



# **Character Assisting Notebook And Resource Directive**

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# Making Your Character

## Choose a Race:

### Humans:

*"They are an ancient race said to be the true descendants of the elves. Many humans have a tendency to look down on the beast tribe because of their primitive way of thinking and technology. The animosity between the two races has caused strife in the past. All humans have very average abilities (parameters) and are capable of doing just about anything. They are highly adaptable and able to handle all kinds of obstacles that come to them."*

**Base Movement:** 4 cells

**Ability:** Adaptability - Once per session, You can make a PC's dice roll a 3.

### Beasts

*"Beasts are a race of creatures with the body of a human, and the head and tail of an animal. They place a high value on the technology and culture from ancient times, and tend to resist innovations. As a result, steam technology has yet to spread in their cities. Beasts are separated into three tribes that are differentiated by their appearances and abilities (parameters). Although beasts possess amazing abilities and skills in some areas, they are also often extremely vulnerable in others. They pose fierce united fronts with their tribe to overcome these vulnerabilities."*

You can select one following abilities based off of the various Beast Tribes:

### Ya Tribe

*"Beasts of the Ya Tribe have fairly large bodies. Although they have bodies of steel that are capable of resisting physical damage, they have limited understanding of magic and are very vulnerable against magic attacks."*

Base Movement - 3 cells

Ability: Endurance - Once per session, You can reduce all physical damage made against you by 20 and increase the damage you take from magical damage by 20 until the end of combat.

### Lei Tribe

"Beasts of Lei Tribe possess bodies that are similar in proportion to humans and have the quickest reflexes and speed. They have average physical and magical abilities similar to humans, but are slightly less resilient."

Base Movement - 5 cells

Ability: Risky Strike - Once per session, all damage you deal to enemies and damage dealt to you increases by 10 until the end of combat.

### Tu Tribe

"Beasts of the Tu Tribe are smaller than the others. They are highly sensitive and possess great magical abilities and wisdom, but their bodies are much more fragile and they pose almost no resistance to physical attack."

Base Movement - 4 cells

Ability: Arcane Wisdom - Once per session, You can reduce all magical damage made against you by 20 and increase the damage you take from physical damage by 20 until the end of combat.

## Grunty

*"Grunties are famous for their triangular hats and their distinctive speech. They were cursed by Sol, the God of Creation and were turned into Puchi Pongo and became beasts of burden for humans. However, they assumed their original form when humans defeated the gods. They are often entrusted to managerial positions of important facilities and secretaries to VIPs due to their peaceful nature and excellent communication abilities."*

Base Movement - 3 cells

Ability: Luck of the Grunty - Once per session, you can reroll any die from any PC and must take the new result.

## Vital Vistas

*"Vital Vistas are dolls made by humans. They are powered by steam, with varying degrees of consciousness and intelligence. They have featureless faces, and are shorter and rounder than humans in stature."*

Base Movement - 2 cells

Passive: Steam Powered Armor - Base HP Increases by 1, Base P-DEF Increases by 2.

## Choose a Class:

Select a Class Card from the 11 available. Players can choose the same Class Card. Each Class comes with a stat bonus that you can apply when rolling for stats (see the Stat Section for more details) as well as a starting skill (see the Skill Section for more details.)

### -Twin Blade:

Starting Skill - Gale Blade

Weapon Type: Dual Swords

Weapon Attack: Physical

Armor Type: Light Armor

Range: 1 Cell

HP: + 1, Sp: +1 , P-ATK: +1 , P-DEF: +1, M-ATK: +1 , M-DEF: +1

### -Tribal Grappler:

Starting Skill: Rapid Attack

Weapon Type: Gauntlet

Weapon Attack: Physical

Armor Type: Light Armor

Range: 1 Cell

HP: + 2, SP - 1, P-ATK: +2, P-DEF: - 2, M-ATK: 0, M-DEF: 0

### -Steam Gunner:

Starting Skill: Thorn Shot

Weapon Type: Bayonets

Weapon Attack: Physical

Armor Type: Light Armor

Range: 1-6 Cells

HP: 0, Sp: +1, P-ATK: +3, P-DEF: +1, M-ATK: -1, M-DEF: 0

**-Shadow Warlock:**

**Starting Skill: Rue Kruz**

**Weapon Type: Grimoires**

**Weapon Attack: Physical/Magical**

**Armor Type: Robes**

**Range: Physical - 1 Cell, Magical - 2-5 Cells**

**HP: -1, SP: +2, P-ATK: -3, P-DEF: -1, M-ATK: +3, M-DEF: +2**

**-Blade Brandier:**

**Starting Skill - Sword Flash**

**Weapon Type: Blades**

**Weapon Attack: Physical**

**Armor Type: Light Armor**

**Range: 1 Cell**

**HP: + 1, Sp: +1 , P-ATK: +2 , P-DEF: +0, M-ATK: +0 , M-DEF: +0**

**-Macabre Dancer:**

**Starting Skill - Dek Corv**

**Weapon Type: Fans**

**Weapon Attack: Physical/Magical**

**Armor Type: Robes**

**Range: Physical - 1, Magical - 2-6 Cells**

**HP: + 0, Sp: +2 , P-ATK: -1 , P-DEF: +0, M-ATK: +2 , M-DEF: +2**

**-Edge Punisher:**

**Starting Skill -Tiger Blitz**

**Weapon Type: Broadswords**

**Weapon Attack: Physical**

**Armor Type: Heavy Armor**

**Range: 2 Cells**

**HP: + 3, Sp: -2 , P-ATK: +2 , P-DEF: +3, M-ATK: -2 , M-DEF: -2**

**-Flick Reaper:**

**Starting Skill - Wicked Strike**

**Weapon Type: Scythes**

**Weapon Attack: Physical**

**Armor Type: Heavy Armor**

**Range: 2 Cell Cone**

**HP: + 0, Sp: +1 , P-ATK: +2 , P-DEF: +1, M-ATK: + 0 , M-DEF: + 1**

**-Harvest Cleric:**

**Starting Skill - Repth**

**Weapon Type: Staves**

**Weapon Attack: Physical/Magical**

**Armor Type: Robes**

**Range: Physical - 1, Magical - 2-6 Cells**

**HP: -1, Sp: +2 , P-ATK: +1 , P-DEF: +1, M-ATK: + 2 , M-DEF: + 1**



**-Lord Partizan:**

**Starting Skill - Air Raid**

**Weapon Type: Lances**

**Weapon Attack: Physical**

**Armor Type: Heavy Armor**

**Range: 2 Cells**

**HP: -1, Sp: +2 , P-ATK: +3 , P-DEF: +3, M-ATK: - 3 , M-DEF: - 3**

**-Adept Rogue:**

**Starting Skill - ???**

**Weapon Type: ???**

**Weapon Attack: ???**

**Armor Type: ???**

**Range:???**

**HP: ?, Sp: ? , P-ATK: ? , P-DEF: ?, M-ATK: ? , M-DEF: ?**

## **Adept Rogue**

*"Adept Rogues are eventually capable of equipping various weapons and use various magic. However, each weapon must be learned separately and require items, but the training will eventually pay off making them highly adaptable in any situation. "*

At the time of creation, the user picks 2 to 3 classes using a point-buy system, which restricts certain "unbalanced" combinations, such as Shadow Warlock and Harvest Cleric. The Adept Rogue starts out in the game with their first chosen class, and must unlock the remainder through Job Extension. An Adept Rogue is given 4 points to use to choose from the following job options:

*Blade Brandier - 1 Point*

*Edge Punisher - 1 Point*

*Twin Blade - 1 Point*

*Flick Reaper - 2 Points*

*Lord Partizan - 2 Points*

*Tribal Grappler - 2 Points*

*Macabre Dancer - 3 Points*

*Harvest Cleric - 3 Points*

*Shadow Warlock - 3 Points*

*Steam Gunner - 3 Points*

A Adept Rogue's starting stats and skill is based on their first chosen class. Each time they get a new Job Extension they can get a bonus in their stats based on the next class they have selected, as well as the starting skill associated with the class. Once you level up you get the next skill available for all current classes.

Example: Level 5 - Adept Rogue (Twin Blade/Flick Reaper):

Available skills - Gale Blade, Sparrow Counter, Sword Dance, Tri-strike, Wicked Strike, Heavenly Wheel.

If you did not choose a third class, when you get the Job Extension at Level 7, you can choose which Job Extension bonus you want between either Primary or Secondary Bonus

The Armor Class for the Adept Rogue is determined by the armor types that are available upon selecting your classes.

For example:

A Harvest Cleric/Edge Punisher can wear both Robe and Heavy Armor equipment

An Adept Rogue with 4 in every stat and the Twin Blade as their initial class will have 5 in every stat. If their next class is a Flick Reaper, it should look something like this:

Level 4 - Adept Rogue (Twin Blade/Flick Reaper): Starting Skill - Gale Blade/Wicked Strike

HP: 5, Sp: 6 , P-ATK: 7 , P-DEF: 6, M-ATK: 5 , M-DEF: 6

## Rolling for Stats:

After you have selected a class you would roll 6 D6 dice. Each die can be placed into one of six different core stats:

**Hit Points (HP):** The amount of damage you can take before becoming a Ghost. Your starting HP will be the number of the stat times 10.

**Special Points (SP):** The amount of points you can use to use skills. Your starting SP will be the number of the stat times 10.

**Physical Attack (P-ATK):** The amount of Physical Damage you can do to an enemy.

**Physical Defense (P-DEF):** The amount of Physical Damage that is reduced when attacked.

**Magical Attack (M-ATK):** The amount of Magical Damage you can do to an enemy.

**Magical Defense (M-DEF):** The amount of Magical Damage that is reduced when attacked.

After your stats are chosen you can then apply the class stat bonus. Stats cannot be lower than a 1. A Twin Blade with 4 in every stat should look something like this:

$$\text{HP: } (4 + 1) \times 10 = 50$$

$$\text{SP: } (4 + 1) \times 10 = 50$$

$$\text{P-ATK: } 4 + 1 = 5$$

$$\text{P-DEF: } 4 + 1 = 5$$

$$\text{M-ATK: } 4 + 1 = 5$$

$$\text{M-DEF: } 4 + 1 = 5$$

## Skills/Spells

In general, skills are physical assaults that have a wide range of powers, such as increasing damage or bringing about status effects. Spells are magic attacks with an elemental basis that deliver additional damage to an enemy group, heal a party member, or impose status conditions. As a player's class level rises, they will have access to additional skills or spells. Each class gains a new skill or spell as they level up. You can put a new skill or spell on a specific number on your D6 whenever you acquire one. You can also assign a skill/spell to a number on the die when you are not in combat. When you roll that number during combat, you can choose to use your basic attack or a skill/spell instead.

Example:

D2: Gale Blade  
D3: Repth  
D4: None  
D5: None  
D6: Sparrow Counter

In addition to setting skills on a specific number on the die, you will also have access to a "Skill Trigger". You can set any 1 skill or spell whose class level is no higher than half your character level. Whenever you go to roll your dice, as long as you don't roll a 1, you can cast the spell in the "Skill Trigger Slot".

The list of every spell/skill is listed below:

### Twin Blade:

**Gale Blade** (Target: Single, 3d4 x P-ATK damage, SP Required: 10, Class Lv. 1)

**Sparrow Counter** (Target: Single, 2d4 x P-ATK, Deals an additional 2d4 damage to flying enemies, SP Required: 15, Class Lv. 2)

**Sword Dance** (Target: Every Enemy within 1 cell of yourself, 3d4 x P-ATK, SP Required: 10, Class Lv. 3)

**Tri. Strike** (Target: Single, 3d6 X P-ATK, Deals additional 2d6 to armored enemies. SP Required: 20, Class Lv. 4)

**Whirlwind** (Target: Every Enemy within a 2 cell cone, 6d4 x P-ATK, SP Required: 20, Class Lv. 6)

**Chaotic Strike** (Target: Single, 6d6 X P-ATK, Deals an additional 2d6 damage to flying enemies, SP Required: 25, Class Lv. 8)

**Ghost Falcon** (Target: Single, 7d8 x P-ATK, SP required: 50, Class Lv. 10)

### **Tribal Grappler:**

**Rapid Attack** (Target: Single, 3d6 X P-ATK damage, SP Required: 10, Class Lv. 1)

**King Hammer** (Target: Single, 2d8 x P-ATK, Deals an additional 2d8 damage to armored enemies, SP Required: 15, Class Lv. 3)

**Tiger Bite** (Target: Single, 5d6 x P-ATK, SP Required: 25, Class Lv. 5)

**Palm Strike** (Target: Single, 7d6 X P-ATK, Deals additional 2d6 to armored enemies. SP Required: 30, Class Lv. 7)

**Shell Shock** (Target: Single, 8d8 x P-ATK, Deals additional 2d6 to armored enemies. SP Required: 55, Class Lv. 9)

### **Blade Brandier:**

**Sword Flash** (Target: Single, 3d6 x P-ATK damage, SP Required: 10, Class Lv. 1)

**Ogre Sword** (Target: Every Enemy within 1 cell of yourself, 2d6 x P-ATK, SP Required: 10, Class Lv. 2)

**Lateral Moon** (Target: Single, 4d6 x P-ATK, Deals an additional 2d6 damage to flying enemies. SP Required: 15, Class Lv. 4)

**Razor's Edge** (Target: Single, 5d6 X P-ATK, SP Required: 25, Class Lv. 6)

**Disaster Sword** (Target: Every Enemy within a 2 cell cone, 6d6 x P-ATK, SP Required: 30, Class Lv. 8)

**Devil Sword** (Target: Every Enemy within 3 cell cone, 10d6 X P-ATK, SP Required: 50, Class Lv. 10)

### **Macabre Dancer:**

**Dek Corv** (Target: Single, Lower's P-ATK by 3 for 3 turns, SP Required: 10, Class Lv. 1)

**Dek Corma** (Target: Single, Lower's M-ATK by 3 for 3 turns SP Required: 10, Class Lv. 1)

**Gan Bolg** (Target: Every Enemy within 1 cell of target, Element: Earth, 3d6 x M-ATK, Deals additional 2d6 to armored enemies SP Required: 30, Class Lv. 2)

**Ap Corv** (Target: Single, Raises a friend's P-ATK by 3 for 3 turns, SP Required: 15, Class Lv. 3)

- 3) **Ap Corma** (Target: Single, Raises a friend's M-ATK by 3 for 3 turns, SP Required: 15, Class Lv. 4)
- Repth** (Target: Single, Restore 100 HP, SP Required: 15 , Class Lv. 4)
- 5) **Dek Vorv** (Target: Single, Reduces target P-DEF by half for 3 turns, SP required: 10, Class Lv. 5)
- Dek Vorma** (Target: Single, Reduces target M-DEF by half for 3 turns., SP required: 10, Class Lv. 5)
- Vak Don** (Target: Single, Element: Fire, 3d8 x M-ATK, SP Required: 30, Class Lv. 6)
- 7) **Ap Vorv** (Target: Single, For 3 turns, multiply a friend's P-DEF by 2, SP Required: 15, Class Lv. 7)
- Ap Vorma** (Target: Single, For 3 turns, multiply a friend's M-DEF by 2, SP Required: 15, Class Lv. 7)
- Duk Lei** (Target: Single, Poison: deals 2d6 x M-ATK for 3 turns, SP Required: 15, Class Lv. 8)
- Mumyn Lei** (Target: Single, Sleep: Puts target to sleep for 2 Turns or until hit with an attack. SP Required: 20 ,Class Lv. 8)
- 9) **MiDek Corv** (Target: All, Lower all enemies P-ATK by 3 for 3 Turns, SP required: 30, Class Lv. 9)
- MiDek Corm** (Target: All, Lower all enemies M-ATK by 3 for 3 Turns, SP required: 30, Class Lv. 9)
- MiDek Vorv** (Target: All, Reduces all target's P-DEF by half for 3 turns, SP required: 30, Class Lv. 10)
- MiDek Vorm** (Target: All, Reduces all target's M-DEF by half for 3 turns, SP required: 30, Class Lv. 10)

## Edge Punisher

- Tiger Blitz** (Target: Single, 3d8 x P-ATK damage, SP Required: 10, Class Lv. 1)
- Twin Moons** (Target: Single, 2d8 x P-ATK, Deals an additional 2d8 damage to flying enemies, SP Required: 15, Class Lv. 2)
- Armor Pierce** (Target: Single, 4d8 x P-ATK, Deals additional 2d8 to armored enemies.SP Required: 20, Class Lv. 3)
- Bone Crusher** (Target: Every Enemy within 1 cell of target:, 3d8 X P-ATK, Deals additional 3d8 to armored enemies. SP Required: 20, Class Lv. 4)
- Tiger Strike** (Target: Every Enemy within a 1 cell of target, 5d8 x P-ATK, SP Required: 30, Class Lv. 6)

**Shell Breaker** (Target: Single, 6d8 X P-ATK, Deals an additional 4d8 damage to armored enemies, SP Required: 35 ,Class Lv. 8)

**Armor Breaker** (Target: Single, 8d8 X P-ATK, Deals an additional 6d8 damage to armored enemies, SP Required: 40 ,Class Lv. 10)

### **Flick Reaper:**

**Wicked Strike** (Target: Every Enemy within a 1 cell of target, 3d6 x P-ATK damage, SP Required: 15, Class Lv. 1)

**Lotus Flower** (Target: Every Enemy within a 1 cell of target:, 2d6 x P-ATK, Deals an additional 4d6 damage to flying enemies, SP Required: 20, Class Lv. 3)

**Reaper's Touch** (Target: Every Enemy within 1 cell of yourself, 5d6 x P-ATK, SP Required: 30, Class Lv. 6)

**Heavenly Wheel** (Target: Single, 7d6 X P-ATK, Deals additional 5d6 to flying enemies. SP Required: 40, Class Lv. 8)

**Reaper's Dance** (Target: Every Enemy within a 2 cells of yourself, 8d8 x P-ATK, Deals an additional 4d8 damage to Light Enemies, SP Required: 50, Class Lv. 10)

### **Harvest Cleric:**

**Repth** (Target: Single, Restore 100 HP, SP Required: 15 , Class Lv. 1)

**Rip Duk** (Target: Single, Cures Poison, SP Required: 15, Class Lv. 2)

**Rue Kruz** (Target: Single, Element: Water, 3d4 x M-ATK, SP Required: 20, Class Lv. 2)

**Rip Mumyn** (Target: Single, Cures Sleep, SP Required: 20, Class Lv. 3)

**UI Repth** (Target: Single, Restore 200 HP, SP Required: 60, Class Lv. 4)

**Zan Rom** (Target: Every Enemy within a 1 of target, Element: Wind 5d4 X M-ATK, Deals an additional 2d4 damage to flying enemies, SP Required: 25 ,Class Lv. 5)

**Rip Maen** (Target: Single, Revive an ally with half health, SP Required: 55 , Class Lv. 5)

**La Repth** (Target: All, Restore 100 HP to all friends, SP Required: 55, Class Lv. 6)

**Rip Maj** (Target: Single, Cures Curse, SP Required: 15, Class Lv. 7)

**OI Repth** (Target: Single, Restores 350 HP, SP Required: 80, Class Lv. 8)

**Rip Fin** (Target: Single, Cures Seal, SP Required: 15, Class Lv. 8)

**Rip Suvi** (Target: Single, Cures Paralysis, SP Required: 15, Class Lv. 9)

**Lau Repth** (Target: All, Restore 200 HP to all friends, SP Required: 120, Class Lv. 10)

### Lord Partizan:

**Air Raid** (Target: Single, 3d8 x P-ATK damage, Deals an additional 2d8 damage to flying enemies, SP Required: 15, Class Lv. 1)

**Thorn Dance** (Target: Single, 4d8 x P-ATK, Deals an additional 2d4 damage to armored enemies, SP Required: 20, Class Lv. 3)

**Piercing Heaven** (Target: Single, 6d8 x P-ATK, Deals an additional 3d8 damage to flying enemies, SP Required: 30, Class Lv. 6)

**Scarlet Thrust** (Target: Every Enemy within a 1 cell of yourself, 7d8 X P-ATK, Deals additional 4d8 to armored and flying enemies. SP Required: 40, Class Lv. 8)

**Heavenly Rage** (Target: Every Enemy within a 1 cell of target, 8d8 x P-ATK, Deals additional 5d8 to flying enemies. SP Required: 60, Class Lv. 10)

### Shadow Warlock:

**Rue Kruz** (Target: Single, Element: Water, 3d4 x M-ATK, SP Required: 20, Class Lv. 1)

**Duk Lei** (Target: Single, Poison: Deals 2d6 x M-ATK for 3 turns, SP Required: 15, Class Lv. 1)

**Zan Rom** (Target: Every Enemy within a 1 cell of target, Element: Wind 5d4 X M-ATK, Deals an additional 2d4 damage to flying enemies, SP Required: 25, Class Lv. 2)

**Mumyn Lei** (Target: Single, Sleep: Puts target to sleep for 2 Turns or until hit with an attack. SP Required: 20, Class Lv. 2)

**Gan Bolg** (Target: Every Enemy within 1 cell of target, Element: Earth, 3d6 x M-ATK, Deals additional 2d6 to armored enemies SP Required: 30, Class Lv. 3)

**Repth** (Target: Single, Restore 100 HP, SP Required: 15, Class Lv. 3)

**Vak Don** (Target: Single, Element: Fire, 3d8 x M-ATK, SP Required: 30, Class Lv. 4)

**Maj Lei** (Target: Single, Curse: Reduces SP by 2d6 x M-ATK for 3 turns, SP required: 15, Class Lv. 4)

**Fin Lei** (Target: Single, Seal: Prevents the use of Skills/Spells for 3 turns, SP Required: 20, Class Lv. 5)



**Lei Zas** (Target: Single, Element: Light, 3d8 x M-ATK, SP Required: 30, Class Lv. 5)

**Dek Corv** (Target: Single, Lower's P-ATK by 3 for 3 turns, SP Required: 10, Class Lv. 6)

**Dek Corma** (Target: Single, Lower's M-ATK by 3 for 3 turns SP Required: 10, Class Lv. 6)

**Suvi Lei** (Target: Single, Paralyze: Prevents the use of actions for 2 Turns. The target can roll a D6 at the end of the turn to end Paralyze early if the result is 4 or higher, SP Required: 25 ,Class Lv. 7)

**Ani Zot** (Target: Single, Element: Dark, 5d8 x M-ATK, SP required: 50, Class Lv. 7)

**OrRue Kruz** (Target: Every enemy within 1 cell of target, Element: Water, 7d8 x M-ATK, SP Required: 50, Class Lv. 8)

**Dek Vorma** (Target: Single, Lowers target M-DEF by 3 for 3 turns, SP required: 10, Class Lv. 8)

**UI Repth** (Target: Single, Restore 200 HP, SP Required: 60, Class Lv. 9)

**OrZan Ram** (Target: Every enemy within 1 cell of target, Element: Wind, 7d8 x M-ATK, deals additional 3d8 to flying enemies, SP Required: 60, Class Lv. 9)

**OrGan Bolg** (Target: Every enemy within 1 cell of target, Element: Earth, 8d8 x M-ATK, deals additional 4d8 to armored enemies, SP Required: 75, Class Lv. 10)

**OrVak Don** (Target: Every enemy within 1 cell of target, Element: Fire, 10d8 x M-ATK, SP Required: 85, Class Lv. 10)

### Steam Gunner:

**Thorn Shot** (Target: Every enemy within 1 cell of target , 4d6 x P-ATK damage, SP Required: 15, Class Lv. 1)

**Thunder Spark** (Target: Single, Element: Wind, 3d6 x P-ATK, Deals an additional 2d6 damage to armored enemies, SP Required: 20, Class Lv. 2)

**Plectra Bullet** (Target: Every Enemy within 1 cell of target, Element: Water, 3d6 x P-ATK, Deals additional 2d6 to flying enemies, SP Required: 20, Class Lv. 3)

**Tempest Bullet** (Target: Every enemy within 1 cell of target, Element: Wind, 4d6 X P-ATK, Deals additional 2d6 to armored and flying enemies. SP Required: 40, Class Lv. 5)

**Sphere Bullet** (Target: Every Enemy within a 1 cell of target, Element: Fire, 6d4 x P-ATK, Deals additional 3d6 to flying enemies SP Required: 35, Class Lv. 7)

**Dust Bullet** (Target: Every enemy within 1 cell of target, Element: Earth, 7d6 X P-ATK, Deals an additional 4d6 damage to flying enemies, SP Required: 65, Class Lv. 8)

## Leveling up:

After each battle, players can earn experience points (EXP). Every monster a party meets has an XP value based on their level, and this is done to encourage players to win battles against the monsters. After each combat, the party members all gain the same amount of experience. The group will level up once they have earned 1000 EXP. The group will only receive half of the EXP if its level is higher than that of an enemy.

Each time a player levels up, their total HP and SP grow by Base HP Stat + D6 result x 5 and Base SP Stat + D6 result x 5, respectively. (Those D6 become a D8 at Level 3, a D10 at Level 6, and a D12 at Level 9). In addition to talents, a player may also get bonuses to their stats, socially helpful passives, or even special skills exclusive to their class.

**Level 1 - Role & Specialty**

**Level 2 - Stat Increase**

**Level 3 - Die Increase & Specialty Feature**

**Level 4 - Job Extension**

**Level 5 - Talent**

**Level 6 - Die Increase & Specialty Feature**

**Level 7 - Job Extension**

**Level 8 - Stat Increase**

**Level 9 - Die Increase & Specialty Feature**

**Level 10 - Xth Form**

## Roles:

Roles are distinctive characteristics that provide additional personality to your character and define the type of person they are. These roles influence a wide range of social events and shape how others perceive you in the world. There are the following roles:

**Item Hunter:** You can roll a D6 once a combat encounter is over. A Monster's **Rare** item can be obtained if a six is rolled.

**Charismatic:** You can add +2 to the outcome of a roll involving social interactions like persuasion or intimidation.

**Monster Hunter:** You can increase the first basic attack you make in battle by one die.

**Kind Hearted:** Every time you use a spell, skill, or item to heal a friend, get +2 friendship with them. This method only works once each session and per person.

**Player Killer:** You can make an opposing PC roll a 1 on their first die roll once every combat.

**Guild Master:** Get a 10% discount on purchases made at stores and 10% more GP when you sell items at your guild shop.

**Informant:** +2 to Investigation die rolls .

## Stat Increase:

You can add +2 to any one stat or +1 to any two stats when you reach levels 2 and 8.

Example:

**–Adept Rogue (Twin Blade/Flick Reaper): Starting Skill - Gale Blade/Wicked**

**Strike**

HP: 5 + 2

Sp: 6

P-ATK: 7

P-DEF: 6

M-ATK: 5

M-DEF: 6

Or

HP: 5

Sp: 6

P-ATK: 7 + 1

P-DEF: 6 + 1

M-ATK: 5

M-DEF 6

## Specialty:

Specialties are the paths that determine the skills or characteristics your class acquires as you go through the levels. When creating your character, choose one of the two Specialties. If you desire to alter your Specialty, you can speak to the Grunty in the @home, where you can use GP to do so.

## Twin Blade:

### Path of the Assassin:

**Level 1: Assassinate** - When you make a basic attack, roll two dice. If you do not use a Skill or Spell and roll a 3, you may roll an additional die and calculate damage afterwards.

**Level 3: Staccato (Skill)** - (Target: Single, 6d4 x P-ATK damage, SP Required: 15)

**Level 6: Assassinate Upgrade** - When you make a basic attack, roll three dice. If you do not use a Skill or Spell and roll a 3 or a 6, you may roll 2 additional dice and calculate damage afterwards.

**Level 9: Lethal Strike** - If a target has less than 10% of their HP remaining, your next basic attack deals twice as much damage.

### Path of the Thief:

**Level 1: Steal** - You receive the Target's Rare Item when you make a basic attack without using a Skill or Spell and roll a 6 on the die.

**Level 3: Saber Dance (Skill)** - (Target: Every Enemy within 1 cell of yourself, 5d4 x P-ATK damage, SP Required: 15)

**Level 6: Steal Upgrade** - You receive the Target's Rare Item when you make a basic attack without using a Skill or Spell and roll an even number on the die.

**Level 9: "Treasure Hunter"** - After the battle, roll your die. If you roll a 2, 4, or 8 on the die, you will receive a Rare item from each slain enemy. If you have the **Item Hunter Role** and roll an even number on the die, you will receive a Rare Item from every enemy.

## Blade Brandier:

### Path of the Guardian:

**Level 1: Intervention** - When a friend within 1 cell of you suffers damage, you can take the damage instead, and if you do, you take half the damage they would have taken.

**Level 3: Cross Slash (Skill)** - (Target: Single, 2d12 x P-ATK damage, SP Required: 15)

**Level 6: Intervention Upgrade** - When a friend within 2 cells of you suffers damage, you can take the damage instead, and if you do, you take 1/4th the damage they would have taken.

**Level 9: Riposte** - When you suffer damage from an enemy attack, you can perform a basic attack on that target. This feature can only be used once per round of combat.

### Path of the Blade Master:

**Level 1: Fighting Spirit** - Every time you deal damage to an enemy with a basic attack or skill, your P-ATK increases by 1 (Max +3). Every time you are damaged by an enemy attack your P-ATK decreases by 1 (Max -3).

**Level 3: Crack Beat (Skill)** - (Target: Single, 3d8 x P-ATK damage, SP Required: 15)

**Level 6: Fighting Spirit Upgrade** - Every time you deal damage to an enemy with a basic attack or skill, your P-ATK increases by 1 (Max +4), and regains 10 SP. Every time you are damaged by an enemy attack your P-ATK decreases by 1 (Max -2).

**Level 9: Zantetsuken** - If you currently have +4 P-ATK from Fighting Spirit, the next basic attack you deal will be quadrupled. After the attack, you lose -4 P-ATK.

## Macabre Dancer:

### Path of the Performer:

**Level 1: Swift Step** - Gets the Dance action and three Dance Skills.

**Dance:** Roll the dice. If the number falls on a Dance Skill, apply that skill before rolling another die. Repeat until all Dances have been used, the same Dance Skill has been used twice, or it lands on a non-Dance Skill/Spell or basic attack. (Dance Skills can stack).

**Sensual Dance:** All enemies lose -3 P-ATK and a -3 M-ATK until the start of your next turn. SP Required: 15

**Wondrous Waltz:** All friends gain 15 HP and gain +1 P-ATK and M-ATK until the start of your next turn. SP Required: 20

**Tempting Tango:** All enemies lose P-DEF and M-DEF equal to your level x 10 until the start of your next turn. SP Required: 15

**Level 3: All Eyes On Me (Dance Skill)** - (Target: Self, Gain P-DEF and M-DEF equal to your M-ATK until the start of your next turn. SP Required: 25)

**Level 6: Swift Step Upgrade** - Gain three more Dance Skills. Dance: Roll the dice. If the number falls on a Dance Skill, apply that skill before rolling another die. Repeat until all Dances have been used, the same Dance Skill has been used thrice, or it lands on a non-Dance Skill/Spell or basic attack. (Dance Skills can stack.)

**Rousing Samba:** All friends gain P-DEF and M-DEF equal to your level x 10 until the start of your next turn. SP Required: 15

**Spirit Steps:** All friends gain 15 SP and HP. SP Required: 20

**Dancer's Fury:** (Target: Single, 3d10 x M-ATK, gain +2 movement until the end of your next turn.)

**Level 9: Greatest Show** - When you use a Dance skill successfully four times in a row, you can spend half of your current SP to utilize the Unique Dance Skill: Epic Ending.

**Epic Ending:** All existing buffs and debuffs are extended for an additional three turns. SP Required: Half of current SP.

## Path of the Lore Keeper:

**Level 1: In-depth Knowledge** - +2 to Knowledge Checks. You can reroll your knowledge check result once per session, but you must accept the new result.

**Level 3: Rig Geam (Spell)** - (Target: Single, Recover 10 SP at the start of every turn for 3 turns, SP Required: 30)

**Level 6: In-depth Knowledge Upgrade** - +3 to Knowledge Checks. You can reroll your knowledge check result once per session, but you must accept the new result. If you roll lower than a 5 on a die when making a Knowledge Check, you may treat it as a 5 instead.

**Level 9: Unmatched Wisdom** - You can apply the benefit to Knowledge Checks from In-Depth Knowledge to any die roll you make.

## Edge Punisher:

## Path of the Berserker:

**Level 1: Reckless Attack** - You can reroll any basic attack or skill damage you deliver to an enemy once every round, but you must accept the new result. When you use this ability, the damage dealt by enemies against you increases by 20 until the start of your next turn.

**Level 3: Calamity (Skill)** - (Target: Every enemy within a 2 cell line, 3d6 x P-ATK damage, enemies movement is reduced by 2 until the start of your next turn. SP Required: 15)

**Level 6: Reckless Attack Upgrade** - You can reroll any basic attack or skill damage you deliver to an enemy once every round, but you must accept the new result. When you deal a basic attack or skill to an enemy, their P-DEF is decreased by half until the start of your next turn. When you use this ability, the damage dealt by enemies against you increases by 40 until the start of your next turn.

**Level 9: Last Stand** - You can set your P-DEF to 0 once per battle, and any basic attack damage you deliver to an enemy will be increased by the amount of P-DEF lost via this feature (Damage is applied after normal calculations).

## Path of the Templar:

**Level 1: Arcane Ward** - You can switch your current P-DEF with your M-DEF once per battle. When you are hit by a Spell, your M-DEF increases by 10 (to a maximum of +30 M-DEF).

**Level 3: Gan Smash (Skill)** - (Target: Every enemy within 2 cells of yourself, 2d8 x P-ATK damage, Element: Earth, SP Required: 15)

**Level 6: Arcane Ward Upgrade** - You can switch your current P-DEF with your M-DEF twice per battle. When you are hit by a Spell, your M-DEF increases by 15 (to a maximum of +45 M-DEF).

**Level 9: Mighty Guard** - If you have more M-DEF than P-DEF, all Physical damage you take is cut in half. If you have more P-DEF than M-DEF, all Magical damage you take is cut in half.

## Flick Reaper:

## Path of the Lunar Shroud:

**Level 1: Lunar Phases** - At the start of your turn, you can apply one of the Lunar Phase Passives to your character. Each Lunar Phase can only be used once per battle and last until the start of your next turn.

**Full Moon:** You have the option of increasing or decreasing the next roll by 1. SP Required: 5

**Waxing Crescent:** Your basic attack range changes to a 3 cell cone. SP Required: 10

**New Moon:** If an enemy rolls a 4 or lower on an attack against you, the attack will fail, resulting in a miss. SP Required: 20

**Waning Crescent:** You and every friend within one cell of you gains 35 SP. SP Required: 0

**Level 3: Circle of the Moon (Skill)** - (Target: Every enemy within a 2 cells of yourself, 2d8 x M-ATK damage, Element: Light, Enemies that are hit with this skill have their element changed to Dark until the start of your next turn. SP Required: 30)



**Level 6: Lunar Phases Upgrade** - At the start of your turn, you can apply one of the Lunar Phase Passives to your character. Each Lunar Phase can only be used twice per combat and last until the start of your next turn.

**Full Moon:** You have the option of increasing or decreasing the next roll by 1 or 2. SP Required: 10

**Waxing Crescent:** Your basic attack range changes to within 3 cells of yourself. SP Required: 20

**New Moon:** If an enemy rolls a 7 or lower on an attack against you, the attack will fail, resulting in a miss. SP Required: 30

**Waning Crescent:** You and every friend within one cell of you gains 60 HP and SP. SP Required: 0

**Level 9: Light of the Moon Tree** - At the start of your turn, you can use two Lunar Phases. Light and Dark damage you receive is decreased by half.

## Path of the Dread Lord:

**Level 1: Sinister Strike** - The Dark Element is added to Basic Attacks. Basic Attacks inflict damage on an enemy's SP equal to your character level multiplied by 5.

**Level 3: Osmos (Spell)** - (Target: Single, 2d8 x M-ATK damage, Damage inflicted using this spell damages SP instead of HP. Gain SP equal to half the damage dealt. Element: Dark, SP Required: 0)

**Level 6: Sinister Strike Upgrade** - The Dark Element is added to Basic Attacks. Basic Attacks inflict damage on an enemy's SP equal to your character level multiplied by 10 and regain SP equal to your Character Level multiplied by 5.

**Level 9: Blessing of Cernunnos** - You can increase your P-ATK and M-ATK by 3 once each combat, but you will take SP damage equal to your character level times 10 at the start of each turn.

## Harvest Cleric:

### Path of the Wave Master:

**Level 1: Fairy Sense/Cleansing Waters** - You can reveal the hidden areas of the field/dungeon you're in, as well as the location of any treasure chests within that field/dungeon, twice every session. Every time you do damage with a Water Element Spell, you can pick one of your party members, they gain HP equal to your level x 10

**Level 3: Rue Rom (Spell)** - (Target: Every enemy within a 1 cell of target, 3d6 x M-ATK damage, Element: Water, SP Required: 15)

**Level 6: Fairy Sense/Cleansing Waters Upgrade** - You can reveal the hidden areas of the field/dungeon you're in, the location of any treasure chests within that field/dungeon, and Lucky Animal locations twice every session. Every time you do damage with a Water Element Spell, you can pick one of your party members, they gain HP equal to your level x 15

**Level 9: Serene Melody** - Once per combat you can absorb half of the damage you would take. The other half is subtracted from your SP instead for 3 turns. At the end of each turn, if you used this feature, you regain SP equal to the amount of damage you took.

### Path of the Mirage:

**Level 1: Illusory Double** - When you get hit by an enemy's attack, you can make that dice roll a 1, causing the attack to miss. If the attack fails as a result of this feature, you can move up to 2 cells away from the enemy. You can only use this feature twice per combat.

**Level 3: Visions of yourself (Spell)** - (Target: Single, Inflicts Poison and Curse that last for 3 turns, Poison: 2d6 x M-ATK damage for 3 turns, Curse: Reduces SP by 2d6 x M-ATK for 3 turns, SP Required: 40)

**Level 6: Illusory Double Upgrade** - When you get hit by an enemy's attack, you can make that dice roll a 1, causing the attack to miss. If the attack fails as a result of this feature, you can move up to 3 cells away from the enemy and restore HP to yourself equal to 10 x Class level. You can only use this feature twice per combat.

**Level 9: Invisible Dolls** - Deception Checks get a +2. You can construct three illusions of yourself once per combat. These illusions follow you everywhere. You earn the following passive if you utilize the Illusory Double feature when you have illusions: Any enemy who misses an attack against you suffers 5d10 x M-ATK damage and is paralyzed for or 1 turn. Paralyze prevents the usage of actions.

## Lord Partizan:

### Path of the Slow Doberman:

**Level 1: Burning Passion** - You acquire the Burning Passion Buff at the start of combat. When you have this buff, you can drop to 1 HP instead of 0 HP when you are reduced to 0 HP. The Burning Passion Buff is then removed afterwards.

**Level 3: Piro's Diary (Skill)** - (Target: 1 Party Member, -2 M-ATK until the end of combat, Gains the Burning Passion Buff, SP Required: 30)

**Level 6: Burning Passion Upgrade** - You acquire the Burning Passion Buff at the start of combat. When you have this buff, you can drop to 30 HP instead of 0 HP when you are reduced to 0 HP and gain +2 P-ATK until the start of your next turn. The Burning Passion Buff is then removed afterwards.

**Level 9: Graphics Unbelievable!** - Gain the following benefits depending on the number of party members with the Burning Passion Buff.

**(1 Party Member):** Everyone with the Burning Passion Buff gains +2 movement.

**(2 Party Members):** Everyone with the Burning Passion Buff gains P-DEF and M-DEF equal to your level x 5.

**(3+ Party Members):** Everyone with the Burning Passion Buff cannot miss by rolling a 1 on the die. A 1 on the die is treated as a Rengeki (Basic Attacks and Skills only)

### Path of the Long Arm:

**Level 1: Long Reach** - Your attack range has been enhanced by 1 cell. The further you are from your target, the more dice you receive for your basic attacks (1 die per 1 cell away, Max 3 dice)

**Level 3: Triple Doom (Skill)** - (Target: Up to 3 enemies within 2 cells from yourself), 2d8 x P-ATK, SP Required: 30)

**Level 6: Long Reach Upgrade** - Your attack range has been enhanced by 2 cells. The further you are from your target, the more dice you receive for your basic attacks (1 die per 1 cell away, Max 4 dice)

**Level 9: Polearm Master** - When you hit an enemy with a basic attack or skill, you have the option of pushing them 2 cells away, and if you do, that enemy takes damage equal to your character level x 5.

## Shadow Warlock:

### Path of the Necromancer:

**Level 1: Necro Shade** - When you use a Dark Element Spell, you gain HP equal to your Class Level x 10. When one of your Dark Element Spells hits an enemy, they take additional Dark Element Damage equal to your Class Level x 10.

**Level 3: Ani Don (Spell)** - (Target: Every enemy within 1 cell of target, 2d10 x M-ATK damage, SP Required: 20)

**Level 6: Necro Shade Upgrade** - When you use a Dark Element Spell, you gain HP equal to your Class Level x 10 and gain +2 M-ATK until the end of combat. When one of your Dark Element Spells hits an enemy, they take additional Dark Element Damage equal to your Class Level x ten and lose M-DEF equal to your level x 5 until the end of combat.

**Level 9: Blessing of Cerunnos** - Every spell that deals damage gains the Dark Element.

### Path of the Summoner:

**Level 1: Summon Goblin** - You can summon a Goblin Rookie to battle alongside you once every combat. This Goblin is treated as a Party Member. It has the same turn order as you and benefits from the following.

(Arcane Vigor): Gains half your total HP as total HP.

(Mystical Bond): Gains P-ATK equal to half of your M-ATK.

(Inclad Resolve): Gains P-DEF and M-DEF equal to your P-DEF and M-DEF.

**Level 3: Infuse Element (Spell)** - (Target: 1 Party Member, Target's Basic Attacks apply the Fire, Water, Earth, or Wind Element for 3 turns, SP Required: 45)

**Level 6: Summon Goblin** - You can summon a Goblin Knight to battle alongside you once every combat. This Goblin is treated as a Party Member. It has the same turn order as you and gains additional benefits from the following.

(Speed Demon): Gains +2 Movement

(Step of the Wind): Any attack that rolls a 3 or lower on the die results in miss against the Goblin Knight

**Level 9: Golden Gob** - Your Goblin Summons are now golden. Any damage dealt to the Goblin Knight is reduced by half. Any damage the Goblin deals is increased by your level x 3.

## Steam Gunner:

### Path of the Sniper:

**Level 1: Focus** - Once per turn, if you have not moved this turn, you can add +1 to the die result. You can add an additional +1 to the dice for every other turn you use Focus (up to a maximum of +3).

**Level 3: Aim (Skill)** - (Target: Single, 3d4 x P-ATK damage, +1d4 for each consecutive use of Focus SP Required: 15)

**Level 6: Focus Upgrade** - Once per turn, if you have not moved this turn, you can add +1 to the die result or subtract -1 to the die result. You can add an additional +1 or -1 to the dice for every other turn you use Focus (up to a maximum of +4).

**Level 9: I Never Miss** - If you roll a 1 on the die while in combat, you can reroll that die once each turn, but you must accept the new result.

### Path of the Hunter:

**Level 1: Spread Shot** - Your weapon's range is reduced by three cells. Your weapons can now attack all enemies within a three-cell cone.

**Level 3: Burning Shot (Skill)** - (Target: Every Enemy within 3 cell cone, 4d4 x P-ATK damage, Element: Fire, SP Required: 25)

**Level 6: Spread Shot Upgrade** - Your weapon's range is reduced by three cells. Your weapons can now attack all enemies within a three-cell cone. The closer the enemy is to you, the more dice you can add. (Maximum +3 if the enemy is within 1 cell of yourself.)

**Level 9: Hunter's Mark** - You can alter the element of your basic attacks once every round to Fire, Water, Earth, or Wind, and if you do, add 1 additional die to your damage (Max +5)

## Tribal Grappler:

### Path of the Ninja Master:

**Level 1: Ninjutsu** - You have the ability to cast the following spells. You can use your P-ATK instead of M-ATK when casting these spells.

**Blaze Blitz:** (Target: Single, Every enemy within 1 cell of target, 4d4 x M-ATK damage, Element: Fire, SP Required: 20)

**Massive Flood:** (Target: Every enemy in a 3 cell line, 3d6 x M-ATK damage, Element: Water, SP Required: 25)

**Thunder Spark:** (Target: Every enemy within 1 cell of yourself, 2d10 x M-ATK damage, Element: Wind, SP Required: 30)

**Level 3: Throw Item (Skill)** - (Target: Single, 1d10 damage x P-ATK + an additional d10 damage the higher the rarity of the item thrown. Common = +1, Uncommon = +2, Rare = +3, Unique = +4, Legendary = +5, SP Required: 15)

**Level 6: Ninjutsu Upgrade** - You have the ability to cast the following spells. You can use your P-ATK instead of M-ATK when casting these spells. The cost of your Ninjutsu Spells is reduced by half.

**Substitution:** (Target: Self, Reduces the next damage you take to 0, SP Required: 40)

**Shadow Pins:** (Target: Single, Reduces the movement of target to 0 until the end of it's turn or when it takes damage, SP Required: 40)

**Level 9: GP Toss** - You can pay 2000 GP to add an additional die to a basic attack or skill (maximum 10000 GP = +5 dice).

### Path of the Monk:

**Level 1: Mach Kick (Skill)** - (Target: Every Enemy within a 4 cell line, 5d4 x P-ATK damage, gain +2 movement until the end of your next turn. SP Required: 15)

**Level 3: Counter Kick** - When you are hit by a Physical Attack, you can make a basic attack against the enemy that hit you.

**Level 6: Mach Kick and Counter Kick Upgrade** -

**Mach Kick** - (Target: Every Enemy within a 6 cell line, 5d6 x P-ATK damage, gain +3 movement until the end of your next turn. SP Required: 15)

**Counter Kick** - When you are hit by a Physical Attack, you can make a basic attack or the Mach Kick Skill against the enemy that hit you.

**Level 9: Weakness Exploit** - When hitting foes with basic attacks or Mach Kick, the P-DEF of your enemy is not applied.

## Adept Rogue:

### Path of the Dark Knight:

**Level 1: Chaos Bringer** - Your basic attacks' element changes to Dark. By reducing your current HP by half, you can add 2 more dice to your basic attacks for three turns.

**Level 3: Dark Wave (Skill)** - (Target: Every enemy within 2 cells of yourself, 3d4 x P-ATK damage, regain HP equal to your character level x 10, SP Required: 25)

**Level 6: Chaos Bringer Upgrade** - Your basic attacks' element changes to Dark. By reducing your current HP to 1, you can add 4 more dice to your basic attacks and skills for three turns. When you are reduced to 0 hit points, you can drop to 1 hit point instead. You can only use this feature once per combat.

**Level 9: Oblivion** - When your HP reaches 0, you deal Dark damage to every enemy within two cells of yourself equal to your character level x 100.

### Path of the Linquist:

**Level 1: Prodigy** - You gain 1 additional Role (Max 2). Select 1 Social Check and earn +2 in that check.

**Level 3: Study (Skill)** - (Target: Single, Learn the stats of the targeted enemy. If the target is weak to an elemental type, your basic attacks apply the element that the enemy is weak to for 3 turns. SP Required: 5)

**Level 6: Prodigy Upgrade** - You gain 1 additional Role (Max 3). Select 2 Social Check and earn +3 in those checks. When the Study Skill is used, you gain P-DEF and M-DEF equal to your level x 3 until the start of your next turn. SP cost for Study increases by 10 (to a total of 15 SP).

**Level 9: Eloquence** - Gain a +2 bonus to all social checks. If you roll less than a 3 on a social check, you can treat it as a 3.

## Path of the Sage:

**Level 1: Elemental Adept** - Depending on the type of spell used, you can gain the following advantages.

**Fire:** Gain +2 M-ATK on the next spell you cast.

**Water:** Every Friend regains HP equal to your character level x 5

**Earth:** Gains P-DEF and M-Def equal to your character level x 5.

**Wind:** The range of the next spell you cast increases by 2 cells.

**Dark:** Gains HP equal to your character level x 5.

**Light:** Gains SP Equal to your character level x 5.

**Non-Elemental:** Healing Spells recover 25 more HP, Buff and Debuff Spells last for 1 additional turn.

**Level 3: Rig Gaem (Skill)** - (Target: Single, Regain 10 SP for 3 turns, SP Required: 55)

**Level 6: Elemental Adept Upgrade** - Depending on the type of spell used, you can gain the following advantages.

**Fire:** Gain +3 M-ATK on the next spell you cast.

**Water:** Every Friend regains HP equal to your character level x 10

**Earth:** Gains P-DEF and M-Def equal to your character level x 10.

**Wind:** The range of the next spell you cast increases by 3 cells.

**Dark:** Gains HP equal to your character level x 10.

**Light:** Gains SP Equal to your character level x 10.

**Non-Elemental:** Healing Spells recover 50 more HP, Buff and Debuff Spells last for 1 additional turn.

**Level 9: Master of the Elements** - The SP cost of spells is reduced by half. At the start of combat, if you have less than 10% of your total SP, you gain 75 SP.



## Die Increase:

The die you use for fighting and social abilities increases as your character achieves levels 3, 6, and 9. In Level 3, your die is a D8, at Level 6, a D10, and at Level 9, a D12. With a higher dice, you can add more skills, deal more damage with your base attack, and have a better chance of passing certain game master-requested checks.

## Job Extension:

Job Extensions improve the fundamental classes by adding new passive abilities based on the class itself. A new quest created by the GM will become accessible at levels 4 and 7. When the quest is finished, you'll be able to access your new class upgrades or, in the case of Adept Rogues, new classes. The following passives/abilities are listed for each class:

### Blade Brandier:

Level 4: Nightfall Wind - Once per session, you can infuse your weapon with the Wind Element for 3 turns.

Level 7: Opening Cutter - You are immune to the Seal Condition.

### Macabre Dancer:

Level 4: Lingering Arcana - When you cast a spell that applies Poison, Seal, Paralysis, or Curse, the duration of those effects increases by 1 turn.

Level 7: Armadillo Crest - Reduce the damage received by Magic Attacks by your level x 5.

### Edge Punisher:

Level 4: Shockwave - If there are enemies within 1 cell of the target when you roll for your basic attack, you can deal half the damage to those enemies once per session.

Level 7: Niku Baku Tongue - Each time you use a basic attack or skill, 15 HP are restored.

### Flick Reaper:

Level 4: Reaper's Circle - You can encircle yourself with a ring of magic once per session. Enemies who enter that ring receive 2d4 X M-ATK. The ring lasts for 2 turns.

Level 7: Dark Iguana Tail - Your basic attacks or skills can deal Dark damage.

### **Harvest Cleric:**

Level 4: Flexible Casting - When roll your die in combat, you can add or subtract 1 from the result.

Level 7: White Star Sand - Reduce the cost of SP for Recovery Spells by 50%.

### **Lord Partizan:**

Level 4: Long Arm Adept - You can reroll a made dice result once every session.

Level 7: Pierce - Increase the damage dealt to flying and armored enemies by your level x 5.

### **Shadow Warlock:**

Level 4: Transmute Spell - You have the option to alter the elemental typing of a spell you perform once every session.

Level 7: Mind Wing: Increases Max SP by 100.

### **Steam Gunner:**

Level 4: Aim - You can decide to add 1 to the outcome of a basic attack you make once every session.

Level 7: Galegrass - Counter with a Wind attack that deals 2d6 damage when hit with basic attacks.

### **Tribal Grappler:**

Level 4: Quick Step - Your movement increases by 2 cells.

Level 7: Shark Tooth - Deal an extra 2d6 damage when you roll a 6 or higher on your basic attack

### **Twin Blade:**

Level 4: Saber Dance - Your basic attacks deal damage to every enemy within 1 cell of yourself.  
Movement increases by 2

Level 7: Stopping Moss - The target's HP is cut in half when you roll an 8 or higher on your basic attack.  
This does not work on Boss monsters/enemies or story related Bosses.

### **Adept Rogue:**

Level 4: Copycat - You may select any Level 4 Job Extension from any class.

Level 7: Multi-Trigger - When you make an attack roll you can roll twice and use either number.

## Talents:

A character's Talents are distinctive characteristics that can be used outside of battle and add value in a variety of circumstances. These may increase your chances of finding uncommon things or provide additional chances for you to earn friendship points. Your character's specialty will be determined by these Talents, which can benefit you or the party.

**Lucky Find:** Whether you're in a field or dungeon, you know where Lucky Animals are. Once a Lucky Animal is kicked by you or a member of your party, the benefits of the animal are multiplied by two for you and the entire group.

**Altruistic:** You get +2 Friendship with a party member twice every session when you give them an item.

**Silver Tongue:** You can decide to reroll the dice and add +2 to the result once each session when you roll the die to persuade someone. The new outcome must be accepted.

**Collector:** Roll a D6 when you open a treasure chest. If you roll a 6, you can also get a rare item (selected by the GM) in addition to the item in the chest.

**Insightful:** You can add +2 to any die roll involving "The World"-related knowledge.

## Xth Form:

The Xth Form is a Job Extension that goes beyond "The World's" typical gameplay restrictions. They grant a special ability or passive that is peculiar to that class, and their main weapon changes into a different type. Any abilities gained before achieving the Xth form are still applicable. When not engaged in battle, you can swap between the old and new weapon types.

### Twin Blade -> Twin Excaliburs

New Weapon Type: Dual Long Swords

Effect: Raises the damage of basic attacks by 2d6 and expands their range by 1 cell.

Skill: Noble Arms - (Target: Single, 9d8 x P-ATK, Element: Light, SP required: 80,)

### Blade Brandier - Blade Artemis

New Weapon Type: Bow Blade

Effect: Enables Ranged Basic Attacks

Skill: Apollousa Shot - (Target: All enemies, 6d8 x P-ATK, Element: Wind, Deals 6d8 additional damage to flying enemies, SP required: 80,)

## **Macabre Dancer -> Macabre Bard**

New Weapon Type: Harp

Effect: Increases the effectiveness of spells that increase or decrease P-ATK, P-DEF, M-ATK, or M-DEF by 3

Skill: Rig GaeaSi - (Target: All Friends, Restore HP and SP by 30 for 3 turns, SP Required: 65)

## **Edge Punisher -> Edge Destroyer**

New Weapon Type: Great Ax

Effect: Infuses Weapons with the Earth Element. Increases Damage done to armored enemies to 2d6

Skill: Earthshaker - (Target: All Enemies, 11d8 x P-ATK, Element: Earth, does not affect flying enemies, SP required: 50)

## **Flick Reaper -> Waning Reaper**

New Weapon Type: Katana

Effect: Applies Light and Dark to basic attacks.

Skill: Twin Moon (Target: Every enemy within 3 cells of yourself, 4d8 x P-ATK, Restores HP equal to 1/4th the damage dealt Element: Light and Dark, SP required: 65)

## **Harvest Cleric -> Harvest Paladin**

New Weapon Type: Whip

Effect: Increases the range of basic attacks by 1 cell. The effects of Recovery Spells you cast are doubled.

Skill: Aura of Hope (Target: Every friend within 2 cells of yourself, Restores HP by 75 for 3 turns. SP required: 150)

## **Lord Partizan -> Lord Gungnir**

New Weapon Type: Drill

Effect: Restores Sp by 20 after a basic attack.

Skill: Zodiac Barrage - (Target: Single, 10d8 x P-ATK, deals 5d8 more damage to flying and armored enemies, Element: Fire, SP required: 70,)

## **Shadow Warlock -> Abyss Warlock**

New Weapon Type: Staff

Effect: Raises the damage of elemental attacks by 2d6.

Skill: Torrential Tribute - (Target: Every enemy within 2 cells of target, 9d8 x M-ATK, Element: Water, SP required: 160)

## **Steam Gunner -> Steam Musketeer**

New Weapon Type: Gunblade

Effect: Raises the damage of skills by 2d6 and expands their range by 1 cell.

Skill: Blasting Zone - (Target: Every enemy within 1 cell of target, 6d8 x P-ATK, Element: Fire, Water, Wind, and Earth, SP required: 80)

## **Tribal Grappler -> Knuckle Master**

New Weapon Type: Claws

Effect: Applies the Paralysis effect to basic attacks

Skill: Fist Opera - (Target: Single, 12d8 x P-ATK, SP required: 70)

## **Adept Rogue -> Trick Master**

**New Weapon Type:** Dual Guns

**Effect:** Once every session, you may make any die roll (or dice rolls) that an enemy makes a 1 until the end of the turn.

**Skill:** Master of All - (Target: yourself, Increases P-ATK, P-DEF, M-ATK, and M-DEF by 3 for 3 turns, SP required: 100,)

## **Friendship/Relationships**

As you embark on journeys in "The World," relationships and friendships grow. Throughout the process, you will come into contact with a diverse range of people, forging friendships or foes.

In any situation, if two or more PCs roll the same number when rolling dice, friendship between those two PCs is increased by one. A PC can have a maximum of 100 Friendships with another PC at any given moment.

### **Relationships**

During certain moments, you can consume Friendship for another PC to enter a Relationship with that PC. Relationships have certain special effects that apply to you when you are Partied up with the PC that Relationship corresponds to. You can have up to 5 Relationships corresponding to each PC at any given time. You can still pay Friendship to engage in a new Relationship with that PC, but you will need to replace an existing Relationship. Relationships are a permanent addition to your character. Available Relationships are as follows:

#### **Rival:**

A largely one-sided conflict with another character.

**Condition:** You consume 50 Friendship for that PC after you feel disheartened or encouraged by them.

**Effect:** If you roll higher than your Rival on any roll, you gain +1 to the next roll you make.

#### **Loyalty:**

Feeling obligated to help and always stand beside another PC to repay them.

**Condition:** When you receive an item from someone, you consume 50 friendship for that PC.

**Effect:** When the PC you're loyal to would receive damage, you can take the damage they would have received instead.

#### **Close Friend:**

A friend that goes beyond even the game, and will do their best for each other.

**Condition:** You both consume 50 friendship for each other.

**Effect:** If you roll the same numbers, you both gain + 1 Friendship.

### **Lover:**

Two people who have fallen in love.

**Condition:** After being a Close Friend to them, you consume 100 friendship and confess to the other PC. The other PC answers, and if they accept, you both gain this relationship. If they decline, you still lose 100 Friendship.

**Effect:** During battle, if you and your Lover roll the same number, you both recover 50 HP and 25 SP.

### **Family:**

A bond akin of being like a family, or an actual one.

**Condition:** After being either Close Friends, or Lovers, you can consume 100 Friendship.

**Effect:** If you roll the same numbers, you both gain +1 to that roll.

## Combat Rules:

You start a battle with whatever HP or SP you had last. HP and SP do not regenerate. If a PC's HP drops to 0, they become a Ghost. If a Monster's HP drops to 0, it is removed from the battle. The battle ends when all Monsters are defeated, or all PCs are Ghosts.

### Movement

Every character has a set movement they can take on their turn based off of their Race. You can move a number of cells equal to that amount.

### Turn Order

Combat goes through a turn where all PCs attack simultaneously, and then each remaining Monster attacks with each of their Attacks individually. Every player rolls their dice to determine the order of who is acting in combat. If multiple people roll the same number roll the die again for who would go first between them. The GM chooses who gets hit by what attack.

### Attacking

Every PC rolls their die. Damage is dealt by your roll multiplied by your P-ATK (if you are using physical attacks or skills) or M-ATK (if you are using a spell), however, each PC's roll is calculated separately. You can then assign damage to Monsters freely past that point.

### Attack Failure

If a PC during the PC's turn rolls a 1, then that attack made by the PC fails that turn and results in a miss.

### Rengeki

The damage of an attack is doubled when a player rolls the maximum result on the dice when attacking (apart from when using a skill in the skill trigger slot), and everyone in your party gains +1 friendship. When using a Skill Trigger, if you roll the maximum die result, you don't get the damage boost but still get the friendship bonus.

### Skills

After you have rolled your die for your turn, as long as you have not rolled a 1, you can use the Skill associated with the number you have rolled by consuming SP corresponding with that skill. For example, if you're a Twin Blade and have rolled a 3, and if you have a skill set to that roll, by using SP, you can use that skill or spell. If you use a Skill or Spell, your regular roll damage will not be calculated for that turn.

## Skill Trigger Slot

When you make your die roll in combat, you can choose to activate the skill in your Skill Trigger Slot, as long as you have the necessary SP cost and do not roll a 1 on the die.

## Defense

When a player is struck by an attack, their damage is equal to the amount the enemy dealt, minus either their P-DEF or M-DEF, depending on the attack.

## Guard

You can prepare a defensive stance. While you are in this stance all damage dealt to you is reduced by half. You cannot perform the Attack Action or use an item if you use Guard

## Items

Items can be used instead of the Attack or Guard Actions.

## Running Away

If you decide to run away, all non-ghost PCs roll a die. If any PC rolls a 1, the escape fails, and you take damage equal to the Monster's Attack. Otherwise, you manage to escape. Escape attempts can be tried any number of times.

## Friendship Increase

If at any time, 2 PCs happen to roll the same number during battle, increase the Friendship between those 2 PCs by 1.

## Ghosts

Ghosts are unable to roll a die to attack for the PCs turn. They are also unable to use skills or spells, and cannot take damage, nor be targeted for an attack. If a Ghost is revived, all of its HP will be restored, but any lost SP will not be restored.

## Monsters

Monsters each attack as their own entity and have their own die they can roll. Like the players, enemies can have skills or spells associated with that number.

## Elemental Weakness

Casters cannot cause critical damage with spells, although they can deal additional damage according to the spell's element. Certain opponents are vulnerable to Elemental Weakness. The damage is



doubled when a skill or spell is used on an enemy who has an element that is weak to the casted skill or spell. Each Element's weakness is detailed below.

Fire is weak to Water

Water is weak to Wind

Wind is weak to Earth

Earth is weak to Fire

Light and Dark are weak to each other.

## Social Checks:

When a character attempts an action (other than an attack) that has a risk of failing, the Game Master requests a check. The GM decides whether or not the check succeeds after the player rolls their die. The list of social checks is as follows:

**Investigation:** The process of looking into something or someone; a rigorous, methodical study or research.

**Persuasion:** The act of convincing someone to do something or have a certain belief is known as persuasion.

**Knowledge:** The fact or state of having familiarity with something acquired via experience or interaction within The World.

**Intimidation:** To cause dread to scare, particularly through threats.

**Deception:** The process of convincing someone to believe something that is incorrect or invalid.

**Hide:** Hide from the sight or observation of others.

**Kick:** A check to determine the success of kicking a Lucky Animal or Chim(s).

**Perception:** The capacity to perceive something through one's senses (hear, see, or become aware of it).

# INFINITE GENERATION

## REVISION 2

Name:

Race:

Level:

Class:

Role:

Skill Trigger:

Skills/Spells

D6:

2 -

3 -

4 -

5 -

6 -

D8:

7 -

8 -

D10:

9 -

10 -

D12:

11 -

12 -

Friendship:

Max HP:

Max SP:

P-ATK:

M-ATK:

P-DEF:

M-DEF:

EXP: /1000

Money:

GP

Party's Chim:

Chim

Weapons

Aarmor:

Accessory:

Relationships:

# INFINITE GENERATION

## REVISION 2

Name:

Race:

Level:

Class:

Role:

Specialty:

Skill/Spells Known

Guild Rank

Features

Notes: