorized into three types: **Aggressive**, **Protective**, and **Utility**. These categories help players focus on the intended purpose of their new slots while maintaining balance and consistency in gameplay.

The Three Creation Categories

1. Aggressive Slots

Aggressive slots are designed to deal damage and inflict ongoing harm. These slots are ideal for offensive abilities that target enemies and wear them down over time.

- **Key Traits**:
    - Deal direct damage to opponents.
    - Apply ongoing damage effects, such as poison or burn.
    - Enhance offensive strategies with effects that escalate or stack.
- **Example**: A fireball spell that deals damage on impact and applies a burn effect stacks over several actions.

2. Protective Slots

Protective slots focus on defense, mitigating damage, and restricting opponents' ability to attack or move freely. They are crucial for characters who prioritize survivability or support.

- **Key Traits**:
    - Reduce incoming damage.
    - Impede opponents' ability to get within range or attack effectively.
    - Enhance defensive tactics with scalable protective effects.
- **Example**: A barrier that absorbs melee damage and applies a slowing effect to attackers.

3. Utility Slots

Utility slots provide creative and versatile options that do not fall under pure offense or defense. They allow players to achieve unique effects that enhance mobility, versatility, or non-combat strategies.

- **Key Traits**:
    - Enable unique actions, such as short-range teleportation or temporary flight.
    - Often focus on situational advantages rather than direct combat outcomes.

    - May or may not include sub stacks, depending on the design.
- **Example**: A teleportation ability that allows the user to instantly move to based on slot level for distance moved.

Flexibility in Creation

While these categories are useful for structuring new slots, players are not required to label their slots as one specific type. The categories are simply a tool to help focus the design process and ensure clarity in how the slot will function. For instance:

- A player creating a damage-dealing spell might think, “This fits into the Aggressive category” and design its mechanics accordingly.
- Another player working on a shield skill might lean into Protective mechanics to reduce damage and disrupt opponents.

Combining Categories

Some slots may incorporate elements from multiple categories, provided they adhere to balance rules:

- **Aggressive-Utility Hybrid**: A damaging spell that also teleports the caster out of danger.
- **Protective-Utility Hybrid**: A shield that absorbs damage and grants temporary flight for evasion.

Key Considerations for Slot Creation

- **Balance**: All slots must follow the 1:1 ratio for effects and slot level, ensuring fairness and scalability.
- **Purpose**: Consider the role the slot plays in your character’s strategy and its potential impact on gameplay.
- **Collaboration**: Work with your GM and party to test and refine your slot’s design to ensure it fits smoothly within the game’s mechanics.

By navigating these categories and leveraging their flexibility, players can craft vivid stat category slots that enhance their gameplay experience while maintaining balance and creativity.

Understanding Core Stacks and Sub Stacks

Vivid/Sub stat Categories are driven by two fundamental mechanics: **core stacks** and **sub stacks**. These systems provide a foundation for creating diverse and engaging spells, skills, augmentations and abilities while maintaining balance within the game.

Core Stacks

Core stacks represent the primary functionality or "core effect" of an ability. They determine how the ability interacts with its environment or the player’s targets. Core stacks are finite and explicitly tied to the slot level and/or resources spent when the ability is activated.

Core Stack Basics:

- **Finite Count**: Core stacks are limited, often beginning at a number equal to the slot level of the ability.
- **Usage and Dissipation**: Core stacks are reduced based on specific triggers, such as the effected characters actions taken, damage absorbed, or effects applied. Once all core stacks are depleted, the ability dissipates.
- **Examples**:
    - A shield skill may absorb damage per core stack, with each blocked attack reducing one core stack.
    - A spell might apply a status effect or damage that lasts for x actions, where x is the core stack number.

Sub Stacks

Sub stacks represent secondary effects that enhance or modify an ability's performance. They often scale with the depletion or use of core stacks and have their own lifecycle and limitations.

Sub Stack Basics:

- **Interaction with Core Stacks**: Sub stacks typically increase as core stacks are used, reflecting the evolving dynamics of the ability.
- **Finite Lifecycle**: Sub stacks persist only until they reach the maximum slot level of the ability. Once the sub stack would exceed the slot level cap, the sub-stack effect ends entirely.
- **Examples**:
    - A shield skill's sub stack could reduce incoming damage based on the number of core stacks depleted.
    - A damage-over-time spell might gain increased potency with each sub stack added.

Creating New Spells, Skills, and Abilities

Players can craft their own spells and abilities by utilizing the framework of core and sub stacks. Here's how the process works:

1. **Obtain an Open Slot**: Players need an open slot to create a new ability. Open slots become available through leveling or narrative rewards.
2. **Spend a Vivid Point**: Creating a new spell or skill requires the expenditure of a vivid point, representing the player's investment in their character's growth.
3. **Define Core and Sub Stack Mechanics**:
    - **Core Stack**: Start by determining the primary effect of the ability. Give it a name, describe its purpose, and ensure the effect is balanced relative to the slot level. The effect must adhere to a 1:1 ratio with the slot level.
    - **Sub Stack**: Design the secondary effect that interacts with the core stack. This effect should enhance the ability without overpowering it. Ensure that the sub stack's lifecycle aligns with the slot level cap.

4. **Apply the Rules of 5**: All abilities must adhere to the "Rules of 5," a guideline ensuring balance and fairness. For example:
    - Nothing should ever last longer than 5 actions, players shouldn't use turns or rounds as a supplement. Its ok if something ends up applying for multiple rounds as long as the slot is tied to actions taken by either the user or effected. Automatic reduction can occur per round though if the game master decides so. IE; Game Master decided poison stacks activate and go off at the end of every round regardless if no action was used by the character who has the stacks.
    - No ability should exceed five stacks of either kind (can have 5 core stacks and 5 sub stacks) or 2 layers of complexity.
    - Scaling effects must remain proportional to the slot level.
5. **Balance and Test**: Collaborate with your GM and party to ensure the ability fits seamlessly within the game's mechanics. Testing in narrative and combat scenarios helps refine the design.

Example Creation

Let's walk through creating a new spell:

Spell; Slot: Ice Barrier

- **Core Stack**: Generate an icy barrier that absorbs ranged damage. The barrier begins with x core stacks (slot level x), each reducing damage from a ranged attack by an amount equal to the Mana spent during activation (e.g., 1 point of Mana reduces 1 point of damage per stack). The effect dissipates when all core stacks are consumed.
- **Sub Stack**: Each time a core stack is depleted, the attacker is inflicted with "Chill." For every attack the opponent makes, they gain 1 stack of movement reduction (e.g., -1 movement per stack), up to the slot level of the defender. Once this sub stack reaches the slot level cap or the core spell stacks are gone, it dissipates entirely.