

Planner Scenario

Let the whims of fate decide your character. Designed to be semi-realistic of how life is on the continent while still having the ability to become a competent adventure. What skills you have and the level are randomly determined. Don't go into this scenario wanting to play something specific.

Level Cap:

5d10+20 exploding die

Acquiring Your Skills:

1. One combat skill decided by 1d100
2. One non-combat skill decided by 1d100
3. The final can be any of the following
 - 3a. 1d100 to decide if your third skill is combat <1-50> or non-combat <51-100>
 - 3b. Give up your third skill to roll on the table of (Mis)fortune!
4. Skill level is decided by 1d100. Roll for each of your skills.
 - 4a. Level 1 <1-65>
 - 4b. Level 2 <66-99>
 - 4c. Level 3 <100>

Main Character Scenario

This is for a game that wants a more traditional character creation giving you far more control over how your character will end up.

Option 1: Roll for two skill levels then assign one to a combat skill and one to a non-combat skill.

Then choose to select a third skill or roll on the roulette of 5D (Mis)fortune (cannot pick holy magic, insect user, or cursecraft unless the roulette of 5D (Mis)fortune allows you to pick any skill.)

Option 2: Pick a level two skill and a level one skill and roll the third skill level and pick one. Must pick at least one non-combat skill. If holy magic, insect user, or cursecraft is picked reduce the skill level by 1.

Point buy method: 20/25/30/35/40 depending upon power level of game. Each skill you take after the first is cumulative 1 extra point (so having three skills costs three extra points. This applies to all skills including ones with negative costs) leftover points are converted into your starting skill points, capped at 5 starting points after everything else not spent is lost.

Skill Levels:

Level 1 - Normal skill expertise of a given skill. A professional with said skill.

Level 2 - A genius in a skill that astonishes all. Can even make their own unique abilities.

Level 3 - Legendary beings. Only a few individuals in history are level 3 and are the best of the best.

Repeated skills result in the skill being re-rolled.

Combat Skills:

Sword Combat <1-15> 9/18/36

Short Sword Combat <16-20> 10/20/40

Spear Combat <21-28> 10/20/40

Hammer Combat <29-35> 10/20/40

Unarmed Combat <36-40> 10/20/40

Ranged Combat <41-50> 10/20/40

Ninja <51-54> 10/20/40

Guard <54-59> 10/20/40

Strategy <60-65> 15/30/55

Magic <66-84> 12/24/48

Divine Magic <85-89> 12/24/48

Yin Yang <90-93> 14/28/56

Cursecraft <94-96> 18/32/64

Insect User <97> 22/44/88

Holy Magic <98-99> 26/52/104

Choose Your Own <100>

Non-Combat Skills:

Adventurer <1-3> 6/12/36

Animal Taming <4-6> 4/8/24

Business <7-9> 5/10/30

Service (Butler/Maid) <10-12> 3/6

Conversation <13-15> 10/20

Cooking <16-17> 5/10

Death Magic <18> 9/18

Driving <19-20> 4/8

Drug <21-22> 7/14

Fortune <23-24> 10/20

Gardening <25-27> 3/6

Government <28-29> 5/10

FILL IN GAP

Hikikomori <32-33> -1/-2

Housework <34-36> 2/4

Hunting <37-39> 5/10

Information Magic <40-42> 10/20

Leadership <43-45> 9/18

Magic Science <46-48> 6/12

Management <49-51> 4/8

Mechanics <52-54> 10/20

Medical Treatment <55-57> 6/12

Miko <58-60> 4/8

Misfortune <61-63> -3/-6

Moe <64-68> 6/12

Murder <69> 8/16

Music <70-72> 4/8

THIEF <73-75> 6/12.

Parenting <76-78> 3/6

Poison <79-81> 7/14

Sexual Technique <82-85> 5/10

Teaching <86-88> 4/8

FILL IN HOLE OF 89-90

Torture <91-93> 4/8

Ugly <94-96> -1/-4

Writing <97-99> 4/8

Choose Your Own <100>

ROULETTE OF 5D (MIS)FORTUNE

Choosing to roll here may lock in part of your character whether it be backstory like being raised in Helman, changing your character's race, having an adjusted level cap, or even becoming the hero. Read below for further details on what you got and roll at your own risk!

Rolling on this table can result in changes to race, significant changes to character stats or massive negatives. While you could get fantastic bonuses from this wheel, the player must be prepared for potential consequences.

A veteran of gladiatorial pits. +2d10 strength and stamina (exploding)

Whether it's from the lab of Frostvine or the secret chambers of the Akashi House, you are an artificial lifeform with the ability of learning. Replace your skill levels with two skill levels from the rest of the party. If you do not have other party members, select any "common" skill from the table.

<1> Left Hero Panel. Roll again if you don't have the other half.

<2> Weakest Man In the World.

<3>

<4> Kanami Bully Ticket

<5> Morurun Curse

<6-7> Your level cap is lowered by 2d10 (no exploding).

<8-9> TADA's choice

<10> Crippling Debt to Pluepet

<11-24> FILL GAP (BAD STUFF)

<25-29> You are a Hanny! Roll for skill level in Hanny.

<30-31> You are a Horus! You can fly a short distance. +20 to evasion tests.

<32-34> You are a Popin! Roll for skill level in mechanics. -2d10 Health (non-exploding)

<35-39> You are a Kalar! Choose a level 1 in magic, bow combat or cursecraft. +2d10 (exploding) magic.

<40-50> You have glasses!

<51-53> You own a Return Bonsai.

<54-55> A cursed weapon has found itself into your hands.

<56-68> Pick yourself out a level 1 skill!

<69> You're really good at capturing gal monsters. Roll a skill level in hunting and you always have a bundle of rope and some hamburgers on hand.

<70-72> Your level cap is increased by 2d10.

<73-74> You were raised in the Siberia Region of Helman. It wasn't a pleasant childhood, but you do gain Ice Resistance.

<75-77> You were improperly trained, gain a random expertise for a weapon skill you don't have.

<78-79> You are a foreigner to this world. **Give you character a level 1 skill related to you the player. Justification will be required.**

<80-82> You have fated someone!

<83-85> You own a cow carriage!

<86-89> You are one of the few spellblader that exist. Gain level 1 magic or divine magic and a level 1 melee combat skill you don't already have.

<90> You had a blessing placed on you. You recover 5% HP each turn (only in combat).

<91-93>

<94> You have your own personal Level God/Goddess!

<95-96> You were born in the warzone of JAPAN. Roll a skill level for bow combat, spear combat, or yin-yang.

<97-98> Pick a level 2 skill!

<99> You have the blood of a devil or demon within you.

<100> Right Hero Panel! Roll again if you don't have the other half.

Details for wheel:

Note: when rolling for skill levels roll a d100. 1-65 = level 1, 66-99 = level 2, 100 = level 3

<1> and <100> The Hero: having one half of the hero Panel (or even duplicates) does absolutely nothing, but if you manage to collect both halves you are the new hero! See page something something for details on what the hero gets

<2> Weakest Man in the World: Roll for two free non-combat skills and you must pick the Weakest Man archetype

<3>

<4> Kanami Bully Ticket: Can be cashed in for one free Kanami bully, but the issue is finding her. May also be sold to a Kanami enthusiast

<5> Morurun Curse: You've been cursed by the Kalar Queen. See Kalar pages for details

<8-9> TADA's Choice You are cursed with the misfortune skill, but blessed with the moe skill! Roll for both levels.

<10> Crippling Debt: You owe Pluepet a crazy amount of money with more 0s than you know how to read. Whether it's through family debt, misunderstandings, or a loophole you didn't see in a contract is up to you. Pluepet isn't very concerned with collecting all of it, but he is interested in you paying off the interest rates

25-29

<54-55> **While using the weapon**

<80-82> Fated someone: There is someone in this world destined to be significant towards you and someday the Calculator Cube will open for the two of you to visit together granting you access to a special item

<99> Demon or Devil: Pick which of the two

Demon: Increase one of your skill levels by 1. (cannot be raised past 3). Also raised your level cap by 5d10, your HP by 8d10, and your attack, magic, and endurance by 4d10 (all exploding)

Devil: You no longer have a level cap, and roll for a skill level in Devil

Devil level 1: Increase HP by 6d10, and attack, magic, and endurance by 3d10

Devil level 2: Increase HP by 10d10 and attack, magic, and endurance by 6d10

Devil level 3: Increase HP by 20d20 and attack, magic, and endurance by 10d10

Class

to determine magic, attack, and hp bases and growth.

Warrior

Base - 0 magic d0
Attack - Base 20 - 2d6
HP - Base 50 - 2d10
Endurance 25 - 1d10

Soldier
Attack - Base 15 - 1d10
HP - Base 50 - 2d10
Endurance 30 - 2d6

Mage
Magic - Base 20 - 2d6
Attack - Base 5 - 1d4
HP - Base 25 - 1d10
Endurance - Base 10 - 1d4

Spartan
Magic - Base 0 - d0
attack Base 10 1d6
HP - Base 75 4d10
Endurance - Base 25 1d10

Magic Warrior (Attack Focus)
Magic - Base 10+1d8
Attack - Base 10+1d10
HP - Base 40+2d8
Endurance - Base 20+1d8

Magic Warrior (Magic Focus)
Magic - Base 10+1d10
Attack - Base 10+1d8
HP - Base 30+2d10
Endurance - Base 15+1d8

Ninja
Attack – Base 10 – 1d10
HP – Base 35 – 2d6
Endurance – Base 20 – 1d8
Passive: +20 evasion

Weakest Man in the World (can not be selected manually)

Attack - Base 1 - 1d2 (not exploding)

HP - Base 20 - 1d8

Endurance - Base 30 - 2d10

Custom Class: COMING WAY LATER

Attributes

Idea: Make system based on d10 roll for action resolution. Strength deriving from attack/X

Passives:

FOR ALL EXPERTISE: A FREE TIER IS GRANTED OF EACH EXPERTISE BASED ON WEAPON SKILL LEVEL (skill level 2 hammers grants you Hammer Expertise I & II)

Sword Combat



Sword Expertise (three or four levels)

Prerequisite: Level requirement: Tier level * 10

Required to unlock certain skills, also grants passives at each tier

Tier I:

Tier II: +30 attack with swords

Tier III: +50 attack with swords

Short Sword Combat



Short Sword Expertise

Prerequisite: Level requirement: Tier level * 10

Tier I:

Tier II: Accuracy +20

III: +20% chance to strike twice

Spear Combat



Spear Skills

Multi Thrust

Several well-aimed thrusts towards a single enemy. Make 1d4+ Spear expertise level attacks

Damage: .5 * Attack

Prerequisite: Spear Expertise I

Gale Thrust

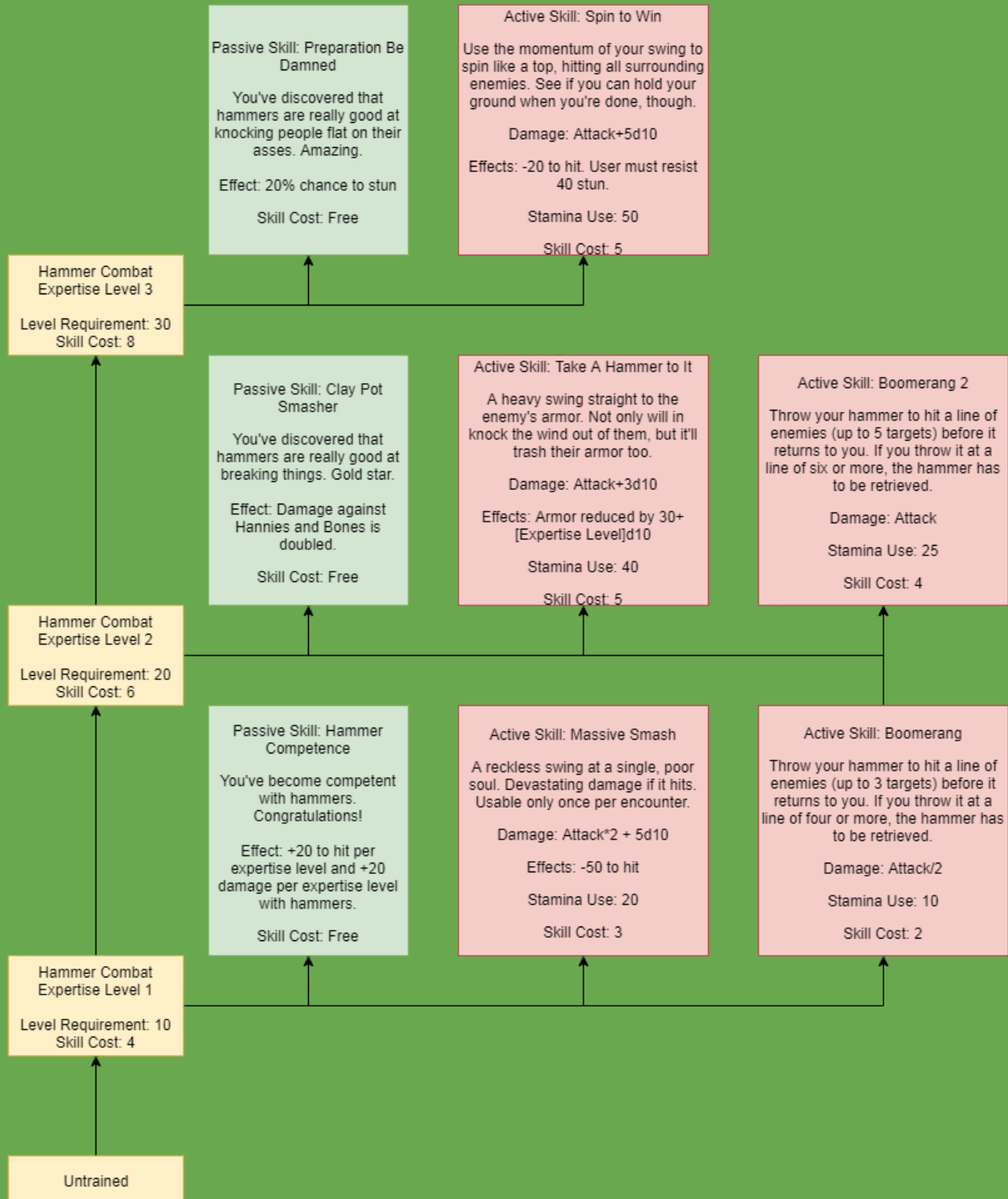
Prerequisite: Spear Expertise I

Hammer Combat



Hammer Combat

Skill Tree



Unarmed Combat



Armor Breaking Punch

Prerequisite: Unarmed Combat Expertise I

A smashing blow designed to crush through armor. If this attack hits, target gets no armor check and their armor value is reduced by 20.

Damage: Attack

Stamina use: 25

Skill Cost: 4

Judo Throw

Prerequisite: Unarmed Combat Expertise II

A powerful throw flipping them over your shoulder. Harmful to humans, not so much to others.

Damage: Attack * 2 to humans only. 0 to non-humanoids.

Stamina use: 30

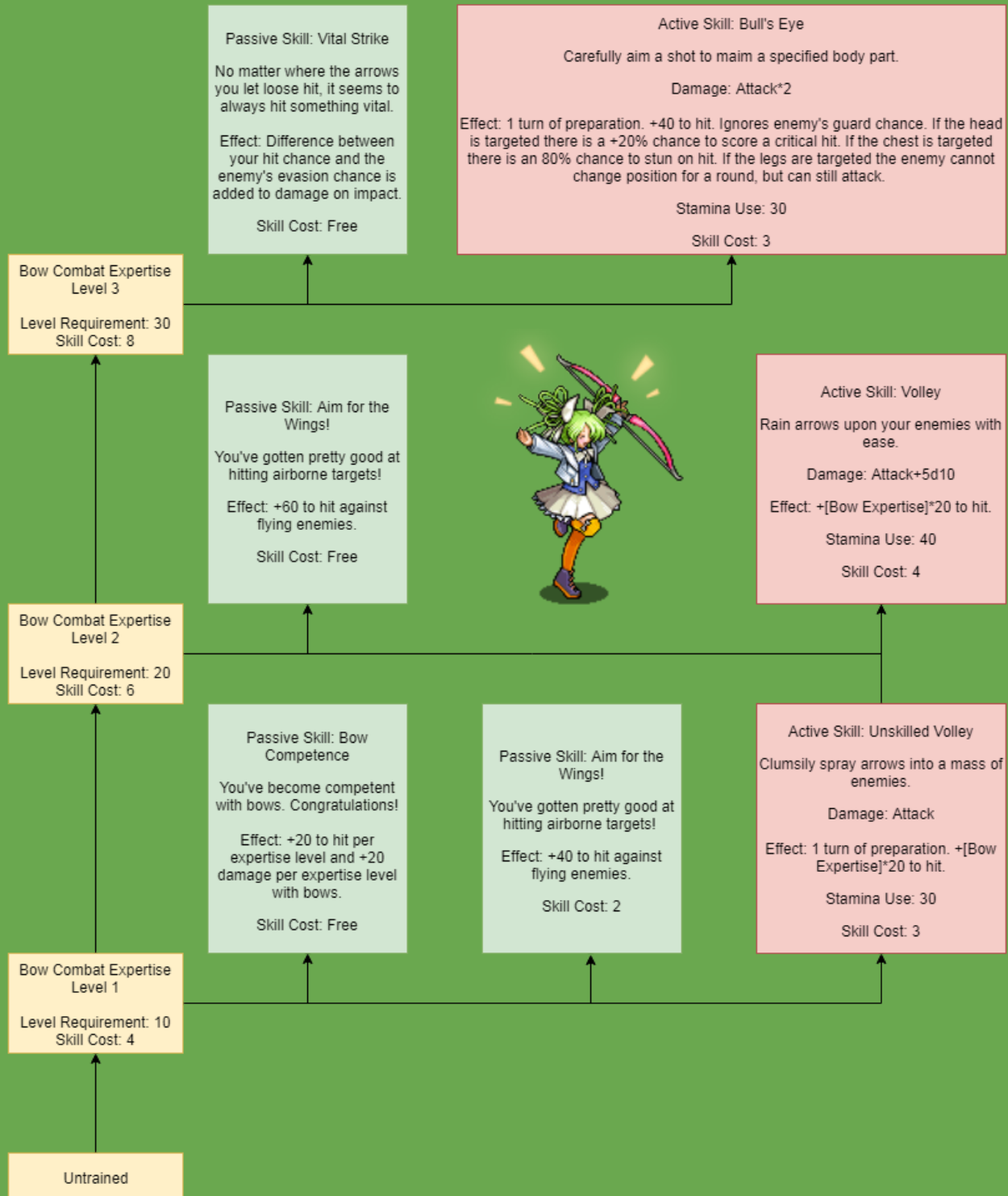
Skill Cost: 3

Bow Combat



Bow Combat

Skill Tree



Ninja Skills



SKILLS

Assassination (it's easy!)

Prerequisite: Ninja Expertise II or Murder Skill Level 1

Attempt to instantly kill a target. Only usable on the same target once per encounter

Stamina Cost: 30
Generic Humanoid: 50%
Insect/plant creature: 20%
Important Character/PC: 5%
Boss: 0%
Others: 40%
Stamina use: 50
Skill Cost: 4

Shuriken

Prerequisite: Ninja expertise I

Throws a shuriken (or several) at an opponent's vital areas in an attempt to temporarily immobilize them

Damage: Attack * .5

Stun: 50%

Stamina use: 20

Skill Cost: 3

Guard



Strategy



Order Shuffle

Prerequisite: Strategy Expertise II

Rearrange the turn order as if a new round has started (this can allow for people who have already gone to move twice in a turn). Everyone rerolls and then acts in that order. Does not count as a round ending for effects. Only usable once per combat

Stamina use: 50

Skill point cost: 4

Bow Expertise

Prerequisite: Level requirement: Tier level * 10

Tier I:

Tier II:

Tier III: Overflow damage on bow attacks

Unarmed Expertise

Prerequisite: Level requirement: Tier level * 10

Tier I:

Tier II: Ignores guard

Tier III: Breaks Guard

Cannon Expertise

Prerequisite: Level requirement: Tier level * 10

Tier I:

Tier II:

Tier III:

Ninja Expertise

Tier I:

Tier II: Allows for rerolls for spotting/evading traps

Tier III:

Guard Expertise

Tier I: +20 armor

Tier II: +20 armor

Tier III: +20 armor

Strategy Expertise

Tier I:

Tier II:

Tier III:

Weakness Search

Prerequisite: Strategy Expertise I or Adventurer Expertise I

~~Bonus Magic~~

~~+3d10~~

~~Skill Point Cost: 3~~

~~Bonus HP~~

~~+4d10 HP~~

~~Skill Point Cost: 3~~

~~Bonus Attack~~

~~+3d10 attack~~

~~Skill Point Cost: 3~~

Bonus Crit (maximum 4 times)

+5% Critical Chance

Skill Point Cost: 4

~~Bonus Evasion (can only be taken twice)~~

~~+10 evasion~~

~~Skill Point Cost: 4~~

~~Bonus Accuracy (can only be taken twice)~~

~~+10 Accuracy~~

~~Skill Point Cost: 4~~

Bonus Parry

+10 to parrying

Skill Point Cost: 3

~~Bonus Resilience~~

~~20% to be reduced to 1hp instead of 0~~

~~Skill Point Cost: 4~~

Resist Stun

+20% stun resistance

Skill Point Cost: 4

Aim for the Wings

Prerequisite: Bow Expertise I

You've become more proficient at shooting down aerial foes.

Effect: +60 accuracy against flying enemies with a bow

Skill Point Cost: 2

Dual Wielding. You've become comfortable with this weapon type to wield two of them at once. Pick a weapon type upon selecting this skill Effect: While dual wielding with your weapon type of choice you have -10 to hit, add second weapon's damage.

Level Requirement: 40

Skill Cost: 5

Element Resistance

Take half damage from an element chosen when this skill is bought. Can only be taken once

Skill Point Cost: 6

Active Skill: Defensive Stance

Ready your weapon in an attempt to lessen, if not nullify, melee attack damage.

Effect: +40% guard chance (doesn't reduce when hit). 20% chance to parry the attack and take no damage.

Every melee attack taken, nullified or not, deals 10 stamina damage. Attacking breaks the stance.

Stamina Use: 30

Skill Cost: 4

Active Skill: Warrior Stance

Forgo some of your defensive ability in exchange for increased combat ability.

Effect: -20% chance to guard (reduced by a further 5% per attack done in this stance). Attack damage is increased by 1d10 for every 5% lost to guard chance.

Stamina Use: 30

Skill Cost: 4

MAGIC



Each spell has a magic type/element, target (how many/how it targets), damage, casting time, mana cost, skill point cost, and tier cost (which level of magic potential needed to cast the spell)

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Element:

Target:

Damage:

Casting Time

Mana Cost:

Skill Cost:

Tier Level:

Spell List

Flame Arrow

Small flames shoot from the fingers of the caster and burn the enemy.

Element: Fire

Target: Ranged

Damage: Magic

Casting Time: Instant

Mana Cost: 10

Skill Cost: 2

Tier level: I

Fire Blast

Magic flames erupt from the ground below the enemy.

Element: Fire

Target: All (AOE)

Damage: .5 + 1d10

Casting Time: One Round

Mana Cost: 25

Skill Cost: 3

Tier Level: I

Hellfire Conflagration

Element:

Target: All (AOE)

Damage:

Casting Time

Mana Cost: 60

Skill Cost:

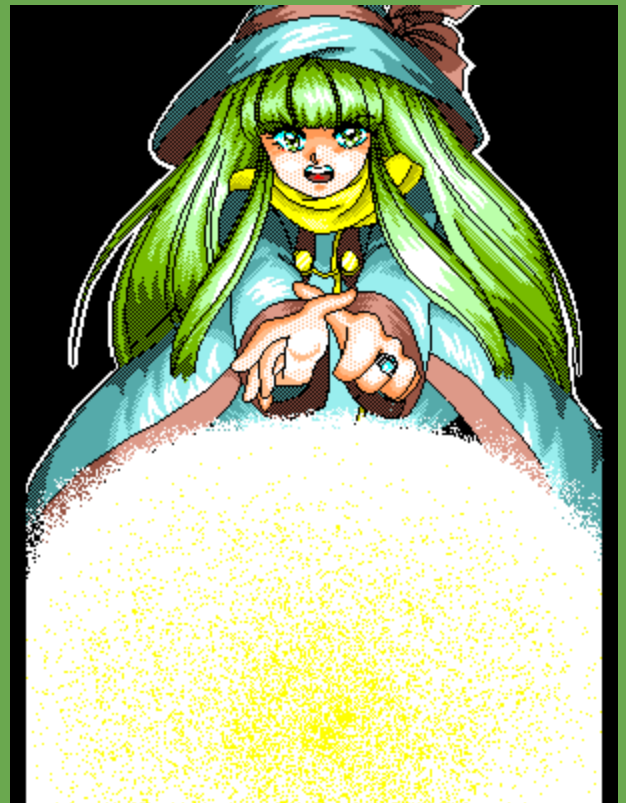
Tier Level: II

Fire Laser

Element: Fire

Target: Ranged

Damage: Magic * 4 + 1d100



Casting Time: 2 turns (can reduce by one turn for 50 exhaustion)
Mana Cost: 60
Skill Cost: 5
Tier Level: III

Zetton

A spell that burns an entire group with one trillion degrees of heat

Element: Fire

Target: Ranged

Damage: Magic * 2 + 5d10

Casting Time: 1 turn

Mana Cost: 150

Skill Cost: 6

Tier Level: III, Fire Expertise II

Flame Particle Bullet

A fire spell so intense it requires two powerful mages to cast unless used by a level 3 mage

Element: Fire

Target:

Damage:

Casting Time

Mana Cost:

Skill Cost:

Tier Level:

Frost Arrow

Element: Ice

Target: Ranged

Damage: Magic

Casting Time: Instant

Mana Cost: 10

Skill Cost: 2

Tier Level: I

Snow Laser

Element: Ice

Target: Ranged

Damage: Magic * 4 + 1d100

Casting Time: 2 turns (can reduce by one turn for 50 exhaustion)

Mana Cost: 60

Skill Cost: 5

Tier Level: III

Lightning

Element: Thunder

Target: Ranged

Damage: Magic + Magic + 2*Magic Skill Level d10

Casting Time: Instant

Mana Cost: 15

Skill Cost: 2

Tier Level: I

E.M. Field

Element: Thunder

Target: All

Damage: Magic * .5 +3d10

Casting Time: Instant

Mana Cost: 40

Skill Cost: 3

Tier Level: I



Thunderstorm

Element: Thunder

Target: All

Damage: Magic + 4d10

Casting Time: one turn

Mana Cost: 70

Skill Cost: 4

Tier Level: II

Light

Element: Light

Target: Ranged

Damage: Magic

Casting Time: Instant

Mana Cost: 10

Skill Cost: 2

Tier level: I

Angel Cutter

Element: Light

Target: Row

Damage: $\text{Magic} * .5 + 1 * \text{Magic Level d10}$
Casting Time: Instant
Mana Cost: 30
Skill Cost: 3
Tier Level: II

Darkness
Element: Dark
Target: Ranged
Damage: Magic
Casting Time: Instant
Mana Cost: 10
Skill Cost: 2
Tier Level: I

White Destruction Beam
Element: Light
Target: Line (3xALL on grid)
Damage: $\text{Magic} * 3 + 2 * \text{Magic Level d100}$
Casting Time: two turns
Mana Cost: 150 (100 exhaustion to reduce casting time by one turn)
Skill Cost: 6
Tier Level: III, also requires Light Expertise I



Black Destruction Beam
Element: Darkness
Target: Line (3xALL on grid)
Damage: $\text{Magic} * 3 + 3 * \text{Magic Level d100}$
Casting Time: two turns
Mana Cost: 180 (100 exhaustion to reduce casting time by one turn)
Skill Cost: 6
Tier Level: III (requires level 2 magic)
Magic Barrier
Element: N/A
Target: Ally
Damage:
Casting Time:
Mana Cost:
Skill Cost:



Tier Level: III, also requires Darkness Expertise I

Magic Passives:

Magic Potential (three tiers)

First level unlocks beginner magic, second level unlocks middle-tier magic, third level unlocks high-tier magic. Each tier is free based on the character's magic skill level (level two magic gets you the first two tiers free ect)

Skill Cost: 4

Fire/Ice/Thunder/Darkness/Light Expertise (three tiers)

Prerequisite: level

Grants bonuses to spells of that particular element

Tier one: Bonus damage of 3d10

Tier two: Reduces mana cost of spells by 1/4 (round up)

Tier three: Reduces casting time by one turn

Skill Cost: 4

Divine Magic

Healing 1:

Magic * .5

Healing 2

Healing 3

Recovery Rain

Restore Status

Purify

A spell that deals massive damage to the undead

Element: Divine

Target: Single

Damage: Magic * 5 +1d100 vs undead

Casting Time

Mana Cost: 20

Skill Cost:

Tier Level:

Sequence Shuffle

A spell that interferes with time itself. This spell resets the current turn order. Everyone rerolls and acts as if the turn just started. Usable only once per combat

Mana Cost: 75

Tier: III

Monster Sealing Ward

This spell requires four priests to cast the spell in unison. The target is wrapped in a bright and violent storm sealing them away in a different space.

Holy Magic

A unique type of magic named by the Holy Magic Sect drawing power from the element of darkness. Primarily used for offense, but can also be used with Magic Metallurgy to create and power Tushins and other things that were used by the Holy Magic Sect

Tiger

Shoots a powerful attack of the element of darkness. A basic Holy Magic spell, but is still powerful regardless

Magic Barrier

A massive invisible barrier protecting those around it from magical attacks

Casting time: two turns

Effect:

Mana Cost: 40

Levels and Level Caps



All living beings born within the Planner Scenario possess a level and a level cap. Your level determines the general power that you possess. Levels are gained through defeating other living beings granting you experience. Once you reach a certain threshold, you can then call upon a Level God, typically found in Level Shops to cast a spell that converts your experience into levels so long as it does not exceed your level cap. The way levels affect people vary wildly from the person and there are many other factors other than levels that determine the power of beings, but levels are most predominant contributor.

Gaining and Losing Levels

Along with being able to gain levels, it is also possible to lose levels. Every being gain and lose levels at varying rates, but the general rule is the faster one is capable of gaining levels the easier it is to lose them. The most common way levels are lost is through inactivity. Much like muscles, not actively fighting and training will cause you to lose experience and eventually levels.

For the sake of convenience and to minimize the amount of bookkeeping necessary, the recommended way to handle leveling up and losing levels is as follows:

When gaining a level, you gain a skill point and roll and increase your stats accordingly based on your class/archetype.

When losing levels, remove that many skill points from your character. If that would bring you below zero, remove an ability/skill you own as your character forgets or loses that ability and gain back that many skill points. If the number is still below zero continue removing an ability until it no longer is. Then roll for each stat equal to the number of levels you lost as if you leveled up based on your class/archetype. But instead of gaining that number, instead subtract it from the stat (exploding rule should still apply if you are using exploding dice for level ups).

This method may lead to some very different stats based on others of a similar level/archetype but is the simplest method.

Optional Method: This method requires far more bookkeeping and should really only be used for Player Characters that are motivated enough. After each level up, record the number gained for each stat at that level. Then when levels are lost, remove from the stats based on the levels lost (For example if you are level 34 but then are reduced to level 30, subtract from your stats whatever you gained for level 34,33,32, and 31). When new levels are gained continue rolling for them (even if you had been that level previously) and replace the record of what was gained for that level. Skill points lose/gains should remain the same as the recommended method.

Creating a Special Move

Many characters are known to have special attacks, from Rick's By la Way, a move capable of destroying armies to Bernard's less then impressive Burning Slash that many say isn't very different from a normal attack. The trick to making an interesting special move is trying to make it unique to how your character is. Rance Attack is a massive smash capable of moving the earth which is very intune with Rance's loud and straightforward personality.

Rules



Exhaustion:

in combat: Exhaustion will serve as a pool to use special attacks/ magic as well as being damaged by morale-based attacks.

Armor/Reducing Damage:

Everything has an armor value which is used to reduce physical damage taken in half. This is innate armor (humans have 0%)+ equipment bonus + guard level (probably 5% per level) - Any Armor Piercing the attacker has. Whenever hit, the person makes an armor test, rolling 1d100 and succeeding when rolling under their armor value. If they fail, they take full damage, if they pass they take half damage, and their armor value is lowered by 10 (this doesn't lower the actual cap, but the current armor value they have which will be restored after resting/repairing equipment)

Dice:

If the maximum number is hit on a roll the player can re-roll (exploding dice). This can be assumed for all rolls unless specifically stated otherwise.

The Hero System



Seen as a symbol of hope for humanity the Hero is seen as humanity's ultimate savior that will rescue them in their most dire time. In actuality, the Hero is part of the the Hero System which is a key balancing feature of the Planner Scenario. Its purpose is to be humanity's greatest key to surviving against the Demon King. The higher humanity's mortality rate becomes the stronger the Hero becomes as the Sword of Heroes Escudo's powers unlock. A new hero is selected at the age of 13 by the god Cola who accompanies and selects the new hero. by the when there is no existing hero and lasts until they turn 20 where they lose all the powers of the Hero System.

Playing as the Hero

You gain all of these as long as you remain the Hero

All special moves the hero has seen at least once the Hero will always be able to avoid

The Hero's guide Cola accompanies you and trains you. Cola has a compass that points to the current location of Escudo.

You can never die and will always survive (note the Hero can still be maimed, captured, and even knocked out)

You have bad luck, but becomes great luck in desperate situations

Your level cap is changed to 99 (this overrides any other level cap), levels up slower then normal, but never loses levels

You are extremely attractive to the opposite sex

You gain the Sword of Heroes Escudo and are the only one that can hold and wield it. You also gain skill level 2 in swords (only overwrites lower sword skill levels)

Once you turn the age of 20 you instantly lose all powers

The Sword of Heroes Escudo



Escudo is normally rusted and useless during peaceful times, but as humanity is killed the sword's powers unlock at certain intervals.

Dust Mode - 10% of humanity is dead: The sword regains its glow and becomes usable by the Hero. It doesn't have any special powers at this moment, but is fairly strong.

Dust Mode Escudo: Damage: 7d10, ACC: +20

Hesitant Mode - 30% of humanity is dead: The sword now gains the ability to pierce the invisibility of Dark Lords

Hesitant Mode Escudo: Damage 15d10, ACC +25, Special: Can pierce the invisibility field of Dark Lords

Instantaneous Mode - 50% of humanity is dead: Escudo is now capable of killing the Demon King

Instantaneous Mode Escudo: Damage 50d10, Acc +40, Special: Can pierce the invisibility field of Dark Lords and the Demon King

Godly Friction Mode - 80% of living beings who possessed a soul are dead: Escudo gains the ability to kill all Gods that are 1st class and lower

Godly Friction Escudo: Damage 30d100, Acc +50, Special:

Tranquil Nirvana Mode - The number of lifeforms that are still alive is less than 10. The Demon King and all the Dark Lords must be dead. Escudo gains the ability to kill the Three Supreme Gods

Tranquil Nirvana Mode: Damage 100d100, Acc +100, Special: Is capable of killing any being on the continent aside from perhaps Ludo-Rathown himself.



Devils



Physical Attacks

attacker 1d100+ valid bonuses below + weapon boost vs 1d100 + Defender LVL + (needs defensive stat independent of Physical health pool, given that it got way too stupid fast on larger enemies. consider equipment dependent defense?)

Adventurer <1-3>

1. Detect traps
2. Scan weaknesses
3. Perception boosts

Animal Taming <4-6>

1. Taming wild animal (shocker)
 - a. Maybe setting up a farm or something for passive income
2. Making certain monster types docile
3. Chocobos

Business <7-9>

1. Become Pluepet 2

2. Organizing a business for passive income

Service (Butler/Maid) <10-12>

1. Extremely good at making people presentable (perhaps relating to disguises or business meetings)
2. Cleaning up a murder or some shit
3. These fuckers literally teleport at level 3
4. Increased stats when given a task by a “master”?

Conversation <13-15>

1. Bonuses to negotiation tests
2. Probably something like a +30 per level

Cooking <16-17>

1. Stamina boosting meals on rest
2. Could be sold for a profit in towns
3. Synergies with poisoning or service

Death Magic <18>

1. Necromancy
2. Alicists fucking hate you
3. We need rules for pawns (can't fight for shit but do menial labor ie Miracle's skellies)

Driving <19-20>

- 1.

Drug <21-22>

Fortune <23-24>

1. Allows the ability to re-roll
2. More gold from fights

Gardening <25-27>

Government <28-29>

Hikikomori <32-33>

Hunting <37-39>

1. Tracking
- 2.

Information Magic <40-42>

Leadership <43-45>

Magic Science <46-48>

Management <49-51>

Mechanics <52-54>

Medical Treatment <55-57>

Miko <58-60>

Misfortune <61-63>

Moe <64-68>

Murder <69>

1. Assassinate boost
2. Legendary assassinate 3 requirement

Music <70-72>

1. Morale boosts at camp

2. Street shows

Thief <73-75>

1. Stealing

2. Detecting traps

Parenting <76-78>

Poison <79-81>

Sexual Technique <82-85>

1. “Morale” raising during camp time

Teaching <86-88>

Torture <91-93>

Ugly <94-96>

Writing <97-99>