

“Destria: War Of World's Wake” By (0Dy R@||T@ Version 2.0 Beta Rule-book ©.  
Tabletopia V2.0

### **Table Of Contents:**

Sect. 1-Factions/Races, Major Cities

Sect. 2-Classes And Their Roles

Sect. 3-Ability Types, Basic Abilities

Sect. 4-Ability Definitions

Sect. 5-Stats, Stat Definitions

Sect. 6-Gear

Sect. 7-Weapons

Sect. 8-Guilds

Sect. 9-Banks

Sect. 10-Languages

Sect. 11-Resources

Sect. 12-Status Effects

Sect. 13-Damage Types

Sect. 14-Rolling A Character

Sect. 15-Trade Professions, Profession Item List

Sect. 16-Profession Material Gathering, Leveling Professions

Sect. 17-Leveling Formula

Sect 18-Vendor Rules, Vendor List

Sect. 19-Game-Play: Free-Form-Wilderness

Sect. 20-Battle System-(Mobs, Group Battle, Aggro), Mob Table Seasons 1-2

Sect. 21-Races (Human, Light Elf, Dark Elf, Golok, Avian, Undead, Ethian, Dwarf, Dragon, Orc, Gnome, Voidian, Goblin, Lynxi)

Sect. 22-Classes (Warrior, Hunter, Cleric, Paladin, Wizard, Warlock, Monk, Psion, Necromancer, Druid, Shaman, Ninja, Dragon Warrior, Dark Knight)

Sect. X-Copyright.

(See Also>>>”Conquest Rules”, “PvP Tournament Rules”, “Vendor Quest List”, And The “Map Of Destria” For More Information On Advanced Game-Play.)

## **Rule-book:**

### **1. Factions/Races-**

**Valoren:** The Progressive Kingdom Of Valoren, The Valoren People Favor Order And Compliance And Quest For Glory And Triumph. Human, Light Elf, Avian, Ethian, Gnome, Dwarf, And Lynxi. Cannot Party With The Opposite Faction In Conquest Mode.

**Khaosis:** The Kingdom Of Khaosis Is A Collection Of Refugees, Free-Thinkers, And Outcasts Of Valoren, They Unite Under A Common Enemy. Dark Elf, Golok, Undead, Drogon, Orc, Voidian, And Goblin. Cannot Party With The Opposite Faction In Conquest Mode.

### **Major Cities:**

Glenaria-V, New Dorissius-V, Ariae-V, Pal'odea-V, Lynxia-V, Stonewrath-V, Morche-K, Lonekh-K, Runecove-K, Void Anomaly-K, Draken-K, Ogglan-K

### **2. Classes And Their Roles-**

(Taunt/Dmg) Warrior, (Dmg) Hunter, (Heal/Dmg) Cleric, (Taunt/Heal/Dmg) Paladin, (Dmg) Wizard, (Heal/Dmg) Warlock, (Heal/Dmg) Monk, (Taunt/Dmg) Psion, (Taunt/Dmg) Necromancer, (Taunt/Heal/Dmg) Druid, (Dmg) Shaman, (Dmg) Ninja, (Taunt/Dmg) Dragon Warrior, (Taunt/Dmg) Dark Knight

### **3. Ability Types-**

Racial Abilities, Class Abilities, Feat Abilities, Basic Abilities

Basic Abilities:

“Use Active Ability” =Use One Of Your Racial/Class Specific Abilities. Check Ability For Resource Usage.

“Use Basic Attack” =Use Your Basic Atk. Takes 1 Action.

“Use Item” =Use Any Item That Can Be Activated. Takes 1 Action.

“Flee Encounter” =Run Away From An Encounter Provided You Win The Escape Roll.

“Pass Turn” =Do Nothing. Save Resources.

“Use Diplomacy Ability” =Use A Dip Ability Like “Charm” Or “Calm” For Example. Takes 1 Action.

“Move” =Move Your Character As Far As You Want In Any Direction Equal To Or Less Than Their Movement Mod. (No Diagonal Movement). Takes 1 Action Unless Specified Otherwise

## 4. Ability Definitions-

### **Basic Attack:**

Every Character Has A Basic Atk That Uses Your Atk Mod To Deal Dmg To The Enemy's Respective Def Mod. It Uses 25 Energy If You Use Energy And 1 Mana If You Use Mana. Takes (1) Action.

### **Actions:**

Resource Usage. You Get 1 Action Point/Turn And Can Have A Max Of 2 (and 1 Extra Only If You Win Initiative Making A Possible Total Of 3). You Can Use As Many As You Want On Your Turn. Quick Actions Can Only Happen On Your Own Turn Unless Specified Otherwise And Do Not Take An Action Point. Start Each Encounter With 1 Action. All Abilities, movements, and dice rolls Take Actions Unless They Are Quick Actions.

### **Resting:**

To Rest You take no actions for (2) rounds outside an encounter. Brings Your Health, Mana, And Energy To Full, And Removes Any Debuffs. When You Lvl, You Regenerate Back To Full As If You Rested. If You Begin Resting, And Are Interrupted (Roll For Encounter Chance Once During Resting), You Regenerate Half ( $\frac{1}{2}$ ) Life And Mana/Energy Rounded Down And Remove All Debuffs.

### **Fleeing:**

You Can Flee From An Encounter On Your Turn. If You Take An Action This Turn You Cannot Flee. Roll 1d20 And On A 15 Or Higher, You Flee The Encounter, Get No Exp, And Retain All Status Effects And Dmg. If You Get A 14 Or Lower, It Takes 1 Action, And You Lose Your Turn.

### **Flying:**

Toggle. Can Be Used As A Quick Action. While Flying You Cannot Be Attacked By Melee. Must Be In Melee Range To Atk Non-Flying Enemies unless specified otherwise. Flying Takes 25 Energy Or 1 Mana To Maintain each turn.

**Diplomacy Abilities-** Calm (Bring the target out of "Berserk"), Charm (Gain the target's trust. Add (1d6) to all dip rolls against a trusting target), Learn Language (Roll 1d20 and get a 20 to learn the language of any target within range).

## **5. Stat Definitions-**

### **Base Atk Mods-**

**Strength:** Physical Dmg Modifier.

**Wisdom:** Magic Dmg Modifier.

**Agility:** Phy Dmg Mod Vs Speed + 1/2 Arm Mod Rounded Up (if Fighting Mobs, Add Lvl Instead Of Spd).

### **Base Stats-**

**Health:** Starts at full. When you reach zero, you die. Life=10+1/Lvl.

**Mana/Energy/Chakra:** Resources For Abilities And Basic Attacks. Mana=5+1/lvl.  
Energy=100/100. Chakra=0/3.

**Speed:** Initiative Mod, Agi Def Mod. If You Win Initiative, You Get 1 Free, Extra Action. Determines Turn Order.

**Diplomacy:** Roll 1d20+Diplomacy Mod Vs Targets 1d20 Roll And Diplomacy Mod (Non-humanoid Minions Have No Diplomacy Mod And Cannot Be Targeted By Diplomacy Abilities. Use Lvl As Dip Mod For Humanoid Mobs). Lowers Prices At Vendors. Affects Alliance Reputation. Must Know Enemy's Language To Use Diplomacy On Them unless specified otherwise. Takes 1 Action to use diplomacy abilities.

**Movement:** How Far You Move With 1 Action In An Encounter. How Far You Move In 1 Turn Outside Encounter. Max Of 10 steps In Encounter, No Max Outside. No Diagonal Movement.

**Armor:** Physical Def Modifier.

**Willpower:** Magic Def Modifier/Healing Modifier

### **Resistance:**

Taken Into Account After All Attacks Are Final And Prevents That Much Dmg Of That Type From Hitting A Character's Health

**Weakness:** If an attack is used against a character with weakness from that kind of attack, reduce that character's Armor and Willpower by an amount equal to the weakness

## **6. Gear-**

Head, Chest, Shoulders, Hands, Legs, Feet[Movement], Belt[Inventory Slot], Back Piece, Rings-X4 (gemmed), Necklace (gemmed). All Gear Offers Its Respective Willpower Or Armor Of Your Class (except Necks, And Rings). Cloth Gives +2 Wil/Gear Lvl. Leather Gives +1 Will and +1 Arm/Gear Lvl, Plate Gives +2 Arm/Gear Lvl. Gear At A Vendor Costs 10g/Item/Lvl. Each Piece Of Gear Also Has Durability Equal To 1/Gear Lvl. When A Character Dies, Each Piece Of Gear With Durability On It Loses 1d And Your Weapon Breaks. You Can Get Your Gear And Weapons Repaired By A Blacksmith For Plate With 1 Bar/Glvt Or 30g, Leather Worker For Leather With 1 Cured Leather/Glvt Or 20g, Tailor For Cloth With 1 Cloth/Glvt or 10g, Or An Engineer For All With Either The Respective Profession Mat/Glvt, Or Respective Gold Amount. Gear Does Not Offer Any Benefits While Broken At 0 Durability. Gear Augments Need To Be Of The Same Level Or Lower Than That Piece Of Gear.

## **7. Weapons-**

One-Handed Weapons Give +1/wlvt To Their Innate Stat And You Can Carry Two Of Them. Two-Handed Weapons Give +1/wlvt To Each Innate Weapon Stat but you can only carry (1). Off-Hands Offer +1/wlvt To Their Innate Stat And Can Only Be Used With One-Handed Weapons. Two-Handed Weapons Cost Double The Price Of One-Handers And Take Double The Materials To Create/Lvl.

### **One-Handers:**

Wands(Wis)

Daggers(Spd)

One-Handed Swords(Agi)

Maces(Str)

Hand-Gun(Dip)[Engineers only]

### **Two-Handers:**

Staves(Wis/Agi)

Books(Wis/Dip)

Two-Handed Swords(Str/Agi)

Battle-Axes(Str/Spd)

War Hammers(Str/Dip)

Bows(Agi/Spd, 10-Range)

Guns(Agi/Dip, 10-Range)[Engineers only]

Fist Weapons(Agi/Spd)

### **Off-Hands:**

Throwing Knives(Str,5-Range, Can Only Be Used By Classes That Use Str As Atk Mod)

Throwing Stars(Agi,5-Range, Can Only Be Used By Classes That Use Agi As Atk Mod)

Hooks (used As Utility Only, Pulls Target To Melee Range, 5-Range)

Wooden Shields(Arm, Can Be Used By Anyone, Offers 1 Arm/Glv)

Plate Shields(Arm, Can Only Be Used By Plate Wearers, Offers 2 Arm/Glv)

### **8. Guilds- (Coming Soon!)**

Organized, Helping Friends, Reputation Gains, Guild Perks, Alliances.

### **9. Banks-**

You Can Purchase Banking Spaces For 10g/Space. Increasing Your Bank Lvl Increases The Amount Of Items Each Space Can Hold (ex: At Bank Lvl One (1) Each Space Can Hold One Of Each Different Kind Of Item You Wish To Deposit, At Bank Lvl Two (2) Each Space Can Hold Two Of Each Different Kind Of Item, Etc). Can Only Be Accessed In A Major City. Can Only Use Spaces At A Bank Lvl Equal To Your Own Lvl.

### **10. Languages-**

Common, Elven, Airie, Demonic, Draconian, Orcish, Dwarven, Lynxi, Gnomish.

### **11. Resources-**

#### **Energy:**

Energy Is Restored At The Beginning Of Your Turn By 25 Per Turn. If You Were Exhausted At The Start Of The Fight, You Start At 50 Energy (exhaustion Occurs When You Haven't Rested Since Your Last Encounter. Otherwise 100 Energy To Start. Basic Atks Use 25 Energy. You Can Use Your Excess Energy To Increase Your Speed By An Equal % Until The End Of The Turn Rounded Down (ex: 25/100 Energy Left. Use 25 Energy. 0/100 Energy Left. Speed Increased By 25% Until End Of Turn. Only Use In Increments Of 25%, 50%, 75%,Or 100%). Leveling Up Restores Energy As Well.

#### **Mana:**

Mana Regenerates 1/Turn. It's Used For Abilities And Basic Attacks. Resting And Levelling Up Restores Mana As Do Mana Potions.

## **12. Status Effects-**

**Sleep:** Sleeping. Can't Take Actions Until Woken Up Or Specified Otherwise. Loud Noises, Dmg, Or Attacks Wake You Up.

**Feared:** You Run Away Screaming In Terror. Full Movement Each Turn Directly Away From the Source.

**Immobilize:** Cannot Move But Can Still Atk And Use Abilities If Within Range.

**Slow:** Movement Is Reduced by a %.

**Incapacitate:** Cannot Move Or Use Items Or Attack Or Use Abilities.

**Berserking:** Target Is Angry And Can Only Basic Atk. Target Gets 15% Extra Dmg Added To Their Atks And Can Only Berserk While 30% Or Lower Health Unless Specified Otherwise. Calm Effect Removes Berserking.

**Vulnerable:** Vulnerability Happens If You Are Being Hit In The Back. It's An Automatic Critical Strike (critical Strike Is Your Base Atk Mod Plus The Difference In The Rolls Instead Of Normal Dmg).

**Invulnerable:** Cannot Be Hurt By Atks Or Abilities.

**Silence:** Can't Use Abilities.

**Resurrection:** Resurrect A Friendly Target Back To Life. Always Melee Range Unless Specified Otherwise. Always Back To Half Health Unless Specified Otherwise.

### **13. Damage Types-**

Physical(Vs Arm)

Magic(Vs Wil)

**Sub-types: Magic Status Effects:** (Stacks Last 2 Turns And Until The End Of The Turn. All %'s Round Down)

Holy(Wil)-Smited= -10%/stack To Target's Armor On Hit.

Arcane(Wil)-Infused= +25%/stack Of Your Base Atk Mod Arc Dmg When You Deal Dmg To A Target That Didn't Resist Your Dmg.

Nature(Wil)-Weakened= -2/stack To All Resists On Target On Hit.

Fire(Wil)-Burning= +20% Extra Fire Damage On Hit If Target Is Already Burning.

Frost(Wil)-Frozen= Slows Target By 25%/Stack On Hit.

Psychic(Wil)-Psychosis= +10% Diplomacy/Stack On Target On Hit.

Shadow(Wil)-Hunger= +50% Extra Shd Dmg On Hit If Target Is Lower Than 25% Health.

**Sub-types: Physical Status Effects:**

Poison- Target Is Poisoned, Deals Additional Dmg At The End Of The Affected Target's Next Turn For 25% Rounded Down Of The Atk Mod Used When Poisoned. Ongoing. Cannot Be Cleansed Except By Anti-Venom Potions, Status Cleansing Potions, And Resting.

Bleeding- Target is bleeding. Deals Additional Damage To The Affected Target When they use actions Equal To 10% Of Their Total Health Rounded Down. Ongoing. Cannot Be Cleansed Except By Healing, Status Cleansing Potions, Or Resting.

Disease- Target is diseased. Deals (1) damage each turn for each stack, stacking up to (3) times. Goes away after (1) turn if not refreshed.

**Sub-types: Other Status Effects:**

True Dmg(Wil/Arm, Whichever Is Lowest) Ignores Resist.



#### **14. Rolling A Character-**

When You Figure Out Which Class You Want To Be, Then Which Race You Want To Be That Can Be Your Chosen Class, You Can Start Rolling Your Character. Fill In All The Underscores "\_" And Parenthesis "(" With Your Character Information.

1. Choose Your Name, Gender, Class, THEN Race. You Can Also Pick (within The Character Guidelines) Faction (depending On Race), Height, And Weight.
2. Then Fill In The Rest According To Your Character. Leave Guild, Alliances, And Feats Alone For Now. Those Will Be Filled In Later.
3. After You Have Done That, You Will Need To Copy+Paste Your Racial Abilities Onto Your Character Sheet In The "Racial Abilities" Section.
4. Do The Same With Class Abilities. Leave Feat Abilities Blank. Once You Can See All Of Your Racial/Class Benefits You Can "roll" Your Character.
5. First, Input Your Range.
6. Then Roll 6d4 And Apply Each Number To Str, Agi, Wis, Spd, Dip, And Will As You See Fit. Input Those Numbers On Your Character Sheet After "1d4" In The Corresponding Stat.
7. Then Look To Your Racial/Class Abilities To Determine Any Initial Mod Rolls, Stat Buffs, Or Resistances To Your Character (ex: Dark Elves Get "Adaptation: +1d4 To Ini Wis Or Agi Mod.") And Input Them Onto Your Character Sheet After "ini Mod".
8. After That, To Complete Your Character's Stats, If You Wish To Do So, You Can Purchase/Sell Better Gear/Weapons/Prof Items From Vendors In Your Major City (each Gear/Weapon/Prof Item Costs 10g/Lvl/Item And Each Item Has A Cool-Down Of 1 Encounter Or 24 Hours).
9. If You Choose To Purchase Gear/Weapons/Prof Items, Make Sure You Go Over The "Gear" Section To Know Which Pieces Of Gear Offer What Benefits And What Weapons Offer Which Stats As Well.
10. If You Do, Once You Are Finished Buying Your Gear/Weapons/Prof Items, You Will Determine Your Armor And Your Willpower Ratings Then Input Them Into Your Stats As Well In The "gear" Section Of Armor And willpower.
11. Do The Same With Enchantments (en), Inscriptions (in), Belt Buckle Enhancements (bb) And Weapon Stats (weap).
12. You Start Off With A Lvl-1 Basic Weapon Of Your Choice Within Your Class's Limits And Lvl 1 Basic Gear Automatically, 1 Lvl 1 Health Potion, 1 Lvl 1 Mana Potion, 1 Resurrection Scroll, And 100 Gold.
13. Once You Finalize All Your Character's Stats, Input The Information At The Bottom Of Your Character Sheet In The "Battle Log". Leave The Mob Battle Log Blank For Now.

14. You Can Also Choose A Profession From The List Below (see Trade Professions)

15. You May Additionally Put Any Background Information Or Storyline (following Your Race And The Game's Original Story line If You Can) In The "Background" Section Of Your Character Sheet.

16. If You Are Having Trouble With Your Character Sheet, Watch This Video In Your Browser! <https://www.youtube.com/watch?v=9qrohkiqerq&T=289s>

17. Now You Are Ready For The Wilderness!!!

### 15-Trade Professions:

**Enchanting-** Gives Powerful Stat Additions To Gear (Head, Shoulders, Chest, Hands, Legs, And Feet). Mats- Vellum, Soul Shards (Both Can Only Be Looted From Humanoids Or Taken From Gear By Disenchanting If It's Already Enchanted, Use Same Rules As If You Were Looting A Mob For Mats) Enchantments Must Match The Lvl Of The Gear Being Enchanted Or Less.

**Inscription-** Can Create Scrolls That Can Resurrect Allies, And Teleport You Among Other Things. Can Also Make Books, Inscribe On Weapons (Str, Agi, Wis, Spd, Dip, Arm, Wil), And Can Understand 2 Additional Languages. Mats- Glyphs, Ink (humanoids), Paper (humanoids), (need To Combine Glyph/Ink/Paper To Make Inscriptions, Books, And Scrolls).

**Woodworking-** Can Widdle Wands, Bows, Arrows(X10), Staves, And Wooden Shields For Off-Hand Users. Mats-Wood, Flint(Humanoid). (Widdle 1 Piece Of Wood/Glvi To Make Wands, 2 Pieces Of Wood/Glvi For Staves And Bows, And 4 Pieces Of Wood/Glvi To Make Wooden Shields. Combine 1 Piece Of Wood/Glvi And 1 Flint/Glvi For Arrows And Bolts).Can Repair Bows, Staves, Wands, And Wooden Shields For 1 Wood/Glvi.

**Leather working-** Can Make Leather Armor (head, Shoulders, Chest, Hands, Legs, Feet And Belts), And Fist Weapons. If An Enemy Isn't Humanoid, You Roll 2 Mob Dice Extra And Get That Much Raw Hide When You Roll For Profession Mats. Mats- Rawhide, Salt, Thread(Humanoids). (Rawhide Needs Cured With Salt To Make Cured Leather, Then, Cured Leather Can Be Combined With Thread To Make Armor, Fist Weapons, And Belts. Can Repair Leather Gear Durability With 1 Cured Leather/Glvi.

**Blacksmithing-** Can Smelt Ore Into Bars. Can Make Plate Armor (head, Shoulders, Chest, Hands, Feet, And Legs), Blunt Weapons, Swords, Axes, Daggers And Belt Buckles. Mats- Ore, Coal (requires Furnace To Smelt Ore And Coal Together Into Bars And An Anvil To Make The Items In A Major City. Roll 1d4 And On A Result Of 3 Or 4 You Get A Metal Bar) Expend The Ore After Smelting. Combine Bars To Make Weapons Of That Lvl. Can Repair Plate Gear Durability With 1 Bar/Glvi.

**Tailoring-** Can Make Cloth Armor (head, Shoulders, Chest, Hands, Feet, Back Pieces, And Legs), Bags, And Bandages (bandages Heal Over Time). If The Enemy Is Humanoid, You Roll 1 Mob Dice Extra And Get That Much Cloth When You Roll For Profession Mats. Mats- Cloth, Thread (humanoids), And Herbs (combine Cloth And Thread To Make Bags, Back Pieces, And Cloth Armor, And Cloth And Herbs To Make Bandages). Can Repair Cloth Gear Durability With 1 Cloth/Glv.

**Gem-Cutting-** Can Make Rings, And Necklaces With Cut Gems To Imbue Them With. Mats- Plain Ring (humanoids Only), Plain Necklace (humanoids Only), Ore (gems Must Be Prospected From Ore, Roll 1d4 And On A Result Of 3-4 You Get A Gem. Expend The Ore After Prospecting. These Gems Only Affect These Stats; Diamond (str), Ruby (spd), Sapphire (wis), Emerald (agi), Pearl (Wil), And Amethyst (dip). Combine 1 Neck Or Ring With 1 Gem/Lvl To Make Jewelry. (ex: Lvl 4 Necklace Requires 4 Plain Necklaces And 4 Gems To Make).

**Alchemy-** Can Make Potions And Powerful Liquids That Can Do Various Things That Affect Stats Temporarily Or Cleanse Status Effects. Mats- Herbs, Vials (only Humanoids), Base (need To Combine All 3 To Make A Potion.)

**Engineering-** Can Smelt Ore Into Bars The Same Way Blacksmiths Do. Can Make/Use Guns And Off-Hands. Make Vehicles, Locking Mechanisms, Lock-picks, Devices To Disarm Traps (at Melee Range), Traps (each Trap Is Placed Max 5s Away And Deals Its Lvl In Dmg Of That Type To The Target. Cannot Be Placed On An Occupied Space), And Make Explosives. Mats- Ore, Coal, Schematics (can Only Be Looted From Humanoids. Roll 1d20. Reference The Engineering Schematic Loot Table Under Profession Item List, And Loot That Schematic. If You Don't Know It You Can Learn It Or Sell It For 5g To A Vendor), Gunpowder (humanoids) And Essences (poison, Arcane, Nature, Fire, Frost, And Psychic Which Are Looted From Enemies That Deal Those Types Of Dmg). Combine Bars To Make Devices/Mechanisms/Vehicles/Weapons/Guns But Not Explosives. Combine Bars With Gunpowder To Make Explosives And Bullets. Combine Essences With Bars To Make Traps. Can Also Repair Durability Loss On Any Gear For 1 Profession Material Of That Type Needed For Repair/Glv.

**Profession Item List:** All Profession Items Can Be Made With 1 Prof. Mat/lvl Unless Otherwise Indicated. (ex: (lvl1)book Of Wis=1 Glyph +1 Ink +1 Paper. (lvl2)book Of Wis=2 Glyphs +2 Inks +2 Papers, Etc).

### **Enchantment-**

Enchant any stat but resistance and weakness. (Head, Shoulders, Chest, Hands, Legs, Back Pieces, And Feet).

### **Inscription-**

Scroll Of Rez(No Lvl)-Resurrects Any Ally To Half Stats. Range=10s.

Scroll Of Mark(No Lvl)-Marks A Spot To Recall Your Character Anywhere In Destria.

Scroll Of Recall(No Lvl)-Recalls Your Character To Any Marked Spot In Destria

Scroll Of Town Portal(No Lvl)-Takes Your Character To The Nearest Major City.

Scroll Of Silence(No Lvl)-Silences The Target For 1 Turn.

Book.

Inscribe Rune On Weapon (all).

### **Woodworking-**

Staff

Wand

Bow

Arrows(X10, No Lvl)

Wooden Shield

### **Leather Working-**

Leather Armor (head, Shoulders, Chest, Hands, Legs, Feet, Belts).

Fist Weapons.

### **Blacksmithing-**

Plate Armor (head, Shoulders, Chest, Hands, Feet, And Legs).

Blunt Weapons.

Swords.

Axes.

Daggers.

Belt Buckles.

Plate Shields

### **Tailoring-**

Cloth Armor (head, Shoulders, Chest, Hands, Feet, Back pieces, And Legs).

Silk Bags.

Bandages (Heals 10% Health/Turn. Lasts 2 Turns. Round Up. No Lvl).

### **Gem Cutting-**

Amethyst Ring(Dip)

Ruby Ring(Spd)

Emerald Ring(Agi)

Pearl Ring(Wil)

Diamond Ring(Str)

Sapphire Ring(Wis)

Amethyst Necklace(Dip)

Ruby Necklace(Spd)

Emerald Necklace(Agi)

Pearl Ring(Wil)

Diamond Necklace(Str)

Sapphire Necklace(Wis)

### **Alchemy- (all Potions Can Be Used By Anyone At Any Lvl)**

Health Potion (heals And Cures Bleed Effects).

Mana Potion (recharges Mana)

Anti-Venom Potion (cures Poison)

Potion Of Fortification (str,agi,wis,spd,dip, Lasts 1/Lvl Turns, Can Only Have One Active At One Time).

Cleansing Potion (cleanses All Magical Status Effects).

### **Engineering Crafting Table-(All Engineering Traps Do 10% Base Atk Mod Dmg When Sprung And Have No Lvl)**

1.Guns=2 Bars

2.Bullets(X10, No Lvl)=1 Bar, 1 Gunpowder

3.(Off-hands)Throwing Knives=1 Bar

4.(Off-hands)Throwing Stars=1 Bar

5.(Off-hands)Hooks (pulls Target To Melee Range, No Lvl)=1 Bar

6.(Vehicles-No Lvl)Bike +10% Movement=10 Bars

7.(Vehicles-No Lvl)Motorcycle +50% Movement=30 Bars

8.Locking Mechanisms (higher Lvl Lock Takes Higher Lvl Picks To Unlock)=1 Bar

9.Lock-picks For Locks (higher Lvl Lock Takes Higher Lvl Picks To Unlock)=1 Bar

- 10. Device To Disarm Traps (At Melee Range, No Lvl)=1 Bar
- 11. (Trap)Poison=1 Bars,1 Poison Essence
- 12. (Trap)Arcane=1 Bars,1 Arcane Essence
- 13. (Trap)Nature=1 Bars,1 Nature Essence
- 14. (Trap)Fire(deals 1d4/Lvl Dmg If Disarmed And Causes Burning)=1 Bars,1 Fire Essence
- 15. (Trap)Frost(slow Target By 50% For 2 Turns)=1 Bars,1 Frost Essence
- 16. (Trap)Psychic=1 Bars,1 Psychic Essence
- 17. (Explosives-No Lvl)Grenades 1d4 +Eng Lvl=5 Bars,1 Gunpowder
- 18. (Explosives-No Lvl)Dynamite 1d6 +Eng Lvl=10 Bars,2 Gunpowder
- 19. (Explosives-No Lvl)Bombs 1d8 +Eng Lvl=15 Bars,3 Gunpowder
- 20. (Explosives-No Lvl)Missile 1d10 +Eng Lvl=20 Bars,4 Gunpowder

### **16. Profession Material Gathering:**

Gathering Mats For Professions Is Done After You Pick A Profession, And Loot A Mob, You Roll 1d4 For Each Lvl The Mob Has And For Each Roll Of A 4, You Get 1 Material Of Your Profession. Lvl 1 Profession Can Make Lvl 1 Items/Gear/Weapons And Requires 1 Material Of Each Type Needed To Make Them Unless Specified Otherwise, Lvl 2 Professions Can Make Lvl 2 Items/Gear/Weapons And Requires 2 Materials Of Each Type, Etc. The Numbers On Profession Items Cannot Exceed The Lvl Of The Item. Some Materials Can Only Be Gotten From Humanoid Mobs. Can Stack Prof Mats Up To 5/Inventory Space.

**Leveling Professions**-Every Time You Use Your Profession Abilities (making Armor/Weapons, Etc), You Get 1 Prof Exp/Lvl Of The Item You Made. To Lvl Up You Must Get 10 Prof Exp/Lvl. Ex: Lvl 1 Needs 10 Uses Of Your Profession To Lvl Up, Lvl 2 Prof Needs 20 Uses Of Your Profession To Lvl Up, Lvl 3 Prof Needs 30 Uses To Lvl Up, And So On. You Can Only Make Items Equal Or Lower Level Than Your Profession Lvl.

### **17. Leveling Formula:**

When You Kill An Enemy Mob, You Roll 1d20/Enemy Lvl For Gold (2d20/enemy Lvl If Humanoid). On Result Of Roll, You Get That Much Gold To Purchase Weapons, Gear, And Items. Higher Lvl's Can Wear Higher Lvl Gear And Use Higher Lvl Weapons. Also Roll 1d4/Enemy Lvl For Lvl's 1-9, You Roll 1d6 For Lvl's 10-19, 1d8 For Lvl's 20-29 And So On For Experience. Start At Lvl 1 And Gain 10 Exp To Reach Lvl 2, Then 20 More To Reach Lvl 3, Then 30 More To Reach Lvl 4, Etc. Trade In Your Experience To Lvl Up. In Addition, Each Humanoid Mob Drops A Level Appropriate (mob's Lvl) Lock box If You Can Pick It, You Re-Roll For Mats As You Would Against A Humanoid. If No One In The Party Can Pick The Box, It Is Not Looted. If You Kill A Player Character From The Opposite Faction, That Player Loses Durability, That's It.

### **18. Vendor Rules:**

Vendors Are Available In Major Cities. Items/Gear Cost 10g/Item/Lvl Unless Specified Otherwise. Vendors Offer Any Item That Any Profession Can Create At Your Lvl. The Higher Your Diplomacy Mod, The Lower The Prices Are (1dip Mod= -1%g Rounded Down, Max Of 90% Off). You Can Also Sell These Items To A Vendor For Half The Price Rounded Down Plus Your Dip Mod Conversion (1dip Mod= +1%g Rounded Down, Max Of 90%). You Cannot Sell Profession Materials To A Vendor, Only Profession Items. There Is Also One Vendor That Will Resurrect You If You Die And You Will Be Brought Back To The Closest Major City And Your Items Will Take Durability Dmg. Vendors Can Also Repair The Durability On Your Gear For 10g/Durability Lost Or Respective Profession Material/Durability Lost. Vendors Only Carry A Maximum Of 1000 g/Day And Will Only Buy One Of Each Item From You Every 24 Hours Or After Each Encounter. Only One Vendor Of Each Kind Is In A Major City At One Time. Each Vendor Also Has Quests For You. A Main Quest-Line, A Daily Quest, And A Boss Quest (see Vendor Quests Section).

### **Here Is A List Of All The Vendors In Each Major City:**

Gem-Cutting Vendor

Enchanting Vendor

Blacksmithing Vendor

Leatherworking Vendor

Tailoring Vendor

Inscription Vendor

Alchemy Vendor

Engineering Vendor(Only Sells Guns, Bullets(X10), And Off-Hands)

Woodworking Vendor

Player Merchants

Mercenary Recruiter (Conquest Mode)

Resurrection Priest (no Cost)

### **19. Game Play: Free Form-Wilderness**

When You Leave A Major City, You may Enter The Wilderness And become Susceptible To Mob Attacks. For Every 100 Steps You Take Deeper Into The Wilderness, Mobs Get A Better Chance At Being Harder To Kill While Scaling To Your Lvl, But Grant More Exp. Any Time You Move Your Full Movement In The Wilderness, You Roll For Encounter. Wilderness Lvl-1 Grants Exp To Levels 1-9, Wilderness Lvl 2 Grants Exp To Levels 1-19, And So On. After All Players Have Rolled A Character And Have All Their Stats Set, You Can Go Anywhere And Do Anything You Want Within The Guidelines Of Your Character. In The Wilderness, All Mobs Are Randomly Generated By 1d20 Dice Roll Only By Moving Your Full Movement Distance. Any Result Under 11 Generates A Mob. You Then Roll Again And Reference The Mob Table Shown In This Rule-book To Determine The Mob You Will Be Facing.

### **20. Battle System:**

Mobs- To Establish What Kind Of Mob It Is, Reference The Mob Table (see Mob Table Below) By Rolling 1d20 And Picking The Number That Correlates With The Mob Table, Then You Determine Its Lvl By Rolling 1d4 (mob Dice) And Adding Your Own Lvl To The Roll (for Every Lvl Into The Wilderness You Add 2 To The Max Sides On The Mob Dice Or, For Each Person In The Raid In Conquest Mode, Add 2 To The Max Sides On The Mob Dice. Ex: 1d6 After 100 Steps (lvl2), 1d8 After 200s (lvl3), Etc) Then Initiative (1d20) + It's Lvl, Then Health (your Lvl + Mob Dice Roll+Mob Lvl), Then Its Dmg Mod (your Lvl + Mob Dice Roll+Mob Lvl), Then Its Wil Def Mod (your Lvl + Mob Dice Roll+Mob Lvl), Then Its Arm Def Mod (your Lvl + Mob Dice Roll+Mob Lvl). Input All The Information Into Your Battle Log. Mobs Always Attack Every Chance They Get Until Dead, Encounter At Their Max Range, And Have No Resource. If They Can't Attack Because Of Range, They Spend One Action Moving into range. Mobs Use Only 1 Action/Turn Unless They Get Initiative. All Mobs Are Immune To Their Own Status Effects and have +5 resistance to the type of damage they deal.

**Battle-** 1v1. Once You Figure Out All The Mob Stats And Initiative, Whoever Has Ini Goes First. You Can Attack, Use An Ability, Flee, Use An Item, Use A Quick Action, Or Pass Your Turn. When You Attack You Compare Your Dmg Mod To The Mobs (or Enemy Player's) Respective Def Mod, (ex: Phy Atk Dmg Vs Arm Def Mod, Mag Atk Dmg Vs Wil Def Mod, Agi Atk Dmg Vs Spd Mod+1/2 Arm Mod Or If Its A Mob, Instead Of Spd, Use Its Lvl) And Both Attacker And Defender Roll 1d20 And Add Their Respective Mods To The Rolls, If Atk Is Successful, It Hits The Target's Health For The Difference. Upon Reaching 0 Health The Encounter Ends And Rewards Are Given. If Attacker Rolls A Natural 20 Or Surprise Attacks An Enemy making them vulnerable (hits



To The Back grant the target vulnerability), It's A Critical Hit, Dealing Base Mod Dmg Plus The Difference In Rolls To Enemy target. If attacker rolls a 20 on surprise attack, double the dmg. If Defender Rolls A Natural 20, It's A Miss And The Attacker Loses The Rest Of Their Turn. If Attacker Rolls A 1 on a surprise attack, it's a miss and they take 1d4 dmg. If Both Roll Natural 20 or 1, Proceed As Normal With All Modifiers.

**Group Battle-** 1 V 2+. When Fighting More Than 1 Enemy Npc, Use Group Battle Rules. Determine The Enemy Npcs Stats The Same Way You Would Determine It Normally And Apply Them To Each Enemy In The Same Group (except Initiative Which Is The Only Thing Determined Individually). After Initiative Is Determined, You Take Turns Accordingly. Go Back And Forth In Turns (if You Go First, Npc Will Go Second, Then You Third, Then Next Fastest Npc 4th, You 5th, And So On), Comparing Your Atk Stats To Only 1 Enemy Npc's Def Stats Each Atk Until You Die Or Kill All Enemies In The Raid Group. If More Than 1 Group Atks At A Time, You Choose Which One To Take On First. Deal With The Other Group Only After The First Group Has Been Dealt With. Groups Are Considered 2 Or More And Are Of The Same Type (ex: 10 Soldiers, Or, 3 Griffins). Use Aggro Rules When More Than 1 Player-Character Is Playing On Your Side.

**Aggro-** When Fighting In A Party With Other Player-Characters, Aggro Is Used To Determine Who The Mob Will Attack. Aggro Is Generated By Certain Factors: Total Healing, Total Damage, And The Last Heal And Hit On The Mob. These Factors Add Up Each Round. Taunting Grants An Automatic Trump Of All Aggro For The Rest Of The Round. If No Aggro Is Generated Yet, The Attack Is Randomly Generated. NPC mobs automatically aggro to the player that rolled for encounter. Aggro Priority Is:

3-Total Healing-Th

2-Total Damage-Td

2-Last Hit/Heal-Lh

Use The Numbers Corresponding With These Factors To Determine Aggro. "[t]"=totals For Encounter. "t"=top, Current Top Damage/Heal For Encounter.

(Ex: Bill Hits The Mob For 10[10t] Dmg Giving Him Total Dmg(2) And Last Hit/Heal(2) For A Total Of (4) Aggro So Far {mob Is Focused On Bill}, Then Bob Hits The Mob For 10[10t] Dmg Giving Bob Total Dmg(2) And Last Hit/Heal(2) Increasing His Own For A Total Of (4) Aggro And Reducing Bill's To (2) Aggro {mob Is Focused On Bob}, Then Steve Heals Bob For 5[5t] Health Giving Him Total Healing (3) And Last Hit/Heal (2) Increasing Steve's Aggro For A Total Of (5) And Reducing Bob's Aggro To (2) {mob Is Focused On Steve}, The Mob Hits Steve And All Aggro Is Added To The Totals At The End Of Each Round Of Combat.

Bill= 2 Aggro

Bob= 2 Aggro

Steve= 5 Aggro

Bill Hits The Mob For Another 10[20t] Dmg Giving Him Total Dmg (2) And Last Hit/Heal (2) For A Total Of (4) Aggro {mob Is On Bill With (6) Aggro}, Bob Hits The Mob For 15[25t] Dmg Giving Him Total Dmg (2) And Last Hit/Heal (2) For A Total Of (4) Aggro

This Turn,(6) Total, And Reducing Bill's Aggro To (0) For The Round {mob Is On Bob Now}, Steve Passes His Turn Keeping His Aggro At (5) For The Round {mob Is Still Focused On Bob This Round}, Mob Hits Bob And Aggro Totals Are Added To Last Round's Totals.

Bill= 2 Aggro

Bob= 6 Aggro

Steve= 5 Aggro

{mob Is On Bob}, Bill Heals Steve With A Potion For 15[15t] Health Giving Him Total Healing (3) And Last Hit/Heal (2) For A Total Of (5) Aggro This Turn, {mob Is On Bill With (7) Aggro}, Bob Hits The Mob For 10[35t] Dmg giving Him Total Dmg (2) And Last Hit/Heal (2) Taking It From Bill Reducing Bill's Aggro To (3) For The Round And Increasing His Own By (4) {mob Is On Bob With (10) Aggro}, Steve Heals Himself For 5[10t] Health And Gets Last Hit/Heal (2) Reducing Bob's Aggro Down To (8) And Increasing His Own By (2) This Round {mob Is On Bob With (8) Aggro}, The Mob Hits Bob And Totals Are Added To Last Round Once Again And So On.

Bill= 5 Aggro

Bob= 8 Aggro

Steve= 7 Aggro)

### **Mob Table: Season 1 (Beginners-lvls 1-5)**

1.Harpy-Fly, Humanoid, Speak Airie, Poi Dmg, R=0, M=10

2.Loup-Garou-Humanoid, Speak Common And Dwarven, Phy Dmg, R=0, M=5

3.Bullett-Nature Dmg, R=0, M=10

4.Akin-Humanoid, Fire/Phy Dmg, Speak Orcish, R=5, M=5

5.Fire Elemental-Fire Dmg, R=10s, M=5

6.Frost Elemental-Frost Dmg, R=10s, M=5

7.Lightning Elemental-Nature Dmg, R=10s, M=5

8.Venom Elemental-Poi Dmg, R=10s, M=5

9.Psyfiend-Psy Dmg, R=10s, M=10

10.Ethereal Ghosts-Humanoid, Fly, Telepathic (all Languages),Arc Dmg. R=10s, M=1

11.Voidling-Humanoid, Copy Language And Dmg Type, R=5s, M=5

12.Griffin-Fly, Phy Dmg, R=0, M=10

13.Arachae-Poi Dmg, R=0, M=5

14.Lasher-Poi And Nat Dmg (every Other Atk), R=5, M=5

15.Demon-Humanoid, Shd Dmg, Speak Demonic, R=5, M=5

16.Imp-Fire Dmg, R=10, M=1

17.Nagan-Humanoid, Speak Lynxi And Draconian, Arc Dmg, R=5, M=5

18.Golem-Humanoid, Speak No Language, Phy Dmg, R=0, M=5

19.Beast-Phy Dmg, R=0, M=5

20.Siloth-Humanoid, Speak Common And Elven, Phy Dmg, R=5, M=10

## Season 2 (advanced)

- 1.Zombie-Humanoid, Speaks Common, Dis/Phy Dmg, +lvl To Wil Def Mod, R=0, M=1
- 2.Sabre-Toothed Grizzly Bear-Bld/Phy Dmg, +lvl To Armor, R=0, M=10
- 3.Acolite-Humanoid, Speaks Common, Elvish, Gnomish, Holy Dmg, +lvl To Wil Def Mod, R=10, M=5
- 4.Highwayman-Humanoid, Steals A Random Item After Each Atk (upon Defeat You Get Your Stolen Items Back), Speaks Common, Dwarvish, Phy Dmg, +lvl To Arm Def Mod, R=5, M=5
- 5.Giant Sloth- +5 Resist To All Types Of Dmg, Nat Dmg, +lvl To Arm Def Mod, R=0, M=1
- 6.Taliosaurus-True Dmg, +lvl To Arm Def Mod, R=5, M=5
- 7.Drake-Fly, Fire/Frost Dmg, +lvl To Wil Def Mod, R=10, M=10
- 8.(Not Your)King's Guard-Humanoid, Phy Dmg, Speaks All Languages, +lvl To Arm Def Mod, R=0, M=5
- 9.Terpsichorean-Humanoid, Psy Dmg, +2 To Each Stat Except Atk Mod With Every Round Of Combat (max Of +10/stat), Speaks Elvish, +lvl To Wil Def Mod, R=0, M=5
- 10.Land-Dwelling Doctopus-Nat Dmg, +10 Res Nat Dmg And Arc Dmg, +lvl To Wil Def Mod, R=10, M=5
- 11.Dire Wolf-Phy Dmg, Bleed Effect, Full Def Against Agi, +lvl To Arm Def Mod, R=0, M=10
- 12.Amoeba-Dis Dmg, +10 Res Phy Dmg, +lvl To Wil Def Mod, R=0, M=10
- 13.Young Warlock-Humanoid, Speaks Common, Elvish, Shd Dmg, +15 Res Shd Dmg, +lvl To Wil Def Mod, R=10, M=5
- 14.Wildling-Humanoid, Speaks Lynxi, Nat/Phy Dmg, +lvl To Arm Def Mod, R=5, M=5
- 15.Pteradactyl-Fly, Causes Berserk In Target On Atk, Phy Dmg, +lvl To Arm Def Mod, R=5, M=10
- 16.Amberite-Humanoid, Speaks Airie, Nat Dmg, Immobilizes Target On Atk, +lvl To Arm Def Mod, R=10, M=5
- 17.Artificially-Intelligent Robot-Humanoid, Speaks All Languages, Phy Dmg, Immune To Status Effects, +lvl To Arm Def Mod, R=0, M=10
- 18.Wendigo-Frost Dmg, +10 Res Frost Dmg, Immobilizes On Slow Effect Instead Of Slow %, +lvl To Wil Def Mod, R=0, M=5
- 19.Reaper-Shd Dmg, After 3 Turns It Applies "Death" To Its Next Target, That Target Dies After Their Next Turn, +lvl To Arm/Will Def Mod, R=0, M=1
- 20.Subservient Golok Pet-Phy Dmg, Atks 2 Times/Action, +lvl To Arm Def Mod, R=0, M=5

## 21. Races:

**Human-** Brave, Naive, Curious. Humans Thrive In Progress. They Are The Most Adaptable Of The Races Making Them Suitable For Almost Any Job. Proud And Defiant They Walk With Head Held High. Static Doesn't Sit Well With Them. They Are Always Looking For The New thing. Cannot Be A Warlock, Druid, Shaman, Or Dragon Warrior. Speaks Common. Lives Up To 100 Years Old. Major City Is Glenaria. Faction:Valoren

Attributes: Cache Finder= +1d4 On Loot And Exp Rolls.

Favoritism= Change One Of Your 1d4 Ini Stat Rolls To A 1d8.

Mana Flow= -15% All Mana Costs Rounded Down.

Diplomatic= +1d4 To Ini Dip Mod.

Mechanically Inclined= +1d4 To Engineering lvl when You Lvl up.

Modernized Culture= +1d4 to inscription lvl when you lvl up.

Resistance= 5 Psychic

Weakness= 3 Shadow

**Light Elf**- Elves Of The High Order, They Base Their Culture On The Patriarch, But He Is Merely A Figurehead. A Council That Oversees Every One Of The Decisions Made Within The Culture Has The Real Power. An oligarchy. They Tend To Be Very Obedient, Loyal, Punctual, And Reliable. They Use Only What They Deem Is Righteous To Suit Their Cause And Champion Tradition And Honor. Favor The Many Over The Few. They Share A Common Ancestry With Dark Elves, But Have Been Detached From Them For Over 20,000 Years. Originally From The Planet Dorriseen. Cannot Be A Warlock, Dark Knight, Necromancer, Warrior, Or Dragon Warrior. Speaks Elvish, Common. Lives To Be About 700 Years Old. Major City Is New Dorrissius.

Faction:Valoren

Attributes: Energized= +1d4 To Ini Spd Mod.

Mana Bolster= +1d6 To Ini Mana Mod

Righteousness= +1d4 Holy dmg on hit. Can only be used once per encounter.

Tailoring Knowledge= +1d4 To Tailoring lvl when You Lvl up.

Enchanters Delight= +1d4 to Enchanting lvl when you lvl up.

Jarad's School of Gems and Fine Metals Diploma= +1d4 to Gem Cutting when you lvl.

Resistance= 8 Shadow

Weakness= 5 Fire

**Dark Elf-** Cast Out, Ostracized, Non-Believers. These Elves Gave Up Order Long Ago To Favor The Right Of Each Living Thing. They Make Their Own Decisions. They Have Been Known To Take Every Precaution To Ensure Victory By Any Means Necessary. Deviant, Deceptive, They Are Said To Be Selfish And Unruly, But Still Hold Some Of The Values Of The Old Culture As The Light Elves Do. They Regard Choice Over Principle. Cannot Be A Paladin, Warrior, Druid, Dragon Warrior, Or Monk. Speaks Elvish, Common, And Demonic. Lives To Be About 700 Years Old. Major City Is Morche. Faction: Khaosis

Attributes: Adaptation= +1d4 To Ini Wis Mod Or Agi Mod.

Spell Shield= Absorbs all dmg from the next attack. Lasts 2 turns. Can only be used once per encounter.

Detail Oriented= +1d4 Gemcraft lvl When You Lvl up.

Alchemical Tastes= +1d4 Alch lvl when you lvl up.

Resistance= 3 Fire, 3 Holy

Weakness= 5 Frost

**Golok-** A Golem-Like People. Made Of Some Kind Of Rock-Like Substance, They Came Here As One Big Meteor That Crashed Into The Planet Millions Of Years Ago And Broke Up Into Tiny Pieces, Bringing With Them The Spark Of Life. They Are A Stoic People. No Personal Agenda Or Bias Of Any Kind. They Simply Want To Live. They Communicate Through Body Language. When They Die, They Merely Reform Into Another Version Of Themselves. They Stand Together And Have Not Attacked Or Bothered Anyone For a long time, Until Now. Very Enduring. Cannot Be A Cleric, Hunter, Ninja, Dragon Warrior, Or Warlock. Doesn't Speak But Naturally Understands Simple Ideas. Major City Is Runecove. Faction: Khaosis

Attributes: Immortal(Unique)-Indifference=Comes Back To Half Life With A 2 Turn Shield From All Attacks Until An Action Is Taken.

Stoneskin= +1d6 Ini Health Value.

Endure= +1d4 to all Defensive rolls.

Stun= Quick Action On Enemy's Turn That Interrupts An Enemy's Action/Cd 5 Turns.

Carpentry= +1d4 Woodworking lvl When You Lvl up.

Leatherworker= +1d4 Leatherworking lvl when you lvl up.

Blacksmith= +1d4 Blacksmithing lvl when you lvl up.

Resistance= 3 Physical

Weakness= 5 Psychic

**Avian**- A Bird-Like Humanoid That Can Fly. Renegade By Nature, They Take To The Skies And Claim It For The Wind Gods. They Build High Up Towers Miles In The Sky For Their Cities And Need Very Little Air To Breathe. Intelligent And Aggressive. They See Every Opportunity To Engage With Other Races Of Creatures As "unfortunate" And "annoying". They Are Highly Gifted In The Arts. Their King "Tuki" Is Alive And In His Palace Up In The Sky City Of Ariae. They Don't Hesitate To Kill Intruders And Hate "downsiders". Cannot Be A Dark Knight, Druid, Dragon Warrior, Monk, Or Shaman. Speaks Airie, and Common. Lives To Be About 150 Years Old. Major City Is Ariae. Faction:Valoren.

Attributes: Flying= Toggle. Can Be Used As A Quick Action. While Flying You Cannot Be Attacked By Melee. Must Be In Melee Range To Atk Non-Flying Enemies unless specified otherwise. Flying Takes 25 Energy Or 1 Mana To Maintain each turn.

Swift Maneuvers= Full Arm Mod Vs Agility instead of spd + ½ def mod.

Agile= +1d4 Ini Agi Mod.

Mystic Enhancement= +1d4 Ench lvl When You Lvl up.

+1d4 Alchemy lvl When You Lvl up.

Resistance= 5 Nature.

Weakness= 5 Fire, 5 Shadow



**Undead-** Zombie-Like, Skeletal, or Demonic Creatures That Were All Once Living Races Until Affected By A Disease That Keeps Their Souls From Passing On To The Ethereal Realm. The Undead Have No Problem "taking Care" Of Other Races And Share Little Remorse For The Plight Of The Living. No Need To Eat Except Brains. Cannot Be Paladin, Cleric, Druid, Dragon Warrior(unless used to be Drogon before Undead), Or Monk. Speaks What They Spoke Before They Became Undead. Major City Is Lonekh. Faction: Khaosis.

Attributes: Immortal(Unique)-Undead...Duh!= Incapacitated Upon Death. Cool Down (2 Turns).

Past Life= Can Pick One Attribute From Any other Race To Represent Your Past life (except Voidians or Ethians). Also speaks the languages they spoke before they became Undead.

Unnatural Chemists= +1d4 Alchemy lvl When You Lvl up.

Tailoring= +1d4 Tailoring lvl When You Lvl up.

Resistance= 5 Shadow

Weakness= 5 Holy

**Ethian-** A Ghost-Like Being. Existing Mostly In The Ethereal Realm, Their Real Bodies Are On Their Home World, But They Cannot Survive There In Physical Form, So They Devised A Way To Stay Hidden Between The Two Worlds. Their Home World, Eth, Suffered A Cataclysmic Event And Their Race Was Almost Extinct, But The Survivors Live On And Project Themselves elsewhere in the meantime, in hopes that one day, they can find a way to free their bodies once again. Cannot Be A Warrior, Hunter, Ninja, Dragon Warrior, Monk, Or Dark Knight. Can Speak Through Telepathy In Any Language The Person They Are Communicating With Can Speak. Lives for unknown years, Unknown Maximum Age. You Choose Your Major City Within Your Faction. Faction:Valoren.

Attributes: Immortal(Unique), Astral Projection= 2 Turn Cd For Reconstitution Of Their Astral Projection.

Flying= Toggle. Can Be Used As A Quick Action. While Flying You Cannot Be Attacked By Melee. Must Be In Melee Range To Atk Non-Flying Enemies unless specified otherwise. Flying Takes 25 Energy Or 1 Mana To Maintain each turn.

Pilgrimage= Your Birthday, 24 Hours Of No Actions. Indestructible. You turn into a ball of light and can be picked up by others. Must Be In Player's Inventory To Travel.

Teleport= Move instantly up to 5 Steps In Any Direction.

Deep Telepathy= Can read minds to brace for impact giving them a little resistance to all. Can Talk To Humanoids In Their Mind Without Language.

Astral Wisdom= +1d4 Ini Wis Or Ini Wil Mod.

Detail Oriented= +1d4 Gem Cutting lvl When You Lvl up

Artistic Devotion= +1d4 Tailoring lvl When You Lvl up

Resistance= 2 Physical, 1 all resist [but arcane] (Deep telepathy)

Weakness= 5 Arcane.

**Dwarf**- Old And Proud Race. They Are Well-Built To Take A Beating And Have No Trouble Dishing One Out. Living In And Controlling The Mountains For The Last 400 Years, They Were At War With The Drogon And Have A Rivalry With Them. Stubborn And Strong, Allies To Anyone Who Seeks To Better The World And Rid It Of Scum Like The Drogon. Cannot Be Ninja, Monk, Psion, Necromancer, Or Dragon Warrior. Speaks Dwarven, Gnomish, Common. Lives To Be 65-75 Years Old. Major City Is Stonewrath. Faction:Valoren

Attributes: Metallurgy= +10% Armor Rating Rounded Up.

Strength and Focus= +1d4 Strength on attack and +1d4 damage on hit.

Dwarven Engineering School of Smash and Grapple Diploma= +1d6 Engineering lvl when you lvl up.

Blacksmithing= +1d4 Blacksmithing lvl When You Lvl up

Resistance= 5 Fire

Weakness= 8 Shadow

**Drogon-** Dragon People Originally From The Planet Draconius. Tough, Arrogant, Bulky People With Pride To Spare And Fire To Go Around. Their Temples To The Flame Signify Their Allegiance To Fire And All That It Consumes And Creates. Their Gods Are Of Pain, Suffering, Confusion, Death, And Silence. They Do Not Worship Their Gods, But Instead Fight Them To Reclaim Their Culture Taken From Them By These Feelings Of Servitude And Slavery. Hellbent On Proving That They Take Orders From No One. Usually Solitary Killers. The More They Get Hurt, The More Powerful They Become. Cannot Be A Wizard, Druid, Cleric, Paladin, Or Hunter. Speaks Draconian, Demonic, Common. Lives To Be About 300 Years Old. Major City Is Draken. Faction: Khaosis.

Attributes: Tempered Skin= +1d4 Ini Arm Mod. Physical damage to the drogon's health Corrodes Metals doing (1) Durability damage to the attacker's weapon.

Vengeance=For Each 10% Life Gone Rounded Down, Drogons Do 10% More Damage Rounded Up (after Mods And Rolls).

Blacksmithing= +1d4 to Blacksmithing lvl when you lvl up.

Gem cutting=+1d4 to Gem Cutting lvl when you lvl up.

Carpentry=+1d4 to Wood Working lvl when you lvl up.

Resistance= 5 Fire

Weakness= 5 Frost

**Orc-** Ugly. Powerful. Angry. They Aren't Without Organization, But In The Same Way That Vultures Organize Around Carrion. Bloodthirsty And Insatiable. Some Say Orcs Were Forged Out Of Pure Anger, And Are The Embodiment Of Hatred, And Will Not Cease Until There Is No More Blood To Be Spilled. These Are Just Stories Passed Down From Generations Of Humans And Lynxi. Orcs Can Actually Be Reasonable At Times And Plan Complex Battle Strategies. They Do However Have One Thing On Their Mind 79% Of The Time. Kill. Cannot Be A Necromancer, Psion, Wizard, Dragon Warrior, Or Cleric. Speaks Orcish, Draconian, And Common. Lives To Be About 40 Years Old. Major City Is Oggland. Faction: Khaosis.

Attributes: Power Hungry= +1d4 To Ini Str Mod, +1d4 Str Mod On Atk, +1d4 Damage on Critical Hit.

Carpentry= +1d4 Woodworking lvl When You Lvl up.

Leatherworking= +1d4 leatherworking lvl when you lvl up.

Resistance= 5 Nature, Is unaffected by physical status effects.

Weakness= 5 Psychic, 3 Holy

**Gnome-** Industrious Little People. Having Built An Entire City In The Belly Of An Underground Mechanism Of Unknown Origin, They Still Work Diligently To Find Its Secrets And Realize Its True Potential. Science Oriented People With More-Than-Meets-The-Eye Attitudes And A Knack For Inventing Things. Fluid In Economics And Trade, Their City Is Booming With Prosperity. Cannot Be A Dark Knight, Warrior, Dragon Warrior, Shaman, Or Paladin. Speaks Gnomish, Common, Airie, Lynxi, And Dwarven. Lives To Be About 250 Years Old. Major City Is Pal'odea. Faction:Valoren.

Attributes: Master Speaker= +1d4 Ini Dip mod

Quickness= +1d4 ini Spd Mod.

Haitian Stun-Ball= Silence A Target For 1 Turn. Quick Action. Can only be used once per encounter.

Daft Reasoning= +1d4 wis on attack.

Ingenuity= +1d6 Engineering lvl When You Lvl up

Photographic Memory= +1d4 Inscription lvl When You Lvl up

Resistance= 5 Arcane

Weakness= 5 Nature

**Voidian-** Souls That Pass Through The Membrane Of The Living Realm And The Ethereal Sometimes Get Caught And Force Negatives Into Existence. A Warlock Named "Osidia" Is Blamed For Contaminating The Rift Between The Living And Ethereal Worlds And Is Said To Be Alive, Preserved, Somewhere Waiting To Be Awakened Once More To Complete His Merger Of The Two Worlds. The Humanoid Entities That Emerge From This Phenomenon Are Called "voidians". Voidians Can Take The Form Of Their Enemy. Cannot Be A Dragon Warrior, Ninja, Cleric, Paladin, Or Shaman. Can Speak Only Whatever Language It Had Originally As A Positive Soul. Major City Is The Void Anomaly. Faction: Khaosis.

Attributes: Immortality(Unique)-Void Recall= Tear Space And Rip Open A Rift Where You Died To The Void Anomaly Taking You Back To Half Health, And Resources, And Putting You Back After 2 Turns Or At A Major City In 1 Turn.

Nothingness= Cannot Be Target Of Other Racial Abilities (Past Life, Haitian Stun-Ball, Etc).

Shape Shift= Can Shape Shift Into Humanoids But Only On Sight. Copies One Ability And Can Keep That Ability As Long As It Stays In That Form. 1 Action While In An Encounter.

Enchanters= +1d4 Ench lvl When You Lvl up.

Gem Cutting= +1d4 Gem Cutting lvl when you lvl up.

Resistance= 5 Arcane

Weakness= 5 Holy, 3 Shadow

**Goblins-** A Race Of Humanoids That Sprang Originally From A Fungus Mutation Caused By The Golok's Cataclysmic Arrival. They Are Mischievous, Daring, Hive-Minded Little People With A Love For Explosions And A Lack Of The Ability To Feel Any Pain. Tricksters And Con Artists. When You Choose A Goblin, You Choose A "patch" Of Goblin "fungus" Called Your "Amogon". Cannot Be A Wizard, Psion, Dragon Warrior, Or Druid. Speaks Orcish, Common, And Mumbles Incoherently. It's Unknown How Long A Goblin Can Live. Some Say They Can Live Forever If They Don't Die First, But It Has Never Been Proven. Major City Is Where Your Amogon Is Placed.  
Faction: Khaosis.

Attributes: Amogon(Unique)= Your Amogon Is Immortal. Choose Your Location For The Amogon. The "amogon" Is Not Recognized As Dead Or Alive. It Can Move From One Major City To Another And Is Indestructible. It Takes 5 Turns To Replace A Missing Goblin Through Your Amogon. Each goblin Moves As One Action And Does The Same Things Together, or, you can split them up and half all your stats to each one and they take and generate their own actions. They Retain The Same Stats. 2 Goblins Max.

Goblin Grenade= Sacrifice a Goblin, Deal 1d4x [the number of enemies within 3 steps] Divided Evenly Rounded Down (50% Dmg If Only 1 Target Rounded Down) True Dmg To Everything (including Allies And Other Goblins).

Goblin Replication= Goblins Can Replicate At Full Health. Max Of 2 Goblins At One Time. Quick Action.

Daft Agility= +1d4 Ini Agi Mod

Quickness= +1d6 Ini Spd Mod.

Tailoring= +1d4 Engineering lvl when you lvl up.

Leatherworking= +1d4 Engineering lvl when you lvl up.

Engineer= +1d4 Engineering lvl when you lvl up.

Resistance= 5 Frost

Weakness= 10 Physical



**Lynxi-** Cat-Like In Appearance. Tribal In Nature. The Lynxi Have Lived Here For Thousands Of Years And Formed Their Society In The Caves And Jungles Of The World. Fierce Warriors And Skilled Fighters. They Use Their Ability To Communicate With The Planet To Dictate Their Course Of Action. Liaisons Between The Planet Herself, And It's Inhabitants. They Speak Softly, And Carry A Big Stick. Their Society Is Strongly Pride-Based And The "pack" Is Matriarchal Lead By Mother Earth Herself, Destria. Gifted With The Knowledge Of The Planet, They Learned Quickly To Survive Among The Barbaric Cultures Of The Planet Using Defensive Tactics Known Only To Them. They Are Very Just And Proud Creatures Only Wanting Peace Throughout The Land. Cannot Be A Dark Knight, Necromancer, Dragon Warrior, Or Psion. Speaks Common, Lynxi, Airie. They Live For About 100 Years. Major City Is Lynxia.  
Faction:Valoren.

Attributes: Destria's Protection= +1d4 Ini Will.

Nature's Blessing= +1d4 To All Heals On You This Turn. Can only be used once per encounter. Quick Action.

Destria's Revenge= Add A 1d6 Def Shield After Rolls And Deal Dmg For 100% Of The Dmg Absorbed By The Def Shield. Can only be used once per encounter. Declare Before Defensive Rolls. Quick Action.

One With Nature= Immobilize Any Target Within 5s. Can only be used once per encounter. Quick Action.

Leatherworker= +1d4 Leatherworker lvl When You Lvl up.

Carpentry= +1d4 Woodworking lvl When You Lvl up.

Resistance= 5 Nature

Weakness= 5 Shadow

## 22. Classes:

**Warrior**- Strong, Tough, Melee Fighters Who Deal Physical Damage And Wear Plate Armor. They Dual-Wield Two-Handed Blunt Weapons, Swords, and Axes. Use Energy. They Use Their Rushing Capabilities To Pursue Enemies. Attack Mod-Strength.

Attributes: Strength Focused= After Hitting A Target 3 Times In A Row, Your Hits Cause Rend, which adds a Bleeding Effect to your basic attacks with your weapons. Bleeding Deals Additional Damage To The Affected Target If they take any actions Equal To 10% Of Their Total Health. Cannot Be Cleansed Except By Healing or resting.

Def Stance/Off Stance= Toggle As A Quick Action for 25 energy. +1d6 To Def Roll Or +1d6 To Off Roll Depending On Which Stance You Are In.

Ultimate Berserk= +1d8 Phy Dmg On Successful Hit, Can Only Use When At 35% Health Or Lower. 25 energy .

Rush= Move To Target No More Than 10 Steps Away As A Quick Action Incapacitating The Target For 1 Turn. Works On Flying Targets But Takes 25 Additional Energy. 25 Energy

Taunt= Taunt A Player Or Humanoid To Attack You With A Successful Diplomacy Roll On Their Next Turn. Do Not Need To Know Language To Taunt.

**Hunter-** Range-10 Steps, Physical Dmg Attackers Who Use Their Speed And Cunning To Deal Dmg. They Fight With Bows, Guns, And Use Leather Armor. Uses Energy. Attack mod-Agility.

Attributes: Agile= +1d4 To Agi Mod On Atk.

Camouflage= Stealth Until Action Is Taken Or Until Hurt. Quick Action. 25 Energy/Turn.

Lure= Can Lure Creatures To Attack You (doesn't Work On Humanoids). Quick Action. 25 Energy. (Can Also Use Outside Encounter By Rolling For Mob Chance At Any Time).

Traps-1 Step Range. Cannot Place Traps Under Enemies. Traps Last 2 Turns.

1.Freeze Trap=Place A Trap To Freeze Any Enemy In Place, Immobilizing Them For 2 Turns Or Until Disarmed, then movement is reduced by 50% for 1 turn after freeze effect ends. Quick Action. 50 Energy

2.Bleed Trap= Place A Trap To Snap and Bleed An Enemy. Bleeding Deals Additional Damage To The Affected Target if they take an action Equal To 10% Of Their Total Health. Cannot Be Cleansed Except By Healing or resting. Quick Action. 25 Energy

3.Fire Trap= Place A Trap To Burn Enemies for 2 turns, And Instantly Deals 1d6 Dmg And 1d4 Dmg If Disarmed. Quick Action. 25 Energy

4.Sleep Trap= Place A Trap That Puts Enemies To Sleep For 2 Turns Until Disarmed Or Woken Up (win Dip Roll To Wake Up Once Each Turn, Or Loud Noises, Dmg, Or Attacks From Enemies Wake You Up). Quick Action. 75 Energy

**Cleric**- Range-10 Steps, Healing/Magic Dmg Class. Clerics Fight With Staves, Wands, And Books. Clerics Use Cloth Armor And Heal And Protect Themselves And Others Through Holy Magic And Can Call Upon Ethereal Friends To Help Them. Uses Mana. Attack mod-Wisdom. Holy Dmg(Wil) -10%/stack To Target's Armor On Hit. 2 stack max.

Attributes: Blessed= +1d6 To Your Wil Mod While Healing.

Holy Shield= Put A Shield On The Target Temporarily Absorbing An Amount Of Magic Dmg Equal To Their Wil Mod Lasting 2 Turns Or Until It Pops. Cannot Stack. 2 Mana.

Holy Heals= You And Target Roll 1d20, If You Win The Roll (and Don't Roll A 2), You Heal The Target For An Amount Equal To the difference And Cleanse The Target Of Any Status Effects, If You Lose, Just Cleanse The Status Effects Only. 2 Mana.

Summon Ethereals= Summon An Ethereal Ghost At Equal Lvl To Assist You For 3 Turns Or Until It Dies. (use Mob Rules). Flying. Deals Arc Dmg. (limit 1 At A Time) 5 Mana. Range=0s. Gets 1 Action/Turn.

Resurrection=Rez A Dead Target Back To Full Life. Range=10s. 5 Mana.

**Paladin-** A Hybrid Healing/Phy/Mag Dmg, Melee Class That Relies On Empowering The Weak. Paladins Fight With Swords, Blunt Weapons, And Axes. They Are Versatile Combat Healers And Use Holy Magic Auras To Cull Evil And Buff Themselves And Friends. Uses Mana/Energy. They Use Plate Armor. Attack mod-Strength.

Attributes: God's Right Hand= Phy/Holy Dmg [-10%/stack To Target's Armor On Hit], declare before atk. 1 mana to add holy dmg to your basic attack.

Auras (4)= Toggles As Quick Action. 1 Mana.

Healing Aura-Heals All Friendly Targets Within 3 Steps Of The Paladin For 1d4 Rounded Up At The Beginning Of Each Of Your Turns while this aura is active.

Offensive Aura- +1d4 To Atk Mod Roll On All Friendly Targets Within 5 Steps Of The Paladin.

Speed Aura- Increases The Movement Of All Friendly Targets Within 5 Steps Of The Paladin By 20% Of Their Max Movement Rounded Up.

Consecration Aura- AoE Holy Dmg Vs Wil Equal To 100% (50% Rounded Down If Only One Target Is Available) Of Your Str Mod, Divided Evenly Rounded Down Among All Targets Within 3 Steps Of The Paladin At The Beginning Of Each Of Your Turns (100% Dmg To All "Undead" Targets).

Taunt= Taunt A Player Or Humanoid To Attack You With A Successful Diplomacy Roll On Their Next Turn. Do Not Need To Know Language To Taunt.

Resurrection=Rez A Dead Target Back To Half Life. 5 mana.

**Wizard-** Range-12 Steps, Magic Dmg Class That Uses The Power Of Arcane Magic And Range To Manipulate Movement And Deal Dmg. They Use Staves, Books, And Wands To Fight And Use Cloth Armor. Uses Mana. Attack mod-Wisdom.

Attributes: Arcane Knowledge= +1d6 To Wis Mod To Atk. Arcane Dmg(Will) +25%/stack of your dmg as Arc Dmg When You Deal Mag Dmg To A Target That Didn't Resist Your Dmg.

Time Stop= Incapacitates The Target Until Damage Is Dealt To The Target. Lasts 2 Turns. 5 Mana.

Blink= Teleports Caster 10 Steps Away In Any Direction. 2 Mana.

Counter spell= Counter an ability used by a target on their turn and Silence The Target For 1 Turn. Quick Action. 3 Mana.

Arcane Explosion= Aoe Arc Dmg Within 5 Steps Of The Caster. Roll For Atk Against All Targets And Compare That Against All Defenses. 3 Mana.

**Warlock**- Range-10 Steps, Magic Dmg Class That Uses Shadow Magic To Terrify And Drain opponents. They Use Their Magic To Control And Devour Others. They Fight With Books, Wands, And Use Cloth Armor. Uses Mana. Attack mod-Wisdom.

Attributes: Dark Influence= +1d8 To Atk To All Friendly Shd Dmg Dealt Within 5 Steps Of The Caster. Shadow Dmg(Wil) +50% Extra Shd Dmg On Hit If Target Is Lower Than 25% Health.

Fear= On A Successful Dip Roll It Sends Target Running Away Screaming In Fear At Full Movement Each Turn Until Hurt (lasts 2 Turns Max. Only Works On Humanoids). 3 Mana.

Drain Life= Upon Successful Hit, You Heal For 50% Of The Dmg Dealt Rounded Down. Declare Before Atk. 2 Mana.

Devour= If Target Is Below 35% Health, You Get +1d4 Shd Dmg On Hit. If The Target Dies While Being Devoured, You Heal Yourself For 100% Of The Dmg Dealt (no more than remaining health of target). 5 Mana.

Soul Sharding=Can Trap Humanoid Souls In Soul shards When You Kill Them And Heal For 10% Of The Trapped Souls Max Health On Consumption. Max Up To 10. 1 Action. To Get empty Soul shards, You Simply Roll For Them The Same Way You Roll For Loot As An Extra Loot Roll.

**Monk-** A Hybrid Healing/Physical Dmg, Melee Class. Starts Every Encounter With 0 Chakra. They Use Their Speed And Understanding Of The World To Move Quickly And Strike Effectively While Using Chakra To Maintain Their Body Functions And Heal. They Use Only Fist Weapons, And Leather Armor. They Are Masters Of Counter Attacking. Attack mod-Agility.

Attributes: Chakra= Build 1 Chakra Each Turn You Take No Actions. Max 3 Chakra.

Chakra Mend= If The Monk Is Hurt, Chakra Mend Can Be Used As Quick Action On Enemy's Turn But Can Only Heal The Monk. Heals for 1d4/chakra used, and over as many turns.

Chakra Strike= This Can Be Used Only As A Quick Action On Enemy's Turn After They Hurt The Monk. Brings Monk Into Melee Range Of The Target. Counter Attacks The Target For 1d4/chakra used+agi mod. Defender Rolls Normally.

Meditation= Replenish Chakra To Full. Cd 5 Turns.

Solace= +1d4 To Agi Mod on attack On Your Turn.

Resurrection=Rez A Dead Friendly Target Back To Half Life. 3 Chakra.



**Psion-** A Range-10 Steps, Magic Dmg Class That Implements Psychic Energies And Manipulation Of The Mind And Physical World Around Them. They Fight With Staves, Books, And Wands And Use Cloth Armor. Uses Mana. They Can Read Minds, Use Telekinesis, Telepathy, And Can Control Your Thoughts And Actions. Attack mod-Wisdom.

Attributes: Psychic Knowledge= +1d4 To Wis Mod On Atk, +1d6 Ini Dip Mod. Psychic Dmg(Wil) +10%/stack Diplomacy Next Turn On Hit.

Telepathic= Can Talk To Other Humanoids With Your Mind. Do Not Need To Know Language.

Telekinesis= Lift A Target and Place It Up To 10s Away From Caster. Target Is Immobilized Until You Put It Down Or Until It Wins A Dip Roll During Its Turn. 3 Mana. And 3 Additional Mana To Maintain This Ability Each Turn.

Dominate Mind= Control Target's Mind Upon Successful Dip Roll And Take Control Of Their Turn Until Either Are Hurt Or Until An Action Is Taken By The Caster (roll Each Turn Against Players). 5 Mana And 1 Action To Maintain Each Turn. Dominate Mind Can Never Last Longer Than 2 Turns.

**Necromancer**-Range=0s. A Hybrid Magic Dmg/Agility Class Utilizing Unnatural Reanimation Of Things Once Dead To Do His Bidding For Him. They Use Wands, Staves, And Daggers To Fight With And Wear Leather Armor. Uses Mana. Attack mod-Agility/Wisdom.

Attributes: Necrosage=Dis Dmg (Agi) Or Shd Dmg (Wis), Declare Before Atk.

Shard Storage= The Necromancer Can Store Active Pets In Soul shards To Get Soul shards, You Simply Roll For Them The Same Way You Roll For Loot But As An Extra Loot Roll. You Must Have A Number Of Soul shards Equal To The Minions' Lvl To Store It. Roll 1d20, On A Roll Of 5 Or More You Trap The Soul, On A Roll Of 4 Or Less, Your Soul shards Break, And You Lose The Soul To The Abyss. If You Do This Successfully The Shards Then Become One Soul shard With Your Pet Inside As An Item In Your Inventory. Cannot Store Or Re-Animate The Same Pet Twice To/From A Soul shard Limit 5 Filled Soul shards. Cannot Use On Humanoid Mobs.

Raise Creature-Use Soulshard= Raise A Dead Mob You Killed To Fight For You Within 5 Steps. Mobs Retain Stats When Becoming A Pet. Limit 1 Pet Active At One Time. 5 Mana.

Pet Mastery= The Necromancer Gets +5 Resistance To The Type Of Dmg His Pet Deals And Uses His Own Dmg Mod Instead Of Pet's Normal Dmg Mod When Using It To Atk. Passive.

Pet Taunt= Taunt A Player Or Humanoid To Attack Your Pet With A Successful Diplomacy Roll On Their Next Turn. Does Not Need To Know Language To Taunt. 3 Mana.

Heal Pet= Heals The Pet For 1/mana spent on this ability.

Self-Preservation= Puts A Preservation Shield On The Necromancer. If The Necromancer Dies With This Shield, His Pet Will Die Instead And He Will Be Returned To Half Health. 2 mana/turn.

**Druid-** Hybrid Healing/Magic Dmg/Physical Dmg Class That Uses Shape shifting To Manage Their Actions. In Tune With The Planet, They Draw From Its Energy And Use It To Heal Themselves And Their Friends Or Dmg Those Around Them. They Have 4 Forms: Bear (r=0), Wolf (r=0), Tree (r=5), And Raven (r=10). They Use Staves, Swords, And Wands Only And Attack mod= Based On Which Form They Are In. Uses Mana In Raven And Tree Form, And Energy In Wolf And Bear Form. Wears Cloth.

Attributes: Shape shift (Bear, Wolf, Raven, Tree)= Can Shapeshift Into Any Of The 4 Forms. Bear Is Melee Str, Wolf Is Melee Agi, Raven Is Range Wis (10s), Tree Is Range Wis (5s), Can Fly In Raven Form. +1d4 To Favored Mod Based On Current Form. +1d4 To Arm In Bear Form. Quick Action. 1 Mana.

Roar= Can Only Be Used In Bear Form. Intimidates The Target Striking Fear Into Its Heart Sending Them Running Away Until Hurt Or Win A Dip Roll By 10 Or More. 50 Energy

Bear Taunt= Can Only Be Used In Bear Form. Taunt A Player Or Humanoid To Attack You With A Successful Diplomacy Roll On Their Next Turn. Do Not Need To Know Language To Taunt. 1 Action.

Bite= Can Only Be Used In Wolf Form. Bleeds The Target On Hit. Bleeding Deals Additional Damage To The Affected Target if they take actions Equal To 10% Of Their Total Health. Cannot Be Cleansed Except By Healing. 50 Energy

Whirlwind= Can Only Be Used In Raven Form. Displaces Target 5 Steps In Any Direction And Deals +1d6 Nature Dmg To Target On Successful Hit. Nat Dmg(Wil) -2/stack To All Resists (except Nature) On Target On Hit. 3 Mana.

Nourish= Can Only Be Used In Tree Form. Roll 1d4, you heal the target for that amount and nourish will jump to the nearest damaged ally and heal them for that amount. (consider Resistance As Nature After Rolls) 3 Mana.

Resurrection=Rez A Dead Friendly Target Back To Half Life. 5 Mana.

**Shaman-** Range=0s (melee), Hybrid Physical/Magic Damage Class That Utilizes Hexes And Weapon Augmentations To Stop And Harm His Foes. Shamans Can Use Swords, Wands, Axes, And Wears Leather Armor, But Can Enhance His Armor And Weapons For Added Dmg And Defense. Uses Mana And Energy. Attack mod=Strength/Wisdom.

Attributes: Shamanic Wisdom= +1d4 Str Mod On Atk, +1d4 Wis Mod On Atk

Natural Ways: Deals Nat Dmg While Using Wisdom as Atk Mod, Deals Physical Damage While Using Str as Atk Mod.

Hex= Incapacitates The Target For 2 Turns or until hurt. 3 Mana.

Enhance Weapon = +1d4 Nature Dmg on hit. Quick Action. Declare Before Atk. Lasts 2 turns. 2 mana.

Enhance Armor= +1 Arm, +1 Wil. Quick Action. Can Only Be Used Before Defense Is Declared On Opponent's Turn. Lasts 2 turns. 2 mana.

Windfury= As long as you have both Enhance Weapon, and, Enhance Armor activated, your attacks give you a 1d4 roll, if you roll a 3 or 4, you get an additional attack, and roll another 1d4 and repeat this process until you lose the roll.

**Ninja**- Melee, Physical Dmg Class That Uses Stealth And Cunning To Assassinate His Enemies And Escape Without A Scratch. Surprise And Swiftess Decide This Class' Ability To Survive. They Use Cloth Armor And Can Dual-Wield Daggers And Fist Weapons While Using Off-Hands At The Same Time. Uses Energy. Attack mod-Agility.

Attributes: Fast Assassin= +1d6 Agi Mod On Atk, +1d6 Ini Spd Mod

Stealth= Cannot Be Seen/Targeted Until Hurt Or Take Action. 75 Energy

Light foot= Movement Does Not Take Action. 25 Energy/Full Movement To Maintain.

Pickpocket= Can Pickpocket A Humanoid Npc, Or A Player Character And Open Lock boxes (Roll 1d4, On A Result Of 4, You Can Loot The Lock box).

For Npc: Cannot Be Seen. On Successful Dip Roll (+1/lvl To The Enemy's Roll In Addition To Its Initial Dip Mod Being It's Lvl) You Can Pick Their Pocket For Gold. Roll 1d20/Mob Lvl And Loot That Much Gold From The Character. If You Lose The Dip Roll, You Are Caught And Must Fight The Target, Or Attempt To Flee The Encounter. You Cannot Pickpocket/Loot Gold From This Character Again For The Rest Of The Encounter. Cannot Be Of The Same Faction As Your Target.

For Player Characters: Can Only Pickpocket During Encounters. Must Be Behind Player (vulnerability) And In Stealth When You Pickpocket, On A Successful Dip Roll, You Get 10% Rounded Down Of The Gold They Have On Them. Cannot Flee The Encounter After Pickpocketing A Player Character. Cannot Be Of The Same Faction As Your Target.

**Dragon Warrior-** Empowered Warrior Of The Order Of Dragon fire They Use Brute Force And The Burn Of The Flame To Scorch Their Enemies. Dragon Warriors Are Self-Sufficient Melee, Physical Fighters That Wear Plate Armor, And Can Dual Wield Two-Handed Blunt Weapons, Axes, And Swords. Uses Energy. Strength.

Attributes: Power Focus: +Spd equal to 10% Of Your Str Mod Rounded Up.

Scorch= Burn For +1d4 Fire Dmg On Successful Hit. Declare Before Atk. (Fire Dmg= 20% Extra Dmg On Hit If Target Is Already Burning). 25 Energy.

Intimidate= Intimidates Surrounding Foes Within 3 Steps Striking Fear Into Their Hearts Sending Them Running Away Until Hurt Or Win A Dip Roll. 2 Turns Max. 75 Energy.

Taunt= Taunt A Player Or Humanoid To Attack You With A Successful Diplomacy Roll On Their Next Turn. Do Not Need To Know Language To Taunt.

Engulf the Tempered= Deal 1d4 dmg/stack of burning to all enemies within 5s. 50 energy.

**Dark Knight-** Physical/Frost Dmg Class. Uses Plate Armor. Raging With The Freezing Cold Of Death, They Seek To Empty The Souls Of Enemies With Their Weapons And Debuffs. About 6000 Years Ago A Deal Was Made From One Man To Another Concerning The Soul Chain Of This Planet. That Deal Was Broken, And What Remains Is Embedded In The Souls Of The Fallen. Originally, The Best Of The Best Dark Arts Trainers Couldn't Find A Living Soul That Possessed Enough Strength To Keep This Evil Inside, But They Found The Best Souls Possible, Their Own. Now If A Dark Knight Dies, It Comes Back Wherever It Wants And There Are Never Any More Or Less Than 5 Of Them At One Time. Nowadays They Are Used As Mercenaries Fighting For Both Sides And With No Particular Alignment. Can Dual-Wield Two-Handed Axes And Swords, And Use Blunt Weapons. Strength. Uses Energy. Can Choose Between Valoren Or Khaosis.

Attributes: Free Alignment= Can Choose Which Faction You Wish To Be On After Making The Character.

Dark Strength= Phy/Frost Dmg Slows Target By 25%/Stack On Hit. Max 3 Stacks.

Immortality (Unique)-Death's Betrayal= Rez Up After 1 Turn In Any Major City Of Your Faction's Races.

Decay= All Enemies Within A 5 Step Radius Get -10% Armor Rating And -10% Willpower Rounded Down and are diseased. Passive.

Soul Freeze= Incapacitates Target For 1 Turn And Slowing Them By 50% For The Next 3 Turns. 75 Energy

Taunt= Taunt A Player Or Humanoid To Attack You With A Successful Diplomacy Roll On Their Next Turn. Do Not Need To Know Language To Taunt.

Resurrection=Rez A Dead Target Associated With Your Faction Back To Half Life Under Your Control For 1 Turn. 75 Energy.

*Destria: War Of World's Wake 2.0 Beta Official. ©. All Rights Reserved.  
C°de-E-C°rp In Association With Solstice Games.*