

## IBSFA Classes And Statistics

A character statistics compose of primary, secondary and minor attributes, along with item and class skills:

### *Primary:*

**Strength** Each weapon & equipment have a strength threshold for proper use - using a weapon above your strength threshold decreases damage, strength based challenges (breaking through a strong door), opposite to delicate based challenges (picklocking with fine tools).

**Wisdom** Knowledge of creature and racial lore, cultural customs, philosophy. Good for pub trivia contests.

**Agility** Fine motor control, decreases threshold for delicate based challenges, thieving challenges, and creeping along very silently.

**Intelligence** How smart one is. Helps with maths, logic based challenges, which way to put trousers on.

**Endurance** Dictates hit points, stamina based challenges, and resistance to diseases and injuries.

**Luck** Some people are just bloody lucky and get away with fluking through challenges by sheer chance. Also affects critical hits and misses, and can change a bad move into a life saving outcome.

### *Secondary:*

**Flexibility** A flexible body can bend and move in ways others will find challenging, squeezing through impossibly small spaces and gaps.

**Balls of Steel** A brave soul with balls of steel can shrug off crowd control effects and would dare nut a daemon in the fork.

**Sensibility** A sensible mind can concentrate on a difficult task during stressful times that others may panic with, and recognize the ill-logic of attacking allies at the command of former foes.

### *Minor Attributes:*

Minor attributes are the natural senses of a player character. Some races have more or less sensitive senses, or additional perks to one or more sense.

**Hearing** How well a character can hear. More sensitive hearing can pick up the movement of approaching foes or npcs, or detect something sneaking nearby.

**Vision** How well a character can see. Some characters can spot foes from afar, while others have a better eye for details at close range. Some can also see better at night or in very dark areas, while others suffer in direct light.

**Smell** How well a character can smell scents. A more sensitive nose can track a particular scent, while others may have such a bad sense of smell that they are not affected by eye-watering stinky horrors.

**Touch** How sensitive a character's sense of touch is. A more sensitive sense of touch can feel tiny, delicate items, or the grooves of hidden partitions in a smooth wall. Those with a less sense of touch can ignore tiny pains or stick their hand into a stinging nettle bush without any ill effects.

**Taste** How well a character can taste with their tongue. A more sensitive tongue can pick out subtle flavours and disguised poisons, while those with a lack of taste can swallow terrible food.

**Sixth Sense** The sixth sense is a subconscious combination of the other senses along with character experience (not level exp) that can create a warning sense of being watched, an npc not being truthful, or similar hints that can not be detected by other means.

### *Battle Statistics*

**Turns** Every fight is split into a number of turns. A turn allows characters and foes to initiate battle according to *IBSFA*'s rules in a clear fashion. The order each character or foe is able to act in is determined by a d20 roll each one throws at the start of a fight.

Some abilities, spells and effects may take more than one turn to initialize. This is counted through the total sum of turns. For example, a part of five goes up against a monster. After everyone has rolled their d20s to determine the turn order, a wizard goes first with a charged fireball spell that requires two turns to fire. As a major action this ends the wizard's turn, counting as the spell's first turn. After the next character completes their turn, the wizard's fireball is launched, initiating attack and defensive checks for the wizard's spell.

Other classes, like the bard, also make use of this mechanic for their songs, with the effect of each "beat" changing on each turn.

**Actions** At the start of a turn, a character can move, perform a major action and a minor action. Major actions are typically attacks and spell casting, while minor actions are reloading weapons or readying a class perk.

**Movement Speed** Each character has a set distance they can travel during a turn (SPD). A grid of squares is the unit of distance.

**Health Points** Each character has a set number of health points (HP). The total HP a character has is calculated by the character race's base health + Endurance + any applicable class perk or bonus.

**Dodge** Each character has a dodge rating (DGE). DGE is a total sum of a d20 + any applicable attribute. If an enemy rolls a higher AIM than the character's dodge, the character will be hit.

**Armour** Each character has an armour rating (AR). If a character fails to dodge and is hit by an enemy, the AR reduces the enemy's DAM. AR is the total sum of the character's equipped armour, plus any sort of shield or magical force field.

**Aim** Each character has an aim rating (AIM). AIM is a total sum of the character's Agility, When attacking a target, the character rolls an Agility + d20 AIM against the target's DGE.

**Damage** Upon a successful hit, a character produces damage (DAM) upon the target. DAM is comprised of weapon damage + any applicable bonuses (strength, training, etc).

#### *Context Modifiers*

**Minimal Damage Bonus** A bonus perk that produces a minimal amount of 1 DAM or more on a successful hit that was negated by the target's AR.

**Area of Effect** Also known as AoE, a spell, ability or other that affects an area instead of a single target. AoE can not be dodged unless the character has a spell or ability that can instantly move them out of the affected area.

**Damage Over Time** Also known as DoT, an effect that causes a set amount of damage each turn until the effect wears off or is dispelled.

**Force** Some abilities, weapons and spells can push, pull, or move a target away from their original place. Separate from teleportation effects.

**Teleportation** Spells that can instantly move a target from one place to another. Teleportation do not maintain the kinetic force of the target and a target falling from a great height can safely land by teleporting onto the surface.

**Portal** Spells that summon a portal a character can enter that exits a distance away from the entrance portal. Portals retain kinetic energy and the exit portal can be placed to transfer the kinetic energy in a different direction than to what the character originally entered. For example, a character can fall into a portal that exits facing upwards from a surface, causing the character to "fall" upwards until the initial kinetic energy wears off by gravity.

**Rush** Some classes rely on brute Strength over fine Agility and can charge an enemy from a minimum set distance. The character attacks the target, moving up to the target and adding any remaining SPD to their AIM check. This is classed as a major action and will end the character's turn even if they have a minor action left.

**Flanking** Flanking a target from the side or behind can negate AR bonuses such as shields and directional force fields. A flanked target loses applicable AR bonuses.

**Reach** Many melee weapons can only be used to strike targets adjectant to the character, however some melee weapons, like the whip or the spear, can hit targets further away. As many battles are fought in close quarters, ranged weapons do not typically have any limits to distance.

**Line of Fire** Many ranged weapons and spells launch an attack on a linear path from the character to the target. Unless the missile is being aimed on an arc trajectory, any mob or ally in between the character and the target need to roll a DGE check to avoid getting hit. If the intended target dodges the shot, the missile will continue along the LoF requiring any characters or other NPCs in it's path to roll DGE to avoid being hit.

**Range Arc** The missiles of ranged weapons like the bow, crossbow, and sling can be aimed to travel in an arc that can be used to hit targets hiding behind vertical cover. Gunpowder weapons like the pistol and rifle firing arc is too fast and far to accurately judge for such a shot, although cannons and mortars use a prepared measured charges that can be used to launch their heavy payloads over vertical obstacles.

#### *Damage Types:*

**Slash** Damage that is dealt across a target by a bladed weapon or spell.

**Pierce** Damage that is thrust into the target, typically caused by either piercing weapons like a dagger or arrows, bolts and bullets. Piercing ammunition launched from a range weapon can travel through the target and hit anything behind it at a reduced damage. Piercing damage conveys a Minimum Damage Bonus according to the weapon/ammunition piercing statistic.

**Crush** The impact of being hit by blunt weapons, ammunitions and kinetic spells. Crushing impacts can push a target.

**Fire** Damage that causes burns by high temperatures.

**Ice**

**Lightning**

### *Item Skills:*

Any character can make use of any sort of weapon or armour, yet those trained in the use of such items receive better bonuses to aim, damage, protection, etc. Some items have a strength requirement as they are heavy. Using an item too heavy for a character will hamper their movement speed and make it harder to aim or provide less damage and so on.

1h and 2h is shorthand for one handed and two handed items.

### **Weapon Categories and Types**

Weapons are split into general categories with specialist training for individual weapon types, ie, any 1h blade works with basic and advanced training, but specialization in daggers will not give any specialization bonuses with other 1h blade types like long swords or hatchets.

- 1h Blade *Daggers, sickles, short swords, long swords, hatchets*
- 2h Blade *Bastard swords, greatswords, axes*
- Spear *Lances, pikes, javelins*
- 1h Blunt *Clubs, flails, maces, hammers*
- 2h Blunt *Staves, great hammers*
- Pistol *Flintlocks*
- 2h Gun *Muskets, rifles*
- 2h Cannon *Mortars, rockets*
- Blade fist *Bladed knuckles, hidden spring blades, fans*
- Blunt fist *Knuckles, Gauntlets*
- Shield
- Bow *Short bow, long bow, recurve bow*
- Crossbow *Repeating crossbow, double crossbow, lever-action crossbow*
- Sling
- Wand
- Flexible *Whip, cat o' nine tails, rope dart*
- Hand to hand

Basic Training: The character has trained on a basic level with the following weapon categories and does not suffer any AIM or DAM penalties when using these weapons.

Advanced Training: The character has trained to an advanced level with the following weapon categories and receives a 1d6 bonus to AIM. Requires basic training.

Specialization: The player has focused training with a specific weapon type and receives an additional 1d6 of DAM. Does not require advanced training.

### **Armour Types**

Character armour is made up of several worn pieces that provide a total armour rating. The armour rating reduces the damage a character takes from a successful hit. Armour types have a base material of either cloth, paper, leather, metal, or gem, and can be upgraded with

inserts of either material to increase armour rating. The type of material worn or used also increases the weight of the item that can incur movement speed depending on the class.

- **Cloth** *Made from either cotton, wool, or silk, cloth is light but does not provide much armour. Cloth is usually used as a base armour for paper, leather, and scale inserts.*
- **Paper** *A cheap, mass produced alternative to metal armour, paper armour can provide incredible protection for its price. Yet unlike metal each blow to the armour damages it until it becomes useless. It also soaks up liquid so it becomes heavier if it rains or you fall into a puddle.*
- **Leather** *Treated leather of slain creatures that isn't terribly difficult to procure and create. Usually favoured for providing a decent level of armour without being too heavy or restrictive. Leather is usually used as a base for metal and scale inserts.*
- **Fur** *Untreated leathers and furs of slain creatures. A lot cheaper and simpler to make than treated leather.*
- **Scale** *The scales of heavily armoured creatures like dragons and wyverns. As well as having a good armour rating, scale armour can also provide additional elemental resistance depending on the creature it came from.*
- **Metal** *Usually the armour type of choice for front line infantry. Metal armour tends to take the form of plate and provides incredible amount of protection at the cost of being heavy and more expensive to produce than leather. Most metal armours are made out of copper, brass, iron or steel.*
- **Ceramic** *Plates and shards of ceramic tile that provide resistance to cold, heat, and acid effects comparable to the elemental resistance of powerful creatures. Ceramic however is not easy to repair and can shatter under powerful blows.*
- **Gem** *Made from rare gems and somewhat similar to metal armour, gem armour provides great protection at the cost of weight and being extremely expensive to gather material for and to create. Gem armour tends to be used as dress uniforms for rich nobles, royalty, and high tier military leaders. Gem armour is very rarely ever seen on the battlefield.*

## Archetypes and Classes

The three class archetypes; the Fighter, Mage and Rogue do not dictate the roll of each in the group. A fighter class does not necessarily have to be the tank or melee damage, nor does a mage class have to stand afar dealing out spells and support, nor does the rogue class have to sneak around and nick everyone's stuff when they're not looking.

The class archetypes dictate the secondary attribute their class revolves around.

**Fighters** make use of the Balls of Steel attribute and typically place themselves in the front ranks of a battle. Their bravery and and experience of combat make them a common sight in any adventuring group.

**Soldier** Once known as the Warrior, a class which focused entirely on using melee weapons, was an unpopular class as it was deemed too simple and boring when compared

to other Fighter classes. Reinventing themselves to encompass the tactics of regular infantry and battle specialization, the Warriors renamed themselves as Soldiers.

Soldiers are trained in a variety of weapons, items and armours with an emphasis on squad tactics. As a Soldier grows in power and experience, the class can make better use of hired mercenaries; first commanding them effectively and inspiring them to greater feats, and then later taking them on as minions under the Soldier's command. At that time the Soldier could command a larger force of basic infantry or choose to lead a smaller squad with specialized roles such as sniper or medic.

Basic training: *1h Blade, 2h Blade, 1h Blunt, 2h Blunt, Pistol, 2h Gun, Spear, Shield, Bow, Crossbow*

### **Cleric**

### **Paladin**

**Gladiator** Originating from the fighting pits of the Goblin Empire, Gladiators are specialist melee fighters trained to entrap and overpower dangerous foes. Due to many starting out as slaves to fight for entertainment by their masters, Gladiators scavenge their weapons and armour from previous bouts or whatever scrap was lying around in the arena.

Gladiators AR comprises solely of whatever is covering their "shield" arm and a helmet. Typical Gladiator tactics call for lightweight maneuvering, taking blows with the armoured arm, and responding with weapon and equipment that entraps and hampers enemy maneuverability.

### **Archer**

### **Lancer**

**Thug** Thugs are similar to the monk in focusing on hand to hand combat, however there the similarities end. Thugs rely on their brute strength to overcome their foes and use every dirty trick in the World's Dirtiest Fighting Tricks book. When punching doesn't work, they will try punching harder. If asked to use their head to to bypass a locked door, they will use their own head as a battering ram. One of their most feared techniques is the Groin Punt, a move outlawed in the Bandit's Convention On Mugging Guidelines as being too unfair.

Basic training: *Hand to hand, Blade Fist, Blunt Fist, 1h Blunt*

### **Barbarian**

*Barbarian class mechanic: AR of worn, untreated furs and hide is the same as the original creature's AR.*

### **Dragoon**

## **Witch**

**Blade Master** A Blade Master is a class that focuses entirely upon the use of a spiritual weapon that is linked to the individual. The weapon itself is drawn from the body and is said to be an extension of the Blade Master's soul.

Blade Masters are a deeply spiritual class that have trained for many years to become one with their weapon. These classes' abilities, offensive and defences are based solely around the use of the weapon. In battle they can switch through a variety of stances that give them elemental defensive and offensive bonuses. Yet the focus on their spiritual weapon does have it drawbacks. Although their spiritual weapon is it's strongest aspect, it is also the weakest part of the Blade Master. The class can not use material weapons very well, even those of the same weapon type as their spiritual version.

A Blade Master's weapon has it's own hit points and shares incoming damage. If an attack connects to the Blade Master, half of the total sum of the attack damages the weapon's hit points, while the other half then initiates the AR check on the Blade Master. If the total sum of damage is an odd number, the weapon absorbs the greater half.

*Blade Master class mechanic: a Blade Master's weapon absorbs half of the incoming damage until it's HP has been depleted, causing the weapon to shatter and disappear. The weapon can only be summoned again by a Wisdom roll check which would be classed as a major action.*

Basic training; only one of the following: *1h Blade, 2h Blade, 1h Blunt, 2h Blunt, Spear, Blade Fist, Blunt Fist, Whip.*

**Mages** are specifically trained in the arts of magic in dedicated schools and academies of the arcane arts. As students they are taught to make use of their Sensibility attribute, and analyze, theorize, and proceed with the best cause of action to their ability.

## **Necromancer**

## **Warlock**

## **Wizard**

*Wizard class mechanic: charging power spells. Wizard can raise control threshold to cast powerful spells that launch after a set number of turns.*

## **Elementalist**

## **Summoner**

## **Druid**



**Priest**

**Transmutator**

**Mechanist**

**Seductress**

**Artificer**

**Rogues** An adaptable archetype of classes that rely on their maneuverability and speed to avoid getting hit than in brute force and heavy armour. Rogues make use of the Flexibility attribute to get them into places they really should not be in.

**Thief**

**Assassin**

*Assassin stealth mechanic: darkness. Assassin can hide in the shadows, even in visual contact.*

**Ranger**

**Monk** The polar opposite of the Thug, Monks are a hand to hand focused class that relies on fine agility over brute force to defeat foes. They have a deep spiritual connection to animal and nature spirits and can harness this connection with a choice of numerous fighting styles and stances that modify attacks with bonus abilities and buffs.

*Monk class mechanic: attacks and abilities are modified by fighting style and stances.*

Fighting styles:

Viper - poison DoT to melee attacks.

Eagle - piercing attacks.

Wolf - additional DAM to ally

Cobra - additional DAM with each successful attack caused by the Monk.

Stances:

Lotus

**Scout**

*Scout stealth mechanic: camouflage. Scout can blend into their surroundings to hide before visual contact.*

**Duelist**

**Grenadier**

**Bard**

*Bard class mechanic: turn based song.*

**Alchemist**

**Ninja**

*Ninja stealth mechanic: acrobat. Ninja avoids being seen by clambering up and into normally inaccessible areas.*

**Sorcerer**