

### 1) Character Creation

- 1) Choose a **Class** and gain its initial **Attribute** modifiers, starting equipment, restriction(s), etc. See table below.
- 2) Set both your initial **HP** bar and **MP** bar at **100%** (full). Starting gold is at GM's discretion.
- 3) You start at **Level 1**. **Note:** Your current **Level** is added as a bonus to all your **Attributes** throughout the game.

Classes	ATK	DEF	MAG	SPD	Max. Item Carrying Capacity
<b>Human</b>	+0	+0	+0	+0	8 items max.
<b>Feature:</b> Can access/use/purchase all spells and equipment without restrictions.					
<b>Starting equipment:</b> Sword, Shield, Helmet, Armor.					
<b>Esper</b>	-5	-5	+10	+5	4 items max.
<b>Feature:</b> At every <b>Level</b> , you know <b>2</b> free spells in total which are selected at random.					
<b>Starting equipment:</b> Staff, Helmet, Armor.			<b>Equipment restriction:</b> Cannot use Shields.		
<b>Monster</b>	+45	+5	-10	+10	4 items max.
<b>Feature:</b> After each fight, you can copy the Type modifiers/bonuses of a non-Boss monster from that fight. These modifiers/bonuses are added on top of your own and kept until the feature is used again.					
<b>Starting equipment:</b> Armor.			<b>Equipment restriction:</b> Can only use Armor, nothing else.		
<b>Robot</b>	+5	+10	-10	-5	4 items max.
<b>Feature:</b> Starting items scale with <b>Level</b> and never decay. However, you are weak vs. <b>Lightning (LIT)</b> .					
<b>Starting equipment:</b> Punch, Laser, Forcefield.			<b>Equipment restriction:</b> Can only use starting equipment.		

### 2) Game Progression

- Throughout the game, your character's current **Level** is added as a bonus to all their **Attributes**.
- Characters can fully recover **HP**, **MP** and the effects of **DARK** and **BIO** in a town for **[1/10 their Level]** in gold.
- Every time you **Level** up, your equipment's bonuses decrease by **1** point (decay).
  - At some point, characters (except **Robots**) will need to buy new equipment for that reason.

### 3) Fighting

- At the start of the fight, each character chooses if they fight from the **front row** or **back row**:
  - A) Front:** Normal, no modifiers.
  - B) Back:** Grants **+10 DEF**, but can only attack with spells or a Bow.
- Play goes in order of **Speed (SPD)**. Once everyone has acted, return to the top of the order.
- Rounds of combat are completed until one side is dead or has run away.

#### 3.1) Turn Actions

During their turn, characters/monsters choose **1** of the actions below.

- Attack:** Deal damage equal to [Your total **ATK**] - [Opponent's total **DEF**].
  - Cast spell:** Apply effect or deal damage equal to [Spell's total damage] - [Opponent's total **DEF**].
  - Block:** Add **+15** to your **DEF** until the start of your next turn.
  - Run:** Leave the fight.
- **Note:** There is no miss chance in this game.

#### 3.2) Reward

- Each participant of the winning side gains **1 Level** and earns gold equal to **3x[Opponents' Level]**.

### 4) Weapons & Armor

Weapons		Protection		Robots	
Sword	+40 ATK	Armor	+10 DEF	Punch	+40 ATK
Staff	+35 ATK	Shield	+5 DEF	Laser	+35 ATK, <b>FIRE</b> element.
Axe	+45 ATK	Helmet	+5 DEF	Forcefield	+15 DEF
Bow	+35 ATK				

(These scale up with character's **Level**, no decay).

- **Weapon cost (gold):** [Level] + [Weapon ATK] - 35
- **Protection cost (gold):** [Level] + [Protection DEF]

### 5) Spells

Name	Effect	MP Cost
<b>FIRE (*)</b>	Causes damage equal to [Total <b>MAG</b> + 50]. <b>FIRE</b> element.	10%
<b>ICE (*)</b>	Causes damage equal to [Total <b>MAG</b> + 50]. <b>ICE</b> element.	10%
<b>LIT (*)</b>	Causes damage equal to [Total <b>MAG</b> + 50]. <b>LIT</b> element.	10%
<b>HEAL</b>	Cures poison ( <b>BIO</b> ) and blindness ( <b>DARK</b> ).	10%
<b>CURE (*)</b>	Restores <b>30% HP</b> .	5%
<b>LIFE</b>	Restores a dead character to life.	20%
<b>CURA (*)</b>	Restores <b>100% HP</b> .	20%
<b>BIO</b>	Poisons a character. They lose <b>20% HP</b> each turn after they act.	10%
<b>HOLY</b>	Destroys a single Undead monster.	5%
<b>DARK</b>	Inflicts blindness: <b>50%</b> miss chance when attacking.	10%

(\*) These spells can optionally be cast to affect a whole group with **50%** effectiveness, i.e. half damage/heal.

- **Humans** can buy spells. Each spell costs [Level] in gold and occupy **1** item slot.
- **Esper** spells are always new (no repeats) and selected at random at each **Level**. They do not occupy item slots.

### 6) Monsters

- Monsters start each fight with **100% HP** and **MP**, and have the following **Attribute** modifiers:
  - **ATK:** [Level] + 45
  - **DEF:** [Level] + 10
  - **MAG:** [Level] + 50
  - **SPD:** [Level]
- Optionally, monsters can have Protection items for more **DEF**, but no other type of equipment.
- Monsters can have a Type which grants them additional abilities and/or modifiers:
  - **Beast:** +5 **ATK** and +5 **SPD**.
  - **Dragon:** Immune to **FIRE**.
  - **Elemental:** Immune to one type of magic/element.
  - **Mag:** Knows **2** spells and +10 **MAG**.
  - **Ogre:** +5 **DEF** but -15 **DEF** vs. magic.
  - **Undead:** Immune to **DARK** and **BIO**.
  - **Boss:** Immune to **DARK**, **BIO** and **HOLY**. Takes **1/10** normal damage. Worth **2 Levels** upon victory.
    - **Note:** Boss monsters usually have another Type as well.
- Monsters should be equal in **Level** to the characters.
- Many monsters (especially Boss Types) can drop special items when defeated, with unusual effects, e.g.:
  - Resistance to an element.
  - Dodge **25%** of attacks.
  - Allow counterattacks **50%** of the time.
- It is recommended that the GM should hand these out after Boss battles and throughout the story.