Basic Rules and Whatnot

DEEPWOKEN
THE UNOFFICIAL TTRPG
I'll give it a better name… maybe…

Color Key: Blue = Under the hood text, like the purpose for things
Red = WIP stuff most likely to change

If you have any suggestions, leave them in the Discord! https://discord.gg/KQNAG34F7q

For now, this is going to be very disorganized. Honestly I'm throwing stuff at the wall and I'm hoping it might work.

I'm going to add set DCs for some things. I should have done that earlier
How most rolls work: Attribute+Application
The difficulty of rolls are set by the GM. The GM then gives an attribute and application needed for the roll. Attribute determines what type of dice used (d4, d6, d8, ect), Application determines how many dice you use. You start with a 1 in every application, and (outside of bonuses from talents or your aspects) If at least one of the dice lands on a number equal to or above the difficulty, it counts as a success. The GM may require more than one success. Anything with an attribute score of 0 or below automatically roll a 1 when they use that attribute.

Attributes
Strength
Fortitude
Agility
Intelligence
Willpower
Charisma

Player stats
Health: 10 + Fortidue
Sanity: Willpower + Fortitude
Ether: Charisma+Intelligence
Initiative: Agility+Intelligence
Armor: Depends on your outfit any other abilities
Power: Your character level, every three points in an attribute improves your level

You can upgrade any attribute whenever you get an attribute point. Once you do, an application by 1. Players start with 10 points. For every 3 points spent you increase in power, and you get to choose either 1 talent + 1 Mantra or 2 talents
Attributes cap at 15
Every increment of two points in an attribute increases the dice level
1-2 gives d4 (level1)
3-4 gives d6 (level2)
5-7 gives d8 (level3)
8-11 gives d10 (level4)

12-15 gives d12(level5)

Attunements: Instead of upgrading your attributes, you can upgrade any attunement you have a point in. All attunements start at zero, meaning you cannot put any points into them *yet*. When you make your character, You can choose any attunement to be attuned to, allowing you to put points into it even if you have zero points in it. To upgrade other attunements, I'll figure it out later.

I might make it so the dice increases go in increments of 3 instead of 2, like 1-3 gives d4, 4-6 gives d6, ect. The cap of 15 would stay the same.

Stealth during combat: On your turn, you can enter stealth with a normal action as long as you are not in line of sight of an enemy (Agility+Sneak), with the GM setting the difficulty. If you enter line of sight of an enemy, or if there is a chance of you making a noticeable noise, you must roll again (Agility+Sneak), with the GM setting the difficulty. Being in stealth reduces how many spaces you can move by 2. You can not be targeted directly by mantras or attacks, and you reduce the difficulty to dodge basic or critical attacks by your agility dice level. You can attack an opponent in stealth, increasing the difficulty of defending your attack and damage by 1+your agility dice level. If your Target survives the attack, or there is a witness, you exit stealth.

0Hp and dying: If you get sent to 0HP or lower you're not dead *yet.* You enter the process of dying, and get a status called Sinking. Sinking starts at 0, and increases by 1 at the end of your turn. You must roll either your Fortitude or your Willpower attribute at the end of your turn, BEFORE you increase your Sinking status by 1. If Your roll is not greater than or equal to your Sinking status, you die. If any ally uses their action to stabilise you (idk what you'll roll yet), you lose the Sinking status, and are left unconscious at 0Hp. If you are hit by any attack while at 0Hp, you increase your Sinking status by 1 and begin dying again.

This same rule applies to other humanoid characters, but players can choose to grip them by using their action and bonus action, killing them immediately. Monsters die immediately upon hitting 0hp, unless otherwise stated.

(Optional rule): NPC's can choose to use their entire turn (save for movement) to grip a downed player/character. If a character is forced to defend during their grip, or if they are forced into another space for any reason other than the floor they're standing on is moving, they are interrupted. If the gripping character is uninterrupted by the start of their next turn, the player/character being gripped is killed immediately.

Armor: For every point of armor you have, it reduces the damage of a failed defense by that much.

Contested rolls: If two or more characters (including players) attempt conflicting actions (trying to beat each other in a race, getting someone to believe a lie, ect), they must make a contested roll set by the GM. The GM states What attribute and application to use for both parties, and whoever rolls the highest wins. In the case of a tie, whoever started the contested roll wins.

Action Types:
Normal Actions: You get 1 action per turn, and anything that doesn't fall under the bonus or free action umbrella is assumed to be an action. If you need to roll to do something, that's an action.
Bonus actions: You get 1 bonus action per turn. You can only use a bonus action if you have an ability or item that requires you to use one
Free actions: You have an unlimited number of free actions. You can only use a free action if you have an ability or item that requires you to use one. If something uses a free action, you can only do it once
Move action: Your base movement speed is 4 spaces, and doesn't cost any type of action. Additionally, you can dash and use a bonus action to move half your movement speed, as long as you don't have any Slowness stacks

Each space is around 5 ft.

Falling from heights: If you begin falling from a height greater than 10 ft (2 spaces), you may use a bonus action before you start falling. Otherwise, you drop up to 50 ft (20 spaces). If at the start of your next turn you are still falling, you drop 100 ft (50 spaces). After falling for 2 spaces, you take 2 damage for every space you fall, and are prone when you land. You can not use your move action while falling

Types of Ranges:
Close: Anything that's Close range can only target a character that is immediately adjacent.
Range X: Anything with Range can target a character as long as they are no more than X spaces away and there are no obstacles blocking line of sight. Characters count as obstacles.
Burst X: Anything with Burst will target everything other than the user within X amount of spaces, centered on the user. If something has Burst X AND Range X, the user chooses a point that the burst is centered on in range. Unless stated otherwise, the user cannot be targeted by their own move if it has burst and range.
Indirect: Anything with Indirect is unaffected by obstacles.
Line X: The user chooses a direction, and everything between them and X many spaces are targeted. If an obstacle other than a character is in the way, anything behind the obstacle cannot be targeted.

Applications:
Whenever you want to do some

Applications:

Strength:
Lifting: Picking up a boulder, tossing a Megaladaunt, holding a gate open
Athletics: Chasing someone on the run, jumping across a chasm, climbing walls
Sailing: Manning the sails, rowing, helming a ship

Fortitude:
Immunity: poisons, toxins, disease
Grit: Holding your breath, getting a good rest in an uncomfortable space, stomaching awful food.

Agility:
Sneak: Moving without being noticed
Balance: Keeping your footing when it's threatened
Acrobatics: Swinging across chasms, grabbing hold of a ledge, climbing walls
Deftness: Lock Picking, pickpocketing, sleight of hand

Intelligence:
Crafting: Forging, repairing
Lore: History, religion, trivia
Alchemy: Potion crafting, identifying poisons/disease
Navigating: Finding north, understanding a map, helming a ship

Willpower:
Insight: Reading emotions, identifying lies, general intuition
Reflex: catching something at high speeds/under pressure, identifying things in a split second, perception
Heart: Courage, resisting mental influences
Song: Your connection to the greater powers around you

Charisma:
Barter: haggling, selling something to somebody
Persuasion: Getting someone to believe you, convincing someone to do something for you
Deception: Lying to someone
Intimidation: Threatening someone

Attunements: How players can use the song to their advantage.
First four: Galebreath, Flamecharm, Thundercall, Frostdraw
Then Shadowcast and Ironsing
Then Bloodrend + our own

Attunements give access to mantras as well as talents
Ether regenerates by 1 point at the start of your, and or by

Mantra rules:
Mantras are powerful, so they have an ether cost and sometimes a cooldown.
They also work like basic attacks, and are assumed to automatically hit.
Using a mantra always puts it on Cooldown. Cooldown is reduced by 1 at the end of your turn, and you cannot use that mantra until its cooldown hits 0
You are limited to 3 normal mantras, 1 support mantra, and 1 mobility mantra equipped at a time. You can swap out any mantra you currently have equipped with another mantra you have previously collected when you rest in a safe place.

Mantra Name: Attunement
Requirements:
Mantra Range:
Mantra Damage:
Ether Cost:
Cooldown:
Defenses:
Block: 7
Parry: 4
Dodge: 4
Additional Mantra Effects:

Talents: Talents give the players benefits, and may have an attribute, attunement, or some other requirement. When a talent is selected, you immediately get any buff or debuff that the talent has. You can disable and enable any number of talents you have when you are in a safe space. A talent is automatically disabled if you disable a prerequisite talent.

Status effects:
Unless specified, every status effect stacks
Speed X: for every stack of speed you have, you move an additional space on your turn. This status effect ends depending on its source, and does not go away all at once.
Slowness X: for every stack of slowness you have, you move that many spaces less on your turn and are unable to dash. This status effect ends depending on its source, and does not go away all at once.
Prone: If you have this status, you are lying on the ground. You may only move 1 space, any attack from close range that targets you has its defense difficulty increased by 3, and any attack from range that targets you has its Block and Dodge difficulty decreased by 3. You can use a normal action or use a bonus action and roll an Agility+Acrobatics save of 4 to remove the prone status.
Charmed X: Charm reduces by one at the end of a characters turn
Taunted X: Taunt reduces by one at the end of a characters turn
Sinking X: At the end of your turn, roll your Fortitude or your Willpower attribute. If the result is equal to or higher than your total stacks of Sinking, you gain an extra stack of Sinking. If the result is lower than your total stacks of Sinking, you die.
Burn X: At the start of your turn, you take x damage. At the end of your turn, Burn loses half of its stacks rounded up. Upon successful dodge defense, or as a normal action, you put out the fire and remove all Burn stacks. Another character can use an action to put you out as well. You can not
Frozen: If you have the Frozen status, the next time you must make a Defense roll, you default to Block and automatically fail, then lose the Frozen Status. Otherwise, if you have the Frozen status at the start of your turn, your turn is skipped and you lose the Frozen Status. You cannot get the Frozen more than once per round.
Shock X: For every stack of Shock you have, the difficulty to Defend an attack increases by 1. You lose 1 stack of Shock at the the end of your turn (Max of 3 stacks)
Winded X: If you have a stack of Winded, You cannot cast mantras. You lose a stack of Winded at the end of your turn.

Oaths will be their own thing, and will actually act like oaths. Almost all of them will have some rules they have to follow.

Oaths to add first: Oathless, Jetstriker, Fadetrimmer, Blindseer, Starkindred, Saltchemist

When shadowcast is added: Vision Shaper, Contracter, Dawnwalker, Silentheart

When Bloodrend is added: Bladeharper, Soulbreaker, Linkstrider, Saintsworn,

Weapons:
How normal weapon attacks are rolled
Assuming you are close enough, normal attacks automatically hit, and it's up to the target to try to Parry(Strength) Dodge(Agility) or Block(Fortitude). The roll needed to successfully defend is based off of the required attributes dice level. If the target of the attack rolls a number equal to or greater than the defend difficulty set by the weapon, then it's a successful defense.

Successful Parry = No damage + end opponents turn
Successful Dodge = No Damage + move 5ft in any direction (move only once if you must make multiple dodge saves from the same attack.)
Successful Block = No damage
Failed Block = Half damage

If you move out of range of an attack before making a defense roll, it automatically misses.

Critical attacks: You need to pass a roll to hit an opponent with a crit, then that opponent can defend how they want. The dice level of your crit is based on whatever attribute you use to increase your crit damage. You only ever need one success to land a crit. You cannot not Crit twice in a row, unless you are given the means too.

Weapon Name: Weapon Type
Basic attack: Damage
Basic attack effect (If Applicable)
Critical: What to roll to land Crit
Roll needed to land Crit
Crit Damage:
Crit Effect (If Applicable)
Defenses:
Save for Block, Crit Save
Save for Parry, Crit Save
Save for Dodge, Crit Save
Additional Effect

All humanoid characters, NPC or Player, has access to this weapon
Boxing: Unarmed
Basic attack: 1 + Strength or Agility
Critical: Strength OR Agility
Crit Effect:
To land: 2
Crit Damage: 2 +Strength OR Agility
Defenses:
Block: 2, 3
Parry: 2, 3
Dodge: 2, 3
Natural Weapon: If you are disarmed, you may equip this weapon or any other weapon with the type Unarmed as a free action. You can willingly equip this weapon as a free action by dropping your weapon, or as a bonus action by stowing your weapon.

Race and Origins

I'm going to be making up a lot of stuff here. If you know of any lore make sure to leave a comment in here or somewhere else I can see. I'll make the descriptions better later.

Aspect Name: Adret
Aspect Description: A newer group of people originating from the Central Luminant, they have no animalistic qualities and instead grow markings on their face. In Adret culture, these markings carry spiritual meaning decided by the Adret that wears them. They are naturally more diplomatic than other aspects, and are quick learners. Most Adret make their home and have the most political power in the Central Authority, but due to their adaptability you can find Adrets in almost any community.
Aspect Bonus: "Autodidact" You have an Adret Application point. At any time, whenever you're in a safe location, you may reassign this point to any application you want.
Application Bonus: Copy the application bonus of another aspect (preferably in relation to your backstory)

Aspect Name: Canor
Aspect Description: A scattered race, but welcomed by all. The Canor are a brave and fiercely loyal people, with dog/lion-like characteristics. Canor's have angular markings beneath their eyes, and many boast manes. Going to add a bit more flavor
Aspect Bonus: "Loyalty" Once per combat, you may "Bolster" an ally as a bonus action. They are immediately stabilised, and are brought to 1 hp.
Application Bonus: Canor's are known to be fiercely loyal, loyal enough to be trusted more than others. You gain an extra dice on Persuasion rolls when interacting with those who trust you. Who's a good boy?!

Aspect Name: Capra
Aspect Description: Unlike the other aspects, the Capra have always been nomadic. They are a goat-like race, with rectangular pupils, horns, and skull-like growths on their jaws. For the unfortunate few, their skull-like growths cover more than their jaws. The Capra see the world differently, and the secrets the world keeps.
Aspect Bonus: "The Mark" While at a safe place, you may choose one of The Marks: Ku, Nemit, or Jurik, and share their secrets with your allies. You may do this once a day.
Mark of Ku: Sharing the secrets of the Mother, you bring comfort and healing to your allies. Roll either your Intelligence, Charisma, or Willpower. Your allies heal that much.
Mark of Nemit: Sharing the secrets of Nature, you bring vigor and strength to your allies. Roll either your Intelligence, Charisma, or Willpower. Your allies may deal that much damage as additional damage to any attack.
Mark of Jurik: Sharing the secrets of the Moon, you bring Calm and clarity to your allies. Roll either your Intelligence, Charisma, or Willpower. Your allies increase in Sanity by that much for the next 24 hours.
Application Bonus: Seeing the world differently puts things in a different perspective. Gain 1 extra dice on Insight rolls when discerning truth from lies.

Aspect Name: Celtor
Aspect Description: The Celtor use to have a home, the City of Celtor, but it was lost to the depths due to the people's greed. Celtorians are known for both their greed, and their sailing abilities. They boast racoon-like markings on their face, and have characteristics of weasels, badgers, otters, and other Mustelidae.
Aspect Bonus: "Rigged" Once every 24 hours, you may flip the dice made by either you OR the gm. Rolling a 1 on a D4 becomes a 4, while rolling a 6 on a D8 becomes a 2.
Application Bonus: Celtorians know ships inside and out, giving you 1 extra dice when making craft roles in relation to ship maintenance.

Aspect Name: Chrysid
Aspect Description: 1 of the three insect like aspects, Chrysids are closely related to moths. All Chrysids have feathery Antennae and a thin, slightly translucent layer of fluff. Most Chrysids nowadays reside in the lullaby isles for religious purposes, but they will always be welcome in their old home of the Arital Greathives.
Aspect Bonus: "Mothwing Dust" You constantly shed an invisible dust nobody but you can sense. Anyone or anything that comes in Close range of you will be covered in your dust, allowing you to sense where they are for the next hour (the sense feels similar to touch). Even enemies that are invisible or in stealth will be covered in dust if they get too close, but you will need to make a successful Willpower+Reflex roll to not be surprised by them if they attack you.
Application Bonus: Chrysids are more spiritual than most, and gain 1 extra dice when making lore roles in relation to spiritual knowledge

Aspect Name: Etrean
Aspect Description: Etreans are an Aspect with the physical qualities of snakes, and many have venomous views of the other aspects. They have reptilian eyes, and scale-like growths surrounding them. Their body's have also adapted to expel poisons and venoms better than other aspects due to their home of Etris being home to many toxic creatures. You are unlikely to find Etreans living outside of their home turf, as the prejudice flows both ways.
Aspect Bonus: "Molt" Once every 24 hours, you may choose to drop all negative and positive status effects (except for Sinking). For every status effect you drop, including however many stacks you have, you heal for 1 hp (Dropping slowness 3 would give you 3 hp.)
Application Bonus: Your body is resistant to venom, giving you 1 extra dice in Immunity rolls when dealing with venom.

Aspect Name: Felinor
Aspect Description: Felinors are a peculiar aspect. They have never claimed a true home, nor has there been any attempt to do so. Felinors are a cat-like aspect, with their most prominent feature being their cat ears. Almost all Felinors value the individual over the few, but are stereotypically seen as thieves and vagabonds for not conforming with society.
Aspect Bonus: "Nightchild" While in stealth, the movement penalty stealth gives is negated. Additionally if you enter combat out of sight of other enemies, you may enter stealth for free. Lastly, when out of combat, if you are out of sight of any other character you may automatically enter stealth.
Application Bonus:You have cat-like reflexes (for obvious reasons), giving you 1 extra dice for Acrobatics rolls when climbing a wood surface.

Aspect Name: Ganymede
Aspect Description: During a time lost to history, the Ganymede and the Vespairians were once the same aspect. But when the first sinkings began, there was a schism amongst the people. A minority of these ancient people allowed the tides to take them, sinking into the depths and adapting to it. These people became the Ganymede, a mutated and insectiod aspect that could withstand the depths. Their old eyes are gone, replaced by strange markings that both resemble and work like eyes. You will never see a Ganymede without some form of headwear, as they believe covering the head wards off insanity.
Aspect Bonus: "Deepfolk" every 24 hours, you gain temporary Sanity up to your max Sanity (if you have more temporary Sanity then your max Sanity already, you gain nothing). Any time you would lose Hp, you may instead choose to lose double that in temporary Sanity. If the damage is more than your temporary Sanity, the rest of the damage is dealt to your normal Sanity.
Application Bonus: Your mind is accustomed to the Deep. You gain 1 extra dice on Willpower rolls when dealing with the effects of being in the Depths

Aspect Name: Gremor
Aspect Description: I need to do a bit more research on the gremors and Navea before I can make them a description
Aspect Bonus: "Navea's Guidance" By tapping into the vow Navea made with your oldest ancestors, you momentarily enter a state of celestial clarity. For three turns, you reduce the difficulty to block, parry, and dodge by double your Intelligence/Willpower/Charisma dice level (Whichever is higher).
Application Bonus: Your internal compass gives you 2 extra dice in Navigation rolls when you are trying to orientate yourself or finding North when outside and not in the Depths.

Aspect Name: Khan
Aspect Description:
Aspect Bonus: "Versatile" You are able to equip an additional piece of gear. Additionally, you can equip both weapons and gear if you are missing the required attribute/attunement points by 3 (If weapon needs 5 agility to equip, you only need 2)
Application Bonus: Due to constant tinkering, you gain 1 extra dice in Craft rolls when you are repairing a weapon or piece of equipment.

Aspect Name: Tiran
Aspect Description:
Aspect Bonus: "Feathered" You have a compact Tiran Glider that cannot break and does not take an equipment slot. Others may equip your glider, but it's unwieldy in their hands, causing them to make an Agility+Acrobatics check, or else they will drop out of the sky.
Application Bonus: Your used to being in the sky, and you gain 1 extra dice in Acrobatics rolls when you are off the ground

Aspect Name: Vesparian

Aspect Description: During a time lost to history, the Ganymede and the Vespairians were once the same aspect. But when the first sinkings began, there was a schism amongst the people. A fortunate few discovered the power of Lifeweaving and they vowed to fend off the depths. They became what we know as Vesparians, a beetle-like aspect known for their naturally grown masks that protect the world from their mutated visage. Vesparians can take off this mask, but they only ever do so to eat. If a Vesparian's mask is lost it will regrow over the course of 24 hours, as if their own body is quick to cover their face out of shame.

Aspect Bonus: "Chitin" Your body is actually covered with a thin yet durable layer of chitin. You gain armor equal to your Fortitude dice level that cannot be negated or nullified in any way.

Application Bonus: Your body is accustomed to the Deep. You gain 1 extra dice on Fortitude rolls when dealing while dealing with the effects of being in the Depths

I'll also make it so that you choose an origin alongside an Aspect when you create a character. What they will do specifically has yet to be decided, but it will affect your how factions like Central Authority or the Great Hive
(I just realized I need to make reputation rules now…)

Character Sheet

Fiddlesticks

All Weapons

Once I get some playtests done, I'm probably going to tweak the block, parry, and dodge defenses. Also, I'll be adding more weapons. Unless they have some weird unique effect The Crit Effects will be similar among the different weapon types

Swords

Rusted Blade: Sword
Basic attack: 2 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: roll 2 dice to land a crit. One dice uses your Strength attribute level, and the other dice uses your Agility attribute level.
To land: 3
Crit Damage: 3 + Strength OR Agility
Defenses:
Block: 3, 5
Parry: 4, 4
Dodge: 3, 3

Messer: Sword
Basic attack: 3 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: roll 2 dice to land a crit. One dice uses your Strength attribute level, and the other dice uses your Agility attribute level.
To land: 3
Crit Damage: 3 + Strength OR Agility
Defenses:
Block: 4, 5
Parry: 4, 5
Dodge: 3, 4

Katana: Sword
Basic attack: 2 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: roll 2 dice to land a crit. One dice uses your Strength attribute level, and the other dice uses your Agility attribute level.
To land: 2
Crit Damage: 4 + Strength OR Agility
Defenses:
Block: 3, 5
Parry: 4, 4
Dodge: 4, 4

Spears

Iron Spear: Spear
Basic attack: 1 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: You may attack your target from an additional space away.
To land: 3
Crit Damage: 2 +Strength OR Agility
Defenses:
Block: 3, 3
Parry: 3, 4
Dodge: 3, 4

Irontusk: Spear
Basic attack: 2 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: You may attack your target from an additional space away.
To land: 3
Crit Damage: 4 +Strength OR Agility
Defenses:
Block: 3, 4
Parry: 4, 4
Dodge: 3, 4

Ritual Spear: Spear
Basic attack: 2 + Strength OR Agility
Critical: Strength OR Agility
Crit Effect: You may attack your target from an additional space away.
To land: 3
Crit Damage: 3 +Strength OR Agility
Defenses:
Block: 4, 4
Parry: 4, 5
Dodge: 4, 5

Rifles

Musket: Rifle
Basic attack: 1 + Agility OR Intelligence
Critical: Agility OR Intelligence
Crit Effect: Before you move, You can attempt to hit a target up to range 10,
To land: 3
Crit Damage: 2 + Agility OR Intelligence
Defenses:
Block: 3, 3
Parry: 3, 4
Dodge: 3, 5

Summer Rifle: Rifle
Basic attack: 2 + Agility OR Intelligence
Critical: Agility OR Intelligence
Crit Effect: Before you move, You can attempt to hit a target up to range 10,
To land: 3
Crit Damage: 3 + Agility OR Intelligence
Defenses:
Block: 3, 4
Parry: 4, 4
Dodge: 4, 5

Clubs

Club: Club
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: Target takes an additional 2 damage if they fail a Parry or Dodge
To land: 3
Crit Damage: 3 + Strength
Defenses:
Block: 4, 4
Parry: 3, 3
Dodge: 3, 3

Mace: Club
Basic attack: 4 + Strength
Critical: Strength
Crit Effect: Target takes an additional 2 damage if they fail a Parry or Dodge
To land: 3
Crit Damage: 4 + Strength
Defenses:
Block:5, 6
Parry: 3, 4
Dodge: 3, 3

Toothed Club: Club
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: Target takes an additional 2 damage if they fail a Parry or Dodge
To land: 3
Crit Damage: 4 + Strength
Defenses:
Block: 4, 5
Parry: 3, 4
Dodge: 3, 4

Daggers

Stiletto: Dagger
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: Target must make 2 additional defense saves, ending early if they make a successful Parry
To land: 3
Crit Damage: 2 + Agility
Defenses:
Block: 2, 3
Parry: 3, 3
Dodge: 4, 5

Silver Dagger: Dagger
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: Target must make 2 additional defense saves, ending early if they make a successful Parry
To land: 3
Crit Damage: 2 + Agility
Defenses:
Block: 2, 3
Parry: 4, 4
Dodge: 4, 5

Hunting Knife: Dagger
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: Target must make 2 additional defense saves, ending early if they make a successful Parry
To land: 3
Crit Damage: 3 + Agility
Defenses:
Block: 3, 4
Parry: 3, 4
Dodge: 4, 5

Unarmed

Boxing: Unarmed
Basic Attack: 1 + Strength or Agility
Critical: Strength OR Agility
Crit Effect:
To land: 2
Crit Damage: 2 +Strength OR Agility
Defenses:
Block: 2, 3
Parry: 2, 3
Dodge: 2, 3
Natural Weapon: If you are disarmed, you may equip this weapon or any other weapon with the type Unarmed as a free action. You can willingly equip this weapon as a free action by dropping your weapon, or as a bonus action by stowing your weapon.

Way of Navae: Unarmed
Basic Attack: 2 + Strength or Agility
Critical: Strength OR Agility
Crit Effect: Enemies cannot lower the block difficulty.
To land: 2
Crit Damage: 3 + Strength OR Agility
Defenses:
Block: 3, 5
Parry: 3, 4
Dodge: 3, 3
Natural Weapon: If you are disarmed, you may equip this weapon or any other weapon with the type Unarmed as a free action. You can willingly equip this weapon as a free action by dropping your weapon, or as a bonus action by stowing your weapon.

Way of Navae: Unarmed
Basic Attack: 2 + Strength or Agility
Critical: Strength OR Agility
Crit Effect: On a failed defense roll, your target gains Slowness 3.
To land: 2
Crit Damage: 3 + Strength OR Agility
Defenses:
Block: 3, 3
Parry: 3, 4
Dodge: 3, 5
Natural Weapon: If you are disarmed, you may equip this weapon or any other weapon with the type Unarmed as a free action. You can willingly equip this weapon as a free action by dropping your weapon, or as a bonus action by stowing your weapon.

Pistols

Silversix: Pistols
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: You can attempt to hit a target up to range 5, increasing the dice number needed to land by 1
To land: 2
Crit Damage: 2 + Agility
Defenses:
Block: 2, 3
Parry: 4, 4
Dodge: 3, 3

Flintlock: Pistols
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: You can attempt to hit a target up to range 5, increasing the dice number needed to land by 1
To land: 2
Crit Damage: 3 + Agility
Defenses:
Block: 3, 4
Parry: 4, 4
Dodge: 3, 5

Dawnshot: Flintlock
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: You can attempt to hit a target up to range 5, increasing the dice number needed to land by 1
To land: 2
Crit Damage: 3 + Agility
Defenses:
Block: 4, 5
Parry: 4, 4
Dodge: 3, 3

Rapiers

Apprentice Rapier: Rapier
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: If used after a successful parry, your crit will deal an additional 2 damage the after your target defends, unless they successfully parry
To land: 3
Crit Damage: 2 + Agility
Defenses:
Block: 2, 3
Parry: 3, 5
Dodge: 2, 3

Quickfang: Rapier
Basic attack: 2 + Agility
Critical: Agility
Crit Effect: If used after a successful parry, your crit will deal an additional 2 damage the target defends, unless they successfully parry
To land: 3
Crit Damage: 3 + Agility
Defenses:
Block: 3, 4
Parry: 4, 5
Dodge: 3, 4

Crucible Rapier: Rapier
Basic attack: 3 + Agility
Critical: Agility
Crit Effect: If used after a successful parry, your crit will deal an additional 2 damage the target defends, unless they successfully parry
To land: 3
Crit Damage: 4 + Agility
Defenses:
Block: 3, 3
Parry: 4, 5
Dodge: 3, 3

Greataxes

Battleaxe: Greataxes
Basic attack 2 + Strength
Critical: Strength
To land: 4
Crit Damage: 4 + Strength
Crit Effect: If Damage is dealt, Target is knocked prone
Defenses:
Block: 4, 6
Parry: 3, 3
Dodge: 3, 2

Halberd: Greataxes
Basic attack 3 + Strength
Critical: Strength
To land: 4
Crit Damage: 5 + Strength
Crit Effect: If Damage is dealt, Target is knocked prone
Defenses:
Block: 4, 6
Parry: 4, 4
Dodge: 4, 3

Adretian Axe: Greataxes
Basic attack 3 + Strength
Critical: Strength
To land: 4
Crit Damage: 4 + Strength
Crit Effect: If Damage is dealt, Target is knocked prone
Defenses:
Block: 4, 6
Parry: 3, 4
Dodge: 3, 3

Greatswords

Avenger: Greatsword
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: You can target multiple enemies within range with a single Crit,
To land: 2
Crit Damage: 3 + Strength
Defenses:
Block: 4, 5
Parry: 4, 4
Dodge: 3, 3

Zweihander: Greatsword
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: You can target multiple enemies within range with a single Crit,
To land: 2
Crit Damage: 4 + Strength
Defenses:
Block: 4, 5
Parry: 4, 4
Dodge: 4, 4

Markor's Inheritor: Greatsword
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: You can target multiple enemies within range with a single Crit,
To land: 2
Crit Damage: 5 + Strength
Defenses:
Block: 4, 6
Parry: 4, 4
Dodge: 3, 3

Greathammers

Steelmaul: Greathammer
Basic attack: 3 + Strength
Critical: Strength
Crit Effect: A failed block defense does not reduce any damage
To land: 3
Crit Damage: 4 + Strength
Defenses:
Block: 3, 5
Parry: 3, 4
Dodge: 2, 2

Talents

General Idea for talents:
Strength:, making combat easier, some defense stuff
Fortitude: Surviving combat, some offense stuff as well, survival
Agility: Going fast, start of combat/ending combat as fast as possible, stealth
Intelligence: Some crafting stuff, some potion stuff, some mantra stuff
Willpower: Defense and utility, some mantra stuff
Charisma: Offense and utility, some mantra stuff

I'm a lil lazy and I have yet to add the speed and slowness status to some of these talents, i'll update them soon, pinky promise

I'll adjust the requirements for getting these talents at a later time, once I know how strong they are

A lot of these I'll make it so that the additional damage uses your attribute dice level instead of your actual attribute score

Talent Name: Attribute/Attunement
Talent Requirements:
Talent Effect:
Additional stat bonuses:

Duelist's Dance: Strength Talent
Talent Requirements: 3 Strength
Talent Effect: After a successful parry, your next parry attempt has its difficulty reduced by 1.
Additional stat bonuses:

Precise Swing: Strength Talent
Talent Requirements: 4 strength, 2 agility
Talent Effect: After successfully landing a critical attack with your weapon, increase the damage of your next basic attack by 1.
Additional stat bonuses:

Strong Hold: Strength Talent
Talent Requirements: 4 strength; Sword, Spear, or Club
Talent Effect: Upon successfully dodging and attack, your next block attempt has its difficulty reduced by 2
Additional stat bonuses:

Tap Dancer: Agility Talent
Talent Requirements: 6 Agility
Talent Effect: Ignore the rule that prevents you from moving multiple times from successful Dodge saves from the same attack.
Additional stat bonuses:

Bulldozer: Strength Talent
Talent Requirements: 4 strength

Talent Effect: If any character you deal knockback hits an obstacle (outside of other characters) that prevents them from moving any further, they are stunned until the end of their turn.
Additional stat bonuses:

Million Ton Piercer: Strength Talent
Talent Requirements: 9 Strength
Talent Effect: Any target who fails a Block Defense from your basic attack or critical takes the full amount of damage.
Additional stat bonuses:

Showstopper: Strength Talent
Talent Requirements: 6 Strength
Talent Effect: If an opponent makes a successful Dodge defense against your Critical or Basic attack, they can use a reaction until the start of their turn.
Additional stat bonuses:

Time to Go: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: After you bring an enemy to 0HP (whether they are knocked unconscious or dead) You may move 1-2 spaces in any direction
Additional stat bonuses:

Kick Off: Agility Talent
Talent Requirements: 2 Agility
Talent Effect: (something in relation to reducing fall damage).
Additional stat bonuses: 1 extra dice in in rolls involving climbing

Scaredy Cat: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: On your first turn of combat, may move an additional 3 spaces.
Additional stat bonuses:

Lights Out: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: On your first turn of combat OR when attacking while in stealth, the difficulty to defend from your attack is increased by 2.
Additional stat bonuses:

Unseen Threat: Agility Talent
Talent Requirements: 4 Agility
Talent Effect: You can enter stealth, even in direct sight of an enemy, as a bonus action.
Additional stat bonuses:

Swift Rebound: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: After a successful dodge, you can move an additional 2 spaces on your next turn.

Additional stat bonuses:

Risky Moves: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: for every consecutive dodge, reduce the difficulty of the next dodge by 1 (to a max of 3). This bonus is lost after failing a dodge defense or not dodging an attack
Additional stat bonuses:

Ghost: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: You may enter stealth upon a successful dodge. Cooldown of 1.
Additional stat bonuses:

Spine Cutter: Agility Talent
Talent Requirements: 3 Agility
Talent Effect: After a successful dodge, Your next basic or critical will deal additional damage, equal to half of your weapons basic or critical damage.
Additional stat bonuses:

Dancing Guard: Fortitude
Talent Requirements: 3 Fortitude
Talent Effect: After a successful block or parry, all enemies in close range of you can move one space less on their next turn. .
Additional stat bonuses:

Down to Your Level: Fortitude
Talent Requirements: 3 Fortitude
Talent Effect: If you have a stack of Slowness and your target fails to defend against your basic attack, your target gains slowness 2
Additional stat bonuses:

Exoskeleton: Fortitude
Talent Requirements: 3 Fortitude
Talent Effect: You begin combat with 3 armor. The first three times you negate any amount of damage with your armor, you lose 1 armor.
Additional stat bonuses:

To the Finish: Fortitude
Talent Requirements: 3 Fortitude
Talent Effect: If you are down to 10% of your maximum health, all damage is reduced by your fortitude attribute.
Additional stat bonuses:

Mythic Stability: Fortitude
Talent Requirements: 3 Fortitude
Talent Effect: Once per combat, you may ignore the damage and effect of an attack if it would bring you to zero hp.
Additional stat bonuses:

Overflowing Dam: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: If you have full Ether, your next basic or critical attack deals additional damage equal to half of your Intelligence attribute.
Additional stat bonuses:

Perfect Flash: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: If you have full 90% health or more your next mantra does additional damage equal to half of your Intelligence attribute.
Additional stat bonuses:

I'll add like, 4~5 potion talents once I figure out how that's going to work

Master Craftsman: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: You can craft any item that requires a workbench without a workbench. I might make so that you will need access to an anvil or some other things to craft certain items
Additional stat bonuses: 1 extra dice in Craft rolls when not using a workstation (cauldron, workbench, ect)

Ether Absorption: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: If you are hit by a mantra (regardless of you successfully defending or not), gain 2 Ether.
Additional stat bonuses:

Ether Blade: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: If you successfully parry a mantra, gain 1 Ether.
Additional stat bonuses:

Nullifying Clarity: Intelligence
Talent Requirements: 3 Intelligence
Talent Effect: If you attack someone with a basic or critical attack, and they have a negative status effect, you may remove all status effects to deal additional damage equal to half of your Intelligence attribute rounded down. If they have more than four negative status effects, you deal your full Intelligence Attribute as additional damage.Cooldown of 2
Additional stat bonuses:

Underdog: Willpower
Talent Requirements: 3 Willpower
Talent Effect: You deal half of your weapon damage as additional damage with your basic or critical attack when attacking creatures one size larger than you. Cooldown of 1
Additional stat bonuses:

Underdog: Willpower
Talent Requirements: 3 Willpower
Talent Effect: You deal half of your weapon damage as additional damage with your basic or critical attack when attacking creatures one size larger than you.
Additional stat bonuses:

Defiance: Willpower
Talent Requirements: 3 Willpower
Talent Effect: You lose all negative status effects whenever you are brought down to 30% of your hp or less. This works multiple times, as long as you heal past 30%
Additional stat bonuses:

Savior: Willpower
Talent Requirements: 3 Willpower
Talent Effect: Whenever you heal an ally, you heal 1 hp. If you heal an ally at 0 Hp, you heal the same amount.
Additional stat bonuses:

Last Resort: Willpower
Talent Requirements: 3 Willpower
Talent Effect: If you have 25% hp or less, Your next basic or critical attack deals half of your Willpower Attribute as additional damage.
Additional stat bonuses:

Underdog: Willpower
Talent Requirements: 3 Willpower
Talent Effect: You deal half of your weapon damage as additional damage with your basic or critical attack when attacking creatures one size larger than you.
Additional stat bonuses:

Old Habits Die hard: Willpower
Talent Requirements: 3 Willpower
Talent Effect: For every consecutive time you fail a block defense, you decrease the difficulty of the next block 1 one (max of 4). This resets at the end of combat
Additional stat bonuses:

Charismatic Cast: Charisma

Talent Requirements: 3 Charisma
Talent Effect: If your target fails to defend your mantra attack, They gain the Charmed status effect. If your mantra attack hits multiple targets, this works on every target that fails to defend. Cooldown of 2.
Additional stat bonuses:
Lasting Charisma: Charisma
Talent Requirements: 3 Charisma
Talent Effect: When you apply Charm to a character, you may add 3 additional stacks. If you would apply Charm to multiple targets, choose only one for talent. Cooldown of 4.
Additional stat bonuses:

Tough Love: Charisma
Talent Requirements: 3 Charisma
Talent Effect: Your next Basic or Critical attack does additional damage equal to half your target's charmed status rounded down. Cooldown of 1
Additional stat bonuses:

Give and Take: Charisma
Talent Requirements: 3 Charisma
Talent Effect: If you hit an ally with an attack, or they hit you with an attack, you may reduce the damage taken by your Charisma Attribute.
Additional stat bonuses:

Off Your Game: Charisma
Talent Requirements: 3 Charisma
Talent Effect: When you apply Taunt to a character, you may also give them 3 stacks of Slowness until the end of their turn. If you would apply Charm to multiple targets, choose only one for talent. Cooldown of 3
Additional stat bonuses:

Cult of Personality: Charisma
Talent Requirements: 3 Charisma
Talent Effect: For every enemy YOU applied the charm status to and are still charmed, deal 3 additional damage on basic and critical attacks.
Additional stat bonuses:

Flamecharm Talents

Unyielding Inferno: Flamecharm Talent
Talent Requirements: 3 Flamecharm
Talent Effect: You can now apply Burn stacks while your target is in the water, although they only take half damage.
Additional stat bonuses:

Pleetsky's Faith: Flamecharm Talent
Talent Requirements: 3 Flamecharm
Talent Effect: You can spend X amount of ether as a bonus action, instantly removing that many stacks of Burn.
Additional stat bonuses:

Agitating Spark: Flamecharm Talent
Talent Requirements: 3 Flamecharm
Talent Effect: When you apply Burn to a target, everyone around them in a burst 1 radius gains a stack of burn, including you and your allies.
Additional stat bonuses:

Unyielding Inferno: Flamecharm Talent
Talent Requirements: 3 Flamecharm
Talent Effect: You can now apply Burn stacks while your target is in the water, although they only take half damage.
Additional stat bonuses:

Controlled Combustion: Flamecharm Talent
Talent Requirements: 4 Flamecharm, Agitating Spark
Talent Effect: Agitating Spark no longer applies to your allies.
Additional stat bonuses:

Immolation: Flamecharm Talent
Talent Requirements: 3 Flamecharm
Talent Effect: When on fire, your Flamecharm mantras take 50% less ether, rounded up.
Additional stat bonuses:

Frostdraw Talents

Fragile Freeze: Frostdraw Talent
Talent Requirements: 3 Frostdraw
Talent Effect: If your target fails to defend a critical, they gain 2 stacks of slowness until the end of their turn.
Additional stat bonuses:

Frozen Legs: Frostdraw Talent
Talent Requirements: 3 Frostdraw
Talent Effect: For each stack of Slowness you've applied using Frostdraw mantras or talents, increase the target's difficulty to dodge.
Additional stat bonuses:

Glacial Ice: Frostdraw Talent
Talent Requirements: 3 Frostdraw
Talent Effect: Frostdraw mantras create Frozen Patches beneath them. Frozen Patches are the size of the space. Close range mantras create a Frozen Patch directly under you, Ranged Mantras create a Frozen Patch where it lands, and Burst/Line mantras create Frozen Patches in the area of effect. Frozen Patches disappear at the end of combat
Additional stat bonuses:

Orbital Ice: Frostdraw Talent
Talent Requirements: 3 Frostdraw
Talent Effect: successfully parrying on a Frost Patch, ice, or snow gives you a ring of floating ice. For the next three attacks you fail to defend, you gain armor equal to your Frost Draw Attunement. After the third attack, this talent goes on cooldown for 3 turns.
Additional stat bonuses:

Cryonis: Frostdraw Talent
Talent Requirements: 3 Frostdraw
Talent Effect: Casting a Frostdraw mantra costs 50% less rounded up as long as you're standing on a Frozen Patch.
Additional stat bonuses:

Thundercall Talents

Static Link: Thundercall Talent
Talent Requirements: 3 Thundercall
Talent Effect: After landing a critical, you create a Static Link between you and your target. When you apply a stack of Shock to them, they receive an additional stack. You can only have 1 Static Link at a time, and it is broken if there is an obstacle between you and them at the end of your turn.
Additional stat bonuses:

Static Fakeout: Thundercall Talent
Talent Requirements: 3 Thundercall
Talent Effect: When you dodge, instead of moving 1 space, you can instead teleport up to two spaces. 2 turn cooldown
Additional stat bonuses:

Authority Intimidation: Thundercall Talent
Talent Requirements: 3 Thundercall
Talent Effect: Every time you apply Shock, you also apply 1 stack of Slowness. This Slowness goes away at the end of their turn or if they lose all of their Shock stacks before then.
Additional stat bonuses:

Jolting Current: Thundercall Talent
Talent Requirements: 3 Thundercall
Talent Effect: If your target is in a body of water, using a mantra that can apply shock will apply shock even if the conditions are not met (Like failing a defense).
Additional stat bonuses:

Ride the Lightning: Thundercall Talent
Talent Requirements: 3 Thundercall, Static Link
Talent Effect: As a reaction, even on your turn, you can teleport adjacent to whoever has your Static Link.
Additional stat bonuses:

Galebreath Talents

Suffocating Impact: Galebreath Talent
Talent Requirements: 3 Galebreath
Talent Effect: If you push a target into an obstacle with any Galebreath mantra or talent, you apply 1 stack of Winded. Cooldown of 1
Additional stat bonuses:

Inhale: Galebreath Talent
Talent Requirements: 3 Galebreath
Talent Effect: As a bonus action, you can inhale one of your mantras, putting it on cooldown. By doing so, your next Galebreath mantra will deal an additional 1 damage for every turn the mantras cooldown is (a mantra with a cooldown of 2 will add 4 damage). Cooldown 2
Additional stat bonuses:

Air Pressure: Galebreath Talent
Talent Requirements: 3 Galebreath
Talent Effect: You may move an additional space when you successfully dodge, as long as it's a straight line.
Additional stat bonuses:

Pressure Break: Galebreath Talent
Talent Requirements: 3 Galebreath
Talent Effect: If you would move into a character after dodging, you can knock them back 1 space in the direction you're moving.
Additional stat bonuses:

Attunements and Mantras

Strong Left: Strength Mantra
Requirement: 3 Strength
Mantra Range: Close
Mantra Damage: 3 + Strength
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: Your target is knocked back 10ft away from you, unless they successfully parry
Defenses:
Block: 7
Parry: 4
Dodge: 4

Rapid Punches: Strength Mantra
Requirement: 3 Strength
Mantra Range: Close
Mantra Damage: 1 + Strength
Ether Cost: 2
Cooldown: 2 turns
Additional Mantra Effects: Your target must defend 3 additional times
Defenses:
Block: 3
Parry: 4
Dodge: 5

Table Toss: Strength Mantra
Requirements: 4 Strength
Mantra Range: Line AoE, 5 spaces
Mantra Damage: 3 + Strength
Ether Cost: 3
Cooldown: 3 turns
Additional Mantra Effects: Every character that fails their defense roll is knocked back 1 space.
Defenses:
Block: 5
Parry: 4
Dodge: 3

Revenge: Agility Mantra
Requirements: 3 Agility
Mantra Range: 3 spaces
Mantra Damage: 2 + Agility
Ether Cost: 2
Cooldown: 1 turns
Additional Mantra Effects: You teleport to the end of your attack if your attack hits. If the space you are supposed to teleport to is occupied, then teleport to an adjacent space that's closest to you
Defenses:

Block: 3
Parry: 5
Dodge: 4

Dash: Agility Mobility Mantra
Requirement: 3 Agility
Ether Cost: 1
Cooldown: 2 turns
Mantra Effects: You move 5 spaces in a line in any horizontal direction. You can use this mantra as Either a bonus action or normal action

Ether barrage: Intelligence Mantra
Requirement: 3 Intelligence
Mantra Range: 6 spaces
Mantra Damage: 2 + Intelligence
Ether Cost: 4
Cooldown: 2 turns
Additional Mantra Effects: Your target must make 2 additional Defenses
Defenses:
Block: 5
Parry: 4
Dodge: 5

Prediction: Intelligence Mantra
Requirement: 5 Intelligence
Mantra Range: Any
Mantra Damage: Damage that was received
Ether Cost: 5
Cooldown: 4 turns
Additional Mantra Effects: Before defending an attack, you may cast this mantra. If you are successful, all damage is immediately reflected on the attacker. If an attack requires you to defend multiple attacks

Neural Pathway: Intelligence Mobility Mantra
Requirement: 3 Intelligence
Mantra Range: 2 spaces
Ether Cost: 1
Cooldown: 2 turn
Mantra Effect: Teleport 1 to 2 spaces in any direction, You can use this mantra as Either a bonus action, normal action, or reaction

Exhaustion Strike: Willpower Mantra
Requirement: 3 Willpower
Mantra Range: Close
Mantra Damage: 2 + Willpower
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: The next time your target defends, the difficulty to defend increases by 2.
Defenses:
Block: 3
Parry: 4
Dodge: 3

Glare: Willpower Mantra
Requirement: 3 Willpower
Mantra Range: Cone AoE, 2 spaces
Mantra Damage: 0 + Willpower
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: If your targets do not successfully defend, they are stunned until the end of your next turn.
Defenses:
Block: 4
Parry: 4
Dodge: 5

Charm and Taunt will become status effects. I'm also going to make it so that it brings the charm/taunt status up to 4, instead of stacking the status like talents do.
Taunt: Charisma Mantra
Requirement: 3 Charisma
Mantra Range: Burst AoE, 3 spaces
Ether Cost: 3
Cooldown: 3 turns
Mantra Effects: You can select any number of Characters that will not be affected by your attack. Any character hit by your attack is enraged for 3 turns. Whenever they are attacked by you or your allies and take damage, they take half of your Charisma score rounded down as additional damage. Any character you enraged is forced to move and attack you, taking the safest path possible, unless there is no viable way to attack you.

Sing: Charisma Mantra
Requirement: 3 Charisma
Mantra Range: Burst AoE, 3 spaces
Ether Cost: 3
Cooldown: 3 turns
Mantra Effects: You can select any number of Characters that will not be affected by your attack. Any character hit by your attack is charmed for 3 turns. Whenever you or an ally is

damaged by an enemy, the damage is reduced by half of your Charisma score rounded down.

Attunementless

Strong Left: Strength Mantra
Requirement: 3 Strength
Mantra Range: Close
Mantra Damage: 3 + Strength
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: Your target is knocked back 10ft away from you, unless they successfully parry
Defenses:
Block: 7
Parry: 4
Dodge: 4

Rapid Punches: Strength Mantra
Requirement: 3 Strength
Mantra Range: Close
Mantra Damage: 1 + Strength
Ether Cost: 2
Cooldown: 2 turns
Additional Mantra Effects: Your target must defend 3 additional times
Defenses:
Block: 3
Parry: 4
Dodge: 5

Table Toss: Strength Mantra
Requirements: 4 Strength
Mantra Range: Line AoE, 5 spaces
Mantra Damage: 3 + Strength
Ether Cost: 3
Cooldown: 3 turns
Additional Mantra Effects: Every character that fails their defense roll is knocked back 1 space.
Defenses:
Block: 5
Parry: 4
Dodge: 3

Revenge: Agility Mantra
Requirements: 3 Agility
Mantra Range: 3 spaces
Mantra Damage: 2 + Agility
Ether Cost: 2
Cooldown: 1 turns
Additional Mantra Effects: You teleport to the end of your attack if your attack hits. If the space you are supposed to teleport to is occupied, then teleport to an adjacent space that's closest to you
Defenses:

Block: 3
Parry: 5
Dodge: 4

Dash: Agility Mobility Mantra
Requirement: 3 Agility
Ether Cost: 1
Cooldown: 2 turns
Mantra Effects: You move 5 spaces in a line in any horizontal direction. You can use this mantra as Either a bonus action or normal action

Ether barrage: Intelligence Mantra
Requirement: 3 Intelligence
Mantra Range: 6 spaces
Mantra Damage: 2 + Intelligence
Ether Cost: 4
Cooldown: 2 turns
Additional Mantra Effects: Your target must make 2 additional Defenses
Defenses:
Block: 5
Parry: 4
Dodge: 5

Prediction: Intelligence Mantra
Requirement: 5 Intelligence
Mantra Range: Any
Mantra Damage: Damage that was received
Ether Cost: 5
Cooldown: 4 turns
Additional Mantra Effects: Before defending an attack, you may cast this mantra. If you are successful, all damage is immediately reflected on the attacker. If an attack requires you to defend multiple attacks

Neural Pathway: Intelligence Mobility Mantra
Requirement: 3 Intelligence
Mantra Range: 2 spaces
Ether Cost: 1
Cooldown: 2 turn
Mantra Effect: Teleport 1 to 2 spaces in any direction, You can use this mantra as Either a bonus action, normal action, or reaction

Exhaustion Strike: Willpower Mantra
Requirement: 3 Willpower
Mantra Range: Close
Mantra Damage: 2 + Willpower
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: The next time your target defends, the difficulty to defend increases by 2.
Defenses:
Block: 3
Parry: 4
Dodge: 3

Glare: Willpower Mantra
Requirement: 3 Willpower
Mantra Range: Cone AoE, 2 spaces
Mantra Damage: 0 + Willpower
Ether Cost: 3
Cooldown: 2 turns
Additional Mantra Effects: If your targets do not successfully defend, they are stunned until the end of your next turn.
Defenses:
Block: 4
Parry: 4
Dodge: 5

Taunt: Charisma Mantra
Requirement: 3 Charisma
Mantra Range: Burst AoE, 3 spaces
Ether Cost: 3
Cooldown: 3 turns
Mantra Effects: You can select any number of Characters that will not be affected by your attack. Any character hit by your attack is enraged for 3 turns. Whenever they are attacked by you or your allies and take damage, they take half of your Charisma score rounded down as additional damage. Any character you enraged is forced to move and attack you, taking the safest path possible, unless there is no viable way to attack you.

Sing: Charisma Mantra
Requirement: 3 Charisma
Mantra Range: Burst AoE, 3 spaces
Ether Cost: 3
Cooldown: 3 turns
Mantra Effects: You can select any number of Characters that will not be affected by your attack. Any character hit by your attack is charmed for 3 turns. Whenever you or an ally is damaged by an enemy, the damage is reduced by half of your Charisma score rounded down.

Flamecharm

I want flamecharm to be this hyper aggressive, AoE loving, glass canon attunement. It might have like 1-2 self-sustaining abilities, but the rest will be buffing yourself and damage. It will probably have a bit of mobility too

Flame Blade: Flamecharm
Requirements: 2 Flamecharm
Mantra Range: Close
Mantra Damage: 1 + Flamecharm
Ether Cost: 2
Cooldown: 1
Defenses:
Block: 5
Parry: 4
Dodge: 4
Additional Mantra Effects: Unless your target successfully defends, you apply 2 stacks of Burn.

Flame Grab: Flamecharm
Requirements: 2 Flamecharm
Mantra Range: Close.
Mantra Damage: 1 + Flamecharm
Ether Cost: 3
Cooldown: 1
Defenses:
Block: 4
Parry: 4
Dodge: 3
Additional Mantra Effects: Unless your target successfully defends, you apply 1 stack of Burn and your target is prone.

Flame Repulsion: Flamecharm
Requirements: 2 Flamecharm
Mantra Range: Burst 1
Mantra Damage: 1 + Flamecharm
Ether Cost: 2
Cooldown: 2
Defenses:
Block: 5
Parry: 4
Dodge: 4
Additional Mantra Effects: Unless your target successfully defends, you apply 1 stack of Burn. Anyone who unsuccessfully defends are knocked back 2 spaces

Frostdraw

Frostdraw is going to be the most defensive of the base 4 attunements. It will be the only one that can create cover/platform/walls. It will probably be the only 1 of the base 4 that can give armor, and it might have some healing abilities too. It's going to be the least mobile out of the mantras, but will also slow down anyone near a frostdraw user.

Frozen Servants: Frostdraw
Requirements: 2 Frostdraw
Mantra Range: Burst 1
Mantra Damage: 1 + Frostdraw
Ether Cost: 2
Cooldown: 1
Defenses:
Block: 3
Parry: 4
Dodge: 4
Additional Mantra Effects: Unless your target successfully defends, you apply 2 stacks of Slowness until the end of their turn.

Wardens Blades: Frostdraw
Requirements: 2 Frostdraw
Mantra Range: Burst 1
Mantra Damage: 1 + Frostdraw
Ether Cost: 2
Cooldown: 3
Defenses:
Block: 3
Parry: 3
Dodge: 3
Additional Mantra Effects: Until the end of your next turn, any character who starts their turn or enters Close range must defend this attack again.

Ice Spike: Frostdraw
Requirements: 2 Frostdraw
Mantra Range: Range 3, Indirect
Mantra Damage: 2 + Frostdraw
Ether Cost: 2
Cooldown: 2
Defenses:
Block: 3
Parry: 4
Dodge: 3

Thundercall

Thundercall is in a strange spot. Flamecharm is all about damage and AoE, Frostdraw is all about defense and slowing down fights, and Galebreath is all about mobility and positioning. I think Thundercall will focus on range and teleporting. It will also have some support and debuff abilities.

Jolt Grab: Thundercall
Requirements: 2 Thundercall
Mantra Range: Close
Mantra Damage: 2 + Thundercall
Ether Cost: 2
Cooldown: 2
Defenses:
Block: 3
Parry: 4
Dodge: 4
Additional Mantra Effects: You may choose to teleport one space before attacking a character. Unless your opponent successfully defends, they are given 1 stack of shock and are knocked prone

Lightning Beam: ThunderCall
Requirements: 2 ThunderCall
Mantra Range: Line 3
Mantra Damage: 1 + ThunderCall
Ether Cost: 2
Cooldown: 3
Defenses:
Block: 3
Parry: 4
Dodge: 3
Additional Mantra Effects: Unless your opponent successfully defends, they are given 1 stacks of shock.

Lightning Blade: ThunderCall
Requirements: 2 ThunderCall
Mantra Range: Close
Mantra Damage: 2 + ThunderCall
Ether Cost: 2
Cooldown: 1
Defenses:
Block: 3
Parry: 4
Dodge: 5
Additional Mantra Effects: Unless your target successfully defends, you apply 2 stacks of Shock.

Galebreath

Galebreath going to be this hyper mobile attunement that also does a bit of debuffing. A sort of, get in, do a bit of damage, and get out. It will also have some knockback and AoE abilities.

Air Force: Galebreath
Requirements: 2 Galebreath
Mantra Range: Line 2
Mantra Damage: 1 + Galebreath
Ether Cost: 2
Cooldown: 3
Defenses:
Block: 3
Parry: 4
Dodge: 3
Additional Mantra Effects: Unless your opponent successfully defends, they are knocked back 2 spaces.

Tornado Kick: Galebreath
Requirements: 2 Galebreath
Mantra Range: Range 4
Mantra Damage: 1 + Galebreath
Ether Cost: 2
Cooldown: 3
Defenses:
Block: 3
Parry: 4
Dodge: 3
Additional Mantra Effects: Before attacking, you are launched 10 ft (2 spaces)in the air. Unless your target defends, they are given 1 stack of Winded.

Wind Blade: Galebreath
Requirements: 2 Galebreath
Mantra Range: Range 3
Mantra Damage: 2 + Galebreath
Ether Cost: 2
Cooldown: 3
Defenses:
Block: 4
Parry: 3
Dodge: 3
Additional Mantra Effects: Unless your target defends, they are given 1 stack of Winded.

Equipment

There are two types of equipment: Your outfit, and your gear
Outfits are your actual armor. Things like platemail, leather armor, or a martial artist's gi. You can flavor what your outfit looks like in any way you want, as long as it makes sense (you can't have the effects of stealthy clothes on cumbersome armor).
Gear are things you can wear alongside your outfit that have mechanical effects. This includes an ignition hook, gliders, or enchanted accessories.

Outfits

Outfit Name:
Outfit Description
Outfit requirements:
Outfit defense:
Outfit effect:

Outfit Name: Tattered Garbs
Outfit Description: Whatever outfit you had on before, it's now useless. Its remains still cling
on to you.
Outfit requirements: None
Outfit defense: None
Outfit effect: You look like a beggar… -1 dice on all Charisma rolls

Outfit Name: Standard Garbs
Outfit description: A casual outfit, nothing too fancy.
Outfit requirements: None
Outfit defense: None
Outfit effect: None

Outfit Name: Wayfinder's Cloth
Outfit Description: An outfit worn by novice adventurers. It provides more comfort outdoors
than normal clothes, but not by much.
Outfit requirements: None
Outfit defense: None
Outfit effect: 1 extra dice on Grit saves when resisting natural temperatures.

Outfit Name: Novice Mercenary Garbs
Outfit Description: The most cost effective outfit for adventurers that plan on getting in a
fight. The padding hidden underneath provides only the slightest protection
Outfit requirements: None
Outfit defense: 1
Outfit effect: None

Outfit Name: Scholarly Robes
Outfit Description: The clothes of an intellectual that still has much to learn
Outfit requirements: None
Outfit defense: None
Outfit effect: +1 mantra damage, 1 extra dice on Lore rolls on recent events.

Outfit Name: Merchants Cloak
Outfit Description: The clothes of a peddler. There are plenty of pockets to store all the Notes
you don't have.
Outfit requirements: None
Outfit defense: None
Outfit effect: 1 extra dice one Barter rolls.

Gear

Gear Name:
Gear Description:
Gear Requirements:
Gear Defense:
Gear Charges
Gear Effect:

Glider:
Description: A humble glider. It's not too durable, but at least you won't fall to death as long as your conservative with how much you use it
Requirements: None
Charges: 5; To renew all charges, you must roll a successful Craft roll of 3 to repair it.
Effect: By equipping your glider with a normal action, you can use your movement action while falling. Additionally, you only drop 1 space while falling, and you will not take any damage from falling.

Protective Pouches:
Description: A bandolier would be awesome! Until the bombs you had on it are ignited by a stray flame gun shot… Instead, you have two pouches on you that keep your volatile items safe and quick to access!
Requirements: None
Charges: 2; Your charges automatically renew at the end of combat, as you restock the pouches with whatever consumable you wish.
Effect: As a bonus action, you can use a consumable like a bomb or a potion.

Extra Padding:
Description: Your outfit is bulkier than most, enough to help you take a hit.
Requirements: None
Effect: Whatever outfit you're wearing gains 1 armor. You gain a Slowness stack equal to however many Extra Paddings you have equipped -1.

Consumables

Oaths

Fiddlesticks

NPCS

How NPC's work.
Humanoids are built similarly to players, although there are some differences. Npcs do not benefit from outfits, and it's up to the GM to determine how good they are at specific applications.

Monster do not follow the same rules as humanoids. If a monster is a creature from the depths and/or is not sentient, it has effectively infinite sanity. Most monsters only have 1-2 options when it comes to defend rolls (Sharkos, for example, are only allowed to block). If a monster is forced to make a defend roll that they normally can't do, it's an automatic failure. Additionally, a monster is unable to have points in any attunement and cannot equip gear, outfits, or weapons (only mechanically speaking. Some monsters, like red sharkos, are variations of other monsters with an affinity for a specific attunement). Lastly any monster can be "attuned" to a specific attunement, giving them unique effects on their attacks or other abilities

Humanoids

Fiddlesticks

Monsters

Monster name:
Monster size:
Monster HP:
Monster sanity (if applicable):
Monster armor (if applicable):
Monster movement speed
Strength:
Fortitude:
Agility:
Intelligence:
Willpower:
Charisma:
(Here is where a monster's block, parry, and dodge would go.)
Monster's attacks:
Any additional abilities.

Mudskipper:
Size: Normal
HP: 3
Sanity: None
Movement speed: 3 spaces

Defenses:
Block

Attributes:
Strength: 1
Fortitude: 1
Agility: 1
Intelligence: 0
Willpower: 0
Charisma: 0

Attacks:
Slap: Unarmed attack
Damage: 1 + strength
Defenses:
Block: 1
Parry: 2
Dodge: 2

Megalodaunt:
Size: Large
HP: 20
Sanity: None
Movement speed: 2 spaces

Defenses:
Block

Attributes:
Strength: 5
Fortitude: 4
Agility: 2
Intelligence: 0
Willpower: 0
Charisma: 0

Attacks:
Slash: Unarmed attack
Damage: 3 + strength
Defenses:
Block: 4
Parry: 4
Dodge: 3

Kick: Unarmed attack
Damage: 3 + strength
Defenses:
Block: 6
Parry: 6
Dodge: 2
Cooldown: 2 turns
Followup: As a bonus action this attack can be used after another attack
Knockback: 2 spaces

Coral Shards:
Range: Burst AoE, 3 spaces
Damage: 2
Defenses:
Block: 2
Parry: 3
Dodge: 4
Cooldown: 2 turns
Targets must defend two additional times

Abilities:
Gilled: This creature cannot drown

Terrapod:
Size: Normal
Hp: 15
Sanity: None
Movement speed: 4 spaces

Defenses:
Block

Attributes:
Strength: 3
Fortitude: 3
Agility: 4
Intelligence: 0
Willpower: 0
Charisma: 0

Attacks:
Slashes: Unarmed attack
Range: Close
Damage: 1+Strength
Defenses:
Block: 3
Parry: 3
Dodge: 3
Targets must defend an additional time

Attacks:
Flury: Unarmed Attack
Range: Close
Damage: 1+Strength
Defenses:
Block: 5
Parry: 3
Dodge: 3
Cooldown: 2
Targets must defend four additional times. A successful parry does not end the turn.

Abilities:
Gilled: This creature cannot drown.

Brain Sucker:
Size: Normal
HP: 10
Sanity: None
Movement speed: 3 spaces

Defenses:
Block
Dodge

Attributes:
Strength: 2
Fortitude: 2
Agility: 3
Intelligence: 0
Willpower: 0
Charisma: 0

Attacks:
Claw: Unarmed attack
Range: Close
Damage: 1+Strength
Defenses:
Block: 2
Parry: 3
Dodge: 4

Abilities:
Winged: This creature can move freely in the air, moving up or down based on its movement speed. This will fall should its movement speed be reduced to zero

Bosses

Fiddlesticks

Credits

Programmers

Ragoozer — *Lead Developer, Writer, Recovering Caffeine Fiend*
Arch_Mage — *Senior Programmer, Writer, Artist, Eater of Dirt*
Melon_Sensei — *Gameplay Programmer, Monster Specialist, Romcom Specialist (?)*
Dexerius — *Content Programmer, Resident Comedian (?)*
K1LLUAA — *Gameplay Programmer, Content Programmer, Kaido, K1 COOKED!*
yayafino — *Content Programmer, Talent System Inspiration, Romcom Acolyte (?)*
Corylus_Avellana — *Gameplay Programmer, Backseat Tester, 'The Archivist'*
iltria — *Gameplay Programmer, Writer*

Builders

Zartania — *Builder, 3D Modeller, Content Programmer, "Zartwoken"*
melonbeard — *Builder, 3D Modeller, Content Programmer, "The Deleter"*
AfroDs — *Builder, "The Plus One"*
Lawtamos — *Builder, "The Copy-Paster"*

Content Contractors

Grimmkind — *Content Programmer, Cryptid*
SnakeWorl — *Fishing, Depths VFX, Combat Inspiration, "LANCE LESHI"*

Soundtrack & Sound Design

Naktigonis — *Composer, Writer, Harbinger of Accordions*

Asset Contractors

EstheKing — *3D Modeller, "The Dripsmith"*
Nuttoons — *3D Modeller, Weapon Concept Artist, VFX Artist*
HorrorTM — *3D Modeller, Probable Cryptid*
Chicken_Man — *Shipwright, Your Best Friend (?)*
hautdesert — *Clothing Concept Artist, Writer, Hamster (Genuine)*
minkle — *3D Modeller*
Konrekhelm — *3D Modeller*
Zintenka — *3D Modeller*
L7_Nano — *3D Modeller*
KAHAEL — *Clothing*
Rengi — *Clothing*
Narutorobert — *Clothing*
SirAndrove2 — *Clothing*
EttheKing — *Animation*
elijahbutter — *Animation*
Lulux44 — *Animation*
zyzyth — *Mantra Icon Artist*
Snaliel — *VFX Artist*
Immortalistt — *Thumbnail Artist*
SudoMesh — *Thumbnail Artist*
oNoodlez — *Railblade 3D Modeller*
Nilvaat — *Hallowtide Helmets 3D Modeller*
Blotnik — *Hallowtide Outfits*
hydro_joy — *Munet Journal Lorebook*
Sycne — *Original Destroyman III Artist*
Asterul — *Prototype Builder*

Code Attribution

Celnak — *SmartBone v0.1.2*
Crab_Wrangler — *SmartBone Collisions*
AzDeveloper — *Improved Shrine of Order algorithm*
LMH_Hutch — *Maths Help*
Quenty — *Maths Help*

Special Thanks

A shoutout goes to all the testers who helped give essential feedback throughout the course of the game's development.

Another shoutout goes to you, the reader, for not only playing our game, but actually reading through the credits. Hey, no cringing.

It didn't feel right not crediting the creators of Deepwoken. I'll make it Look better in the future!

AngryOldAZ: I'm the guy that made the rpg fan system for Deepwoken. This is my first time making an entire ttrpg system so bear with me.

Dev Page

Version 0.2:
- Added descriptions to most of the races.
- Added rules for Equipment (Outfits and gear).
- Added the armor mechanic.
- Gremor gets ultra instinct because an internal compass was too lame for a primary ability.
- A character sheet is in the works
- Redid some of the applications.
- A discord server has been made
- Exoskeleton was finished
- Tweaked attribute dice level requirements
- Defined action types
- Added contested rolls
- Added mudskippers and megalodaunts

Version 0.3:
- Changed Rusty Sword crit effect
- Change Greatmaul crit effect
- Added more weapons.
- Added rules for falling
- Added more status effects
- Added more monsters
- Added some Attunement mantras
- Added some attunement talents
- Added Gear
- Added rules for ranges and AoE stuff
- Organized Weapons into their own tabs
- Tweaked Pistol and Rifle crit effect