

# **SKILLS GUIDE**

(Note: still under development, guide's details may possibly change before final results release)

Time to learn a little bit about skills on the Misadventures guide. As you may have read on the earlier rules-book, Misadventures OCs do not have personal levels, rather they level up their personal abilities, skills and equipment. In this section of the guides, you will read in detail the available skills you can have to build your OCs for your games, how they can learn them, what the skills can do, and what they need in order to upgrade them.

The guide will be separated into 4 parts. Those are:

- 1) Class skills
- 2) Profession Skill
- 3) Interaction Skills
- 4) Weapons Skills
- 5) Patron's Skills
- 6) Buffs and Debuffs

**NOTE:** This goes to all the DM and players out there, as a small reminder that if there is something you feels like limits you in the Misadventures guide, or does not set well with your story or game you want to run, you can always home-brew your own set of rules, to create and enjoy the experiences you want to make, but not matter what you choose, always make sure you have all agree to those rules, and try to be respectful to one another. The point of playing games like this is for all of us to have fun and create memorable fun experiences.

Now without further delay, let us jump into the guide's details!

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## 1) CLASS SKILLS

In sort, class skills are the active and passive skills your OCs can learn and use during your adventures.

In more detail though, they may defer from what you imagine from just their name. To explain better what I mean, all the active and passive skills have been organized into categories, with each category is called “**class**”, but that does not limit your OC from learning them! No, in fact all of you can learn and build your OCs with the skills you may want. Say you want to build a fighter that uses a sword, but also uses fire balls, or you want to make a priest that has a whip instead of your typical staff, or you want to make a big brute minotaur bard, that has a big battleaxe as a weapon that he uses as a bad-ass guitar as well! Welp, the misadventures skill system allows you to do just all that, as you can build your OCs the way that you like. It may sound too good for new players, or too much freedom at first to the more veterans, but believe me when I say it isn't, as the system is made this way that it will be helpful for the new players to have a nice, simple, yet fun start for the stories, and a good challenge for the veterans too, as the longer their campaigns become, the more they are given the chance to explore and develop their powers, and challenge themselves with the various possibilities of combinations they could go after.

The class skills are seperated into two types:

- 1 – **Active skills**, are the skills you can use to fight, defend, react, or interact with the open world. Their usage can determine various effects on the world, depending how you use them. All active skills have A/P (Ability points) Each of these skills can be used a specific amount of time, that can be indicated via the A/P. These points can be recovered via potions, or resting actions.
- 2 – **Passive skills**, are skills that are always active, and give specific buffs to the OCs, such as extra ATK or HP, or 100% chance to dodge first attack, etc. Unlike active skills, passive skills are always active.

But of course to balance the experience, there are gonna be a few set of rules that will limit the early acquisition of strong skills, or too chaotic builds, and help on building the OC you desire and aim for. Those balancing rules are:

- 1 – You can only have 10 active and 10 passive skills at a time. Although at the beginning of the adventures this may not sound too much of an issue, on the early parts of your games, the longer the campaign holds, the more your OCs will grow with them, thus

making your choices matter a little more to what skills to dedicate to learn.

- **2** – Skills levels. Like said on the entry guide of Misadventures, instead of the OCs, you will need to level up your skills, instead. Both of them level up the same way. During your groups' adventures, you will get to do various quests, and battle beasts too, all that will provide you with a number of EXP. This EXP can be spend later in resting areas, such as towns, inns, personal camps, to level up the skills of your choice and increase it powers and effects. The max level that each skill can reach is 10. All skills start from level 1.

Now the required EXP for each level up is:

| LEVELS UP | EXPERIENCE REQUIRED |
|-----------|---------------------|
| 1 → 2     | 50 EXP              |
| 2 → 3     | 125 EXP             |
| 3 → 4     | 250 EXP             |
| 4 → 5     | 375 EXP             |
| 5 → 6     | 500 EXP             |
| 6 → 7     | 625 EXP             |
| 7 → 8     | 750 EXP             |
| 8 → 9     | 875 EXP             |
| 9 → 10    | 1000 EXP            |

Note:

\* Each time you lvl up a skill, the EXP it starts again from 0 (zero), and you will need to spend the next EXP required to level it up. This procedure repeats until you max out the skill at lvl 10

\*\* They're will be a few skills that will not have level ups, or level up in different ways too, but those selections are very few.

- **3** – All skills are separated into 3 Tiers. These tiers' role is to lock the stronger abilities of the classes behind **2 factors**, that the players need to reach in order to unlock and learn them.  
The first factor is simply need to learn and level up skills from the previous tiers  
To unlock Tier 2 skills, you'll need:  
- 2 skills lvl 5  
And to unlock Tier 3 skills, you'll need:  
- 4 skills lvl 8

or

- 2 skills lvl 10

**Note:** Both passive or active skills levels counts to unlock higher tier skills.

The second factor is that you need to know skills of the previous **Class tier** in order to learn higher tier skills of this class. Like in real life, you will need to dedicate yourself to a craft of your choice in order to master it, and so the skills must have a similar base too.

On small note here, please do not let the factors discourage you from building your OCs the way you want to. They exist to prevent chaos that may distress your game experiences, and nothing more. You will still have a ton of variety of skills and classes to choose from, and make your own various combinations, like lets say you want a warrior with a gun and sword, or a twin dagger wielding mage, or maybe a farmer paladin...! The combinations are literally too many, and they are waiting for you to explore them all the way you want to, being a big strong front line warrior tank, to a simple pacifist bard that detest fights, and loves to sit back and sing to the world.

Now then, with that said, let us dive and check out the skills sets that the Misadventures world has in store for you ;3c!

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## - Warrior

**Lore:** From the early days of the Known World, and ever since the first Orcs walk on these lands, many among them had a weak affinity towards magic, but that did not made them any less stronger. If anything their physical prowess was quite extraordinary, and the bravery and pride of the Orcs only added to that. Strong, yet resilient, always ready to jump into action, born guardians of the weak against various threats over the centuries. They were the first Warriors of these lands, with mastery of many close combat skills, strength and defense boosts.

\*A= Active, P= Passive

| TYPE          | SKILL NAME                | ELEM<br>ENT | A/P |
|---------------|---------------------------|-------------|-----|
| <b>TIER 1</b> |                           |             |     |
| A             | <b>Mighty Blow</b>        | R           | 5   |
| A             | <b>Rush Strike</b>        | G           | 3   |
| A             | <b>Wide Blow</b>          | R           | 3   |
| A             | <b>Provoke</b>            | -           | 5   |
| P             | <b>Brute strength</b>     | -           | -   |
| P             | <b>Shield bearer</b>      | -           | -   |
| P             | <b>Rage</b>               | -           | -   |
| <b>TIER 2</b> |                           |             |     |
| A             | <b>Stomp</b>              | R           | 2   |
| A             | <b>Crippling strike</b>   | G           | 3   |
| A             | <b>Boomerang throw</b>    | R           | 5   |
| A             | <b>Sucker punch</b>       | R           | 3   |
| P             | <b>Thick skin</b>         | -           | -   |
| P             | <b>Mighty grip</b>        | -           | -   |
| <b>TIER 3</b> |                           |             |     |
| A             | <b>Ground smash</b>       | R           | 3   |
| A             | <b>Whirlwind</b>          | R           | 3   |
| A             | <b>Charged Onslaught</b>  | R           | 3   |
| P             | <b>Second Skin</b>        | -           | -   |
| P             | <b>Indomitable spirit</b> | -           | -   |

## Skills details:

### Active skills:

- **Mighty Blow** / AP: 5 / **R** / A strong attack with your weapon. Does +3 ATK along with your main ATK points.

(each +1 lvl up gives +1 ATK, each +2 lvl up gives +1 AP)

- **Rush Strike** / AP: 3 / **G** / A rushed melee attack to your target. Always attack first when you use this skill. Does +1 ATK along with your main ATK points.

(each +1 lvl up gives +1 AP, each +2 lvl ups gives +1 ATK)

- **Wide Blow** / AP: 3 / **R** / A wide attack with your melee weapons, hitting up to 3 targets in front of you. Does +1 ATK along with your main ATK points.

(each +2 lvl up gives +1 ATK, and +1 AP)

- **Provoke** / AP: 5 / - / Provoke your enemies as you curse on them to get their attention towards you.

(each +2 lvl ups gives you +1 AP)

- **Stomp** / AP: 2 / **R** / Stomp the ground with all your might and do a Half your ATK damage to all the foes around you. Also, if enemies are 20% of their max HP, they get stunned too.

\*can be used to break doors

\*\*careful where you use it, as some surfaces make be breakable, ex: thin ice, or old house floors, etc.

(each +2 lvl ups gives +1 AP, at lvl 5 stomp can do full main ATK damage and minimum stun HP goes to 30%, at lvl 10 minimum stun HP goes to 40%)

- **Crippling strike** / AP: 3 / **G** / A strong dexterous attack that aims to cripple the target. Does +1 ATK along your main ATK. If target is 30% of their max HP or bellow, then they are stunned for 1 turn.

(each +2 lvl ups gives +1 ATK, +1 AP, and +5% on minimum HP base to stun target)

- **Boomerang throw** / AP: 5 / **R** / Throw your weapon with such a force that ends up hitting the target and then return back to your hands. Does +1 ATK of your current equipped weapon you wish to throw  
\* Dual wielder must choose one of their equip weapons to use this ability.

\*\*Shields can be used to be thrown too, but the shield will do the skills damage, plus 1/3 of the HP that provides.

(Each +2 lvl gives +1 AP, at lvl 4 gives +1 enemy hit (total 2 enemies hit) and +1 ATK, at lvl 9 gives +1 enemy hit (total 3 enemies hit) and +1 ATK)

- **Sucker punch** / AP:3/ **R** / A strong punch capable of interrupting your target from their action.

Does always 1 HP damage, **no matter other skills**, Stun target for 1 turn, Stun for 2 turns if target weak to R attribute.

(each +2 lvl ups gives +1AP, lvl 5 stun for 2 turns (3 if weak to R), lvl 10 stun for 3 turns (4 if weak to R))

- **Ground smash** / AP: 3 / **R** / You smash the ground with your weapon, hitting every enemy in front of you in a straight line, doing +2 ATK with your main ATK points, and stunning the targets, if they are 40% of their max HP or bellow.

(each +2 lvl ups gives + 1 ATK, +1 AP, and adds +5% HP needed for the max HP to stun targets)

- **Whirlwind** / AP: 3 / **R** / Perform a spinning attack that does melee damage to all enemies around you. Does x2 attacks in a row of half main ATK.

(each +1 lvl ups gives +1 AP, at lvl 5 does full main ATK damage instead of half, at lvl 9 does x3 attacks)

- **Charged Onslaught** / AP: 3 / **R** / A relentless full frontal assault to your target, giving them no quarter to escape! Does x3 attacks of your main attack to your target, but forces you to skip your next turn, to recover your strength.

(each +3 lvl ups gives x1 attack to the combo)

## **Passive skills:**

- **Brute strength:** You are a brute... What more is there to say?

+1 ATK permanent boost

(each +1 lvl up gives +1 ATK)

- **Shield bearer:** A shield is always a guardian's best friend in close combat. Each enemy deflected, has taught you to wield it even more efficiently than before. Adds permanently +3 HP to the shield that you have equipped

(each +1 lvl up gives +2 HP)

\*yes that effect stacks and boost shields to be used with the Boomerang throw skill.

- **Rage:** Your anger fuels your strength to deliver stronger attacks

+2 ATK when max HP is 10% or less. If HP more than point said, Rage buff resets.

(each +1 lvl up gives +5% to limit HP, each +2 lvl up, +1 ATK)

- **Thick skin:** Each battle fought has made you and your skin tougher

+10% HP permanent boost of your main HP

(each +1 lvl up gives + 2% HP)

- **Mighty grip:** your experience from all your battles allows you to hold your weapon with much more power, adds permanently +1 ATK to melee weapons attacks

\*if dual-wielding, then each weapon gets the +ATK buff

\*\* Shields don't get the buff

(each +1 lvl up gives + 1 ATK to melee weapons attacks)

- **Second Skin:** Your long time wearing armor has made you accustom to it, so that you are able to gain the best protection from your equipped sets. Adds +5 HP from each of your equipped armor slots

(each +2 lvl ups gives +3 HP)

- **Indomitable spirit:** Your endless battles have built you to never give in your enemies, no matter how dire things may be for you. As long as you have at least 80% of your max HP, you cannot be stunned from abilities and/ or other skills.

(each +1 lvl up gives you another -5% of your max HP need to have immunity to stuns)

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## - Rogue

**Lore:** The rogues. A foreign class of warrior brought to the known world by the humans and dwarves during their invasion. Unlike the warriors that take the lead on the battles, the rogues skills shine in the shadows, as they use their dexterity and knowledge to defeat their opponents in their most swift, silent, and deadliest ways possible. Over the years of war, freed slaves, and wielders of these arts shared their knowledge with the known world's warriors as well.

\*A= Active, P= Passive

| TYPE          | SKILL NAME               | ELEM<br>ENT | A/P |
|---------------|--------------------------|-------------|-----|
| <b>TIER 1</b> |                          |             |     |
| A             | <b>Backstab</b>          | G           | 4   |
| A             | <b>Throw weapon</b>      | B           | 4   |
| A             | <b>Pilfer</b>            | G           | 2   |
| A             | <b>Smoke-bomb</b>        | B           | 3   |
| P             | <b>Twin wielding</b>     | -           | -   |
| P             | <b>Sneaky</b>            | -           | -   |
| <b>TIER 2</b> |                          |             |     |
| A             | <b>Double-strike</b>     | G           | 3   |
| A             | <b>Heel-strike</b>       | G           | 2   |
| A             | <b>Shadows leap</b>      | G           | 2   |
| P             | <b>Fast feet</b>         | -           | -   |
| P             | <b>Dagger master</b>     | -           | -   |
| <b>TIER 3</b> |                          |             |     |
| A             | <b>Cloak and dagger</b>  | G           | 2   |
| A             | <b>Enchanted Bolas</b>   | B           | 2   |
| A             | <b>Fan of knives</b>     | G           | 2   |
| P             | <b>Dexterous</b>         | -           | -   |
| P             | <b>Silent but Deadly</b> | -           | -   |

## Skills details:

### Rogue special – Dagger Expert:

- If wielding daggers, skill's base ATK of the skill x2
- Dual wielding must be daggers only too to get the bonus. If wielding other weapon, the wont get a x2 bonus of the skill

### Active skills:

- **Backstab** / AP: 4 / G / a rogues signature move, a quick back stab while your target is less expecting. Does +2 ATK along with your main ATK.

(each +1 lvl up gives +1 ATK, each +2 lvl ups gives +1 AP)

– Dagger Expert

- **Throw weapon** / AP: 4 / B / A special magic technique that allows you to throw your weapons at your enemies, and then re-summon to your hands. Does +2 ATK along with your main ATK.

(each +1 lvl up gives +1 ATK, each +2 lvl ups gives +1 AP)

– Dagger Expert

- **Pilfer** / AP: 2 / G / Quick as the wind, a swift strike to your opponent.

Does not much damage, but has a chance to steal an item they may hold. Does always 1 HP damage, **no matter other skills**. You role and RPS to see if you manage to steal an item that the enemy carries

(each +2 lvl ups gives +1 AP)

\* RPS results are determine from the game you are running

– Dagger Expert

- **Smoke-bomb** / AP: 3 / B / A special small magic bomb, made to put

the enemies to sleep. Sleep enemies cannot attack, or react to you if they are put to sleep before they detect you. Target will sleep for 1-3 turns. Target that has been put to sleep must do a RPS check against B element and win in order to wake up sooner than 3rd turn.

\*If in battle, if target gets damage, they wake up right away.

(each +2 lvl ups gives +1 AP, at lvl 6 sleep last for 4 turns, at lvl 9 sleep lasts for 5 turns)

- **Double-strike** / AP: 3 / G / a swift double strike with your target with

your equip weapons. Does x2 attacks to the target of your main ATK.

(each +3 lvl ups gives +1 AP)

– Dagger Expert

- **Heel-strike** / AP: 2 / G / A swift strike that on the lower feet of the enemy, aiming to immobilize them for a few turns. Does +2 ATK along with your main ATK.

(each +2 lvl ups gives +2 ATK and +1 AP)

– Dagger Expert

- **Shadows leap** / AP: 2 / G / Swift and unseen like a shadow, you leap into the air and land near your point of interest, without making a sound to move suspicions. This ability has a reach of 8 feet (4 blocks)

\*does not break invisibility buffs

(each +1 lvl up gives a +1 AP)

- **Cloak and dagger** / AP: 2 / G / A hit or miss chance Turn invisible for one turn and strike your enemy the next with x2 main ATK. If you get hurt you lose the invisibility and the bonus of the skill. If you don't attack next turn, you lose the skill's buff. You can't use any other attack when using this skill. You won't lose more AP next turn when you use skill on its next turn to attack. You can use your movement points to move your OC in the game map, but if you have already use them, you can't move until next turn, so plan your moves in advance.

– Dagger Expert

(each +3 lvl ups gives +1 AP)

(NOTE: To both DM's and Players, please try to help each other when using abilities like these, and don't meta game. Set rules at the beginning of the game on how skills and buffs like these work, and aim to have fun.)

- **Enchanted Bolas** / AP: 2 / B / Throws a magic bolas from afar and stuns the target for 2 turns, and does always 1 HP damage, **no matter other skills**. If enemy has R element, then is stunt for 1 turn only.

(each +3 lvl ups gives +1 AP)

- **Fan of knives** / AP: 2 / G / one of the most Dexterous skill a rogue can master, as he using his thrown weapon skill in such an efficiency and speed, that he throws them again, as he summon them back, creating a rain of knives to hit all over his enemies. This attack hit all enemies and does +4 ATK along with your main ATK.

(each 2 lvl ups gives +1 AP, each +3 lvl ups gives +1 ATK)

– Dagger Expert

## **Passive skills:**

- **Twin wielding:** Wielding 1 weapon in each hand, feels much more natural of a style for you. Your gain +1 on your main ATK when wielding 1 handed weapons in each hand, but also lose -2 of your main HP.  
(each +1 lvl up gives +1 ATK, each 2 lvl ups gives you -2 HP)

- **Sneaky:** A sneaky little things are you now? Grants you a small advantage against trying to sneak among people and beasts. Make an RPS check to determine if you succeed or not.

\* RPS results are determine from the game you are running  
(each lvl grants you better chance to succeed)

- **Fast feet:** Fast people, need fast feet, right no? Gain +1 on your main SPEED.

(each +1 lvl up gives +1 SPEED)

- **Dagger master:** A true rogue doesn't need any other weapon than his trusty daggers. Gain +1 ATK when wielding a dagger.

\*if dual-wielding daggers, its of the dagger gets this buff  
(each 2 lvl ups gives +1 ATK when wielding daggers)

- **Dexterous:** After all these close combat battles your body has learned to be more flexible, granting you the chance to react faster and dodging the enemy's first attack on you.

\*This skill can only happen once per battle. Recharges after the battle is over, ready to used on next fight.

\*This skill can be used outside of battles none stop to dodge if you want, none stop, but only if there is no battle near you. (Yes you can deny to dodge, if that is what you wish)

(at lvl 5 you get to dodge up to 2 attacks per battle, and at lvl 10 up to 3 attacks per battle)

- **Silent but Deadly:** A true rogue makes no sound, when they deliver the final blow, and with each kill, their deadly skills only kept growing.

Grants you +1 ATK and +1 SPEED on your main stats

(each +1 lvl up gives +1 SPEED, each +2 lvl ups gives +1 ATK)

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## - Wizard

**Lore:** Like the warriors, the Wizard's trade is old, maybe even older too. Wizards have the power to bend the elements on their own will, making the impossible, possible. In the old history scripts, it is said that the Dragons were the first wizards of the Known World, and shared their arts of creation with all that they seek that knowledge. After the great war, the trade changed quite a bit, as in our days the Wizards study mainly how to utilize the powers in more offensive ways, making them a source of great power.

\*A= Active, P= Passive

| TYPE          | SKILL NAME          | ELEMENT | A/P |
|---------------|---------------------|---------|-----|
| <b>TIER 1</b> |                     |         |     |
| A             | Fireball            | R       | 4   |
| A             | Icelance            | B       | 4   |
| A             | Thunderball         | G       | 4   |
| A             | Telekinesis         | -       | 2   |
| A             | Polymorpho I        | -       | 3   |
| P             | Magic armor         | -       | -   |
| P             | Magic essence       | -       | -   |
| P             | Glass cannon        | -       | -   |
| <b>TIER 2</b> |                     |         |     |
| A             | Firewall            | R       | 3   |
| A             | Icyspikes           | B       | 3   |
| A             | Thundershock        | G       | 3   |
| A             | Magic Shield        | -       | 2   |
| A             | Polymorpho II       | -       | 3   |
| P             | Fire affinity       | -       | -   |
| P             | Ice affinity        | -       | -   |
| P             | Thunder affinity    | -       | -   |
| <b>TIER 3</b> |                     |         |     |
| A             | Flamestorm          | R       | 2   |
| A             | Icestorm            | B       | 2   |
| A             | Thunderstorm        | G       | 2   |
| A             | Invincibility cloak | -       | 2   |
| A             | Polymorpho III      | -       | 2   |
| P             | Clairvoyance        | -       | -   |
| P             | Focused mind        | -       | -   |

## Skills details:

### Active skills:

- **Fireball** / AP: 4 / R / A ball of fire that you can throw on a single target. Does +2 ATK along with main ATK.

\* Can set things on fire, or start a bonfire.

(each +1 lvl ups gives +1 AP, each +2 lvl ups gives +1 ATK)

- **Icelance** / AP: 4 / B / An ice spike that you can throw on a single target. Does +2 ATK along with main ATK.

\* Can be used as a cooling ice instead a projectile

(each +1 lvl ups gives +1 AP, each +2 lvl ups gives +1 ATK)

- **Thunderball** / AP: 4 / G / A ball of pure electricity, that you can throw on a single target. Does +2 ATK along with main ATK.

\* Can electrify water surfaces, careful for friendly fire...!

(each +1lvl ups gives +1 AP, each +2 lvl ups gives +1 ATK)

- **Telekinesis** / AP: 2 / - / Wizards can use their magic to levitate heavier objects up to 8 feet (6 blocks) away from them.

They can use this power to stun enemy for 1 turn, or to use an item to throw on a target of their choice. If they do, the target takes damage equal to 1/4 of the item's MAX HP.

(each +1 lvl up gives +1 AP, at lvl 5 damage done goes to 2/4 of max HP, at lvl 10 damage done goes to 3/4 of max HP)

- **Polymorpho I** / AP: 3 / - / During the first experiments of the dragons with their magic, they developed this spell that allows them to transform other objects and persons to various things or other creatures of their desire. Any wizard can learn this spell, but it takes quite the time to really master it! This spell allows to **partly-transform** a target to an animal or object of your desire. The effects lasts 1 of the target's full turn.

You must play and RPS and win for the spell to success.

\* You can use this spell on yourself too, to take advantage of it, but you will need a RPS to success the result, too.

\* You cannot transform the person into something to insta-kill them. But don't let that stop you from having fun, like you can turn their feet into tiny rabbits feet ;3c. This skill will play a big part with co-op making ideas with your DM.

(each +2 lvl ups gives +1 AP, at lvl 5 the effect lasts for 2 turns, at lvl 9 you need a draw on the RPS to succeed, at lvl 10 you always succeed when you cast on yourself, and the effect lasts for 3 turns)

- **Firewall** / AP: 3 / R / Summon a wall of fire from the ground, “heating” up to 3 targets at once! Does +3 ATK with your main ATK.

\* can set things on fire

(each +2 lvl ups gives +1 ATK, +1 AP)

- **Icyspikes** / AP: 3 / B / Summon ice piercing spikes from the ground, hitting up to 3 targets at once! Does +3 ATK with your main ATK.

\*Can freeze surfaces of water, for a few turns.

(each +2 lvl ups gives +1 ATK, +1 AP)

- **Thundershock** / AP: 3 / G / Summon a thunder from your hand that jumps up and shocks 3 targets at once! Does +3 ATK with your main ATK.

\* Can electrify water surfaces, careful for friendly fire...!

(each +2 lvl ups gives +1 ATK, +1 AP)

- **Magic shield** / AP: 2 / - / Creates a magic shield wall to protect you from any upcoming attacks, and everyone that may be behind you and next to you. The shield last up to 2 of your turns, and takes the element of your equipped weapon. You cannot take any other actions while having the shield active. If you do, the shield disappears.

\* if shielding against an opposite element, you must RPS to keep the shield up.

(each +2 lvl up gives +1 AP, at lvl 8 in RPS you must bring a draw to succeed)

- **Polymorpho II** / AP: 3 / - / As a higher level Wizard you are able to use the next level of the spell, that allows to **half-transform** a target to an animal or object of your desire. The effects lasts 1 of the target’s full turn.

You must play and RPS and win for the spell to success.

\* You can use this spell on yourself too, to take advantage of it, but you will need a RPS to success the result, too.

\* You cannot transform the person into something to insta-kill them. But don’t let that stop you from having fun, like you can turn their feet into tiny rabbits feet ;3c. This skill will play a big part with co-op making ideas with your DM.

(each +2 lvl ups gives +1 AP, at lvl 5 the effect lasts for 2 turns, at lvl 9 you need a draw on the RPS to succeed, at lvl 10 you always succeed when you cast on yourself, and the effect lasts for 3 turns)

- **Flamestorm** / AP: 2 / R / A great stream of fire, that burns any target on its path. Does +5 ATK with your main ATK.

\* can set things on fire

(each +2 lvl ups gives +1 ATK, each +3 lvl ups gives +1 AP)

- **Icestorm** / AP: 2 / B / A great blizzard that can freeze solid anything on its way. Does +5 ATK with your main ATK.

\*Can freeze surfaces of water, for a few turns.

(each +2 lvl ups gives +1 ATK, each +3 lvl ups gives +1 AP)

- **Thunderstorm** / AP: 2 / G / Summon your own personal thunder storm and rain your fury down upon your targets. Does +5 ATK with your main ATK.

\* Can electrify water surfaces, careful for friendly fire...!

(each +2 lvl ups gives +1 ATK, each +3 lvl ups gives +1 AP)

- **Invisibility cloak** / AP: 2 / - / Using your powers, create a special magic cloak out of air, that turns you invincible for 4 turns. While invincible, enemies cannot see you. You will lose your invisibility though if you take any kind of damage.

(each +3 lvl ups gives +1 AP and +2 turn on staying invincible)

- **Polymorpho III** / AP: 2 / - / The true hishest form of the Polymorpho skill. It allows to **fully transform** a target to an animal or object of your desire. The effects lasts 1 of the target's full turn.

You must play and RPS and win for the spell to success.

\* You can use this spell on yourself too, to take advantage of it, but you will need a RPS to success the result, too.

\* You cannot transform the person into something to insta-kill them. But don't let that stop you from having fun, like you can turn their feet into tiny rabbits feet ;3c. This skill will play a big part with co-op making ideas with your DM.

(each +2 lvl ups gives +1 AP, at lvl 5 the effect lasts for 2 turns, at lvl 9 you need a draw on the RPS to succeed, at lvl 10 you always succeed when you cast on yourself, and the effect lasts for 3 turns)

### **Passive skills:**

- **Magic armor**: Your magic energy focus has grown potent enough to create a small extra layer of protection for yourself. Grants you +2 of your main HP.

(each +2 lvl ups gives +2 HP)



- **Magic essence**: You become more sensitive with magic nature, granting your spells better power. Grants +2 ATK to all Wizard's skills (each 2 lvl ups gives +2 ATK to Wizard's skills)

- **Glass cannon**: Your seek for strength has taught grant you a way to access greater power, but in return has let you also more vulnerable to others assaults as well. You gain +2 to your main ATK, but you lose -2% of your main HP.

\* HP cannot drop below 1 HP

(each +1 lvl up gives you +1 ATK, and -2% HP)

- **Fire affinity**: Your magic powers connect more with the fire element, granted you better power with Might (R) skills. This gives you +1 ATK to all your R skills, and allows you to always successfully put things on fire, with Fire skills.

\*Only fails to fire things when target has complete fire immunity.

(each +2 lvl ups gives +1 ATK)

- **Ice affinity**: Your magic powers connect more with the ice element, granted you better power with Wisdom (B) skills. This gives you +1 ATK to all your B skills, and allows you to always successfully freeze things, with Ice skills.

\*Only fails to freeze things when target has complete ice immunity.

(each +2 lvl ups gives +1 ATK)

- **Thunder affinity**: Your magic powers connect more with the thunder element, granted you better power with Charisma (G) skills. This gives you +1 ATK to all your G skills, and allows you to always successfully electrify surfaces, with Thunder skills.

\*Only fails to electrify things when target has complete thunder immunity.

(each +2 lvl ups gives +1 ATK)

- **Clairvoyance**: Your dedication on magic has grown so much, that has granted you the ability to see a small glance of the future, being able to anticipate incoming attacks, dodging the enemy's first attack on you.

\*This skill can only happen once per battle. Recharges after the battle is over, ready to be used on next fight.

\*This skill can be used outside of battles none stop to dodge if you want, none stop, but only if there is no battle near you. (Yes you can deny to dodge, if that is what you wish)

(at lvl 7 you get to dodge up to 2 attacks per battle)

- **Focused Mind**: Your dedications to your Wizard craft has granted you a better control over your spell, granting you immunity from loosing your Buff from other skills and/ or powers, before their time limit.  
(Does not lvl up)

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## - Ranger

**Lore:** A little after the Trolls and Goblins came to be, it was obvious that not everyone was fit for close combat or had a gift for to command the elements. Many failed to reach the powers of the warriors and wizards alike. But that did not diminished their determination, no, in fact it only fuel it. Using their ingenuity, they researched and developed new ways to fight and protect. They armed themselves with ranged weapons they crafted, and using precision and dexterity to support their allies from afar. They were the first rangers of the Known World.

\*A= Active, P= Passive

| TYPE          | SKILL NAME          | ELEMENT | A/P |
|---------------|---------------------|---------|-----|
| <b>TIER 1</b> |                     |         |     |
| A             | Aim shot            | G       | 4   |
| A             | Ricochet Shot       | G       | 3   |
| A             | Barrage Shot        | G       | 3   |
| P             | Marksmanship        | -       | -   |
| <b>TIER 2</b> |                     |         |     |
| A             | Piercing shot       | R       | 4   |
| A             | Double shot         | G       | 3   |
| A             | Knee shot           | G       | 2   |
| A             | Great leap          | G       | 2   |
| P             | Shot expert         | -       | -   |
| P             | Steady hands        | -       | -   |
| <b>TIER 3</b> |                     |         |     |
| A             | Head shot           | G       | 2   |
| A             | Ballistic shot      | R       | 1   |
| A             | Arrows/ Bullet rain | G       | 2   |
| P             | Eagle's eye         | -       | -   |

## Skills details

### **Active skills:**

- Aimed shot
- Ricochet shot
- Barrage shot (hit all enemies, half main attack)

- Double shot
- Knee shot
- Piercing shot
- Great leap
  
- Arrows/ Bullet rain
- Ballistic shot
- Head shot

**Passive skills:**

- Marksmanship
  
- Shot expert
- Steady hands
  
- Eagle's eye

## - Priest

Lore: Although a quite noble art, the Priest's class was created during the great war, were wizards of the past played a great role defending and supporting almost every line. But their powers of creation the Dragons taught them, were a bit too difficult to focus none stop. Their one great boon they had, was turning against them, as it was becoming too draining. The answer though to this, came from a rather most unexpected source. A Dawn Elf approached the dragons and wizards of the age, extending a hand of good will, as they, too, wished to end that senseless bloodshed that war begun. To show the meaning bhind their words, they shared with them the healing art the Dawn Elves had developed over their lives, the art of the Priest. An art that focus a specific part of the creation magic, to heal and revivify ones body. Through that action, the wizards of the time begun to learn to focus their powers more efficiently, learning the trade, and pass it on. Today the Priest class is well known all over the Known World and an essential trade to have among groups of adventurers.

\*A= Active, P= Passive

| TYPE          | SKILL NAME        | ELEM<br>ENT | A/P |
|---------------|-------------------|-------------|-----|
| <b>TIER 1</b> |                   |             |     |
| A             | Pray              | M           | 4   |
| A             | Holy strike       | M           | 2   |
| A             | Holy shield       | M           | 3   |
| P             | Healing hands     | -           | -   |
| <b>TIER 2</b> |                   |             |     |
| A             | Holy pray         | M           | 3   |
| A             | Holy hands        | M           | 4   |
| A             | Holy dome         | -           | 3   |
| A             | Light's kiss      | M           | 2   |
| P             | Guardian of Light | -           | -   |
| P             | Light's teachings | -           | -   |

| <b>TIER 3</b> |                  |   |   |
|---------------|------------------|---|---|
| A             | Holy Chorus      | M | 2 |
| A             | Holy smite       | M | 2 |
| A             | Light's embrace  | M | 2 |
| A             | Guardian's wings | - | 1 |
| P             | Holy ward        | - | - |
| P             | Seraph           | - | - |

## **Skills details**

### **Active skills**

- Pray
- Holy strike
- Holy shield (increase defense for 2 turns)
  
- Holy pray (greater pray)
- Holy hands (melee range greater heal)
- Holy dome (shield wall)
- Light's kiss (party heal)
  
- Holy Chorus
- Holy smite
- Light's embrace (greater party heal)
- Guardian's wings (target regen for 3 turns)

### **Passive skills**

- Healing hands
  
  - Guardian of Light
  - Light's teachings
  
  - Holy ward ( cannot loose buffs)
  - Seraph
-

## - Shaman

**Lore:** After the events that created the Priest's class, the wizards of the Known World took it upon themselves to further explore that knowledge they were given. One of these set paths lead them to the creation of a class that focused more on the enchantment of one's powers through the elements that reside both in the user, and in the world itself. Once they master it, they were able to to use it to summon and use the powers of Stone, Fire, Thunder and Water to fight from afar, and from close combat. These wizards became known as Shamans. Today, the Shamans have taken a much more nomadic life style, as they serve as healers of the people and the land, trying to maintain the balance between the world and its people.

\*A= Active, P= Passive

| TYPE          | SKILL NAME     | ELEM<br>ENT | A/P |
|---------------|----------------|-------------|-----|
| <b>TIER 1</b> |                |             |     |
| A             | Earth strike   | G           | 4   |
| A             | Rock throw     | G           | 3   |
| A             | Storm strike   | B           | 3   |
| A             | Lighting       | B           | 4   |
| A             | Molten strike  | R           | 4   |
| A             | Molten rock    | R           | 3   |
| A             | Water touch    | B           | 3   |
| A             | Water splash   | B           | 4   |
| P             | Earth touched  | -           | -   |
| P             | Storm attuned  | -           | -   |
| P             | Flamed kissed  | -           | -   |
| P             | Water gifted   | -           | -   |
| <b>TIER 2</b> |                |             |     |
| A             | Rock wall      | G           | 2   |
| A             | Rock skin      | -           | 3   |
| A             | Chain lighting | B           | 3   |
| A             | Healing rain   | B           | 2   |
| A             | Earth totem    | -           | 3   |
| A             | Storm totem    | -           | 3   |
| A             | Fire totem     | -           | 3   |
| A             | Water totem    | -           | 3   |

|               |                      |   |   |
|---------------|----------------------|---|---|
| P             | Elemental            | - | - |
| P             | Far seer             | - | - |
| <b>TIER 3</b> |                      |   |   |
| A             | Totem Call           | - | 1 |
| A             | Earthquake           | G | 1 |
| A             | Eruption             | R | 1 |
| A             | Thunder call         | B | 1 |
| A             | Healing storm        | B | 1 |
| P             | Shaman's spirit      | - | - |
| P             | Elemental protection | - | - |

## **Skills details**

### **Active Skills**

- Earth strike -melee
- Rock throw -range
- Storm strike -melee
- Lighting -range
- Molten strike -melee
- Molten rock -range
- Water touch -melee
- Water splash -range
  
- Rock wall -area
- Rock skin -buff
- Chain lighting -range x3
- Healing rain -area heal
- Earth totem -buff x1 G attack for 3 turns
- Storm totem -buff x1 B attack for 3 turns
- Fire totem -buff x1 R attack for 3 turns
- Water totem buff x1 small HP regen for 3 turns
  
- Totem Call -x1 summon of all totems to do their effect for 3 turns
- Earthquake -area attack G
- Eruption -area attack R
- Thunder call -area attack B
- Healing storm -area heal

### **Passive skills**

- Earth touched
- Storm attuned



- Flamed kissed
- Water gifted
  
- Elemental (ATK)
- Far seer (HEAL)
  
- Shaman's spirit (+ AP)
- Elemental protection (+ HP)

## - Slimemancer

**Lore:** After the events that created the Priest's class, the wizards of the Known World took it upon themselves to further explore that knowledge they were given. One of these set paths lead to a rather unique discovery. An Orc wizard decided to experiment to try and find out the nature of his magic to a slime to him decide which path should he try and follow. It wasn't a secret that many magic spells and experiments used slimes as a catalyst for their unique natures, but the real surprise came from the result of that experiment. You see, the slimes were always used to test magic and elements they contained inside them. Never before someone tried to used their magic inside a slime! The results of this came with a bang (literally)...! The young wizard had survived thankfully the blast, but also he had manage to create something rather unexpected. The slime he used had now bound to his own magic, granting it more abilities and skills, by just using his magic through it! Little by little he learned and developed a greater bond with it, and soon after they were fighting together as one! It was through that bizarre experience, that the Slimemancer class was born...!

... Along the way, there was one thing that the young Slimemancer had to change. He was "partly" forced to developed a better way to create the slime bond, as not many people were fond of the "bang" part...

\*A= Active, P= Passive

| TYPE          | SKILL NAME                        | ELEM<br>ENT | A/P |
|---------------|-----------------------------------|-------------|-----|
| <b>TIER 1</b> |                                   |             |     |
| A             | <b>Slime shot</b>                 | -           | 3   |
| A             | <b>Slime smash</b>                | -           | 2   |
| A             | <b>Slime boost</b>                | -           | 2   |
| A             | <b>Slime shield</b>               | -           | 2   |
| A             | <b>Slime Heal</b>                 | -           | 2   |
| P             | <b>Charm slime / Summon slime</b> | -           | -   |
| P             | <b>Slime trainer</b>              | -           | -   |
| P             | <b>Weapon Slime</b>               | -           | -   |
| P             | <b>Slime's view</b>               | -           | -   |

| TIER 2 |                    |   |   |
|--------|--------------------|---|---|
| A      | Slime speed        | - | 2 |
| A      | Slime volley       | - | 2 |
| A      | Slime greater heal | - | 2 |
| A      | Slime shackles     | - | 3 |
| A      | Slime Double-smash | - | 2 |
| P      | Slime-y weaponry   | - | - |
| P      | Slime-y armor      | - | - |
| TIER 3 |                    |   |   |
| A      | Slime volley storm | - | 2 |
| A      | Slime prison       | - | 1 |
| A      | Slime Crush        | - | 2 |
| P      | Slime master       | - | - |
| P      | Slime control      | - | - |

### **Slimemancer special – Slime-y ally:**

- **Slime-y ally** is a **buff** that you get once you summon a slime. Slimemancers' needs to capture a slime with the "Charm slime" skill. Once they do, they can summon the slime with "Summon slime" skill, and gain the **Slime-y ally buff**. This buff has no time limit.

- The slime details/ stats will be kept into an extra sheet that the player will be given them, to have for use as the details of the skills say.

- Although it sounds like having an extra OC walking with you, the slime will only stay by your side, and wont act like an individual OC in battles (for this guide at list). It will be like an extra equipment. Outside of battle though it can be used as a pet.

*\*(NOTE: depending the game you are running, you may take advantage of your pet. What that may be, that will be up to you and your DM's gameplay you have establish ahead of time)*

- Slimemancers' skills take the element of the slime you have active.

\* in max levels, you will get the ability to have more than one slime summoned out. When this happens, all your slimes stats will be counted together for your skills effects, BUT the element can only be change by using "Summon slime" skill, to choose one of the slimes you have as the "main slime" to use its element. Note that this action will cost you 1 of the two attack actions points you have.

- Almost all skills required you to have this buff active and have a slime to use them.

- **Slime-y ally** buff can only be canceled by:

- 1) Debuff skills,

2) or by the HP of the Slimemancer drop to 25% and/ or below. The Slimemancer cannot re-summon a slime until his HP is restored beyond this threshold. (later lvl ups increase the HP limit requirements)  
- The slime pet itself cannot die, but it can be set free. If its HP falls close to zero for some reason, its just un-summoned, until re-summoned. (If you want to set different rules for how the summon's HP plays out, please make sure you talk and prepare them with your DM, in a session zero)

### **Active skills**

- **Slime shot** / AP: 3 / - / Order your slime to fire a range goo projectile on your enemy with all its might. It does damage equal main ATK + Slime(s) 1/3 ATK damage.

(each +1 lvl up gives +1 AP, at lvl 5 does damage equal to main ATK + Slime(s) 2/3 ATK, at lvl 10 does damage equal to main ATK + Slime(s) ATK)

– Requires Slime-y ally buff to cast this skill.

- **Slime smash** / AP: 2 / - / Order your slime to become a blunt melee weapon use it to strike your target from a close distance. It does damage equal to your main ATK + the Slime(s) 1/3 HP.

(each +2 lvl ups gives +1 AP, at lvl 4 does damage equal to main ATK + the Slime(s) half HP, at lvl 9 does damage equal to main ATK + the Slime(s) full HP)

– Requires Slime-y ally buff to cast this skill.

- **Slime boost** / AP: 2 / - / You and your slime use your powers to a target of your choice, granting them a small boost in their ATK. This boost equals to 2% of the Slime(s) ATK.

You can target yourself.

(each +2 lvl ups gives +1 AP and +2% of the Slime(s) ATK)

– Requires Slime-y ally buff to cast this skill.

- **Slime shield** / AP: 2 / - / Turn your slime into a shield and protect yourself and those behind you from any incoming attacks. This gives buff called “Slime shield” that protects you for the Slime(s) 1/3 HP.

\* if incoming attack(s) exited the HP, the shield break and you lose the buffs, and can't no longer protect the others. If that happens, your OC will enter automatically to Defend action, until your next turn.

\* if attack that broke shield is an area attack, then it will also hit the targets behind you.

(each +2 lvl ups gives +1 AP, at lvl 4 protects for the Slime(s) half HP damage, at lvl 9 protects for the Slime(s) full HP damage)

– Requires Slime-y ally buff to cast this skill.

- **Slime heal** / AP: 2 / - / You and your slime focus your powers and turning them into restorative energies, allowing you to heal a target of your choice. This heal is equal to the 1/3 of the Slime(s) HP  
You can target yourself.

(each +2 lvl ups gives +1 AP, at lvl 4 does heal equal to half of the Slime(s) HP, at lvl 9 does heal equal to Full of Slime(s) HP)

– Requires Slime-y ally buff to cast this skill.

- **Slime speed** / AP: 2 / - / You and your slime use your powers to a target of your choice, granting them a small boost in their SPD. This boost equals to 2% of the Slime(s) SPD.

You can target yourself.

(each +2 lvl ups gives +1 AP and +2% of the Slime(s) SPD)

– Requires Slime-y ally buff to cast this skill.

- **Slime volley** / AP: 2 / - / An evolved slime shot move, that shoots 3 goo projectiles to your target. Does x3 attacks with damage equal main ATK + Slime(s) 1/3 ATK damage.

(each +2 lvl up gives +1 AP, at lvl 5 does damage equal to main ATK + Slime(s) 2/3 ATK, at lvl 10 does damage equal to main ATK + Slime(s) ATK)

– Requires Slime-y ally buff to cast this skill.

- **Slime greater heal** / AP: 2 / - / A greater healing energy that targets multiple targets at once. This heal is equal to the of the Slime(s) HP  
You can target yourself.

(each +2 lvl ups gives +1 AP, at lvl 4 does heal equal to half of the Slime(s) HP, at lvl 9 does heal equal to Full of Slime(s) HP)

– Requires Slime-y ally buff to cast this skill.

- **Slime shackles** / AP: 3 / - / Order your slime to throw at your target some goo-y slime-made shackles, and stun them for 1 turn.

(each +2 lvl ups gives +1 AP)

– Requires Slime-y ally buff to cast this skill.

- **Slime Double-smash** / AP: 2 / - / An evolved form of the Slime smash, that allows you to hit your target twice in the same turn! It does x2 attacks with damage equal to your main ATK + the Slime(s) 1/3 HP.

(each +3 lvl ups gives +1 AP, at lvl 4 does damage equal to main ATK + the Slime(s) half HP, at lvl 9 does damage equal to main ATK + the Slime(s) full HP)

- **Slime volley-storm** / AP: 2 / - / The ultimate slime shot move, as you turn your slime into multi bullets object that rains a storm of goo shots over all your target enemies, doing them x2 attacks with damage equal main ATK + Slime(s) 1/3 ATK damage.

(each +3 lvl up gives +1 AP, at lvl 5 does damage equal to main ATK + Slime(s) 2/3 ATK, at lvl 10 does damage equal to main ATK + Slime(s) ATK)

– Requires Slime-y ally buff to cast this skill.

- **Slime prison** / AP: 1 / - / Using all your power to transform your slime into magic chains that lock and immobilize your target of choice completely in place for 3 turns. During this time, your target cannot act nor move, and they are completely helpless to any other attack, but so are you, as this skill needs your complete focus.

\* If you get hurt, you will lose your focus and the skill will be canceled.

\*\* You can always cancel the skill before its limit whenever you want.

\*\*\* If the element of your slime is weak against the enemies element, you must do an RPS and win to immobilize them.

(each +3 lvl ups gives +1 AP, at lvl 5 the stun duration increases to 4 turns and you need to do and RPS and have a draw in order to immobilize your target, at lvl 10 the stun duration increases to 5 turns)

– Requires Slime-y ally buff to cast this skill.

- **Slime Crush** / AP: 2 / - / The ultimate smash skill as you turn your slime into a giant solid form and hurl it in all your target. It does damage equal to your main ATK + the Slime(s) 1/3 HP.

(each +3 lvl ups gives +1 AP, at lvl 4 does damage equal to main ATK + the Slime(s) half HP, at lvl 9 does damage equal to main ATK + the Slime(s) full HP)

– Requires Slime-y ally buff to cast this skill.

## Passive skills

- **Charm slime/ Summon slime: (TAME skill)** The most important of the Slimemancer's skills set. Now this skill, although passive, it has 2 properties that can be used as an active skill.

- First property is “**Charm slime**”. This part of the skill allows you to capture a slime and make it into your ally/ pet via playing and winning the capture’s RPS conditions. Once the slime is captured, it is then resides inside a magic pocket dimension and stays there until its owner summons it.
- In order to summon it, the caster just needs to use the “**Summon slime**” property of this skill. That allows you to summon your slime. Once you do you get the **Slime-y ally** buff, and the slime will follow you around.
  - \* The first slime you summon also get to be appointed as the “main slime”, that determines your Main Element your attacks shall have.
  - \*\* Once you lvl up this skill more, you will be able to summon more than 1 slime. You can summon all the slimes you want by using once “**Summon slime**” skill. This is mainly for roleplay reasons, and the actions of this will depend on the game you are playing.
- As a passive, the skill has no AP, so you don’t have limits how many times you can cast the skill’s properties, BUT it has a cool-downs:
  - You can only use “**Charm slime**” only once per 3 of your turns
  - You can only use “**Summon slime**” only once per 2 of your turns
  - \*cool-down starts from your moment you used the skill, regardless of fail and/or success.
  - \*\* Using any of those actions during combat always counts for 1 of your 2 attack actions.
- This skill can only be used on slimes.
- Lastly, for the first levels you can charm and have 1 slime only. This limit though is slowly increase as you lvl up this skill. Once you can summon more slimes, they too act the same way as the first slime, and they add the total of all their stats to your skills. But you can have the element of one of the 3 slimes, only. To change that if you have others slimes you need to use “**Summon slime**” to that one you desire to designate as the new “main slime” and change the element of your attacks.

To capture a slime with “**Charm slime – lvl 1**”, you need to do an RPS. (options on how to tame on the interactions skills)

(each +3 lvl ups gives -5% HP to the Slime-y ally losing limit, at lvl 4 you are able to have 2 slime, at lvl 8 you are able to have 3)

- **Weapon Slime:** Use your magic to transform your slime into a melee or range weapon of your choice, and wield it as one equipped weapon. This skill works the same way the Charm slime/ Summon slime skill works.

- Transform slime weapons get their stats from Slime stats itself.
  - one-handed weapons get Slime's ATK
  - two-handed and shields get Slime's Half HP
- After using the skill to make a weapon slime, the skill goes to cooldown for 5 of your turns.
- Using this skill in during combats counts as 1 attack action.
- You can still use other slime skills
- Each slime counts as 1 weapon only, so you need 2 slimes for 2 one-handed weapon slimes.
- Weapon slimes do get weapon profession bonuses.
- All buffs, and their for slime skills are similar as before, but now the main hand weapon slime gives the main element of both attacks and skills.
- Slime is still un-summoned from low HP threshold, thus removing it as your weapon and your OC losing their weapon stats that was provided, until re-summoned.

(at lvl 3 gain Half Speed from weapon slime's stats,

at lvl 5 you can use one of active skills the slime as a weapon's bonus trait.

at lvl 8 cooldown to use skill goes to 3 of your turns

at lvl 10 you can use one of the passive skills the slime has, as a weapon's bonus trait)

\*You must tell your DM the skills you choose to use.

– Requires Slime-y ally buff to use this skill.

- Slime trainer: As a Slimemancer, it is up to you to train your slime(s) to reach its full potential. Your magic energies feeds your Slime(s) increasing your Slime(s) main ATK by +1  
(each +1 lvl up gain +1 Slime(s) main ATK)

- **Slime's view:** Your bond with your Slime(s) is slowly growing deeper, allowing your slime to share some of its senses with you. You are able to see through an investigation check the stats of your enemies.

\*this skill has no lvls, but it will be affected by the Slime(s) Tier. If target is higher than one of your slimes, you won't be able to see their stats.



(details on this bellow on interactions skills)

– Requires Slime-y ally buff to use this skill.

- **Slime-y weaponry**: Your bond with your slimes grows every day. Just having them with you fills you with power! Raise your main ATK by +1 for each slime you have with you.

(each +1 lvl up gives +1 ATK for each slime you have with you)

– Requires Slime-y ally buff to benefit from this skill.

- **Slime-y armor**: Your bond with your slimes grows every day. Just being with you, your slimes cant help it, but to try and hug you with every chance they get, leaving at you a small slime-y protective layer for you. Raise your main HP by +3 for each slime you have with you.

(each +1 lvl up gives +3 HP for each slime you have with you)

– Requires Slime-y ally buff to benefit from this skill.

- **Slime master**: Your years training and bonding of your slimes has help you reach great levels of power. You are truly a mage worthy of the name Slimemancer. Your skills grants to your slime(s) a +2 ATK and +5 HP boost to their stats, and to you a + 1 AP to your Slimemancer skills. (At lvl 5 you gain a +1 ATK and +5 HP for your Slime(s), at lvl 10 you gain a +2 ATK and +5 HP for your Slime(s) and +1 AP to your Slimemancer skills)

- **Slime control**: Using your high knowledge and experiences with slimes, you try to charm an enemy slime and make it fight for you.

- This Skills works the same way as the Charm slime/ Summon slime skill.
- After using the skill to make a weapon slime, the skill goes to cooldown for 5 of your turns.
- once use in combat it counts as 1 action point
- In order to charm a slime you need to do an RPS

(The RPS requirements to succeed the charm are the same as the Monster taming requirements on the profession skills details)

(at lvl 5 cooldown to use skill goes to 4 of your turns)

\***Charm slime/ Summon slime**, **Slime master**, and **Slime control** are the only skills that don't requires Slime-y ally buff.

\*\* At their early levels, none of all the skills can go bellow (1) in their effects.

\*EXTRA NOTE for Slimemancer: As some many of you may noticed, the Slimemancer class plays a bit like a pet/ monster tamer class, and probably you may feel that the class options for pet to limit you a bit, in how you get the slime and all. For example, lets say that they may not be any slimes in the campaign you may play, how do I even get stronger!?

To answer, that issue can be solved at session zero, were players and DM can sit down and talk about this matter, and set down some foundations for how your oc can level up his slime arsenal. Some ideas for this could be a slime trader, that sells you specific slimes, or maybe special reward items that can transform/ evolve the slime into another stronger slime depending on the item, or create transformation/ evolution system, where once agreed with the DM, once you reach a specific number of skills to a specific lvl you can transform/ evolve your slime.

So know that their can be options, just make sure you talk them ahead of time with your DM.

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## **2) PROFESSION SKILLS**

The professions skills are trades, personal skills that one decided to learn and improve over their life. They variate from the simple acts to sit and learn how to play a violin or draw, to bodybuilding or being a master blacksmith.

Each OC can learn up to 5 profession skills, and everyone can learn them.

The Profession skill are like passive skills in their nature. They provide their OCs some main stats bonus, and in some occasions, even personal buffs. All these skills are separated into types.

These are:

- **Craftsmanship professions:** Professions skills that focus on creations of various things, from weapon and armor smiths, to potion makers and scribes.
- **Overmaster professions:** Professions skills with focus to gain mastery and improvement over ones body skills (ex: bodybuilding, dancing, teaching, etc), or conquer/ tame beasts as your allies. These professions are also known to be used by educators to help others learning those skills as well.
- **Weaponry professions:** Professions skills that focus on mastering weapon arts, granting better understanding and/ or power by using the specific weapon you decided to master.
- **Synergy professions:** Professions skills that focus on interaction with the world and its people. From being able to learn to notice things others fail to perceive, to be able to use your words instead of fists to get out of almost any situation.

Now as for their leveling part. All professions skills start from level 0 (zero) and their max level they can reach is 5 (five).

As said, the Profession skill are like passive skills, but unlike them, they do not level up the same way. In order to level up those skills you'll need to spend some time developing with them, to master them fully.

In the Misadventures guide, each type of the profession skills has a different way to lvl up, but all of them, most of the time, will be require you to use the RPS system, way more often. The players can decline to use it if the don't want to, of course, but it can be turned on their advantage, for a little faster level up, if they are willing to try it out. For all the professions skills are given a selection of conditions to meet. Once one of them is completed, your OC will be rewarded with +1 level up for that profession. Each of the professions skills types will be given their own options.

The first options given, are needed to reach lvl 1 of the skill

These options are:

- The **Craftsmanship professions** are skills that grants you the ability to create various things, thus in order to improve those skills, you must create (I know socker XD...!).  
The conditions you can meet in order to level up are:
  - WIN 10 RPS
  - Spend 10-in-game days only crafting
  - Study under a master with same profession of a higher lvl than yours for 5-in-game days
  
- The **Overmaster professions** are skills of mastering the trade to improve ones self in various body-base improving arts, or to pass this knowledge on to others.  
The conditions you can meet in order to level up are:
  - WIN 10 RPS
  - Spend 10-in-game days only training
  - Study under a master with same profession of a higher lvl than yours for 5-in-game days
  
- The **Weaponry professions** are skills focusing on weapons thus they will require their use for their level ups as as well.  
The conditions you can meet in order to level up are:
  - Have equipped and use the weapon of your profession for 20-in-game days.
  - WIN 15 RPS
  - Spend 10-in-game days only training with set skill weapon
  - Study under a master with same profession of a higher lvl than yours for 5-in-game days
  
- The **Synergy professions** skills focus is one that has more of a direct interaction with other NPCs all together, thus, their level ups require you to do so in game as well.(Social awkwards, be warned... No joking)  
The conditions you can meet in order to level up are:
  - WIN 15 RPS
  - Spend 10-in-game days only interacting with the NPCs
  - Study under a master with same profession of a higher lvl than yours for 5-in-game days

Lastly, for each level up the conditions needed to reach the next level, will also be increased by:  
the conditions needed to reach lvl 1, plus times (x) of the next level you need to reach

ex:

- to reach Craftsmanship profession lvl 2, your conditions increase **x2** times from the ones needed to reach lvl 1
  - to reach Weaponry professions to lvl 3, your conditions increase **x3** times from the ones needed to reach lvl 1.
- (And so on...)

### **BONUS:**

- For each day training, grants you +100 EXP, and for each person that you train and/or trains with you grants you +10 EXP
- For each day you study under a master, grants you +50 EXP, and for each person that you train and/or trains with you grants you +10 EXP

### **Options notes:**

- *If have more than 1 of the same type of professions skills, you'll need to level it up, individually. Just because they are of the same type, does no mean, they can be leveled up at the same time.*
- *RPS take up to 2-in-game-world hours to be made, regardless of being a success or failure. (as in real world, nothing can be done in only a few moments, so these events too will take time to be made. This options of course can always change and determine by the game you are running)*
- *None of the options need be done in a row (meaning you don't need to train continuously, or win RPS needed in one go)*
- *Masters may require payments methods by the players before they accept to teach them (options are determine by the game you are running)*

**(Note:** Some of those skills may have no level ups, as they already alone have unique capabilities, or they have extra special conditions to level them up. If so, these details would be included on each of the skills personal descriptions.)

## **PROFESSIONS DETAILS**

Now for a little more detailed review for each of the profession types and the skills has available for you to learn and use.

**Craftsmanship professions:** Professions skills that allows the players and OCs to master a trade of crafting to utilize in the campaigns.  
*(Note: all the crafting options, shall have their own personal guide, along with their items needed to be crafted)*

- **Blacksmith:** One of the oldest trades in the Known World. The blacksmiths spend countless hours on their forges, grafting various items from metals of each kind, and smith them to various items weapons, heavy and leather equipment to meet almost everyone's needs. There isn't a single city, town, village, or even traveling caravan that they don't have at least one craftsman of this trade along with them. (each lvl gives +1 ATK, +1 HP on the OCs main stats, and +1 ATK using 1-H and 2-H hammers)

- **Weapon-smith:** A blacksmith that focus his craft to make mainly weapons, and some metal base materials. Masters of this craft, are usually found in the Dwarven and Orc cites. (each lvl gives +2 ATK on the OCs main stats, and +1 ATK using 1-H and 2-H hammers)

- **Armor-smith:** A blacksmith that focus his craft to make mainly heavy armor sets, and some metal base materials. Masters of this craft, are usually found in the Dwarven, Human, Elves, and Goblin cites. (each lvl gives +2 HP on the OCs main stats, and +1 ATK using 1-H and 2-H hammers)

- **Jeweler:** A crafter that specializes on making jewels and trinkets. Most of the accessories items can be get from them.

- **Miner:** A profession focused on gathering blacksmiths' materials. Miners spend most the their time gathering metal materials from mountains, caves and underground caverns. (each lvl gives +1 ATK on the OCs main stats)  
\*need pickax or hammer in order to mine

- **Tanner:** A craftsman profession that focus to learn to skin beasts, and craft leather armor with it. (each lvl gives +1 ATK on using knives, 1-H and 2-H swords)

- **Clothier**: A craftsman profession that focus on making Cloth armor, and cloth based items.

- **Alchemist**: A trade invited from Wizards of old, that had little magic power, but an endless thirst for knowledge still. Alchemists learn to combine various materials and create potions that can restore energies, or create violate explosions! Many great alchemists that live and teach the craft can be found at the Naga's and the Dusk Elves lands.

- **Farmer**: A most humble, and one of the oldest professions. The farmers help to cultivate the land and secure provisions for their lands. Although it may not seem much, their knowledge of securing the fields and crops is undeniable. They can notice the signs changes in the land, and weather, and locate possible natural issues that may present danger to the crops, and the land  
Plus working all the day in the fields can really help to keep your body and stamina up, too!  
(each lvl gives +1 ATK, +2% HP on the OCs main stats  
each lvl can help to gather some Consumable, Herbs and Toxins material, starting from tier 1 to tier 5.)

- **Woodcutter**: One of the oldest professions. No matter how many centuries may had passed, or how much the engineering progress, woodcutters will always exist as on the Known World, with their help even to this day, many materials that needed for various reason can be secured by them. Plus its an honest way to make a living, and keep your body in a good shape too!  
(each lvl gives +2 ATK on the OCs main stats, and +1 ATK using 1-H and 2-H axes  
each lvl can help to gather some plant material, starting from tier 1 to tier 5.  
at 2 lvls can identify and gather Tier 1 Herbs  
at 4 lvls can identify and gather Tier 2 Herbs)

- **Botanologist**: Botanologists are experts that can identify and gather Herbs and Toxins alike, that are later used by many for their materials for Alchemy or Cooking.  
(each lvl can help to gather some plants materials, and any kind of Herbs and Toxins materials, starting from tier 1 to tier 5. You can also identify their use and effects if you have unlock their tier.)

**- Butcher:** Butchers occupation started sometime after the first Adventurers guilds begun. There were so many fallen beasts gathered by the first adventurers, that they didn't knew what to do. Some Humans and Dwarves though gave a helping hand, as the begun to slice down the fallen beasts, and shared their knowledge of their craft from their worlds. Today every guild has their own butchers, that cut down the beast fallen by the adventurers, ad turn their remains into various materials for cooking, alchemy and even sometimes blacksmiths materials.

(each lvl gives +2 ATK on the OCs main stats, and +1 ATK using knives, 1-H and 2-H axes

each lvl can help to gather some Consumable, leather, cloth and Bones material, starting from tier 1 to tier 5.)

**- Cook:** A profession that needs no introduction, as it is one of the most important and known skill of any land. Cooks really are the backbone of every society as their meals help to fill the bellies of all. It is said that a good cook's meal is so good that also provide additional buffs, making the body to always crave for more!

(each lvl gives +2 ATK using knives

Foods you make give temporary buffs to the one that consumes them)

**- Scribe:** Scribes profession is another humble one in this world.

Maintained mostly by people that seek only to share knowledge and rarely fight, as they carry the knowledge of the worlds into their tomes and scrolls. It is said that depending on the size of a library the scribe has an access, there is no secret left unknown to them.

In current days, Scribes skills have always be carried of by academics and lore-keepers that can be found at the Nagas, Goblins, Humans, Dawn and the Dusk Elves lands.

(each lvl can help to provide better investigations results, especially in libraries, starting from tier 1 to tier 5.)

**- Artist:** The Artists profession is a rare one in the Known World, but not less acknowledged. It is a craft that allows the ones that pursue it to able to create lively still images of the world, and its people. Just give them a quill and some blank scrolls, and let their creativity take over.

*\*Note: All these professions skills can learn to appraise or identify gear and/ or Items. DMs can determine the details depending the game they are running*



**Overmaster professions:** They are skills of mastering the trade to improve ones self in various body-base improving arts, or to tame beasts and teach them discipline. Ocs and players that learn those skills can benefit from various small main stats buffs, as also the abilities that can increase the success of possible various RPS events.

- Bodybuilder

(each lvl gives +1 ATK, +1 HP on the OCs main stats)

- Dancer

(each lvl gives +1 ATK, +1 SPD on the OCs main stats)

- Acrobat

(each lvl gives +1 SPD, each 2 lvls gives +1 MV on the OCs main stats)

- Class trainer

- **Beast-tamer: (TAME skill)** Like their name's says, Beast tamers are people that dedicate their lives on taming **Beasts** types monsters and train them to become their trustworthy allies. By learning this skill you are able to learn to tame 1 beast type monster as your monster pet.  
(each lvl gives your tamed beast-pet(s) +1 ATK, +2 HP, +1 SPD of their main stats)

at lvl 4 you can learn to either learn to evolve your skill into one of these two options:

1) **Beast-master:** grants you the ability to tame a second beast

2) **Beast-bonded:** while you have your tamed monster-pet close with you, you gain the "beast-bonded" buff, that as long as its active, you gain all ATK, HP, and SPD, that your Beast pet has gained from your from this skill.

\* The evolution of the skill does not remove the first effects of the skills (beast pet main stats).

\* both beast gain the first effect of the skill if you choose the **Beast-master** evolution.

\* If the pets leaves or is too far away from you (more than 15 blocks or so, for various reasons) You lose this buff, until your pet or you get close each other again.

\* If Full HP during combat, and regain the buff, your HP will stay full, but if your HP is not full (ex 25 out of 26 max HP), and regain the buff, your HP, the Buff will not change your current HP (ex: 25 from 28 with Buff back on)

(options on how to tame on the interactions skills)

**Weaponry professions:** These skills focus over the mastery of the weapons. The OCs and players that have those skills gain better stats from using those weapons, and also in higher levels get access to Weapon skills (action-like skills that don't use AP, but have cooldowns after each use)

For all the Weaponry professions levels:

(Each lvl gives +1 ATK to the weapon the skill's refer.

At lvl 3 unlocks 2<sup>nd</sup> weapon skill

At lvl 5 unlocks 3<sup>rd</sup> weapon skill)

- Sword-master
  
- Axe-wielder
  
- Bludgeon-wielder
  
- Lancer
  
- Boxer
  
- Marksman (bows-crossbows)
  
- Gunner
  
- Mage
  
- Dual-wielder

- **Weapon-Meister**: The title of this skill originates from the Humans, from the days of the war. A few Warriors of that time were so talented that were able to use an full arsenal of weapons with ease. Just touch them once give you the feeling of how to figure out how to use them. A true genius that can kinds of weapons. Only draw-back though, they seem to dedicate a lot more time to further grown their skills, unlike other weaponry skills.

(each lvl gives +1 ATK to your weapon and its skills)

**\* It takes x5 times the weaponry skills options given to master this Weaponry skill.** (no joking. A strong skill needs the extra effort after all!)

- **Synergy professions**: These skills Focus on interaction with the world and its people. This skills can be used to use interactions skills, which allow the players to interact with the game's world, from searching from clues, traps, or secret details, to barter lower prices and smooth talk yourself out from most, if not all situations.

- Keen Sight

- Smell-sensitive

- Illusionist

- Magic sense

- Mind trickster

- Shadowwalker:

- Photographic Memory: Memorize things you saw and read, only once, even for a few moments 100%, always. Helps big time remembering solutions or things you may have seen during your adventure.

\* If "cannot remember" the things needed, that is mainly because your haven't really seen or learn those information. The DM will always rule the final effects of this option.

\*\* this skill has no lvl ups

- Smooth talker:

- Barterer (try to negotiate lower prices)
- Vocalist: Allows you to change your voice
- Beast-tongue: Able to talk with beasts-type monsters. Each lvl of the skill makes you better communicating with them, granting you access to speak to beasts of the same tier.

### **3) INTERACTIONS SKILLS**

In the ttrpg games, there are set of skills that everyone knows, and can perform, buuuut, not everyone can master all its forms. These are the interactions skills.

These skills are the ones that help the players with, well, interactions they have with the game's world.

They are the actions that they perform while talking to Shop owners and innkeepers to ask for better prices, talking to a lovable NPC, that you may ask them a favor, to the moments they have to try to find a needle inside a hay stack or try and trick a big ogre to pass a bridge without paying and them crushing you into a meat-pie...! (hmmm? Joking? Who said I am joking?)

The set of interactions skills are:

- **PERCEPTION skills:** Skill actions you take to try to notice when something may be amiss, like when an NPC may try to hide something from the group. This will not guarantee an answer to your question always, but may reveal enough for you to search the answers you seek.

- **INVESTIGATION skills:** Skill actions you take when you want to search for something or someone. Results always defer, depending on what you may looking at that moment, and what skill you have to do the search.

- **FOCUS skills:** Skill actions that helps you on your success on scenarios like not getting your casting spells interrupted by other actions, or your success when you are crafting items.

- **CONCEALMENT skills:** Skills actions that increase your chances to hide from prying eyes, even to the most open places.

- **PERSUASION skills:** Skill actions that helps you to persuade others with only your words. Your tongue is literally your mightiest weapon!

- **DECEPTION skills:** Skill actions that allows you to lie so freakishly well, that even those close to you would believed you if they didn't knew you. Or do they >x3c....?!

**- INTIMIDATION skills:** Skill actions that allows you to intimidate your target. When no more option is left, its time to show the “boss” whose “the REAL BOSS” here...! (Warning, failure to intimidate, my result to raging bosses, becoming the main target of the fights you started, getting turned meat-pie, etc, etc....)

Now, all those interactions skills (except TAME skill, that you can read bellow after this part) will be performed with RPS checks.

Depending on the scenario that takes place, the players will try and perform an interaction skill of their choice (usually depending from the professions they have chosen) to act on it. Then the DM will react to this by asking the player to make some RPS checks.

Now each scenarios will have their own difficulty, from the skills the target you perform the interactions have. The difficulty of those interactions will be organized into 5 tiers, with each tier, representing the levels of the skills used to the receiving OCs.

In sorts:

1<sup>st</sup> Tier: Profession lvl 1, Passive skills lvl 1-3

2<sup>nd</sup> Tier: Profession lvl 2, Passive skills lvl 4-5

3<sup>rd</sup> Tier: Profession lvl 3, Passive skills lvl 6-7

4<sup>th</sup> Tier: Profession lvl 4, Passive skills lvl 8-9

and 5<sup>th</sup> Tier: Profession lvl 5, Passive skills lvl 10

### RPS Interactions with skills:

| Profession skills lvls | 1      | 2               | 3               | 4              | 5        |
|------------------------|--------|-----------------|-----------------|----------------|----------|
| Passive Skills lvls    | 1      | 4               | 6               | 8              | 10       |
| 1 <sup>st</sup> TIER   | 1 wins | 1 draw          | auto-win        | auto-win       | auto-win |
| 2 <sup>nd</sup> TIER   | 3 wins | 1 win, 2 draws  | 3 draws         | auto-win       | auto-win |
| 3 <sup>rd</sup> TIER   | 3 wins | 2 wins, 1 draw  | 1 win, 2 draws  | 3 draws        | auto-win |
| 4 <sup>th</sup> TIER   | 5 wins | 4 wins, 1 draw  | 2 wins, 3 draws | 4 draws        | 3 draws  |
| 5 <sup>th</sup> TIER   | 7 wins | 5 wins, 2 draws | 3 wins, 3 draws | 1 win, 4 draws | 5 draws  |

**BONUS:** If an OC has more than 1 skills that can provide the same bonus for the interaction you want to perform, they must first choose one of those skills. That skill will become for only this event the “main Interaction skill”, that they’ll use. Then, they will take other skill(s) they have, and add +1 level to the “main interaction skill”.

\* If the secondary skills lvls are maxed out, then they provide to the “main Interaction skill” +2 lvls instead!

\*\* Items that provide the buff are also included, but always give +1 lvl

\*\*\* Races skills add always their full +lvls they can provide

All this will add to the results for a better outcome:

And in case lvl increases from max lvl of abilities, the results shall be:

| Profession skills lvls | 6+       | 10 (max) |
|------------------------|----------|----------|
| Passive Skills lvls    | 11+      | 16(max)  |
| 1 <sup>st</sup> TIER   | auto-win | auto-win |
| 2 <sup>nd</sup> TIER   | auto-win | auto-win |
| 3 <sup>rd</sup> TIER   | auto-win | auto-win |
| 4 <sup>th</sup> TIER   | auto-win | auto-win |
| 5 <sup>th</sup> TIER   | 3 draws  | auto-win |

**- TAME skills:** Skill actions that allows you to try make a monster to follow you and adds in your group as a monster-pet(s). During out of combat interactions and or just wondering, the monster-pet(s) are act like small loyal npcs that follow the orders of the OC that own/ tamed them. Outside battle they can be order to use some of their interactions skills to help you in various situations (ex: investigate, locate, etc).

Depending on their personal skills.

But during combat, they act along with you, as one-man-army unit. They do not take damage, and they attack only with you when you are using any normal attack or weapon skill only. The damage they do is an extra

hit that follows up yours, like a secondary attack, and does damage equal to your pet ATK and attribute.

Taming can be done via an RPS when the OC knows a **TAME skill**.

But this is only the first step, as all monsters are separated into 5 tiers (Details on tiers on Monster Guide) and for each of the 5 tiers, the conditions to win this RPS are the same, and their conditions are improved each time you lvl up the tame skill you have. These requirements are:

| Profession skills lvls | 1                 | 2                   | 3                   | 4                    | 5                   |
|------------------------|-------------------|---------------------|---------------------|----------------------|---------------------|
| Passive Skills lvls    | 1                 | 4                   | 6                   | 8                    | 10                  |
| 1 <sup>st</sup> TIER   | 3 draws or wins   | 3 draws             | 2 draws             | 2 draws or 1 win     | 1 draw              |
| 2 <sup>nd</sup> TIER   | 2 wins and 1 draw | 3 draws or wins     | 3 draws or wins     | 2 draws or 1 win     | 2 draws             |
| 3 <sup>rd</sup> TIER   | 5 wins            | 4 wins and 1 draw   | 3 wins and 2 draws  | 4 draws and 1 win    | 5 draws or 3 wins   |
| 4 <sup>th</sup> TIER   | 10 wins           | 9 wins and 1 draws  | 8 wins and 2 draws  | 4 wins and 4 draws   | 8 draws or 5 wins   |
| 5 <sup>th</sup> TIER   | 20 wins           | 18 wins and 3 draws | 15 wins and 5 draws | 10 wins and 10 draws | 15 draws or 10 wins |

\*Not all monsters can be tamed the same way. Keep in mind that each tame skill has specific monster type they can tame, thus you will need the appropriate skill in order to succeed. Also there will be occasions that this wont be possible (example for possible reasons: unique skills, bound powers by boss, immunities, etc.). It will always be up to the DM and the game you are in to decide the final option on the matter of course.

**TAME BONUS:** Depending the games you are playing and if you have asked before hand your DM too of course, you can try and command your pet to do other actions as well during combat, like go and save someone, or retrieve something since your pet may be faster, and etc. It never hurts to try possible ideas, but just keep in mind, that some



classes skills or strategies you use may also rely on them to be used, and while they are away from you, that may not be possible.

Now how you learn this skills? Well you already do.

CONGRATULATIONS ^3^!!

... But you are not good at all of them. These skills are effected by all your other skills and buffs you have on your possession. Mainly from profession skills and some racial skills. They are the ones that play the main role to improve your interactions skills all together. And before you ask, yes, you can make a full master of all interactions skill OC if that is what you want, it your OC after all. Just keep in mind, that profession and active and passive skills level up differently, too.

Now you may be wondering “this is good and all, but how would I know which skill is which?” If you paid attention, next to the names of the some of the profession skills, you will notice that there are skill names in quotation marks. Those shows what kind of interaction the set skills can help you perform and have better chances of success.

#### DM notes:

- *Do not be afraid to fail the party if they haven't succeed their RPS check. (Mainly you new DMs). Yes, it is rewarding to approve and pass the creative ways your players may come up to succeed on these moments, but failing does not mean the death of them. If anything gives them a challenge to overcome, and learn, that may give most of the times, a great sense of accomplishments to them too. So just keep that in mind, Failure, doesn't mean always bad*
  - *As you noticed, in the misadventures guidebook, and main campaign, you will be able to find pre-made options of how to handle each kind and difficulty level of interactions. Those can be used even for your homebrews games. The only hard part is that you will need to work set each option one by one. Do not worry about it. These things take time to do (believe me, I talk from direct experience after writing all this guides <XD), so take your time and build your world as you please. And if you don't like something, then don't hesitate to try out the ideas that feel more right!*
-

#### **4) WEAPONS SKILLS**

Each weapon has their own skills that you can master and perform. You only need to dedicate yourself to its art, and make it your own.

Here you will find all the available skills you can obtain once you unlock them by learning the **Weaponry profession** skill needed.

Shield

-

-

- **Rushing tower** the wielder rushes to his target, knot him them out for one turn, and then enters guard state, protecting himself from incoming attacks until turns end, 2 turns cooldown

#### **5) PATRON'S SKILLS**

Like said in the character creation guide, the Patron's skills are similar to the passive skills and/ or unique buffs, that are given to your OC after they are made a deal or pact or a blessing with one of the many divine beings of the Known World (Demons, Angels, Demigods, Gods). This pact can happen by three ways:

- Learn how to summon them and then make a pact with these being.
- Pray in their temples
- Be or become one of their patrons.

In order to lvl up these skills, you will need to successfully strengthen your bond with your Divine/ Demonic patron. This will happen by succeeding milestones your patron has demand from you, like praying each day, deliver them their requested offerings, vanquish a target they wish them gone, etc, etc.

*Things to have in caution for these buffs:*

Some of the deals may contain requirements to fulfill at your end. Some may be simple as offer food or prayers, while others may require you to

devote or sacrifice your very freedom to them. Be careful when and who you choose.

More details for all the possible Patron's skills shall be included to the DM's guidebook,

At the end of it all, the patron's skills it will be up to the game and the DM, to decide all these effects, and if the game if the game will have them at all, all together. So make sure to talk these things ahead of time at your session zero, and most of all, if you do decide to include these skills, be ready for anything...!

## 6) BUFFS AND DEBUFFS

Bufs and Debufs are effects of various skills, mainly from Active, Passive and weapon skills, that grants small boosts in the main stats of the OCs, for a specific period of times, that variate depending the game you are playing.

- **BUFFS**: They are the boons that will give you positive effects to the OCs that receives them. The types of Buffs are:

- **Stat boosts**: buffs that grant the OCs a small buff to their main stats. They last until their time limit buff says in their descriptions.
- **Shields**: Buffs that gives you a temporary protection. This protection has its own HP that will depend on the skills descriptions. Once that HP are depleted (or the time limit of the buff) the shields buff us been removed.
- **Regen**: Buffs that give a small amount of HP regeneration to the OCs that received them. Amount of HP and time limit of buff depends on the skills details.
- **Immunity**: Buffs that give you immunity or complete protections on various effects and debuffs. The skills details determine the time, and the type of the protection

- **DEBUFFS**: They are the boons that will give negative effects to the OCs that receives them. The types of the Debuffs are:

- **Poison**: Debuffs that do some HP damage to the OCs that receive them each start of their turn, for a specific period of time, or until the OC reaches 1% HP.
  - \* The poisons cannot kill the OCs that has them, only weaken them.
  - \* Can RPS check
- **Deadly-poison**: Debuffs that has the same effects as Poison, but do a lot more HP damage it turn, and they can kill the OCs.
- **Stun**: Debuff that makes the OCs that receive it lose 1 turn.
- **Paralysis**: Debuffs that numbs the OCs that receives them, and may force them to lost a turn or more. Last for a few turns, as described by skill.
  - \* Can RPS check
- **Confusion**: Debuffs that confuses the OCs that receives them for 1 to 3 turns, and may force them to hit themselves, or their allies in their confusion.
  - \* Can RPS check

- **Hypnosis**: Debuffs that take away the OCs agency, and control them to do things ordered from the caster.  
\* Can RPS check
- **Forced-sleep**: Debuffs that force the OCs that receive them to sleep for 3 to 5 turns. During that time they cannot react or act, and just skip turns.  
\* Can RPS check
- **Bleed**: Debuffs made from your battle wounds. Take a small amount of HP damage, each turn for 3 to 5 turns. Auto removed if you are near 1% HP. You cannot die from this.  
\* Can RPS check
- **Deadly bleed**: Debuffs from serious wounds from your battles. Take HP damage from then each turn, and can be deadly if not be healed.
- **Burned**: Debuffs similar to Poison, that can happen from “Fire” skills. It can kill if not removed
- **Ice-Burned**: Debuffs similar to Poison, that can happen from “Ice” skills. It can kill, if not removed.
- **Frozen**: Debuffs similar to Deadly poison, but also stuns the OCs that received it for its duration. The debuff has one weakness. You can force yourself out of it.  
\* Can RPS check
- **Cursed**: Debuffs that comes from equip items most of the times. The curses variate, from bad luck to RPS checks, to be forced to not be able to remove equipped items that may give negative effects on the OCs main stats.  
\*This debuff can be removed from specific skills only.  
\*Depending your game, you could try removing other Debuffs it may cause, but not the Cursed debuff, unless using a skill that can remove it.

\* Buffs and Debuffs can be removed before their time limits, via potions, or other skills, or even city healers (for a price).

\* Depending the games that you play, there gonna be some special occasions were even some normal debuffs persist. That could possibly be for story issues. DMs and players must be sure they have all inform each other ahead of time for this.

\* Most of the time, the buffs that come from personal skills, or items that could persist, even after using Buff removal skills. This is only natural, as that is the main point of those powers. BUT, depending on the game you play, for Lore/ story progression reasons, those effect may fail. If this

happen, do not panic. Trust in your DM first, and remember what you have talked from your session zero.

(If that keeps up to torture players, then sorry, DM, you are the asshole here, shame on you...)

For a last part, in these next boards you will find the Misadventures guide's info for the RPS checks needed for the Debuffs effects.

As you noticed, there will be some RPS checks that you can use before and after the OCs have received the debuffs, that can provide you with the chance you need to undo them sooner than later.

Those RPS checks will be done during 2 moments:

1) When the OCs are targeted with a skill that will cast a debuff on them. There are some skills that provide some debuffs protections for the OCs that have them. If they do have those skills, and they are just got hit by another skill that will give them that debuff, they can do an RPS check to try and don't given the debuff in the first place.

Those details will always refer on skills and items that you carry. So you will now which gives which better protection and/ or immunity.

2) If they fail to the first save, some of the debuffs can allow them to retry to remove them, then. And each passing turn you fail the RPS check, the next check will become easier to succeed, until you are remove them, or their time limits end.

### **NOTES:**

\* Not all the Debuffs can be cleared with RPS check. Those that can are written on their description, above.

\*\* Everyone can do the RPS checks to remove the debuffs, but those with immunity skills are given better chances to remove them, faster.

Now, the difficulty of the checks will be organized into 5 tiers, with each tier, representing the levels of the skills used to the receiving OCs.

In sorts:

1<sup>st</sup> Tier: Profession lvl 1, Active/ Passive skills lvl 1-3

2<sup>nd</sup> Tier: Profession lvl 2, Active/ Passive skills lvl 4-5

3<sup>rd</sup> Tier: Profession lvl 3, Active/ Passive skills lvl 6-7

4<sup>th</sup> Tier: Profession lvl 4, Active/ Passive skills lvl 8-9

and 5<sup>th</sup> Tier: Profession lvl 5, Active/ Passive skills lvl 10

**RPS check to save you from receiving Debuffs:**

| Profession skills lvls | 1      | 2      | 3               | 4        | 5        |
|------------------------|--------|--------|-----------------|----------|----------|
| Passive Skills lvls    | 1      | 4      | 6               | 8        | 10       |
| 1 <sup>st</sup> TIER   | 1 win  | 1 draw | immunity        | immunity | immunity |
| 2 <sup>nd</sup> TIER   | 2 wins | 1 win  | 1 draw          | immunity | immunity |
| 3 <sup>rd</sup> TIER   | 3 wins | 2 wins | 2 draws         | 1 draw   | immunity |
| 4 <sup>th</sup> TIER   | 5 wins | 3 wins | 1 win, 2 draws  | 2 draws  | 1 draw   |
| 5 <sup>th</sup> TIER   | 5 wins | 5 wins | 3 wins, 2 draws | 5 draws  | 3 draws  |

If the OCs fail those first RPS checks, then they receive the Debuffs. Then, if it is allowed by the debuffs descriptions, they will need to use the next board options to try new RPS checks and remove the Debuffs that way.

**RPS checks to remove Debuffs (with skills help):**

| Profession skills lvls | 1             | 2               | 3               | 4           | 5           |
|------------------------|---------------|-----------------|-----------------|-------------|-------------|
| Passive Skills lvls    | 1             | 4               | 6               | 8           | 10          |
| 1 <sup>st</sup> TIER   | 1 win, 1 draw | 1 draw          | Auto-remove     | Auto-remove | Auto-remove |
| 2 <sup>nd</sup> TIER   | 2 wins        | 1 win, 1 draw   | 1 draw          | Auto-remove | Auto-remove |
| 3 <sup>rd</sup> TIER   | 4 wins        | 2 wins, 2 draws | 1 win, 2 draws  | 3 draws     | Auto-remove |
| 4 <sup>th</sup> TIER   | 4 wins        | 3 wins, 1 draw  | 2 wins, 2 draws | 3 draws     | 3 draws     |
| 5 <sup>th</sup> TIER   | 5 wins        | 4 wins, 1 draw  | 3 wins, 2 draws | 4 draws     | 3 draws     |

**BONUS:** If an OC has more than 1 skills that can provide the same bonus for the RPS checks you want to perform, they must first choose one of those skills. That skill will become for only this event the “main RPS skill”, that they’ll use. Then, they will take other skill(s) they have, and add +1 level to the “main interaction skill”.

\* If the secondary skills lvls are maxed out, then they provide to the “main RPS skill” +2 lvls instead!

\*\* Items that provide the buff are also included, but always give +1 lvl

\*\*\* Races skills add always their full +lvls they can provide

All this will add to the results for a better outcome:

| Profession skills lvls | 6+       | 10 (max) |
|------------------------|----------|----------|
| Passive Skills lvls    | 11+      | 16(max)  |
| 1 <sup>st</sup> TIER   | auto-win | auto-win |
| 2 <sup>nd</sup> TIER   | auto-win | auto-win |
| 3 <sup>rd</sup> TIER   | auto-win | auto-win |
| 4 <sup>th</sup> TIER   | auto-win | auto-win |
| 5 <sup>th</sup> TIER   | 3 draws  | auto-win |

**RPS checks to remove Debuffs (without skills help):**

| Turns after debuff   | 1             | 2              | 3              | 4               | 5              |
|----------------------|---------------|----------------|----------------|-----------------|----------------|
| 1 <sup>st</sup> TIER | 2 win, 1 draw | 1 draw         | 1 draw         | 1 draw          | 1 draw         |
| 2 <sup>nd</sup> TIER | 3 wins        | 2 wins         | 1 win, 1 draw  | 1 draw          | 1 draw         |
| 3 <sup>rd</sup> TIER | 4 wins        | 3 wins         | 2 wins, 1 draw | 1 win, 2 draws  | 3 draws        |
| 4 <sup>th</sup> TIER | 5 wins        | 4 wins         | 3 wins, 1 draw | 2 wins, 2 draws | 4 draws        |
| 5 <sup>th</sup> TIER | 6 wins        | 4 wins, 1 draw | 3 wins, 2 draw | 2 wins, 3 draws | 1 win, 4 draws |



Remember that those information applies for all OCs in your games. So this can be used by the players to save themselves from the enemies attacks, or from them to cast the debuffs to the enemies!

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**Creator's Notes:** To both DMs and players, never forget that you can always make your own changes in your games. Like it has been noted many times over the guides, if there is something that you find a bit too troubling, or a bit too difficult, or a bit too complicate for you, then let it be known, and try to change that to be more in your liking. The secret is to talk about it before the campaign begins, at sessions zero. As many veteran players of ttrpg have told me, this first session can really help players old and new to set some true solid foundations for your future game sessions.

The DMs will always play half of the part on all this too, as they must try their best with depending to the kind of game they want to run to provide the necessary skill providers, EXP sources, and powers ups, depending on the occasion and the campaign they shall prepare for their group. But please do not let this frighten or discourage you. The guides are here to provide solutions, and options to help you as much as possible, but not restrict you from making any changes you think that may provide a better experience for all. Try to utilize the guide's options to help you, and let your parties know about any changes or additions you do or add for your games.

And as for the players, remember that you play the other half part of the whole games, as is it you with your created OCs that will embark in adventurers that you decided to join in. Remember, that you are all a team, and not always alone, and every action has its own weight to both the game you are playing, but also each other. Let things that may bother you be known, but don't try to force the attention of all the game to you. You are not the main character. All of you matter and play in the same game, as this is your group's story.

So please, always remember everybody: respect each other, and play to have fun together.

End of Skills guide

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\*A= Active, P= Passive

| TYPE          | SKILL NAME | ELEM<br>ENT | A/P |
|---------------|------------|-------------|-----|
| <b>TIER 1</b> |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
| <b>TIER 2</b> |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
| <b>TIER 3</b> |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |
|               |            |             |     |