

DigiPen Institute of Technology – Singapore

Mystica

[RULE BOOK]

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Introduction

Welcome to *Mystica*, a fantasy-themed Role Playing Game (RPG). A time of fun and excitement awaits you as journey through the lands that is *Mystica*. If you are not familiar with how to play *Mystica* or if it is your first time playing such a game, please do take so time reading and getting yourself acquainted with the various features and rules of the game. Enjoy the experience!

What the game is about?

Each player in the world of *Mystica* plays a unique character of their choosing, depending on a list of races and classes. These characters may sometimes be considered to be the playing pieces of the game. However, in such a case as a role-playing game, characters do not only move around the game using dice. They are characters with personality and character. Players are in full control of their own character, determining how they interact with game world and the decisions they make.

In order words, think of the character as an alternate persona of you; your character may be someone not completely like you, a fantasy creature living in an alternate reality. But you make personal decisions through this character. Even though you may not be a hero in real life, this game allows you to be anything you want to be. That is the beauty of a role-playing game such as *Mystica*.

Using the Dice

A whole range of dice is used within the game of *Mystica* and it is recommended that you obtain your own set of dice to use. Throughout this rule book, whenever the type of die used is highlighted, a standard is adhered to. For example, if a 1d20 is used, this would mean that a roll of a 20-sided die is required. Additionally, if a 2d6 is used, this would mean that a roll of 2, 6-sided dice is needed with the effect of adding the resulting roll of each other. Below is an illustration of such a situation.

6-Sided Die A	6-sided Die B
3	5

Resulting roll of the 2d6 = $3 + 5 = 8$

Character Creation

Explanation of attributes

All characters possess 5 primary attributes

- 1) Strength
- 2) Dexterity
- 3) Stamina
- 4) Intelligence
- 5) Agility

Each attribute is explained in detail below.

- **Strength:** Measures the character's physical power. Determines the physical attack of the character. It also affects the damage done by short ranged weapons and is a requirement for some weapons.
- **Stamina:** Measures the health of your character. Determines how much damage your character can take before becoming unconscious. Also used in measuring the defense of your character.
- **Dexterity:** Measures the character's accuracy in combat. Affects the accuracy of short and long ranged weapons. Determines the critical hit of long ranged weapons.
- **Agility:** Measures the speed of a character in combat. Determines the ability to deflect/dodge attacks as well as the initiative.
- **Intelligence:** Measures the character's magical powers. Determines the magical attack and defense of a character.

The Races

Gaiders – Giant Lizard men

Gaiders are a nocturnal subspecies of reptilian beings that have only recently gained sentience. They were reluctantly helped by Humans to achieve a civilization which would have originally taken 1000 years to cultivate. Their culture and languages remarkably resemble Humans. Still a few centuries behind Humans, their overall intelligence is still not as advanced and only the most gifted Gaiders are taught Magic.

A Gaider's stature resembles that of a Human's, though some can grow to be a head taller; as well as bigger. Other than the fact that they can stand on their hind legs and have opposable thumbs, they largely resemble Crocodiles and Alligators. They have thick scales that are water and heat resistant, as well as a well-defined strong tail. They are cold-blooded, thus performing poorly in a cold environment or at night. Their vertical-slit shaped eyes allow them to see better in the dark, and they have a nictitating membrane which protects their eyes from water, allowing for underwater vision. Needless to say, they are good swimmers due to their heritage. Though they have vocal cords, they also speak in a language using guttural growls and hisses that no other species can learn or understand; many do not even know that they can communicate in this way.

Racial Bonuses

- Stamina (Health) +2 Morning/Afternoon (or places above room temperature)
- Stamina (Health) -1 Evening/Night (or places below room temperature)
- Agility (Initiative) +2 Morning/Afternoon (or places above room temperature)
- Agility (Initiative) -1 Evening/Night (or places below room temperature)
- + Level to Stamina when wearing non-heavy armor, or naked

Nah'ree – The Fox People

The Nah'ree are a species of magically attuned anthropomorphic foxes. Few in numbers, they consider themselves the dominant species. They live in secrecy and mystery. They have a strange love of disguising themselves as Humans for their own amusement. Their unique traits lie in the fact that they are able to harness magic at a tender age giving rise to their ability to specialize in any magic form they wish. Despite their small stature, their unique trait also allows them to clad and wield heavy armor and weapons respectively. The use of magic helps to mold their facial features during the harnessing of magic specializations, making them attractive and appealing to Humans. When not under disguise, they sport regular features of a fox; a pointy nose, sparkling eyes and a large, soft fluffy tail. Their heightened senses of smell, coupled by their magic capabilities give them an added bonus to detect danger. They are highly attuned to nature and despise people who take it for granted. As such, they are able to speak with other animals alike although their relationships with them are better discussed another time.

Racial Bonuses

- +1 to all attributes when there are party members within 5 spaces of a Nah'ree
- + Level to Agility attribute when dodging

Humans

Pale skinned elitists, the Humans consider themselves above all the other races. Humans crave knowledge and always seek to improve themselves in this area. They will do anything for it; study, travel, duel, assassinate anything. The Humans' obsession with knowledge goes beyond just the ways of magic, math or science. Some even seek knowledge in military warfare and dark forces. Tempted by the potential knowledge of controlling the forces of darkness, many Humans have tried and failed. But still, they try. As long as the attainment of knowledge is within their scope of passion, Humans are extremely fast learners and are more often than not seek to put these new found knowledge to the test.

Racial Bonuses

- +2 additional attributes during the allocation of attributes phase
- + Level to checks which requires Crafting during scenarios

The Classes

Players may pick one of three classes presented in this game below. Each class has their own unique skill and weapon bonuses. With each increment of level, skills are available for the character's choosing. However, only 1 of the 2 types of skills may be chosen at each tier level. Choose wisely.

Legionnaire

Front Line combatants, Legionnaires serve as tanks for the group. Despite their formidability, they tend to be weak of mind and easily fall to the workings of mystical forces.

Weapon Bonus - Axe, Great sword, Spear, Sword

Stamina +3, Strength +2, Intelligence -2, Dexterity +1, Agility -1

Skills

Tier 1	<ul style="list-style-type: none">• Courageous Strike - Inflicts an inspiring blow to the target. All other party members including the Legionnaire gain a 25% bonus to their damage for 2 turns only if and after the blow damages the target. May only be used if no one in the party has a Courageous Strike buff, including self. Range - 1 space Damage - Weapon Damage + Strength
	<ul style="list-style-type: none">• Defensive Stance - Reduces the damage taken by 3 and lowers damage dealt by 3 until Defensive Stance is deactivated. (Deactivation does not count as an action). Doing so encourages all other party members to become cautious. All enemy damage on them during this time is reduced by 1 until the skill is deactivated

Tier 2	<ul style="list-style-type: none"> • Reckless Strike - Deals an extraordinary amount of damage on hit, but if the attack misses, the Legionnaire misses his next turn. Range - 1 space Damage - $2.5 \times (\text{Weapon Damage} + \text{Strength})$
	<ul style="list-style-type: none"> • Sweep - Sweeps his sword under the legs of the targets around him. Affected targets roll a 1D20 + Dexterity attribute. If the resulting roll is less than 15, the character fails. Cannot be used on legless targets. Diminishing returns when used against already affected targets. Usage of this skill leaves the user vulnerable for the rest of the turn. All damage incurred during this time is increased by 2 times. Range - All adjacent targets Damage - None
Tier 3	<ul style="list-style-type: none"> • Mocking Blow - Strikes the target and his pride, scoffing loudly at how easy it was to land a hit. If the blow is successful, the target gets marked and takes additional 50% damage from all physical attacks until the end of the battle. Only one target may be marked at a time. Range - 1 space Damage - $0.5 \times (\text{Weapon Damage} + \text{Strength})$ • Guardian – The Legionnaire becomes exceedingly protective over his party. The next attack made on a party member who is equal to or less than the number of squares away based on his maximum Movement is intercepted. The attack inflicted only does 50% damage. An intercepted attack no matter what how much damage inflicted will not allow a party member to become unconscious. Instead, if such a situation occurs, that party member's health is reduced to 1. This skill does not reduce any damage targeted at the Legionnaire and will also not intercept multi-targeted attacks.

Tier 4	<ul style="list-style-type: none"> • Cleave – A wide arced strike. Damages any target both friend or foe located on the left and right of the intended target. Each target is dealt the same amount of damage. <p>Range – 1 space</p> <p>Damage – $0.75 \times (\text{Weapon Damage} + \text{Strength})$</p>
	<ul style="list-style-type: none"> • Counter – The Legionnaire readies himself in a position where he may counter and melee attack for 1 turn, returning the target's damage back. During this time, he takes extra damage from ranged attacks. The Legionnaire may not attack while using this skill.
Tier 5	<ul style="list-style-type: none"> • Juggernaut – The Legionnaire over exerts himself, causing him to deal damage to himself while at the same time empowering him to lash out at every target near him every turn after each action. This continues until the Legionnaire deactivates this skill. (Deactivation does not count as an action) <p>Range – AOE, 1 space</p> <p>Damage – Level Damage to both target and the Legionnaire</p>
	<ul style="list-style-type: none"> • Last Stand – Reduces the health of a Legionnaire to 1, and gives that amount to one party member's health for the rest of the combat. Any extra health over the maximum acts as a temporary health bonus to that party member. Remains until the combat is over or until the part member's health is reduced back to his original maximum. Legionnaire does not regain back his health after the battle. May only be used once in combat <p>Range – None</p>

Phantom

Phantoms can be found all over the battlefield, stabbing their enemies in the back and going around setting off explosions. Skilled with their hands, they are adept both in weapons and magic.

Traps – Phantoms have the unique skill of placing traps during combat. These traps are triggered when the target lands on the trap or moves unto it. This is done accordingly through the predesigned behaviors of foes according to the Monster Guide. Traps cannot be placed on Unstable Ground or spaces already occupied by another character or target. Triggered traps are considered active until their effects run out. Phantoms cannot be affected by their own traps. The act of placing a trap/removing a trap is considered an action during a turn.

Springwire Trap

When stepped upon, this trap encases the target's legs in tight strings, disabling the movement. Trapped targets may still be able to perform any action excluding moving or roll a $1d20 + \text{Strength}$ attribute to attempt to escape. Escaping requires a resulting roll of greater than 13 for the initial attempt. This value decrease with subsequent attempts.

Flash Trap

Explodes when stepped upon with a blinding flash, disorientating the target as well as anyone within an area of 1 from which the trapped was placed from for 2 turns, including the turn in which it was triggered. Disoriented targets may not make any actions except moving, only once per turn.

EZ – Use Smoke Trap

Releases out thick black smoke when stepped upon. Targets affected by it have their Dexterity attribute reduced by 3. Lasts for 3 turns in an AOE of 2, including the turn where EZ – Use Smoke Trap was triggered. This trap may be given to other party members when outside of combat. Non Phantom party members will instantly activate the trap upon setting it. Other party members who set this trap do not count as do not count as a trap set by the Phantom. The phantom however may not be able to use this trap unless it is returned to him by the party member.

Stasis Trap

Envelops the target that triggered the trap within a prison of dark magical energy, stunning it for a turn. At the end of each turn during combat until he dies, or is cured from the effects of the poison. As long as this poison effect is present, the Phantom may not place another trap. Does not stack with other Phantom's Poison Traps.

Poison Trap

A trap which when triggered, stings its victims with a spring for a long lasting effect, yet non-lethal poison that slowly reduces the targets health. The victim takes 20% of damage based on his current health (rounded down)

Weapon Bonus - Sword, Dagger, Claws, Bow, Whip

Stamina -1, Strength 0, Intelligence +1, Dexterity +1, Agility +1

Skills

Tier 1 (SpringWire trap unlocked)	<ul style="list-style-type: none"> • Trap Proficiency – Allows one additional trap type to be equipped in an adventure, unlocking Flash Trap <ul style="list-style-type: none"> • Enfeebling Strike – Disorients a target with a blast of magic to the back of the target's head. The target cannot move or act for 2 turns. May only affect targets, which are unaware of the Phantom's presence. <p>Range – 1 space, from the back of the intended target</p> <p>Damage – None</p>
Tier 2 (Arcana Trap unlocked)	<ul style="list-style-type: none"> • Piercing Shot – Summons a gust of wind to guide the Phantom's hand, increasing the range and causing the attack to pierce additional targets. Requires 1 turn to charge up. <p>Range – Weapon Range + 2 (projectile weapon only)</p> <ul style="list-style-type: none"> • Damage – Weapon Damage on first target, -1 for each target it pierces thereafter to those targets <ul style="list-style-type: none"> • Arcana Blast – Enchants equipped weapon, causing additional damage for the attack. Extremely draining. May only be used once per battle. <p>Range – Weapon Range</p> <ul style="list-style-type: none"> • Damage – Weapon Damage + Magic (+Strength if melee weapon)

<p>Tier 3 (EZ-Use Smoke Trap unlocked)</p>	<ul style="list-style-type: none"> • Deft Hands (In Combat) – Attempt to remove an item from an unsuspecting target. To achieve this, the Phantom has to roll a 1d20 + Dexterity roll. <p><u>Potential items stolen (Easy to Hard), based on Dexterity check:</u></p> <ul style="list-style-type: none"> • 1 to 9: Small Items – potions, food • 10 to 13: Medium Items – unequipped one handed weapons • 14 to 16: Large Items – unequipped two handed weapons • 17 to 20: Equipped Weapons • > 20: Clothes and Armor <p>Range – 1 space (+1 to Check from sides, +2 to Check from back)</p> <p>Damage - None</p> <ul style="list-style-type: none"> • After Image – The Phantom slips into the shadows, becoming invisible for 3 turns, including the turn where After Image was activated. The Phantom leaves behind an illusion of himself in the same space where the ability was used. Attacking anyone while After Image is active will end the invisibility. The illusion deceives foes into thinking it is the Phantom itself. The illusion may not move, attack or be hit. The illusion lasts until the Phantom is visible again. May only be used once per battle. (if the Phantom kills an enemy during invisibility, After Image may be used again.)
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<p>Tier 4 (Stasis Trap unlocked, additional trap may be equipped, 2 traps may be active during combat)</p>	<ul style="list-style-type: none"> • Toss – Throws the equipped weapon at the target. The weapon thus behaves like a ranged weapon but damage is inflicted like a melee weapon. The weapon may be retrieved both inside and outside of combat. During combat, to retrieve the weapon, the character must move to the space in which the weapon was originally targeted at. Fists and ranged weapons may not be thrown. <p>Range – 4 spaces</p> <p>Damage – Weapon Damage + Strength</p>
	<ul style="list-style-type: none"> • Longshot – Imbues the Phantom's next attack with telekinesis, dealing additional damage to targets further away from him. Channeling this sort of magic requires much concentration, which reduces the accuracy of the attack by the range of the attack. <p>Range – Weapon Range</p> <ul style="list-style-type: none"> • Damage – Weapon Damage + Range (+Strength if Melee weapon)
<p>Tier 5 (Unlocks Poison Trap)</p>	<ul style="list-style-type: none"> • Double Tap – Allows the phantom to convert a Moving action to an Attack or Trap placement during their turn. • Fool's Luck – Allows the Phantom to roll a second 1d20 for the success rate of an attack, taking the best roll out of the two. (Player must declare when he wishes to use Fool's luck before making any other action during his turn.

Invoker

Invokers are masters of anything magic, easily calling upon the spirits to help destroy those who oppose them. Due to their magic inclination, they tend to be physically weak and may have trouble defending themselves from physical attacks.

Weapon Bonus - None

Skills

*Any spell cast by the Invoker will cause that spell to increase its charge time by 1 action each time it is casted again during that same battle. Each spell has its own starting charge time and maximum charge time. Charge count resets after each battle.

Tier 1	<ul style="list-style-type: none">• Dancing Wisps - Invoker calls upon peaceful spirits to heal a party member. Only targets a single party member. May not over heal a party member. 0-1 actions to charge. Range – No limit. Party member must be within sight of the Invoker Heal Amount – Level + 3
	<ul style="list-style-type: none">• Cheshire Sprite – Invoker calls upon a mischievous spirit to attack a target. Only targets one foe, 0-1 actions to charge. Range – No limit. Enemy must be within sight of the Invoker. Damage – 1d8 + Intelligence attribute
	<ul style="list-style-type: none">• Dive-bomb – Invoker summons a horde of flaming bats to rain in a line onto multiple targets. 0-1 actions to charge. Range – 4 Spaces, affects targets 2 spaces in front of Invoker as well Damage – 1d4 + Intelligence attribute to each affected target

Tier 2	<ul style="list-style-type: none"> • Mud Spa – Invoker calls upon a myriad of earth sprits to coat a party member, temporarily increasing his health but lowering movement by 1. May not stack with an additional Mud Spa. Only targets a single party member, 1-1 actions to charge. <p>Range – 6 Spaces</p> <p>Temporary Health – Level + 1 (Same amount is healed)</p> <ul style="list-style-type: none"> • Forceful Sylph – invoker summons a wind spirit to send a powerful gust of wind to slam against a target. Small targets are pushed back 2 Spaces back, medium enemies 1 Space while large targets, none. The Invoker chooses the directions, in which the targets are pushed back. The resulting push however has to be further away from the Invoker. If the target may not be knocked back due to certain environmental constraints, the target is instead stunned. Only targets one foe. 1-2 actions to charge. <p>Range – 4 Spaces</p> <p>Damage – Intelligence attribute (only if stunned)</p> <ul style="list-style-type: none"> • Storm – Invoker summons a lightning sprit to incite a nearby cloud to cause damage. The invoker chooses targets to which the sprit strikes but has to roll for success for each attack. Choosing the same target will decrease damage inflicted by 2, stacking with multiple strikes on that same target. 3-5 actions to charge. <p>Range – None, but must be within sight of the Invoker</p> <p>Damage – 1d6 + Intelligence per strike</p>
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Tier 3	<ul style="list-style-type: none"> • Protecting Winds – Invoker summons a wind spirit to surround a party member, deflecting any non-magical projectiles for 3 turns, including the turn in which Protecting Winds was casted on. Any projectile heavier than a human child will be unaffected. Only targets one party member. 1-3 actions to charge. <p>Range – 4 Spaces</p> <p>Damage – None</p>
	<ul style="list-style-type: none"> • Erupting Earth – Invoker calls upon an earth spirit to burst out from the ground, damaging the target and 4 adjacent characters. 1-3 actions to charge. <p>Range – 2-3 Spaces</p> <p>Damage(AOE) – $1d4 + \text{Intelligence attribute}$ to each target within 1 space of the Invoker</p>
	<ul style="list-style-type: none"> • Undine's Needles – Summons a water spirit to fire a barrage of high pressured water at a target. Only targets one foe. 1-4 actions to charge. <p>Range – 2 Spaces</p> <p>Damage – $1d12 + \text{Intelligence attribute}$</p>

	<ul style="list-style-type: none"> • Cloak of Flames – Invoker calls upon a fire spirit to surround a party member with searing hot flames for 3 turns, hurting any attackers from melee foes. The intense heat reduces all enemy targets' Dexterity attribute by 2. 0-3 actions to charge.
Tier 4	<ul style="list-style-type: none"> • The Hard Place – Invoker summons a fist of a stone giant to uppercut a target from the ground. This surprise attack bypasses any bonus to defense if the attack is successful. Only targets one foe. 2-4 actions to charge. <p>Range – 5 spaces</p> <p>Damage – 1d8 + Intelligence attribute</p>
	<ul style="list-style-type: none"> • Rising Tide – Invoker summons several water spirits to burst from the ground, dealing damage to those caught in its wake, including party members. Affects multiple targets. 3-6 actions to charge. <p>Range – AOE, 2 spaces surrounding the caster</p> <p>Damage – 1d20 + Intelligence attribute per affected target</p>

Tier 5	<ul style="list-style-type: none"> • Blood Oak Roots – Invoker summons the roots of a blood thirsty tree from the ground beneath the target. The roots attach themselves to the target, draining health and returning it to the Invoker. Only targets one foe. 1-5 actions to charge. <p>Range – 3 Spaces</p> <p>Damage/Heal - 1d6 + Level</p> <ul style="list-style-type: none"> • Fiery Enchant – Invoker uses his current weapon as a medium to summon a vengeful spirit which lashes out at a target. Only targets one foe, 2-2 actions to charge. <p>Range – 8 Spaces</p> <p>Damage – Weapon Damage + Intelligence attribute</p> <ul style="list-style-type: none"> • Tornado – Invoker calls upon a powerful wind spirit to wreak havoc in a straight line, tossing any character caught in its path up into the air, and sending them crashing down to the ground. The spirit may only toss a maximum of 4 characters. Affects multiple targets. 2-5 actions to charge. <p>Range – 1 to 15 Spaces or until 4 targets have been tossed within a straight line in front of the invoker.</p> <p>Damage – 1d12 + Intelligence attribute per target.</p>
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How to create a character

- **Allocating attributes**

Players start off each attribute with a value of 0 and are then given a pool of 8 points to spend on adding to their Attributes. These points can be distributed in any of the Attributes, but no single Attribute may be increased over 4 and/or go below 0.

E.g.

Strength	1
Dexterity	2
Stamina	3
Intelligence	0
Agility	2

- **Adding Class Bonuses**

Once the allocation of attributes is completed, players move on to add class bonuses depending on which class they have chosen.

Class	Bonus	
Legionnaire	Strength	+2
	Dexterity	+1
	Stamina	+3
	Intelligence	-2
	Agility	-1
Phantom	Strength	+1
	Dexterity	0
	Stamina	-1
	Intelligence	+1
	Agility	+2
Invoker	Strength	-2
	Dexterity	0
	Stamina	-2
	Intelligence	+4
	Agility	+1

- **Calculating Health**

Health is calculated depending on the chosen class as well as certain modifications done to a character's Stamina attribute based on his Class type.

Class	Health
Legionnaire	$15 + (2 * \text{Character's Stamina})$
Phantom	$15 + \text{Character's Stamina}$
Invoker	$15 + \text{Character's Stamina}$

- **Choosing a weapon**

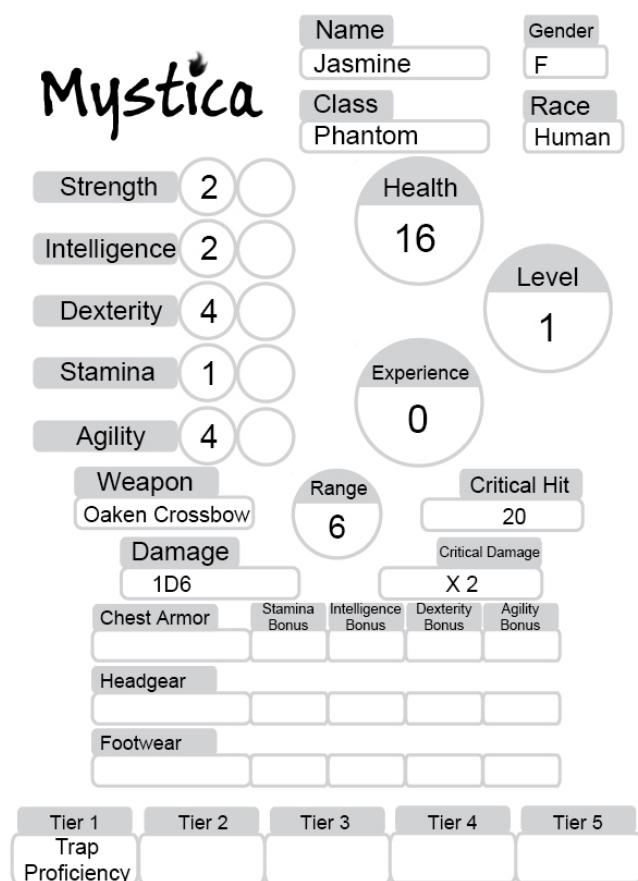
Characters may choose only 1 type of weapon in the list below. Characters must meet the stated requirements in order to use the weapons. If not, their default weapon of choice would be their Fists.

Weapon Name	Damage	Critical hit	Critical Damage	Range	Weapon Type	Requirement
Fists*	1D4	-	-	1	-	-
Knife	1D4	18-20	1D6 + 1D4	1	Dagger	3 Dexterity
Sharp Claws	1D4	16-20	2D4	1	Claws	2 Dexterity
Long sword	1D6	18-20	2D6	1	Sword	-
Short Axe	1D8	20	2D8	1	Axe	4 Strength
Claymore	1D8	19-20	1D8 + 1D6	1	Great Sword	4 Strength
Iron Mace	1D8	18-20	2D6	1	Hammer	3 Strength
Short Bow	1D6	18-20	X2	7	Bow	3 Dexterity
Oaken Crossbow	1D6	20	X2	6	Crossbow	-
Leather Whip	1D4	16-20	X2	5	Whip	1 Dexterity

*Weapons cannot be changed in the middle of combat, but Fists can be used if the character has no weapon.

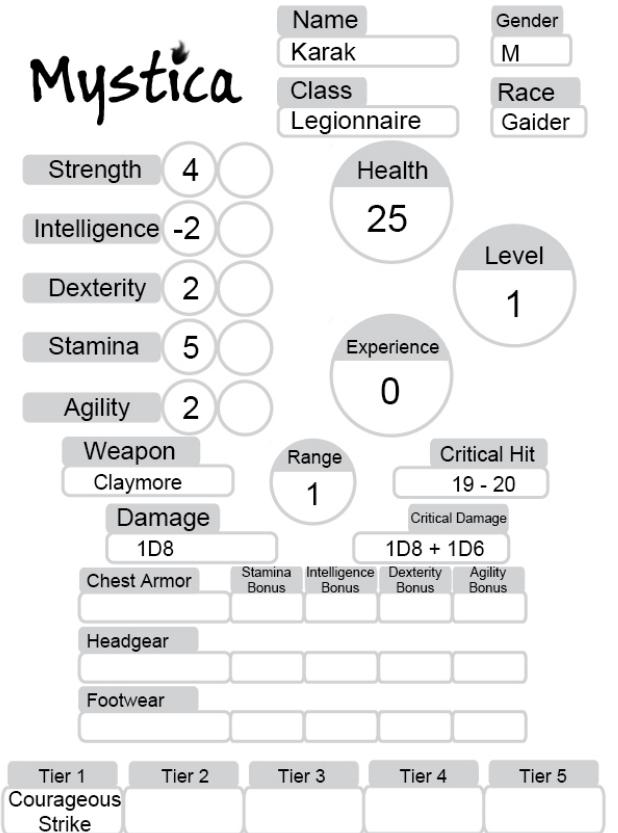
Pre-generated Characters

Alternatively, if players do not wish to create their own unique character, they may opt to use any of the 3 pre-generated characters as seen below. Each pre-generated character comes with their own character sheet which you may use as a form of reference when creating your own unique characters.



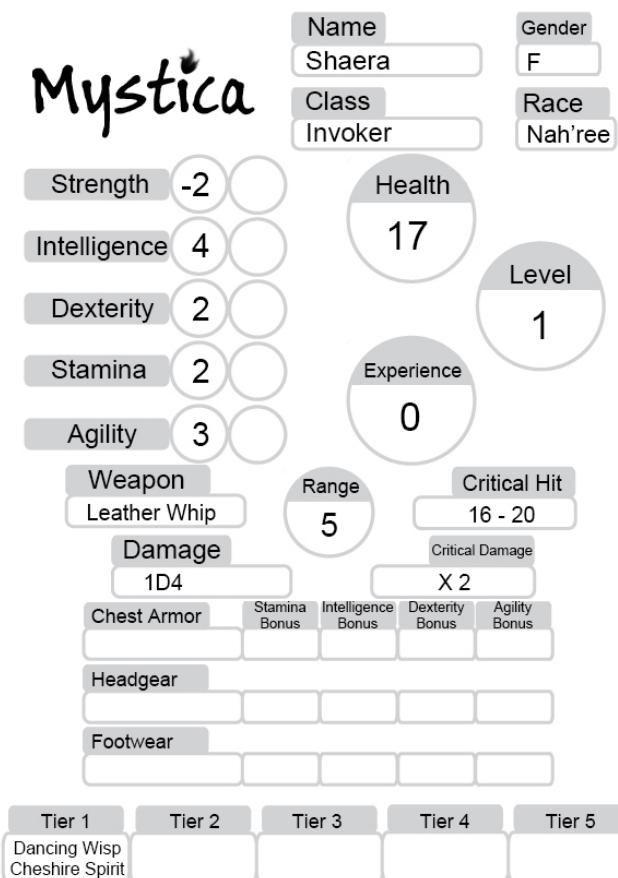
Character Info:

As a Phantom, Jasmine has always kept a low profile. No one knows her face, her name or even her gender. She obtained the name Jasmine as she often left behind the scent of Jasmine whenever killed. Not an extraordinary Phantom, Jasmine only surfaces from hiding from time to time in order to make ends meet. She relies mostly on tools and speed rather than might or magic.



Character Info:

A typical grunt enlisted into the military, Karak had high hopes of an action-packed, combat filled life. His dreams however were shattered when he was posted to a sentry outpost outside a quiet Gaider town. Despite his dreams being unfulfilled, he accepted his posting. All changed when he encountered a lone Human Bandit while on duty, and a small scuffle ensued between them. He managed to overcome him and killed him with a swift strike. His thirst for blood increased ever since that incident as he realized how alive he felt while in battle. The slow and quiet life was never suited for a Gaider like Karak



Character Info:

To simply state, Shaera is a charmer. Sweet in nature, she sometimes uses this to her advantage, charming others to get her way around. Shaera grew up a spoiled brat in a wealthy Nah'ree community. She got everything she ever wanted until she was forced into an arranged marriage to someone she never had feelings for by her family. Unhappy, she ran away from home in hopes of seeking a better life.

Weapons & Equipment

Below is a list of equipment and weapons available to characters to find and obtain during the game. Certain items require some form of requirements before a it may be used by the character.

Weapons

Weapon Name	Damage	Critical hit	Critical Damage	Range	Weapon Type	Requirement
Fists*	1D4	-	-	1	-	-
Knife	1D4	18-20	1D6 + 1D4	1	Dagger	3 Dexterity
Dirk	1D6	18-20	1D8 + 1D6	1	Dagger	8 Dexterity
Sharp Claws	1D4	16-20	2D4	1	Claws	2 Dexterity
Long Claws	1D6	16-20	2D6	1	Claws	6 Dexterity
Longsword	1D6	18-20	2D6	1	Sword	-
Sabre	1D8	18-20	2D8	1	Sword	5 Strength
Short Axe	1D8	20	2D8	1	Axe	4 Strength
Pole Axe	1D10	20	2D10	1	Axe	8 Strength
Claymore	1D8	19-20	1D8 + 1D6	1	GreatSword	4 Strength
Flamberg	1D10	19-20	1D10 + 1D8	1	GreatSword	8 Strength
Iron Mace	1D8	18-20	2D6	1	Hammer	3 Strength
Spiked Mace	1D10	18-20	2D8	1	Hammer	6 Strength
Short Bow	1D6	18-20	X2	7	Bow	3 Dexterity
Long Bow	1D8	16-20	X2	10	Bow	5 Dexterity
Oaken Crossbow	1D6	20	X2	6	Crossbow	-
Bolted Crossbow	1D8	20	X2	8	Crossbow	2 Dexterity
Leather Whip	1D4	16-20	X2	5	Whip	1 Dexterity
Rosen Whip	1D6	12-20	X2	6	Whip	3 Dexterity

Equipment

Equipment Name	Stamina Bonus	Intelligence Bonus	Dexterity Bonus	Agility Bonus	Armor Slot	Armor Type	Requirement
Cuirass	+2	-	-	-1	Chest	Heavy	3 Strength
Steel Plate	+3	-1	-	-1	Chest	Heavy	7 Strength
General's Steel	+5	1	-1	-1	Chest	Heavy	10 Strength
Rabbit-skin vest	+1	-	1	-	Chest	Leather	3 Dexterity
Cloak	+2	-	+1	+1	Chest	Cloth	5 Dexterity
Midnight Cloak	+2	+2	+1	+1	Chest	Cloth	7 Agility
Training Robe	-	+1	-	+1	Chest	Cloth	-
Travelling Robe	+1	+1	-	+1	Chest	Cloth	-
Ceremonial Garb	+2	+3	-	-	Chest	Cloth	10 Intelligence
Steel cap	+1	-1	+1	-	Helmet	Heavy	3 Strength
Great Helm	+2	-1	-	-	Helmet	Heavy	
Feather cap	+1	-	+1	-	Helmet	Leather	-
Hood	-	+1	+2	+1	Helmet	Cloth	3 Dexterity
Laurel	-	+1	-	-	Helmet	Cloth	-
Tuning Cap	+1	+2	-1	-	Helmet	Cloth	-
Plated Boots	+2	-	-	-1	Shoes	Heavy	3 Strength
Greaves	+3	-	-	-1	Shoes	Heavy	5 Strength
Leather Boots	+1	-	+1	+1	Shoes	Leather	2 Dexterity
Padded Soles	+1	-	+1	+2	Shoes	Leather	4 Agility
Sandals	+1	-	-	-	Shoes	Leather	-
Cloth Wrappings	+1	+2	-	-1	Shoes	Cloth	-

Game Rules (Time)

Combat Time

Combat is calculated in Rounds and Turns. Rounds last roughly about 10 to 15 minutes while Turns are shorter, lasting for about 10 to 15 seconds.

Turns

On a character's turn, he is allowed to move within the allowed range and/or do an action. Actions include attacking or overcoming certain feats as stipulated. There are exceptions to this where feats may be used with an action. In essence a character on his turn may. Attacking twice is not allowed.

- Move and attack (vice-versa)
- Move and do an Action (vice-versa)
- Move twice

Special Rules (Invoker)

Invokers require charging in order to use their skills. Charging may replace moving and attacking. In essence, an Invoker may

- Charge twice
- Charge and Move (vice-versa)
- Charge and attack (vice-versa)

The charge period requires the Invoker to be stationery. He may also not take any other form of actions. If during this time, he is interrupted, the charge is lost. The count then starts on the turn in which the spell was charged.

X-Y actions to charge: X is the starting number of actions it takes for a spell to be cast at the start of the battle and Y is the maximum number of actions a spell takes after being subsequently casted Y-X times in the same battle. This resets back to X when the turn ends. This does not include the single action required to cast the spell after charging.

Special Rules (Phantoms)

Phantoms have an additional action choice of placing a trap. Placing a trap replaces the option to attack. Phantoms may not place 2 traps in a single turn.

- Place a trap and move (vice-versa)

Actions

Actions consists of

- Attacking
- Using an item
- Using a skill (Legionnaire and Phantom)
- Casting a spell (Invoker)
- Placing traps (Phantoms)

Game Rules (Combat)

Surprise

Characters may attack an enemy through a Surprise if the enemy has not yet detected the character's presence. During this surprise engagement, the enemy does not take any turns. Characters however take their turns according to their Dexterity attribute. Enemies have their Dexterity attribute reduced to 0.

Once the enemy target has been successfully hit, enemy target is no longer surprised and his Dexterity attribute returns to normal.

There are in some cases where the enemy target may cry out in pain thereby warning other enemy targets about the characters' presence during a surprise. Target enemies Dexterity attribute penalty returns to normal, even though the Surprise turn continues.

Once a Surprise turn has ended, target enemy/enemies turn is sorted by the Agility attribute and is added to the end of the characters' turn order.

Attacking (Regular)

A 1d20 is used to calculate the success rate of attacks. The formula used is as stated below:

1d20 + Character's Dexterity attribute - Target's Agility attribute

If the result is more than or equal to 10, the attack is **SUCCESSFUL**.

If the result is less than 10, the attack is **UNSUCCESSFUL**.

Attacking (Critical)

For a critical hit to occur, a successful hit has to occur first. The critical hit range is dependent on the type of weapon used.

- **Close Range Weapons:** Weapon's critical range
- **Long range Weapons:** Weapon's critical range - (Dexterity attribute / 4)

Regular Damage

Damage is calculated based on weapon type. Each weapon has a dice attached to it. If an attack is successful, the player then proceeds to roll for Damage.

- **Close Range Weapons:**

$(\text{Weapon Damage} + \text{Strength attribute}) - \text{Target's Stamina attribute}$

- **Long Range Weapons:**

$\text{Weapon Damage} - \text{Target's Stamina attribute}$

Critical Damage

Critical damage is calculated differently compared to regular damage.

- **Close Range Weapons:**

$(\text{Weapon Damage Die} + \text{Weapon Damage Die}) - \text{Target's Stamina attribute}$

- **Long Range Weapons:**

$(\text{Weapon Damage} \times 2) - \text{Target's Stamina attribute}$

Skill Damage

This is a special kind of damage used by Legionnaires and Phantoms according to their own unique skill abilities.

E.g. $\text{Weapon Damage} + \text{Legionnaire's Strength attribute} - \text{Target's Stamina attribute}$

Spell Damage

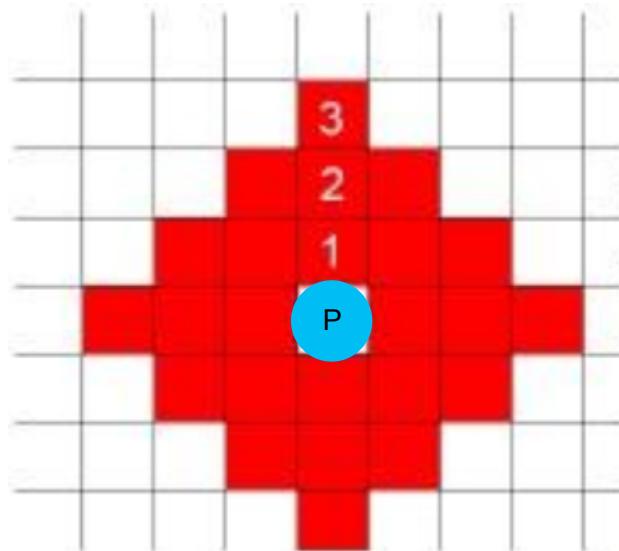
Only the Invokers cast spells. Damage done by spells is calculated depending on the spell skill.

E.g. $\text{Invoker's Intelligence attribute} - \text{Target's Stamina attribute}$

*For both Regular and Critical damages, as well as skill and spell damage, the damage inflicted by characters reduces the target's Health. Players need not take note of this attribute, as it is not explicitly made known to players. This only concerns the game master.

Range

Range calculates the distance an attack is able to reach. Attacks usually affect 1 target unless otherwise stated.



E.g.: A Character with a range of 3 can target any single target within 3 squares of the character as shown above.

If an Attack or Feat states that it has an Area of Effect (AOE) of 3, every target within the red area is targeted.

If an Attack or Feat states that it has an AOE of 0, only the user (blue circle) is targeted.

Game Rules (Leveling up)

Experience Points

Whenever a character manages to slay a target during combat, he attains a pre-defined amount of experience points determined by the game master. The table below shows how much experience points are required for a character to accumulate in order to level up.

Level	Exp
1	110
2	121
3	133
4	146
5	161

*For a game with for 2 players, all experience points gained is doubled

**For a more than 3 player game, normal experience points gained applies.

Attribute Points

Below is a table showing the increase in attribute points whenever a character levels up and should be added to the character's attributes accordingly.

Stat Increase Per Level			
Stat	Legionnaire	Phantom	Invoker
Stamina	3	2	1
Strength	3	1	2
Intelligence	1	2	4
Dexterity	2	2	2
Agility	2	2	2

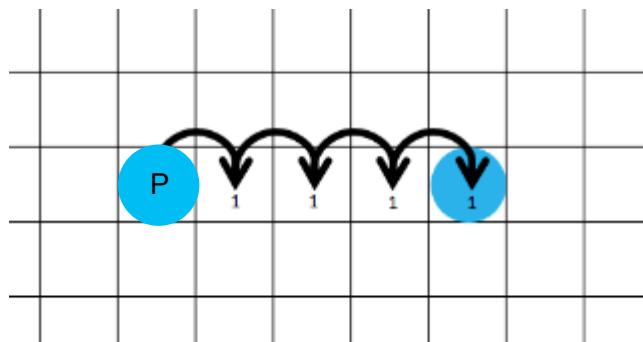
Health

Whenever a character levels up, their health automatically regenerates to full plus an additional 5 points of health.

Game Rules (Movement)

Moving

All characters start with a base movement set of 4. Horizontal and vertical movement counts as 1 movement, Diagonal movement is not allowed. Each square has dimensions of 1m by 1m.



*Horizontal and/or vertical movement

A character's movement speed may be hampered by certain situations encountered, enhanced by Feats and/or by both in combination.

Terrain

Terrain affects a character's movement in different ways during combat.

- **Solid Ground (Dirt ground, grasslands)**

A common type of terrain. It does not affect the movement of characters.

- **Unsteady Ground (crawling and climbing)**

Possess a chance of tripping places, ending his turn permanently.

Every time a character moves over or onto an Unsteady ground, roll a 1d20 and add your Agility attribute. If the result is below 10, the character has tripped. His end turns regardless of whether he has any moves left.

- **Cumbersome Ground (Mud, ice)**

Terrain that is sticky, muddy or affects the character's movement in some way.

Since effort is required to overcome them, movement is reduced by half.

Obstacles

Obstacles hinder the movement of characters. They come in 3 types: Climbable, un-climbable and Dangerous.

- **Climbable (Ruins, tree trunks)**

Counts as movement over Unsteady Ground.

- **Un-climbable (Cliffs)**

Cannot be climbed over without special equipment. Generally, objects which are taller than the character are Un-climbable.

- **Dangerous**

Can be traversed over. Heavy penalties incurred if failed.

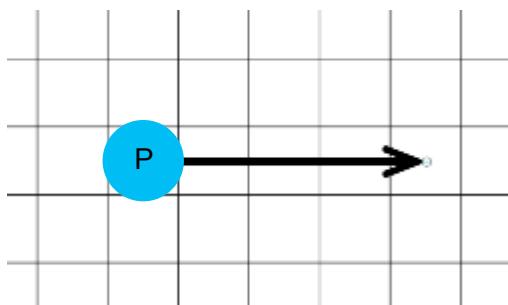
When climbing over dangerous obstacles roll a 1d10 and add one attribute modifier as seen below. If the sum is higher than 10, the character successfully traverses the obstacle and lands on the desired space. If the movement fails, the character stops right before the obstacle and incurs an additional effect.

Obstacle	Attribute to add	Effect on Success	Effect on Failure
Quick Sand	Agility	None	Character takes 5 damage
Pool of Poison	Agility	Character takes 3 damage	Character takes 5 damage
Thorns	Dexterity	None	Character takes 3 damage

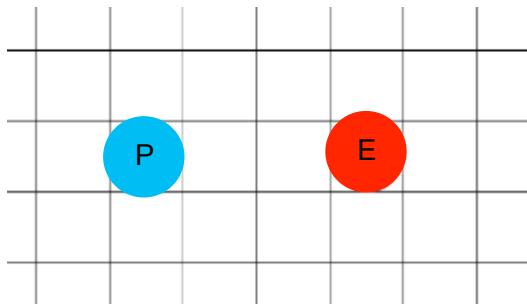
Visibility

Light conditions do not affect character movement. However, if the surroundings are dark enough, enemies may not be seen.

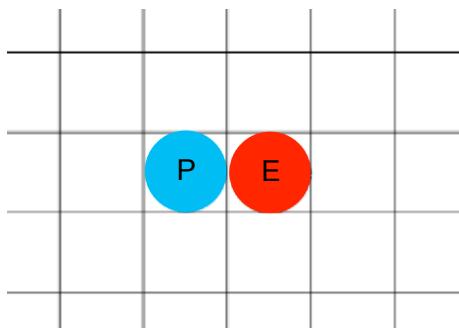
Characters moving in the dark may meet the possibility of bumping into enemies. When this occurs, the character's movement is interrupted and stops right next to the enemy. Turn immediately ends regardless of how many actions the character has left.



A character moves 4 spaces to the right.



But due to the surrounding darkness, an enemy is hidden 3 spaces on the right of the character.



Thus, if the character proceeds to move, the outcome is as shown above

Game Rules (Miscellaneous)

Status Effect

Any character, both player controlled and non-player controlled may come under status effects. The chance in which the status is being inflicted and how long the effect lasts depends on the attack inflicted on the specific target.

- **Stun:** skips target's turn for a certain number of rounds
- **On Fire:** target's health is reduced by 2 per turn
- **Encumbered:** target's agility attribute is reduced by half

Health

Health calculates the amount of hits a character is able to take before death occurs.

Whenever a character levels up, the maximum health of the character increases.

Death

When a character's Health is reduced to 0, He is considered to be unconscious and is thus unable to act. While at the unconscious state, if the character is successfully attacked, he is considered dead. Death however may not occur on a single turn.

E.g.: an enemy is able to attack twice in a turn, and manages to successfully hit the character on the first attack, reducing his health to 0. The next successful hit by the enemy on the character does not render him dead. Death only occurs on the next round.

This situation only applies to characters and not enemies.

Mystica

