**Sidequest**

An RPG

Made By Luke Fogelson

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Sidequest is a Tabletop RPG made by Luke Fogelson, It is a game where you, the player must make a decision, become the greatest hero, or the most evil villain. You explore dungeons, talk to townspeople, buy weapons and armor, fight monsters, and forge your own legend. Unlike most RPG’s, there is lore, but none of it is required to understand why you are exploring. This game requires some attention though because of the amount of talking and logging it will take. It is for ages 8 and up, although recommended for 12 and up.

Getting Started

There are two types of characters players, the Dungeon Master and the Players, the DM controls NPCs, shops, Quests, Dungeons and Enemies. A good DM is creative, smart, and has a good imagination

Stats

For starters, there are some stats you may need to know

Strength: Amount of melee damage done

Dexterity: Amount of ranged damage done

Intelligence: Amount of skill points you have

Speed: decides order of battle

Defense: How many Hit Points you absorb

Support: How much extra money you make when doing a non-battle ability

Vitality: How many maximum Hit Points you have

Satiety: How much maximum hunger you have

HP: Hit Points, total health

Hunger: How many steps you have before starvation

Skill: How many times you can use an attack other than basic

Reputation: How good/bad you are

Character Creation

In order to create a character, you must choose a race and class

Races Classes

Human Warrior

Elf Ranger

Golem Inventor

Halfling Rogue

Half Elf Knight

Dwarf Fighter

Mingar Guard

Reptillian Minstrel

Gnome Adventurer

Turtleoid Survivalist

Tencore Swashbuckler

Centaur Dragoon

Bargon Berserker

Atlantean Monk

Ancient Scholar

For more information on races and classes, see their separate pages.

Races

There are many races in the world of Sidequest, 15 to be exact. These affect starting stats, role-play, and how NPCs will react to you, although race will not determine as much as class, it may also determine other key roles if the DM decides so.

Human 5

Elf 6

Golem 7

Halfling 8

Half Elf 9

Dwarf 10

Mingar 11

Reptillian 12

Gnome 13

Turtleoid 14

Tencore 15

Centaur 16

Bargon 17

Atlantean 18

Ancient 19

Human

The Humans were the first race to stop their semi-nomadic wandering and establish cities. They love technology and they are mostly farmers and herdsmen. The average human is 6 feet tall but can be somewhat taller, the tallest being 6’5’’. They are also known to be the least biased, loving to work with other races as they know every man has a skill. They are somewhat warlike and were the 2nd to last race to stop killing each other before the Great War.

Stats: +5 strength +3 Defense

Favored by: Elves, Half-Elves

Discriminated by: Halflings

Technological Usage: Heavily Favors

Social: Very

Preferred Class: Warrior

Elf

Elves are a very ancient race, and a very naturalistic one. They were the first hunters and have a strong conviction to maintain nature. As with this, they are very naturalistic, but do not hate technology, Elves were the first people to build over ground fortresses. Elves also have extreme prejudices against dwarves, for the dwarves kings did not join forces elven king, and sat in their fortresses while the elf kings fought with the Orcs for the forests. The average Elf is 6’8’’ but can be as tall as 7’5”

Stats: +5 Dexterity +3 Intelligence

Favored by: Half Elves, Humans

Discriminated by: Dwarves

Technological Usage: Heavy, but still maintaining nature

Social: Somewhat

Preferred Class: Ranger

Golem

Golems are special, that they are a genderless, synthetic robotic race that runs on protein. They are made of a very light and flexible material so they can move fast and perform complex tasks, but as of this, they are not strong. They are not combat machines, but the ancients originally constructed an army of them to defend the Dwarven Kingdom. The golems vary in height, but they all share the same AI. They are made by the Ancients and have continued being made by other Golems.

Stats: +5 Intelligence +3 Speed

Favored by: Ancients

Discriminated by: Atlanteans

Technological Usage: They are technology

Social: If you want them to be

Preferred Class: Inventor

NOTE: Due to being genderless and not a living being, Golems can’t marry.

Halfling

Halflings are quiet, peaceful people who enjoy a good chat with an old friend or a nice meal. Halflings love food, have hairy, leathery bare feet, and love mushrooms. They do not live in over world houses, but instead dig into hills and make very luxurious homes. They are usually afraid of “the big people” and only talk to them on business or special occasions. They are usually 4 feet tall, the shortest race in the game, and are extremely quiet and stealthy.

Stats: +5 Speed +3 Intelligence

Favored by: Dwarves

Discriminated by: No one

Technological Usage: Somewhat

Social: Not really

Preferred Class: Rogue

Half Elf

When a Human and an Elf have a child, Half Elves are born. Half elves share features of Humans and Elves, but are considered their own race. They are as tall as Humans and are moderate users of technology. They are very religious and believe that the Savior spoken by the ancients had died for their sins (although Ancients and Scholars do not believe so.) Even though they are religious, they are brave warriors and work to protect.

Stats: +3 Strength, +3 Defense +3 Support

Favored By: Humans, Elves

Discriminated by: Ancients

Technological Usage: Moderate

Social: Very

Preferred Class: Knight

Dwarf

Private people of the mountains, dwarves are expert miners and blacksmiths. Most dwarves do not like sunlight, so they build underground cities, castles, and fortresses, they are also lovers of stone. Dwarves hate Elves for not helping them fight for the Mountains and taking them from the Goblins and Trolls, creating more strife, and they are friends of Halflings, for they bring them items of the over world. Dwarves are 5 feet tall, and are lovers of technology.

Stats: +8 Strength, -1 Intelligence

Favored By: Halflings

Discriminated By: Elves

Technological Usage: Semi-Heavy

Social: Moderate

Preferred Class: Fighter

Mingar

Strong, Powerful, but peaceful, these gentle giants refuse to hurt one another and violence against another (not including monsters) is to them the greatest crime. They have invented Judo for a way of self-defense. Mingars don’t use technology, but they have nothing against it. Mingars are 6 feet tall, have thick, leathery, blood red skin, and they do not hate any race.

Stats: +8 Defense, -1 Speed

Favored By: Atlanteans

Discriminated By: no one

Technological Usage: Light

Social: Moderate

Preferred Class: Guard

Reptillian

Being very lizard like and musical people, Reptillians were the inventors of string instruments. They are very musical people, and lots of composers come from them. They are very supportive and are slightly shorter than Humans. They have little combat skill though. They have harder stats to start with, but they can make quick money.

Stats: +8 Support

Favored by: Elves

Discriminated by: Centaurs

Technology Usage: Light

Preferred Class: Minstrel

Gnome

Small, traditional people, Gnomes are overall nice people who search for treasures lost by their ancestors. They do not like underground and love the over world. Gnomes are 5 feet tall, like dwarves, but unlike them, they prefer more sunlight and are traditionally farmers instead of miners and blacksmiths. Gnomes have been around since the ancients, for their scholars have trade record back to 341.

Stats: +5 Vitality +3 Support

Favored By: Dwarves, Halflings

Discriminated By: No one

Technological Usage: Heavy

Preferred Class: Adventurer

Turtleoid

A nomadic race of large Turtle people (hence the name). These people may not be too smart, fast, or strong, they have been surviving for centuries, and while you will be starving, they will be fine. As previously mentioned, they have a lot of satiety and they have more vitality. They do not use technology because most have not heard of it, since they prefer to stay away from cities. However, they have advanced in chemistry, being able to use simple herbs around them to heal the most complex wounds. They are as tall as elves.

Stats: +5 Satiety, +3 Vitality

Favored By: Atlanteans

Discriminated by: Ancients

Technology Usage: What’s Technology?

Social: Not Really

Preferred Class: Survivalist

Tencore

Tencores are Sea like squid people, much like how Davy Jones is portrayed. Most are sea merchants sailing the Two Great Seas. They are skilled sailors and are balanced in melee and ranged combat. Some Tencores live in Coves while others live in towns. They are despised by the Atlanteans, for the sea is sacred to them. They are as tall as humans.

Stats: +4 Strength +4 Dexterity

Favored By: Humans

Discriminated By: Atlanteans

Technology Usage: Moderate

Social: Moderate

Preferred Class: Swashbuckler

Centaur

Half horse, half human, these mythical legends are experts of the battlefield. For centuries, these creatures have been fighting in many wars against monsters, and they especially hate Orcs. Most have been trained at age 6 to fight and have great speed and endurance. While they are well disciplined fighters, they can be very destructive and very ferocious.

Stats: +5 Speed +3 Strength

Favored By: Turtleoids

Discriminated By: Reptillians

Technology Usage: Light

Social: Not Really

Preferred Class: Dragoon

Bargon

Bearlike people of the mountains, these people are very hard to find in groups larger than 7. They are accustomed to cold climates and are very secluded. They’re behavior is affected by where they live, even though they are very ferocious people. They are as tall as elves.

Stats: +5 Strength +3 Speed

Favored By: None

Discriminated BY: None

Technological Usage: Varies

Social: Not Very

Preferred Class: Berserker

Atlantean

People of the lost undersea world of Atlantis. Once having a great empire, they now mostly live in underwater cities, even though they can breathe out of water. Atlanteans are lovers of nature and preserves it well. They eat mostly seaweed, but will also eat certain meats. They are offended by Tencores who exploit the waters through fishing and believe that the gods of Atlantisism made their race to protect nature. They are as tall as humans and hate Golems for being technology.

Stats: +7 Morale

Favored By: Turtleoids, Elves

Discriminated by: Tencores

Technology Usage: None

Social: Not Very

Preferred Class: Monk

Ancient

Once enslaved by an ancient society, the Ancients were led out by their first prophet, who also gave them their 10 laws on two carved stones. The ancients were the first race to have advanced technology, and have also built the Golems. The Ancients, like the Half Elves, are deeply religious and their society is based on their religion. The biggest difference between the Half Elves and the Ancients beliefs are that the Half Elves (and all who follow them) believe that the Savior has come while the Ancients believe they have not. They are as tall as Humans

Stats: +8 Intelligence -1 Strength

Favored By: Half Elves

Discriminated by: Atlanteans

Technology Usage: Heavy

Social: Very

Preferred Class: Scholar

Classes

Classes are part 3 of making a class (1 being Race, 2 being Gender). It decides what weapon(s) you use and how you fight. This may also determine how you treat other classes and how you react to the in-game environment.

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Dragoon 32

Berserker 33

Monk 34

Scholar 35

Warrior

These mace wielding soldiers make up the main body of any army. They are loyal to their leaders and will take orders regardless of the consequences. They have good strength and decent defense, a recommended class for beginners. They are able to attack with melee, but they are also trained with throwing knives, and able to attack with range.

Stats: +5 Strength +3 Defense

Difficulty: Easy

Weapons: Mace, Shield

Starting Reputation: +1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for use |
| Smash | X2 Damage | 10 Strength | 10 Skill |
| Spin Attack | 50% Damage to all enemies | 15 Strength | 15 Skill |
| Wax Mace | Burns | 10 Intelligence | 10 Skill |
| Poisoned Mace | Poisons | 15 Intelligence | 15 Skill |
| Throwing Knives | Ranged attack (Dexterity x 5) | 20 Dexterity | 20 Skill |
| Bash | Stuns | 15 Intelligence | 15 Skill |
| Ice Bucket | Freezes | 20 Intelligence | 20 Skill |
| Spine Bash | Paralyzes | 30 Intelligence | 30 Skill |
| Battle Cry | Weakens enemy by 50% for 1 turn | 30 Support | 30 Skill |
| Army Brace | Immune to paralysis 3 turns | 30 Defense | 30 Skill |
| Power Smash | X3 Damage | 30 Strength | 30 Skill |
| Final Burst | X20 Damage | 50 Strength | 100 Skill |
| Strategic Strike | 50% Damage, 100% Hit | 30 Speed | 30 Skill |
| Conditioning | 1st Strike 1 turn | 50 Speed | 50 Skill |
| Victorious Strike | Instant Kill | 75 Strength | All Skill |

Ranger

Ranging from Hunters and camp watchmen to ranged soldiers and skilled mercenaries, the ranger is a bow master. Using a bow, s/he can attack enemies from a distance and climb vantage points to keep the melee attackers from harming him/her. Rangers have a ranged weapon, can climb vantage points, and make lots of money, and always counters, making it a great class for beginners. Their biggest downfall is that every attack costs arrows as ammunition, making them spend lots of money.

Stats: +5 Dexterity, +3 Intelligence

Difficulty: Easy

Weapons: Bow, Shield

Starting Reputation: +1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for use |
| Sharpened Arrow | X2 Damage | 10 Dexterity | 10 Skill |
| Hunting Knife | Melee, Str x10 | 20 Strength | 20 Skill |
| Fire Arrow | Burns | 10 Intelligence | 10 Skill |
| Poison Arrow | Poisons | 15 Intelligence | 15 Skill |
| Ice Arrow | Freezes | 20 Intelligence | 20 Skill |
| Hunter’s Call | +50% Strength 1 turn | 15 Support | 15 Skill |
| Deep Arrow | X3 Damage | 30 Dexterity | 30 Skill |
| Adapt | Cures current Effect | 25 Defense | 25 Skill |
| Splintered Arrow | 50% Damage, all | 15 Dexterity | 15 Skill |
| Strategic Shot | Blinds | 35 Support | 35 Skill |
| Hunt | Non-Battle | 25 Support | N/A |
| Hunter Aim | Stuns | 15 Intelligence | 15 Skill |
| Powerful Shot | Paralyzes | 30 Intelligence | 30 Skill |
| Fletch | Get 5 Arrows | 30 Intelligence | 30 Skill |
| Clean Shot | Instant Kill | 75 Intelligence | All Skill |

Inventor

Some are maniacs, some are Innovators, and these soldiers don’t use just one weapon, but get attachments to their guns so they can use a variety of attacks. Inventors are very intelligent, are somewhat agile, and can dish out effects more than the pepperonis eaten on the Super Bowl. While they attack at a range they must buy ammo to keep attacking.

Stats: +5 Intelligence, +3 Speed

Difficulty: Medium

Weapons: Machines, Shield

Starting Reputation: 0

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Attack | Effect | Required Stats | Required for use |
| Spike Gun | Strong Spike | X2 Damage | 10 Dexterity | 10 Skill |
|  | Fierce Spike | X3 Damage | 30 Dexterity | 30 Skill  |
|  | Multi Spike | 50% all foes | 15 Dexterity | 15 Skill |
| Flamethrower | Fireball | Burns | 10 Intel | 10 Skill |
|  | Flame Wall | Burns melee foe | 30 Intel | 30 Skill |
|  | Blowtorch | Burns str x5 | 15 Intel | 15 Skill |
| Freeze ray | Ice Beam | Freezes | 20 Intel | 20 Skill |
|  | Ice Cannon | Freeze x2 dmg  | 45 Intel | 45 Skill |
|  | Ice Blast | Freeze all enemies | 25 Intel | 25 Skill |
| Poison launcher | Dart | Poisons | 20 Intel | 20 Skill |
|  | Volley Shot | Poison, splash | 30 Intel | 30 Skill |
|  | Antivenin | Remove Poison | 50 Support | 50 Skill |
| Force Blaster | Concussion Gun | Stuns | 15 Intel | 15 Skill |
|  | Flashbang | Stuns all | 20 Intel | 20 Skill |
|  | Paralysis Dart | Paralyzes | 35 Intel | 35 Skill |
| Combine | Tool Box | Switches a move | 35 Speed | All Skill |
| (Can use all skills mentioned above) | Experiment X | Instant Kill | 75 Intel | All Skill |
|  | Drill | Melee, str x10 | 50 Strength | 50 Skill |

*Note: All weapons must be bought individually and cannot be changed in battle*

Rogue

These sneaky troops are spies and assassins. Trained in palaces, they know their way around buildings, and are sometimes serve as a king’s secret service. Instead of fighting, they prefer to kill before the fighting starts using a knife and stealth. They may be weak, but they are fast, and can apply affects from a distance using a dart firing wrist contraption. Even though they do not seem like killers they can save and end lives in battle.

Stats: +5 Speed, +3 Intelligence

Difficulty: Medium

Weapons: Knife, Shield

Starting Reputation: -1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Stealthy Knife | X2 Damage | 10 Strength | 10 Skill |
| Deadly Stab | X3 Damage | 30 Strength | 30 Skill |
| Poisoned Dagger | Poisons | 30 Speed | 30 Skill |
| Hot Knife | Burns | 15 Speed | 15 Skill |
| Cold Knife | Freezes | 20 Speed | 20 Skill |
| Smoke Bomb | Blinds | 40 Intelligence | 40 Skill |
| Firework | Paralyzes | 50 Intelligence | 50 Skill |
| Pickpocket | Non Battle Ability | 25 Speed | 0 Skill |
| Thief Sense | Learn enemy stats | 55 Speed | 55 Skill |
| Dart | Ranged, x5 Dex | 20 Dexterity | 20 Skill |
| Poison Dart | Ranged, Poisons | 40 Dexterity | 40 Skill |
| Incendiary Dart | Ranged, Burns | 35 Dexterity | 35 Skill |
| Frozen Dart | Ranged, Freezes | 30 Dexterity | 30 Skill |
| Assassinate | Instant Kill | 75 Speed | All Skill |

Knight

Honorable and chivalrous, Knights fight for God, Life, and Honor. Even when a Knight rejects the code, becoming a Blackguard, they still have a code of Honor and all Knights fight their enemies face to face. They are loved by their cause and wield a sword to smite their enemies with a weapon of nobility.

Stats: +3 Strength, +3 Defense, +3 Support

Difficulty: Hard

Weapons: Sword, Shield

Starting Reputation: +3

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Stab | X2 Damage | 10 Strength | 10 Skill |
| Deep Stab | X3 Damage | 30 Strength | 30 Skill |
| Crossbow | Ranged, dex x5 | 20 Dexterity | 20 Skill |
| Chivalry | Heal another’s Blindness | 30 Support | 30 Skill |
| Shield | Protect 1 Player | 40 Defense | 40 Skill |
| Wide Slash | Hurts all enemies 50% | 15 Strength | 15 Skill |
| Poisoned Sword | Poisons | 30 Intelligence | 30 Skill |
| Frozen Tip | Freezes | 20 Intelligence | 20 Skill |
| Heated Steel | Burns | 15 Intelligence | 15 Skill |
| Courage | Heals another’s Burn or Poison | 35 Support | 35 Skill |
| Transfusion | Transfer HP to another | 30 Support | 0 Skill |
| Honor | Heal freeze or Paralysis | 45 Support | 45 Skill |
| Parry | If countered, block guaranteed | 35 Defense | 35 Skill |
| Duel | Choose 1 enemy, fight 1 on 1 | 45 Defense | 0 Skill |
| Heroic Victory | Instant Kill | 75 Strength | All Skill |

Fighter

A destructive glass cannon of a soldier. These soldiers can be extreme power houses, but are a bit dim witted and are low on intelligence. Even though they can’t protect themselves or low on intelligence, they have an extremely high amount of damage, being probably the only class with the ability to one-shot an enemy (probably the berserker too).

Stats: +8 Strength, -1 Intelligence

Difficulty: Hard

Weapons: Axe, Shield

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for use |
| Pummel | X2 Damage | 10 Strength | 10 Skill |
| Mighty Chop | X3 Damage | 30 Strength | 30 Skill |
| Burning Axe | Burns | 15 Intelligence | 15 Skill |
| Poisoned Axe | Poisons | 30 Intelligence | 30 Skill |
| Frozen Axe | Freezes | 20 Intelligence | 20 Skill |
| Tomahawk | Ranged, dex x5 | 15 Dexterity | 15 Skill |
| Mine | Non Battle Ability | 40 Strength | 40 Skill |
| Blinding Bash | Blinds | 45 Strength | 45 Skill |
| Concussion | Stuns | 15 Strength | 15 Skill |
| Spinning Cut | Damage all enemies 50% | 20 Strength | 20 Skill |
| Paralyzing Cut | Paralyzes | 35 Strength | 35 Skill |
| Shield Break | Guaranteed Hit | 50 Strength | 50 Skill |
| Shield Bash | Stun, x2 Damage | 60 Strength | 60 Skill |
| Grit | Guaranteed 1 hit survival | 50 Defense | 50 Skill |
| Rage | Instant Kill | 75 Strength | 75 Skill |

Guard

Mighty Glaciers that are weak, but can absorb more hits than any other class. They are able to fully protect other members of their party and are probably the only class to fully absorb a hit. They use spears to keep at a distance, but have legion wall shields and heavy armor. They are easy to start, making a good class.

Stats: +8 Defense, -1 Speed

Difficulty: Easy

Weapons: Spear, Shield

Starting Reputation: +1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Stats Required | Required for Use |
| Deeper Stab | X2 Damage | 10 Strength | 10 Skill |
| Deadly Stab | X3 Damage | 30 Strength | 30 Skill |
| Javelin | Ranged, dex x5 | 15 Dexterity | 15 Skill |
| Flaming Spear | Burns | 15 Intelligence | 15 Skill |
| Icy Spear | Freezes | 20 Intelligence | 20 Skill |
| Curare Spear | Poisons | 30 Intelligence | 30 Skill |
| Shield | Protects 1 Ally | 35 Defense | 35 Skill |
| Wall Shield | Protects All Allies | 45 Defense | 45 Skill |
| Judo | Retreat | 50 Defense | 50 Skill |
| Defensive Brace | Absorb 50% Damage | 55 Defense | 55 Skill |
| Guard Shout | Stuns | 15 Strength | 25 Skill |
| Submission Hold | Paralyzes | 30 Strength | 30 Skill |
| Spiked Shield | If attack is blocked, damage is deflected | 60 Defense | 60 Skill |
| Woodcutting | Non Battle Ability | 30 Strength | 30 Skill |
| Eradicate Threat | Instant Kill | 75 Strength | All Skill |

Minstrel

Musical prodigies that can play any song on a lute, a guitar-like instrument made in the middle ages. These troops may not be soldiers at all, but can heal, strengthen, or purify their friends. They double as musical therapists, being able to heal or harm through sound. Minstrels do a thankless job to keep their friends alive.

Stats: +8 Support

Difficulty: Hard

Weapons: Lute, Shield

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Strum | Next Turn, x2 Damage | 10 Dexterity | 10 Skill |
| Healing Song | Heal 1 ally 100 HP | 15 Support | 15 Skill |
| Warming Song | Cure Freeze | 20 Support | 20 Skill |
| Cooling Song | Cure Burn | 25 Support | 25 Skill |
| Sorrow Song | Cure Poison | 30 Support | 30 Skill |
| Light Song | Cures Blindness | 45 Support | 45 Skill |
| Lively Song | Cures Paralysis | 50 Support | 50 Skill |
| Clear Song | Cures Stun | 10 Support | 10 Skill |
| Dark Song | Transfer Blindness to an enemy | 55 Support | 55 Skill |
| Tired Song | Enemy loses 50% attack | 35 Support | 35 Skill |
| Life Song | Fully Heal a Player | 75 Support | 75 Skill |
| Powerful Song | +50% attack to all players, 1 turn | 35 Support | 35 Skill |
| Determined song | Guaranteed 1 Hit Survival for 1 player  | 60 Support | 60 Skill |
| Protecting Song | Shields 1 Player | 65 Support | 65 Skill |
| Victory Song | Instant Kill | 150 Support | All Skill |

Adventurer

A person with a never ending desire to explore. They have been able to recover ancient treasures, and have found the most ancient dungeons and fortresses. They have much experience with a Warhammer and can smash the living daylights out of a monster with training, but they are especially good at staying alive. They start out with more maximum health than any other class and also has some extra hunger.

Stats: +5 Vitality, +3 Satiety

Difficulty: Easy

Weapons: Warhammer, shield

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Slam | X2 Damage | 10 Strength | 10 Skill |
| Pound | X3 Damage | 30 Strength | 30 Skill |
| Wide Swing | 50% Damage to all enemies | 15 Strength | 15 Skill |
| Incendiary | Burns | 10 Intelligence | 10 Skill |
| Toxin | Poisons | 15 Intelligence | 15 Skill |
| Nitrogen | Freezes | 20 Intelligence | 20 Skill |
| Hammer Throw | Ranged, x5 Dex | 20 Dexterity | 20 Skill |
| Head Swing | Stuns | 20 Strength | 20 Skill |
| Bone Shatter | Paralyzes | 30 Intelligence | 30 Skill |
| Thorough Search | X2 Loot | 25 Intelligence | 25 Skill |
| Adventurous Eyes | Get 1 Purple Wound Heal | 15 Intelligence | 15 Skill |
| Structure | Shields everyone 1 turn | 30 Defense | 30 Skill |
| Block Break | Automatic Hit | 35 Strength | 35 Skill |
| Speed Hack | Go First | 50 Speed | 50 Skill |
| Final Blow | Instant Kill | 75 Strength | All Skill |

Survivalist

The archaic grandfather of Bear Grylls. These are masters of the wilderness and can fight anything with a whip. They may not be the strongest class to begin with, but while the others are starving, you’ll be okay. They have the most starting hunger and have skills in making their own recovery items.

Stats: +5 Satiety, +3 Vitality

Difficulty: Intermediate

Weapons: Whip, Shield

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Powered Whip | X2 Damage | 10 Strength | 10 Skill |
| Strong Whip | X3 Damage | 30 Strength | 30 Skill |
| Sweep | 50% Damage to all enemies | 15 Strength | 15 Skill |
| Burning Tip | Burns | 10 Intelligence | 10 Skill |
| Freezing Tip | Freezes | 15 Intelligence | 15 Skill |
| Poisoned Tip | Poisons | 20 Intelligence | 20 Skill |
| Sling | Ranged, x5 dex | 20 Dexterity | 20 Skill |
| Whip Grab | Stun | 25 Intelligence | 25 Skill |
| Whip Grapple | Paralyze | 30 Intelligence | 30 Skill |
| Resource | Heals 50 HP | 20 Defense | 20 Skill |
| DYOP | Remove all Effects | 30 Defense | 30 Skill |
| Chemistry | Non Battle Ability | 15 Support | 0 Skill |
| Stitching | Heal another 50 HP | 30 Support | 30 Skill |
| Disarm | Target does 10 less damage | 15 Defense | 15 Skill |
| Death Whip | Instant Kill | 75 Strength | All Skill |

Swashbuckler

Sailors and the only water based combat class. These are travelers can be from merchants on boats, to protectors of the waters, to the most treacherous pirates. Unlike other classes, they use a variety of weapons that are used differently and are both balanced in melee and range attacking, they are also one of the two classes that can dual wield.

Stats: +4 Strength, +4 Dexterity

Difficulty: Hard

Weapons: Cutlass, Dagger, Flintlock, Blunderbuss, Shield

Starting Reputation: -2

Weapons

Cutlass: x2 Damage (10 Skill), x3 Damage (30 Skill)

Dagger (1/2 Damage of Cutlass): Burn (15 Skill) Freeze (20 Skill) Poison (25 Skill)

Blunderbuss: 50% Damage to all enemies (15 Skill)

Flintlock (1/2 Damage of Blunderbuss): Stun (20 Skill) Paralyze (30 Skill)

*For more information, see the Swashbuckler Weaponry*

Dragoon

Dragoons are mounted horsemen and are the only cavalry class. They are as fast as they are as strong, and share a special connection to their horse. Sometimes, they even are part horse (Centaur). They prefer to use a flail, but their most notable weapon is the dragon, a short, single shot rifle that can fire at a longer range.

Stats: +5 Speed, +3 Strength

Difficulty: Medium

Weapons: Flail, Shield

Starting Reputation: +1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Strong Flail | X2 Damage | 10 Strength | 10 Skill |
| Stronger Flail | X3 Damage | 30 Strength | 30 Skill |
| Random Swing | 50% Damage to all enemies | 15 Strength | 15 Skill |
| Burning End | Burns | 10 Intelligence | 10 Skill |
| Freezing End | Freezes | 20 Intelligence | 20 Skill |
| Poisoned End | Poisons | 30 Skill | 30 Skill |
| Dragon | Ranged, dex x5 | 20 Dexterity | 20 Skill |
| Natural Speed | Non Battle Ability | 25 Speed | 0 Skill |
| Gallop | Go First | 30 Speed | 30 Skill |
| Evade | Automatically dodge | 35 Speed | 35 Skill |
| Retreat | retreat | 40 Speed | 40 Skill |
| Incendiary Shot | Ranged, dex x5, Burns | 25 Dexterity | 25 Skill |
| Stunning Swing | Stuns | 25 Strength | 25 Skill |
| Paralyzing Swing | Paralyzes | 35 Strength | 35 Skill |
| Extreme Flail | Instant Kill | 75 Speed | All Skill |

Berserker

Fierce warriors who stop at nothing and will not react to pain. They, unlike other classes, will continue to attack until the enemy is dead. While the Knight fights with honor, the Rogue fights with stealth, and the Warrior fights with courage, they fight with utter rage. Some say they harness the power of wolves, others say they are drugged, while others truly believe that they work up their rage by merely using imagination. They are one of the two classes that can dual wield.

Stats: +5 Strength, +3 Speed

Difficulty: Medium

Weapons: Club

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Double Hit | X2 Damage | 10 Strength | 10 Skill |
| Triple Hit | X3 Damage | 30 Strength | 30 Skill |
| Berserk | See Berserk | 15 Strength | 15 Skill |
| Flame | Burns | 10 Intelligence | 10 Skill |
| Frost | Freezes | 20 Intelligence | 20 Skill |
| Poison | Poisons | 30 Intelligence | 30 Skill |
| Stun | Stuns | 25 Strength | 25 Skill |
| Paralyze | Paralyzes | 35 Strength | 35 Skill |
| Throw Rock | Ranged, x5 dex | 20 Dexterity | 20 Skill |
| Wulf Poem | Immune to fire for 3 turns | 15 Defense | 15 Skill |
| Bear Power | Blinds and x2 Damage | 45 Strength | 45 Skill |
| Craze | X5 damage to everything | 50 Strength | 50 Skill |
| Flurry | X5 Damage to enemy and self | 55 Strength | 55 Skill |
| Strength | +50% Damage for 3 turns | 60 Strength | 60 Skill |
| Pain Rain | Instant Kill | 75 Strength | 75 Skill |

Monk

Follower of the Atlantean faith, also skilled martial artists. Monks shun all use of technology, thinking that it interferes tradition, and only fights if it interferes with order. Some hate the very idea of technology and therefore hate golems. Monks are armed with Bo staves and are a total grab bag class. Some of them become evil and join the Closed Fist.

Stats: +7 Morale

Difficulty: Intermediate

Weapons: Bo Staff, Shield

Starting Reputation: 0

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Powerful Hit | X2 Damage | 10 Strength | 10 Skill |
| Triple Hit | X3 Damage | 30 Strength | 30 Skill |
| Swing | 50% Damage to all enemies | 15 Strength | 15 Skill |
| Vial of Fire | Burns | 10 Intelligence | 10 Skill |
| Vial of Frost | Freezes | 15 Intelligence | 15 Skill |
| Vial of Poison | Poisons | 20 Intelligence | 20 Skill |
| Stunning Hit | Stuns | 25 Intelligence | 25 Skill |
| Paralyzing Hit | Paralyzes | 30 Intelligence | 30 Skill |
| Shurikens | Ranged, x5 dex | 20 Dexterity | 20 Skill |
| Rabbit Call | Calls Rabbit\* | 10 Support | 10 Skill |
| Call Boar | Calls Boar\* | 20 Support | 20 Skill |
| Call Bear | Calls Bear\* | 30 Support | 30 Skill |
| Phoenix | Calls Phoenix\* | 40 Support | 40 Skill |
| Pass | Skip Turn | 15 Speed | 0 Skill |
| Destructive Swing | Instant Kill | 75 Strength | All Skill |

\* See Called Animals list

Scholar

Followers of the Ancient religion, scholars are charged with the task of chronicling, law writing, and writing the sacred scrolls, which include the other two. Scholars are deeply religious and unlike other religions, they only believe in one deity. Scholars fight with a blowgun and help the party by writing words of inspiration, strengthening the party. They are also extremely intelligent, however, all the studying leaves them squishy and weak. Some of them become evil and join a guild called the Corrupt.

Stats: +8 Intelligence, -1 Strength

Difficulty: Hard

Weapons: Blowgun, Shield

Starting Reputation: +1

|  |  |  |  |
| --- | --- | --- | --- |
| Attack | Effect | Required Stats | Required for Use |
| Strong Shot | X2 Damage | 10 Dexterity | 10 Skill |
| Powerful Shot | X3 Damage | 30 Dexterity | 30 Skill |
| Grapeshot | 50% Damage to all enemies | 15 Dexterity | 15 Skill |
| Incendiary Dart | Burns | 10 Intelligence | 10 Skill |
| Nitrogen Dart | Freezes | 20 Intelligence | 20 Skill |
| Curare Dart | Poisons | 30 Intelligence | 30 Skill |
| Empowering Scroll | +50% Damage for 1 turn for all allies | 15 Intelligence | 15 Skill |
| Motivating Scroll | Shields all allies for 1 turn | 35 Intelligence | 35 Skill |
| Inscription Pen | Melee, x10 str | 20 Strength | 20 Skill |
| Soothing Words | Cures all effects on all allies | 40 Intelligence | 40 Skill |
| Cautious Scroll | Shields all allies from status effects for 1 turn | 45 Intelligence | 45 Skill |
| Inscribe | Regain 50 Skill | 50 Intelligence | 0 Skill |
| Hurting Words | Paralyzes all enemies | 65 Intelligence | 65 Skill |
| Stunning Words | Stuns all enemies | 60 Intelligence | 60 Skill |
| Victorious Words | Instant Kill | 75 Intelligence | All Skill |

Rules

Materials

Paper (both lined and grid)

Pencils

Notebook (Dungeon Master only)

3 6 sided dice (optional but helpful: one is a different color, for attack die)

A piece that will fit one square on a grid paper

Optional: Calculator

Towns: When players enter a town, the Dungeon Master will describe the surroundings of the town. The DM will then present shops, side quests, and situations to the players and the players will choose how to react. For more information, see trade.

Dungeons: When players enter a dungeon, a piece of grid paper will be the board, and a square is drawn on the lines of the squares to indicate the room they are in. The only thing visible in the room is one door drawn as a rectangle (see map key). From then on, as long as it is possible to complete, the DM may make it however he/she wants. To exit, players must kill a boss. For more information, see attached example.

Combat

Combat is done to gain money, EXP, and to defeat what is in your way (you may have other reasons to fight based on your code of fighting). In order to calculate level, the equation is L= E1000 (EX: If level 1, the first level, I need 1000 EXP to level up). EXP starts back at zero (0) when leveling up. There are infinite levels and games technically go on forever. Every time you reach maximum EXP, you gain one level, and 10 morale. One morale will upgrade one stat by one

Strength: +1 Base Melee Damage

Dexterity: +1 Base Ranged Damage

Intelligence: +10 Max Skill

Defense: -1 Damage Intake

Speed: Fastest goes first

Support: +1 of money earned in non-battle ability (see non-battle abilities)

Satiety: +1 Max Hunger

Vitality: +10 Max Health

3 Meters

Health (HP): When it gets to zero, you die

Hunger: How far you can walk before you starve (see effects)

Skill: How many other attacks you can use other than basic, goes down based on move (see skill trees in the class guide)

Fastest combatant goes first, slowest going last. When fighting, the attacker rolls one die (attack die) and the defender rolls the two defense dice. Three outcomes are present

Hit: Attack die is higher than the two defense, damage is done to defender EX: DEF: 4, 5 ATK: 6

Block: Attack die value is in-between the values of the attack dice, no damage is done EX: DEF: 1, 3 ATK: 2

Deflect: Attack die value is less than defense dice, damage is done to attacker EX: DEF: 5, 6 ATK: 2

Critical: Double damage, double ones for defender and six for attacker must be rolled

Countering is another part of fighting, whoever is at the losing end counters by rolling like an attack, but they can only hit or be blocked, if a deflect roll, it counts as a block

Melee

Hit: Defender

Block: Attacker

Deflect: Defender

Ranged

Hit: Attacker

Block: Attacker

Deflect: Attacker

 Dungeon Traps

Spike: Basic damage determined by DM

Fire: Burns

Gas: Poisons

Ice: Freeze

Flash: Blinds

Disorienting: Stuns

Paralysis: Paralyzes

Shield: Invincible

Effects

Burn: Does 10% of total health damage for 3 turns

Poison: Does 5% total health damage until cured

Stun: Skips one turn

Freeze: Skips two turns

Paralyze: Skips three turns

Blind: Attacks self until cured

Fear: Cannot attack whoever used it for three turns

Swashbuckler Weapons

Cutlass, dagger, and shield all are items and go up tiers and rarities like normal, however, the flintlock and blunderbuss are items that go up in rarity, but not tier, and the ammo goes up in tiers. Also, the bullets (flintlock) and grapeshot (blunderbuss) cost 1% of armor cost (see chart)

EX: an uncommon flintlock with a steel bullet does 60 damage

Berserk

When a Berserker berserks, if he hits, he keeps attacking until he rolls a one

EX: Jerry the Berserker rolls a hit while using berserk, Jerry proceeds to roll three times before rolling a one, and Jerry did three basic attacks on the enemy

Weapons and Armor

|  |  |  |
| --- | --- | --- |
| Material | Damage/ Defense | Cost at 100% (Gold) |
| Stone/Leather | 5 | 10 |
| Hard Stone/Mail | 10 | 30-50 |
| Rusted Iron | 20 | 60-100 |
| Iron | 30 | 120-200 |
| Rusted Steel | 35 | 150-300 |
| Steel | 40 | 200-400 |
| Hard Steel | 50 | 300-500 |
| Sharp Steel | 60 | 450-900 |
| Blue Steel | 70 | 600-1000 |
| Red Steel | 80 | 750-1200 |
| Dark Steel | 90 | 1000-1500 |
| Light Steel | 100 | 1250-1750 |
| Silver | 115 | 1500-2000 |
| Gold | 120 | 1750-2500 |
| Platinum | 130 | 2000-2750 |
| Ruby | 140 | 2250-3200 |
| Sapphire | 150 | 3000-3500 |
| Emerald | 160 | 3750-4000 |
| Garnet | 175 | 4300-5000 |
| Diamond | 200 | 4500-5500 |
| Rarestone | 210 | 5000-6000 |
| Blackstone | 220 | 5500-6500 |
| Redstone | 230 | 6000-7000 |
| Lightstone | 240 | 8000-9000 |
| Mithril | 260 | 10000-15000 |
| Power | 300 | 11000-16000 |
| Energy | 400 | 12000-17000 |
| Darkness | 500 | 15000-25000 |
| Dawnhue | 600 | 25000-50000 |
| Brightstone | 700 | 40000-75000 |
| Heartstone | 1750 | 1000000 |

Rarity

Old: x1 Damage, 25% Sell Price

Common: x1 Damage, 50% Sell Price

Uncommon: x2 Damage, 100% Sell Price

Rare: x3 Damage, 200% Sell Price

Ancient: x4 Damage, 300% Sell Price

Legendary: x5 Damage, 500% Sell Price

Common is the only rarity found in shops, while others are found in dungeons in chests

The only exclusion to this is a starter pack, but that is only available to new players

Armor Defense/Sell Price

|  |  |
| --- | --- |
| Armor | Sell/Protection/Attack Percentage |
| Weapon | 100% |
| Helm | 25% |
| Breastplate | 35% |
| Leggings | 15% |
| Boots | 10% |
| Gauntlets | 10% |
| Ring | 5% |
| Cape | 5% |
| Amulet | 5% |
| Shield | 50% |

Rings and amulets have coatings, making you immune to an effect, Capes can have gildings, which is immune to damage an effect gives, but not the effect

Fire Resistance, Ice Resistance, Poison Resistance, Stun Resistance, Paralysis Resistance, Blindness Resistance, and Fear Resistance

Items

Some items can be bought, while others are earned through side quests or found in dungeon chests if so chosen by DM.

Medical Supplies

|  |  |  |
| --- | --- | --- |
| Item | Use | Price |
| Purple Wound Heal | Heals 10 HP | 10 Silver |
| Green Wound Heal | Heals 20 HP | 20 Silver |
| Orange Wound Heal | Heals 40 HP | 40 Silver |
| Yellow Wound Heal | Heals 50 HP | 50 Silver |
| Red Wound Heal | Heals 100 HP | 100 Silver |
| Blue Wound Heal | Fully Heals HP | 500 Silver |
| Big Blue Wound Heal | Fully Heals HP, can be used 5 times | 1000 Silver |

Recovery Items

|  |  |  |
| --- | --- | --- |
| Item | Use | Price |
| Meat | Fully Restores Hunger | 15 Copper |
| Water | Cures Burn | 20 Silver |
| Candle | Cures Freeze | 15 Silver |
| Antivenin | Cures Poison | 30 Silver |
| Hill Mist | Restores 15 Skill and 10 HP | 15 Copper |
| Caffeinated Cacao | Restores 100 Skill | 25 Silver |
| Stun Fluid | Cures Stun | 10 Copper |
| Paralyze fluid | Cures Paralysis | 35 Silver |
| Hope Berries | Cures Fear | 30 Copper |

Ammunition

|  |  |  |
| --- | --- | --- |
| Item | Use | Price |
| Arrow | Ammo for Bow (1) | 1 Copper |
| Spike | Ammo For Inventor’s Weapons (1) | 1 Copper |
| Lute Strings | Ammo for Lute (100) | 10 Copper |
| Bullet | Ammo for Flintlock  | 1% of Material price or 1 Copper if it equals less than 1 |
| Grapeshot | Ammo for Blunderbuss | 1% of Material price or 1 Copper if it equals less than 1 |

Storage

|  |  |  |
| --- | --- | --- |
| Item | Use | Price |
| Skin  | Can store 10 Hill Mist, can be used to use multiple Hill Mists at once | 10 Silver |
| Saddlebag | Allows 10 more storage | 25 Copper |
| Satchel | Allows 25 more storage | 50 Copper |
| Rucksack | Allows 50 more storage | 100 Copper |

Dungeon Only

|  |  |
| --- | --- |
| Item | Use |
| Gas Mask | Resists gas traps |
|  Handling Gloves | Resists trapped chests |
| Fireproof pants | Resists fire traps |
| Insulating Cloak | Resists ice traps |
| Rubber boots | Can be sold for 10 Gold |
| Thief Ring | Undetected by enemies |
| Spike proof Necklace | Resists Spike Traps |
| Molotov | Reduces enemy to half health and burns |
| War Horn | Causes enemy Retreat\*\* |
| Oxi-Kill | Sets enemy health down to one |
| Hope Fruit | Gives one morale |
| Lint | Totally Useless |

\*\* See retreat guide

Keys

|  |  |  |
| --- | --- | --- |
| Item | Use | Price |
| Key | Unlocks Dungeon Doors | 20 Copper |
| Lock Picks | Unlocks town doors | 15 Copper |
| Dungeon Key | Unlocks Boss Doors | 40 Copper |

Dungeon Vendors and trading posts: Dungeon Vendors (Dungeon) and Trading Posts (Wilderness) sells dungeon items for the DM’s price (can be insanely high to dirt cheap) and can buy any item for DM’s price

Pets

|  |  |  |
| --- | --- | --- |
| Pet | Action(s) | Price |
| Horse | Allows Over world Travel | 50 Copper |
| Dog |  |  |
| Bear |  |  |
| Eagle | Fast Travel,  |  |
| Phoenix |  |  |
| Flying Pig | Fast Travel | 50 Gold |

Pets can be healed, but not revived

Miscellaneous Rules

In a retreat, the retreating party leaves the fight, with no EXP or money, and the slowest member stays behind

You need a horse to explore wilderness

When entering a town or dungeon, you must say what biome/structure it is (DM), this will affect what monsters will be in the over world and dungeon

Favor causes +1 to Reputation, Discrimination causes -1 to Reputation, Discrimination can be taken away through side quests

You may only know 10 skills at once, including basic (Unless you are inventor)

Example Dungeon in guide

If you die, you lose everything, if killed by a player, the player gets all of your items

EXP gained from players are the player EXP

To revive yourself or a player, you must heal them fully when they are at zero HP

|  |  |
| --- | --- |
| Crime | Punishment |
| Theft | Fined x7 the amount of price, Reputation -1 |
| Murder | Will be killed, -3 reputation |
| Damage to Property | Be Fined DM Choice, -3 Reputation |
| Other | Will be killed -2 Reputation |

NOTE: You can escape being killed by paying off your bounty

|  |  |
| --- | --- |
| Reputation | Effect on NPCs |
| +5 | Will be hailed as heroes |
| +4 | Will be greatly liked and respected |
| +3 | Will be liked in society |
| +2 | Will be Respected |
| +1 | Will be tolerated |
| 0 | Stranger |
| -1 | Treated as a Nuisance |
| -2 | Not liked |
| -3 | Merchants will no longer trade with you |
| -4 | People will lose all trust and respect of you |
| -5 | Guards will kill on sight |

Monsters

Orc Warrior: Corrupted Elves with swords or axes

Strength +1, Health,-50 Speed-5, EXP Earned 5% Area: Plains, Forrest

Loot: Copper L5, Silver L2, Gold L1, [Not necessary]: Iron (0-5) Stone Axe (Old-Uncommon) Stone Sword (Old-Uncommon)

Orc Archer: Corrupted Elves with bows

Dexterity -1, Health -40, Speed -3, EXP Earned 5%, Arrows: 35 Area: Plains, Forrest

Loot: Remaining Arrows, L5 Copper L2 Silver L1 Gold [Not Necessary]: Stone Bow (Old-Uncommon) Rusted Iron: 0-2

Orc Brute: Leader of a group of orcs

Strength +5, Health -25, Speed -1, EXP Earned 7% Area: Plains, Forrest

Loot: Copper L5, Silver L2, Gold L1 [Not Necessary]: Sharp Stone Mace (Old- Uncommon) Stone Club (Old-Rare) Hard Stone Helm (Old-Rare) Sharp Stone: 0-10

Goblin Warrior: Hideous, Violent mountain creatures with swords or axes

Strength +1, Health -30, Speed -5, EXP Earned 6% Area: Mountains

Loot: Copper L6, Silver L1, Gold L1, [Not Necessary]: Rusted Iron, 0-3 Rusted Iron (any piece Old-Rare)

Goblin Archer: Hideous, Violent mountain creatures with bows

Dexterity +1, Health -30, Speed -5, EXP Earned 6%. Arrows: 35 Area: Mountains

Loot: Copper L6, Silver L1, Gold L1, Remaining Arrows [Not Necessary]: Rusted Iron: 0-3, Rusted Iron (any piece Old-Rare)

Goblin Brute: Leader of a group of goblins

Strength +7, Health -15, Speed -3, EXP Earned 9% Area: Mountains

Loot: Copper: L6, Silver: L2, Gold L2 [Not Necessary]: Iron: 0-3 Sharp Iron: 0-2 Mail (any piece) Rusted Iron (any piece)

Wolf: A smaller wild animal

Strength -3, Health /2, Speed +5, EXP Earned 8% Area: Forest, Mountain

Loot: Raw Meat 10, Hide 5, Leather 3, Bone 6

Bear: Terror of the forest

Strength +10, Health +10, Speed +2, EXP Earned 10% Area: Forest, Mountain

Loot: See Bear in hunting rewards

Giant Rat: What’s an RPG without rats? A much better one!

Strength -4, Health -20, Speed +4, EXP Earned 10% Area: Plains

Loot: Copper L6, Silver L4, Gold L2 [Not Necessary]: Lint 0-4, Rusted Iron 0-5 Iron: 0-2

Giant Spider: Arachnophobes beware

Strength +5, Health -25, Speed -1, EXP Earned 10% Area: Plains, Forest, Mountains

Loot: Copper L6, Silver L4, Gold L2 [Not Necessary]: Bone 0-15 NOTE: 25% to Poison (1 in 4 turns), 12.5% to paralyze (1 in 8 turns)

Giant Mushroom: Don’t touch the spores

Strength -10, Health -15,Speed -1 , EXP Earned 10% Area: Forest, Mountain

Loot: Copper L6, Silver L5, Gold L2 [Not Necessary]: Antivenin (0-2) Green wound heal (0-4) NOTE: 1 in 4 Chance to poison, Resistant to poison

Anubis: Jackal men, local tribes fashioned its shape into shapes of gods

Strength +10, Health -15, Speed -7, EXP Earned 10% Area: Desert

Loot: Copper L7, Silver L3, Gold L3, [Not Necessary]: Orange wound heal 0-3 Red wound heal 0-1

Tomb Raider: Not a friendly, and very hostile

Strength -10, Health /2, Speed +10, EXP Earned 10% Area: Desert

Loot: Copper L10, Silver L8, Gold L6 [Not Necessary]: Steel Knife (Old- Legendary) Gold (Material) 0-4

Giant Cobra: You thought normal cobras were bad

Strength -4, Health -30, Speed +20, EXP Earned: 12% Area: Desert

Loot: Copper L6, Silver L4, Gold L2, [Not Necessary]: Antivenin 0-10 NOTE: 25% Chance to poison, 25% chance to stun

Jackal: Desert dogs that hunt very well

Strength +2, Health +10, Speed +5, EXP Earned: 12%

 Loot: Copper L6, Silver L3, Gold L3, [Not Necessary]: Hide 0-20, Red Wound Heal NOTE: 10% chance to paralyze

Vile Bat: Bats never looked nice anyways

Strength -10, Health /3, Speed +30, EXP Earned: 11% Area: Mountain, Island

Loot: Copper L7, Silver L4, Gold, L2, [Not Necessary]: Antivenin 0-4, Yellow wound heal, Bone 0-2 Note: 25% chance to poison, 25% chance to blind

Minotaur: Port cities have legends of these

Strength +10, Health +20, Speed -20, EXP Earned: 12% Area: Island

Loot: Copper L6, Silver L5, Gold L4, [Not Necessary]: Molotov 0-1, Candle 0-1, Sharp Steel Axe (Old- Rare) NOTE: 25% Chance to Paralyze

Satyr: Evil goat men

Strength -5, Health -5, Speed -5, EXP Earned: 11% Area: Island

Loot: Copper L7, Silver L4, Gold L3, [Not Necessary]: Platinum 0-3, Note: 25% chance to stun

Siren: Fish Creatures that can cause hallucinations and illusions

Strength: -10, Health +10, Speed -5, EXP Earned: 12% Area: Island

Loot: Copper L6, Silver L5, Gold L4, [Not Necessary]: Salve 0-4, Hope Berries 0-1 NOTE: 50% Chance to bind, 10% Chance to Stun

Kraken: A sea monster that destroys islands

Strength +50, Health x2, Speed /4, EXP Earned: 20% Area: Island

Loot: Copper L6, Silver L5, Gold L4, [Not Necessary]: Water 0-20 NOTE: 25% Chance to paralyze

Pirate: Raiders on boats

Strength +5, Health -5, Speed -5, EXP Earned: 12% Area: Ocean (Over world)

Loot: Copper L1, Silver L1, Gold L10 [Not Necessary]: Yellow Wound Heal 0-5 Note: Has 25% Chance to steal 10 Gold, 10 Silver, or 10 Copper

Thief: Steals your gold

Strength -10, Health -20, Speed x2, EXP Earned: 11% Area: Anywhere

Loot: Copper L10, Silver L10, Gold L10 [Not Necessary] Any Knife (Old-Legendary) NOTE: Has 25% Chance to steal 10 Copper

Barbarian: More raiders on boats

Strength +10, Health -5, Speed -5, EXP Earned: 12% Area: Anywhere (Over world)

Loot: Copper L25, Silver L20, Gold L15, [Not Necessary] Any Axe (Old- Legendary) Any Spear (Old- Legendary), Any Sword (Old- Legendary)

Behemoth: Large Lizard like creatures

Strength +25, Health +25, Speed /2, EXP Earned: 20% Area: Island, Desert

Loot: Copper L7, Silver L5, Gold L3, [Not Necessary]: Big Blue Wound Heal 0-1, NOTE: 25% Chance to Freeze, 25% Chance to Paralyze

Hulk: Big grey monsters

Strength x3, Health /4, Speed x2, EXP Earned: 15% Area: Forest, Mountain, Plains

Loot: Copper L8, Silver L6, Gold L4, [Not Necessary]: Green Wound Heal 0-20, Salve 0-5

Snake men: Eastern death creatures

Strength: +10, Health -10, Speed x2 EXP Earned: 12% Area: Desert, Forest

Loot: Copper L7, Silver L5, Gold L3, [Not Necessary] Antivenin 0-5, Red Wound Heal 0-4 NOTE: 25% Chance to Poison

Mechanical Armor: It’s far from original

Strength x1, Health x1, Speed x1, EXP Earned: 10% Area: Anywhere

Fire Creature: Creature made of fiery elements

Strength -10, Health -10, Speed +20, EXP Earned 10% Area: Mountain, Desert

Loot: Copper L5, Silver L3, Gold L1, [Not Necessary]: Water 0-5 NOTE: 25% Chance to Burn, Resistant to Burn

Ice Creature: A Cryokinetic being

Strength -10, Health -10, Speed +20, EXP Earned 10% Area: Mountain, Island

Loot: Copper L5, Silver L3, Gold L1, [Not Necessary]: Candle 0-5 NOTE: 25% Chance to freeze, Resistant to freeze

Plant Creature: Doesn’t care about your poisons

Strength -10, Health -10, Speed +20, [Not Necessary]: Antivenin 0-5 NOTE: 25% Chance to poison, Resistant to freeze, resistant to poison

Metal Creature: Seems metallic

Strength, -10, Health -10, Speed +20, [Not Necessary]: Paralysis Fluid 0-5 NOTE: 25% Chance to Paralyze, Resistant to Paralysis

Giant: Over 9 feet tall men, we thought Dave rid these of the land

Strength x2, Health x2, Speed /2 EXP Earned: 25% Area: Anywhere (But Dragon’s Keep)

Loot: Copper L20, Silver L20, Gold L20, [Not Necessary]: Platinum 0-20 NOTE: 25% Chance to stun

Wyvern: Small, flightless dragon

Dexterity x2, Health /2, Speed x2 Spikes: 50 EXP Earned: 30% Area: Dragon’s Keep

Loot: Remaining Spikes, Gold L20 [Not Necessary]: Red Wound Heal 0-5, Blue Wound Heal 0-3, Big Blue Wound Heal 0-1

Air Dragon: Aerokinetic dragon

Strength x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20 [Not Necessary]: Any Material 0-100, Any Weapon (Rare-Legendary) Any Armor (Rare-Legendary)

Fire Dragon: Pyrokinetic dragon

Dexterity x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20 [Not Necessary]: Water 0-100, Any Material 0-100 NOTE: 100% Chance to Burn, Infinite Ammo

Water Dragon: Hydrokinetic dragon

Dexterity x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20, [Not Necessary]: Wound Heal 0-100, Any Armor (Rare- Legendary) NOTE: Harms everyone with one attack, Infinite Ammo

Ice Dragon: Cryokinetic dragon

Dexterity x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20, [Not Necessary]: Candle 0-100, Any Weapon (Rare-Legendary) NOTE: 100% Chance to Freeze, Infinite Ammo

Metal Dragon: Just an armored dragon

Dexterity x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20, [Not Necessary]: Paralysis Fluid 0-100, Any Recovery Item 0-100 NOTE: 100% Chance to Paralyze, Infinite Ammo

Earth Dragon: Large, flightless dragon

Dexterity x3, Health x2, Speed x2, EXP Earned: 35% Area: Dragon’s Keep

Loot: Copper L40, Silver L30, Gold L20, [Not Necessary]: Salve 0-100, Any Material 0-100 NOTE: 100% Chance to Poison, Infinite Ammo

Bosses

You may fight a boss more than once

Orc General: A leader of an army of orcs

Strength x2, Health -20, Speed +5, EXP Earned: 15% Skill: 100 Area: Forest, Plains

Loot: Copper L8, Silver L6, Gold L4, [Not Necessary]: Steel Armor (Any Piece) (Old- Rare) Steel Weapon (Any)

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Stab | X2 Damage | 10 |
| Flaming Knife | Burns | 15 |
| Blunt Attack | Stuns | 15 |
| Bowshot | Ranged Attack | 10 |
| Fiery Stab | X2 Damage and Burn | 30 |

Goblin General: A leader of an army of goblins

Strength +10, Health x2, Speed +5 EXP Earned: 17% Skill: 110 Area: Mountains

Loot: Copper L9, Silver L6, Gold L4, [Not Necessary]: Paralysis Fluid 0-5 Orange Wound Heal: 0-5, Purple Wound Heal 0-10

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Blunt Force | X3 Damage | 20 |
| Poison Arrow | Poisons | 15 |
| Agile Stride | +2 Speed | 10 |
| Berserk | See berserk ability on Berserker | 15 |
| War Horn | Bring in 1 goblin warrior | 25 |

Alpha Wolf: Leader of a wolf pack

Strength +7, Health +10, Speed x3, EXP Earned: 20% Skill: 150 Area: Forest, Mountain

Loot: Raw Meat 20, Hide 10, Leather 6, Bone 12

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Deadly Bite | X2 Damage | 10 |
| Screeching Howl | Stuns | 15 |
| Paralyzing Claw | Paralyzes | 20 |
| Jaws of Fear | Blinds | 20 |
| Call of the Wild | 5 Wolves join the fight | 50 |

Leviathan: An ancient race of large lizards

Strength x2, Health x3, Speed /2, EXP Earned: 25% Skill: 250 Area: Island, Desert

Loot: Copper L10, Silver L8, Gold L6, [Not Necessary]: Any Armor (Any Piece) (Old- Legendary)

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Iron Claws | X3 Damage | 20 |
| Icy Splash | Freezes | 15 |
| Radiant Eyes | Blinds | 20 |
| Powering Bite | +10 strength, x2 Damage | 45 |
| Leviathan’s Power | Paralyzes all players | 65 |

Mizuchi: A giant water snake

Strength x2, Health -20, Speed x2, EXP Earned: 25%, Skill: 300, Area: Water Over world

Loot: Copper L10, Silver L8, Gold L6, [Not Necessary]: Water 0-100 NOTE: Fire Resistant

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Rain Splash | Harms all players | 15 |
| Wave | X2 Damage to all players | 30 |
| Ferocious Jaws | Stuns, x2 Damage | 25 |
| Constrict | Paralyzes | 45 |
| Chilling Seas | Freezes, x2 damage | 50 |

Manticore: A lion-scorpion hybrid

Strength x3, Health x3, Speed /3, EXP Earned: 25% Skill: 350 Area: Island

Loot: Copper L200, Silver L160, Gold L120, [Not Necessary]: Paralysis Fluid 0-5, Blue Steel Leggings (Old- Rare)

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Flame Eyes | Burns | 15 |
| Steel Teeth | Stun, x2 Damage | 30 |
| Deathly Sting | X3 Damage, Poisons | 50 |
| Tail Swing | 50% Damage, Affects all, Poisons | 55 |
| Golden Claws | X3 Damage, Poisons, Paralyzes | 150 |

Plant Beast: Pretty self-explanatory

Strength x2, Health x3, Speed +5, EXP Earned: 25% Skill: 400 Area: Forest, Plains

Loot: Copper L200, Silver L160, Gold L120, [Not Necessary]: Candle 0-5, Any Armor Piece (Rare) NOTE: Takes x2 damage to fire, resistant to poison

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Vine Grab | Paralyzes | 30 |
| Spores | Poisons all players | 35 |
| Stabbing Leaves | X3 Damage | 40 |
| Toxic Fumes | X2 Damage, Poisons | 50 |
| Burning Rage | Burns itself and everyone | 75 |

Spider Queen: Leader of arachnids, also half human

Strength +5, Health x2, Speed x3, EXP Earned: 25% Skill: 450 Area: Plains, Forest, Mountain

Loot: Copper L200, Silver L160, Gold L120, [Not Necessary]: Antivenin 0-10 NOTE: resistant to poison

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Web | Paralyzes | 30 |
| Paralyzing Toxin | Paralyzes, Poisons | 45 |
| Deadly Bite | Poisons, x2 Damage | 50 |
| Defensive Call | Brings in 1 Giant Spider | 100 |
| Egg Hatch | Brings in 2 Giant Spiders, Paralyzes | 200 |

Element Fiend: A creature composed of … something

Strength +10, Health x3, Speed /2, EXP Earned: 25% Skill: 750 Area: Mountains

Loot: Copper L200, Silver L160, Gold L120, [Not Necessary]: Any Weapon (Old- Legendary), Any Ring (Old- Legendary), and any Cape (Old-Legendary)

Attacks

|  |  |  |
| --- | --- | --- |
| Attacks | Effect | Skill Usage |
| Fireball | Burns | 10 |
| Ice bolt | Freezes | 20 |
| Toxic Fumes | Poisons | 15 |
| Stone Blast | Stuns | 15 |
| Metal Barrier | Paralyzes | 30 |

Giant King: Leader of giants

Strength x5, Health x5, Speed /2, EXP Earned: 50% Skill: 750 Area: Anywhere (But Dragon’s Keep)

Loot: Copper L200, Silver L160, Gold L120, [Not Necessary]: Heartstone Armor (All, Including Weapon) (Legendary) NOTE: Takes x3 Damage to ranged attacks

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Stomp | Paralyzes | 30 |
| Wide Swing | X2 Damage to all players | 45 |
| Giant Stab | X3 Damage, Stuns | 50 |
| Shout | Stuns, Harms all players | 75 |
| Flaming Javelin | X4 Damage, Burns | 100 |

Master Dragon: Leader of dragons, uses all powers of dragons

Strength x5, Health x6, Speed x5, EXP Earned: 100% Skill: 1000 Area: Dragon’s Keep

Loot: Copper L400, Silver L280, Gold L240, [Not Necessary]: Anything

Attacks

|  |  |  |
| --- | --- | --- |
| Attack | Effect | Skill Usage |
| Fire Blast | Burns, x2 Damage | 25 |
| Ice Blast | Freezes, x2 Damage | 50 |
| Water Blast | Harms all Players, x2 Damage | 75 |
| Toxic Fumes | Poisons, x2 Damage | 100 |
| Paralyzing Beam | Paralyzes, x2 Damage | 200 |

Dragon Lord: There is only one, rules over all dragons and is the “final boss”

Strength x7, Health x7, Speed x7, EXP Earned: 300% Skill: 2000 Area: Dragon’s Keep

Loot: Dragon Staff (Can be sold for 2,000,000,000 Gold) (Gives you the attacks of the Dragon Lord if equipped as a weapon, does 500 Damage)

Attacks

|  |  |  |
| --- | --- | --- |
| Roll | Effect | Skill Usage |
| 2 | Summons Wyvern | 100 |
| 3 | Summons Air Dragon | 200 |
| 4 | Summons Water Dragon | 300 |
| 5 | Summons Fire Dragon | 400 |
| 6 | Summons Earth Dragon | 500 |

NOTE: Rolling a one does nothing, the Dragon Lord cannot attack, but the dragons he summons can, all dragons retreat when the Dragon Lord dies

Provoked Enemies

Provoked at -5 or by a crime

Guard: A town watchmen

Strength +5, Health x2, Speed /2, EXP Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Soldier: A member of the military

Strength x2, Health /2, Speed +5 Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Knight: Has 14 Years of training in every field of combat

Strength x2, Health x2, Speed x2 Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Provoked at -5

Brotherhood Thief: A member of the infamous crime organization

Strength x2, Health x2, Speed x2 Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Closed Fist: A corrupt Monk sect

Strength x2, Health /2, Speed +5 Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Corrupt: A corrupt Scholar sect, no one knows the real name of it

Strength +5, Health x2, Speed /2, EXP Earned: 10% Area: Town

Loot: Copper L30, Silver L20, Gold L10

Fred Heelcutter: Inspired by my friend Darren

NOTE: Random Event, Cannot be killed, if it attacks, it takes away 50% Health and takes away all speed (speed stat goes to 0), Provoked only at +1, 0, or -1

[Not Necessary] Items should not be rewarded as much as necessary loot, It should be given much less often (the frequency is decided by the DM)

L= Level of highest leveled player

Select a level of the enemy and use the equation to create the enemy, stats are based on a selected player’s stats of that level

SPECIAL ENEMY

The Dread Gazebo: At least it’s not on a grassy knoll

Strength 0, Health x2, Speed 0, EXP Earned: 500% Area: Anywhere

Loot: Gold L 2,000,000 NOTE: Will kill everyone if you retreat, can only be harmed by fire or axes

Map

Here is a crude map to point out where you are



Lime: Plains

Green: Forest

Yellow: Desert

Grey: Mountain

Brown: Island

Red: Dragon Keep

Purple: Sacred Metropolis of Atlantis (No Enemies)

Note that towns are not there, it is up to the DM to decide where you are

Mastery

When a character reaches level 30 and a +5 or -5 Reputation, you may pick a sub class which indicates mastery. Upon receiving this new title, you also receive a major boost in stats, and receive 11 morale upon a level up. When you have Heartstone armor and weapon, you may buy a mastery gilding for 1000 Gold, which not only gives a new special ability (special ability takes no skill, but 50 HP) and name, but also 1000 extra Defense/Damage respectively. You will lose mastery and all mastery stats if your reputation goes below +5 or above -5.

Warrior

Good: Elite

* Armor: Valiant
* Special: Strength; burns, poisons, x3 damage
* Stats: +20 Strength, +30 Defense, +10 Speed

Evil: Ruffian

* Armor: Fearful
* Special: Pain; Poisons, x5 Damage
* Stats: +40 Strength, +20 Vitality

Ranger

Good: Hunter

* Armor: Marksman
* Special: Clean Shot; If first attack, instant kill
* Stats: +30 Speed, +30 Dexterity

Evil: Poacher

* Armor: Lawless
* Special: Food, for every food you have, +100 damage, poison
* Stats: +20 Speed, +10 Dexterity, +20 Defense, +10 Intelligence

Inventor

Good: Engineer

* Armor: Innovative
* Special: Build sentry, 100 Ammo, 500 Damage, 1 Speed, 1000 HP
* Stats: +30 Intelligence, +10 Dexterity, +10 Defense, +10 Vitality

Evil: Madman

* Armor: Insane
* Special: Experiment, all status effects on enemy
* Stats: +30 Dexterity, +20 Intelligence, +10 Defense

Rogue

Good: Vigilante

* Armor: Vigilant
* Special: Spy, discover enemy stats, paralyze
* Stats: +30 Speed, +20 Strength, +10 Defense

Evil: Assassin

* Armor: Deadly
* Special: Death Blow, Blinds one enemy, x3 damage to another
* Stats: +30 Strength, +30 Speed

Knight

Good: Paladin

* Armor: Holy
* Special: Holy Hand Grenade, Blinds, Burns, x2 Damage
* Stats: +20 Strength, +10 Dexterity, +10 Vitality, +10 Support, +10 Defense

Evil: Blackguard

* Armor: Accursed
* Special: Unholy Hand Grenade, Blinds, Poisons, x2 Damage
* Stats: +20 Strength, +40 Vitality

Guard

Good: Sentinel

* Armor: Protective
* Special: Defend, shields 3 turns on every ally
* Stats: +40 Defense, +10 Speed, +10 Strength

Evil: Praetorian

* Armor: Traitorous
* Special: Betray, Transfer damage from a player to enemy
* Stats: +30 Defense, +30 Speed

Fighter

Good: Blademaster

* Armor: Strong
* Special: Extreme, x3 damage to all enemies
* Stats: +50 Strength, +10 Defense

Evil: Destroyer

* Armor: Destructive
* Special: Destroy, Burns and paralyzes one enemy, freezes and poisons another
* Stats: +30 Strength, +30 Vitality

Minstrel

Good: Bard

* Armor: Musical
* Special: Symphony, fully heals all allies
* Stats: +40 Support, +10 Vitality, +10 Dexterity

Evil: Talebearers

* Armor: +20 Support, +40 Intelligence
* Special: Slanderous
* Stats: Rumors, all enemies do no damage for 3 turns

Adventurer

Good: Trailblazer

* Armor: Adventurous
* Special: Explore, x3 damage, learn enemy stats
* Stats: +40 Vitality, +20 Satiety

Evil: Conquistador

* Armor: Conquering
* Special: Conquer, take enemy loot
* Stats: +30 Speed, +30 Vitality

Dragoon

Good: Cavalier

* Armor: Chivalrous
* Special: Charge, damage= Speed x10
* Stats: +40 Speed, +10 Strength, +10 Dexterity

Evil: Hun

* Armor: Underestimated
* Special: Fire, burns everyone, x2 damage
* Stats: +20 Speed, +20 Strength, +20 Intelligence

Swashbuckler

Good: Captain

* Armor: Seaworthy
* Special: Cannon, x5 damage to all enemies
* Stats: +30 Strength, +20 Dexterity

Evil: Pirate

* Armor: Pirated
* Special: Pillage, x2 currency after battle
* Stats: +30 Strength, +30 Dexterity

Berserker

Good: Odin Warrior

* Armor: Wolf
* Special: Power, heal all allies 500 HP, costs 1 food
* Stats: +60 Strength

Evil: Schniedenfraude

* Armor: Torturous
* Special: Torture 20 Damage x hides
* Stats: +60 Speed

Monk

Good: Abbot

* Armor: Enlightened
* Special: Ki, x2 damage to all enemies and heals one ally fully
* Stats: +55 Morale

Evil: Closed Fist

* Armor: Forgotten
* Special: Gluttony, gain 1 satiety after every victory, passive
* Stats: +55 Morale

Scholar

Good: Cleric

* Armor: Priestly
* Special: Scrolls, Cure all status effects and fully heal all allies
* Stats: +60 Intelligence

Evil: Corrupt

* Armor: Corrupted
* Special: Corrupt, apply your current status effect on all enemies
* Stats: +10 Speed, +50 Intelligence

Non-Battle Abilities

There are some abilities that you do not use to do battle with. These mostly help with getting money and you can earn more with the support stat. They can only be done once per town (With the exception of warrior) and can roll three times. The abilities are as follows:

Warrior: Blacksmithing

You can use materials to find to craft weapons and armor

Bone tools works as good as uncommon stone tools

Can only craft common tools and armor

GM can choose what to be sold at shops

Mace- 5

Knife- 2

Sword- 10

Spear- 15

Axe- 20

Armor- 50

Ranger: Hunting

Items can be sold at any shop (DM Price), each roll costs an arrow

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Roll | Result | Hide | Bone | Leather | Meat |
| 1 | Nothing | 0 | 0 | 0 | 0 |
| 2 | Rabbit | 1 | 0 | 0 | 1 |
| 3 | Wolf | 5 | 3 | 4 | 5 |
| 4 | Deer | 5 | 6 | 5 | 6 |
| 5 | Elk | 10 | 9 | 9 | 10 |
| 6 | Bear | 12 | 14 | 10 | 12 |

Inventor: Repair

You can buy a broken item by first buying it for 20 Copper

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Failure | Nothing |
| 2 | Unprofitable Fix  | 10 Copper |
| 3 | Quick Fix | 10 Silver |
| 4 | Full Repair | 750 Copper |
| 5 | Slight Improvement | 10 Gold |
| 6 | Quality Improvement | 20 Gold |

Rogue: Pickpocketing

Can be done Multiple times

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Charged for Stealing | See misc. |
| 2 | Success | 10 Copper |
| 3 | Success | 20 Copper |
| 4 | Success | 10 Silver |
| 5 | Success | 20 Silver |
| 6 | Success | 10 Gold |

Knight: Tournament

A knight may enter a tournament once a town for 50 Copper and keeps fighting enemies of exact same stats until you run out of health. You may heal during the tournament but you will not die. Even if your health reaches zero, you regain all health after dropping out/losing. Every fight you win, you gain 10 Gold plus support. However, if your health reaches zero, you lose all you gain

Fighter: Mining

Can be done once a town

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Coal | 50 Copper |
| 2 | Common Stones | 100 Copper |
| 3 | Common Metals | 50 Silver |
| 4 | Rare Metals | 100 Silver |
| 5 | Rare Stones | 50 Gold |
| 6 | Rarest Materials | 100 Gold |

Guard: Woodcutting

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | One Cord | 10 Copper |
| 2 | Two Cords | 20 Copper |
| 3 | Three Cords | 40 Copper |
| 4 | Four Cords | 20 Silver |
| 5 | Five Cords | 40 Silver |
| 6 | Six Cords | 10 Gold |

Minstrel: Performing

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Poor Performance | 20 Copper |
| 2 | Fair Performance | 40 Copper |
| 3 | Good Performance | 20 Silver |
| 4 | Great Performance | 40 Silver |
| 5 | Excellent Performance | 20 Gold |
| 6 | Perfect Performance | 40 Gold |

Adventurer: Archeology

An adventurer can dig up an artifact in the over world by rolling and one die and obtaining the number of artifacts of the dice number. You can then bargain for a trade at a trading post or a dungeon vendor.

Survivalist: Chemistry

Items can be kept or sold

|  |  |
| --- | --- |
| Roll | Item |
| 1 | Green Wound Heal |
| 2 | Antivenin |
| 3 | Candle |
| 4 | Yellow Wound Heal |
| 5 | Red Wound Heal |
| 6 | Blue Wound Heal |

Dragoon: Natural Speed

Dragoons do not need a horse to travel

Swashbuckler: Fishing

Can be done once a town, can only be done in a town near the sea

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Fish | 100 Copper |
| 2 | Bass | 200 Copper |
| 3 | Bass Swarm | 100 Silver |
| 4 | Tuna | 200 Silver |
| 5 | Dolphin | 100 Gold |
| 6 | Whale | 200 Gold |

Berserker: Hide Trading

Sell hide for 5x the sell price given by vendors

Monk: Taming

|  |  |  |
| --- | --- | --- |
| Roll | Result | Loot |
| 1 | Animal not Tamed | Nothing |
| 2 | Animal Penned | 10 Copper |
| 3 | Animal Caged | 20 Copper |
| 4 | Animal Calmed | 30 Copper |
| 5 | Animal Partly Tamed | 40 Copper |
| 6 | Animal Tamed | 50 Copper |

Scholar: Authorship

Roll a die, get a 4, 5, or 6 and you get a book, can be sold at a trading post or dungeon vendor

Called Animals

A monk can call animals to his aid in combat, these are their stats:

Rabbit: 200 HP, 50 Damage, 100 Speed

Boar: 1000 HP, 100 Damage, 50 Speed

Bear: 5000 HP, 500 Damage, 45 Speed

Phoenix: 7500 HP, 1000 Damage 20 Speed

Marriage

In the world of Sidequest, you can get married. You must receive a token item which is up to the DM to decide what is. Also, you must be the opposite gender of the person you want to marry. Since Golems are genderless, they cannot get or be married. If married, your spouse has 1000 HP and cannot attack, no matter her (or his if you are female) previous occupation. There are three types of marriages

|  |  |  |
| --- | --- | --- |
| Person | Items received(A Town) | Requirements |
| Player Character | Nothing | Nothing |
| Commoner | 1 Meat, 10 Gold | 50 Gold |
| Royalty | 5 Meat, 100 Gold | +5 Reputation, 500 Gold |

Final Note

I personally hope that this game will provide many years of entertainment. Anything unclear may be decided up to you to fix. Campaign stories, side quests, NPC’s and backstories must be made up by the players and GM respectively, This game is free and MAY NOT be sold.

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Special thanks to all of our first players when the idea was first formed, our original idea was just 8 classes and 8 races, with little to no direction whatsoever, thank you to staying with us until this product was made

E-Vin

Centaur\_Burger

Nick

Dawson