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 featutures, and other things.

Actions:

Whirlwind

Spit Fire

Combat Roll

Grapple

Spells

Fortune

Curse

Bless

Divine

Mutation

Wolf Claw

Whispers

Inspection

Basic

Weapons

Ranged

Amagi Longbow

Imperial Crossbow

Melee

Hooked Axe

Gladius

Dagger

(Arrow)

(Bolt)

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

BodyPaint

Whispers

Fortune

Mutation

Inspection

Items

Leather Armor

Bearskin with loincloth

Imperial Tabard

Amagi War Dog(Paint)

Apple Juice

Quests