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## I. Attributes Concerning Combat

### ***Offense Item Attribute (OFF)***

This is the attack power a non-magic weapon has. It must be greater than the IPB (Index Breaking Point) of the equipped Armor. A wooden sword would have around 5 OFF, while copper chain mail would have a IPB of about 7. It boils down to a way to mathematically calculate what can break what. Depending how silly your GM is, logic may or may not apply here.

Some items may have different CAT, RAT and MPF OFF values. These are COF, ROF and MOF respectively. If only a general OFF is specified, and an item may be used for more than one method of attack use only the OFF. Some items may specify a general OFF, along with other instructions for calculating the attack. If special rules are given, follow them, if not do the following:

1. Add the OFF with the COF, ROF, or MOF (depending on how you want to attack; Assume any unspecified values are zero).
2. Add the Player's CAT, RAT or MPF (depending on the intended method; Note that CAT should only be used with COF, RAT with ROF and so forth).

### ***Close-Range & Melee Attack Character Attribute(CAT)***

This is proficiency at using any (non-long) sword, knife, dagger or other close-range offensive item. If attacking with an item which specifies this attribute, then it is used to calculate the attack. See Sections II *Attacking*, and V *Battling*.

### ***Ranged Attack Character Attribute (RAT)***

This is just like CAT but for a ranged, or distance weapon. Some items may have both a CAT and a RAT specified, and therefore can be used both close-up and at a distance. These "cat-and-mouse" items, while useful, are not actually all that special. What matters is how close people doing battle are, and how the player chooses to attack.

### ***Magic Fire Power Character Attribute (MPF)***

This is just like CAT and RAT, but for magic items. Magic items may require a certain level or class to equip (just as any weapons or offensive items). Some items may be used for all three forms of attack.

### ***Defense Character Attribute (DEF)***

This is a rather special attribute. The total attack power (which is the sum of the relevant skill and the item's OFF) does half damage if the total attack power is more than half the player's DEF, but less than the DEF. If an item is above the character's DEF, then the attack does full damage. Some spells may alter this, making players easier to hit.

However, the DEF only matters if the total attacking power is greater than the current ARM (armor) attribute.

### ***Armor Item Attribute (ARM)***

Only the ARM attribute of the armor you have equipped counts. The ARM is the defensive property of an item. It decreases with every attack, until it reaches zero (or lower) and breaks. However, in order for armor to take "damage" the attack must be at least half the BPI (Breaking Point Index) to have any effect.

### ***Breaking Point Index Item Attribute (BPI)***

This is like DEF, but for items. If the total attack power is more than half, but less than the total, the attack does half damage. If it is greater than the BPI, then the attack does full damage. Once the ARM reaches zero, the armor breaks and the player's HEL starts to be affected.

### ***Health (HEL)***

This is the player's health. If an attack affects a player at all, this number does down by the total attack power. Once this reaches zero (or lower) you die.

## **II. Attacking**

First, the attacking character must determine the method in which they wish to attack. In some situations only CAT or RAT is available, based on proximity to the target. Magic is always available as an option.

Once the player knows how he or she wishes to attack, they add the relevant skill to the Item's OFF. This is the total attack power.

### III. Defending

Defense is more complex than attack. It involves a lot of *checking*. Checks are listed in the logical order in which players are intended to complete them. The first three conditions only apply if you have armor equipped, and it isn't broken.

***First Condition: The Attack Power is Less than half of the IBP of the equipped items on the target player***

(I.E.  $[(\text{Attack Power}) < (\text{IBP} / 2)]$ .)

- In this condition no damage is done.

***Second Condition: The Attack Power is Greater than half the IBP but less than the total ARM of the equipped items on the target player***

(I.E.  $[(\text{Attack Power}) > (\text{IBP} / 2)]$ , but  $[(\text{Attack Power}) \nlessgtr (\text{IBP})]$ .)

- In this condition *Half* damage is done.
- Even if only half damage is done, if the ARM reaches zero, the armor breaks.

***Third Condition: The Attack Power is Greater than the IBP***

(I.E.  $[(\text{Attack Power}) > (\text{IBP})]$ .)

- In this condition, the attack does full damage and takes away from the ARM.
- The ARM breaks when it gets to zero.

***Fourth Condition: The Armor is broken, and the Attack Power is Less than half of the DEF of the target.***

(I.E.  $[(\text{Attack Power}) < (\text{DEF} / 2)]$ .)

- In this condition no damage is done.

***Fifth Condition: The Attack Power is Greater than half the IBP but less than the total ARM of the equipped items on the target player***

(I.E.  $[(\text{Attack Power}) > (\text{DEF} / 2)]$ , but  $[(\text{Attack Power}) \nlessgtr (\text{DEF})]$ .)

- In this condition *Half* damage is done.
- Even if only half damage is done, if the HEL reaches zero, the character dies.

***Sixth Condition: The Attack Power is Greater than the IBP***

(I.E. [(Attack Power) > (DEF)].)

- In this condition, the attack does full damage and takes away from the HEL.
- The character dies when the HEL reaches zero.

## **IV. Battling**

1. The character initiating the attack, attacks in whichever way he chooses, based on the options available to him or her.
2. The target character defends.
3. The target character gets a turn to attack the character (or characters).
  - a) For Party-On-Party combat, the character with the highest SPD attacks first, while the character with the lowest SPD gets attacked first. In the case that multiple characters have equally high (or equally low) SPD, the order will be chosen at the GM's discretion.
  - b) However, the number of players in an attacking party is not necessarily the number of player characters
4. The party who attacked last turn get a chance to defend.
  - Play continues like this until someone dies or flees
  - In a dual which both parties are aware of beforehand, the GM gets to make the call on who will start

## **V. Death & Resurrection**

When a player's HEL reaches zero (0) the player dies. Upon death, the player loses all Zeddy (money) on them, any equipment currently equipped (unless it is irreplaceable) and any items gained during the adventure will be lost. The players dead at the end of the adventure do not get a share of the Zeddy accumulated during the adventure (regardless of who may have found it).

A player is then saved by the compassionate\* god, and returned to the Mirror Shrine, to be resurrected for the next adventure. If a player consistently dies, level grinding may be in order. Ask you GM about any solo adventures you can do for equipment or leveling.

When an NPC dies, it may alter the plot, but they do not come back from the dead, because, frankly, Searlett, the gods don't give a damn.