

Name		Goblin			Fighter
		Race			Class
3	Bonuses		Other Stats		
	Melee Dmg :	1	Total HP:	20	
Strength	Action Points :	1			Level 1 Ability
1			Total MP:	18	
	Hit Points per lvl:	0			
Stamina	Physical Resist :	0	Initiative:	d6	Level 2 Ability
10			Armor:		
	MP / lvl :	5	Movement:	5	
Intelligence	Mag Dmg :	5			Level 3 Ability
6			Armor:		
	Range Dmg :	3	Strike Bonus:	1	
Cunning	Magic Resist :	3	Dodge:	6	Level 4 Ability
Weapon					Level 5 Ability
		Hate:			
Armor					Accessory
		Level:			
		Cost:			3

Name		Dwarf			Town Guard
		Race			Class
8	Bonuses		Other Stats		
	Melee Dmg :	4	Total HP:	12	
Strength	Action Points:	4			Level 1 Ability
3			Total MP:	6	
	Hit Points :	1			
Stamina	Physical Resist :	1	Initiative:	d6	Level 2 Ability
3			Armor:		
	MP :	1	Movement:	5	
Intelligence	Mag Dmg :	1			Level 3 Ability
1			Armor:		
	Range Dmg :	0	Strike Bonus:	1	
Cunning	Magic Resist :	0	Dodge:	7	Level 4 Ability
Weapon					Level 5 Ability
		Hate:			
Armor					Accessory
		Level:			
		Cost:			

3
1
3
2
8
6

4
1
8
1
3
1
3

Name		Race		Class
	Bonuses		Other Stats	
	Melee Dmg :		Total HP:	
Strength	Action Points :			Level 1 Ability
		Total MP:		
	Hit Points :			
Stamina	Physical Resist :		Initiative:	Level 2 Ability
	MP :		Movement:	
Intelligence	Mag Dmg :			Level 3 Ability
		Armor:		
	Range Dmg :		Strike Bonus:	
Cunning	Magic Resist :		Dodge:	Level 4 Ability
Weapon		Hate:		
		Level:		
Armor		Cost:		Accessory

Name		Race		Class
	Bonuses		Other Stats	
	Melee Dmg :		Total HP:	
Strength	Action Points :			Level 1 Ability
		Total MP:		
	Hit Points :			
Stamina	Physical Resist :		Initiative:	Level 2 Ability
	MP :		Movement:	
Intelligence	Mag Dmg :			Level 3 Ability
		Armor:		
	Range Dmg :		Strike Bonus:	
Cunning	Magic Resist :		Dodge:	Level 4 Ability
Weapon		Hate:		
		Level:		
Armor		Cost:		Accessory

Monsters

Kobold

Cost: 1GP

Cost/Level: 1GP

+2 Cunning

Big Stat

-2 Strength

Little Stat

+1 Armor

Bonus Ability

Orc

Cost: 3GP

Cost/Level: 2GP

+2 Strength

Big Stat

-2 Cunning

Little Stat

+2 HP/LVL

Bonus Ability

Goblin

Cost: 2GP

Cost/Level: 1GP

+2 Intelligence

Big Stat

-2 Stamina

Little Stat

+2 Ranged Dmg

Bonus Ability

Ogre

Cost: 4GP

Cost/Level: 2GP

+2 Stamina

Big Stat

-2 Intelligence

Little Stat

+1 Melee Dmg

Bonus Ability

Good Guys

Human

+2 Strength

Big Stat

-2 Intelligence

Little Stat

+1 Ability/Feat

Bonus Ability

Halfling

+2 Cunning

Big Stat

-2 Strength

Little Stat

+1 Mag Resist

Bonus Ability

Elf

+2 Intelligence

Big Stat

-2 Stamina

Little Stat

+6 MP

Bonus Ability

Dwarf

+2 Stamina

Big Stat

-2 Cunning

Little Stat

+1 Phys. Resist

Bonus Ability

Big Monsters

Troll

Cost: 4GP

Cost/Level: 3GP

+4 Stamina

Big Stat

-2 Cunning

Little Stat

Heal 4 HP/Round

Bonus Ability

Minotaur

Cost: 6GP

Cost/Level: 2GP

+4 Strength

Big Stat

-2 Intelligence

Little Stat

Range: 0, Damage: 4, Physical

Melee Attack

Bonus Ability

Dragon

Cost: 6GP

Cost/Level: 5GP

Horns

Breath

AOE cone, range 3, 1/level,

1d6 fire magic damage

Bonus Ability

+4 Intelligence

Big Stat

-2 Strength

Little Stat

Cost/Level: 2GP

Mimic

Cost: 8GP

+4 Cunning

Big Stat

-2 Stamina

Little Stat

Treasure Chest

5 gold/level in equipment

Bonus Ability

Monster Classes

Fighter

10

Hit Points per Level

4

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Mighty Attack - Range: Melee Weapon - Deal a bonus 1d6 physical damage on each attack

Level 2 Ability : Improved Armor - While wearing armor gain an addition +2 Armor

Level 3 Ability : Cocky - At the start of the fight, greatly increase the chance this character will be targetted (+10 hate).

Level 4 Ability: Shrug Off - The Fighter gains bonus P. Resist and M. Resist equal to their level.

Level 5 Ability: Flaming Weapon - 5MP - Duration: 5 rounds - Your weapon deals additional magic fire damage equal to its base damage. The enemy must make a P.Resist to resist the base damage and a M.Resist to resist the magic damage.

Sorceror

4

Hit Points per Level

10

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Magic Missile - 2MP - Range 5 - +8 to hit - 1d4 Magic damage

Level 2 Ability : Illusion of Self - 5MP - Duration: 3 turns - Attacks vs character suffer -1 Strike per level.

Level 3 Ability : Fireball - 10MP - Range 5 - AOE circle radius 2 - 3d6 fire Magic damage

Level 4 Ability: True Strike - 10MP - Range: 1 - Duration 1 Rd/Level - Grant an ally +1 strike per level of the Sorceror.

Level 5 Ability: Ultimate Spell - 20MP - Range 3 - AOE circle radius 4 - 10d6 Magic Damage.

Monster Classes

Rogue

6

Hit Points per Level

5

MP per Level

d8

Speed/Initiative

7

Movement

Level 1 Ability : Sneak Attack - The first melee attack against an enemy this character makes deals +1 physical damage/level

Level 2 Ability : Poisoned Blade - If the character did not attack last round, their attack deals +1d10 magic damage

Level 3 Ability : Pathetic - At the start of the fight, greatly decrease the chance this character will be targetted (-10 hate).

Level 4 Ability : Advanced Hide in Sight: If the character does not move apply Sneak Attack damage to all attacks

Level 5 Ability : Shank - Range: Melee Weapon - When attacking, if you deal damage and the enemy has less than 25% health, they die.

Shaman

8

Hit Points per Level

6

MP per Level

d4

Speed/Initiative

4

Movement

Level 1 Ability : Healing Chant - 3MP - Range: 1 - Heal targetted creature for 1d4 Hit Points per level.

Level 2 Ability : Smite Good - 10MP - Range: Melee Weapon - Deal +1d4 magic damage on a melee attack. If it deals damage, that character loses their action this turn.

Level 3 Ability : Elemental Absorbion: Fire - 5MP - Range: 0 - If hit with a "fire" attack, heal hit points instead of taking damage.

Level 4 Ability : Enchant Cudgel - 15MP - Duration: Fight - All Clubs used by allies gain +3 strike and their base damage is doubled.

Level 5 Ability : Dark Blessing - 10MP - Duration: 5 rounds - Range: 1 - The target of this spell deals triple weapon damage. When the spell expires, their HP is reduced to 0.

Townfolk Classes ("Good Guys")

Town Guard

5

Hit Points per Level

2

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Big Attack - Range: Melee Weapon - Deal a bonus 1d4 physical damage on each attack

Level 2 Ability : Shield Other - While adjacent to an ally, all damage that ally would take is redirected to the Town Guard.

Level 3 Ability : Sunder - 10MP - If this attack hits, instead of dealing damage, there is a 25% chance it will destroy the enemy Weapon > Armor > Accessory

Level 4 Ability : Sturdy - Gain an additional 5HP per level

Level 5 Ability : Healing Draught - 5MP - Heal yourself for 3d4 Hit Points

Hedge Mage

2

Hit Points per Level

5

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Mighty Missile - 2MP - Range: 5 - +4 to hit - 1d4 Magic damage

Level 2 Ability : Fire Flower - 5MP - Range: 3 - 3d4 fire magic damage each round for 2 rounds.

Level 3 Ability : Slow - 10MP - Range: 0 - Duration: 1 Rd/Level - The characters initiative decreases by 3 and they lose one action.

Level 4 Ability : Enchant Blade - 20MP - Duration: Fight - All swords used by allies gain +1 strike and deal 3 extra damage.

Level 5 Ability : Chain Lightning - 10MP - Range: 5, AOE circle radius 3 - 5d6 Magic damage

Townfolk Classes ("Good Guys")

Peasant

3

Hit Points per Level

3

MP per Level

d8

Speed/Initiative

7

Movement

Level 1 Ability : Adrenaline Rush - Each time the peasant is attacked, they gain a +1 to a random attribute (1 - Str, 2 - Sta, 3 - Int, 4 - Cun)

Level 2 Ability : Run Away - Move your max distance and become invisible until the end of the turn.

Level 3 Ability : Feed the Town - 5MP - All friendly characters regain 1d6 HP and 1d6 MP.

Level 4 Ability : Mob Rule - When adjacent to 2 allies gain +3 to all attributes and heal 2HP per round.

Level 5 Ability : Torches and Pitchforks - Gain a bonus to Melee damage equal to the number of allies adjacent to you.

Priest

4

Hit Points per Level

3

MP per Level

d4

Speed/Initiative

4

Movement

Level 1 Ability : Healing Balm - 3MP - Range: 0 - Heal targetted creature for 1d4 Hit Points

Level 2 Ability : Elemental Nullification : Fire - 2MP - Range: 0 - If hit with a "fire" attack, that attack deals no damage.

Level 3 Ability : Holy Weapon - 2MP - Range: 0 - Duration 1 Rd/Level - The weapon/unarmed attacks of the affected character become magic attacks.

Level 4 Ability : Bless Armor - 10MP - Duration: 1rd/level - All allies that are wearing armor gain a +1 to the damage reduction, Armor, P. Resist, or M. Resist granted by the armor.

Level 5 Ability : Circle of Healing - 5MP - All allies adjacent to the Priest heal 3d6 Hit Points.

Hero Classes ("Good Guys")

Crusader

10

Hit Points per Level

4

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Parry - The Crusader gains a +3 bonus to Physical Resist

Level 2 Ability : Cleave - 5MP - Range: Melee Weapon - Physical Attack - Attack with a melee weapon. If this attack deals damage, roll a second attack.

Level 3 Ability : Charge - Range: Melee Weapon - If you move, this turn your weapon deals double damage

Level 4 Ability : Drink Potion - 5MP - Heal yourself for 3d8 Hit Points

Level 5 Ability : Divine Inspiration - Gain +5 to all of your attributes.

Wizard

4

Hit Points per Level

10

MP per Level

d6

Speed/Initiative

5

Movement

Level 1 Ability : Mage Armor - 5MP - Duration: Fight - Armor rating is increased by +4

Level 2 Ability : Flame Bolt - 3 MP - Range: 5 - Duration 1 Rd/Level - The enemy character takes 1d6 Magic damage each round.

Level 3 Ability : Reactive Teleport - 10MP - Range: 5 - Duration 1 Rd/Level - When struck in combat move 5 spaces directly away from attacker.

Level 4 Ability : Lightning Strikes - 5MP - Range: 3 - Duration: 1 rd/level - Each round Lightning Strikes is active, it strikes the selected tile for 1d6 damage per level.

Level 5 Ability : Ethereal Form - 20MP - Duration: Fight - The Wizard becomes immune to Physical Damage and can only be damaged by Magic Damage

Hero Classes ("Good Guys")

Thief

6

Hit Points per Level

5

MP per Level

d8

Speed/Initiative

7

Movement

Level 1 Ability : Cripple - Range: Melee Weapon - Physical Attack - Duration: 3 turns - If this attack hits, the enemy movement is reduced by 2 for the Duration.

Level 2 Ability : Slippery - Gain a +3 bonus to Magic Resist

Level 3 Ability: Disengage - 10MP - Range: Melee - Physical Attack - Attack an opponent then move your max distance away from them and set Hate to 0.

Level 4 Ability : Great Sunder - 10MP - If this attack hits, instead of dealing damage, there is a 40% chance it will destroy the enemy Weapon > Armor> Accessory

Level 5 Ability : Slip Defenses - When the Thief hits on a melee attack, or while using a S. Bow or S. Crossbow, they ignore armor and do not provoke P. Resist or M. Resist rolls.

Cleric

8

Hit Points per Level

6

MP per Level

d4

Speed/Initiative

4

Movement

Level 1 Ability : Cure Wounds - 3MP - Range: 0 - Heal targetted creature for 1d8 Hit Points

Level 2 Ability : Smite Evil - 10MP - Range: Melee Weapon - Deal +1d10 magic damage on a melee attack.

Level 3 Ability : Holy Weapon - 2MP - Range: 0 - Duration 1 Rd/Level - The weapon/unarmed attacks of the affected character become magic attacks.

Level 4 Ability : Enchant Armor - 10MP - Range : 1 - Duration 1rd/level - The targets damage reduction, Armor, P. Resist, or M. Resist granted from wearing armor is doubled.

Level 5 Ability: Holy Light - 20MP - Range 7 - 10d6 Magic Damage.

Level 1: +2 Strength

Level 1: Prerequisite - 5 Strength - Gain Ability: Mighty Attack

Level 1: +2 Stamina

Level 1: Prerequisite - 8 Strength - Gain Ability: Cleave

Level 1: +2 Intelligence

Level 1: Prerequisite - 5 Stamina - Thick Skin: DoT abilities deal 2 less damage/turn

Level 1: +2 Cunning

Level 1: Prerequisite - 8 Stamina - Die Hard: Survive for 1 round when reduced to 0 HP

Level 1: +4 Hit Points

Level 1: Prerequisite - 5 Intelligence - Gain Ability: Magic Missile

Level 1: +4 Magic Points

Level 1: Prerequisite - 8 Intelligence - Gain Ability: Flame Bolt

Level 1: +2 Physical Resist

Level 1: Prerequisite - 5 Cunning - Improved Initiative: Roll an extra 1d6 for Initiative

Level 1: +2 Magic Resist

Level 1: Prerequisite - 8 Cunning - Hide in Sight: not acting decreases the chance this character will be targetted (-1 hate/round, -5 max).

Level 1: +2 Action Points

Level 1: Prerequisite - 8 in all attributes - Paragon: Gain +2 to all attributes and take an extra Feat or Ability

Level 2: +2 Strength	Level 2: Prerequisite - 5 Strength - Battle Roar: not acting increases the characters melee damage (+1 damage/round, +5 max).
Level 2: +2 Stamina	Level 2: Prerequisite - 8 Strength - Gain Ability: Charge
Level 2: +2 Intelligence	Level 2: Prerequisite - 5 Stamina - Minor Health Regeneration: Gain +1 HP/Turn
Level 2: +2 Cunning	Level 2: Prerequisite - 8 Stamina - Gain Ability: Cocky
Level 2: +4 Hit Points	Level 2: Prerequisite - 5 Intelligence - Minor Mana Regeneration: Gain +1 MP/Turn
Level 2: +4 Magic Points	Level 2: Prerequisite - 8 Intelligence - Gain Ability: Fireball
Level 2: +2 Physical Resist	Level 2: Prerequisite - 5 Cunning - Gain Ability: Pathetic
Level 2: +2 Magic Resist	Level 2: Prerequisite - 8 Cunning - Gain Ability: Disengage
Level 2: +2 Action Points	Level 2: Prerequisite - 12 in all attributes - Paragon: Gain +4 to all attributes and take two extra Feats or Abilities

Level 3: +2 Strength

Level 3: Prerequisite - 5 Strength - Gain Ability: Sunder

Level 3: +2 Stamina

Level 3: Prerequisite - 8 Strength - Stand Above the Crowd - At the beginning of your turn, increase hate by 1 for each adjacent ally

Level 3: +2 Intelligence

Level 3: Prerequisite - 5 Stamina - Magical Blood: For each 4 HP you have, gain 1 MP

Level 3: +2 Cunning

Level 3: Prerequisite - 8 Stamina - Gain Ability: Sturdy

Level 3: +4 Hit Points

Level 3: Prerequisite - 5 Intelligence - Bloody Magic: For each 4 MP you have, gain 1 HP

Level 3: +4 Magic Points

Level 3: Prerequisite - 8 Intelligence - Gain Ability: Reactive Teleport

Level 3: +2 Physical Resist

Level 3: Prerequisite - 5 Cunning - Gain Ability: Feed the Town

Level 3: +2 Magic Resist

Level 3: Prerequisite - 8 Cunning - Sink Into the Crowd - At the beginning of your turn, reduce hate by 1 for each adjacent ally

Level 3: +2 Action Points

Level 3: Prerequisite - 16 in all attributes - Paragon: Gain +4 to all attributes and take three extra Feats or Abilities

Level 4: +2 Strength

Level 4: Prerequisite - 5 Strength -

Level 4: +2 Stamina

Level 4: Prerequisite - 8 Strength - Heroic
Action: Bonus for action points increase
from 1d4 to 1d6

Level 4: +2 Intelligence

Level 4: Prerequisite - 5 Stamina - Gain
Ability: Mob Rule

Level 4: +2 Cunning

Level 4: Prerequisite - 8 Stamina - Reject Death: If
the character is reduced below 0 HP, they have a
20% chance to survive the blow. Characters below 0
HP when the fight ends automatically die.

Level 4: +4 Hit Points

Level 4: Prerequisite - 5 Intelligence - Gain
Ability: Drink Potion

Level 4: +4 Magic Points

Level 4: Prerequisite - 8 Intelligence - Gain
Ability: Ultimate Spell

Level 4: +2 Physical Resist

Level 4: Prerequisite - 5 Cunning - Gain
Ability: Torches and Pitchforks

Level 4: +2 Magic Resist

Level 4: Prerequisite - 8 Cunning - Gain
Ability: Slip Defenses

Level 4: +2 Action Points

Level 4: Prerequisite - 20 in all attributes -
Paragon: Gain +5 to all attributes and take
four extra Feats or Abilities

Level 5: +2 Strength

Level 5: Prerequisite - 5 Strength - Gain a +5 bonus to Armor

Level 5: +2 Stamina

Level 5: Prerequisite - 8 Strength - Massive Blow: If a melee attack deals 50% or more of the enemies HP, the enemy dies.

Level 5: +2 Intelligence

Level 5: Prerequisite - 5 Stamina - Great Fortitude: Gain a +5 bonus to both P. Resist and M. Resist

Level 5: +2 Cunning

Level 5: Prerequisite - 8 Stamina - Endurance: Instant death effects have no effect on you.

Level 5: +4 Hit Points

Level 5: Prerequisite - 5 Intelligence - Gain a +5 bonus to Strike

Level 5: +4 Magic Points

Level 5: Prerequisite - 8 Intelligence - Deadly Spell: If a spell deals 50% or more of the enemies HP, the enemy dies.

Level 5: +2 Physical Resist

Level 5: Prerequisite - 5 Cunning - Gain a +5 bonus to Dodge

Level 5: +2 Magic Resist

Level 5: Prerequisite - 8 Cunning - Sniping Shot: If a ranged attack deals 50% or more of the enemies HP, the enemy dies.

Level 5: +2 Action Points

Level 5: Prerequisite - 25 in all attributes - Paragon: Gain +5 to all attributes and take five extra Feats or Abilities

Dagger Cost: 1GP
Range: 0, Strength: 1, Damage 2, Melee
Attack

Short Sword Cost: 2GP
Range: 0, Strength: 2, Damage 3, Melee
Attack

Long Sword Cost: 4GP
Range: 0, Strength: 5, Damage 5, Melee
Attack

Great Sword Cost: 8GP
Range: 0, Strength: 8, Damage 10, Melee
Attack

Club Cost: 1GP
Range: 0, Strength: 5, Damage 4, Melee
Attack

Spear Cost: 1GP
Range: 2, Strength: 5, Damage 2, Melee
Attack

Halberd Cost: 4GP
Range: 2, Strength: 7, Damage 6, Melee
Attack

Short Bow Cost: 3GP
Range: 5, Strength: 3, Damage 2, Ranged
Attack

Long Bow Cost: 6GP
Range: 8, Strength: 6, Damage 4, Ranged
Attack

Small Crossbow Cost: 4GP
Range: 8, Strength: 2, Damage 2, Ranged
Attack

Great Crossbow Cost: 8GP
Range: 10, Strength: 4, Damage 4, Ranged
Attack

Alchemist Fire Cost: 10GP
Range: 3, Strength: 1, Damage: 1d6
Fire/turn for 6 turns, Magic Attack

Leather Armor Cost: 1GP
Melee damage is reduced by 1

Studded Leather Cost: 2GP
Melee damage is reduced by 2

Chain Shirt Cost: 4GP
Melee damage is reduced by 3

Chain Mail Cost: 8GP
Melee damage is reduced by 4

Breast Plate Cost: 10GP
Melee damage is reduced by 5
+1 Physical Resist

Half Plate Cost: 15GP
Melee damage is reduced by 5
+2 Physical Resist

Full Plate Cost: 20GP
Melee damage is reduced by 5
+3 Physical Resist

Small Shield Cost: 3GP
Ranged damage is reduced by 2

Large Shield Cost: 6GP
Ranged damage is reduced by 2
Physical damage is reduced by 2

Tower Shield Cost: 10GP
Ranged damage is reduced by 5
+1 Physical Resist

Mythril Chainmail Cost: 10GP
Magic damage is reduced by 5
+1 Magic Resist

Adamantine Plate Cost: 20GP
All damage is reduced by 8

Ring of Movement Cost: 2GP

The wearer gains +1 Movement

Ring of Protection 1 Cost: 2GP

The wearer gains +1 Armor

Ring of Protection 2 Cost: 5GP

The wearer gains +2 Armor

Glove of Strength Cost: 5GP

The wearer gains +4 Strength

Belt of Stamina Cost: 5GP

The wearer gains +4 Stamina

Band of Intelligence Cost: 5GP

The wearer gains +4 Intelligence

Boots of Cunning Cost: 5GP

The wearer gains +4 Cunning

Phaser Bolts Cost: 10GP

When used with a S.Xbow it gains +2 Range, +3 damage, and Fire, Magic dmg.

Swiftstride Boots Cost: 5GP

The wearer gains +2 movement

Ring of Fire Resist Cost: 10GP

If the wearer would take fire damage, they take no damage.

Ring of Protection 3 Cost: 10GP

The wearer gains +3 Armor

Ring of Protection 4 Cost: 20GP

The wearer gains +5 Armor

Hilt of the Ghost Cost: 15GP

If the wearer of this item attacks with a sword, their damage is Magic damage.

Bracer of Strike 1 Cost: 5GP

Gain a +1 bonus to your Strike

Bracer of Strike 2 Cost: 10GP

Gain a +2 bonus to your Strike

Bracer of Strike 3 Cost: 15GP

Gain a +4 bonus to your Strike

Character Creation

Determining Race: Roll 1d4 for race - Kobold: 1, Orc: 2, Goblin: 3, Ogre: 4, Troll: 5, Minotaur: 6, Dragon: 7, Mimic: 8 (for "Good Guys" Human: 1, Halfling: 2, Elf: 3, Dwarf: 4)

Determining Class: Roll 1d4 for Class - Fighter: 1, Sorcerer: 2, Rogue: 3, Shaman: 4 (for "Good Guys" Town Guard: 1, Hedge Mage: 2, Peasant: 3, Priest: 4... for "Heroes" Crusader: 1, Wizard: 2, Thief: 3, Cleric: 4)

Roll Attributes: Roll 1d10 for each attribute starting with Strength, then Stamina, Intelligence, and Cunning

Finalize Attributes: Add in all bonuses and penalties due to race

Determine Sub Attributes: Divide all attributes by 2 to determine sub attributes (round down).

Sub Attribute Definitions

Strength - Bonus Melee Damage: When a melee attack is successful, deal this much extra damage

Strength - Action Points : The number of action points the character gets each fight. Each time the character spends an action point, they gain +1d4 to their next roll.

Stamina - Bonus Hit Points: Each level, the character gains this many extra hit points

Stamina - Physical Resist: If you take physical damage, roll 1d20 and add this number. If this roll is greater than 15, ignore all bonus damage. DoT effects ignore Physical and Magic Resist.

Intelligence - Bonus MP: Each level, the character gains this many extra MP

Intelligence - Bonus Magic Damage: When a magic attack is successful, deal this much extra damage

Cunning - Bonus Ranged Damage: When a ranged attack is successful, deal this much extra damage

Cunning - Magic Resist: If you take Magic damage, roll 1d20 and add this number. If this roll is greater than 15, ignore all bonus damage. DoT effects ignore Physical and Magic Resist.

"Hidden" Attributes

Initiative: during the first round of the fight, each character will roll their initiative dice to determine what order they act in. Ties will be rerolled until the exact order is worked out.

Hit Points: When a character hits 0 hit points, they die and are removed from the game (Players should be able to see their HP)

MP: Some spells and abilities require MP. A character must have at least the required amount of MP otherwise they cannot use the ability. (Players should be able to see their MP)

Movement: How many tiles a character can move each turn

Strike: Roll 1d10 and add in any strike bonuses. If it is equal to or greater than the opponents Dodge, the character successfully hits the opponent.

Dodge: Dodge begins at 5 for monsters and 6 for "towns folk" (Town Guard, Hedge Mage, Peasant, and Priest) and 8 for "heroes" (Fighter, Wizard, Thief, Cleric)

"Armor": Anything that adds to "Armor" reduces all physical damage by that amount. Physical Damage is anything not explicitly defined as dealing Magic Damage.

Hate: All characters begin with 0 Hate at the beginning of each fight. Hate is then modified by any passive abilities the character may have. When determining targets, the AI will prioritize the character with the highest Hate attribute within range. After each attack, regardless of whether the attack is successful or deals damage, hate will be modified as such:

Melee Attack: +1 Hate for attacker, -3 Hate for defender

Magic Attack: +3 Hate for Attacker, -1 Hate for defender

Leveling Up

Each character starts with HP and MP as determined by their class. At level 1 they also get to choose an ability. They can take either a general feat, or the ability defined by their class.

After each mission they complete, each character that survives gains a level up to a maximum of 5th level.

When a character gains a level they receive HP and MP determined by their class. They can also choose a general feat equal of the same level they just attained, or ANY LEVEL of ability defined by their class

Characters gain +1 to their Strike and +1 to Dodge for each level they attain.

Special Attack Properties

Fire - attacks with the "Fire" descriptor can be absorbed/negated using certain spells, and deal double damage to structures.

Area of Effect (AOE) - Attacks with the AOE descriptor bypass the targets dodge attribute and automatically hit all targets in range. Targets may still resist the attacks normally.

Damage Over Time - Attacks that do not immediately deal damage on the turn they are used, or which deal additional damage on subsequent turns, ignore the targets resist saves. Effects that negate an element, such as fire, still apply.

Scenario One

Requisition: 20 Gold

Time Until Heroes Arrive: 8 Turns

The dragon ~~sends you out on a suicide mission~~ requests that you attack a caravan that has been trespassing through his lands. He tells you that the caravan is normally very lightly guarded and that a small group should be more than enough to capture its goods. He gives you your requisition and you have the ability to recruit and/or buy equipment.

The scenario starts with a cart in the middle of the battlefield. 7 random Level 1 Townsfolk and 1 random Level 2 Hero are currently defending it from the attack. The Hero and 3 Townsfolk are hidden on the far side of the cart until the battle starts.

If the monsters manage to defeat the Townsfolk and lone Hero within 8 turns they achieve victory. If 8 turns pass, 3 more random Heroes show up to assist in the battle. All arriving Heroes are Level 1.

Alternative Victory: If the Monsters manage to kill 2 Townsfolk and deal 20 damage to the cart, they will achieve victory. The Dragon will give them 5 less Requisition on the next battle, however.

(Scaling Scenario One: on each further replay of Scenario One the player gains 5 additional Gold for requisition and all Townsfolk and Heroes increase by 1 Level)

Scenario Two

Requisition: 40 Gold

Time Until Heroes Arrive: 6 Turns

The dragon ~~tries to kill you again~~ sends you on yet another mission, this time he wants you to raid a successful mill outside of town. The mill has become very rich and the owner has accumulated large amounts of gold which he has used to hire a strong mercenary force. Steal the gold, frighten the miller, and kill any pesky heroes that may get in your way. He gives you a requisition of 40 gold ~~to get you to leave him alone~~ to accomplish this mission.

There is a windmill and a house in this scenario. The mill is in the center of the map, while the house is in the north-east portion of the map. There are 5 Level 1 villagers, 2 Level 2 villagers, 2 level 1 heroes, a level 2 hero, and the miller. If 6 turns pass, 4 more level 2 heroes show up to assist in battle. Victory is achieved if the player kills all units except the miller.

Alternate Victory: If the monsters manage to deal 30 damage to the mill, and 15 damage to the house, they will achieve victory. The dragon will give them 10 less Requisition on the next battle.

(Scaling Scenario Two: On each further replay of Scenario Two the player gains 5 additional gold for requisition, and all Heroes are increased by 1 Level)