VESTIGE OF TIRISFAL

EVENT SYSTEM

STATS AND STAT POINTS

Points
Your starting amount of points is determined by your rank in the guild:

POINTS	'POWER LEVEL' EQUIVALENT
275	Commander
270	High Council
260	Specialists
250	Everyone else

Spend them in the character generator available at:
https://www.sakula.dev/gen/

As you grow in rank, you will get more points to spend. **Keep in mind that stats cost more points as they increase!** Use the character generator! There is a maximum cap of 80 points per attribute.

Attributes
Distribute your points over the five stats below:

STRENGTH (STR)
Anything that requires physical brawn will be a Strength roll. Smashing a crate, forcing a door, lifting something. For physical damage users, the highest between STR and DEX is used for to-hit rolls.

DEXTERITY (DEX)
Sleight of hand, precision and hand-eye coordination make up the Dexterity statistic. For physical damage users, the highest between STR and DEX is used for to-hit rolls.

INTELLIGENCE (INT)
The ability to reason, learn, remember and deduce. This includes certain perception checks. For magic users, INT is used for to-hit rolls.

WILLPOWER (WILL)

Mental fortitude, faith and the ability to succeed despite the odds. This includes certain perception checks. Willpower is also used to determine how many *Zealotry Points* you have.

FORTITUDE (FORT)
Constitution and physical resilience. Taking a blow, stepping into a trap or getting a spell flung at you? Chances are you're making a Fortitude check. Also important for your Hit Points!

Hit Points (HP)
Every player has Hit Points. They represent your life. If it reaches zero, you become unconscious. You can gain some extra hit points from armour, see Equipment below.

You have 5 Base HP.
Every 4 points of FORT add one extra HP.
Each 10 points of another stat add one extra HP.

Zealotry Points (ZP)
Depending on your WIL stat, you will be awarded one or more Zealotry points. These can be used *at will* to make any combat action **critically succeed**, thus spending the point.

Don't worry, the character generator calculates these things for you.

Put your HP/ZP and your stats in your TRP currently/OOC somewhere to be tracked. It's up to you to manage them!

EMOTING AND ACTIONS

Emoting
Now that you have your character's stats, it's time to put them to use! In this game system, emoting is freeform and you can attempt to do anything that makes sense for your character, **even in combat**. Gone are the days of combat where you just do a basic attack and then go AFK. Want to grab that big Boss' weapon and hit him with it? You can certainly try.

Always remember to emote in /raid chat.

Rolling
Make sure your actions make sense and choose a target for them if necessary. Remember to roll if necessary (see below). If you do use a target, mention it in your **/raid** emote.

To perform any action that is challenging, you roll the dice. For example, if your character was trying to push a rock away, which requires a **Strength** roll, they might type:

/roll

If their **Strength** stat is equal to or below the amount rolled, the action succeeds. Please note that in this system, rolling **lower is BETTER.**

The DM may ask you to roll for a simple action that normally does not require rolling, like reloading or moving. This generally only comes up if you are doing these things under stress or difficult conditions.

Crits
If you roll double digits, then that roll counts as a **crit**. For example, if you rolled a 44 you wouldn't just succeed or fail, but do so critically. Rolling a **1** is always a critical success. In combat, crits typically do double damage. For failures, your DM will determine any potential consequences.

Hard Rolls
If the action is particularly difficult, the DM may ask you to make a HARD ROLL. This means that the number you're trying to aim below is halved and rounded down. In the **Strength** example before, this means you must roll at least 25 or less!

COMBAT

Order of Battle
As is typical for most roleplay events, at some point you'll be engaged in combat. Combat is performed in *rounds*. Unless the party is being surprised in some way, the players will always go first, followed by the enemy and alternating afterwards.

AOE Attacks
You may attempt to hit multiple enemies at once, but doing so decreases your relevant to-hit statistic by 10 per additional enemy. So if your Strength is 50 and you're trying to hit 2 extra guys, you're going to try and roll 30 or below to succeed.

If a Hard Roll is required, the halving is done after this subtraction, not before.

Handedness
While it might seem obvious to equip a weapon in both hands (or use a big two hander), it can be advantageous to keep a hand free, in order to do something else. Using a shield is also useful (see "Equipment").

Actions

You have **two actions per round**, which represents what your character will be doing during that round. Only **one** of these actions can be an **attack**. An attack is classified as any action that affects an enemy unit.

Examples of a regular action can include:

- Sprinting a short distance
- Swinging your weapon
- Casting a regular spell
- Drinking a potion
- Dragging your friend out of the line of fire

  …

While it can be an attack, like swinging your hammer, it can also involve more inventive options. Be creative! This system is designed to let your character do whatever you want. Just be prepared to roll.

To see how much damage your attacks do, see below under ‘Equipment’.

Trivial Actions
Sometimes, your character wants to do something that is so trivial, that it does not count towards your action limit. Examples include yelling something, adjusting your grip or raising your shield. Essentially, if it’s something you could reasonably do in under a second, it’s a trivial action.

Complex Actions
Particularly difficult actions that take time, such as lockpicking a door mid-combat, may require you to keep doing them for several rounds. The details of this are up to the DM’s discretion.

EQUIPMENT

To keep things simple and easy to understand, weapons and armour do the following:

ARMOUR

No Armour:	No HP Gain
Light Armour:	+2 HP Gained (Requires min. 10 STR)
Medium Armour:	+5 HP Gained (Requires min. 30 STR)
Heavy Armour:	+10 HP Gained (Requires min. 45 STR)

The STR requirement is also used as a malus for any stealthy activity you attempt to undertake. That is the tradeoff: protection or stealthiness.

EQUIPPED OFF-HAND

Small Shield:	1 Damage Mitigated (Requires 10 STR)
Medium Shield:	2 Damage Mitigated (Requires 25 STR)
Large Shield:	3 Damage Mitigated (Requires 40 STR)

PHYSICAL DAMAGE WEAPONS (this includes Ranged)

Unarmed:	/roll 1-2 Damage
Unarmed (Martial Artist):	/roll 1-7 Damage
One handed Weapon:	/roll 1-5 Damage
Dual wielding weapons:	/roll 1-7 Damage
Two-handed weapons:	/roll 1-7 Damage

MAGIC AND SPELLS

Damage Spells	/roll 1-10 Damage
Healing Spells	/roll 1-5 Healing

Critical successes double all resulting damage.