

Weapons

Melee		Ranged		Magical		Throwing	
Shortsword	1d6, 1h, 19-20 crit	Shortbow	2d6, 2h, 19-20 crit	Focus	1h, 100% MC, doublecast	Throwing Knives	1d6, 1h, 19-20 crit
Longsword	1d8, 1h, 20 crit	Crossbow	1d6, 1h, 20 crit, reload 1	Staff	2h, 80% MC	Javelin	1d8, 1h, 19-20 crit
Greatsword	2d8, 2h, 19-20 crit	Longbow	2d8, 2h, 20 crit	Tome	2h, 100% MC, notes	Tomahawk	2d4, 1h, 20 crit
Spear	2d6, 2h, 19-20 crit, reach	Pistol	1d8, 1h, 20 crit, reload 2	Shields			
Glaive	2d8, 2h, 20 crit, reach	Musket	2d10, 2h, 20 crit, reload 5				
Greataxe	2d10, 2h, 19-20 crit, heavy						
Handaxe	2d4, 1h, 19-20 crit						
				Buckler	1dmg, 1h, no crit, rampart		
				Tower Shield	1d4, 1h, no crit, bulwark		

One-handed weapons require 1 AP to attack, while two-handed weapons require 2 AP. Spellcasting always requires 2 AP. Attacking with a specific weapon can only be done once per turn. If you want to attack twice with one-handed weapons, you gotta dual wield.

Critical hits deal double damage, and are achieved whenever a to-hit roll hits the number defined for the weapon's crit rating, without factoring in bonuses.

Melee weapons can only be used in melee range, a.k.a. on creatures in adjacent tiles. Weapons with the Reach property can strike from further away, as mentioned in its own section.

Ranged weapons can be used to shoot things from further away, up to a range of 15 tiles. They cannot, however, be used on creatures in adjacent tiles.

Throwing weapons can be used on any creature in a 5 tile radius, and they are consumed upon use. They can be salvaged after battle, depending on the situation.

Magical weapons are less weapons, and more a means to channel spells. The type of weapon selected can define its handedness, have certain properties, and even change the default mana cost of spells.

Shields are defensive utilities meant to sacrifice some damage in exchange for higher defense.

Reload is a weapon property that is always attached to a number. This means the weapon has to be reloaded after using it an amount of times equal to its number. If the number is below 3, reloading it requires 1 AP. If it is 3 or above, reloading such a weapon requires 2 AP.

Reach is a weapon property that allows the user to attack creatures that are 1 tile away from them, instead of only attacking creatures in their direct surroundings.

Heavy is a weapon property that makes the weapon cost 3 AP to attack.

Doublecast is a property that triggers once a spell is cast. When that happens, the next spell cast is cast at half the AP cost, assuming it's a different spell.

Notes is a property that increases the total tier 0 and 1 spells known by 2.

Rampart is a property that increases the wielder's defense by +1 when the shield is equipped.

Bulwark is a property that increases the wielder's defense by +2 when the shield is equipped. It, however, decreases the amount of tiles one can move by -1.

Acting

For each turn every character has three action points, commonly referred to as AP.

Moving requires no action points. However, Sprint is an action that doubles your movement speed, but costs 2 AP.

Adopting a defensive stance (Defend) consumes three action points and gives the first two attackers disadvantage, and on the next turn, four action points are available for use.

In order to successfully attack someone, a d20 must be rolled. If the result is higher than the target's defense, the attack hits, and damage dice may be rolled. Otherwise, the attack misses, scrapes the target, or is otherwise ineffective.

Adrenaline is another resource that allows for characters to use up to two more action points per turn. On the turn after using 1 adrenaline, only two action points are available, and if two adrenaline was spent, no action points can be spent.

Skill checks can be performed depending on the situation, and roll results can be boosted by the character's Specialties.

Specialties are basically verbs or actions (such as resist, describe, inspect etc).

Newly made characters get up to 5 of these, and you can stack them together to increase the +1 buff to a higher number, with the cap being +8.

An example of Specialty usage would be a character attempting to calm down or otherwise pacify an animal. Since that character has a "soothe" Specialty with a +2 bonus, their roll can get that as a bonus.

A Gemblade's crystals require a crystal chamber to operate at full capacity. However, should it be necessary, they can be utilized without the chamber. This operation consumes 1 AP more than it would to use crystals with a weapon with a chamber fitted into it.

Another factor to take into account is that one can only activate a crystal if the user knows how to create it.

Leveling

The level cap is 30. Skill points are acquired at level 1, then every 5 levels, which means you should have 6 class skills by level 30, in any combination you wish.

As you start, you have the option of starting with two one-handed weapons, or one two-handed weapon.

Starting HP is 20, and you get [class HP modifier] health with every level up.

Also, lastly, every class has a starter set of skills that gives them certain basic miscellaneous abilities.

A starter kit of sorts.

In order for a player character to take damage via an attack, the attacker must roll a d20. If the roll is equal to or higher than their defense, it counts as a hit.

All player characters have 1000 mana points. 250 MP is restored with every short rest (1hr of light activity or such), and 1000 MP is restored with every long rest (8hrs of sleep).

Class	Gemblade Arbiter Warden	Performer Clockworker Dragon Knight	Spellblade Caller Sage
HP Modifier	3	2	1
Defense	13	12	11

1) Starter Kit Leveling Ability <i>Skill Point</i>	2) HP Up Bonus Specialty	3) HP Up	4) HP Up Bonus Specialty	5) HP Up <i>Skill Point</i>	6) HP Up Bonus Specialty
7) HP Up	8) HP Up Bonus Specialty	9) HP Up Leveling Ability Upgrade	10) HP Up <i>Skill Point</i> Bonus Specialty To-hit Bonus +1	11) HP Up	12) HP Up Leveling Ability Bonus Specialty
13) HP Up	14) HP Up Bonus Specialty	15) HP Up <i>Skill Point</i>	16) HP Up Bonus Specialty	17) HP Up	18) HP Up Bonus Specialty Leveling Ability Upgrade
19) HP Up	20) HP Up <i>Skill Point</i> Bonus Specialty To-hit Bonus +2	21) HP Up Leveling Ability	22) HP Up Bonus Specialty	23) HP Up	24) HP Up Bonus Specialty
25) HP Up <i>Skill Point</i>	26) HP Up Bonus Specialty	27) HP Up Leveling Ability Upgrade	28) HP Up Bonus Specialty	29) HP Up	30) HP Up Leveling Capstone To-hit Bonus +3

TODO

Spell lists for all classes