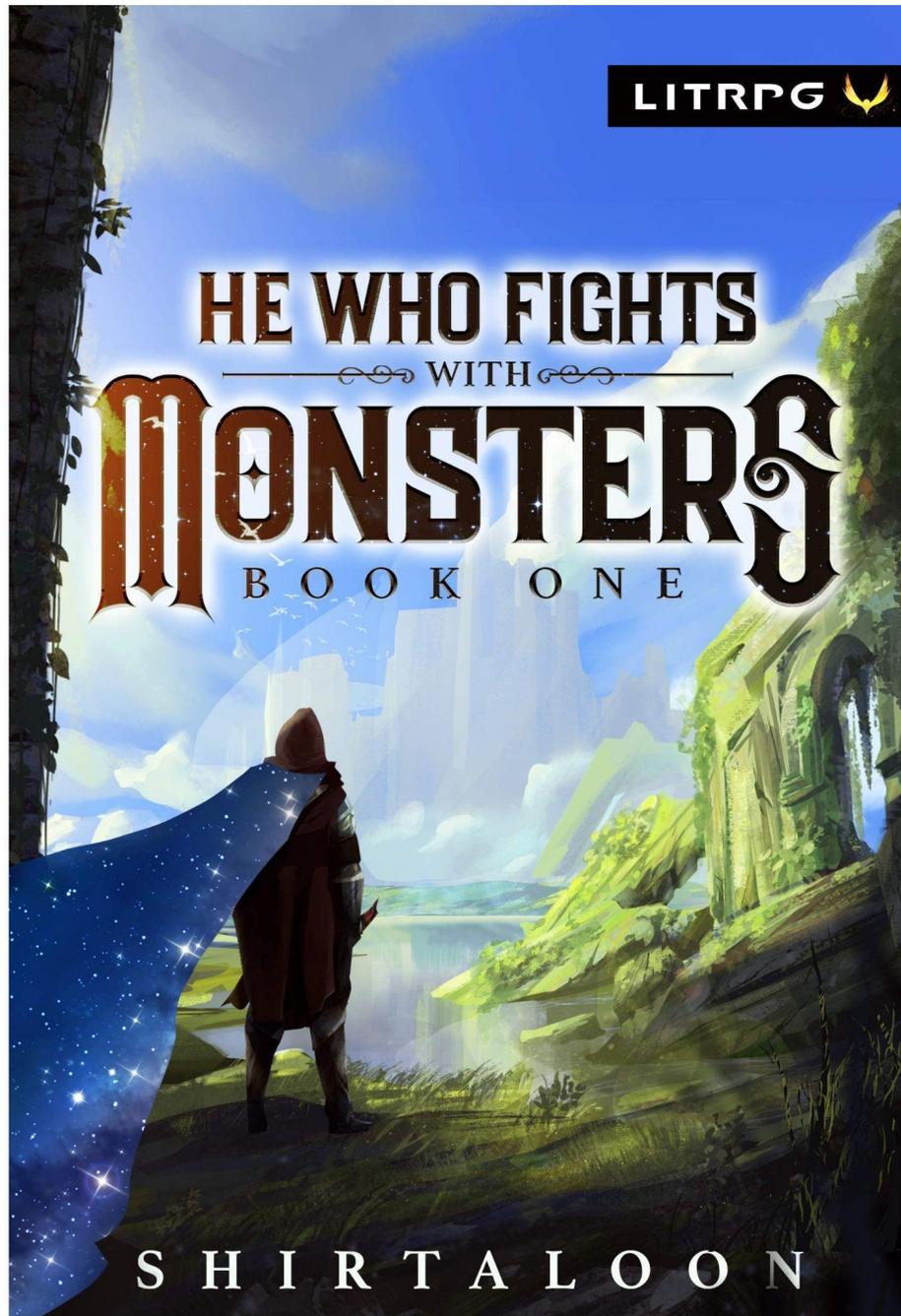


# He Who Fights With Monsters



Adapted for Pen & Paper

Edition I

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# Introduction

Welcome to He Who Fights With Monsters. This RPG was developed based on the audio book with the goal to bring you into a new world of wonders. The world you will experience includes all kinds of different monsters -some in human form, some even more grotesque. But it gets better: Magic. The main idea of this RPG is to allow you to pick up your 4 essences combined with a total of 20 abilities - and no limitations!

That's right. Everyone can learn magic and design up to 20 abilities. There are no standard spells like fireball and heal for every second mage. No! Each character will have their own abilities, which also reflect their character and preferences! You can think of a swordsman. Some will say it's boring to play one. But in this set, you can get really, really proficient as a swordsman. You could speed yourself up, grow wings, ignite your sword, teleport around the enemy or create portals to slash the enemies through them without getting in their range. Or you could just do all of this at the same time! Your flexibility has no limits.

Do you want another example? Sure. Let's say two people are reading this and both like fire. That normally means that you will do exactly the same in all fights. Right? Wrong! You still have 3 other areas of magic (essences) to choose from. One could go for fire and healing at the same time, while the other one likes to go for ice as a second area and pick up balance as a third option to heat and cool the enemy in turns, while each burning or freezing effect increases the effect of the other.

There is a whole list of essences (144 known so far) and you can't even imagine the million different combinations possible. That is not enough for you? Sure we go on. You will have different levels and each advancement will power up ALL of your abilities. Yeah let that sink in. You could pick fireball. Nice spell. Does damage. Now you got an upgrade. Let's say you can now shoot 2 fireballs instead of one. Both doing the normal damage. Ok, you like that? Next upgrade. Your fireballs now target their enemies and follow them. Yeah that's nice but what about the first effect? That stays of course! And even better: Now you shoot 3 fireballs instead of 2! Why is that? Cause your first upgrade says you will get more with each advancement in level. Remember this is only one spell out of 20 you can design. And you can design what happens for each upgrade. For all spells.

There are also racial abilities and magic items in case I forgot to mention it until now, just in case you think this might get boring. All the magic details are waiting for you below.

# Chapter I - Storytelling

This game is based on a LitRPG, available on audible or online.

## Getting into the scene

You will play one character in this role play game (RPG). This character is in a specific universe and you should play him/her accordingly. This is easy if it is yourself in a calm state of mind, but sometimes your character is supposed to be more stressed than you or you even play a character with a totally different mind set.

You should try to play your character according to his/her knowledge, his/her awareness of the situation and his/her beliefs and most likely behavior. Let the character develop an own identity and follow through. You will most likely not have the nerves to focus on solving a puzzle while the whole temple is burning would you?

Describing what your character does in a specific situation is what brings the RPG to life. Normal or everyday actions can be done without any role. You can just describe your character moving down a street, before you draw your sword and start singing opera songs while slaying the invading orc army. Ok not the last part. Moves that might succeed or fail will result in a dice roll depending on the required attribute(s). Fights are especially regulated in detail.

The general idea remains: The DM will describe the situation or the setting roughly, but you are free to adapt the scene and, let's say, randomly pick up a hammer if the DM describes a forge even if he didn't mention the hammer before by name. Picking up a greatsword out of a cooking pot might be possible but is unlikely in most situations.

Only the DM should be able to create unlikely objectives in an atypical place like that. Things that would be viable are spices, kitchen knives, chairs, cutting boards etc. Be realistic but stay motivated to add details and specifics to the scene to make it feel alive.

To summarize, the players can decide the specifics of most settings. If they choose to go for an easy setting/szene, then the DM will increase the difficulty by adding additional threats. If the players choose to create a balanced or hard szenario (eg. there is a river to cross but the bridge is heavily damaged) then the DM should look to give either extra rewards or possible help in order to keep the story as entertaining as possible.

# Different version of farry telling

Playing an RPG gives you endless possibilities to advance a story, but the downside is that the combination of ideas have to be shared over many hours for most stories. There are 3 main options on how to do this: Verbal, nonverbal and a combination of both.

## **(I) - Verbal**

The classic way to play any rpg is to meet in person or online and talk things out until even the last evil orc dies. The key concept here is often that the DM has prepared some kind of strict campagne where he challenges the players with different scenarios every time and designs a thought-out campagne of glory.

## **(II) - Nonverbal**

Nonverbal is generally the same as verbal but the communication is set to be on online platforms. Here, the players don't just describe what they want to do and wait for the DM to accept the decision in order to fit the campagne but instead interact with their surroundings. The DM has to adapt to what kind of scenario the player is presenting.

## **(III) - The best of both worlds**

Both concepts have great strengths but the combination is also viable. This means that you can write online what you want to do in downtimes while uptimes are played by verbal communication. Now the clue is to also take the story designing of the nonverbal part and add it to the mixture. The players have to decide how the world and eg. the city, the dungeon, the family affair in the crown palasts and so on would play out. The DM will respond in turn to play these characters in a chosen difficulty depending on the amount of problems the players build themself before the DM sets more. This allows both the DM and the players to design a world after their desire.

## **(IV) - One Shots**

One shots are not a completely different version of storytelling but it is still good to mention. One Shots are a description of only a short scenario of 1 to 5 sessions within one location. This is an often overlooked category in which each player has to know the rules but the DM and the setting can change every few weeks or months. This playstile often allows you to create a high level character but can also be used for beginners who want to get a feeling of the world.

# Chapter II - The world

## The world you will explore

You will explore a new and dangerous world of wonders, but that world has many specialities that you will adapt to. In Addition to different climate areas, there are different races scattered over the world and different levels of magic. Think about Harry Potter as an example. His universe contains magic in general but some people have the ability to use it while others don't. Imagine we separate the area of people who can use magic from the area where people can't. This would result in a highly developed society on one island with futuristic underwater transportation and flying houses, while the other island would focus on technology (if possible) and would maybe create something like our modern society right now. Of course there are also zones combining both of these factors or neither of them. Not all of these zones have to be present in each scenario for sure.

Not all magic areas are the same though. The different magical areas are categorized by the level of magic density (low to high). An area with a high magical density will have a high probability to pick up the power to wield magic and allow all kinds of magic constructs to function. Furthermore, the mana regeneration is dependent on the magic density. Areas with a low magic density will allow only simple magic constructs or apertures to function in comparison. Contrasting to the upsides are the downsides: Monsters. Monsters are manifestations of magic. These manifestations are roughly as often as the manifestation of essences (the keystones for magic). An area with a low magical density like the earth is unlikely to spawn a monster or essence. An area with increased magic density will more likely spawn named things (think about fantastic beasts in the Harry Potter analogy).

On top of the probability of a monster, awakening stone (explained later on) or essence to manifest, a higher level of magical saturation will also increase the rank/rarity of the monster, awakening stone or essence.

Following, high magic density zones come with advantages and disadvantages not everyone is willing to risk. For the normal adventurer, it is recommended to start in a low density zone and work your way up into higher density zones later on. The named facts together create complex environments for you to explore during your journey.

## Essence users

The world is populated by essence users (people with magic powers) and people without them. Essence users range from a cop that can summon a weapon to superheros up to gods between humans. They are all classified by their level of power. The power levels are divided into main levels and sublevels.

The main levels are iron, bronze, silver, gold and diamond. Someone with the ability to use fire will be somewhere in iron rank. A bronze ranker is something like a top athlete with magic. Silver and gold rankers can face or create natural disasters as they like, while diamond rankers are close to gods with life spans measured in centuries or millennia.

Each main level is divided into 10 sublevels (eg. iron 0 to iron 9) This can be seen as progress towards the next power threshold. The difference in level grows exponentially, so that, say, a millions silver rankers would still have a bad time facing a diamond ranker.

Not only are there people with different power levels but also monsters. Monsters are also classified by the same categories but an iron 5 essence user should be able to defeat not only iron monsters in groups but also the occasional bronze rank monster. However, each monster has specific strengths and weaknesses which will make the matchup harder or easier for you.

## Different races

The world you will explore contains different races as mentioned. The known races are scattered over the land and are Outworlder, Human, Elf, Runic, Smolder, Celestine, Draconian, Leonid, Merfolk. There are no particular friendships or hostilities between them but this might vary per setting..

## Racial abilities

Each race comes with up to six racial abilities. These racial abilities differ from race to race and between different members of the same race. Humans commonly have a special attack affinity (You are more likely to awaken special attacks than other ability types. Your special attacks have increased effect.) and human ambition (Essence abilities advance more quickly). Each race has their specific focus. The classic starting scenario would be to start as an outworlder who has no idea about the world but the setting is completely open for all ideas. Therefore, an example of an outworlder racial ability set is shown below:

Example: Outworlder racial abilities

<b>Racial abilities:</b>	
Map	You passively create a map of your surroundings
Quest system	You have a guiding system which rewards you sometimes
Identification	You can identify most objects up to your rank
Storage power	You have a privat virtual storage where you can store up to 64 items
Language adaptation	You can read and speak all languages you find in the new world
Mysterious stranger	Essence, awakening stone and skill-book absorption. Immunity to identification and tracking effects

## Chapter III - Essences

Essences are the key concept of this world, since they are the key card to magic. This magic system is by no means combat oriented, it may simply provide you with enhanced perception, improved cooking skills etc.

Each essence user can pick up to 3 essences, which then will combine into a fourth, the confluence essence, resulting in a total set of four essences. A full list of all essences can be found below, and a full list or guesses about essence combinations can be found online for a rough orientation.

Each essence comes with 1 unlocked, awakened and 4 locked, unawakened abilities. The locked abilities can be unlocked by using awakening stones. Awakening stones will - depending on their inherent nature - awaken one unawakened ability that fits best to the type of awakening stone.

Each essence can unlock different abilities depending on the respective awakening stones used to unlock their powers. Ideally, one whole set of essences contains one aura power and one perception power but there are some exceptions, but more about that later. Along the same lines, each essence is bound to one of four attributes. Leveling the abilities of this essence will also increase the rank and thus the potency of the bonded attribute. The attributes are strength, speed, spirit and recovery and will be explained in chapter V.

For most scenarios in which you don't start with a high level character, the Dm will still allow you to have a look at the essences beforehand to pick your preferred combination. You can already think about some abilities but it might be worth it to leave some spots open for later use when you get a better feeling of the game itself. The Dm should take a look at your character to help you improve it and balance things out.

The DM will most likely provide you with the possibility to get your desired essences and awakening stones in the game, but you should not expect to have all your essences and all your abilities right from the start. You will have to work for each awakening stone, and even harder for each essence. Sometimes this work is simply sliding over the right amount of gold to your local merchandise, but where is the fun in that?

The known essences are:

Adept	Cold	Feeble	Heidel	Monkey	Sceptre	Swift	Wing
Ape	Coral	Fire	Hook	Moon	Serene	Sword	Wolf
Armor	Corrupt	Fish	Horse	Mouse	Shark	Technology	Wood
Axe	Crocodile	Flea	Hunger	Myriad	Shield	Tentacle	Zeal
Balance	Crystal	Flesh	Hunt	Needle	Shimmer	Thread	
Bat	Dance	Foot	Ice	Net	Ship	Trap	
Bear	Dark	Fork	Iron	Octopus	Shovel	Tree	
Bee	Death	Fox	Knife	Omen	Sickle	Trowel	

Bird	Deep	Frog	Knowledge	Pangolin	Sin	Turtle	
Blight	Deer	Fungus	Life	Paper	Skunk	Vast	
Blood	Dimension	Gathering	Light	Plant	Sloth	Vehicle	
Bone	Discord	Glass	Lightning	Potent	Smoke	Venom	
Bow	Dog	Goat	Lizard	Pure	Snake	Visage	
Cage	Duck	Grazen	Locust	Rabbit	Song	Void	
Cat	Dust	Growth	Lurker	Rake	Spear	Wall	
Cattle	Earth	Gun	Magic	Rat	Spider	Wasp	
Chain	Echo	Hair	Malign	Renewal	Spike	Water	
Claw	Elemental	Hammer	Manatee	Resolute	Staff	Whale	
Cloth	Eye	Hand	Might	Rune	Star	Whip	
Cloud	Feast	Harmonic	Mirror	Sand	Sun	Wind	

As mentioned before, you can pick 3 essences (rarity list attached) and combine them to a confluence essence. There is a wide range of possible effects you can unlock for the individual essence abilities, including spells, ongoing spells, special attacks, special abilities, rituals, weapon summoning, ammunition summoning, armor summoning, buffs, debuffs, teleportation, extreme speed buffs, flying powers, aura powers, illusions, perceptions, summons and familiars. All these different abilities are explained in detail later on.

Feel free to come up with something unique and talk to your DM. You can already think of the role you want to fulfill. You might want to go for a specific role like a healer, support etc or you can go for an allrounder. It is advised to increase your strengths but also have an eye for your weaknesses. A detailed description about abilities is presented in chapter IX. Additionally, some possible effects that improve each ability are listed there as well. Furthermore, each essence can provide one free effect for all abilities. This would include something like providing all abilities from the lightning essence with the electro damage type modification.

# Chapter IV - How to play

## Health, stamina and mana

In order to play this game, you will have three stats to care about: Health (I), Stamina (II) and Mana (III). All of these stats are important and will be explained in the following.

### (I) - Health

Your health will be measured in health points (HP). You will start the game with three of them and lose some for every hit you take. Reducing your HP to 0 renders you unconscious while spells that bring you way below 0 HP kill you outright. Additionally, other people or monsters can kill you while you are unconscious, just in case your allies are not fast enough to help you.

### (II) - Stamina

Additionally, you start with 3 stamina points. Stamina can be used for blocking the enemy's attack, spent for taxing maneuvers or spent to increase the range of your movement action.

### (III) - Mana

Lastly, you have 10 mana points to start with. Mana can be consumed by using any form of magic ability. It is worth mentioning, that you can spend additional mana below 0 by sacrificing the same amount of HP in very dire situations.

## Your turn

The combat in this setting is regulated by giving both, the players and the enemies, an action phase. These phases take turns until one party successfully escapes the battle or is not able or willing to fight anymore. However, both phases happen simultaneously in reality. First, the players have a number of actions to perform and second, the same goes for the opponent/s.

This can be clarified with an example: Let's say two sword fighters are fighting each other. Both have an action phase with 3 possible actions (in a normal fight of the same skill). The first fighter does 3 attacks against the opponent striking at the leg, the head and the leg again. Each strike is based on a dice roll to determine success or failure of the attack.

In our example, the first attack roll fails, the second and third succeed. Accordingly, the enemy dodges the first strike but gets two hits while he tries to hit back with 3 actions himself.

6 seconds have passed and the next round starts. The player always has the advantage of striking first and potentially killing the enemy with the last action. This would mean that the enemy can't answer with counter attacks.

Not even the first 4 s where he wasn't dead yet can be used for any actions. Some would say this is unfair, but in fact, the enemies get a small advantage to even things out. They don't

need to roll in order to hit. They just hit you. The tricky thing now is that you can try to block (strength) or dodge out of the way (dexterity) of the enemies attacks.

This can cinematically be seen not as you hitting a standing figure 3 times and then only rolling around the slow-motion attacks, but should instead mean that your failed rolls were dodged or successfully parried by the enemy as well.

For the beginning, every character starts with 3 Action Points (APs), but everything the character does takes up one AP. Each “action” should take roughly 2s. Shouting and other stuff is possible at all times though.

Things a character can do are for example: attacking, running, casting a spell, climbing over an obstacle, trying to open a door, trading with other characters in range, getting stuff in or out of their backpack etc.

You can assume that both your and your enemies turn (both using 3 AP) will proceed in a timeframe of 6 s. This includes dodging and blocking the enemies' swings in turn. Therefore, small actions such as shouting or broadly looking around do not require an action point.

### **Attacking**

Attacking is one of the main things you have to do in this world, and therefore most of your actions will require a strike roll. You will discover a variety of weapons, magic spells and more, some will do damage, others will help you in other ways. Each attack with a weapon or spell will grant you one or more dice to roll in order to hit your target.

These dice have to overcome a specific value in order to inflict a specific amount of harm. This harm is what takes down enemies and gives you the wanted progress. This set will classify weapons into 4 categories depending only on your level of skill with that weapon. More information are listed in the “Item: Weapons” category later on.

The hit chance of material attacks depend on your and your opponents speed attribute (Attributes are explained later on). Spells on the other hand are depending on the spirit attribute. Roughly, you need to roll a 5+ (5 or 6) with a 6 sided die (d6) in order to hit your enemy, which costs you one action point.

### **Trigger action**

You may use your action points to say “I want to use this ability but only if this and this trigger occurs.”

An example would be to use a teleport ability after the enemy dashes towards you. The same action point can't be used in your own turn logically. An example would be, that you strike your enemy one time and then say that you want to trigger a teleport action and a strike action as soon as the magic death wizard shows up anywhere close to you.

### **Attacking with magic**

Each of your spells will have a cooldown in seconds, fixed mana costs (either per second or per cast), a range, a set of dice/s with a hit chance and, of course, different effects. Each spell is unique so that each spell will need to be balanced over the course of the game.

## **Moving around**

You can move around the map as long as nothing in your way decides to stop you. Obstacles such as walls or chasms require additional action points depending on the challenge of the obstacle, while some obstacles might completely block any movement in that direction.

Monsters in your own starting zone will try to hinder you from running away. You can either spend an extra action point per enemy to run away from him, block an attack or try to dodge their sweep. Other actions such as drinking a potion normally require only one action point but can be more costly or even impossible while enemies are nearby (eg. trading with another character while monsters are trying to pin both of you down). If no enemy is in your character's zone, then you can spend one extra stamina point to move 2 areas/tiles instead of one, boosting your mobility while exhausting yourself.

## **Flee**

You may flee the battle but every enemy in your zone will get the opportunity to hit you. You can avoid that, by blocking, dodging or spending action points. You can only flee the whole fight if none of the enemies are faster than you, or if they are being kept from doing so for other reasons. The named defensive options are further explained in the next chapter.

## **Combat after reaching bronze**

After reaching bronze rank, you, and with you your abilities, become so fast that you transition to another system instead of action points. This would allow you to ask the DM about the time of one of your action phases (6s in most cases) and then use that time to its fullest. This means that you could chant 4 or 5 spells in quick succession instead of using action points. This is specifically recommended if some spells take longer preparation times or a very short preparation time and are not easy to track through the action point system. This can be explained by the fact that you become not that much faster in chanting the incantation but are faster in gathering the magic and shaping it into the right form.

You can assume that medium spells will take 1 AP (2 s) s at iron rank to chant. The advancement to bronze allows you to change the cast time depending on the intensity. The cast times have base values of 1 to 4 seconds (low to extreme) but this time is reduced by the main level you have (from 1 at bronze to 4 at diamond) times 10 and the respective sublevel (0-9) divided by 75. The formula is  $i \cdot (1 - \frac{L}{75})$ .

Swords or other normal attacks can also be transferred to the new system. In iron rank, a sword strike costs you 2s (1 AP). The time for one strike or shoot with a bow is the same as for a low intensity spell but the level is determined by your speed attribute.

## **Resistances**

Most enemies after iron rank (and some even at iron rank) have a natural resistance against your attacks. This means that you can still hit them but the damage is reduced by a fixed amount. This amount increases by rank, starting from 0 for lesser monsters, but increases to 1 at iron rank, 10 at Bronze, 20 at Silver, 30 at Gold and 40 at Diamond. This means that attacks below this threshold don't do any serious damage but their effect still takes place.

Most people have some kind of power that reduces or circumvents this resistance in some way or simply overcome it with even greater force. You might want to equip appropriate armor to also get a base resistance.

### **Advantage**

Advantage means that you roll two dice and pick the better one. The opposite is true for disadvantage. You can get advantage on an attack roll or other rolls through specific circumstances in which you are most likely to succeed (advantage) or fail (disadvantage). Both, advantage and disadvantage are not regularly applied but are situation specific.

## **The enemies turn**

You already learned how to damage the enemies but attacking the enemies is only one side of the medal. After you spend all your action points or don't want to use them anymore, the enemies will take turns attacking you. The monsters can be divided into two categories: The smart and the dumb ones. The smart ones are unpredictable while the dumb ones include all kind of animal like creatures and will just seek to attack you. They seek to use their action points to take the closest route to you and then attack you. If they can't get a line of sight on you or your group, they will try to get your location through their senses (Aura sense, smell, hearing etc.). If that doesn't work, they will either run to the source of the most noise, group with their partners or retreat and try to heal their wounds.

### **Blocking and dodging**

In the case that monsters do get in range for an attack and have the action points to follow through with said attack, then that provides you with two options:

First, you can try to dodge the attack. The roll depends on the skill and the attributes of both of you in terms of speed and agility (Details in the attribute section). A standard case would be that you have to roll a 5+ (5 or 6) with a six-sided die in order to succeed.

Second, you stand your ground and block the attack. Blocking in general works better, with a 4+ (4, 5 & 6) but you have to use a stamina point to withstand the attack. You will only receive minor wounds to indicate that you blocked successfully, without taking serious damage. The attack however will pass your block if you have no stamina left to hold against it.

Some attacks can't be blocked or have effects even if blocked, so choose wisely. An example would be an attack with a poisoned knife. Blocking one swing can inflict minor wounds which will also hurt you in the long run. On top of losing stamina, the equipment used for blocking might take damage for each block (-1 to -5% stability, depending on the attack and your weapons material) and might break at some point. Keep an eye on your equipment and replace or repair it before it breaks in the heat of battle.

A short preview, about summoning weapons: Some adventurers can summon weapons instead of buying or looting them. Summoned weapons can not be modified by a blacksmith but you are able to modify them instead. Following, you are able to adjust effects and damage modifications yourself and become even more familiar with them

allowing you to potentially pass the last hurdle in terms of damage output with a weapon. The same goes for summoned armor or shields. Higher rank summoned armor, shields or weapons can be improved to the point where they exceed normal ones by far. Your local weaponsmith might disagree with this and will always recommend hand craft items over magical ones.

## The pace of battle

Battles are a fast exchange of swings, casts and other maneuvers. Standard combat at normal (below iron) rank means that you have three action points and the enemy only has one or two. This method works for slow and simple (lesser) monsters.

At normal or iron rank, roughly 6 seconds will pass per round. The enemies turn is after yours but does not add up to the passing time as it happens simultaneously. However, this timeframe will change with advancement in rank.

Each player phase will take less and less time per action. You can think of a battle between two gold rankers. Both will unleash 3 to 5 attacks per second.

To balance this, the DM will tell you before each fight how many action points you have (or how long your action phase is) and how many seconds pass per round. A round marker can be used to mark in which round an ability was used to determine when it will be up again by comparing with the round marker of the current round or by subtracting 1 from the cooldown after each round. In practice, this means that long cooldown abilities will take even longer time in fast battles to come back up again. Luckily, your ability cooldowns will be reduced with increasing rank as well.

## Big fights

He who fights with monsters is normally played in szenes, but fights may also be played on a map for a better overview. This is particularly useful against large groups of enemies, for ranged fights against melee opponents or if the terrain has some specialities. There are 2 ways to handle this: Using tiles or measuring the distance.

The distance method is quite straightforward. The map method uses big tiles -called zones. Each tile has 4 to 6 neighboring tiles (not including the rand of the map). Tiles are normally connected by ways or open fields and are free to move to. Some tiles are next to each other but the direct path to it might be blocked by an obstacle. This obstacle can block the line of sight and your direct access (like a wall), allowing only a line of sight (eg. a grid or net) or only an entry point without a previous line of sight (eg. a curtain or a hedge). Some of these obstacles can be removed or modified with the right tool (eg. a hedge can be burned down with a fireball).

Instead of completely blocking a path to the next tile, the path might still be possible to take but requires additional movement in the form of action points. Examples are ladders, windows, edges etc. A special form of tile is a building. Buildings can be placed in one or more tiles, connected by doors, archways etc. A tile has a scize of roughly 5 times 5 meters. The world record from one tile to the next one would be  $(100 \text{ m}/10 \text{ s} = 10 \text{ m/s})$  half a second but that is for a full sprint, trained, without combat going on and without luggage.

The value for walking is therefore 2s for one tile and 2s for two tiles while sprinting with equipment. The distance changes at higher rank as you become faster and faster.

## Chapter V - Attributes

Each character has stats that are represented by their attributes. The attributes are an addition to your personality that completes your character and are as follows: [Power], [Speed], [Recovery] and [Spirit].

The higher the level of your character, the higher his/her attributes. A silver ranker can easily outrun our world record sprinter in terms of speed. A low silver ranker can power lift without problems and a gold ranker can maybe lift up your house - with one hand. This sounds awesome but what happens if 2 silver rankers fight each other? The difference between their strengths is important. This also applies for lower cases like bronze or iron rank. Let's look at the differences in power, speed, spirit and recovery in more detail.

The difference in each attribute can be calculated by subtracting the opponents value from your own. However, the difference is even stronger between ranks. A difference between two ranks, eg. Bronze and Silver increases the total difference by an extra 5. This means that eg. bronze 9 and silver 0 are close to each other on paper, but they are separated by 6 (1+5). This makes rank disparity even more important. The formula is:

$$([\textit{Rank enemy}]x15 + [\textit{Subrank enemy}]) - ([\textit{Your Rank}]x15 + [\textit{Your Subrank }])$$

This formula is used when a disparity between two attributes is discussed.

# Power

Your power attribute determines how hard you hit and how hard you can get hit. The power attribute includes strength and meta-weight. The higher the power attribute is the more strength one is able to show. This will affect 3 things directly. First, your direct **hit chance with a melee attack (I)**. Second, the higher the power attribute is, the less one is thrown around by those of the same or lower ranks. This is displayed through a **natural resistance (II)**. Third, the power attribute allows you to **block (III) enemy attacks**. Blocking sounds simple but think about it that way: If a little kid hits you with a stick how likely is it that you will not suffer damage? The same applies against someone with a sword. Blocking is the equivalent of standing your ground. You have to use a stamina point and your equipment will take damage in the long run but it is more reliable in direct use compared to trying to dodge and is a little bit easier in direct comparison. The difference is calculated in the same way as described above. The resulting block chance is shown below. (Table: Blocking) Fourth, your **total HP (IV)** is determined by your power attribute. This is shown in the last table “Health for each rank”.

## (I) - Hit chance with melee attacks

Difference in Power	Hit chance
30+ for your side	1+ (always hits)
29-20	2+ advantage (5.83/6)
19-10	2+ (5/6)
9-9	3+ (4/6)
10-19	4+ (3/6)
20-29	5+ (2/6)
30+ for the enemy	6+ (1/6)

## (II) - Natural and scaling Resistance

Most monsters have a resistance against your attacks. This resistance is split into a natural rank resistance and a scaling resistance. The first is used to define the natural toughness of a monster. The values are 0 for lesser, 1 for iron, 10 for bronze, 20 for silver, 30 for gold and 40 for diamond rank monsters. Second, the difference in the power attribute allows either you or the monster to get a scaling resistance. This scaling resistance has always an area in which nothing happens (this value is subtracted from the difference) and a factor to define how the remaining difference improves the natural resistance (the power-dependent resistance is named the scaling resistance).

First, the rank disparity has to be calculated in order to calculate the scaling resistance later on. The disparity is defined as the rank difference between you and your enemy and can be calculated as follows:

$$R_{\text{Total}} = ([\text{Your Rank}] \times 15 + [\text{Your Subrank}]) - ([\text{Rank enemy}] \times 15 + [\text{Subrank enemy}])$$

A lesser monster or normal rank adventurer would have a main rank of -0.3 which is multiplied with 15 to result in a value of -5 for an unranked essence user. -5 would also be the starting point for a lesser ranked monster but it can have improved attributes to increase this value. A lesser monster with a power attribute of 5 would be on even turns with an adventurer of iron 0 or the other way around. The other main ranks reach from 0 (iron) to 4 (diamond) and are each multiplied with 15 for the equation. A rank difference between eg. iron 9 and bronze 0 would result in  $(0 \times 15 + 9) - (1 \times 15 + 0) = -6$ . The bronze ranker or bronze rank monster would have a rank disparity of 6 which can be used for the following determination of the scaling resistance. The scaling resistance is a fraction of the difference in the attribute (as described above) minus the ignored resistance ( $R_{\text{Ignored}}$ ). The ignored resistance difference depends on the main rank and can be understood in a way that a difference between iron 2 and 8 is not as drastic as between diamond 2 and 8. The ignored resistance difference which does result in a scaling resistance of 0 is shown below. Furthermore, the part of the whole difference in the power attribute (eg. 12) that is not ignored (eg.  $12 - 5 = 7$ ) is divided by a rank-dependent factor and rounded up in order to determine the scaling resistance. The formula and the ignored differences are shown below.

$$R_{\text{Remaining Difference}} = \Delta_{\text{Power}} - I_{\text{Ignored Difference}}$$

Rank	Ignored difference (ID)	Scaling resistance	Natural resistance
Lesser	9	RD/5	0
Iron	7	RD/4	1
Bronze	5	RD/3	10
Silver	3	RD/2	20
Gold	1	RD/1	30
Diamond	0	RD/0.5	40

### (III) - Blocking

Difference in Power attribute:	Block roll:
30+ for your side	1+ (always)
29-20	2+ (5/6)
19-10	3+ (4/6)
9-9	4+ (3/6)
10-19	5+ (2/6)
20-29	6+ (1/6)
30+ for the enemy	6+ disadvantage (0.16/6)

### (III) - Health Points at each rank

Rank	Total Health Points
Iron	$10+10*\text{Power Attribute}$
Bronze	$115+15*\text{Power Attribute}$
Silver	$275+25*\text{Power Attribute}$
Gold	$550+50*\text{Power Attribute}$
Diamond	$1100+100*\text{Power Attribute}$

# Speed

The Speed attribute includes how flexible, and dexterous one is, along with how fast. At late-Iron to early-Bronze the speed attribute allows one to be an Olympic gymnast and sprinter at the same time. The speed attribute is one of the most crucial ones in terms of hitting your opponent with range attacks and dodging their attacks. The calculation of the difference in speed is the same as in the introduction of this chapter but the resulting dice are slightly different with different thresholds.

The displayed **hit and dodge chance (I)** are both against monsters. The fight against other essence users only needs the hit chance for both sides. The difference is simply that monsters are handled passively (You have to roll to dodge) and essence users are handled actively (They roll to hit you). This measurement is for simplification and also makes monster fights more challenging and proactive (so more planning is needed and you get to play out your strengths more often). Furthermore, your speed attribute correlates with the **amount of stamina points (II)** you have at your disposal.

## (I) - Dodging & Attacking

Difference in Speed	Hit chance	Dodge chance
<b>30+ for your side</b>	1+ (always hits)	2+ (5/6)
<b>29-20</b>	2+ advantage (5.83/6)	3+ (4/6)
<b>19-10</b>	2+ (5/6)	4+ (3/6)
<b>9-9</b>	3+ (4/6)	5+ (2/6)
<b>10-19</b>	4+ (3/6)	6+ (1/6)
<b>20-29</b>	5+ (2/6)	6+ disadvantage (0.16/6)
<b>30+ for the enemy</b>	6+ (1/6)	Not possible to dodge

Green: You hold the advantage; Red: Your enemy holds the advantage.

## (II) - Stamina for each rank

Rank	Health recovery per round
Iron	$3+0.5*Speed\ Attribute$
Bronze	$9+0.5*Speed\ Attribute$
Silver	$14+0.5*Speed\ Attribute$
Gold	$19+0.5*Speed\ Attribute$
Diamond	$25+1*Speed\ Attribute$

# Spirit

The spirit attribute defines how well you understand your own essences and abilities, as well as mental capabilities and general sense-based perception. This means that a higher spirit attribute allows you to cast spells more in secret and control how and when they take effect. The difference in the spirit attribute will therefore directly influence how easily you can **hit a spell (I)**. The chance can be calculated as described before. Additionally, your **maximum mana (II)** is directly correlated to your spirit attribute.

## (I) - Spell hit chance

Difference in Recovery	Hit chance
30+ for your side	1+ (always hits)
29-20	2+ advantage (5.83/6)
19-10	2+ (5/6)
9-9	3+ (4/6)
10-19	4+ (3/6)
20-29	5+ (2/6)
30+ for the enemy	6+ (1/6)

## (II) - Total mana for each rank

Rank	Total Mana
Iron	$10+10*\text{Spirit Attribute}$
Bronze	$150+15*\text{Power Attribute}$
Silver	$450+50*\text{Power Attribute}$
Gold	$1000+75*\text{Power Attribute}$
Diamond	$2000+111*\text{Power Attribute}$

## Recovery

A rank disparity in the recovery attribute does not affect the direct aspects of a fight such as attacking as much as a difference in the speed or power attribute would, but it can still influence the battle in some specific circumstances. The recovery attribute has two effects: **I)** It will determine how easy **affliction, curses and debuffs** can take effect and how long they stay before wearing off, **II)** how fast you **recover mana, stamina, and health**. The latter becomes increasingly important with higher ranks, as it makes it possible to survive otherwise fatal damage to e.g. specific parts of the body or shrug off effects such as afflictions.

### (I) - Affliction, curses and debuff hit chances

Difference in Recovery	Hit chance	Time in rounds on your enemy	Time in rounds on you
<b>30+ for your side</b>	1+ (always hits)	20	1
<b>29-20</b>	2+ advantage (5.83/6)	15	2
<b>19-10</b>	2+ (5/6)	10	3
<b>9-9</b>	3+ (4/6)	5	5
<b>10-19</b>	4+ (3/6)	3	10
<b>20-29</b>	5+ (2/6)	2	15
<b>30+ for the enemy</b>	6+ (1/6)	1	20

### (II a) - Mana Recovery

Your mana regenerates depending on the strength of your recovery attribute. The rate of mana recovery also depends on the magic density of the zone you are in. The formula is

$$\text{Mana Recovery per Round} = (\text{Rank}(\text{Recovery}) * 10 + \text{Subrank}(\text{Recovery}) + 1) * x$$

With x factoring in the magic density of your current region. It equals ½ for low magic density zones, 1 for moderate mana saturation, 2 for high magic density zones and 4 for extremely saturated areas.

Your health and stamina recovery depend on your recovery attribute and your rank. The formula is shown below.

**(II b) - Health Recovery**

Rank	Health recovery per round
Iron	$1+0.25*\text{Recovery Attribute}$
Bronze	$4+0.4*\text{Recovery Attribute}$
Silver	$10+0.5*\text{Recovery Attribute}$
Gold	$20+0.7*\text{Recovery Attribute}$
Diamond	$30+1*\text{Recovery Attribute}$

**(II c) - Stamina Recovery**

Rank	Health recovery per round
Iron	$0+0.1*\text{Recovery Attribute}$
Bronze	$1+0.1*\text{Recovery Attribute}$
Silver	$2+0.1*\text{Recovery Attribute}$
Gold	$3+0.1*\text{Recovery Attribute}$
Diamond	$4+0.2*\text{Recovery Attribute}$

## Chapter VI - Advancing your rank

The possibility to advance in your rank will be unlocked after you pick up your first essence. After unlocking an essence, you gain one unlocked ability. You can use this ability to hunt monsters or enemies in order to advance in rank. As mentioned before, the ranks are iron, bronze, silver, gold and diamond. Each rank is separated into 10 sub-ranks ranging from iron 0 to iron 9. Progress in each subrank is given in percent.

The main, overall rank represents your overall power level and is equal to your lowest essence ability. Each essence starts at iron 0 at the beginning. If your character absorbs a full set of 4 essences, all of them will begin at iron 0 and your character's rank advances to iron 0. Each unlocked ability starts at iron 0, 0% and can be advanced with XP (experience points). The average of all 5 abilities from one essence determines the rank of that essence and the bond attribute to that ability (more later).

New players start below iron in total and reach iron as soon they unlock all their essences. Advancing to bronze requires all attributes and, thus, abilities to reach bronze rank. You can only have all attributes on bronze if the corresponding essence is bronze in total. Essence abilities can only advance to the next rank but not in that next rank without your advancement in total. This means that your abilities can advance to bronze 0, 0% while your character is still at iron rank, but they can't advance further until you reach bronze in all abilities, essences and attributes. This requires unlocking all abilities and will be explained next.

### Overall rank

Your overall rank is determined by your lowest attribute. Let's get into the details. The majority of people absorbed, let's say, two essences and unlocked 2 abilities per essence. These 4 abilities or spells are maxed to bronze 0. They would be below iron rank in total since two attributes are not bound to an essence and are below iron. Let us now assume that these people get their full set of essences. They would all become iron rank since their lowest attribute would be iron rank. That is good, but it doesn't render them completely ready for a fight. They can now use 2 more abilities and also maximize them to bronze 0. However, they would still be stuck somewhere at iron rank.

Their attributes would be iron 4, iron 4 (both with 2 out of 5 abilities unlocked and both at bronze 0) and iron 2, iron 2 (both have one ability which is maxed to bronze 0). The total rank would now be iron 2 equal to the lowest attribute (or essence). They use their abilities, but without having awakened all their abilities, they can't advance to bronze completely and therefore can't level their spells to a higher level. Risking their lives in order to get more awakening stones is the downside to the huge gains of becoming an adventurer.

## Example 1

You can level each spell up to the threshold of the next rank. Each available ability will start at iron 0 and can advance until bronze 0. Let us assume that you have only one essence: the fire essence. You know only one spell: fireball. You will use it your whole life and get it to bronze 0 (your limit). This advancement alone boosts the fire attribut by 10 points out of 50 (if each ability would be at bronze 0). You will therefore have reached  $\frac{1}{5} = 20\%$  of your progress to bronze in this essence. Your total rank of this essence would be iron 2, 0.0 %. Now comes the tricky part.

Let us assume you have one ability for each essence. You already have a full set of 4 essences. Your abilities are all maxed out to bronze 0. You cant advance further since your character is iron 2 in all of his attributes and your total rank (equal to your lowest attribute) would be iron 2 as well. You are stuck until you unlock all abilities and get them all to bronze rank.

The time for picking up all the awakening stones is variable. If you play risky and get them early, you are at constant risk since you have to learn all spells at the same time and none functions as an ace in critical moments. If you play it safe, then you will face harder monsters only relying on single spells and having to use your weak spells while the enemies get stronger and stronger.

Example: You are iron 8 but you miss some crucial awakening stones. You will be fighting iron 9 or bronze monsters in order to get more xp. A newly awakened ability will be iron 0 and you would be required to use it in the fight against the bronze or top iron monster while it doesn 't kill you in order to advance. Depending on the amount of use, you will proceed with this abily. It is crucial to play versatile and not focus only on the safe route and the easy solution. Only blasting fireballs but never using the two sword enhancing abilities will hinder your advancement completely in the long run.

## Example 2

Let us assume you have the fire, wind and balance essences. The confluence essence is eg. the master essence (probably not, just an example). You are basically an expert in strong and fast sword fighting. Your essences either boost your damage or your speed and you get fireball as an extra against range targets. You will be really strong if you correctly get the setting for your character.

If you only use fireballs like the character in this example, then you will advance fast in the beginning but once fireball doesn't work anymore, you will inevitably die. This is even more critical since fireball requires a lot of mana per cast even if it is strong. (The mana costs increase with each rank; the same is true for the damage.) Let us look at the resulting rank with the minimal character sheet below:

## Adventurer Olaf (Iron 1, 28%)

Attribut	Unlocked	Overall rank	Ability 1	Ability 2	Ability 3	Ability 4	Ability 5
Fire Power	9/50 18%	Iron 1, 80%	Iron 2, 0% Burning sword	Iron 7, 0% Fireball	X	X	X
Wind Speed	16.22/50 32.44%	Iron 3, 24%	Iron 4, 0% Wind burst	Iron 5, 10% Fly	Iron 7, 12% Thunder	X	X
Balance Recovery	6.4/50 12.8%	Iron 1, 28%	Iron 6, 40% Aura	X	X	X	X
Master Spirit	8.7/50 17.4%	Iron 1, 74%	Iron 8, 7% Perception	X	X	X	X

### Explanation:

**Fire:** Iron 2 and iron 7 add up to 9 advancements out of a possible 50 for all 5 abilities combined. The resulting percentage is 18% which can be written as iron 1 (since iron 1 is the 10% hurdle) with 80% towards the next hurdle of iron 2.

**Wind:** Iron 4, iron 5, 10% and iron 7, 12% add up to 16.22 progress out of 50. The %-values can be used as 0.XX values for the calibration. The resulting progress of 32.44% of completing this essence gives a total of iron 3 (hurdle 30%) with 24% to the next level.

**Balance:** Iron 6, 40% will also be divided through 50 since 5 abilities are possible in theory. Iron 1 with 28% is the lowest rank overall and represents the level of the whole character (marked in red behind the name).

**Master:** The calculation stays the same as before. The ability is way higher than the attribute due to the unlocked abilities.

This seems complicated at first but your DM will help you and the character sheet will do the calculations for you, so don't worry too much. Now that we know how to write down our XP, we need to talk about how to get XP.

## How to advance

Advancing from one rank to the next one eg. iron 0 to iron 1 is easy as you get roughly 1% towards iron 1 with each kill or major contribution to that kill for the used ability. Harder enemies will reward your character with more XP depending on the difficulty. The advancement will get progressively harder as each higher main rank requires one additional XP to level up an ability percent. The scaling is 1 XP for 1% at iron, 2 XP at bronze, 3 at silver, 4 at gold and 5 at diamond. The advancement should still go straight up, as the XP increases if you fight harder monsters. Taking on stronger enemies than yourself results in more than one XP. The formula is straight up the rank difference but a difference in the main rank eg. iron to bronze comes with a little extra XP. You can calculate the main rank times 15 (iron=0 to diamond=4) and add up the subrank. The difference can be used to calculate the XP. A normal rank adventurer or lesser monster is handled as minus 5 plus subrank.

In the first case where the enemy is more powerful than you, you will get an additional XP per rank difference. In the second case where you are more powerful, you will get reduced XP by dividing 1 through the difference. This means that you need to slaughter 2 monsters of 2 ranks lower to get 1 xp but only one monster of the same or one rank lower than your own for 1 XP. In the beginning, you might want to stick to lesser monsters and occasionally try to kill some iron rank monsters. Lesser monsters will not give you much once you are iron rank yourself since the XP gap will be too big. However, your lost attribute counts so that you can progress quite a while before you get reduced XP. An example list is attached below.

Enemy Rank (+)	Your Rank (-)	Difference	XP
Iron 4	Iron 0	4	5
Iron 4	Iron 3	1	2
Iron 4	Iron 4	0	1
Iron 4	Iron 5	-1	1
Iron 4	Iron 6	-2	1/2
Iron 4	Bronze 0	-9 (4-15)	1/9
Bronze 0	Iron 4	9 (15-4)	10
Bronze 0	Bronze 0	0	1

## **Spending XP**

XP can be spent during meditation which should be done after each fight. While meditating, the player might suggest how to use the gained XP. The experience points should be used for all used abilities in a fair share.

Example: Brenno kills 5 monsters (all worth 1 XP) with a burning sword and fireball (both from the fire essence). Afterwards, he can meditate to improve burning sword by 2% and fireball by 3% or the other way around. Skills which were not used, can not be improved and the XP can't all be used for one ability if more than one was used.

You can reach a maximum of 0 at the next rank with each ability. You have to advance with all abilities to the next rank in order to further advance your overall rank. If only one ability can advance (eg. all other abilities already reached bronze 0) the amount of XP still has to be a share of the total depending on the rate in which the low rank ability was used (You will maybe be allowed a better share of 60-70% instead of only 50%). Non-usable experience points are expiring. You can increase the amount of XP gained after a fight by meditation. A classic good meditation (success 5 or 6) doubles the amount of XP. The player might be able to learn an even better meditation technique in the story to even triple the amount of XP gained.

It is possible to use only one ability all the time either because that ability just fits the situation the best or for any other reason. However, you will only be allowed to level that ability since it's the only one you used. This results in one very powerful ability while the other ones are lagging behind. Let us look at an example. You have two spells: Fireball and burning sword. The effect of both abilities depend on their ability level. Higher ranked abilities will consume more of your mana but will have a large impact on the fight. Your fireball will one shot most enemies but you will hinder your progress as you will face harder and harder enemies over time but can only advance so far with fireball alone.

## **Aura, perception and non combat powers**

Some abilities like your aura or perception power as well as other non combat powers such as water breathing or flying can't gain XP in the classic way. It is recommended to consider the use of that ability since the last meditation and talk to your DM about a realistic amount of advancement.

## Chapter VII - Items

Items are common to rare or even legendary and can fill all kinds of purposes. Classic weapons are handled separately. Armor is more necessary than a plus on any stat. Melee and ranged weapons can be found in various locations and armor, shields, bags etc are viable as well.

It is best to describe where you want to purchase which item and let the DM decide the specifics. Keep in mind that items can be stolen or damaged and that each item comes with a price, either in gold, favors or anything else. Conjured items are a special case.

This set however does not go with a classic item list but offers specific items fitting to each character instead. The amount of these specific weapons will increase over time and will be between 2 and 4 for the early ranks depending on your campagne. Items should be an addition to your journey and not something to loot from every second vault so that you can discard all but the one with the best stats.

In general, weapons do damage according to your level of skill and don't have something like inherent base stats. This means that theoretically, someone sufficiently proficient with a dagger could be able to deal the same damage as someone expertly using a great axe, given that they're at the same rank.

However, weapons have modifications or buffs to make them more plausible. An example would be that a greataxe has a damage modification of +15% on the damage output and a dagger has +3 on your speed attribute for the attack. This method is chosen to allow more exotic picks without having the need to max out all stats.

The weapon skill level however improves the damage and scales from amateur to moderate, professional and master. The damage is equal to 1 plus your main level times 10 plus your power attribute, whereof the later part scales with x. X is equal to 0.5 for amateur, 1 for normal, 1.5 for professional and 2 for master. Range weapons have a claing of 0.8 to the damage to balance them. Weapons have an additional chapter below.

### Armor

You may equip armor to reduce the harm you take. The armor can be light, medium or heavy depending on the stability and the amount of harm to block. Medium and heavy armor will come with downsides in mobility. Higher level armor will be viable at later stages coming with additional benefits or enchantments.

Specialized or exotic items will most likely require additional work since the black smiths don't have every possible material on stock. Your armor generally increases your resistance which works the same for monsters with thick skin. The resistance will be subtracted from the damage dealt to you each round. The classic armor provides you with a resistance equal to your main level times 10 plus your sublevel in your power attribute..

Normal armor at the blacksmith has no effect but exotic armor can have one. Additionally, higher rank armor can hold one more effect per round up to 4 effects depending on the material while summoned armor allows you to go up to 5 effects. Crafted armor depends on the material as the material from weak monsters cant take effects.

# Weapons

Most adventurers still carry weapons around with them and use them as an addition to their kit. Some adventurers focus their abilities mainly around their weapon (eg. Sword essence) and some don't use weapons at all. Weapons are classified as **melee (I)** and **range (II)** weapons. There are also maces and rods for mages which are not used to directly impact the enemy and are therefore not discussed at this point.

Picking up a weapon for the first time will result in little damage output as you have no idea how to efficiently use that weapon. Learning how to wield a weapon takes time and practice. The different skill levels for each weapon are classified as amateur, normal, professional and master. You will only improve from one category to the next by sticking to one weapon or weapon kind if the similarity is close enough. A rough guideline could be that you need 100 kills in order to get to skill level "normal" and another 1000 to get to professional. The skill level "Master" is mainly reached with a correlating ability but special circumstances might allow you to master a weapon as well.

## **(I) - Melee weapons**

The damage of all melee weapons scales with skill and attribute level. The correlating attribute for the damage is the power attribute. Consequently, all melee weapons of the same skill and power level do the same damage. However, you can wield either one weapon, two weapons (offhand with disadvantage in most cases) or a weapon with both hands (+50% damage). Furthermore, the damage type is important as weapons might do eg. blunt, piercing or bludgeoning damage. The damage type is weapon specific. Bludgeoning damage for eg. adds one stack of bleeding to the enemy, which halves the regeneration while in effect. One stack is lost each round. Piercing damage ignores 50% of the resistance on the other side. These values are only suggestions and might be changed by your DM.

## **Damage Value**

The formula to calculate the damage values is rounded  $(\text{main level} * 10 + \text{sublevel}) * x$ .  $x$  depends on your skill with that weapon and is equal to 0.5 for amateurs, 1 for mastering a weapon, 1.5 for being a professional and 2 for mastering it. Weapons will nonetheless have magic enchantments at some point where a greatsword e.g. deals +30% damage while a dagger will get the increase in speed to apply the poison or drain effects more easily. This makes the weapons more realistic but still allows you to pick the weapon set you like most. Some people will ask at some point: Melee weapons have a standard range of 0 but can be thrown with disadvantage up to 50 m times the main level (1 to 5 from iron to diamond).

## **(II) - Range Weapons**

Range weapons can be used to attack someone between 2 and 50 meters away from you at iron rank. They can still be used below 2 meters and above 50 meters (The maximum range is the doubled value:  $50 \text{ m} * 2 = 100 \text{ meters}$ ) but you will have to roll with disadvantage. The effective range increases with your proficiency and level. The base values for the levels are either 50 (Iron), 100 (Bronze), 200 (Silver), 400 (Gold) or 1000 (Diamond) meters. The factor for the proficiency is 1 for amateur, 1.25 for normal, 1.5 for professional and 2 for master. A

summarizing table is shown below. Range weapons are slightly different to melee weapons as their damage still scales with your power attribute, but range weapons deal 20% less damage than melee weapons. The hit chance of range weapons however scales with your speed attribute. Hit chances are discussed in detail in the attribute section. An example of a weapon set at iron rank is shown below the range table.

### Range with range weapons

Rank	Range	Range with disadvantage
Iron	2 - 50 m	< 2 m ; 50 - 100 m
Bronze	2 - 100 m	< 2 m ; 100 - 200 m
Silver	2 - 200 m	< 2 m ; 200 - 400 m
Gold	2 - 400 m	< 2 m ; 400 - 800 m
Diamond	2 - 1000 m	< 2 m ; 1000 - 2000 m

### An example weapon set at iron 0

Weapons				
Power	Melee weapons			Melee attack: 3+
Name	Damage	Proficiency	Damage Type	Extra
Sword	2	Professional	Bludgeoning	1 stack [Bleeding] per hit, -1 Stack per round, halved regeneration while bleeding
Spear	1	Amateur	Piercing	Ignores 50% of the resistance
Speed	Range Weapons			Range attack: 3+
Name	Damage	Proficiency	Range	Extra
Bow	1	Normal	2-75 m Disadv. 75-150 m	
Ammunition				
Name	Damage	Amount	Damage type	Extra
Arrows	+0	10	Piercing	Ignores 50% of the resistance

## Spirit Coins

Spirit coins are the currency of this world. Furthermore, you can eat them after reaching iron rank to sustain yourself instead of eating and drinking normal stuff. Third, you can consume a spirit coin of any rank higher than your momentary one in order to get a short tempered boost. This means that you could eat a silver spirit coin at iron rank in order to boost your next attributes very shortly. The time the effects hold on before the exhaustion comes down is depending on the difference between you and the spirit coin level. One level higher lasts for 5 rounds and reduces your damage afterwards by 50% until you have done a complete rest. A spirit coin two ranks higher gives a boost for 3 rounds with the following exhaustion of all your stamina points and a damage reduction of 75% until you take a rest. A spirit coin 3 ranks higher would boost you for 1 round and render you unconscious afterwards. A spirit coin 4 ranks higher can't be controlled and any spell would most likely kill you before it can even be fully charged. Dropping a second spirit coin while the exhaustion is still taking place prolongs the effect by 1 round but has cumulative downsides. A third consumption in series before the exhaustion takes place would render you unconscious right away, as your body can't handle it.

# Chapter VIII - Contracts

## Recap

There will most likely come a time in which something or someone doesn't like you and will try to kill you. That shouldn't surprise you by now, but we didn't speak much about what the monsters can do and how their stats are used. First of all, let us talk about other essence users.

In Combat, they function the same as your character and might sometimes even get to move before you have the chance to do so. Each essence user fights in his own style and for most cases it is best not to wait and see his or her full potential unleashed before you finish the fight.

On the other side of the spectrum of intelligent essence users are the more animalistic enemies. Monsters, beasts, constructs, wild animals and many more do not have a full set of essences and cannot consider which of the 20 abilities they want to use. They still have an overall rank, the four attributes power, speed, spirit and recovery and something like HP, mana and stamina.

However, most monsters have a little extra instead of the abilities from the missing essences. Monsters can unleash magic through raw to exotic powers and they synergize extremely well with them. Most of them have passive abilities, like enhanced movement, but more exotic powers like fire breathing are an option too.

They get these powers at the same time they start to exist and they rank up with them. Many monsters have additional boni like poison attacks, higher resistances, higher speed or anything else resulting from these abilities. You will not always get all this information before the fight starts though.

## Monster hunting

The first thing you will learn about a monster through a contract is mostly its estimated location. Any contract is based on the information the victim saw. This information can be the exact level of the monster together with its name and key features in the best case.

In reality however, many contracts will only give broad summaries about the rank if any (e.g. iron rank) and describe the monster as for example big and hairy. You can try to get an idea about the monster and its characteristics by researching it locally, asking other eyewitnesses or you could go in blind.

Additional or more specific information can be learned as soon as you see the monster yourself. After you learn more about one kind of monster, this information can be shared with the adventurer community for similar descriptions or areas of activity in future contracts by you or other adventurers (If you survive to tell them of course).

# Monster design

Monsters come in all kinds of forms. First they share the same HP calculation as normal adventurers. The table is shown below again.

**(III) - Health Points at each rank**

Rank	Total Health Points
Iron	$10+10*Power\ Attribute$
Bronze	$115+15*Power\ Attribute$
Silver	$275+25*Power\ Attribute$
Gold	$550+50*Power\ Attribute$
Diamond	$1100+100*Power\ Attribute$

Second, the monsters are categorized by their challenge rating (marked in orange). The challenge rating is between low and extreme for each rank and results in 4 die rolls (marked in green). Advantage means that the better one of two rolls will be used. Modifications are added up to all four rolled results. This can boost an attribute to 12 (6+6) and put it to a higher rank.

Table 1: Difficulties

Roll the stats		
Difficulty	Dices	Modification
Low	4d6	+0
Medium	4d6	+3
Hard	4d6	+6
Extreme	4d6 Advantage	+6
Roll 4 Dices for the 4 attributes		

Third, monsters have different types of specialities. The specialities are categorized between A, B and C. The effects and amount of effects are depending on the rank of the monster, not its challenge rating. The list of specialities is shown below. This is only one of many possible monster designs and can even vary between different continental zones.

Roll the stats				
Difficulty	Dices	Boni	Attribute	Rolled
Low	4d6	+0	Power	0
Medium	4d6	+3	Speed	1
Hard	4d6	+6	Spirit	0
Extreme	4d6 Adv.	+6	Recovery	11

Specialities				
Level	A	B	C	Resistance
Lesser	0-1			0
Iron	1			1
Bronze	1	1		10
Silver	2	1-2		20
Gold	3-4	3-4	0-1	30
Diamond	4+	4+	2+	40

Type A:	
roll 1d6	Effect
1	Doubled HP and hp regen
2	Resistance +50%
3	Lives/hunts as a herd
4	Reduced damage from
5	Can swim/fly/dig
6	+2 effects from tye B

Type B:	
roll 1d6	Effect
1	Increases one attribute by 5
2	Elemental attack
3	Special attack
4	Traps/stealth
5	Has a mother one rank higher
6	+1 effect of type C

Type C:	
roll 1d6	Effect
1	Triple the HP and HP regen.
2	akes only damage from specific elemental abiliti
3	has a Nest with companions
4	Extremely special
5	does double the damage
6	+1 effect of all types This effect only works once

## Other

Not all contracts focus on killing monsters but there are also other contracts where you have to find or track someone or something, gather objects or people and many more. You will get all the required information after reaching these types of special missions as they can't all be mentioned here.

## Example 1

### **(I) - Contract:**

Villagers have reported that they saw a gray-haired wolf come by and kill their cows.

### **(II) - Further research:**

The contract is about killing the whole pack of iron wolves and not only one, as they hunt in groups. The wolves are mainly low to mid iron but there might be exceptions. Iron wolves are fast (+1 tile per movement) and have a resistance of 1 to normal damage (e.g. most daggers dont hurt it).

### **(III) - Planning:**

You learned that you should equip weapons that can damage the wolves through their resistance. Furthermore, you should be aware of their speed and numbers, as they might try to bait you in before engaging with all strength. Their speed will make it hard to escape once they get close to you so prepare for the worst case.

### **(IV) - On sight:**

The contract is completed after killing all 10 iron wolves and the one bronze alpha-wolf.

### **(V) - Reward**

You get rewarded after reporting back to the adventure society.

## Example 2

### **(I) - Get the contract:**

Villagers have a problem with a gray thing that comes at night and eats their corn.

### **(II) - Further research:**

The big gray thing has 4 legs and a natural resistance against common attacks (not including piercing weapons). It is expected to charge you.

### **(III) - Planning:**

You learned that you should equip piercing weapons that can damage the monster through its armor. Furthermore, you may build traps to use the charge of the monster against itself.

### **(IV) - On sight:**

The contract is completed after killing the bronze rank rhino-monster.

### **(V) - Reward**

You get rewarded after reporting back to the adventure society.

# Chapter IX - Abilities

Each essence user can pick up to three essences and combine them into a fourth, the confluence essence. Each essence comes with a total of five abilities which can be unlocked with awakening stones. This chapter provides a brief overview over the different possible abilities you may choose from. The abilities are classified by their **type (I)**, **intensity (II)** and **level (III)**. Let us have a look what that means:

## (I) - The type

The amount of different abilities is nearly infinite, but some of them share similar characteristics. These characteristics were put into categories in the next subchapter so that similar abilities will be assigned with roughly the same stats. The type of ability will influence the damage, cooldown and mana cost of the ability, as well as necessary requirements to use them. The different abilities can be roughly categorized as either damage, item focused, buffing, debuffing, mobility-related or perception enhancing abilities. Some abilities don't fit anywhere and belong in another special category. Each of these categories include different types of abilities, which are explained in their own subcategories.

## (II) - The intensity

The intensity  $i$  of each ability determines if, for example, your fire ability either creates a small bonfire or sets the whole forest on fire. The categories for the intensity are low, moderate, high and extreme. The values used are 1 for low, 3 for moderate, 5 for high and 10 for extreme intensity and will be handled accordingly.

## (III) - The level

You already learned that you will start at normal rank and will advance through iron towards higher levels such as bronze, silver, gold or even diamond. Your spells will improve with you, but not only after completing a full level but also in between. The level of each ability  $L$  is calculated as a combination of your general main level and the sublevel of the ability. The main level has values between 0 (iron) and 4 (diamond), while the sublevel has values between 0 (eg. iron 0) and 9 (eg. iron 9). For calculations, the main level is multiplied by 10 and added to the sublevel so that bronze 0 comes directly after iron 9. The formula combined is shown below.

$$L = L_{\text{Main}} * 10 + L_{\text{Ability}}$$

A possible general overview over one ability at iron or bronze rank is shown below. The type and intensity (green) can be chosen for each ability, while cooldown, mana costs, cast time and damage can be calculated. The effects are free to choose with minor limitations..

Fireball - Iron				Fireball - Bronze			
Type:	Spell	Low	Iron 3, 40%	Type:	Spell	Low	Bronze 3, 40%
Cooldown	3 s	Cast:	1 AP	Cooldown	2,5 s	Cast time:	0,8 s
Mana Cost:	1 mana	Damage:	4 damage	Mana Cost:	5 mana	Damage:	14 damage
Iron: You throw a fireball at your enemies.				Iron: You throw a fireball at your enemies.			
Bronze:				Bronze: Your fireball exploded on impact, hitting nearby enemies as well.			
Silver:				Silver:			
Gold:				Gold:			
Diamond:				Diamond:			

## Casting time, Cooldown and Mana costs

Before we dive into the different types of abilities, we have to talk about the information we need about each ability type. Generally, each ability has its **main effect or damage (I)**, a **cooldown (II)**, **mana costs (III)** and a **casting time (IV)**.

### (I) - Damage or effect

The effect or damage calculations are all ability specific and are explained in their specific category. Most effects or damage scale proportionally with the abilities intensity, an ability constant and the level of the used ability.

Each spell can be designed freely but there have to be some limitations so that you don't take 20 effects at the first level already. Generally speaking, each ability starts with one effect. A rank up to bronze rank gives you a total of 2 effects. Silver will already give you 3 effects while reaching gold gives you a total of 4 and diamond of 5 effects. The mentioned base value of one effect at iron is referring to a low level ability. More intense abilities can lead to even more effects. Not all effects are possible at all times. Some effects have restrictions on spells, intensity requirements, or other requirements like picking another effect before. A short list of some effects is listed below each ability, however, **this should be a rough guide and not a full list of effects to choose from**. You can come up with your own effects and talk to your DM. Do not try to get away with overpowered effects that are completely unbalanced. Armor ignoring damage (transcendent damage) and a damage multiplier of 20+ at iron rank are not what you can freely design. Stay humble but be creative.

### (II) - Cooldown

Most abilities have a cooldown between casts. This cooldown has to tick down before you can use the same ability again. The cooldown of each ability depends on four things: Your overall level  $L_{Main}$ , the level of the specific ability  $L_{Ability}$ , the intensity  $i$  of the ability and the type of the ability  $m$ . The cooldown for each ability can be calculated by rounding the following formula:

$$Cooldown = m \cdot i \cdot \left(1 - \frac{L}{75}\right)$$

The level for the spell can be calculated as described in the beginning. The intensity factor  $i$  scales with increasing power of the ability so that more powerful abilities have longer cooldowns. The base values are 1 for low, 3 for moderate, 5 for high and 10 for extreme intensity.  $m$  is the scaling factor for the different types of abilities. The formula is designed in a way that you have a high cooldown of  $m$  times  $i$  (in seconds) at iron rank and a strongly reduced cooldown at diamond rank. The maximum rank would be diamond 9, which would result in  $L = 49$ . The remaining cooldown would be  $\sim\frac{1}{3}$  of its original value. The value  $m$  for the different types of abilities is shown in the respective chapter later on as well as in the table at the end of this chapter. All cooldown starts at the end of your turn. A scenario in which each turn takes 6 s would result in a waiting time of 6 s per round. Abilities with less than 6 s cooldown can be used in the next round while abilities with 7-10 s cooldown can

be used only as second action (8 seconds have passed) or third action (10 s have passed). The same concept is true after reaching bronze and no strict action points are needed anymore.

### **(III) - Mana costs**

Most ability casts will cost you mana. These mana costs increase with increasing intensity. The base values are the same as for the cooldown where  $i$  is 1 for low, 3 for moderate, 5 for high and 10 mana for extreme intensity. The mana costs also depend on the ability specific value  $n$  and scales with the level. The formula for the mana costs as well as a summarizing table of all abilities with their cooldowns and mana costs is shown below:

$$\text{Mana costs} = n \cdot i \cdot \frac{L+1}{3} \cdot n$$

### **(IV) - Casting time**

All abilities require a casting time. The casting time is simplified at iron rank as nearly all abilities take one action to perform. This differs after reaching bronze rank. Instead of using an action point to cast the ability, you will have a cast time. The cast time depends on the intensity  $i'$  of the spell, its level  $L$  and the type of the ability  $c$ .  $c$  is depending on the used ability. The base values for the different intensities  $i'$  are 1 s for low, 2 s for moderate, 3 s for high and 4 s for extreme intensity are multiplied with the constant for each ability. This value is reduced with increasing ranks. The formula is  $c \cdot i' \cdot (1 - \frac{L}{75})$ .

## Ability overview

The abilities in this rule book are categorized as damage abilities, item focused abilities, buffing and debuffing abilities, mobility improving abilities, perception abilities and summoning abilities. Each category has sub categories which are further explained in their specific chapters.

### Possible abilities to pick from

Ability overview		
Damage	Spell	The classic ability to do damage.
	Ongoing	Does damage every seconds
	Special attack	Weapon attack with extra damage and effects
	Ritual	50% more damage for 100% higher mana costs.
	Special ability	Improves your attacks
Items	Weapon summoning	Summons a weapon
	Ammunition	Summons Ammunition
	Armor	Summons an armor
Buffs and Debuffs	Buff	Increases your damage
	Debuff	Decreases the enemies damage
Mobility	Teleportation	Like a dash roll or used as long distance teleport
	Extreme speed	Can be used to speed dodge or attack
	Flying	You can fly in or out of combat
Perception	Aura	Passive and active use of your spirit
	Illusion	You can manipulate the surroundings
	Perception	You have enhanced perception powers
Summons	Summon	Summons a short lived minion to your side
	Familiar	Summons a permanent ally

## Damage abilities

The most common ability is one that deals damage. This can be a fireball, a lightning strike, a sea of flames or anything else. We can put most damage abilities in one of the following categories: **Spells (I)**, **ongoing effects (II)**, **special attacks (III)**, **rituals (IV)** or **special abilities (V)**. Spells are everything that is casted one time and then does damage. Ongoing effects are requiring ongoing mana costs and your concentration. Special attacks are empowering one weapon attack. Rituals are more mana and damage intensive versions of the spell with slightly different effects. These four categories can not cover all possible damage abilities. This rule set is designed so that you can customize the overall design to fit even more abilities easily.

The damage of all of these abilities scales with the level  $L$  of the ability, the ability constant  $k$  and the intensity  $i$  of the used ability. The base values for  $i$  are 1 for low, 3 for moderate, 5 for high and 10 for extreme intensity. The different formulas for damage, cooldown, mana costs and cast time as well as the constants  $k$  for the different abilities are summarized in the table below. The hit chance of damage abilities is determined by the difference in the spirit attribute (see attribute session). Area of effect abilities like a poison cloud or a flame of fire would require a roll on recovery instead.

**Effects of damage abilities**

	Damage	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	$k$	$m$	$n$	$c$
Spell	1	3	1	1,5
Ongoing	$\frac{1}{3} *$	2	$\frac{1}{3} *$	1
Special attack	1	3	1	0
Ritual	1.5	4	2	2
Special ability	$L_{\text{main}}$ effects	0	0	0

$i' = 1, 2, 3, 4$  s | \*per second

## (I) - The Spell

The most common type of ability is a spell. Spells are generally all magic abilities that do direct damage to your enemy or have another direct effect after a one-time cast. This means that most abilities will fall into this category. Additionally to the damage, you can design one effect at iron rank and an additional one for each rank up. A list of some effects is shown in the next chapter. You can pick one starting effect per intensity level (1 for low up to 4 for extreme) and get an additional effect for each rank up. The effects attached at the end should be examples and are just for orientation purposes.

### Spell values

	Damage	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Spell	1	3	1	1,5

### Delayed cast

You can cast a spell and delay the start of the spell until a specific amount of time passes. This time can not exceed 1 min at iron, 10 min at bronze, 30 min at silver, 1 h at gold or 6 h at diamond.

### Elemental choice

You may define the element of the spell. The basic elements fire, water, lightning, plant, wind and stone are all strong against each other. The effects holy and unholy can be picked for high or extreme mana costing abilities. Transcendent damage can only be picked for extreme mana costs and after reaching bronze rank. A list of the advantages is shown below:

### Elemental effects

Element	+50% damage vs	Element	+50% damage vs
Fire	Wind and plant	Stone	Fire and Lightning
Water	Fire and stone	Holy (High or extreme)	Unholy, undead
Lightning	Water and wind	Unholy (high or extreme)	Holy and servants
Plant	Lightning and water	Transcendent (Extreme & Bronze+)	Ignores resistances
Wind	Plant and stone	Disruptive force	Ghosts & incorporeal
Resonating force	Meat chunks		

### **Ticking damage**

Your spell can leave a ticking damage behind. This ticking damage holds for a few rounds depending on the recovery attribute of you and your enemy (see inflictions and curses in the recovery attribute section). The damage can be one of many kinds:

1. More Damage
  - a. You reduce the resistance of the enemy by 1-4 (low-extreme) per round and per level (iron=1, diamond=5).
  - b. You increase the following damage by z (1 for iron, 5 for diamond) for 0, 3, 9, 18, 30, 45 etc stacks on the enemy. Each attack of the same damage type increases the stack by 1. Up to x (low 2, moderate 3, high 4, extreme 5) “mother instances” can be on the same target. This effect would increase the gathered stacks by one for each “mother instance” (maximum of x). Each threshold increases the damage for each ability of the same type in turn.
2. Refresh
  - a. Ticking effect that stays for x (depending on recovery attribute) rounds. Hinders that other ticking effects are running out over time
  - b. Damage effects of the same elemental refresh all ticking effects to their maximum duration.

### **No cooldown (low intensity spells only)**

Your low intensity spell has no cooldown anymore (cast times still apply)

### **Double the projectiles**

You can half the damage of a spell, ritual or special attack but get an additional die for a possible second hit. Both targets have to be close to each other or be the same target. This effect can be chosen multiple times.

### **Double the damage**

Your spell does double the damage as normally but requires double the amount of mana. Can be taken multiple times but only one time at each rank.

### **Double the damage 2**

Your mana costs do not double one time. Can be taken multiple times for each “Double the damage” once. Can not reduce below the original value.

## (II) - Ongoing effects

Some spells have ongoing damage effects, such as creating a burning area around you or extending your hands and producing flames until nothing is alive anymore. This effect requires mana every second after a one-time cast. The ability does damage depending on the time the opponent is in the area of effect. The ability can be ended at will without an action and will be forcefully ended when interrupted. A dodge roll ends the effect. You may choose one effect at iron rank and another one for each rank up. The amount of effects scales with intensity (1 at low and 4 at extreme) and increases by one for each rank up.

### Ongoing effect values

	Damage	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Ongoing	$\frac{1}{3} *$	2	$\frac{1}{3} *$	1

$i' = 1, 2, 3, 4 \text{ s} \mid *$ per second

### Elemental choice

You may define the element of the spell. The basic elements fire, water, lightning, plant, wind and stone are all strong against each other. The effects holy and unholy can be picked for high or extreme mana costing abilities. Transcendent damage can only be picked for extreme mana costs and after reaching bronze rank. A list of the advantages is shown below:

### Elemental effects

Element	+50% damage vs	Element	+50% damage vs
Fire	Wind and plant	Stone	Fire and Lightning
Water	Fire and stone	Holy (High or extreme)	Unholy, undead and ghosts
Lightning	Water and wind	Unholy (high or extreme)	Holy and servants
Plant	Lightning and water	Transcendent (Extreme & at least Bronze)	Ignores resistances and reducing damage modification
Wind	Plant and stone		

**The longer the better**

Your damage and mana costs increase by 1% to 5% (iron to diamond) for each second the same ongoing effect is channel. This can stack up to XX% (25% at iron, 50% at bronze, 75% at silver, 100% at gold and 150% at diamond). The ongoing effect does not need to be the same target but refreshes when stopped.

**The longer the better 2**

Mana costs do not increase with time.

**The longer the better 3**

The damage increase only resets between fights.

**Look mum one hand**

You can cast other spells while keeping the ongoing effect going.

**Double hands**

You double the damage and mana costs but can't block anymore while doing so. You are using both hands to keep the ability going.

**Double hands 2**

The mana costs do not double.

### (III) - Special attacks

Special attacks are the melee version of a spell. They can have quite similar effects but their damage is put atop the normal weapon attack and thus requires a normal attack role instead of the spell role to hit. You roll the speed attribute for the hit and this ability instantaneously also hits and the other way around. Special attacks consume mana even on a miss and go on cooldown as well. Special attacks do not require an additional cast time. They can be picked atop a range or melee weapon attack. Special attacks do not only add a bunch of damage to your attack but also apply additional effects. The amount of effects scales with intensity (1 at low and 4 at extreme) and increases by one for each rank up.

**Special attack values**

	Damage	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Special attack	1	3	1	0

#### **Unbreakable**

Your special attack can not be interrupted.

#### **No cooldown (low intensity only)**

Your damage is decreased by 50% but you can empower every attack this way.

#### **Double damage**

You double the damage and mana costs you make with each special attack.

## (IV) - Rituals

Rituals themselves can be used for spells, summonings, teleports and many more. They are mentioned here, as they can also be used to do damage. They offer slightly more damage compared to a normal spell but have increased cooldown and mana costs. Rituals have the interesting effect: "Charging". Charge allows you to collect the mana for the spell over some rounds before firing it at your enemy.

**Ritual values**

	Damage	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Ritual	1.5	4	2	2

### **Charging (Rituals only)**

Charging this ability increases the damage by xx% for each action you spend charging. The percentage depends on your level and the intensity of the spell and is equal to 10% for low intensity, 20% for moderate intensity, 30% for high intensity and 50% for extreme intensity. The same ritual can be charged for y rounds, whereof y is between 1 (iron) and 5 (diamond). Example 1: A moderate ritual at iron can increase the damage by 20% by spending an additional action. Example 2: A gold rank high intensive spell can be charged for up to 4 actions (The charge time is always half of the cast time) and would do 4x30% more damage (total of 120% extra damage). Example 3: A diamond extreme intensity spell would charge up to 5x50%=250% of his original damage.

### **Charging 2 (Charging 1 required)**

You do not need to actually charge the spell actively but can charge the spell with half of the casting mana per action instead while still having the actions to perform. The spell will end and explode if you lose control over your abilities (aura suppressed, being unconscious or teleporting away). The spell has to be fired from your position as soon as it is maximal charged or it will detonate at your position.

## (V) - Special ability

Special abilities include poisoning or igniting strikes. This ability has no cooldown, mana costs or casting time as it always applies. A special ability is often restricted to only a specific type of action and enhances that action permanently. You are allowed to pick one effect at iron rank and one for each rank up. The overall improvement through special abilities is not as strong as effects which only occur on one ability.

**Effects of item focused abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Special ability	$L_{\text{main}}$ effects	0	0	0

### Poison

Each strike applies a poison. Poison does L damage for each round it is in effect. The length of the effect depends on the resistance attributes of both yours and your enemies.

### Elemental choice

You may define an element for the summoned weapon. The basic elements fire, water, lightning, plant, wind and stone are all strong against each other. The effects holy and unholy can be picked for high or extreme mana costing abilities. Transcendent damage can only be picked for extreme mana costs and after reaching bronze rank. A list of the advantages is shown below:

**Elemental effects**

Element	+50% damage vs	Element	+50% damage vs
Fire	Wind and plant	Stone	Fire and Lightning
Water	Fire and stone	Holy (High or extreme)	Unholy, undead and ghosts
Lightning	Water and wind	Unholy (high or extreme)	Holy and servants
Plant	Lightning and water	Transcendent (Extreme & at least Bronze)	Ignores resistances and reducing damage modification
Wind	Plant and stone		

**Swift**

Your speed attribute is increased by  $L/10$  while wielding a specific weapon. This effect can be taken multiple times.

**Quick change**

You can exchange weapons with a cast time of 0 AP at iron or 0.1 s after bronze.

**I make my hands dirty**

Your unarmed strikes deal resonate force damage and you take no harm while hitting something hard.

## Item focused abilities

You might want to specify an ability on the items you are using. This can be anything from armor over shield to weapons and ammunition. Weapons can be summoned with the ability **Weapon summoning (I)**. Additionally, you can summon **ammunition (II)** and **armor (III)**. These abilities work without a roll.

**Effects of item focused abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Weapon summoning	Weapon	10	1	1,5
Ammunition	10 Pieces with $+i \cdot (L_{\text{main}} + 1)$ damage	10	1,5	0,5
Armor	L+1	10	2	2

$i' = 1, 2, 3, 4$  s |  $*$  = 0 AP at iron rank

## (I) - Weapon summoning

Weapons generally are not magic but you can summon them of course. This subcategory focuses on summoning weapons which provides you with the weapon and you may choose **two effects for that weapon at iron rank**. These effects should directly correlate with your essence. Summoned weapons automatically get one more effect for each rank up (comparable with weapon modifications).

**Weapon summoning stats**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Weapon summoning	Weapon	10	1	1,5

### Elemental choice

You may define an element for the summoned weapon. The basic elements fire, water, lightning, plant, wind and stone are all strong against each other. The effects holy and unholy can be picked for high or extreme mana costing abilities. Transcendent damage can only be picked for extreme mana costs and after reaching bronze rank. A list of the advantages is shown below:

**Elemental effects**

Element	+50% damage vs	Element	+50% damage vs
Fire	Wind and plant	Stone	Fire and Lightning
Water	Fire and stone	Holy (High or extreme)	Unholy, undead and ghosts
Lightning	Water and wind	Unholy (high or extreme)	Holy and servants
Plant	Lightning and water	Transcendent (Extreme & at least Bronze)	Ignores resistances and reducing damage modification
Wind	Plant and stone		

### Sharpness

You can penetrate the enemies resistance. The amount of resistance ignored is equal to the level of the ability.

**Swift**

Your speed attribute is increased by  $L/10$  while wielding this weapon. Can be taken multiple times.

**Flexible**

You can change your weapon form for half the cast time.

**Mid-Range**

Your weapon can be of mid range, allowing you melee attack up to “Main level” meter (1 at iron, 5 at diamond).

## (II) - Ammunition

Summoning ammunition is quite straightforward. You spend mana to get 10 pieces of ammunition and get to design an effect for each rank. Modified ammunition can be used together with e.g. a modified bow for even more effects. The damage of the bullets, arrows, bolts or other ammunition is equal to  $i$  times the main level plus 1. The bonus damage at iron rank from using summoned ammunition would be 1, 3, 5 or 10 damage from low to extreme intensity.

**Effects of item focused abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Ammunition	10 Pieces with $+i \cdot (L_{\text{main}} + 1)$ damage	10	1,5	0,5*

$i' = 1, 2, 3, 4$  s | \*= 0 AP at iron rank

### Explosion

Your attack also hits the enemies around the target for up to 5 meters times the level +1 (1 at iron up to 5 at diamond).

### Spreading

A hit can send additional projectiles at the enemies around them. The amount of spreads in total and the spreads for each hit is equal to your level (1 at iron up to 5 at diamond). The enemies have to be in "5 meters times level" distance to each other. This would mean that a hit at bronze would spread to the next two enemies which would then each trigger the second spread to the next two. The spreading stops after the second spreading at bronze.

### I need more

Doubles the amount of ammunition gained.

### (III) - Armor

Summoned armor gives you a resistance (see item category) that has to be overcome in order to inflict you harm. Normal armor has limited effects if any while summoned armor allows you to directly start with one effect at iron rank and get an additional effect for each rank up. Normal armor at the blacksmith can hold up to 4 effects depending on the material while this ability allows you to go up to 5 effects. Crafted armor can take 0 effects for iron rank material, 1 effect for bronze rank material and so on.

The amount of resistance is equal to your level  $L$  of the used ability plus 1. This means that it can reach a maximum of 50 for your armor. The resistance can be improved by effects. One effect would be to increase the mana costs and the cooldown from moderate to high, in order to increase the obtained armor by 50%.

#### Effects of item focused abilities

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Armor	L	10	2	2

$i' = 1, 2, 3, 4$  s

#### Higher resistance

You can increase the intensity to high or more in order to increase the resistance. (high +25%, extreme +50%)

#### Spikes

Each enemy takes damage for each melee attack against you. The damage equals rounded down  $L/5$  % of the attack's damage.

## Buffing and debuffing abilities

Many abilities can come to your mind that are not harmful but have a positive effect on you or your allies and surroundings. Most buffing abilities can be categorized as either **buffing (I)** you or an ally in terms of damage, attribute or resistance or by **debuffing (II)** the enemies eg. damage, attributes or resistance. These abilities are scaling with level and intensity as well. However, the intensity is responsible for how many rounds the effect holds. The base values are from 1 (low) to 4 (extreme intensity) rounds and are prolonged by 1 round for each advancement in rank. One additional effect can be chosen for each rank advancement. The most common effects are summarized below. Buffs always work on yourself and require no roll in most cases if you want to buff an ally. Your DM might let you roll if your ally is in hard combat or is dashing around alot. Debuffing effects are requiring a recovery attribute roll (see attribute section).

**Effects of buffing and debuffing abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Buff	$L_{Main}+1$ effects for $i+L_{Main}$ rounds	8	3	1
Debuff	$L_{Main}+1$ effects for $i+L_{Main}$ rounds	10	3	1

$i' = 1, 2, 3, 4$  s

## (I) - Buff

You can buff yourself or an ally. The buff ability does come with a short but intensive effect, rather than stats. Some common buff effects are shown below. You can pick one effect per rank. The mana costs, the cooldown and the cast time are shown below.

**Buff stats table**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Buff	$L_{Main} + 1$ effects for $i + L_{Main}$ rounds	8	3	1

### Damage buffs

Your own or an ally's damage can be modified either by a flat value or a percentage. The ability to buff the damage only offers the first possibility however, while enchanted items offer the second possibility. The amount of which the enhancement works depends only on you and not your ally. The damage increases by L.

### Attribute buffs

You may want to boost or buff not your direct damage but one of the four attributes: Power, Speed, Recovery or spirit. The difference in each attribute compared with your enemy was already discussed in chapter V. An attribute buff equals 5 at all ranks and intensities.

### Resistance buffs

You may increase your resistance instead of your direct armor. This means that the attacks must be even more powerful before they inflict any real harm. The resistance is subtracted from every damage die before it hits you. The resistance buff increases your target's resistance by L and is not depending on the intensity.

### Increase over time

The amount increases by 10% per round up to 50%.

### Make it double

You can select 2 targets. Can be taken multiple times.

### Restore HP

You can either increase the HP regeneration per hit given or taken or in general. The amount scales from 1 to 5 (iron to gold) for either one of the hits and increases the HP regeneration by 10 to 50% while under the effect.

**Increased duration**

You can increase the mana costs by 50% to double the length of the effect. This can be taken multiple times.

**Increased mana regeneration**

You can increase the mana regeneration per round by 50% while the effect is active.

**No damage but**

Your ally can not do any damage during the rounds this effect is active but his resistance is multiplied by 5.

**Hitting hard**

Your weapon does a specific damage type instead of the old one.

## (II) - Debuff

The debuff ability weakens your enemy. The most common effects are damage attribute or resistance debuffs but slows or other effects would also be viable. Some possible effects are listed below.

**Debuff stats table**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Debuff	$L_{Main} + 1$ effects for $i + L_{Main}$ rounds	8	3	1

### Damage debuff

You may reduce the enemies damage by a flat value. This is specifically interesting in combination with a resistance buff on your own side. The damage decrease is equal to the level of this ability. Only one damage debuff can be on one target at a time. A stronger effect can remove a weaker one.

### Attribute debuff

You may want to debuff not the enemies damage but for example their speed or recovery attribute. This is possible to some extent by reducing the attribute by 5.

### Resistance debuff

Some enemies have a natural resistance against your attacks. You may pick something to reduce this natural resistance. Most penetration effects only allow yourself to hit more efficiently but not your allies. An example would be void cuts that have increased armor penetration, an effect that only benefits you and not your allies. You can reduce the enemies resistance by  $L/2$ .

### Slow down

You reduce the enemies total stamina by 1 to 5 (iron to diamond) and half his stamina regeneration.

### Increased duration

You can increase the mana costs by 50% to double the length of the effect. This can be taken multiple times.

## Mobility improving abilities

Mobility is key in many fights. This section will be brought down to mainly three categories which increase your mobility by not simply improving your speed attribute: **Teleportation powers (I)**, short lived **extreme speed buffs (II)** and **flying powers (III)**. These effects are self-centered and don't require a roll.

**Effect table of mobility improving abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Teleport	$L_{main} \cdot i''$	6*	2	1*
Extreme speed	Advantage for $i' + L'_{main}$ actions	9	3	½
Flying	Effect differs per level	0	¼**	¼

$i'' = 10 \text{ m}, 100 \text{ m}, 10 \text{ km}, 10 \text{ km with } x \text{ friends} \mid i' = 1, 2, 3, 4 \mid * = \text{min for high or extreme} \mid ** = \text{Per Second}$

## (I) - Teleportation

The classic teleport or even small shadow jumps are a key concept for many high mobility fighters. It is important to differentiate between fighting teleports and long range teleports but the concept is more or less the same. Fighting teleports can teleport you meter distances and are back up quite fast while long range teleports can be used to send you kilometers away. The intensity is used to differ between long and short range teleports.

A teleport of low intensity is like a dodge roll, a moderate intensity teleport can be used to teleport inside fights to the side of the battlefield, a high intensity allows you to port long distances in the kilometer scale and an extreme teleport allows you to take people with you. The range of each teleport scales with the main level (Iron 1, bronze 2, silver 3, gold 4 and diamond 5) and has standard values of 10 m (Low), 100 m (Moderate), 10 km (High) and 10 km (Extreme).

A low intensity teleport allows you to either cross the distance to your enemy in an instance and do a surprise attack or hold the action to get advantage on the dodge. Moderate intensity allows you to reposition in a fight or escape to safety. A teleport at high intensity is used for traveling. You can also use it to teleport someone else instead of you but that person can be a maximum of the same rank as the ability itself and has to do it willingly. A teleport can not be forced easily. The amount of people you can take with you at extreme intensity is equal to your main level (1 at iron and 5 at diamond). The amount can be reduced by 1 in order to take 1 person of one rank higher than the ability instead. This can be done for more than one person at the same time but not to send someone of eg. 2 ranks higher than the ability.

**Effect table of mobility improving abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Teleport	$L_{\text{main}} \cdot i''$	6*	2	1*

$i''=10 \text{ m}, 100 \text{ m}, 10 \text{ km}, 10 \text{ km}$  with  $x$  friends |  $i'=1, 2, 3, 4$  rounds |  $*$ =min for high or extreme

### Help

Your summon or familiar can help you in marking a position where you can port to. This reduces the cooldown or cast time by  $x$  times 10%. ( $X=1$  for iron and 5 for diamond)

### Burst

Your teleport creates an explosion around you and does low level spell damage.

### Switch

You switch positions with an ally or enemy (100% higher cooldown and mana costs.)

## (II) - Extreme speed

We already talked about increasing your own speed to the next level by increasing your attribute. However, you may also take a speed ability in this category that allows you to either instantly dodge a bullet or to increase your movement speed just for that moment to get to the location you need to be.

The ability **extreme speed** scales with intensity only. The intensity values (1, 3, 5 and 10) will be divided by 3 and then rounded to get an estimation of how many actions the effect lasts ( $1 + (i' + L'_{\text{main}}) / 3$ ). The actual effect of this ability brings you advantage for either a strike or a dodge. The actions for which this effect is active can not be chosen but must be the next ones in turn order.

**Effect table of mobility improving abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Extreme speed	Advantage for $i' + L'_{\text{main}}$ actions	9	3	$\frac{1}{2}$

$i' = 1, 2, 3, 4$  from low to extreme intensity

### Projectiles

Projectiles fired during extreme speed to 10% times level (1 at iron and 5 at diamond) extra damage.

### Slashes

Attacks used during extreme speed to 10% times level (1 at iron and 5 at diamond) extra damage.

### (III) - Flying powers

Some essence users are able to fly. This mechanic is particularly strong vs enemies who can't fly and also don't have any range attack. Classic flight powers are mainly used for transportation but they can also be mastered and used in a fight. Flying starts with moderate intensity and results in a gliding power at iron, a flying power outside of fights at bronze, a flight usable power at silver and an advantage for dodges at gold and diamond.

**Effect table of mobility improving abilities**

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	Special	$m \cdot i \cdot (1 - \frac{L}{75})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	Special	$m$	$n$	$c$
Flying	Effect differs per level	0	$\frac{1}{4}$	$\frac{1}{4}$

$i'' = 1, 2, 3, 4$  rounds

#### **Burning**

Enemies in your surrounding take periodical damage equal to half the ongoing damage of the same rank.

#### **That's exhausting.**

Reduces the mana costs per second by 10% times level (1 at iron and 5 at diamond). Can be taken multiple times.

#### **Protection**

Your wings can protect you from range attacks (not including magic) by giving you extra resistances while using your wings. The amount is equal to the level of the ability divided by 2. This resistance is put atop your normal resistance.

## Perception abilities

Perception abilities are used to enhance your senses. The main part of perception is definitely the aura part. Your aura shows the energy of your spirit and not picking up an aura power would mean that your spirit is loosely floating around your body. This doesn't sound that bad but someone with an aura power will be able to feel every small disturbance in your aura and pinpoint whenever you lie, when you're angry and so on.

Hiding your emotions means controlling your aura. Even if both sides can control their aura, the difference might still allow one side to peek into the emotions of the other side or even influence them subconsciously. The **aura (I)** is mainly used as a perception between essence users to identify and classify each other. Normal perception powers can be classified by either disturbing the enemy's senses through **illusions (II)** or enhancing your own **perception powers (III)**. Aura and perception powers do not require a roll while illusions require a normal d6 roll depending on the likelihood of the illusion to work for each enemy affected. Easy illusions like the smell of burned chicken in a kitchen will work with 2+ while letting someone hear the scream of a loved one is harder to mimic.

Perception ability table

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Aura	Depends on the control	0	0	0
Illusion	L effects for i s	8	1,5	2
Perception	Special	0	0	0

## (I) - The aura

The aura is not immediately relevant in most cases when it comes to combat, but a high disparity can instantly end a fight or even prevent it from ever breaking out in the first place. The aura is a projection of your spirit around you that can be used offensively: to intimidate someone, to spy on their emotions or detect if someone lies or defensively: to hide your own emotions, hide your presence, hide your essence rank, etc..

In the case of a significant high aura disparity and a weakness in the enemies will power, the aura can be used to terrify someone to the point of surrendering. Auras can be weaponized by specific abilities in order to have a higher impact in normal fights. Examples are e.g. weakening your enemies around you or buffing your allies.

Everyone has an aura no matter whether they have an awakened aura ability or even essences in general. The aura represents your magic and is normally in a relaxed state around your body. Your aura reacts to your emotions and shows when you are angry, sad or suspicious. Essence users can feel your aura and gather the following information about it: Your level (Iron to diamond), your level of aura control (see below), your essences, your exact location and eventually your emotional state. The raw power and range of your aura increases from iron towards diamond, but that has nothing to do with its control. Your aura can level just like normal abilities, but it has a second scaling system -the control- as well. An aura strength means how much force you can put behind your aura, while control means how adept you are at using it. An aura ability can take one effect at iron and one additional correlating effect for each rank up.

Perception ability table

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Aura	Depends on the control	0	0	0

### (A) - No aura control

Everyone has an aura but the people without an aura power cannot control it properly. The aura just wafts around them like heat without much sense. These waves of aura fluctuating around your body show your emotions to anyone who can pick them up, kind of like coloring it green if you lie and red when you are angry.

### (B) - Low aura control

A low level of aura control means that you know about your aura and can pull it inward and protect it from outsiders. You can hide your own emotions and can spy on 'no aura control' people a little without getting caught. Other essence users with low aura control will register if you try to read their aura if you are on their skill level and otherwise.

### **(C) - Moderate aura control**

Moderate aura control is already good enough to actually use your aura to spy on low aura controllers without getting caught. You will get more detailed information about their current state of mind as well as the named information above.

### **(D) - High aura control**

The same concept of moderate aura control applies one stage higher. This means that you can spy on no, low and moderate aura control users without being caught. You can actively manipulate some senses to eg. avoid attention. You may also hide your aura or modify it so that your own strength and aura control seem weaker to low or moderate aura controllers. You can also force your aura on someone else, crippling them in fear and disable their abilities completely. This does only work if both, your aura control and your aura level (Iron to diamond) exceed the one from your target.

### **(E) - Extreme aura control**

A level beyond extreme soul strength is only handled by gods normally but can be acquired through extraordinary circumstances. An extreme aura strength means that you become even better at all the named things mentioned above. You become even more proficient with your aura control and can manipulate specific aspects of other people's aura awareness. This can help you to get unnoticed in large groups by actively avoiding their direct attention or by pretending to be only iron rank with one essence.

### **Resistance and anti-Resistance (sin essence):**

Allies within the aura have increased resistance to afflictions, while enemies within the aura have their resistance to afflictions reduced. Enemy resistances are further reduced for each instance of [Sin] they are suffering from. The standard value is 1 to 5 depending on rank for the recovery attribute and is increased by 1 for each threshold of sin stack. Stackholds are 1, 3, 6, 10, 15 etc..

### **Automatic stacking (sin essence)**

Inflicts an instance of [Sin] on enemies that make physical or magical attacks against allies within the aura. Instances applied in this way cannot be resisted.

### **Protection (sin essence)**

Aura can be extended over a larger area before aura strength becomes compromised. Transcendent damage dealt by enemies within the aura is downgraded to either resonating-force or disruptive-force damage, depending on the source.

[Sin] (affliction, curse, stacking): All necrotic damage taken is increased by 1%. Additional instances have a cumulative effect.

## (II) - Illusions

Illusions are more or less self explaining. You can reduce or change the way your enemies experience the world around you. This might be used for short lived illusions like traps or falls swings but might also be long term like changing your appearance.

Illusions can mimic 1 to 5 effects (iron to diamond) at the same time. Most illusions last only for a few seconds depending on the ability level. The base value increases from 1 to 10 seconds from low to extreme intensity. Some illusions can be longer while others are shorter depending on the effect.

Perception ability table

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Illusion	L effects for i s	8	1,5	2

### Smell

You can modify a smell.

### Hearing

You can create a sound.

### Taste

You can influence the taste of something by touching it.

### Simulacra (eg. Mirror essence)

Creates a copy of yourself that can take action and deals half your damage. The mana costs are equal to an extreme level spell.

### (III) - Perception

You can get enhanced perception powers to detect specifics in your surroundings. This can include aura strength, attribute strength, heart beats, live forces, mana supply and many more. Some perception powers do not work on stronger enemies. You have to reach at least equal terms with their aura control in order to get this information.

Perception ability table

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Perception	Special	0	0	0

#### **Heartbeat**

You can notice or hear heartbeats.

#### **Health**

You can see how much health someone has

#### **Stamina**

You can get an idea about the stamina of the enemy

#### **Mana**

You get an idea about the actual mana of the enemy.

#### **Weakness (Gold+)**

You get an idea about a weakness

#### **Strength (Silver+)**

You get an idea about the strength of the enemy.

## Summoning abilities

You can summon two different forms of allies to your side. The first one are short lived **summons (I)** and the other one are long living **familiars (II)** who stay on your side.

Summons and the familiar are scaling with the same formula as described above to calculate their strength. However, summons and familiars can't be handled with a single number. The value shown in this graph is the damage they do with an attack. All their attributes are equal to their ability level. Their health is determined by their power attribute. This value is reduced to one third for summons. Summoning abilities do not require a roll.

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Summon	$\frac{1}{5}$	6	1	1
Familiar	1	2 days	3	1 min

## (I) - Summons

Summons are little creatures with a short lifespan and no real thinking on their own. They mainly follow one or two short orders from you and can't decide most stuff on their own. They are mainly used as puppets to be thrown at your enemy. The summoning of summons takes a shorter time compared to familiars.

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot (\frac{L}{3} + 1)$	$c \cdot i' \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Summon	$\frac{1}{5}$	6	1	1

### Health Points at each rank for summons

Rank	Total Health Points
Iron	$(10+10*Power\ Attribute)/5$
Bronze	$(115+15*Power\ Attribute)/5$
Silver	$(275+25*Power\ Attribute)/5$
Gold	$(550+50*Power\ Attribute)/5$
Diamond	$(1100+100*Power\ Attribute)/5$

#### Swarm

You can summon one additional summon for each rank. The mana costs scale linear with the amount of summons.

#### Tanky

Your summons HP doubles.

#### Mage

Your summon can cast a spell. Can be taken multiple times.

## (II) - Familiar

You may choose or get a familiar by your side. A familiar is like a personal assistant that can survive on its own and has its own personality. Summoning a familiar is a ritual with extreme mana costs and requires many different materials to work. Familiars stay until they die and can act on their own (they have an action phase after yours). They can either accompany you in the same way as a friend (including taking action) or help you as a boost while being absorbed in your body. Familiars who die can be resummed without losing their memory.

Familiar damage and stats

	Effect	Cooldown [s]	Mana costs [Mana]	Cast time [s]
Formula	$k \cdot i \cdot (L + 1)$	$m \cdot i \cdot (1 - \frac{L}{50})$	$n \cdot i \cdot \frac{L}{3} + 1$	$c \cdot i \cdot (1 - \frac{L}{75})$
Ability	k	m	n	c
Familiar	1	1 day	3	1 min

The health of the familiar depends on his power attribute. His power attribute is equal to your familiar level.

**Health Points at each rank for familiars**

Rank	Total Health Points
Iron	10+10*Power Attribute
Bronze	115+15*Power Attribute
Silver	275+25*Power Attribute
Gold	550+50*Power Attribute
Diamond	1100+100*Power Attribute

### Tanky

Your familiar's HP doubles.

### Mage

Your familiar can cast a spell. Can be taken multiple times.

### Swap

You swap the position with your familiar. This is handled as a short range teleport with less cooldown and mana costs.