Role play

When you do role-playing in "World of Warcraft" public decisions are made. All public historical aspects are clear and are the property of "Activision" and "Blizzard Entertainment".

To discover the historical aspects of "World of Warcraft" I recommend the published works of "Activision" and "Blizzard Entertainment". These include books, comics, the games, and public fan projects to discover online.

In this roleplaying concept, you'll play possible lives and stories that could happen between and during historical events in the history of "World of Warcraft", but do not affect the course of the actual story of "World of Warcraft," like none main characters.

In this role play, you will be working a lot with the command "/ roll 20" or "/ roll x 20", which does not only works for combat but also for all sorts of other aspects that enrich the role play, such as professional, social, and more and actions.

When a character accomplish tasks, he will receive the bonuses that will affect the roleplay. Even normal rewards such as gold, equipment, etc. are determined and distributed by the respective game master. The specific rules will follow in future updates.

Species, classes, vocations, and more are mostly from the "Warcraft" universe.

The most important rule

This set of rules was created to allow you to experience role play in "World of Warcraft" realistically and yet fantastically. These rules may be changed by the game master, after all, the rules are only a tools of the game master. Please only make sure that all players in the planned role play plot agree with the changes, and the changes are understandable for them.

Terms

Strength: Each species and vocation has its own strengths. The strengths (physical strength, agility, dexterity, social competence, and knowledge) are needed for many role-playing actions.

Action: An action is an action that requires one or more strengths, such as the possible knowledge of things, lifting something, and more.

Magic skill: Magic skills are abilities that are only used by magical classes, such as sorcerers, priests, magicians, and more. Those will have own rules in the future updates.

Bonus: A bonus is an increase to any of your strengths or other specific values. These can be caused by all sorts of things.

Skill: Skills are basic talents and vocations activities.

Combat Strength (CS): Combat strengths (physical integrity, rapidity, criticality and counterattack) primarily influence the combat.

Player Character (PC): Player characters are player created and game master verified characters used in role play.

Game Master (GM): A Game Master is the person who makes the world alive for the players and shapes these different adventures. The game master has its own set of rules for creating non-player character.

Non-Player Character (NPC): Non-player character are mostly characters created by the game master. Exceptions are usually for companions, constructs, and mounts.

Vocation: Vocations are professions, classes, and other things that the characters took years to learn, and largely identify with.

Character - Predestinations: Character - Predestinations (Tag Team Partner, Leader, Vassal, Infantryman, Pioneer, Cavalryman, Tamer, Loner) allude to the inner nature of the player character and grant different bonuses as far as the conditions are feufilled.

Background Story (BGS): A background story has every character mostly player characters. This has to fit their vocations and their way of thinking.

In character (IC): "In character" means that people are currently in their "player characters" and actively engaged in role play.

Out of character (OOC): "Out of character" means that the player is not actively engaged in role play.

Round: A round is a specific order in which all characters in combat perform actions. How the rounds are shaped in combat depends on the combat art is chosen.

Special Rule: Special rules are rules which allow the existing one to fall a little out of the role and create controversial things.

Transitional rule: Transitional rules are rules that are only valid temporally. These are changed with the future extensions and become correct rules.

Attack: An attack is an offensive action in combat, this can cause various impairments, or even damage.An attack can even be a critical blow.

Defend: Defending is a defensive action during an attack. Defending can become a counterattack.

Speed: Speed determines the order of attacks in a fight.

Combat Strengths: Combat Strengths (criticality, rapidity, counter) will affect the battle by a certain number in a certain strength.

Create a character.

For the role play you need a player character, the game master needs non-player chracters, with which you will operate the role play. The characters you create should suit your character in the game.
Recommendation: If you want to play the most, I recommend an in-game warrior as they can carry almost any type of weapon, and any type of armor. With that you can represent most of it.

1. You choose a suitable race.
As described above, a suitable race will play to your "in-game character". If necessary, you create yourself a new character. Appearance is something very important in roleplaying. The races we are talking about here, and the possible origin of your character, is about a character who belongs to the right faction and feels that he belongs.

2. Choose a calling.
The vocation does not suit your character, or your "in-game vocation". It's a nice bonus to the atmosphere but nothing of importance. The only important thing that your character is the right role play.

3. Determine your strengths.
Your race and vocation grants you strengths that are important to roleplaying. Make a note of these and use them actively by action where they are needed.

4. Write a background story.
Unexpected but was! Regardless of your age, talents, and more of your characters, a background story is needed. A fitting backstory with drama, maybe little drama, your background, motivations, and vocation is needed. You do not have to keep these public. However, a background story is needed for the game master.

Transition rule:

Allied races enjoy the same strengths, and bonuses, as the corresponding races.
Here is the table:

Allied races:	Basic races:
Void Elves	Blood Eves
Lightforged Draenei	Draenei
Kul Tiran Humans	Humans
Dark Iron Dwarfs	Dwarfs
Nightborne	Night Elves
Highmountain Tauren	Tauren
Mag'har Orcs	Orcs
Zandalari Trolls	Darkspear Trolls

Strengths

Strengths are attributes that are determined by your species and vocation. These attributes affect your role-playing by sinking bad luck in dices, or other bonuses.

Physical Strength (PS):

Physical strength is the strength that represents the physical strength of a character. This strength is increased by many species and vocations, and is important for physical skills, such as your physical integrity. Here is a list:

- Muscle strength increases the "physical integrity".
- Every point in muscular strength improves your physical activities outside the fight, such as lifting, shattering, beating, kicking in doors, and more.
The formula: [/ roll_1 + muscle power_20]

Agility (AG):

Agility is the strength that represents the nimblesness and speed of a character.This strength is increased by many species and vocations, and is important for physical skills, as well as your rapidity. Here is a list:

- Agility increases "rapidity".
- Each point in agility enhances your athletic abilities beyond combat, such as dancing, racing, and more
The formula: [/ roll_1 + agility_20]

Dexterity (DX):

Dexterity is the strength that enhances your hand skills, empowerment, and practical workmanship.This strength is increased by many species and vocations, and is important for professional skills, as well as your criticality. Here is a list:

- Criticality is increased by dexterity.
- Every point in dexterity improves your dexterity and activities that require precision, such as tailoring, building a robot, doctoring someone, stealing and more.
The formula: [/ roll_1 + dexterity_20]

Social Competence (SC):

The social competence is the strength which improves your sensitivity to the other and to other creatures.This strength is increased by many species and vocations, and is important for professional skills, such as your counter. Here is a list:

- The increase of the counter is shown in the corresponding table.
- Every second point in social skills improves your skills in dealing with other living beings.
The formula: [/ roll_1 + social competence / 2_20]

Knowledge (KG):
Knowledge is the strength that represents the possible knowledge, the logical understanding, and the intuition of your character.With Knowledge, you can use "Preparation" to give bonuses to your allies for their next action.With your knowledge, you can detect weak points of your opponents and betray them to your allies.

- "Preparation" please see the corresponding rules for.
- "Detecting weak points", please see the corresponding rain for.
- Every point in knowledge increases your knowledge, and should a knowledge be required throw so the formula for the character is: [/ roll_1 + Knowledge_20]

Combat Strengths

Combat strengths are values that are influenced by the normal strengths, and actively influence the fight.

Physical Integrity

Physical integrity The value that represents the hit points in the fight, and the physical integrity outside the fight.
If you have little physical integrity you are very hurt.
Each player has five points of physical integrity.
Physical integrity can be increased with physical strength.Every third point in physical strength increases physical integrity by one.

Rapidity

Rapidity is the value that represents the pace in combat.
The rapidity influences "speed".
Rapidity is boosted by every third point in agility.
The new command for Speed s "/ roll_1 + Rapidity_20".
Example:
A character has three agility, so this has a rapidity, the macro is then: "/ roll 2 20".
The above formula guarantees that experienced characters will not roll one more, and thus get an average increased result.

Criticality

Criticality represents the value representing the accuracy of your character.
Criticality reduces the value needed for the success of critical hits.
Every two points in dexterity increases the criticality by one.
The table which shows how criticality works:

Dextirity	Criticality	Lowest vallue for a crit
2	1	18
4	2	17
6	3	16
8	4	15

Counterrevolutionary

Counter represents the value representing the repulsion of the opponent.
When defending, each character rolls a "/ roll 20" to make the attack a niece.If you roll a 20 you have the chance to try a counterattack.A counterattack succeeds with a new dice by the result from 19 to 20.
Counter reduces the value needed for the success of a counter.
The table showing how counter works

Social Competence	Counter	Lowest vallue for a counter
2	1	18
4	2	17
6	3	16
8	4	15

Draenei

Physical strength and social competence increase by 1.

Possible origin: Stormwind, Exodar

Special Rule:

Draenei originating from the Exodar can come from Argus, or even Shattrath (Draenor / Old Outland), these Draenei have witnessed every escape and have a much stronger attachment to the Light and loyalty to "Prophet Velen".

Gnomes

Dexterity and Knowledge increase by 1.

Possible Origin: Stormwind, former Gnomeregan, Ironforge, Anvil (Dun Morogh)

Humans

Dexterity and social competence increase by 1.

Possible origin: Stormwind, Goldshire (Forest of Elwynn), Nordshire (Forest of Elwynn), Darkshire (Duskwood), Westfall, Lakeshire (Redridge Mountains), Menethil Harbor (Wetlands), Arathi Highlands, Boralus, Bridgeport (Tiragarde Sound), Vigil Hill (Tiragarde Sound), Hatherfort (Tiragardesund), Anglepoint Wharf (Tiragarde Sound), Fallhaven (Drustvar), Arom's Stand (Drustvar), Brennadam (Stormsong Valley), Fort Daelin (Stormsong Valley),

Special Rule:

People who come from Kul'Tiras, or one of the smaller areas / cities of, are new or back into the alliance.

Night Elves

Agility and social skills increase by 1.

Possible Origin: former Darnassus, Stormwind, Feathermoon Stronghold (Feralas), Greenwarden's Groove (Wetlands),

Worgen

Physical strength and agility increase by 1.

Possible origin: former Gilneas, Silverpine Forest,

Dwarves

Physical strength and dexterity increase 1.

Possible Source: Ironforge, Stormwind, Menethil Harbor (Wetlands), Anvilmar (Dun Morogh), Kharanos (Dun Morogh), Thelsamar (Loch Modan)

Horde - species

Blood Elves

Agility and knowledge increase by 1.

Possible Origin: Quel'Thalas, Silvermoon, Fairbreeze Village (Eversong Woods),

Goblins

Agility and dexterity increase 1.

Possible origin: former Kezan, Orgrimmar, Bilgewater Harbor,

Orcs

Physical strength and dexterity increase 1.

Possible origins: former Draenor (older orcs), Orgrimmar, Razor Hill (Durotar), The Crossroads (Northern Barrens),

Tauren

Physical strength and social competence increase by 1.

Possible Origin: Thunder Bluff, Orgrimmar, The Crossroads (Northern Barrens)

Darkspear Trolls

Physical strength and agility increase by 1.

Possible Origins: The Echo Islands, Orgrimmar, former Darkspear Islands (older trolls), Bambala (Northern Stranglethorn), Razor Hill (Durotar), The Crossroads (Northern Barrens),

Forsaken (Undead)

Dexterity and Knowledge increase by 1.

Possible origins: Former Lordaeron, former Gilneas, possibly former members of Alliance (Human)

Vocations

A vocation is something that will completely define your character.The vocations differ largely by their distribution of strengths.Each appointment requires an average training period of three to five years, depending on the complexity, the process may take several decades.Here are the elven vocations, which for the most part incorporate magic into their vocation.
A vocation gives one point more than the race, and characterizes the character all the more, or the character characterizes the vocation all the more.This is to be found out in the role play.Appointments also have for the most part "specializations" which may also have different strengths distribution.Please look.

In a later update, the individual national specializations will be added.In this structure, the vocations are briefly passed through.

Prestige classes such as Blademaster, Demon Hunter, Death Knight, and more will be illustrated in a future update. When I'll deal with more vocations.

Warrior - A warrior is a fighter who is often tied to honor, and strength.

Physical strength increases by 2 and agility increases by 1.

Paladin - A paladin is a knight of light, and fights for his leader and justice.

Physical strength increases by 2 and social skills by 1.

Sagittarius - A shooter is a fighter who fights from a distance with bows, firearms, or throwing weapons.

Physical strength, agility, and dexterity increase 1.

Druid - A druid is an individual who has conspired to nature, and its gods.

Agility, social skills, and knowledge increase by 1.

Shaman - A shaman is an individual who seeks to balance the elemental powers, and nature, and to use their powers for themselves.

Physical strength, social competence and knowledge increase by 1.

Rogue - A rogue is often a criminal, an outsider, a thug, an assassin who does not obey the law, and if it's often a spy in the military ranks.

Agility, dexterity and social skills increase by 1.

Monk - monks are pugilists who seek the inner balance and practice in themselves.

Agility, social skills, and knowledge increase by 1.

Mages - Mages are users of arcane powers, not infrequently scholars, and enchanters.

Dexterity increases by 1 and Knowledge by 2.

Sorcerer - Sorcerers are users of dark forces like the Demon, Shadow, and Fire.

Physical strength increases by 1 and knowledge by 2.

Priests - priests, often clerics, are users of the holy powers of light and mostly healers.

Socialskills increase by 1 and Knowledge by 2.

Blacksmiths - blacksmiths are manufacturers of steel weapons and armor.

Physical strength increases by 2 and dexterity by 1.

Gerber - Gerber are manufacturers of leather goods.Armor, bags, saddle, and more.

Agility increases by 1 and dexterity by 2.

Tailors - tailors sew clothes, bags, bags, and more.

Dexterity increases by 2 and Knowledge by 1.

Barber - Barbers are hairdressers, beard trimmers, medicine men, bloodliers and more.

Dexterity, social competence, and knowledge increases by 1.

Plant breeders - Plant breeders are gardeners, grain growers, fruit growers, and more.

Physical strength, agility, and knowledge increase by 1.

Animal breeders - Animal breeders are shepherds, animal trainers, and riding instructors.

Physical strength, social competence, and knowledge increases by 1.

Tinkerers - Tinkerers are engineers who build machine constructs and other inventions.

Dexterity increases by 2 and knowledge increases by 1.

Miners - Miners are ricochets, miners, tusks and more.

Physical strength, dexterity, and knowledge increase by 1.

Appraisers - Appraisers are archaeologists, archivists, valuers of valuable objects, and more.

Dexterity increases by 1 and Knowledge by 2.

Merchants - Merchants are dealers, stewards, businessmen and more.

Dexterity, social competence and knowledge increase by 1.

Caregivers - Nurses are midwives, hospital staff, and more.

Dexterity, social competence, and knowledge increase by 1.

Doctors - Doctors are trained medical professionals.These include medical doctors, dentists, and more.

Woodworkers - Woodworkers are lumberjacks, ash burners, carpenters and more.

Physical strength, dexterity, and knowledge increase by 1.

In the future update, the vocations will be explained in more detail, and their potential abilities, species affiliation, and species-specific titles will be discussed. There will also be more vocations like the "showman" and more.

Character - predestination

Character - predestinations are tendencies which lie in the nature of the played character.These give the played character bonuses depending on their environment, situation, and actions.The bonuses of the character - characteristics have clear requirements and rules which must be kept.Special rules are rules which require a stricter compliance, and these are only under all required conditions

"**Tag Team Partner**"

"Tag Team Partners" open-hearted, direct, and quickly become friends with others.You always need someone with you, and you are bored quickly. A "tag team partner" does not abandon his best friend, unless he really does commit a fierce violation of the morale of his.

The "Tag Team Partner" is a person who is allowed to choose a "best friend" every week, even if they have just met the person. As long as this "best friend" is nearby, the required strength for an action increases by 1. Should the "best friend" actively cheer for the character or help, the bonuses will be increased to +2.

If another person makes a best friend of this person, whom you now call your "best friend", your character will become jealous and lose his bonuses.
Once a month you can redefine a "best friend" for a week.

Special rule for Tag Team Partners:

The „**Tag Team**"

If two "Tag Team Partners" have chosen, and meet the requirements, you may increase the bonuses by another +1 once a week. Each "Tag Team Partner" may do this for the whole "Tag Team" once a week. So the Tag Team has these bonuses twice a week.

Another requirement has to be fulfilled: "The tag team gets a name, which is always used when the tag team is created."

"**Leader**"

The "leader" is a person who is good at commanding people around him and using the power, energy, and effort of his comrades efficiently, productively, and purposefully."The leader" not only cares about his "vassals," but also knows how to evaluate their efforts as well as their possibilities."The leader" are people who are strategic as well as social. Not only will you take care that every one of your people do a good job, but that they will be paid well, even if it is taken out of your pocket.

Anyone who accepts the leader's commands to follow a direct order receives a +1 bonus to the required strength.An inspiring pre-battle talk, prior to the execution of a larger project, or the like, can even give up to +3 to the strength desired by the leader +1 to rapidity.

The leader may make someone his personal subordinate once a week.
If a vassal becomes a personal subordinate, he becomes a "**major dome**".
A "majordomo" does not require any orders, and as long as he performs services that are of direct benefit to his "leader," he always gets a +1 bonus to the strength needed in his actions.The "Majordomo" enjoys all the other benefits as long as he executes an order of his leader.

A tag team partner who chooses his leader as the "best friend" and the leader chooses him as a "personal subordinate" becomes a "**counselor**".When the two of them support each other, they both get a +3 bonus to the needed strength, and the adviser is allowed to make the "inspirational speech before the battle" for the leader.

Special rule for the "leader":

If more than 4 people choose the leader as their leader, or best friend, for the week, the presence of that leader in direct sight alone will increase all strengths by 1 and increase all other bonuses by +1 more. This only counts as long as these more than four other people are in close proximity.

The leader ignores the limitation of any tag team partner who has chosen this as "best friend", as long as he has no "advisor".

"**Loner**"

The loner ... the name is program. He avoids moderation, animals, humanoids and prefers to be on his own. Alone against the rest of the world. Whether from the background story an outsider, or simply by nature. The loner alone is better off.

The loner gets +1 to a desired strength if he is not in a group of more than four people.

Special Rule:

A leader, or a tag team partner, who ties the loner by "personal subordinate" or "best friend" makes the loner more tolerant of moderation.The loner's bonus will also be active if active with the leader, or tag team partner, to whom the loner is bound.

"**Vassal**"

A "vassal" is someone who is always looking for a "leader" or someone who seeks help. A vassal is a rather passive person who cares more for others than for himself. Also, this is a little easier to persuade, which is not a mechanic, but is played out in role-playing. There are no bonuses in persuading a vassal.

A vassal can choose a "leader" whom he may support. When he executes a direct command from his leader, he gets a +1 bonus to the required strength.
As soon as four vassals, and Tag Team Partners, are attached to the leader, the vassal gets a +2 bonus to the needed strength for the required action that means executing the command.

If a vassal is selected by his leader for two consecutive weeks, he will receive his own bonus of 1 to each of his or her strengths as long as the leader is nearby.

Special rule for the "vassal":

If the vassal is no longer able to execute the order, he can transfer his bonuses to another vassal who is bound to the same leader. This only counts the bonuses for executing the command.

"**Pioneer**"

A Pioneer is someone who feels better in difficult terrain regardless of the number of people in his environment. Forest, marsh, mountain passes, snow, fierce wind, a staggering ship? Anything that is hard to come by and can be identified as "Heavy Terrain" is Pioneer's terrain! He always feels a wanderlust.

If the Pioneer is on "heavy terrain" he gets a point in each of his strengths. These bonuses are granted only as long as the Pioneer moves on foot.

If the Pioneer is on "light terrain" or "levels" it feels uncomfortable. If he belongs to a leader, and if he should give an epic speech, the Pioneer just receives a bonus of 1 on "easy terrain".

Special Rule:

The Pioneer can lend someone who follows him the same bonus as he gets through by explaining how to overcome the terrain he is in. He can make an infantryman in heavy terrain feel comfortable. This special rule for the infantryman applies only if the two like Tag Team Partners become a team for the duration.

"**Infantryman**"

The infantryman is someone who, regardless of the number of people in his environment, feels more comfortable in the light terrain, such as straight roads, roads, or plains.

If the infantryman is on "light terrain", he gets one point in each of his strengths.These bonuses are granted only as long as the infantryman moves on foot.

If the infantryman is on "heavy terrain", he feels uncomfortable.Should he belong to a leader, and if he should give an epic speech, the infantryman will only receive a bonus of 1 on "heavy terrain".

Special Rule:

The infantryman can give someone who accompanies him by explaining how to move comfortably on level terrain to enjoy the same bonus as he receives. The infantryman can make a Pioneer feel comfortable on the flat terrain. This special rule for the Pioneer only applies if the two become like a Tag Team Partner a team for the duration.

"**Cavalryman**"

The cavalryman is a person who feels comfortable on a mount.No matter what kind of animals, wild animals, or even constructs, the cavalryman finds a suitable seat so this will also quickly learn to use this mount.Cavalrymen have a propensity to use mounts, such as mounted combat, and transportation.Regardless of the terrain, and the people around him.He has a feel for his mount in every situation.Situation, and to use environment efficiently.

The cavalryman gets a bonus of +1 to each strength as his mount.
The cavalryman receives a +1 bonus on Rapidity, if he is on his mount at the beginning of the fight and steps into battle.
The cavalryman does not count as a burden on the mount. His armor and equipment still do.
The mount receives the leader's bonuses through an epic speech as long as the cavalryman is on the mount.
Also a humanoid on which the cavalryman is (shoulder, or back) counts as a mount.However, this is temporary. Regarding the consequences, please look in the rules of physical strength.

Special Rule:

Spoken by constructs as long as the cavalryman finds a good, firm seat, and does not get away from it, a construct, like a ship, a carriage, or even big monsters like dragons, gets the same bonuses as a mount. The cavalryman is convinced that this is just a mount and will be hard to persuade!

"Tamer"

The Tamer is a person who has an urge for non-human companions. An urge is not an obsession! He will always look for a companion, or have one. After all, this one can be good with non-humanoids.

The tamer may have a companion that matches his vocation and / or race / origin.
The pet, regardless of his size, may assist him in the fight, and counts as another combatant in the fight. In the begining of fighting he tamer has to decide if they or the pet only attack every second player-/round.
The trainer may choose a bonus once a day, but this must not include "+1 knowledge". After the bonuses have been chosen, the companion also receives these bonuses.
There are 4 varieties of companions. The trainer may choose one in the character creation, and writes a suitable background story.
The specific rules for the companions will be added in the future.

Special Rule:

The tamer may give his companion the additional ability "personal mount". Only personal strength and agility companions can benefit from a "personal mount". If this ability is awarded to the companion, the trainer loses the ability to choose a bonus daily. The companion can carry a maximum of two people, or one person and light loads.

Combat Rules

There are two types of fighting. The first is dynamic fighting, and the other is classic fighting. The two styles are largely different from the beginning of combat and the dynamics of the fight as well as their variation. The combat strength which is influenced by it is the rapidity.

The basics:

"Attack"
An attack is an offensive action that attempts to do direct damage or affect the target.
The impairments can be of any nature. Remove from the weapon, briefly take the opponent's breath by a blow in the solar plexus, anything is allowed that causes no direct damage, injury, or permanent mutilation. The game master determines the difficulty, depending on the degree of impairment.Here is an example table:

kind of impairments	difficulty
stun	5
blind	4
silence	3
immobility	3
disarm (only one weapon the try)	3

The difficulty determines the dice roll difference which has to be done. If a character wants to stun an unarmoured opponent by kicking / punching his stomach, his dice roll will be a whole five higher than his oppenents. If not he isn't stunned.
Direct damage is easier because the die roll only has to be higher than the opponent's. If a non-player chracter attacks a player's character, then his dice roll must be at least one higher than that of the defending player's character.
Usually, a command of "/ roll 20" is set for a player character. This command may change due to certain bonuses.
Non-player chracters have their own commands and rules. These will be presented in a future catalog of opponents.Otherwise use a "/ roll 15" for each non-player chracter.
If the attack is successful, the target loses "physical integrity".

Critical blow:

The critical strike is reserved for players and bosses who are allowed to roll a "roll 20+". A critical hit will not be triggered until the maximum value of a "/ roll XX" command is reached. Normally a "20". Then they are allowed to enter the "/ roll 20" command again. Should the result be 19 or 20, the critical strike will succeed. The success of the critical stroke is influenced by "criticality". A target hit by a critical strike loses two "physical integrity".
Attempting to harm impairments the target does not trigger a critical strike.

"Defend"

Of course, every attacked character defends himself unless they are stunned. Defending is a counter action. In the case of Player vs. Player character, the defending player wins in a draw. In the case of "player character against non-player chasers" the player character wins the draw. The players defending is rolled with a command of "/ roll 20". Defending causes no damage, and can not cause any damage.Defending can only cause damage in the event of a counterattack.

"Counterattack"

For a counterattack to be triggered you need the maximum value of a "/ roll 20" command. Normally it is a "20". Then they are allowed to enter the "/ roll 20" command again. If the result is a 19 or 20, then the counterattack will succeed. The success of the counterattack is influenced by "counter". A target hit by a counter attack loses one "physical integrity".
A counterattack can not cause any impairments.

More rules will be added in a later update. Until then, record this as described in these general rules even for the magic users.

The classic fighting

The classic fighting may be used by the game master in the situation of "player characters against non-player chracters".
The game master decides, based on what happens in the role play, whether a "non - player character round" or a "player character round" happens first.
A non-player character round is a complete round in which the non-player characters attack the player characters.
A "player character round" is a complete round in the player characters who attack non-player characters.
After the game master has decided which round happens first, the other round follows, and the rounds are repeated in the given pattern.
For example:
First, the player character round, then the nonplayer character round, followed by the player character round, and so on.

The dynamic fighting

The dynamic fighting may be used by the game master for any combat action. The order is decided by the speed.
The speed is determined at the beginning of the fight in which each player enters a "/ roll 20" command for his player character, and the game master rolls the attack power commands for all non-game characters. In this case a "/ roll 15".
After the dice result, the round begins with the action of the character with thehighest dice result.
For the same result of non-player character and player character, the player character wins.
If two or even more players achieve the same result in terms of speed, the affected player / roll 20 characters reuse commands to determine who's first in turn.
The complete round ends with the action of the character who scored the low score for his speed.
The speed determines the order of the rest of the fight and is influenced by rapidity.

Characteristics of non-player characters

The non-player characters, if they are of a hostile nature, have only two or three physical integrity and have an attack force of "/ roll 15".
A boss among non-player characters has a / raid 20 attack and has four physical integrity.

A catalog of NPCs will follow with future updates.