

SKILLS GUIDE

(Note: still under development, guide's details may possibly change before final results release)

Time to learn a little bit about skills on the Misadventures guide. As you may have read on the earlier rules-book, Misadventures OCs do not have personal levels, rather they level up their personal abilities, skills and equipment. In this section of the guides, you will read in detail the available skills you can have to build your OCs for your games, how they can learn them, what the skills can do, and what they need in order to upgrade them.

The guide will be separated into 3 parts. Those are:

- Class skills
- Profession Skills
- Patron's Skills
- Unique skills

Without further delay, let us jump into the guide's details!

1 – CLASS SKILLS

In sort, class skills are the active and passive skills your OCs can learn and use during your adventures.

In more detail though, they may defer from what you imagine from just their name. To explain better what I mean, all the active and passive skills have been organized into categories, with each category is called "class", but that does not limit your oc from learning them! No, in fact all of you can learn whatever skills you may want. Say you want to build a fighter that uses a sword, but also uses fire balls, or you want to make a priest that has a whip instead of your typical staff, or you want to make a big brute minotaur bard, that has a big battleaxe as a weapon that he uses as a badass guitar as well! Welp, the misadventures skill system allows you to do just all that, as you can build your OCs the way that you like. It may sound too good for new players, or too much freedom at first to the more veterans, but believe me when I say it isn't, as the system is made this way that it will be helpful for the new players to have a nice,

simple, yet fun start for the stories, and a good challenge for the veterans too, as the longer their campaigns become, the more they are given the chance to explore and develop their powers, and challenge themselves with the possibility of combinations they could go after.

Now then, with that said, let us dive and check out the skills sets that the Misadventures world has in store for you ;3c!

- Warrior

Lore: From the early days of the Known World, and ever since the first Orcs walk on these lands, many among them had a weak affinity towards magic, but that did not made them any less stronger. If anything their physical prowess was quite extraordinary, and the bravery and pride of the Orcs only added to that. Strong, yet resilient, always ready to jump into action, born guardians of the weak against various threats over the centuries. They were the first Warriors of these lands, with mastery of many close combat skills, strength and defense boosts.

Active skills:

- Mighty Strike / AP:4/ **R** / A strong attack with your weapon. Does +3 ATK along with your main ATK points.

(each +1 lvl up gives +1 ATK, each +2 lvl up gives +1 AP)

- Rush blow / AP:2 / **G** / A rushed melee attack to your target. Always attack first when you use this skill. Does +1 ATK along with your main ATK points.

(each +1 lvl up gives +1 AP, each +2 lvl ups gives +1 ATK)

- Sucker punch / AP:3/ **R** / A strong punch capable of interrupting your target from their action.

Does always 1 HP damage, Stun target for 1 turn, Stun for 2 turns if target weak to R attribute.

(each +2 lvl ups gives +1AP, lvl 5 stun for 2 turns, lvl 10 stun for 3 turns)

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Passive skills:

-Brute strength: You are a brute... What more is there to say?

+1 ATK permanent boost

(each +1 lvl up gives +1 ATK)

- Rage: Your anger fuels your strength to deliver stronger attacks

+2 ATK when HP 10% or less. If HP more than point said, Rage buff resets.

(each +1 lvl up gives +5% to limit HP, each +2 lvl up, +1 ATK)

- Thick skin: Each battle fought has made you and your skin tougher +10% HP permanent boost of your main HP

(each +1 lvl up gives + 2% HP)

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Rogue

-throw weapon

-backstab

-pilfer

-double-slash

-smokebomb

sneaky

Wizard

Fireball

Firewall

Flamestorm(hits multiple enemies in an area)

Icelance

Icewall

icestorm(hits multiple enemies in an area)

Thunderball

Thundershock (up to 3 enemies)

Thunderstorm (hits multiple enemies in an area)

Telekinesis (levitate objects from 6 blocks away, can stun enemy for 1 turn, if use items to attack enemies, they take half of the ATK points the item has. If items have only HP, then they do the 1/4 of their MAX HP)

magic armor (+5% HP, +2% lvlup)

magic essence (+2 atk, -5% HP. -5%hp lvlup)

Clairvoyance (dodge first attack)

fire affinity -???

ice affinity -???

thunder affinity - ???

Ranger

Priest

pray

holy strike

holy shield

Shaman

Earth strike

*Small Note: The DMs will always play a big part on all this too, as they must try their best with depending to the kind of game they want to run and contribute to provide the necessary skill providers, contribute enough EXP sources, and powers ups, depending on the occasion and the campaign they shall prepare for their group. But please do not let this frighten or discourage you, as the guides are here to provide solutions, and options to help you as much as possible, too.