

# MISADVENTURES RULEBOOK

Hello guys! This is Xeralex and I would like to introduce you to a little fun idea I have been making for a while with the help of my hubby and a bear bro of mine, and the help of our patrons!

This is a guide rulebook for those that they enjoy playing tabletops games, and want to try it out something new. The rulebook provides a simpler battle damage, and action system, friendly for newcomers, but also a unique leveling system, simply for beginners, but still with various combos, and tactics for veterans to discover and try out, as the level up to higher difficulties.

This rulebook contents includes:

- Misadventures playing system guide and basic rules (pdf)
- Character creation guide (pdf)
- Skills guide (includes: active, passive, and profession skills) (pdf)
- Statuses guide (pdf)
- Equipment guide (pdf)
- Character creation sheets (png pics and pdf files of them for your to write down the details desire)

And this is only the beginning! I am aiming to make this the first of many release to come, with new adventures, maps, equipment, npcs, and a quite a few hours of adventures alongside them! There are many worlds out there, and many more ideas, and BWU cant wait to start share them as many as we can with you all ^3^!

Now then, without any further delay, let us begin, shall we ;3!!

**\*(Small note:** their might be minor changes on the rules, mainly either additions of new skills, classes, items, or power balancing of already existing ones, as the rulebook is still on its early stages)

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## **CHARACTER SHEETS**

All OC created in the stories have their own stats sheets, that carry their hero's story/ background, along with their items, equipment and stats, that are used to interact with the world, combat scenarios, and etc. The sheets are provided this way:

- pg.1 – OC's stats, equipment, racial abilities, personal Attribute, Buffs and De-Buffs
- pg.2 – Active and passive skills
- pg.3 – Profession skills, Patron's Buffs, and Magic bag.
- pg.4 (and up to 6) – Hero's picture, and backstory.

### **1 - pg1: OCs stats/equipment/racial abilities**

In this page, the players are given the Stats, Equipment, Weapon skills, personal Attribute, Race and Racial abilities, and Statuses slots for their OCs.

**-STATS:** Let's start first by explaining a bit about the stats. In this guide, the OCs have 4 types of stats. These are:

- **HP:** Health points – health indicator of your heroes.
- **ATK:** Attack points – the summary of all your attack that you can do. (summary of OC's basic ATK + equipped weapon ATK + passive skills)
- **SPEED:** Speed points – these points play role on determine who will move first on the battles. The battles system (more details about it bellow) is a turn-based one, and so the OCs with the higher speed shall act first.
- **MV:** Movement points – shows you how many blocks you can move on the map during the battle. As some of you know, in tabletop games, events like battles, do tend to happen in custom made maps for the adventures. There you will be given the option to move your OC around in a chess-like board, and take actions to run closer to enemies to attack in close combat, or defend against incoming attacks, or reach for the higher ground to cast a spell, or pour a volley of arrows, etc!

\*Now, not all can ofcourse do all that, so you can always also have a simpler adventure, with simpler maps just for the view, and yes, that means you can forget the movement points if you want, for your adventure.

\*\* Also, if you are a new DM and can't think, or you are not experience enough yet to make your own maps still, do not worry. There are many other games out there were you can use on your own custom made

campaign, and also you could use our pre-made campaign that we prepare along with the guide ;3!

\*\*\*As for the more veteran players may have noticed, there are no defense stats in this guide. That is because of my goal to create a simpler stats system, that is easy to learn and help new players, but still provide a nice little challenge for the veterans that play longer campaigns. There will be items, and skills that will provide you with a good amount of protection and damage advantages, like these games meant to provide ^.^!

**-PERSONAL ATTRIBUTE:** The personal attribute of the OC, that its main role is to determine the damage done and receive. You decide what that may be on your OC's creation.

**-RACE AND RACIAL ABILITIES:** The race of the OC, and their abilities they come with. All creatures of the Known World have 2 personal passive skills.

(Ex: -Orcs / Half-giants / Dwarves : Brutes→ Gain +1ATK , Naga/ Gobolds/ Reptilians→ Slippery= chance to avoid 1st attack on them, Elves/ Demons / Gargoyles→ smooth talker= better chance to persuade someone, etc etc.)

These abilities are passive abilities that the OC can be created with, that will grand you variant small buffs, to use in various situations.

\* Further details about the races and their abilities, on the [Race guide](#)

**-WEAPON SKILLS:** The weapon skills are attacks you can perform with your weapons. Unlike your active skills, those are skills that you can perform without the same cost as your active skills have. You always start with 1 skill, depending the weapon you have equipped. You can learn 2 more skills for your weapon of choice, if you decide to learn to master that set weapon, via a profession skill.

\*Further details for weapons and their skills on the [Equipment guide](#), and for the profession skills on the [Skills guide](#)

**-EQUIPMENT:** The equipment slots available for your oc. All together your equipment slots are 7. These equipment slots are:

- Your weapon slots:

- R HAND
- L HAND

- Your armor slots:

- HEAD
- TORSO
- LEGS

- And your accessories slots:

- TRINKET 1
- TRINKET 2

\*Further details about the equipment, on the [Equipment guide](#)

\*\*NOTE: some of you may already have this question for the weapons, so will add it here as well as the weapon guide, and OC creation part: Yes, you can have your OCs be either left handed or right handed as how to hold their main weapon. You must though point this out on your OCs backstory and his details before the adventure begins as it will be a personal trait of your OC.

**-STATUSES:** The statuses are the active Buffs, and De-buffs, the OC has. All and all, its a small section dedicated to keep track on the powers ups, or curses they have own them, during battles, or full active all time.

\*NOTE: PLEASE, BOTH DM AND PLAYERS KEEP IN MIND: Do not try to abuse this section. This is mainly to help you keep a few notes for your encounters, during your adventures. Mistakes can always be made, but if you try to cheat through it, just know that this will never have a good end for the cheater's end, regardless to who they may be. (On this note, a small advice for DMs. In case you want to create a permanent de-buff for the story, like a sort of "area or land curse" make sure to have inform before hand your players about it. It always feels better for all when they know a little about the world or the kind of the story you like to play. Like inform them that " I make worlds with random curses, that build the story" etc.)

\*Further details on statuses and what they do, on [Statuses guide](#).

## **2 – pg2 OCs Active and Passive skills**

In this page you will find the slots where you can write the Active and Passive skills the OC has.

**-ACTIVE SKILLS:** Active skills are the “special moves” skills, all OCs can have, that use them to during battles, mainly. The Active skills have three sections for their details:

- A/P (Ability points): Each of these abilities can be used a specific amount of time. Its ability has its own amount of A/P. These points can be recovered via potions, or resting action.
- Attribute: the attribute power the skill has. All action skills has their own attribute, thus when you use a skill, your target will react depending by their attribute.
- Skills details: In sorts, the details of the skill, like range, side effect, and damage/healing done, etc

**-PASSIVE SKILLS:** Passive skills, are powers and /or skills all OCs have learned over time, and grant them unique bonuses for each of the individually. Unlike the active skills, these skills are always active. These abilities variate from ones that can turn the OCs into a big power house, to turning them into a full glass canon.

\*Further details on Skills at whole, on the [Skill guide](#).

\*\*Yes this will include on the varius ways to learn the skills, and the other places, and/or ways skills can be used, and learned.

## **3 – pg3 Porfession, Patron’s Buffs, and Magic bag**

In this page, you will find the Profession skills, your Patron’s buffs, and your Magic Bag slots.

**-PROFESSIONS:** The professions are similar to the passive skills that the OCs can learn, but unlike action and passive skills, they are skills that must spend time and specific actions in order to develop and or learn. Like everything in our lives, you need time and effort to dedicate to learn draw, to play an instrument, to fix a car. So too are those skills. And the reward variate on those skills as well, like an artist can make a full copy of a map, or a builder can locate a secret room, or know how to break a door, ect, ect.

\*Further details on the professions, on the [Skill guide](#).

**-PATRON'S BUFFS:** The Patron's buffs are unique passive buffs, that are given to the OCs by Gods, Demons, or Demigods of the known world, by various ways. Mainly they are extra Buffs and/or De-buffs for your OCs, that they can be either obtained or removed by special means only.

\*Further details on them on the [Deities guide](#)

**-MAGIC BAG:** The magic bag is your item bag. A special bag crafted and given to adventurers of the Known World. The properties it has are:

- It can hold up to 12 items at a time, but if you want, it can hold up to 999 maximum of the same item

- No weight penalties, as these are counter by the limit the item slots the Magic Bag has. Yes, that means you can literally stack inside it things you can find a way to put them in, like builders, chests, or even bookshelves! Just remember you must be able to lift them first to put them in there <XD.

- It cannot carry living beings. (Sorry free riders, but you must learn high tier spells before catching up on this ride X3c!)

\*Note: Do not let this limit of the Magic Bag worry you, as you can always craft on your adventure ways to increase little by little your Magic Bag's item slots limit.

EX: - Start the adventure with fewer item slots, and increase them with rewards from finishing quests.

- Make in the story possibly for your adventurers to research ways by themselves, or by hiring enchanters, or craftsmans.

- Make it so, all adventurers have only one big Magic Bag, that they can share at the same time, like one being at the city, and the other on a mountain, and use it to transfer items that are needed for fast travel, or to steal an item in an easier way. And not get caught for it, as another party member had already removed it from the bag, as planned...!

And so on...

At the end, the final use on the Magic Bag, will be on how you will build and play your game, so make sure you set those rules at sessions Zero all ^w^!

#### **4 - Last pages: Heroes picture and backstory**

A few pages dedicated to introduce your OC, to the group and the DM.

\*Note for both veterans, and newcomers. Being around 3 pages it does not mean you have to fill them up all. It is mainly a free space for your to write as much as you want for your Hero that you will make on the adventure you are about to embark with your DM. And also for those that have you have a more immersive story to tell for your OC, you can always have add extra pages to include those details, BUT, before you do that, please always walk this first with your DM. Veteran groups that have played for a long time, do most certainly have a ton of stories and ideas that can make, along with the years of experience, and there are cases newcomers that have some big stories creating for a while as well, but please always run them first with your DM, and don't try to "take over" their world, as "I am the main hero" mentality.

And DMs, you too must respect the backstories of others (as long as they respect yours). Don't try to overtake them, or overshadow them. Both players and DM must do their best to help each other on this part for a fun experience ;3!

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# **RPS SYSTEM (main action system)**

## **1- The RPS system:**

The main action system of the misadventures. Like in every tabletop game, in this too, there shall be various scenarios that the players must take various actions, being a hard and long battle, to a simple relaxing time in a pub, or to just decide who acts first. For these scenarios, we will be using a simple rock-papers-scissors like system (or RPS for sorts), where the heroes must act on, and according on how they fair, then they will be given with the next step of the story.

The RPS system is gonna be represented by the 3 attributes. These are: **Might** (red), **Wisdom** (blue), and **Charisma** (green) (or **M**, **W**, and **C** for sorts).



And like a classic RPS, each of this attributes, will be weak to another. The order goes like this:

- Might (red) > Charisma (green)
- Charisma (green) > Wisdom (blue)
- Wisdom (blue) > Might (red)

## **2-How to start an rps check?**

Simple! First the DM of the group will choose one of the 3 attributes, and will have it standby for the group, without showing them, and then the hero/heroes that making the action, will be their turn to choose one of the 3 attributes, and reveal it in front of the group and DM. Then the DM reveals his choice as well, and then we act on the results of the choices.

## **3-The results are determined like this:**

- Strong vs weak attribute (ex. M>C): win → get the best outcome you could get (ex succeed on getting some discount on an item)
- Same attributes( ex. M=M): tie → get either a good, or a passive outcome (ex fail to succeed to discount, but nothing more)
- Weak vs strong attribute (ex. M<W): lose → get a negative outcome (ex end up making the shop-keep angry and raise his prices just for you ^^;.....)



Now all this is good and all, but you are possibly asking how to actually use the RPS? I mean where is the dice rules? Well simple, you don't actually need them! Yes this system has been mainly made for those that they don't have dice, or desire a simpler method to play other than dice. But still how you can actually play then? Well here are some options how to use this system too:

- You can use 3 cards, 1 for each of the 3 options, to choose from and then set down during actions needed
- Instead of just 3 cards, you can take a small deck of cards, shuffle them and draw each time you make your actions (ex. A regular deck, and have spades be charisma, hearts be might, and diamonds be wisdom, etc. Do suggest an odd number to help a bit too, like from 9 to 30 cards)
- You still want to try your luck? Then take a dice, and put one of the attributes to represent the numbers (ex. For a 6d you could have 2 sides of it represent 1 or the 3 attributes)

The DM also uses the same methods too, but they must have their hand hidden, and revealed only after the player/s have made their final choice first.

Now, some also may find this action system also quite more simpler, to just do one RPS action to determine the outcome. Well, don't you worry, because you can increase the difficulty of the system too! How? Simple! All you need is just increase the RPS actions needed to be done for the specific event that the heroes are undergoing.

Ex:

- Try to cook some dinner with some rare meat, with high cooking skills / do 3 RPS actions, and succeed at least 1/3 of them to pass it
- Try to steal a sleeping jailer's keys / do a 2 RPS actions, and just pass with a draw both to succeed
- Try to defuse a bomb!? / QUICK! DO A 4 RPS AND SUCCEED IN 3 TO STOP IT O.o...!!!

As you understand, it is easy and simple to increase the RPS difficulty increase, as it is to use it.

Now for all home-brew stories, how the events will happen, and their difficulty, will be up to your DM to decide that, or it will be decided by the story guides that you have.

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# URNS AND BATTLE SYSTEM

## 1- Turns

Now, we can't have a fantasy game without having a turn and battle system too, right ;3

Like most of the tabletop games, this guide's action system too shall be a turn-based one. Almost every interaction in the game shall happen via an "Action Turn".

During the players' OC turn, each OC can take one action they wish to do, for example, they are in the city and they may want to go and explore it, to buy things, or to find a nice place to sit and eat, or maybe find a place to train, etc, etc. Doing what they deciding to do, concludes the players' action turn. After that it will be up to DM's hands to determine how their story goes from there on. A small note here for the DMs and players alike is not to forget to be precise on what your actions are, as the details can help big time on the story progression, especially when it comes in bigger team of players in the game all together.

Lastly, but not least, the order of the Turns is determined from the **Speed points** the heroes/ npcs/ enemies have. Those with the highest speed points shall always interact first.

\*In case you have a 2 OCs with the same speed points, then you just need to do a quick RPS to determine who shall take the first action.

\*\*Like always, if you don't like the speed points idea for your campaign, you can always set your own action system at a whole.

## 2-Battle encounters

Most fantasy ttrpgs have battle encounters. But unlike most video games, in the tabletop genres the encounters are more random based, and depending on the actions the players take, can determine the kind of these encounters shall be.

There are 3 possible ways a battle shall begin:

- **Normal:** You and your group, run into some monsters. After you take quick positions, you begin the battle. The battle take turns between your party and the enemies. The hero, npc, and/or enemy with the higher speed points goes first, and the next one and so on.

- **Opportunity strike:** Your group has managed to get your enemies off-guard! The hero group gets to attack first. Then, the turns return to normal.

- **Ambush**: Your group has been caught off guard, and all the enemies take an opportunity strike on your team. Then, the turns return to normal.

Now a small note for the skills during the battles:

-In **Normal** battles, passive skills, and/ or skills from equipment, that can grant you advantages, will be followed as normal, but

-In an **Opportunity strike** or an **Ambush**, only the acting team shall be able benefit from their passives, and/ or equipment powers, and the only skills that the enemy team shall have available to re-act on an ambush attacks shall be the skills passive skills that are always active such as defence boost skills.

\*In battles, you can make this even an easier decision and determine this outcome of who acts first too, via how the encounter begun:

ex: - if you have ambushed the enemy, then your OCs act first.

- if you are being ambushed, then the enemy OCs act first.

(this always will be depending on how the DM and the group wish to play ofcourse, as said they can determine the order their turns in a different way too, if you have one.)

### **3-Battle Turns**

Like in normal interactions, in battles too, the players are given Action turns to take, only in battles, they are also given a selection of **ACT** actions to take.

The **ACT** actions are:

#### 1) Attack actions:

In each battle turn, all OCs get to do 2 attack actions. Those actions are:

- 1) Attack: use your equip weapon and attack your target.
- 2) Use Skill: use one of your active skills to your target/ area of choice.
- 3) Use item: use an item from your bag, to your target/ area of your choice.

You can do any of those actions even use them twice on the same turn, like spend both turns using only skills, or only items, or use them to do one of each. The decision is yours.

2) Move action: use your **Movement points** to move around the map. Many ttrpg will have an area to move around on, to get closer to your target, or further, to avoid them all together. The

You can always move once if it is your turn, and you can choose to move before or after you used your Attack actions.

You can't use move only if you are immobilized during battle.

4) Defend action: guard against incoming attacks, decreasing your incoming damage.

You cannot use attack actions if you defend.

You can only move half way only when you defend. If you wish to attack then you drop your Defend action, to you use an Attack action

You can only defend once per turn.

If you use a Defend action, then you can only use 1 Attack action on your turn.

\*(suggestion for those that want to play tanky roles, you can always attack, and then defend before your end turns too, to keep up your defence stance better)

5) Wait: End your turn. (always available)

\*If you are unable to use the **ACT** actions due to side-effects/ debuffs/ curses, and you may end up missing your turn because of them, yet this will still count as a full action turn for you.

\*\* You can always run a simpler campaign if you want with no movement options too, like classic turn-based games, when you encounter battles too. This is always up to you and how you want to run your game.

#### **4- Damage elemental types:**

Like in every fantasy guide, the attacks and skills in your disposal have their own elemental types. These elements will help you perform various strategies along the way.

- the Elements are:

1) **Might** (red/ M)

2) **Wisdom** (blue/ W)

3) **Charisma** (green/ C)

Yes, the 3 attributes are also used for the elements of the guide, and they are used in the same way as well. Each is weak to another and plays as a multiplier to the final damage done, which will be explained on damage calculating bellow.

## **5-Damage calculating:**

Now that we have the turns bases down, time to see how we get calculate the damage done in the system.

Similar to the RPS system, the damaging system is also a simpler one, too. You simply subtract from your target's HP the ATK points the OC that does the damage. Done!

Well almost that is. Like said a moment ago, in this guide we have 3 elements, and although most simple attacks don't have an element, the skills do, and so we have one more multiplier in the damage result, and so, depending on the kind of action, and element, the results of the damage done is as follows:

1) When you attack, or getting attacked

- against same attribute - (x1) (M → M)
- against weak attribute - (x2) (M → C)
- against strong attribute - (x0.5) (M → W)

2) When you defend, or enemy target defends

- against same attribute (x0.5) (M → D)
- against weak attribute (x1.5) (M → C)
- against strong attribute (x0) (M → W)

Like in the other tabletop games their will be skills, passive powers, buffs, etc, that will increase this, along with Level ups too. Although they will be a little different that what you may imagine, the

## **6-Calculating odd number points.**

Now, no matter how much you try to simplify the numbers system, there is always gonna be some odd numbers pop-out due to time and progressions in the games, like in case you need to calculate double damage, or half damage, but you have numbers with comas as result from your calculations like 1,75, 8,9, 345,867, etc, etc, . So for those cases, the final result is simply made by the first number from the coma. Meaning:

- if number is 1,1 to 1,4 the damage you take/ do is 1
- if number is 1,5 to 1,9 the damage you take/ do is 2

This applies for damage dealing, healing, and resting.

\*\*All these applies for the heroes, npcs, and enemies, alike.

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## **EQUIPMENT**

All brave need to have their own equipment and garments, now, don't they ;3c

In the misadventures guide there are 7 equipment slots:

- 1- Main hand
- 2- Off-hand
- 3- Head
- 4- Body
- 5- Feet
- 6- Accessory 1
- 7- Accessory 2

- (1-2) Main and off-hand equipment slots are the weapons. Heroes can equip weapons to each hand, or a weapon on one hand and a shield on the other, or hold 1 two handed weapon (ex: greatsword, bow, staff, etc)

-(3-4) head, body, and feet equipment slots are the armor. Armor grants defense boosts, along with some HP. The better the armor, the more the chances to survive out there ;3c!

-(6-7) Accessory 1, 2 are your trinket slots. Special jewels or items found along your journey, granting you unique passive or active skills as long as you wear them.

### **Equipment types:**

#### **1- Weapon types:**

- one handed: weapons that can be held in one hand
- two-handed: weapons that require both hands to be hold

#### **2- Armor types:**

- heavy armor: Armor type that focuses on HP stat, but do decrease the SPEED stats
- leather armor: Armor that grants a balance of HP, SPEED, and ATK stats
- cloth armor: Armor that focuses more on ATK and SPEED stats, but provide less HP stats than the other armor types

#### **3- Trinkets/ Accessories:**

-mainly trinkets are miscellaneous items,like a necklace or a ring, but there can be a random other variety too, like a simple magic rock, or a carved totem, etc. Those items usually provide a small boost to specific stats and/ or passive skills.

During the Character creation, you will be given a selection of choices for weapons, armor to begin and sometimes trinkets too, for the players to choose from for the OCs. This ofcourse will always defer depending on the story setting all together.

\*Note: please on character creation please do respect the rules of the campaign given by the DM, and not try to go overboard with a new oc that just getting started. Your OCs are not gods that are waiting to decimate the world, but heroes of their own stories, that are just getting their humble beginnings most of the time. So try to focus on simple things for a fun start for you, that will slowly and steady evolve to as your adventures goes on.

\*\*There isn't any specific rule for the equipment other than these, but do not let that stop you. If you desire to add personal rules in your campaign, like durability loss or sideeffects for using your fist while wearing a ring, etc, etc, please do! But do just make sure you let your players know in advance about the rules you have added always ;3!



## **LEVELING SYSTEM**

Now, after all those details you must be wondering a bit about the leveling progress for this system. Welp, wait no further, but also be ready to be surprised a bit as well, because unlike most games, in Misadventures your OC doesn't have level ups. Yes, you read that right. Instead of Hero level ups, you level up your skills and equipment. Thanks to the simplicity of the Base stats, the leveling system of the guide is made too in mind in a simpler way as well, but still will provide enough challenge along the way too, for the longer run campaigns as well, as the evolution of each skill and equipment options can provide quite enough combos and possibilities for the more veteran players.

With that said allow me to explain how the level up system will play on this guide:

### **1- Active and Passive skills Level ups:**

First we will talk about the Active and Passive skills. Both of them level up the same way. During your groups' adventures, you will get to do various quests, and battle beasts too, all that will provide you with a number of experience points (or EXP for sorts). This EXP can be spent later in resting areas, such as towns, inns, personal camps, to level up your skills of your choice little by little and evolve them to a stronger form. The max level that each skill can reach is 10. Ofcourse each skill that you learn for the first time, it shall be at level 1.

Now the required EXP for each level up is:

LEVELS UP	EXPERIENCE REQUIRED
1 → 2	50 EXP
2 → 3	125 EXP
3 → 4	250 EXP
4 → 5	375 EXP
5 → 6	500 EXP
6 → 7	625 EXP
7 → 8	750 EXP
8 → 9	875 EXP
9 → 10	1000 EXP

Note: Once you level up a skill your EXP will go back to zero, which means you must spend the all the amount required as said in the guide up here, to reach the next level.



\* They're will be a few skills that will not have level ups, or level up in different ways too, but those selections are very few for the active and passive skills.

## **2-Professions skills**

Unlike the active and passive skills, the professions skills level up in different manner, as you need to spend in-game time on them.

Ex: your weapon masteries professions shall need your OC to dedicate a few days to train with his sword to level up that skill, and the more level it the more time it shall need to reach the next level.

The max level of the profession skills is 5.

## **3- Equipment**

All your equipment can level up and increase its efficiency, little by little as well. In order to level up your equipment you will need a Blacksmith for the majority of your weapons, heavy and leather armor , or an artificer for weapons and cloth armor.

If you don't want to find and NPC to do that, you can always make your OC to learn those professions themselves (but keep in mind you will need to level up those professions too, in order learn leveling up your items as well).

Your equipment can level up to 7 times. These levels are:

1- Common (white) – A common quality of every starting equipment

2- Fine (blue) – A little better quality of equipment made by dedicated practicing smiths. A small but noticeably improvement on stats than common equipment.

3- Rare (green) – A really better quality of equipment made by dedicated learning smiths. A noticeably improvement on stats, and sometimes with a 1-2 extra buffs

4- Exotic (yellow) – Equipment made by really rare materials and dedicated craftsmans' of their arts. A great improvement in stats, and always has 2-4 extra buffs.

5- Masterwork (Orange) – Higher quality equipment made by true master craftsmans, practice over the years. A far greater improvement in stats, along with 2-4 extra buffs.

6- Treasure (red) – The highest quality a craftman can hope to reach and make by themselves, after dedicate and long years of reaching the peak of their arts. Always provides up to 3-4 extra buffs, and also it is said to provide unique skills for their wielders.

7- Legendary (purple) – Equipment that have been touched by magic and divinity itself. Tremendous powers dwells inside those weapons, along with extra unique skills provided by it.

\*There will be a few alternative options to level up the skills faster, as well, but it will be up to the DM and the story you are playing, if those methods shall be included and/ how often will the occur.

## CHARACTER CREATION

### 1-Base stats:

The base stats are you OCs, well, base stats, that will exist without any  
Now there are 2 ways to decide your base stats.

1-

Now there are 3 starting archetypes builds you can pick to make your oc, that will determine your first stats. I decided to make those connected with the body types of the OC you have in mind to create. These body type builds are **Speed**, **Tank**, and **Damage**. The body type will only determine your starting archetype's stats. The rest of the stats like your base Element, height, race and abilities, are chosen directly by you.

The stats for each archetype are:

## **MISCELLANEOUS**

**WORLD'S TIME PASSING**: simple like our world, the Known World has:

- 24hr per day,
- 7 days a week,
- 4 weeks a month
- 12 months a year,

## **RESTING**

In the game if the players have:

- 2 hrs resting then they have restore 25% of HP and A/P
- 4 hrs resting then they have restore 50% of HP and A/P
- 6 hrs resting then they have restore 75% of HP and A/P
- 8 hrs resting then they have restore 100% of HP and A/P

## **TIME PASSING IN GAME**

This really can be determined by whatever and however way you want to run your adventure, and can be talk out early by the DM of the group to set how things play out.

But, have made a simple

- for a group of 1 to 3 players, 10 minutes are after they all are had 2 action turns each

- for a group of 4-6 players, 10 minutes are after they all had 1 action turn each

- For a groupd of 6+ players, 20 minutes are after they all had 1 action turn each

\*(action turn described on Turns)