§Heros§

Of

§The Third Planet§

Starting the game you have three options

1.Create new hero. This option you create a hero using any of the unlocked elements you have gained (Classes, races,etc.)

2.Use old hero. This option continues using a hero you have already created.

3.Use Legendary hero. This option is only available if you have a character in the actual game of CRKM. You create everything about them with the DM permission. (AKA Curtis Miller). For example Corben can play as Woad. No one else can.

Each hero needs a character sheet you can switch between each hero anytime you start.

Certain aspects are lost for different heros.

You won't have as much money as a more experienced hero and you lose any progress in temples unless otherwise specified.

But some things are shared with all your heros

Deity level. Explored areas are still known and you can switch items with different heroes who can use them as well.

§Deity Level§

This refers to experience gained over all and unlock unique powers and items as you level up.

This is a sheet you must keep safe it is separate from your hero's character sheet.

Deity Level gains xp as you fight a kill gives you 2 points a assist gives you one. Killing a boss gives you 5 while assisting in killing a boss gives you 4. It can also be gained by other means. (Ask DM for more details.)

§Hero Level§

This refers to experience gained by your hero. New Levels unlock abilities and add points to aspects such as Health Magic etc. xp is gained by killing a enemy. Assisting gives you half the value. But with bosses everyone gains the listed xp.

§Fighting§

In combat you start by rolling a initiative dice to see if you fight first. Out roll the enemy to start first.

To attack you must roll an attack dice to see if you succeed in hitting them. 1-3 is a miss.

4-6 is a hit. Then roll for damage. 1-2 minus how far away it is from 3-4, 3-4 normal damage.

5-6 add 1 for how much higher it is from 3-4. You can attack using combos if you roll the combo dice success fully 1-2 is normal and you won't combo 3-4 is successful and lets you hit and roll again. 5-6 is critical and you hit 2 more times and let you roll again. When using a power or ability you must roll a ability Dice. This determines what tier of power it is. 1-2 tier one normal ability with no bonus. 3-4 tier two powered up and with one bonus. 5-6 tier three super powered up and with 2 bonus. Each tier powers up the ability affect with times the tier number for example if a long shot got powered up to tier three it gets 3 times the damage and range. Bonuses are random and the DM determines this. When enemies are attacking you may roll a Defense dice to reduce damage. Or use a defensive or avoidance ability if unlocked.

To attack enemies you must be in range. To move roll a movement dice. 1-2 moves you half way, 3-4 moves you there. 5-6 lets you move and attack in one go.

You can do actions in combat (movement attack abilities etc.) as many times as shared strength and speed divided by half. Example Catredknightman has 15 speed and 10 strength he has 10 shared and has 5 actions.

§Outside of combat§

When you are outside of combat movement and other actions are free. But puzzle solving and observing are not. To use intelligence you roll a Intellect Dice. The DM determines what happens with each roll number.

§The Shadow Dice§

This Dice is rolled only in boss fights with different consequences accordingly. It is advised that you avoid the effects no matter what.

§The Map§

Temples that are not completed will be lit up complete temples will be shaded in. If you explore an area it will be revealed on the map for all your heros.

§Death§

If a hero loses all their health whether in or out of combat they pass out unless they have a hero's soul. Ally heros can revive fallen heros when combat is done or with special magic and potions. If all hero's pass out then they are revived at the cat human castle. The downside? there is none. When you return to your last location there will be a corresponding number of heros souls for later use. Note each hero can only have 3 heroes souls at a time.

§Equipment§

This is simple equipment adds and subtracts different aspects of your hero. Health, Strength etc.

You also must have a certain hero level or deity level to use some armor and weapons.

§Shops§

You can purchase and sell a variety of items at shops located at the castle and villages.

Items prices will be determined by the DM judging by certain aspects of your items and hero.

§Drops§

Items and other things will sometimes be dropped by enemies and chests. These items are determined by rolling a initiative dice. The drop will be determined by the DM.

§Relics§

Relics are special Items that spawn only once per party. These are weapons and Items that Catredknightman used or found on his different adventures. (This are not necessary to the story as he can eventually get them all back himself.) They provide unique powers and cannot be sold.

§Quest§

The quest will vary for the section you play on. In order to unlock sections you must first complete section one. The sections can vary and will take time to completely be available. You can also redo a section with a new hero to level up all your heros evenly.

§Questions§

If you need any additional info you can refer to the DM and he should be able to answer them.

§ADDITIONAL NOTES§