13.1) Combated Initiated

A character must use the ‘Initiate Combat’ verb when combat begins to be valid in combat. A character who does not use this method cannot join or roleplay combat at all. This will make your character unmovable by any means other then the ‘Tile Movement’ verb. This is set in place to stop people from moving more tiles either on purpose or by accident and keep track of a characters IC position if applicable. A character does not have to enter combat before it is started and combat is considered entered as soon as the first lethal intent Roleplay is made.

13.1a) It is wise to use this verb before making a lethal RP because this will automatically make a marker for anyone who was in range to enter the situation. Those who do not have a marker present must wait turns before entering.

13.1b) If a character attempts to ‘Initiate Combat’ and they were not in range there will be a local alert to it, and they will either wait turns or be allowed to enter combat freely by choice of the players. This is mostly up to the opposing side.

13.1c) The ‘Roam’ verb will allow you to move freely with a ghost of your character to see things such as RP’s, clicking the ‘Roam’ verb again will make the ghost disappear and lock you back onto your characters position.

13.1d) The ‘Enter Combat’ verb will be for those who wish to enter combat from outside after determining where they were, and will count the turns for them to enter automatically without the need for them to RP it.

13.2) Tile Movement Verb

The Tile Movement Verb will allow you to move your tiles on your actual character but will alert everyone in the area if you move more tiles then you possess. This is in case you have a technique, ability, or perk that allows you to move further. This will reveal by how many tiles you’ve moved over your limit. Tile Movement will not be a stat that can usually be hidden very well as it must be used each round- although a character can opt to not use their full tile movement.

13.3) Grid Verb

This verb allows you to make a grid of varying sizes and colors to mark where techniques are used. This is to give a visual to the roleplay for better understanding and to mark areas that have lasting effects or structures. Someone will be able to double click on the grid and reveal the technique that it is accounting for as well as the perks being used with it. The grid verb will come with a Copy, Delete, and Move option for better setting of the grid.

13.3a) Mostly AOE techniques or techniques used for lasting effects use grids. As single target techniques do not need a grid and only need to be specified who is being aimed at.

13.4) Damage Tracker Verb

The damage tracker simply shows a grid of what parts of a character’s body are damaged and what injuries they have on that portion of their body. This will alert everyone in the area when this character is at critical condition, meaning they would be KOed. This verb is rather self-explanatory and will just be a means by which to keep track of damage.

13.5) Unseen Verb

When using a technique such as Hiding Like Mole or Kirigakure no Jutsu a character would not be able to be seen unless certain perks are used or conditions are met. This verb allows a character to hide their position but is indiscriminate of who it hides them from. There will be a ‘Reveal’ and ‘Reveal to’ verb, Reveal will simply stop the characters model from being hidden while the Reveal To will reveal their location to a specific target. Using Reveal To will announce who the character is revealing themselves to so that they cannot abuse this with teammates.

13.5a) If a character uses their turn to detail where an Unseen character is, they must reveal their position until the next turn, and then they may go back into Unseen unless they are revealed by the person who can detect them again. Can only be done with the correct Sensory perks.

13.6) Guard/Block Verb

This verb will calculate the damage a character will take to their guard, and is able to keep track of when the guard is broken. It will also show how much damage a character would take if the damage is over their guard or weapon. This can be used for on the fly calculations rather than have characters attempting to calculate themselves. This allows Roleplay to flow more fluidly.

13.7) Clash Verb

This verb is made for the clashing of techniques, and will count for offensive techniques vs defensive ones as well. A character will decide the Type of technique from ‘Offensive’ to ‘Defensive’, they will enter the Damage and Speed of each technique, and the calculator determines what exactly would happen.

2.5c) Constitution

Constitution is the body’s ability to take damage rather than the persons damage tolerance, and is calculated by a mixture of Stamina and Endurance. This will take both stats into account rounded up from –‘s and up from +’s. Meaning D- Stamina and Endurance will give you D Constitution. You can reveal your constitution with the ‘Constitution’ verb.

E

1 Heavy before being reduced to a critical state

D

1 Severe before being reduced to a critical state

C

Requires 4 lights to become 1 Moderate damage. 1 Severe for Critical

B

Requires 4 Moderates or 3 in the same place to become 1 Heavy. 1 Heavy and 1 Severe to be reduced to a critical state

A

Requires 3 Heavy to become 1 Severe, even when striking same limb. 1 Heavy, 1 Severe

S

Requires 4 heavy to become 1 Severe, 2 Severe before being reduced to critical state

2.7a) Combat Stamina

2.7a-1) Combat Stamina is utilized each turn a character does a stamina taxing action. Combat Stamina is a new system that is being introduced and tested and still can be revised and changed. Combat Stamina taxing actions are such as attacking, dodging, casting techniques, and various other actions.

2.7a-2) At E a character will start with 6 Combat Stamina, after using these up a character must refrain from using a stamina taxing action for 1 turn before it starts to recover. Combat Stamina will return each turn as long as a stamina taxing action isn’t being used and will reset the turn count if it is.

2.7a-3) A character can still do stamina taxing actions after their combat stamina runs out, but they receive the ‘Exhaust’ debuff, reducing every stat but Stamina and Endurance by 1 for each turn they continue to use stamina taxing actions. After 3 turns they are forced to catch their breath, unable to take any offensive or stamina taxing action while still suffering from the debuff. After this they will recover half of their combat stamina, rounding down.

2.7b) Combat Stamina Scaling

Every 2 steps invested into Stamina will give a character 1 Combat Stamina. Various other perks and even techniques can either increase or recover Combat Stamina during battle.

Inventory and Equipment

1.1) A Character cannot have an infinite amount of weaponry on them, each weaponry must be moved from their Storage to their Inventory. Without additional perks or equipment, a character's overall Inventory space has a score of 5. Each item will have its own number representing how much inventory space it will take up.

3.6a) A character is able to take a Primary weapon into battle with them, this one not taking up any storage space at all. If they want to take extra, they must put it in their Inventory.

3.6b) For Example, Shuriken will take up 0.25 space, Kunai will take up 0.50, and an explosive tag- due to the dangers of storing it will require more space, so it will take up 1. A character could take 12 Shuriken, 4 Kunai, and 1 Explosive tag to be valid in battle and if they want to sport a Katana or Tanto, they could.

4.1) Handseal Speed Scaling

Handseal speed is determined by the handseal speed perk the caster has along with the amount of handseals they are attempting to cast with. 1 Handseal will always be at the speed of their perk, but every 3 handseals slows this by 1 step.

1 Handseals

No Change

4 Handseals

-1 Step

7 Handseals

-2 steps

10 Handseals

-1 grade

13 Handseals

-4 Steps

4.1a) This scaling does not stop and can reduce handseal speed to E if that many handseals are needed to be used. To simplify this a verb would be used to determine how fast a user’s handseals are so they do not have to calculate themselves.