

Reaction Speed:

Determines who moves first.

Action Speed:

Determines number of actions that can be performed per turn the formula is

$AS/10$ (always round down)=APT(actions per turn) unless APT would be zero then it is set to one.

Actions:

Number of inputs a player can make a turn.

Weakness:

If weak to type, take 50% more damage.

Resistant:

If resistant to a type, take 50% less damage.

Combat Initiation:

1. The player attacks the enemy whilst they are unaware/from behind and combat starts but the player receives one free turn, and after that combat starts as normal.
2. The player attacks the enemy whilst they are aware of them/chasing them, combat starts and turn order is determined by reaction speed.
3. The player is attacked by an enemy, and combat is initiated and the enemy gains one free turn and after that normal combat begins.

Shells:

When firing the player can decide to use a shell and one is consumed from your inventory. Shots with a shell deal 50% more damage (stacks with weaknesses).

IIA

2 Parts Iroquid, and 1 part Azos. The Iroquid seems to cause the Azos to rapidly grow covering the target limiting their range of motion, though a side effect of the increase growth speed is that it will also quickly die as well.

EEP

2 Parts Eis, and 1 part Probertium. When these materials collide with each other at high velocity it generates a small explosion.

AAE

2 Parts Azos, and 1 part Eis. The Azos when exposed to the latent energies within the Eis, it begins to dry out and become more gnarled wrapping around and digging into whatever surface it is attached to, it only taking a small impact for the crystals to shatter damaging whatever it is attached to.

PPI

2 Parts Probertium, and 1 part Iroquid. As the Iroquid comes into contact with the Probertium it causes it to begin to corrode rapidly transforming the compound into a highly corrosive sludge that slowly burns through anything it is attached to before it slowly becomes inert.

Azos - A type of liquid from the Abbyss.

Iroquid - A type of liquid from the Abbyss.

Probertium - A metal that has begun to take on unique properties from the blue light.

Eis - A unstable crystal only found at the lower levels of the abbyss causing it to be valued highly.