Game Design

Stats

Strength – strength is used in moments that demand physical power and endurance – lifting doors off of their hinges, carrying a heavy load, and even bending steel.

Dexterity – Dexterity is used in moments where physical speed, flexibility, or accuracy are demanded, such as jumping off of a roof, running from predators, or swimming against a current.

Intelligence – Intelligence measures the capacity to recall latent knowledge and reason through logical arguments, and is used in moments such as solving a riddle, recalling the coat of arms of a noble family, or appraising the value of merchandise

Charisma – Charisma is used in communication and measures how capable you are at demonstrating your intelligence to another.

Threads – Threads are metaphysical ties to the Astral Plane that allow you to channel energy from the Astral Plane intro magic, supernatural features, and other things.

Actions:

Whirlwind

Whirlwind is a special attack action that allows the character to strike all 8 opponents surrounding him or her for half damage. Ultimate version allows for full damage. Basic allows for 1 use per day, Advanced allows it to be used every 5 combat turns, and Ultimate allows it to be used every turn for 5-T ale, where T is the number of turns since it has been last used.

Spit Fire

Spit Fire allows the player to consume Ale to strike an adjacent target for d6 damage. Advanced sets the target Aflame (d4 damage on the beginning of your next turn for 3 turns). Ultimate allows you to strike up to 2 squares away in one direction.

Combat Roll

Allows you to move without triggering attack of opportunity Basic allows you to do it every 10 turns. Advanced makes it every 4 turns. Ultimate makes it a passive.

Grapple

Grapple restricts an adjacent target to its location, removes its ability to attack, and every turn makes a maintenance check that is a d20. 1-9 ends the grapple state, and 10 and above does stamina damage. Advanced reduces the end grapple range to 1-5, and Ultimate cripples a random limb from 15-20. Player Dexterity vs. Target Strength check.

Spells

Fortune

Curse

Target takes a -2 penalty to attacks

Bless

Target gains a +2 bonus to attacks

Divine

Target can see the future, which gives them a +5 bonus to attacks, but they are overwhealmed for 3 turns and cannot act.

Mutation

Wolf Claw

Player cannot use weapon, but can deal 1d6 damage as a basic wolf claw attack

Bat Ears

Player can see past concealment

Chameleon

Allows player who stands still for one turn to be “concealed” by matching surrounding environment, making them harder to detect

Whispers

Charm

For 3 turns, target behaves as though he were your ally

Fear

Target will seek out the nearest wall and stay there. They will still fight adjacent enemies, including those impeding them from their wall

Sleep

Target will fall asleep for 5 turns or until attacked

Inspection

Reveal Basics

Reveals Target HP and Stamina in combat.

Reveal Weakness

Causes next attack to cripple target in combat.

Reveal True Name

Unsummons creatures in combat.

Weapons

Ranged

Amagi Longbow – The Amagi Longbow is the pride of the tribe, and the secret to how the tribe has withstood imperial aggression in the past. Range of 20 spaces, but move action must be spent to draw the bow without Bow Training.

Imperial Crossbow – Able to ignore armor with Crossbow Training, the Imperial Crossbow is the centerpiece of the “progress” brought about by the Imperial Civil War - a device created for the sole purpose of killing armored members of the Imperial Household. Range of 10 paces, and the move action must be spent loading the bolt and winding the cross.

Melee

Hooked Axe

1d8 damage. Axe training allows for the Hook to be used, which trips an adjacent enemy and leaves them defenseless for 2 turns, but consumes 4 Ale at end of combat.

Gladius

A small blade that deals 1d6 damage. Sword training lets a character attack twice in one round.

Dagger

A small blade dealing d4 damage in combat. Hidden Dagger training allows the dagger to deliver instant kills in some conversation trees based on a Dexterity check.

(Arrow) deals d4 damage. Consumed per shot of a bow

(Bolt) deals d4 damage. Consumed per shot of a crossbow.

Movement

Movement within a town is freeform. Movement outside of town is grid based and consumes food and ale based on the terrain and party size

Training

Sword

Axe

Dagger(Hidden)

Bow

Crossbow

Sneaking

Body Paint

Whispers

Fortune

Mutation

Inspection

Items

Leather Armor

Gives damage reduction of 4 damage per attack, which is dealt to Armor’s durability instead. Leather Armor has 120 durability to start.

Bearskin with loincloth

Clothing set. Standard attire for the Amagi Tribe.

Imperial Tabard

Clothing set. Standard attire for one of the Imperial Guard.

Amagi War Dog(Paint)

Delays up to 4 damage per attack until a more convenient time, at which point said damage is dealt to Stamina. Stores up to 80 damage. Proper resting automatically restores Paint to zero. Requires Body Paint training to wear.

Titles

Titles are names given to the player that the world uses to reference them, such as Wanderer, Pilgrim, or Defender. Characters should react differently depending on your title.

Food

Food is consumed during travel. You can store 150 units of food in a basic pack, with more being storable once you get a horse, some saddlebags, a wagon, etc. Traveling without food will cause your stamina to not replenish between battles.

Ale

Ale is consumed during travel

Gold

Gold is money. You buy things with it.

HP

Health Points represent a character’s physical condition. The base score is calculated by (Strength \* 1.5) + Threads. The only way to regenerate Health is resting, which provides full health restoration

Stamina

Stamina represents a character’s ability to participate in battle. The base score is calculated by (Threads \* 1.5) + Strength. Stamina is fully restored between combat.