Rulebook

Welcome to the *Stardust Spectrum Role-Playing Game (SSRPG)*!

Dive into a universe where cosmic forces, ancient rivalries, and dynamic characters shape an ever-evolving adventure. Whether you're a seasoned role-player or new to tabletop RPGs, SSRPG offers an intuitive yet richly detailed system to fuel your imagination. At the heart of the game lies the Stardust Spectrum, a magical life energy that weaves through every aspect of the world. Your character's connection to the Spectrum influences their abilities, relationships, and the choices they make.

SSRPG's mechanics are designed to prioritize fluidity and creativity. Classes and skills evolve naturally with the narrative, allowing you to grow your character in unexpected and organic ways. The rules encourage immersive storytelling, where combat, exploration, and role-playing are deeply interwoven. Every decision you make matters, shaping the story and the world around you.

This game is more than just dice rolls and rules; it's a collaborative journey. Use this rulebook as your guide, but let your creativity and imagination take the lead. Together with your group, you'll craft a shared narrative that transcends the ordinary. Gather your party, embrace the Stardust, and let the Spectrum guide your path—your journey begins now!

Color Key

Color	Represents	Context
Red	Vigor and all melee-based actions	Used for strength, physical combat, and fortitude.
Blue	Stamina and all stamina-based actions	Represents endurance, movement, and energy-related activities.
Purple	Mana and all magic-based actions	Associated with spells, magical energy, and casting abilities.
Yellow	Hope and critical roll states	Highlights moments of luck, critical successes, or pivotal actions.
Green	Prisms (style indicates vivid or vibrant types)	Refers to prism type needed to level up based on if its Vibrant or Vivid.
Black/ White	Health and weapon durability	Tracks damage taken, remaining health, and item longevity.

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Character Creation

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1. Steps to Create a Character

Step 1: Choose a Character Type

- Purpose: Determines which core stat (Power, Speed, or Magic) benefits from the doubling

effect.

- Options:
    1. Power Type: Doubles the base Vigor stat, enhancing melee damage and fortitude checks.
    2. Speed Type: Doubles the base Stamina stat, improving movement, dodging, and ranged weapon range.
    3. Magic Type: Doubles the base Mana stat, boosting spellcasting effectiveness and AoE control.

Key Note: The chosen Character Type determines which stat can exceed the standard cap of 5, reaching a hard cap of 10.

Step 2: Allocate Core Stats (Vibrant Stats)

- Players distribute points among the four Vibrant Stats:
    1. Vigor: Governs melee damage and fortitude checks; fuels melee actions.
    2. Stamina: Controls movement, dodging, and non-damage actions; governs ranged attack range for Speed-type weapons.
    3. Mana: Manages spellcasting, AoE size, and perception checks; fuels magical actions.
    4. Hope: A unique stat used to enhance dice rolls in critical moments; regenerates under specific conditions.

Starting Points:

- Each character begins with 3 points to allocate across these stats. See leveling up section.
- Minimum stat per category: 1.

Example Allocation for a Speed Type Character:

- Vigor: 2
- Stamina: 2 (doubled to 4 due to Speed Type)
- Mana: 1
- Hope: 2

Step 3: Select Starting Skills/Spells and Abilities

- Starting Levels:
    - Characters begin with Skills/Spells Level 1 and Abilities Level 1.
    - Each category has 1 slot available to equip starting abilities or spells.
- Customization:
    - Choose a starting spell, skill, or ability based on the character's focus.
    - Example: A Magic Type character might start with a Level 1 fireball spell.

Step 4: Choose Starting Equipment

- Weapons:
    - Each character starts with a single weapon appropriate to their style:

        - Power: Melee weapon (e.g., sword or axe).
        - Speed: Ranged weapon (e.g., bow or throwing daggers).
        - Magic: Magic-based weapon (e.g., wand or staff).
    - Starting Weapon Level: 1 (all stats start at 1 and can be customized as the weapon levels up).
- Armor:
    - Starting Armor Level: 1.

Step 5: Establish Backstory and Motivation

- Roleplay Elements:
    - Determine the character's background, personality, and motivations.
    - Align these details with the game's setting and tone.
- Optional Mechanics:
    - Weapon Durability.
    - Start with no points to allocate.

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2. Example of a Complete Character

Name: Lyra the Swift

Character Level: 1

Character Type: Speed

- Base Stats:
    - Health (HP) and Armor (AP): Hp: 20; Ap: 11 (Armor level adds 5 per lvl + armor in slot adds 5 per lvl + current slot level = AP).
    - Vigor: 2
    - Stamina: 2 (doubled to 4)
    - Mana: 1
    - Hope: 2
- Skills/Spells: Level 1
    - Slot 1:
- Abilities: Level 1
    - Slot 1: Rapid Fire (allows slot level of attacks for 1 vigor and 1 stamina cost total)
- Equipment:
    - Weapon: Shortbow (Level 1, Power 1, Speed 1, Magic 0).
    - Armor: Light Leather Armor Helm (Level 1 slot)

Character Types

Character Types are a defining choice made during character creation. They grant players a thematic and mechanical focus by doubling the base value of their chosen stat, while still allowing flexibility for progression and playstyle experimentation. Here's how Character Types influence gameplay:

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1. Overview of Character Types

Character Types enhance a specific Core Stat—Vigor, Stamina, or Mana—by doubling its base value. This doubled effect applies only to the base stat, excluding modifiers or bonuses from Spectrums and other effects.

Players pay the same cost to level up their chosen stat as they would for any other stat, but the doubling effect offers significant advantages.

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2. How Character Types Work

1. Doubling the Base Stat:
    - At creation, the chosen Character Type doubles the stat's base value.
    - Example: A Magic Type character with a base Mana of 2 starts with an effective Mana stat of 4.
2. Leveling Costs:
    - Players pay normal leveling costs to increase their chosen stat:
        - Leveling from 1 → 2 costs 1 Vibrant Prism.
        - Leveling from 2 → 3 costs 2 Vibrant Prisms, and so on.
    - The doubled effect applies immediately upon leveling.
3. Stat Cap:
    - The chosen stat can exceed the usual cap of 5, reaching a hard cap of 10.

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3. Available Character Types

A. Power Type

- Focus: Strength, melee combat, and fortitude.
- Advantages:
    - Power doubles the base stat value (e.g., a base Vigot of 4 becomes an effective Vigor of 8).
    - The Vigor stat can reach a hard cap of 10.
- Playstyle:
    - Excels at dealing melee damage, grappling, and fortitude checks.
- Example: A warrior focusing on devastating melee strikes and brute force.

B. Speed Type

- Focus: Mobility, multiple actions, and ranged combat.
- Advantages:
    - Speed doubles the base stat value (e.g., a base Stamina of 3 becomes an effective Stamina of 6).
    - The Stamina stat can reach a hard cap of 10.
- Playstyle:
    - Masters of battlefield mobility, dodging, and ranged attacks with Speed-type weapons.
- Example: A rogue prioritizing mobility and tactical versatility.

C. Magic Type

- Focus: Spellcasting, AoE effects, and intelligence-based actions.
- Advantages:
    - Magic doubles the base stat value (e.g., a base Mana of 2 becomes an effective Mana of 4).
    - The Mana stat can reach a hard cap of 10.
- Playstyle:
    - Ideal for strategic spellcasters specializing in powerful spells, AoE control, and utility.
- Example: A mage focusing on ranged magic and status effects.

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4. Key Rules and Considerations

1. Doubling Applies Only to Base Stats:
    - Modifiers from Spectrums, weapons, or abilities do not benefit from the doubling rule.
2. Versatility in Playstyle:
    - Character Types enhance one stat but do not limit progression or usage of other stats or weapons.
    - Example: A Magic Type character can still wield a melee weapon effectively by leveling Vigor.
3. Strategic Synergy with Spectrums:
    - Spectrums can temporarily boost the chosen stat further, creating massive spikes in effectiveness.
    - Example: A Power Type warrior in a Red Spectrum zone gains temporary bonus Vigor, compounding their strength.

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5. Example Scenarios

Scenario 1: A Power Type Character

- Base Stats: Vigor = 3, Stamina = 2, Mana = 1.

- Effective Stats: Vigor = 6, Stamina = 2, Mana = 1.
- Tactics:
    - The player uses their doubled Vigor to excel in melee combat, performing devastating strikes.
    - With access to a Red Spectrum zone, they temporarily boost their Vigor up to 10.

Scenario 2: A Magic Type Character

- Base Stats: Mana = 4, Stamina = 3, Vigor = 1.
- Effective Stats: Mana = 8, Stamina = 3, Vigor = 1.
- Tactics:
    - The mage uses their high Mana stat to cast powerful AoE spells and extend status effect durations.
    - They strategically position themselves in a Purple Spectrum zone, temporarily boosting their Mana stat even further, or white zones to gain healing casting bonus'.

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6. Choosing a Character Type

Character Types are a foundational choice, offering:

1. Specialization:
    - Double the effectiveness of your chosen stat.
2. Flexibility:
    - No restrictions on leveling other stats or using different playstyles.
3. Scalability:
    - The doubling effect and stat caps allow for significant power growth, ensuring relevance throughout the game.

Leveling Systems

The leveling system governs all aspects of character progression, offering flexibility, customization, and strategic depth. It leverages Vibrant Prisms and Vivid Prisms as resources to upgrade Core Stats, Substats, and Equipment.

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1. Core Principles of the Leveling System

1. Maximum Levels:
    - All stats, substats, and slots are capped at Level 5.
    - Temporary bonuses (e.g., from Spectrums) may exceed this cap but cannot surpass a hard limit of 10.
2. Parent-Level Restriction:
    - Substats and slots cannot exceed their parent category's overall level.

    - Example: If the Skills/Spells category is at Level 3, no individual skill or spell slot can exceed Level 3.
3. Cost Structure:
    - Leveling costs are equal to the current level of the stat, substat, or slot being upgraded.
4. Prism Types:
    - Vibrant Prisms: Used to upgrade Core Stats, Character Levels, and Weapon Levels.
    - Vivid Prisms: Used to upgrade Substats, Substat Slots, and Weapon Stat Levels.

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2. Core Stats Leveling

Core Stats include Vigor, Stamina, Mana, and Hope, which define a character's combat effectiveness, action economy, and resource pools.

Core Stats Mechanics:

1. Parent-Level Restriction:
    - A Core Stat's maximum value is limited by the character's current level.
2. Leveling Costs:
    - Each level costs Vibrant Prisms equal to the current level of the stat.

Current Stat Level	Cost in Vibrant Prisms	Stat Cap by Character Level
1	1	1
2	2	2
3	3	3
4	4	4
5	Max Level Reached	5

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3. Character Leveling

The character level determines Core Stat caps, Health Total, and access to advanced abilities or equipment.

Character Level Mechanics:

1. Health Scaling:
    - Health progression follows an exponential growth pattern:
        - Level 1: 20 Health
        - Level 2: 40 Health (+20)
        - Level 3: 80 Health (+40)
        - Level 4: 160 Health (+80)
        - Level 5: 240 Health (+80)
2. Leveling Costs:
    - Each level costs Vibrant Prisms equal to the current level.

Character Level	Cost in Vibrant Prisms	Health
1	Starting Level	20
2	2	40
3	3	80
4	4	160
5	Max Level Reached	240

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4. Substats Leveling (Vivid Stats)

Substats include Skills/Spells, Abilities, Proficiencies, Augmentations, and Armor, each of which has an overall category level (parent level) and individual slot levels.

Substat Mechanics:

1. Parent-Level Restriction:
    - Slot levels cannot exceed the overall level of the category.
2. Leveling Costs:
    - Overall Level: Costs Vivid Prisms equal to the current category level.
    - Slot Levels: Costs Vivid Prisms equal to the current slot level.

Substat Breakdown

Category	Parent Level	Slot Mechanics	Notes
Skills/Spells	1-5	1-5 slots, each leveled individually.	Enhances abilities, combat techniques, or magic.
Abilities	1-5	1-5 slots, each leveled individually.	Provides unique powers tied to archetypes.
Proficiencies	1-5	1-5 slots, each leveled individually.	Specializes in crafting, stealth, or other utilities.
Augmentations	1-5	1-5 slots, each leveled individually.	Adds enhancements or temporary boosts to stats or actions.
Armor	1-5		

Example: Substat Leveling

Substat	Parent Level	Slot Level	Cost to Level Up	Notes
Skills/Spells	3	Slot 1: 2 → 3	2 Vivid Prisms	Cannot exceed Level 3, as parent level is 3.
		Slot 2: 1 →	1 Vivid Prism	Adds functionality to this slot.

Substat	Parent Level	Slot Level	Cost to Level Up	Notes
		2		
	Total Cost		3 Vivid Prisms	Includes parent and slot upgrades.

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5. Weapon Leveling

Weapons have an overall level and three stats (Power, Speed, Magic) that determine their functionality. Optionally, weapons can also have a durability pool.

Weapon Mechanics:

1. Parent-Level Restriction:
    - Weapon stats cannot exceed the weapon's overall level.
2. Overall Weapon Level:
    - Determines the cap for Power, Speed, and Magic stats.
    - Cost: Vibrant Prisms equal to the current level.
3. Weapon Stat Levels:
    - Each stat (Power, Speed, Magic) is leveled individually.
    - Cost: Vivid Prisms equal to the current stat level.

Optional Durability Mechanic:

1. Durability Scaling:
    - Weapons can be used x amount of times before they are in a damaged state, where x is equal to the weapons level. The weapon will be able to be used x more times with an additional -1 power per x times used in the damaged state, where x equals weapons total level. Once the if the weapon is not repaired before it reaches the maximum amount it can be used in the damaged state (equal to the weapons level), then the weapon will take a permanent -1 to one of its stats. If the permanent negative stats end up equaling -5, then the weapon is permanently destroyed.
2. Durability Damage:
    - Weapons lose durability from:
        - Entering combat and using the weapon for an attack.
3. Broken Weapons:
    - A weapon with 0 durability can be used in a damaged state, but should be repaired before too long.
    - A damaged state can get up to -5 before a weapon cannot be used and must be repaired, where it will acquire a permanent negative stat, up to a total of -5 permanent stats.
4. Repairing Durability:
    - Repairs restore the weapon's durability fully, requiring prisms based on the weapon, typically vapid.

Example: Weapon Leveling

Aspect	Level	Durability Pool	Cost to Level Up	Notes
Overall Weapon Level	3	80	3 Vibrant Prisms	Enables stats to reach Level 3.
Power Stat	2 → 3	—	2 Vivid Prisms	Increased melee damage.
Speed Stat	1 → 2	—	1 Vivid Prism	Improves weapon range or attack rate.
Magic Stat	0 → 1	—	0 Vivid Prisms	Adds magical properties or effects.

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6. Summary of Leveling Costs

Aspect	Level Type	Prism Type	Cost (Current Level)
Core Stats	Stat Level	Vibrant Prisms	Equal to current level.
Character Level	Overall Level	Vibrant Prisms	Equal to current level.
Skills/Spells	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot’s current level.
Abilities	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot’s current level.
Proficiencies	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot’s current level.
Augmentations	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot’s current level.
Armor	Overall Level	Vivid Prisms	Equal to current level.
	Slot Levels	Vivid Prisms	Equal to the slot’s current level.
Weapons	Overall Level	Vibrant Prisms	Equal to current level.
	Stat Levels	Vivid Prisms	Equal to the stat’s current level.

Health System:

The Health system defines a character's survivability, directly determining their capacity to endure damage and remain in combat.

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1. Health Progression

Flat Growth System

Character Level	Base Health	Increase Per Level
1	20	—

Character Level	Base Health	Increase Per Level
2	40	+20
3	80	+40
4	160	+80
5	240	+80

Key Features of This System

1. Low Starting Health:
    - Level 1 characters start with 20 Health, emphasizing the importance of strategy and careful play in early-game scenarios.
2. Consistent Scaling:
    - Health increases follow a predictable pattern, with +20 at Level 2, +40 at Level 3, and doubling each level thereafter.
    - This allows players to easily calculate their total Health at any level.
3. Level 5 Health Cap:
    - Characters reach a maximum Health of 240 at Level 5, balancing survivability against the rising challenge of combat.

2. Health and Combat Mechanics

Health Pool

1. Definition:
    - The Health pool represents the total damage a character can endure before being incapacitated.
2. Temporary Health:
    - Certain effects, such as drawing from a White Spectrum, can temporarily increase a character's Health pool beyond its base value.
    - Temporary Health is lost when the source expires or when leaving the area.

Damage and Recovery

1. Taking Damage:
    - When a character is attacked, damage is subtracted directly from their Health pool.
2. Healing:
    - Healing effects restore lost Health up to the character's base Health total.
    - Healing effects within White Spectrum zones are amplified for greater recovery.

Falling to 0 Health

1. Incapacitation:
    - If a character's Health reaches 0, they are incapacitated and removed from combat, but can be resurrected.
2. Negative Health Penalties:
    - Upon being incapacitated, characters receive a permanent negative penalty:
        - -1 (up to -5), representing cumulative debuffs or disadvantages.
    - Once a character accrues 5 penalties, they permanently die.
    - If a character gets back up from an ally resurrect, etc, they cannot take another negative penalty stack during the same combat scene.

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4. Strategic Implications of Health

1. It's up to the Player to Level up their Overall Level
2. :Low Health in Early Levels
    - Early-game characters are fragile, requiring strategic positioning and teamwork to mitigate damage.
3. Consistent Growth:
    - Health progression ensures characters become more durable as they level up, reflecting their growing power and resilience.
4. Spectrum Utilization:
    - Players must prioritize White Spectrums for survival in challenging encounters, leveraging their temporary boosts and healing enhancements.

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5. Summary of the Health System

1. Progression:
    - Health starts at 20 at Level 1, doubling its growth with each level increase.
    - Level 5 Health = 240, offering substantial survivability at higher levels.
2. Spectrum Interaction:
    - White Spectrums provide temporary Health boosts and amplify healing, making them vital for survival.
3. Permanent Penalties:
    - Characters incapacitated at 0 Health accrue permanent penalties, emphasizing careful play and teamwork to avoid long-term consequences.

Vibrant (Core) Stats

The Vibrant stats are the foundation of a character's abilities, governing their resources, damage potential and action economy. Each stat is dynamic, fluctuating during gameplay based on actions taken, and fully regenerates under specific conditions.

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1. Overview of Vibrant Stats

Stat Name	Synonyms	Primary Role
Vigor	Vigor (Action Pool), Power (Damage)	Governs melee actions, melee damage, and fortitude checks.
Stamina	Stamina (Action Pool), Speed (Movement)	Governs movement, dodging, and non-damage actions.
Mana	Mana (Action Pool), Magic (Effect)	Governs spellcasting, intelligence checks, and perception.
Hope	Hope (Resource)	Enhances dice rolls and shifts outcomes, with limited regeneration.

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2. Core Stats

A. Vigor

What It Governs:

- Determines melee damage for all melee-based attacks.
- Used for fortitude checks, such as grapples or resisting physical effects.
- Skills that are physical based use vigor for melee effects.

Key Mechanics:

1. Damage Calculation:
    - Formula: Current Vigor + Weapon Power = Melee Damage.
2. Melee Actions:
    - Declaring a melee attack costs 1 Vigor, deducted after the attack resolves, regardless of hit or miss.
3. Fortitude Checks:
    - Vigor is rolled for checks against physical challenges or grapples.

Example of Vigor in Action:

Scenario:

- A warrior with Vigor = 5 wields a sword with Weapon Power = 3.

1. Attack Declaration:
    - The warrior declares a melee attack, marking 1 Vigor for deduction after resolution.
2. Roll to Hit:
    - Rolls d20 → Result: 15→ add Vigor (5)→Result: →20 Success.
3. Damage Calculation:
    - Base Damage = Vigor (5) + Weapon Power (3) = 8 Damage.
4. Vigor Deduction:
    - After the attack, 1 Vigor is deducted.
    - New Vigor = 4.

B. Stamina

What It Governs:

- The action pool for dexterity based options, spent for movement, dodging, and non-combat actions.

Key Mechanics:

1. Movement:
    - Formula: A character can move 1 hex per stamina point spent.
    - Each movement action costs 1 Stamina point.
2. Non-Damage Actions:
    - Dodging, item use, activating substats, other than skill/spells or perception, cost 1 Stamina point each.
3. Dynamic Reduction:
    - As Stamina is spent, the current Stamina decreases, limiting movement for subsequent actions.

Example of Stamina in Action:

Scenario:

- A rogue with Stamina = 5 moves to attack an enemy.

1. Movement Action:

- The rogue spends 2 Stamina point to move 2 hexes.
- New Stamina = 3.

2. Dodging:
    - The rogue spends 1 Stamina point to dodge an incoming attack.
    - Rolls d20 → Result: 14 → Adds current Speed (4) → Final Roll = 18.
    - New Stamina = 2.
3. Substat Activation:
    - The rogue spends 1 Stamina point to use an Augmentation.
    - New Stamina = 1.

C. Mana

What It Governs:

- Determines the damage or effects of spells.
- Used for intelligence-based and perception checks.
- Spent for spellcasting or maintaining ongoing effects.

Key Mechanics:

1. Spellcasting:
    - Players spend Mana to cast spells or sustain effects.
    - Damage Formula: Mana Spent + Spell Level = Magic Damage.
2. Perception and Intelligence Checks:
    - Use the current Mana stat for success but consume 1 Mana.
3. Locked Mana:
    - Spells with ongoing effects require Locked Mana, preventing the locked amount from regenerating until the effect ends.

Example of Mana in Action:

Scenario:

- A mage with Mana = 6 casts a Fireball spell (Level 3).

1. Spellcasting:
    - The mage spends 3 Mana to cast the Fireball.
    - Damage = Mana Spent (3) + Spell Level (3) = 6 Damage.
    - New Mana = 3.
2. Perception Check:
    - The mage attempts to detect a hidden trap, spending 1 Mana.

- New Mana = 2.
- Rolls d20 → Result: 12 → Adds current Magic (3) → Final Roll = 15.

3. Regeneration:
    - At the start of the next turn, Magic/Mana regenerates to 6.

D. Hope

What It Governs:

- Dice Roll Modification:
    - Hope is spent to increase dice rolls, shifting outcomes and Roll States.

Key Mechanics:

1. Spending Hope:
    - Each point spent adds +1 to the roll.
    - Hope should only be used to change Roll States meaningfully (e.g., Fail → Success or Success → Critical Success).
2. Regeneration:
    - Hope regenerates slowly through specific triggers:
        - Natural 20 or Natural 1 on a d20 restores +1 Hope.
        - Fully regenerates between scenes.

Example of Hope in Action:

Scenario:

- A fighter rolls 19 to attack. The GM states a Critical Success threshold is 21.

1. Spending Hope:
    - The fighter spends 2 Hope to increase the roll to 21.
2. Roll State Upgrade:
    - The Roll State changes from Success State to Critical Success, applying a x2 multiplier to damage.

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3. Summary of Vibrant Stats

Stat Name	What It Governs	Regeneration
Vigor	Melee damage, fortitude checks	Fully regenerates at turn start.
Stamina	Movement, dodging, substat activations	Fully regenerates at turn start.
Mana	Spellcasting, intelligence/perception	Fully regenerates at turn start (unless

Stat Name	What It Governs	Regeneration
	checks	Locked).
Hope	Enhances dice rolls, shifts Roll States	Regenerates with Natural 20/1 or between scenes.

Vivid Category Stats

The Vivid Category Stats include Skills/Spells, Abilities, Proficiencies, Augmentations, and Armor. These represent the advanced customization layer of a character, offering unique abilities, utilities, and defenses. The leveling system for these substats revolves around overall category levels (parent levels) and slot levels, with clear progression costs.

General Mechanics for Vivid Stats

1. Parent-Level Restriction:
    - A substat's slot levels cannot exceed its overall category level.
        - Example: If Skills/Spells is at Level 3, no slot in that category can exceed Level 3.
2. Maximum Levels:
    - Both the overall category level and individual slot levels cap at Level 5.
3. Leveling Costs:
    - Overall Category Level: Costs Vivid Prisms equal to the category's current level.
    - Slot Levels: Costs Vivid Prisms equal to the slot's current level.

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1. Skills/Spells

What It Represents:

- Skills/Spells govern a character's learned combat techniques, magic, or special maneuvers.
- Slots in this category are used to equip specific skills or spells.

Mechanics:

1. Overall Category Level:
    - Determines the number of slots available for equipping skills or spells.
    - Maximum of 5 slots at Level 5.
2. Slot Levels:
    - Each slot's level determines the effectiveness, duration, or damage output of the equipped skill or spell.
    - Slot levels are leveled independently.
3. Example: Slot 1: Fireball level 5; Inflicts Burn status with x stacks, where x is = mana spent.

Burn deals mana spent that inflicted direct damage, -1 damage per stack that gets removed. A stack is removed whenever an opponent uses anykind of action.

4. Example Costs:
    - To increase Skills/Spells to Level 4:
        - Level 2: 1 Vivid Prism.
        - Level 3: 2 Vivid Prisms.
        - Level 4: 3 Vivid Prisms.
        - Total Cost: 6 Vivid Prisms for the overall level.

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2. Abilities

What It Represents:

- Abilities provide unique powers or traits tied to a character's role, such as passive bonuses, active abilities, or narrative advantages.

Mechanics:

1. Overall Category Level:
    - Unlocks slots for equipping abilities.
    - Maximum of 5 slots at Level 5.
2. Slot Levels:
    - Each slot's level increases the power or efficiency of the equipped ability.
    - Slots are leveled independently.
3. Example: Flight in a slot would allow the character to fly above a normal hexs height, based on slot level but must still spend stamina to move and activate flight. When a character is flying and they use up all of their stamina, they fall, potentially taking fall damage.
4. Example Costs:
    - To level an ability slot from Level 1 to Level 4:
        - Level 2: 1 Vivid Prism.
        - Level 3: 2 Vivid Prisms.
        - Level 4: 3 Vivid Prisms.
        - Total Slot Cost: 6 Vivid Prisms.

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3. Proficiencies

What It Represents:

- Proficiencies enhance a character's non-combat skills, such as crafting, stealth, or knowledge-based utilities.

Mechanics:

1. Overall Category Level:
    - Determines how many proficiency slots are available.
    - Maximum of 5 slots at Level 5.
2. Slot Levels:
    - Slot levels increase the effectiveness or scope of a proficiency.
    - Slots are leveled independently.
3. Example: Proficiency at level 4 with a slot 1: lvl 3 reading uncommon, would add 3 to rolls involving the topic at gm discretion, after paying 1 stamina for the proficiency cost.
4. Example Costs:
    - To level Proficiencies to Level 3:
        - Level 2: 1 Vivid Prism.
        - Level 3: 2 Vivid Prisms.
        - Total Cost: 3 Vivid Prisms for the overall level.

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4. Augmentations

What It Represents:

- Augmentations provide enhancements or temporary boosts to a character's stats, abilities, or actions, such as a magical aura or a mechanical implant.

Mechanics:

1. Overall Category Level:
    - Determines how many augmentation slots are available.
    - Maximum of 5 slots at Level 5.
2. Slot Levels:
    - Slot levels enhance the strength, duration, or range of an augmentation.
    - Slots are leveled independently.
3. Example: Magical root arm. Grows outwards to cling onto steep terrain. Reach and sturdyness/effectivness based on slot level. Allows the character an addition to saving rolls involving falling (add slot level), cost to activate, 1 stamina.
4. Example Costs:
    - To level an augmentation slot from Level 1 to Level 5:
        - Level 2: 1 Vivid Prism.
        - Level 3: 2 Vivid Prisms.
        - Level 4: 3 Vivid Prisms.
        - Level 5: 4 Vivid Prisms.
        - Total Slot Cost: 10 Vivid Prisms.

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5. Armor Mechanics Overview

Armor no longer exists as a pooled resource. Instead, each piece activates based on the interaction between its level and the level of an incoming attack (weapon or spell).

Activation Criteria

- Attack vs. Armor Level:
  - Attack Level: Every weapon or spell has a level (1–5).
  - Armor Level: Each armor category also has a level (1–5).
  - Activation Condition: If the attacker's weapon or spell level is equal to or lower than the defender's armor level, the corresponding armor piece will activate.
  - Localized Activation: Only the armor covering the area that's targeted (e.g., chest piece) will activate.

Damage Reduction Mechanics

- Damage Reduction Calculation:
  When activated, an armor piece reduces the incoming damage by a total amount determined by:
  - Slot Level: The level of the specific armor piece (e.g., chest, helmet).
  - Potential Effect: Any additional bonus effects that the armor piece might provide.
  - Armor Level: The overall level of your armor.

  For example:
  A medium armor slot at level 5 might distribute its resistance as 3 points for melee and 2 points for magic—ensuring the total does not exceed the slot level.

Activation Frequency

- Usage Limit:
  The number of times armor can activate in a single scene is equal to your overall armor level.
  - Once this limit is reached, additional incoming attacks will not trigger damage reduction until the next scene.

Armor Types and Their Benefits

- Light Armor:
  - Provides magic resistance.
- Medium Armor:
  - Provides both melee and magic resistance.
  - The resistance is divided between melee and magic but will never exceed the slot's level. For instance, a level 5 medium slot might offer 3 melee and 2 magic resistance.

- Heavy Armor:
    - Provides melee resistance.

Note: There are no inherent disadvantages to any armor type or slot assignment unless otherwise specified by the game master.

Example Scenario

Imagine an attacker wields a level 3 weapon and targets your chest. If your chest armor has a level of 5:

- Activation:
  Since 3 (weapon level) ≤ 5 (armor level), your chest armor activates.
- Damage Reduction:
  The damage reduction will be calculated using the chest piece's level, any potential bonus effects, and the overall armor level.
- Activation Limit:
  This activation counts toward the total number of times your armor can trigger in the scene (equal to your overall armor level).

Dice System

The dice system governs all interactions, checks, and outcomes in the game. This system is designed to provide a balance of randomness, strategy, and skill, ensuring that player decisions and rolls shape the narrative and outcomes of combat, exploration, and interactions.

---

1. Roll to Hit

The Roll to Hit system determines whether an attack or action successfully lands. This roll applies to both melee and magic attacks and is the cornerstone of combat.

How It Works:

1. Roll a D20:
    - The result determines if the attack hits based on the Roll State after adding the stat bonus, unless a 1 was rolled.
2. Stat Bonus:
    - Players adds the current number from the corresponding Core Stat Pool to add a bonus to the roll:
        - Vigor: For melee-based attacks.
        - Mana: For magic-based attacks.
        - Stamina: For non-damage utility rolls (e.g., dodging, item use).

Example: Roll to Hit (Melee Attack):

1. The player rolls a D20 and gets a result of 14.
2. The player adds current of Vigor for a +2 bonus.
3. The total becomes 16.
4. The GM checks the Roll State to determine success.

---

2. Roll States

Roll States define the success or failure of any action. They influence damage multipliers and determine whether a Roll to Hit succeeds.

Roll Total	Roll State	Effect
1	Critical Failure	Attack misses. x2 penalty multiplier applied to the player (e.g., damage recoil). This cannot be modified beyond the 1.
2-5	Fail State	Attack misses. Players still modify as normal with most core stats but cannot modify this state with Hope.
6-10	Mixed State	GM discretion; may succeed or fail based on difficulty or context.
11-15	Mixed State	Action succeeds unless GM specifies otherwise.
16-20	Success State	Action succeeds.
21-25	Critical Success	x2 multiplier applied to damage.
26-30	Double Critical Success	x3 multiplier applied to damage.
31-35	Triple Critical Success	x4 multiplier applied to damage.
36-40 (MAX)	Max Critical Success	x5 multiplier applied to damage.

Multipliers and the Clash Pool:

- In Clashes, multipliers are added to the final Clash Pool damage at the end of the clash.
- Multiple multipliers (e.g., x2 and x3) are additive, but the total multiplier cannot exceed x5.

---

3. Initiative Rolls

Initiative Rolls determine the order of actions in combat. They are rolled at the beginning of a battle or other time-sensitive encounters.

How It Works:

1. Roll a D20:
    - Each player rolls a D20 to establish their initiative order.
2. Stat Bonus:

    - Players add Stamina stat to add a bonus to their roll:
        - Example: If stamina is currently in round at 2 Stamina, then add a +2 bonus.
3. Initiative after round 1:
    - Players re roll initiative at the end of the round to determine next rounds order. Players only add their current stamina to the roll, not their total. A player does not regenerate any actions until it becomes their turn.
4. Initiative Tiebreakers:
    - In the event of a tie, the character with the highest Stamina stat goes first.
    - If Stamina is tied, the GM determines the order based on the narrative or other factors.

Example: Initiative Roll:

- Player A rolls a 15 and adds Stamina for +1, resulting in 16.
- Player B rolls a 17 but doesn't have any in actions left in the Stamina.
- Initiative order: Player B (17), Player A (16).

---

4. Dodge Rolls

Dodge Rolls allow players to avoid incoming attacks by rolling against the attacker's Roll to Hit.

How It Works:

1. Declare Dodge:
    - A player may spend 1 Stamina to attempt a dodge. The cost goes through after the attempt, whether it succeeds or fails.
2. Roll a D20:
    - Add the current Stamina stat as a bonus to the roll.
3. Compare Rolls:
    - If the Dodge Roll exceeds the attacker's Roll to Hit, the attack is avoided.

Example: Dodge Roll:

- Enemy Roll to Hit: 14.
- Player Roll to Dodge: Rolls a 12, adds +5 (current Stamina) = 17.
- Outcome: The player successfully dodges.

---

5. Perception and Intelligence Rolls

Certain scenarios require Perception or Intelligence Checks, often tied to the Mana stat.

Perception Rolls:

1. Purpose:
    - Identify hidden enemies, traps, or environmental clues.
2. Roll a D20:
    - Add the character's current Mana stat as a bonus, then deduct 1 Mana for the cost.

Example:

- Player rolls an 8 and has Mana = 4, resulting in a 12 total.
- Player reduces mana pool by 1, Mana = 3.
- The GM determines success based on the difficulty of the check.

---

6. Saving Throws

Saving Throws are used to resist harmful effects, such as spells, traps, or environmental hazards.

How It Works:

1. Roll a D20:
    - Add the appropriate Core Stat (Vigor, Stamina, or Mana) as a bonus:
        - Vigor: Physical resistance (e.g., poison, grapples).
        - Stamina: Avoidance (e.g., explosions, falling debris).
        - Mana: Mental or magical resistance (e.g., charm, illusions).
2. Spend Core Stat Points:
    - Players add the corresponding, current Core Stat point(s) to add to the roll.

Example: Saving Throw:

- A trap requires a Stamina Saving Throw.
- Player rolls an 11, adds Stamina = 3, and spends 2 Stamina for +2.
- Total: 11 + 3 + 2 = 16.
- The GM determines success based on the trap's difficulty.

---

7. Difficulty Classes (DC)

The GM assigns Difficulty Classes (DCs) to determine the success threshold for non-combat actions or checks.

Difficulty	DC Range
Fail State	1-5
Very Easy	6–10
Easy	11–15
Moderate	16–20

Difficulty	DC Range
Hard	21–25
Very Hard	26–30
Nearly Impossible	31-35

Key Features of the Dice System

1. Dynamic Core Stat Usage:
    - Players can spend points from their Core Stat Pools to enhance rolls, creating strategic decision-making.
2. Roll State Variability:
    - Roll States provide narrative flexibility for successes and failures, with critical outcomes creating high stakes.
3. Balanced Randomness:
    - The combination of dice rolls and stat bonuses ensures a balance of chance and player agency.

Damage Scaling Tiers for Base Stats

In our system, a character’s innate potential for power is defined not by their damage totals, but by their base stat damage scaling. This system provides a clear framework for understanding a character's capability in combat and other challenges.

Tier Breakdown

- Vapid (1–5):
    - Description: Represents the average range of power.
    - Implication: Characters in this tier perform at standard, everyday levels.
- Vivid (6–10):
    - Description: Signifies above-average power.
    - Implication: Characters here show enhanced capability and stand out from the norm.
- Vibrant (11–15):
    - Description: Denotes the elite—the top 1%.
    - Implication: Characters in this tier wield exceptional power, making them formidable in any encounter.
- Ascendant (16+):
    - Description: Also referred to as transcendent power.
    - Implication: Characters with Ascendant stats have godlike abilities that transcend mortal limits.

How to Use This System

- Character Building:
  These tiers serve as guidelines to help players and game masters assess and balance a character's potential. A higher tier means a greater impact in gameplay, whether in combat, magic, or other challenges.

Clash System:

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1. What Is a Clash?

A Clash is a high-stakes combat mechanic where two combatants are locked into simultaneous attacks. It ends when:

1. One combatant fails a Roll to Hit.
2. One combatant runs out of resources (Power, Magic, or Speed).

Key Features of a Clash:

- Direct Damage: Both combatants deal immediate damage to each other based on their current Vigor or Mana stats, depending on the type of Clash.
- Clash Pool: Participants also contribute their normal attack damage to a cumulative Clash Pool. This pool's damage is applied to the loser when the Clash ends, multiplied by the Clash Multiplier.

---

2. Starting a Clash

Triggering a Clash:

1. A Clash begins when:
   - Two combatants declare opposing attacks.
   - Neither participant chooses to disengage or dodge.
2. The GM confirms the start of the Clash and instructs participants to make their first Roll to Hit.

Initial Roll to Hit:

- Both participants roll a D20 to determine the success of their attacks.
- Success or failure is determined by the Roll States table.

---

3. Clash Mechanics

A. Simultaneous Turns:

- Both participants act at the same time:
    - Roll D20s for their attacks.
    - Spend resources (Vigor for melee or Mana for spells) to enhance their rolls.

B. On a Successful Roll to Hit:

When a combatant succeeds on a Roll to Hit, two things happen:

1. Direct Damage:
    - The opponent takes damage equal to the attacker's current Vigor (melee) or current Mana (magic).
    - Direct damage reduces the attacker's remaining Vigor/Mana pool, which impacts future rolls.
2. Clash Pool Contribution:
    - The attacker's normal attack damage (e.g., Vigor + Weapon Power or Mana Spent + Spell Level) is added to the Clash Pool.

C. Clash Multiplier:

The Clash Multiplier determines how much the Clash Pool's total damage is amplified when the Clash ends.

Clash Multiplier Rules:

1. The multiplier starts at x1.
2. Each critical Roll State (21 or higher) adds +1 to the multiplier.
3. The maximum Clash Multiplier is x5.
4. The multiplier is applied to the entire Clash Pool when the Clash ends.

---

4. Clash Sequence Example

Setup:

- Combatant A (Melee): Vigor = 5, Weapon Power = 3.
- Combatant B (Melee): Vigor = 5, Weapon Power = 2.

Round 1: Both Hit:

- Combatant A: Rolls 17 (Success State), spends 1 Vigor → Remaining Vigor = 4.
    - Direct Damage to B = 5 (current Vigor).
    - Adds to Clash Pool: 5 (Vigor) + 3 (Weapon Power) = 8.
- Combatant B: Rolls 16 (Success State), spends 1 Vigor → Remaining Vigor = 4.
    - Direct Damage to A = 5 (current Vigor).
    - Adds to Clash Pool: 5 (Vigor) + 2 (Weapon Power) = 7.

Results:

- Direct Damage:
    - A takes 5 damage.
    - B takes 5 damage.
- Clash Pool:
    - A adds 8.
    - B adds 7.
    - Total Clash Pool = 15.
- Clash Multiplier = x1.

Round 2: Critical Success for B:

- Combatant A: Rolls 19 (Success State), spends 1 Vigor → Remaining Vigor = 3.
    - Direct Damage to B = 4 (current Vigor).
    - Adds to Clash Pool: 4 (Vigor) + 3 (Weapon Power) = 7.
- Combatant B: Rolls 24 (Critical Success, x2 multiplier), spends 1 Vigor → Remaining Vigor = 3.
    - Direct Damage to A = 4 (current Vigor).
    - Adds to Clash Pool: 4 (Vigor) + 2 (Weapon Power) = 6.

Results:

- Direct Damage:
    - A takes 4 damage.
    - B takes 4 damage.
- Clash Pool:
    - A adds 7.
    - B adds 6.
    - Total Clash Pool = 28.
- Clash Multiplier = x2 (B's critical success adds +1 stack).

Round 3: One Misses:

- Combatant A: Rolls 12 (Fail State).
- Combatant B: Rolls 18 (Success State), spends 1 Vigor → Remaining Vigor = 2.
    - Direct Damage to A = 3 (current Vigor).

    - Adds to Clash Pool: 3 (Vigor) + 2 (Weapon Power) = 5.

Results:

- Direct Damage:
    - A takes 3 damage.
- Clash Pool:
    - B adds 5.
    - Total Clash Pool = 33.
- The Clash ends because A missed their Roll to Hit.

Clash Resolution:

- Final Clash Multiplier = x2.
- Clash Pool Total = 33.
- Final Damage to A: 33 × 2 = 66 damage.

---

5. Ending a Clash

A Clash ends when:

1. One combatant fails a Roll to Hit.
2. One combatant runs out of resources (e.g., Power or Magic).

The loser takes the entire Clash Pool's damage, multiplied by the final Clash Multiplier.

---

6. Types of Clashes

Melee Clashes (Vigor-Based):

- Governed by the PVigor stat.
- Direct Damage = Current Vigor.
- Clash Pool Contribution = Vigor + Weapon Power.

Magic Clashes (Mana-Based):

- Governed by the Mana stat.
- Direct Damage = Current Mana.
- Clash Pool Contribution = Mana Spent + Spell Level.

---

7. Strategic Considerations

1. Resource Management:
    - Combatants must carefully manage Vigor or Mana to avoid running out mid-Clash.
2. Direct Damage Impact:
    - The current Vigor/Mana stat determines direct damage, so resource depletion weakens effectiveness.
3. Critical Rolls:
    - Aim for critical Roll States to boost the Clash Multiplier and amplify end-of-Clash damage.

Key Features of the Clash System

1. Direct Damage and Clash Pool:
    - Players deal immediate damage and add to the cumulative Clash Pool each turn.
2. Dynamic Multiplier:
    - Critical Roll States increase the Clash Multiplier, rewarding high rolls.
3. Resource Interaction:
    - The Clash System fully integrates resource management with combat effectiveness.

Weapons

Weapons are core tools for combat, with their functionality influenced by type, stats, and optional durability.

---

1. Weapon Basics

Core Features of Weapons:

1. Weapon Stats:
    - Power: Adds to melee and ranged damage calculations.
    - Speed: Determines the range of the weapon (measured in hexes).
    - Magic: Governs the AoE size or status effect duration of spells cast with the weapon.
2. Weapon Levels:
    - A weapon's overall level (1–5) determines:
        - Maximum allocation for stats (Power, Speed, Magic).
3. Optional Durability System:
    - Weapons have a Durability stacks that with use reduces weapon effectiveness, introducing wear and potential breakage.

Stat Cap Rule:

- A weapon's stats (Power, Speed, Magic) cannot exceed its overall level.
    - Example: A Level 3 weapon may allocate up to 3 points in Power, Speed, or Magic.

Example Weapon Stats:

A Level 3 Spear:

- Power: 3
- Speed: 2
- Magic: 0

---

2. Weapon Durability (Optional Rule)

Durability Stacks/ Damaged State:

1. Weapon level determines how many times they can enter a battle or clash before they begin to take durability stacks.
2. A weapon takes a -1 penalty per durability stack up to the level of the weapon before it cannot be used.

Repairing Weapons:

1. Players can spend a vapid prism to repair the weapon and getting rid of a durability stack.
2. Costs vary based on the weapon's level and damage. A level 3 or 4 weapon should cost 3 or 4 vapid prisms.
3. Godlike weapons can cost more to repair, keeping players from abusing such things.

---

3. Weapon Leveling

Weapons progress independently from characters. Players can improve:

1. Overall Weapon Level:
    - Increases stat allocation caps.
    - Requires Vibrant Prisms.
2. Weapon Stats:
    - Enhances Power, Speed, or Magic.
    - Requires Vivid Prisms.

Leveling Costs:

Overall Weapon Level:

- Cost = Current Weapon Level (Vibrant Prisms).
    - Example: Leveling a weapon from Level 2 to Level 3 costs 2 Vibrant Prisms.

Weapon Substats:

- Cost = Current Stat Level (Vivid Prisms).
    - Example: Increasing a weapon's Speed stat from 1 to 2 costs 1 Vivid Prism.

---

4. Weapon Types

Melee Weapons (Power-Based):

- Examples: Swords, Axes, Hammers.
- Primary Stat: Power.
- Damage: Power + Weapon Power.
- Range: Determined by the Weapon Speed.
    - Example: A melee weapon with Speed = 2 has a reach of 2 hexes.

Speed Weapons (Speed and Range Determination):

Speed-type weapons uniquely allow players to combine:

- Player Stamina + Weapon Speed (measured in hexes) to determine range.

Damage:

- Damage is calculated as Vigor + Weapon Power.

Magic Weapons (Magic-Based):

- Examples: Staves, Wands, Spell Tomes.
- Primary Stat: Magic.
- Damage: Determined by Mana Spent + Spell Level.
- Range: Determined by Weapon Speed.

Special Properties:

- AoE size = Weapon Magic × 2 hexes.
- Status duration = Weapon Magic (in turns).

Hybrid Weapons (Multi-Stat):

- Examples: Enchanted Swords, Elemental Spears.
- Primary Stat: Varies.
    - Players must decide whether to use Power (melee) or Magic (spells) for each attack.
- Damage:
    - Melee: Vigor + Weapon Power.
    - Magic: Mana Spent + Spell Level, + (Wpn Magic = AoE of attack).

---

5. Weapon Usage in Combat

Attack Calculations:

1. Roll to Hit:
    - Players roll a D20 and may spend points from their Core Stat Pools (Vigor or Mana) to enhance the roll.
2. Damage:
    - Melee: Vigor + Weapon Power.
    - Speed-Type Weapons (Ranged): Vigor + Weapon Power.
    - Magic: Mana Spent + Spell Level.
    - Modifiers: Critical hits or multipliers are applied after damage calculations.

Weapon Range:

1. Melee Weapons:
    - Range = Weapon Speed.
2. Speed-Type Weapons:
    - Range = Player Stamina + Weapon Speed.
3. Magic Weapons:
    - Range = Weapon Speed.

6. Weapon Customization

Augmentations:

Weapons may have a single slot for augmentations, such as:

Special Effects:

- Status effects (e.g., burning, freezing).
- Spectrum-based properties (e.g., elemental damage tied to Spectrums but not the spectrum effects).

---

7. Spectrum Interaction

Weapons gain temporary bonuses when used in Spectrum zones up to a hard cap of 10.

- Red Spectrum: Temporarily boosts Power-based weapons.
- Blue Spectrum: Temporarily boosts Speed-based weapons (enhancing range).
- Purple Spectrum: Temporarily boosts Magic-based weapons (e.g., increasing AoE range or status duration).

---

8. Strategic Considerations

1. Range Mechanics:
    - All weapon ranges depend on Weapon Speed, but Speed-type weapons allow players to include Player Stamina for long-range attacks.
2. Stat Allocation:
    - Focus on Power for damage, Speed for range, or Magic for AoE and status effects.
3. Spectrum Synergy:
    - Leverage Spectrums to gain temporary boosts for specific weapon stats.
4. Durability Management:
    - Monitor weapon durability (if enabled) to avoid permanent breakage.

Key Features of Weapons

1. Weapon Speed and Range:
    - All weapons rely on Weapon Speed for range, but Speed-type weapons allow players to combine Player Stamina and Weapon Speed for greater flexibility.
2. Magic Refinement:
    - Weapon Magic governs AoE size and status effect duration for spells, adding strategic depth for magic users.
3. Durability Tension.

Rounds and Turns

The structure of Rounds and Turns in SSRPG is designed to offer players flexibility, tactical depth, and a dynamic approach to combat and action resolution. Here's a detailed breakdown to clarify how Rounds and Turns function within the system.

---

1. What Is a Round?

A Round is the overarching time unit in SSRPG, encompassing all player and enemy actions. It begins when initiative is rolled and ends once all participants have completed their turns.

Key Features of a Round:

1. Sequential Action:
    - Each combatant (player or NPC) takes their Turn during the Round, based on the Initiative Order.
2. Simultaneous Progression:
    - Rounds represent simultaneous events occurring in the world but resolved in a structured order.
3. Duration:
    - A single Round represents 10 seconds of in-game time.

---

2. What Is a Turn?

A Turn is the segment of the Round during which an individual character takes their actions. Players use their available resources, such as Stamina, Vigor, or Mana, to perform actions.

Key Features of a Turn:

1. Resource Management:
    - Characters spend points from their dynamic stat pools (Stamina, Vigor, Mana) to execute actions.
2. Action Choices:
    - Players can move, attack, cast spells, or perform other actions during their Turn.
    - Players can use actions during other players turns as interrupts.
3. Interruption Actions:
    - Players who use actions on other players turns must pay an additional cost to do so. This is taken from the appropriate action pool before they can add it to the action they are preforming. Dodging does not count as an interrupt, instead as a defensive response action.
4. Action Resolution:
    - All actions a player takes are resolved immediately after calculation, as needed.
    - Players can end their turns without spending all of their actions.

---

3. Turn Structure

A. Initiative and Turn Order:

1. Initiative Roll:
    - At the start of combat, each participant rolls a D20, adding their Stamina stat as a modifier.
    - The highest roll acts first, followed by others in descending order.

2. Tiebreakers:
    - Ties are resolved by the GM or by comparing Stamina stats.
3. Re-Rolling Initiative:
    - Initiative is re rolled at the beginning of every round, player add their current stamina stats to the roll not the base. Stamina is not spent for initiative rolls.

B. Actions on Your Turn:

During their Turn, a character may spend their resources on the following:

1. Movement:

- Spend 1 Speed point to move a number of hexes equal to your current Speed stat.
- Example: A character with Speed = 5 can move 5 hexes for 1 Speed point.

2. Attacks:

- Melee Attacks:
    - Spend 1 Power point to make a melee attack.
    - Roll to hit and calculate damage based on the rules for melee combat.
- Ranged Attacks:
    - Spend 1 Power point to make an attack using a Speed-based weapon.
    - Determine range using the weapon's Speed (or Player Speed + Weapon Speed for Speed-type weapons).
- Magic Attacks:
    - Spend Mana points to cast a spell or use a magical ability.
    - Damage and effects are based on Mana spent and the spell's level.

3. Defensive Actions:

- Dodging:
    - Spend 1 Stamina point to make a dodge roll, using your Stamina stat to enhance the roll.
    - Reduction cost doesn't happen until after the calculation, if you dodged or got hit.
- Blocking (optional or ability-based):
    - Specific proficiencies or abilities may add to blocking as a defensive action.
    - Players can reduce 1 vigor to roll to block. If they succeed they take reduced damage based on their current vigor stat after they have spent to roll to block.
    - Reduction cost happens before the roll to hit/block.

4. Interacting with the Environment:

- Use Stamina or other stats to:
    - Open doors, pick up objects, or perform skill checks.

5. Special Actions:

- Activate abilities, augmentations, or use items. These actions typically cost 1 Stamina point unless stated otherwise.

C. Interrupting Turns:

1. Out-of-Turn Actions:
    - Players can spend core stats to perform actions outside their Turn (e.g., dodging an attack or counter attacking).
2. Resource Renewal:
    - Stamina, Vigor, and Mana regenerate at the start of your Turn.

---

4. End of Round Effects

At the end of the Round:

1. Status Effects:
    - Conditions such as Burn or Poison are resolved per action not dictated by round.
    - Spectrums influencing the battlefield may activate or diminish.
2. Resource Recovery:
    - Resources do not regenerate at the end of the Round; recovery happens at the start of a character's Turn.
3. Environmental Shifts:
    - The GM may trigger changes in the environment (e.g., shifting Spectrum zones, new enemy spawns).

---

5. Key Mechanics for Rounds and Turns

A. Resource Management:

1. Dynamic Stat Pools:
    - Stamina, Vigor and Mana are spent during Turns and regenerate at the start of the character's next Turn.
2. Flexible Action Economy:
    - Players can use their resources creatively, combining movement, attacks, and special actions during the round.

B. Spectrum Influence:

1. Spectrums within the battlefield may temporarily enhance stats or provide tactical advantages.

2. Players must plan their actions to maximize Spectrum benefits.

C. Strategy and Turn Timing:

1. Action Economy:
    - Effective use of core stats maximizes a turn or rounds impact.
2. Interruptive Play:
    - Spending Action points outside your Turn can turn the tide of combat but reduces your resources for your next turn.

---

6. Strategic Considerations for Rounds and Turns

1. Initiative Importance:
    - High Initiative provides early opportunities to control the battlefield.
2. Resource Conservation:
    - Balancing aggression and resource preservation is critical, as depleted stats limit flexibility in future Rounds.
3. Spectrum Utilization:
    - Positioning within Spectrum zones can provide vital advantages during a Turn.
4. Team Coordination:
    - Timing actions with allies can maximize damage output or create defensive opportunities.

---

7. Key Features of Rounds and Turns in SSRPG

1. Dynamic Resource Pools:
    - Stamina, Vigor, and Mana fluctuate throughout combat, requiring constant tactical adjustment.
2. Out-of-Turn Actions:
    - Players can act outside their Turns by spending Core stat points, adding dynamism to combat.
3. Spectrum Interaction:
    - Environmental effects like Spectrums introduce strategic elements to positioning and resource use.
4. Flexibility and Strategy:
    - The Turn system allows for creative problem-solving and adaptability, rewarding thoughtful play.

Spectrum Mechanics

The Spectrum system introduces dynamic, environment-based mechanics that influence player stats, strategies, and combat outcomes. Spectrum zones are powerful resources, tied to the world's magic, offering temporary boosts, effects, and tactical opportunities.

---

1. What Are Spectrum Zones?

Spectrum zones are environmental magical fields represented by distinct colors. Each Spectrum influences specific stats or mechanics, providing temporary bonuses to characters who interact with them. Spectrum zones are finite resources and deplete as they are utilized.

---

2. Spectrum Colors and Effects

Each Spectrum color corresponds to a stat or mechanic, with unique properties and gameplay impacts:

White Spectrum:

- Associated Stat: Health.
- Effect:
    - Temporarily increases the character's Health Pool by Level × 10.
    - Amplifies healing effects within the Spectrum's area.
- Key Note: White Spectrum does not deplete Health; it only provides boosts.

Red Spectrum:

- Associated Stat: Vigor (Melee and Strength-based abilities).
- Effect:
    - Temporarily increases the character's Vigor stat.
    - Enhances melee attack damage.
- Key Note: Red Spectrum has no effect on Mana.

Blue Spectrum:

- Associated Stat: Stamina.
- Effect:
    - Temporarily increases the character's Stamina stat.
    - Improves movement range, dodging ability, and item usage.
- Key Note: Blue Spectrum influences range for Speed-type weapons.

Purple Spectrum:

- Associated Stat: Mana.
- Effect:
    - Temporarily increases the character's Mana stat.
    - Enhances AoE size, status effect duration, and spell potency.

Yellow Spectrum (Hope):

- Associated Stat: Hope.
- Effect:
    - Temporarily increases the character's Hope stat.
    - Allows for greater chances to influence dice rolls.

Green Spectrum:

- Associated Resource: Prisms.
- Effect:
    - Provides opportunities to harvest Prisms.
    - Green Spectrum zones are rare and valuable for character progression.

Black Spectrum (Void):

- Effect:
    - Absorbs and drains stats within its influence, reducing stat pools by 1–5 points per round.
    - Can target any pool except Health.
    - Black spectrum zones do not go dormant.
- Key Note: Black Spectrum fields are dangerous and often used as environmental hazards or challenges.

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3. Spectrum Interaction Rules

A. Drawing from a Spectrum:

1. Absorption Process:
    - Characters can draw from a Spectrum by spending an action point (can be any one)4`.
    - The player absorbs points equal to the Spectrum's level, applied to the corresponding stat.
    - Example: A Level 3 Red Spectrum provides +3 Power when absorbed.
2. Temporary Buffs:

- Stat increases from Spectrums are temporary, lasting for Spectrum Level turns.
- Buffs decay by 1 point per turn until fully depleted.

3. Overcapping Stats:
    - Spectrums can temporarily increase stats beyond their usual cap (e.g., exceeding the max of 5 up to a hard cap of 10).

B. Spectrum Depletion:

- Each time a player draws from a Spectrum, its resource pool decreases by the amount absorbed.
- A Spectrum fully depletes when its pool reaches 0 and becomes a dormant zone.

C. Dormant Spectrum Zones:

- Spectrum zones that have had their resources drained become dormant, producing a grey AoE of their total level. The grey area absorbs characters stats by its level based and the original type of spectrum zone. IE if a Yellow SZ was lvl5 and is now dormant, it will absorb up to 5 Hope from any character who steps within range of it.
- Doesn't become active until the full total level has been absorbed, does not reduce the grey AoE until the Dormant Spectrum re activates.
- When White Spectrum Zones become dormant, they become Black Spectrum zones after a dormant stat that absorbs all core stats in equal measure.
- Black Spectrum Zones don't become dormant unless a player expends Vibrant or Vivid Prisms to do so, the cost is the same as normal leveling. If a Black Spectrum Zone becomes Dormant, it changes to a White Spectrum Zone when it re activates. The dormant zone absorbs all core stats in equal measure. Once filled then activates as a White Spectrum Zone.

D. Choosing to collect or not from zones:

- Characters within the spectrum zones gain the benefits without needing to absorb them. They immediately lose the benefits when they leave the zone. A character can absorb the benefits and keep them until the benefits are used up. The dormant zone activates after depletion on the beginning of the next round. Depleted spectrum zones do not produce anything.

E. Spectrum Prioritization:

1. Strategic Use:
    - Players may prioritize drawing from Spectrums to deny enemies access to their benefits.
    - Example: A mage in a Red Spectrum may absorb Vigor to prevent a melee-based enemy from gaining the boost and creating a dormant zone that would absorb Vigor instead.
2. Team Coordination:
    - Teams must strategically decide who draws from which Spectrum to optimize collective benefits and when or how to utilize the dormant zones.

4. Tactical Implications of Spectrum Zones

A. Combat Utility:

1. Health Maintenance:
    - White Spectrums are vital in long battles, allowing players to sustain their Health Pools.
2. Damage Optimization:
    - Red Spectrums enable melee-focused characters to maximize damage output.
3. Mobility and Range:
    - Blue Spectrums enhance Stamina, improving movement, dodging, and Speed-type weapon range.

B. Environmental Control:

1. Denying Resources:
    - Absorbing a Spectrum before an enemy can use it changes the tide of battle.
2. Area Advantage:
    - Players can position themselves in Spectrum zones to absorb bonuses. To gain all of the stats a player just needs to be within the zone and does not need to move in closer, unless they chose not to take all of the resources.

C. Resource Management:

1. Finite Resources:
    - Once a Spectrum is depleted, they become Dorment Zones that reduce characters stats accordingly instead.
2. Maximizing Buffs:
    - Players must time their absorption to make the most of the temporary buffs.

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5. Example Scenarios

A. Red Spectrum Combat Boost:

- A warrior absorbs 4 points from a Level 4 Red Spectrum.
- Gains +4 temporary Vigor, which doesn't regenerate into the Vigor pool once used.
- Uses the boost to enhance melee attacks for the next 4 actions (calculate as usual).

B. White Spectrum Healing:

- A healer enters a Level 4 White Spectrum zone.
- Their Health Pool increases by 30 points (Level × 10) from absorbing white spectrum, reducing the zone to level 1.
- All healing effects they cast are amplified by a base of the spectrum zone level x 10 while the caster is inside the spectrum zone.

C. Denying an Enemy Blue Spectrum:

- A rogue in a Level 5 Blue Spectrum absorbs the full 5 Stamina points.
- Prevents an enemy archer from gaining extended attack range, creating a zone that will slow the opponent who moves in for an attack.

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6. Spectrum Zone Placement and GM Roles

A. Zone Location:

- Spectrums are placed on maps by the GM, adding strategic value to the battlefield.
- Placement can encourage dynamic movement and positioning.

B. Zone Level Determination:

- Spectrum zones are assigned a level (1–5) by the GM based on the encounter's difficulty and context.

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7. Key Features of Spectrum Mechanics

1. Dynamic Stat Enhancements:
    - Temporary boosts that enhance specific stats and abilities.
2. Finite and Tactical:
    - Spectrums are limited resources, encouraging strategic use and prioritization.
3. Environmental Interaction:
    - Adds depth to combat and exploration, making the battlefield an active participant in gameplay.

Creating New Sub Stat Category Slots

Creation Categories

A Guide to Crafting New Abilities

When players create new vivid stat category slots, they have the opportunity to shape their character's unique playstyle and expand their arsenal of abilities. To guide this creative process, slots can be broadly categorized into three types: Aggressive, Protective, and Utility. These categories help players focus on the intended purpose of their new slots while maintaining balance and consistency in gameplay.

The Three Creation Categories

1. Aggressive Slots

Aggressive slots are designed to deal damage and inflict ongoing harm. These slots are ideal for offensive abilities that target enemies and wear them down over time.

- Key Traits:
    - Deal direct damage to opponents.
    - Apply ongoing damage effects, such as poison or burn.
    - Enhance offensive strategies with effects that escalate or stack.
- Example: A fireball spell that deals damage on impact and applies a burn effect stacks over several actions.

2. Protective Slots

Protective slots focus on defense, mitigating damage, and restricting opponents' ability to attack or move freely. They are crucial for characters who prioritize survivability or support.

- Key Traits:
    - Reduce incoming damage.
    - Impede opponents' ability to get within range or attack effectively.
    - Enhance defensive tactics with scalable protective effects.
- Example: A barrier that absorbs melee damage and applies a slowing effect to attackers.

3. Utility Slots

Utility slots provide creative and versatile options that do not fall under pure offense or defense. They allow players to achieve unique effects that enhance mobility, versatility, or non-combat strategies.

- Key Traits:
    - Enable unique actions, such as short-range teleportation or temporary flight.
    - Often focus on situational advantages rather than direct combat outcomes.
    - May or may not include sub stacks, depending on the design.
- Example: A teleportation ability that allows the user to instantly move to based on slot level for distance moved.

Flexibility in Creation

While these categories are useful for structuring new slots, players are not required to label their slots as one specific type. The categories are simply a tool to help focus the design process and ensure clarity in how the slot will function. For instance:

- A player creating a damage-dealing spell might think, “This fits into the Aggressive category” and design its mechanics accordingly.
- Another player working on a shield skill might lean into Protective mechanics to reduce damage and disrupt opponents.

Combining Categories

Some slots may incorporate elements from multiple categories, provided they adhere to balance rules:

- Aggressive-Utility Hybrid: A damaging spell that also teleports the caster out of danger.
- Protective-Utility Hybrid: A shield that absorbs damage and grants temporary flight for evasion.

Key Considerations for Slot Creation

- Balance: All slots must follow the 1:1 ratio for effects and slot level, ensuring fairness and scalability.
- Purpose: Consider the role the slot plays in your character’s strategy and its potential impact on gameplay.
- Collaboration: Work with your GM and party to test and refine your slot’s design to ensure it fits smoothly within the game’s mechanics.

By navigating these categories and leveraging their flexibility, players can craft vivid stat category slots that enhance their gameplay experience while maintaining balance and creativity.

Understanding Core Stacks and Sub Stacks

Vivid/Sub stat Categories are driven by two fundamental mechanics: core stacks and sub stacks. These systems provide a foundation for creating diverse and engaging spells, skills, augmentations and abilities while maintaining balance within the game.

Status Effects: Core and Sub Stacks

Status effects now use a dual-stack system, applying effects to both a primary and a secondary stat. Here's how it works:

Core Stacks

- Reduction Amount:
  When a core stack is applied, the targeted stat is reduced by an amount equal to the mana spent on the spell or ability (or by the level of a natural phenomenon, if applicable).
- Duration:
  The effect lasts for a number of actions equal to the spell slot level used (or equal to the

phenomenon’s level for natural effects).

- Health-Specific Effects:
  When Health is targeted, instead of a reduction by points, the affected target suffers x damage per action over the duration, where x is equal to core stat spent.

Sub Stacks

- Simultaneous Application:
  Every time a core stack is applied, a corresponding sub stack is activated on a designated secondary stat (as specified by the effect’s description).
- Effect and Duration:
  The sub stack reduces its designated stat by the same amount (equal to the mana spent or phenomenon level) and lasts for the same number of actions as the core stack. Once the core stack expires, the sub stack is immediately removed. Sub stacks can be additional effects instead too, as seen in the spell and skill examples.

Status Effects Overview

Each status effect is composed of two linked components:

- Core Stack: The primary effect on a chosen stat.
- Sub Stack: A secondary, linked effect on another stat—often adding bonus damage or additional penalties.

The magnitude of the effect (or bonus damage) is based on the mana spent (or the phenomenon's level), while the duration is set by the spell slot level.

Creating New Spells, Skills, and Abilities

Players can craft their own spells and abilities by utilizing the framework of core and sub stacks. Here’s how the process works:

1. Obtain an Open Slot: Players need an open slot to create a new ability. Open slots become available through leveling or narrative rewards.
2. Spend a Vivid Point: Creating a new spell or skill requires the expenditure of a vivid point, representing the player’s investment in their character’s growth.
3. Define Core and Sub Stack Mechanics:
   - Core Stack: Start by determining the primary effect of the ability. Give it a name, describe its purpose, and ensure the effect is balanced relative to the slot level. The effect must adhere to a 1:1 ratio with the slot level.
   - Sub Stack: Design the secondary effect that interacts with the core stack. This effect should enhance the ability without overpowering it. Ensure that the sub stack’s lifecycle aligns with the slot level cap.
4. Apply the Rules of 5: All abilities must adhere to the "Rules of 5," a guideline ensuring balance

and fairness. For example:

- Nothing should ever last longer than 5 actions, players shouldn't use turns or rounds as a supplement. Its ok if something ends up applying for multiple rounds as long as the slot is tied to actions taken by either the user or effected. Automatic reduction can occur per round though if the game master decides so. IE; Game Master decided poison stacks activate and go off at the end of every round regardless if no action was used by the character who has the stacks.
- No ability should exceed five stacks of either kind (can have 5 core stacks and 5 sub stacks) or 2 layers of complexity.
- Scaling effects must remain proportional to the slot level.

5. Balance and Test: Collaborate with your GM and party to ensure the ability fits seamlessly within the game's mechanics. Testing in narrative and combat scenarios helps refine the design.

Magic System: In-Depth Guide for GMs & Players

1. Ageless Elementum (Elemental/Environmental Magic)

- Associated Fear: Ageless
- Theme: The primal forces of nature and the world itself.
- Core Concept: This magic taps into the fundamental elements of nature, allowing users to control fire, water, air, earth, storms, and natural phenomena. It embodies change, resilience, and the raw power of creation and destruction.
- Gameplay Focus: Terrain control, environmental manipulation, and natural forces.
- Common Users: Elementalists, druids, alchemists, storm-callers.

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2. Endless Ethos (Stardust Magic)

- Associated Fear: Endless Fear
- Theme: Inner strength, self-discovery, and the power of the soul.
- Core Concept: This magic focuses on the spiritual essence of oneself—drawing power from within rather than from external sources. It is often tied to Memory Resonance, personal willpower, and divine enlightenment.
- Gameplay Focus: Self-enhancement, willpower-based magic, and spiritual transcendence.
- Common Users: Paladin, monks, mystics, aura manipulators.

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3. Timeless Veil (Ethereal/Nether Magic)

- Associated Fear: Timeless Fear
- Theme: The afterlife, spirits, and the boundary between worlds.
- Core Concept: This magic is connected to the Nether Realm, allowing interaction with ghosts, spirits, and the unseen forces of death and beyond. It bridges the gap between the living and the dead.
- Gameplay Focus: Summoning spirits, manipulating the soul, and traversing the veil of existence.

- Common Users: Necromancers, spirit-walkers, soulbinders, monks.

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4. Illusionary Perdition (Chaos Magic)

- Associated Fear: Illusionary Fear (Scion Rafe)
- Theme: Deception, corruption, and reality distortion.
- Core Concept: This magic is unstable and dangerous, bending reality, warping perception, and altering physical forms in unnatural ways. It is often used by Reapers and those who reject the laws of existence.
- Gameplay Focus: Madness, transformation, and breaking reality itself.
- Common Users: Reapers, warlocks, forbidden scholars, shapechangers.

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5. Doste (Time & Space Magic)

- Associated Fear: None (Beyond the Fears)
- Theme: The laws of space, time, and gravity.
- Core Concept: Unlike other magics, Doste is not bound by emotions, the soul, or the elements —it manipulates the fundamental forces of existence. However, due to the Illisaura Chaos Event, it can only manipulate reality within the one remaining existence, never breaching beyond it.
- Gameplay Focus: Scientific precision, time dilation, space folding, and fundamental physics.
- Common Users: Chronomancers, space-benders, gravity masters.

Quick Reference Table

For GMs & Players who need a fast lookup, here's a concise version:

Magic Name	Theme	Core Concept	Gameplay Focus	Common Users
Ageless Elementum	Nature & Elements (Specturm magic)	Control over fire, water, air, earth, and weather.	Shaping environments, elemental combat, and natural power.	Elementalists, Druids, Alchemists
Endless Ethos	Inner Strength & Transcendence (Stardust magic)	Power from within, unlocking spiritual potential.	Enhancing self, aura magic, fate manipulation.	Knights, Monks, Mystics
Timeless Veil	Afterlife & Spirit Realm (Ethereal magic)	Connection to spirits, ghosts, and the Nether Realm.	Summoning, soul manipulation, necromancy.	Necromancers, Soulbinders, Spirit-Walkers
Illusionary Perdition	Chaos & Forbidden Power (Chaos magic)	Distorts reality, bends perception, corrupts forms.	Madness, transformations, eldritch influence.	Reapers, Warlocks, Shapechangers
Doste	Space, Time, & Gravity (D.I. magic)	Manipulates physics, bending time, space, and	Gravity control, time dilation, teleportation.	Chronomancers, Space-Benders

Magic Name	Theme	Core Concept	Gameplay Focus	Common Users

reality.

How Melee Skill Creation Works

Melee (Vigor-based) techniques will always cost Vigor to use, but the associated Core Stat color (🔴 🟣 🔵 💛 💚) determines the stack costs, allowing Vigor-based characters to incorporate other pools (Mana, Stamina, Hope, or Prisms) strategically to keep their damage output and attack actions high.

This system ensures that Melee users remain versatile while still relying on Vigor as their primary resource.

- Melee users can pay additional stack costs using their Core Stat associations.
- Magic users, by contrast, must always pay Mana and cannot substitute another pool.
- Magic stacks tend to be time/action-based, while Melee stacks are dynamically resource-based.

The Five Melee Combat Styles

Each melee category is now tied to a legendary warrior, reinforcing combat philosophy, gameplay focus, and lore connections.

Melee Style	Core Stat (Stack Cost Association)	Associated Warrior	Combat Theme
Titanborne	🔴 Vigor (Strength & Power)	Harrowvithe, Ascendant of Death	Overwhelming force, destruction, and unstoppable might.
Reaver	🔵 Stamina (Speed & Adaptability)	Aero Dasticari, Late Ascendant of Peace	Swift, precise strikes, expert weapon control.
Sentinel	🟣 Mana (Magic & Control)	Renich, Ascendant of Protection	Defensive mastery, strategic counterattacks, unbreakable fortitude.
Feral	💛 Hope (Unpredictability & Instinct)	Terror Venacio, Ascendant of the Hunt	Relentless, instinct-driven, slayer of monsters and Ascendants.
Flow	💚 Prisms (Growth & Knowledge)	Reign Gerin, Ascendant of War	Fluid, rhythmic movement, dual-wielding mastery, adaptive combat.

Category Breakdown & Skill Examples

1. Titanborne (🔴 Vigor - Strength & Power)

- Philosophy: "An unshaken mountain does not fall."
- Combat Style: Unstoppable force, massive blows, battlefield domination.

- Gameplay: High-damage, slow but overwhelming attacks that break defenses.
- Stack Costs: Vigor, supplemented by raw force multipliers.

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2. Reaver (🔵 Stamina - Speed & Adaptability)

- Philosophy: "A blade unseen is a battle already won."
- Combat Style: Precision strikes, evasive movement, and tactical counterattacks.
- Gameplay: Fast attacks that focus on speed, counters, and mobility.
- Stack Costs: Vigor, supplemented by Stamina for movement-based chains.

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3. Sentinel (🟣 Mana - Magic & Control)

- Philosophy: "To fight without strategy is to fight a losing war."
- Combat Style: Strategic defense, counter-based combat, and battlefield control.
- Gameplay: Uses repositioning, counters, and tactical plays rather than brute force.
- Stack Costs: Vigor, supplemented by Mana for mental resilience and control.

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4. Feral (💛 Hope - Unpredictability & Instinct)

- Philosophy: "The greatest trophies are the strongest prey."
- Combat Style: Unpredictable, primal, instinct-driven combat.
- Gameplay: Savage aggression, chaotic and wild, overpowering through sheer ferocity.
- Stack Costs: Vigor, supplemented by Hope for unpredictable bursts of strength.

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5. Flow (💚 Prisms - Growth & Knowledge)

- Philosophy: "A warrior who never stops moving is a warrior who never falls."
- Combat Style: Adaptive, fluid motion, chaining attacks seamlessly.
- Gameplay: Constant movement, rhythm-based attacks, and adaptive fighting.
- Stack Costs: Vigor, supplemented by Prisms for evolving techniques over time.

Understanding Speed & Stamina Actions

Now that we have covered Magic and Melee Actions, we move into Speed & Stamina-based Actions, explaining when and why players should spend from the Stamina pool instead of other resources.

When Should Players Spend from the Stamina Pool?

Unlike Melee (Vigor-based) Actions, which prioritize direct combat, and Magic (Mana-based) Actions, which require energy for spellcasting, Speed & Stamina Actions focus on movement, positioning, and physical effort.

The Stamina Pool is the primary resource for movement, and players should always prioritize spending Stamina for movement-based actions unless a specific ability allows otherwise.

Action Type	Primary Cost	When to Spend Stamina?	Exceptions
Melee Actions	Vigor	Only when movement-heavy techniques are used (e.g., dashing slashes, repositioning strikes).	If the action is purely offensive, Stamina should not replace Vigor.
Magic Actions	Mana	Only when spellcasting movement is required (e.g., dodging while maintaining a spell).	If a spell is static, Stamina should not supplement Mana costs.
Speed Actions	Stamina	Always, unless a special skill allows for alternative resource use.	None—Speed Actions should always rely on Stamina first.
Abilities/ Augmentations	Varies	If the ability requires movement to activate.	Some augmentations may override standard costs.
Defensive Maneuvers	Stamina	For dodging, repositioning, or defensive stances.	If a block or counterattack is purely melee-based, Vigor is used instead.

The Five Speed/Stamina-Based Actions

Each of these five movement types governs a different way of using Speed & Stamina in combat, ensuring clear mechanics for GMs and players.

Movement Action Type	When to Spend Stamina	Examples
Free Actions	Never—these require no Stamina.	Speaking, reacting instinctively, making minor adjustments.
Usage Actions	Sometimes—if the action requires movement to activate.	Triggering an augmentation that requires repositioning, using an Item.
Dexterous Movement	Always—for controlled, skill-based movements.	Sidestepping, sneaking, quick repositioning, interacting with objects mid-motion.
Athletic Maneuvers	Always—for agility-based actions using momentum.	Vaulting, flipping, diving, launching off surfaces.
Sustained Motion	Always—for continuous movement or prolonged actions.	Sprinting long distances, maintaining a combat stance, extended dodging sequences.

How Stamina Depletion Impacts Combat

Since Stamina regenerates at the start of the player's turn, it is a constantly fluctuating resource. Players must balance movement economy with their ability to attack, defend, and react effectively.

- Spending too much Stamina early can leave a player vulnerable.
- Reserving Stamina allows for defensive and reactive plays.
- Using Speed & Stamina-based techniques wisely ensures tactical advantage.

Example of Stamina Drain in a Round:

1. A player sprints (Movement) to close the gap with an enemy (-1 Stamina per hex moved).
2. They vault over a barricade (Athletic Maneuver) to gain the high ground (-1 Stamina).
3. They use a Dexterous Movement action to dodge an incoming attack (-1 Stamina).

**Out of combat the GM might have the players running where you can change the math to be distance moved = current stamina at the cost of 1. This is for more dynamic non combat scenes that allows for better movement for all characters without breaking the combat.

The Five Ability & Augmentation Build Types

To ensure clarity and consistency, Abilities & Augmentations will be divided into five structured categories. Feel free to use this as a guide for spell and skill creation for descriptions of how they function.

Build Type	Description & Purpose	Activation Type	Influences	Focus
Innate Enhancements	Passive, always-on abilities that provide constant benefits.	Natural	Self-Only	Personal stat boosts, passive resilience.
Trigger Effects	Abilities that require activation and consume resources.	Activated	Self or Others	Temporary power-ups, bursts of enhanced ability.
Tactical Influence	Abilities that control or manipulate others.	Activated	Others	Buffing allies, hindering enemies, altering actions.
Field Alterations	Alters the environment or battlefield conditions.	Activated	Environment-Based	Terrain manipulation, area denial, battlefield control.
Targeted Manipulations	Directly affects a single target or object.	Activated	Target-Based	Stuns, debuffs, focused effects.

Alchemy System (Optional Rule)

Alchemy in SSRPG is an optional system that allows players to modify or enhance items by fusing them with Prisms. This system follows a structured one-to-one effect scaling ratio, ensuring that players can engage in item creation without excessive complexity.

Alchemy is divided into three categories, each affecting different aspects of gameplay:

- **First Alchemy:** Focuses on Core Stat Recovery, modifying resources such as Vigor, Stamina, Mana, Hope, and Health.
- **Second Alchemy:** Focuses on Substat Enhancements, modifying Skills, Abilities, Proficiencies, Augmentations, and Armor.
- **Third Alchemy:** Focuses on Debuffs and Draining, applying negative effects to enemies and reducing their Core or Substats.

Each type of Alchemy requires **specific player action pool costs**, ensuring that crafting remains

balanced in and out of combat.

Alchemy System Overview

Step One: Select a Base Item
The player selects an item to modify, such as a potion, monster part, or equipment fragment. The Game Master determines whether the base item requires additional resources beyond the standard Prism cost.

Step Two: Choose an Alchemy Type
The player chooses between First, Second, or Third Alchemy, determining the type of Prism required and how the effect is applied.

Step Three: Spend Player Action Pools to Perform Alchemy
Alchemy requires the use of **Stamina and Mana**, with **Third Alchemy also requiring Hope**:

- **First Alchemy costs one Stamina and one Mana.**
- **Second Alchemy costs one Stamina and one Mana.**
- **Third Alchemy costs one Stamina, one Mana, and one Hope.**

These costs ensure that Alchemy is a meaningful decision during combat encounters, preventing overuse while maintaining flexibility outside of combat.

Step Four: Infuse Prisms
A minimum of one Prism and a maximum of five Prisms may be used for Alchemy. The number of Prisms used determines the strength or duration of the effect.

Alchemy Categories and Effect Scaling

First Alchemy: Core Stat Recovery (Vapid Prisms)

- **Purpose:** Restores Core Stats such as Vigor, Stamina, Mana, Hope, and Health.
- **Player Cost:** One Stamina and one Mana.
- **Prism Cost:** Vapid Prisms, between one and five.
- **Effect Scaling:**
    - **Each Vapid Prism restores one point of Vigor, Stamina, Mana, or Hope.**
    - **Each Vapid Prism restores five Health instead of one.**
    - **For Stamina-restoring items, the item refunds the Stamina spent to use it in addition to its effect.**
- **Stack Usage:** No Core or Sub Stacks.

Examples:

- A Basic Healing Potion created with one Vapid Prism restores five Health.
- A Greater Stamina Elixir created with three Vapid Prisms restores three Stamina, plus the Stamina spent to use the item.
- A Mana Recharge Tonic created with two Vapid Prisms restores two Mana.
- A Hope Infusion created with four Vapid Prisms grants four Hope instantly.

Since Core Stats represent dynamic resource pools, First Alchemy effects are always applied instantly.

Second Alchemy: Substat Buffs and Enhancements (Vivid Prisms)

- **Purpose:** Enhances Substats, including Skills, Abilities, Proficiencies, Augmentations, and Armor.
- **Player Cost:** One Stamina and one Mana.
- **Prism Cost:** Vivid Prisms, between one and five.
- **Effect Scaling:** Each Prism grants one point to a Substat or one Core Stack if applicable.
- **Stack Usage:** Core and Sub Stacks may be used if applicable.

Examples:

- A Reinforced Plating infusion with three Vivid Prisms grants three additional Armor Pool points for three actions.
- A Sharpened Edge Elixir with four Vivid Prisms increases Weapon Power by four for four actions.
- An Augment Boost Tonic with two Vivid Prisms increases an equipped Augmentation's effect by two Core Stacks.

Some effects under Second Alchemy may use Core Stacks when the modified Substat benefits from stacking mechanics, such as Augmentations or Skills with ongoing properties.

Third Alchemy: Debuffs and Draining (Vibrant Prisms)

- **Purpose:** Weakens enemies by applying negative effects, draining resources, or reducing Core or Substats.
- **Player Cost:** One Stamina, one Mana, and one Hope.
- **Prism Cost:** Vibrant Prisms, between one and five.
- **Effect Scaling:** Each Prism reduces an enemy stat by one point or applies one Core Stack of a negative effect.
- **Stack Usage:** Always uses Core and Sub Stacks.

Examples:

- A Weak Poison concoction with one Vibrant Prism applies one Core Stack of Poison, dealing one Stamina damage per round for one round.
- A Crippling Curse with three Vibrant Prisms reduces an enemy's Vigor by three for three rounds.
- A Mana Leech infusion with five Vibrant Prisms drains five Mana from a target or removes five Core Stacks from an enemy buff.

All effects from Third Alchemy must use Core or Sub Stacks, ensuring that debuffs and negative effects follow the same stacking rules as other mechanics in SSRPG.

Alchemy System Summary

Alchemy Type	Player Cost	Prism Type	Effect Scaling	Uses Stacks	Duration
First Alchemy (Core Stat Recovery)	One Stamina, One Mana	Vapid Prisms	+1 Core Stat per Prism (+5 Health per Prism);	No	Instant

Alchemy Type	Player Cost	Prism Type	Effect Scaling	Uses Stacks	Duration
			Stamina items refund used Stamina		
Second Alchemy (Substat Buffs & Enhancements)	One Stamina, One Mana	Vivid Prisms	+1 Substat or +1 Core Stack per Prism	Optional	Lasts X Actions
Third Alchemy (Debuffs & Draining)	One Stamina, One Mana, One Hope	Vibrant Prisms	-1 Enemy Stat or -1 Core Stack per Prism	Yes	Lasts X Rounds

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Game Master Considerations for Alchemy

The Game Master should ensure that Alchemy remains balanced by monitoring Prism availability and the frequency of Alchemy usage in combat. If players attempt to use Alchemy excessively, consider implementing additional material costs for specific item combinations.

Since Alchemy now requires both Stamina and Mana, characters who rely on Alchemy must plan their resource management carefully. Third Alchemy is further limited by requiring Hope, making its effects more situational and ensuring that debuffs do not become overly dominant.

To prevent inefficiencies in Stamina restoration, any item that restores Stamina **automatically refunds the Stamina cost required to use the item**. This ensures that Stamina restoration is meaningful without creating resource loops.

The Game Master should also take into account enemy resistances and immunities. Certain creatures or opponents may have natural defenses against specific alchemical effects, such as poison-resistant monsters or beings that can counteract draining abilities.

Alchemy should serve as a tool for creativity, allowing players to experiment with item combinations without overshadowing existing character abilities. When designing encounters, consider allowing opportunities for players to craft and use alchemist items strategically rather than relying solely on combat actions.

Tier Breakdown

- Vapid (1–5):
    - Description: Represents the average range of power.
    - Implication: Characters in this tier perform at standard, everyday levels.
- Vivid (6–10):
    - Description: Signifies above-average power.
    - Implication: Characters here show enhanced capability and stand out from the norm.
- Vibrant (11–15):
    - Description: Denotes the elite—the top 1%.
    - Implication: Characters in this tier wield exceptional power, making them formidable in any encounter.
- Ascendant (16+):
    - Description: Also referred to as transcendent power.

- Implication: Characters with Ascendant stats have godlike abilities that transcend mortal limits.

1. Bleeding

- Core Stack (Health):
  - Effect: The target takes 5 damage per action from blood loss.
- Sub Stack (Vigor):
  - Effect: Reduces Vigor by an amount equal to the mana spent.
- Description:
  Bleeding represents ongoing blood loss that both harms the body and undermines its physical resolve.

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2. Poison

- Core Stack (Armor):
  - Effect: Reduces Armor level by an amount equal to the mana spent, the target takes x damage per armor level reduced this way, where x is = to mana or associated action pool.
- Sub Stack (Health):
  - Bonus Damage: The target takes escalating bonus damage to Health. On the first action, the bonus damage is 1, and it increases by 1 each subsequent action—up to a maximum equal to the mana spent.
    - *Example:* If 4 mana is spent, bonus damage starts at 1 on the first action, then 2, 3, and finally 4 on subsequent actions.
- Description:
  Poison insidiously clouds the mind while its toxic effects build within the body, gradually worsening physical harm as the toxin accumulates.

---

3. Burn

- Core Stack (Health):
  - Effect: The target suffers a flat 5 damage per action from searing heat.
- Sub Stack (Health):
  - Bonus Damage: In addition to the core damage, Burn inflicts extra bonus damage that starts at a value equal to the mana spent and decreases by 1 each action until it reaches 0.
    - *Example:* With 4 mana spent, bonus damage is 4 on the first action, then 3, 2, and 1 on subsequent actions.
- Description:
  Burn scorches the target steadily, with its diminishing bonus damage reflecting the gradual loss of fiery intensity over time.

---

4. Shock

- Core Stack (Stamina):
    - Effect: Reduces Stamina by an amount equal to the mana spent, representing disrupted coordination.
- Sub Stack (Hope):
    - Effect: Reduces Hope by the same amount, capturing the demoralizing effect of a sudden jolt.
- Description:
  Shock delivers a sudden burst of energy that not only hampers physical agility but also shakes the target's spirit, leaving them less capable of rallying hope.

---

5. Frost

- Core Stack (Vigor):
    - Effect: Reduces Vigor by an amount equal to the mana spent, reflecting how icy cold saps muscle power.
- Sub Stack (Stamina):
    - Effect: Reduces Stamina by the same amount, hindering movement and overall endurance.
- Description:
  Frost chills the body, stiffening muscles and reducing both raw strength and mobility.

---

6. Blind

- Core Stack (Mana):
    - Effect: Reduces Mana by an amount equal to the mana spent, impairing mental acuity and sensory perception.
- Sub Stack (Stamina):
    - Effect: Reduces Stamina by the same amount, affecting coordination and reaction times.
- Description:
  Blindness clouds both vision and mind, disrupting magical insight and physical coordination.

---

7. Silence

- Core Stack (Mana):
    - Effect: Reduces Mana by an amount equal to the mana spent, stifling the flow of magical energy.
- Sub Stack (Hope):
    - Effect: Reduces Hope by the same amount, eroding the spirit and the spark of inspiration needed to channel magic.
- Description:
  Silence deprives casters of both the verbal incantations and the inner resolve required to perform magic effectively.

8. Suffocation

- Core Stack (Health):
    - Effect: The target takes 5 damage per action as the lack of oxygen rapidly depletes their vitality.
- Sub Stack (Stamina):
    - Effect: Reduces Stamina by an amount equal to the mana spent, representing the loss of physical endurance and effective movement.
- Description:
  Suffocation mirrors the harsh toll of drowning—the struggle for air drains both life and the ability to act, leaving the target debilitated.

Magic Spell Categories and Examples:

Elemental Spell Set

Elemental spells harness raw natural forces. Each spell deals immediate damage equal to (Mana Spent + Spell Slot Level), then applies lingering status effects via our core/sub stack mechanics. The status effects last for a number of actions equal to the spell slot level (or, for environmental zones, a comparable phenomenon level). In multi-target or chain effects, potency decreases by 1 per additional target or turn as noted.

1. Inferno Fire Burst

- Element: Fire
- Type: Single Target (with an optional small AoE variant)
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage.
- Status Effect – Burn:
    - Core Stack (Health): The target takes a flat 5 damage per action for *x* actions, where *x* = *Mana Spent*.
    - Sub Stack (Health): In addition, bonus damage is applied per action. This bonus starts at a value equal to the mana spent and decreases by 1 each action until it reaches 0.
- Description:
  Inferno Fire Burst unleashes a surge of scorching flame. The initial explosion deals direct damage, while the lingering burn inflicts ongoing damage that diminishes over time as the fire's intensity wanes.

---

2. Frost Bloom

- Element: Ice
- Type: Area-of-Effect

- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 3 mana with a level 4 slot deals 7 damage to each enemy within the AoE.
- Area Effect:
    - Duration: Persists for *x* turns, where *x = Mana Spent*.
    - Any foe remaining within the chill zone at the start of an action takes the immediate damage and is subject to the status effect.
- Status Effect – Frost:
    - Core Stack (Vigor): Reduces Vigor by an amount equal to the mana spent, as the intense cold numbs muscle strength.
    - Sub Stack (Stamina): Simultaneously reduces Stamina by the same amount, reflecting hindered movement and endurance.
- Description:
  Frost Bloom emits a biting wave of ice that explodes outward from a frozen blossom, harming all within its radius. The chill zone remains for a number of turns equal to the mana invested, sapping both strength and mobility of those who linger too long.

---

3. Lightning Surge (Chain Effect)

- Element: Electric
- Type: Multi-Target Chain Effect
- Immediate Damage:
    - Primary Target: Receives (Mana Spent + Spell Slot Level) damage.
    - Chained Targets: For each additional target the bolt connects with, subtract 1 from the immediate damage.
        - Example: 5 mana with a level 2 slot deals 7 damage to the primary target; the next target takes 6, then 5, etc.
- Chain Mechanics:
    - The spell can chain to *x* additional targets, where *x = Spell Slot Level*.
    - All status effect potency is reduced by 1 for each subsequent target in the chain.
- Status Effect – Shock:
    - Core Stack (Stamina): Reduces Stamina by an amount equal to the mana spent on the primary target, with the reduction lessening by 1 per chained target.
    - Sub Stack (Hope): Reduces Hope by the same modified amount, capturing the diminishing demoralizing impact as the bolt's energy dissipates.
- Description:
  Lightning Surge hurls a crackling bolt of electricity that leaps from one foe to another. The primary target bears the full impact, while each subsequent link in the chain suffers slightly reduced damage and status effects—reflecting the dissipating nature of the electrical energy.

Stardust Spell Set

Stardust spells manipulate cosmic energies and fate. They deal immediate damage as (Mana Spent + Spell Slot Level) and apply unique status effects that alter the target's magical potential or physical resilience. Environmental effects, when present, persist for a specified number of turns.

1. Nova Shard

- Element: Stardust
- Type: Single Target
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage.
- Status Effect – Cosmic Fracture:
    - Core Stack (Mana): Reduces the target's Mana by an amount equal to the mana spent, clouding their magical potential.
    - Sub Stack (Hope): Reduces Hope by the same amount, symbolizing the crushing weight of fate.
    - Bonus Mechanic: Additionally, bonus damage is applied to Health that increases by 1 each action until it caps at the mana spent value.
        - Example: If 4 mana is spent, bonus damage starts at 1 on the first action, then 2 on the second, up to 4.
- Description:
  Nova Shard hurls a fractured piece of the cosmos into the target, disrupting their ability to harness magic and steadily crushing their resolve with mounting physical damage.

---

2. Celestial Veil

- Element: Stardust
- Type: Area-of-Effect
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 3 mana with a level 4 slot deals 7 damage to each enemy in the area upon casting.
- Area Effect:
    - Range: Determined by the mana spent.
    - Duration: The veil persists for *x* turns, where *x = Spell Slot Level*.
    - Enemies within the veil at the start of their action take the immediate damage again.
- Status Effect – Stardust Haze:
    - Core Stack: Reduces all spell slot levels by an amount equal to the mana spent.
- Additional Environmental Twist:
    - If an enemy exits the veil prematurely, they suffer an extra burst of damage equal to the initial base damage (excluding critical modifiers) from this spell—a backlash from the shattering of the cosmic haze.
- Description:
  Celestial Veil blankets a region in shimmering stardust, distorting perception and sapping resolve. Its persistent haze not only delivers repeated damage but also punishes those who try to escape its otherworldly pull.

---

3. Meteoric Impact

- Element: Stardust

- Type: Single Target Strike with Environmental Shock Wave
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 5 mana with a level 3 slot yields 8 damage to the primary target.
- Status Effect – Cosmic Shock:
    - Core Stack (Vigor): Reduces Vigor by an amount equal to the mana spent, representing the concussive force that undermines physical resilience.
- Environmental Shock Wave:
    - Effect: Upon impact, a shock wave radiates outward from the primary target.
    - Range: The AoE radius is equal to the spell slot level.
    - Extra Damage: Enemies caught within the shock wave suffer an additional *x* damage per action while within the area, where $x = Mana\ Spent$.
- Description:
  Meteoric Impact calls down a celestial rock to strike a single foe with devastating force. The impact sends out a shock wave that ripples across the battlefield—delivering extra environmental damage to any enemy within its range, making proximity to the target perilous.

Ethereal Spell Set

Ethereal spells manipulate the intangible forces of spirit and perception. They use the same immediate damage formula (Mana Spent + Spell Slot Level) and apply effects that disrupt an opponent's combat assets—often targeting weapon attributes—with durations measured in actions or turns as appropriate.

1. Phantastical Disruption

- Element: Ethereal
- Type: Single Target
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage.
- Core Effect – Weapon Disruption (Power):
    - Effect: Reduces the target's weapon Power (melee damage) by an amount equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent.
- Additional Effect – Rusting Armor:
    - Effect: The target's effective armor level is reduced by a value equal to the spell slot level.
    - Duration: Lasts for a number of turns equal to the spell slot level.
- Description:
  Phantastical Disruption unleashes a ghostly pulse that shatters the enemy's combat focus. Their weapon's raw damage potential is eroded for as many actions as the mana invested, while their defenses corrode—leaving them significantly more vulnerable.

---

2. Spectral Mirage

- Element: Ethereal
- Type: Area-of-Effect Illusion
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 3 mana with a level 4 slot yields 7 damage to each enemy caught in the mirage.
- Area Effect:
    - Size: The mirage covers a number of hex spaces equal to the mana spent.
    - Duration: Persists for *x* turns, where *x = Mana Spent*.
- Core Effect – Illusory Interference (Magic):
    - Effect: Each enemy within the mirage has its weapon's Magic attribute (governing extra effects or AoE capabilities) reduced by an amount equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent.
- Additional Environmental Effect:
    - If an enemy attempts to exit the mirage before its duration expires, they suffer an extra burst of damage equal to the mana spent and have their Mana pool reduced by the same amount.
- Description:
  Spectral Mirage cloaks a portion of the battlefield in shifting illusions. Enemies caught within have their weapon's magical potency eroded for a number of actions equal to the mana invested, and any hasty exit shatters the illusion violently—damaging them further and draining their magical reserves.

---

3. Wraith's Embrace

- Element: Ethereal
- Type: Single Target
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage.
- Core Effect – Withering Augmentation (Reach):
    - Effect: Reduces the target's weapon Reach (effective range) by an amount equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent.
- Additional Effect – Withering Strike:
    - Effect: While under Wraith's Embrace, any weapon attack the target makes deals *x* less bonus damage per turn, where *x = Mana Spent*.
    - Duration: This penalty applies for *x* turns, where *x = Mana Spent*.
- Description:
  Wraith's Embrace shrouds a foe in spectral decay that erodes the effective range of their weapon. For as many actions as the mana invested, their ability to strike at a distance is curtailed, and every attack suffers a withering penalty—gradually stripping away their combat edge.

Chaos Spell Set

Chaos spells channel unpredictable, disruptive energy. They also use the immediate damage formula (Mana Spent + Spell Slot Level) and apply status effects that degrade weapon properties or defensive capabilities, often with chain or area components. In chain effects, extra damage is reduced per additional target.

1. Chaotic Eruption

- Element: Chaos
- Type: Single Target
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage.
- Core Effect – Entropic Fracture (Weapon Level):
    - Effect: Disrupts the enemy's weapon by reducing its effective level by an amount equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent.
- Additional Effect – Chaotic Flux:
    - Effect: While under Chaotic Flux, whenever the affected enemy uses an action, they suffer an extra 1 damage (where x = *Mana Spent*).
    - Duration: This additional damage effect persists for a number of turns equal to the spell slot level; the duration decreases by one at the end of each turn.
- Description:
  Chaotic Eruption unleashes a burst of unstable energy that shatters the enemy's combat order. Their weapon's reliability is compromised as its effective level drops, while chaotic flux lashes out—adding extra damage each time they act for several turns.

---

2. Entropy Surge

- Element: Chaos
- Type: Single Target (Chain Effect)
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 5 mana with a level 2 slot yields 7 damage to the primary target.
- Core Effect – Arcane Scramble (Magic):
    - Effect: Interferes with the target's weapon by reducing its Magic attribute (which governs extra effects or AoE capabilities) by an amount equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent.
- Additional Effect – Chaotic Ripple:
    - Effect: The chaotic energy arcs from the primary target to affect up to a number of secondary targets equal to the spell slot level. The first chained target suffers extra damage equal to the mana spent; each subsequent chained target takes extra damage reduced by 1 relative to the previous target (minimum 0 extra damage).
    - Armor Reduction: Additionally, every chained target has its effective armor level reduced by 1.
- Description:
  Entropy Surge channels the raw force of chaos into a primary target, scrambling the magical

potency of their weapon. The unstable energy then leaps to nearby foes—delivering diminishing extra damage along the chain while eroding each target's defenses.

---

3. Pandemonic Rift

- Element: Chaos
- Type: Area-of-Effect
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 3 mana with a level 4 slot yields 7 damage to each enemy caught within the rift.
- Area Effect:
    - Size: The rift spans a number of hex spaces equal to the mana spent.
    - Duration: Persists for *x* turns, where *x = Mana Spent*.
- Core Effect – Ethereal Lockdown:
    - Effect: Enemies caught within the rift have their damage output forcibly converted to ethereal damage only, preventing them from dealing melee or other magic category damage.
    - Duration: This effect is intended to last for a number of actions equal to the mana spent; however, while a character remains within the AoE, the countdown is paused. Once they leave or the spell ends, the countdown begins.
    - Note: Affected characters take the full effect continuously (excluding the initial damage) as long as they remain in the rift.
- Additional Effect – Rift of Disorder:
    - Effect: Any enemy remaining within the rift suffers an extra burst of damage equal to the spell slot level at the start of each turn.
- Description:
  Pandemonic Rift tears open a chaotic void on the battlefield. Enemies caught within are instantly battered by unstable energy, and their combat capabilities are twisted—their damage output is forced into ethereal damage only. Critically, while they remain in the rift, the core effect's duration does not tick down until they exit or the spell ends, and the rift continues to batter any foe inside with extra damage each turn.

Doste Spell Set

Doste spells draw on the precise forces of space–time, gravity, and cosmic physics. These spells either trap or reposition foes and manipulate damage output using fundamental laws of physics. Immediate damage is generally calculated as (Mana Spent + Spell Slot Level), except where noted.

1. Gravity Well

- Element: Doste (Space–Time)
- Type: Area-of-Effect
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level

    - Example: 3 mana with a level 4 slot yields 7 damage to each enemy caught in the well.
- Area Effect:
    - Size: The well covers a number of hex spaces equal to the spell slot level.
    - Duration: Persists for *x* turns, where *x = Mana Spent*.
- Core Effect – Gravitational Binding:
    - Effect: Enemies within the well are pulled toward its center. Each time an enemy attempts a movement action while inside, they suffer extra damage equal to the mana spent.
    - Duration: Lasts for a number of actions equal to the mana spent (with the countdown paused if they remain within the well).
- Additional Effect – Overload Aftermath:
    - Effect: When an enemy exits the well—or when the well ends—they suffer an additional burst of damage equal to the spell slot level.
- Description:
  Gravity Well harnesses raw cosmic gravity to trap foes in a crushing field. Enemies caught inside are relentlessly pulled inward; every movement punishes them with extra damage, and any desperate escape triggers a final, punishing shock.

---

2. Paradoxical Vortex

- Element: Doste (Space–Time)
- Type: Area-of-Effect (Unique Vortex)
- Immediate Damage:
    - Formula: Mana Spent + Spell Slot Level
    - Example: 4 mana with a level 3 slot yields 7 damage to each enemy initially caught in the core area.
- Area Effect – Core Vortex:
    - Size: The vortex spans a number of hex spaces equal to the spell slot level.
    - Duration: Persists for a number of actions equal to the mana spent.
- Core Effect – Suction Implosion:
    - Effect: Enemies within the core vortex are continuously pulled toward its center. Each time an enemy uses an action while inside, they take damage equal to the spell slot level.
- Additional Effect – Repulsive Ring:
    - Area: A ring forms automatically one hex space outside the core vortex.
    - Effect: Any enemy that enters or is found within this ring is immediately pushed one hex away from the vortex and suffers extra damage equal to the mana spent each time this interaction occurs.
    - Duration: This repulsive ring is active continuously for a number of rounds equal to the spell slot level.
- Description:
  Paradoxical Vortex embodies the duality of cosmic forces. At its heart, a swirling core pulls enemies inward, punishing every action they take; surrounding the core, a repulsive ring forcefully ejects any who approach—dealing additional damage on every interaction and reshaping the battlefield with its paradoxical blend of suction and expulsion.

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3. Spatial Expulsion

- Element: Doste (Space–Time)
- Type: Area-of-Effect (Round-Based Displacement)
- Immediate Damage:
    - Formula: Mana Spent
    - Example: 3 mana deals 3 damage to each enemy initially caught in the area.
- Area Effect:
    - Size: The AoE covers a number of hex spaces equal to the mana spent.
    - Duration: Persists for *x* rounds, where *x = Spell Slot Level*.
- Core Effect – Constant Displacement:
    - Effect: Any enemy within the AoE is continuously pushed out by a number of hexes equal to the mana spent. This displacement occurs immediately and constantly regardless of turn order.
    - Mechanics:
        - If an enemy re-enters the AoE, the push-out effect resumes instantly.
- Description:
  Spatial Expulsion warps the fabric of space to create an unyielding expulsive field. Enemies caught within the area are instantly and perpetually pushed out by a force equal to the mana invested, effectively denying them any foothold in the zone. This rare, round-based effect exemplifies the precision of Doste magic—using cosmic laws to reshape the battlefield.

Melee styles and skill examples:

Titanborne Skill Set

Titanborne skills harness raw Vigor to empower your melee combat. When you activate one of these skills, you pay an activation cost in Vigor. Your immediate melee attack damage is calculated as:

Immediate Damage = (Current Vigor + Weapon Power + Vigor Spent) + Skill Slot Level

The bonus effect of each skill lasts for a number of actions equal to the Vigor you invest.

---

1. Titanic Onslaught

Type: Offensive Melee Skill
Activation Cost: x Vigor

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power + x) + Skill Slot Level
- *Example:* If Current Vigor = 10, Weapon Power = 5, x = 4, and Skill Slot Level = 3, then: (10 + 5 + 4) + 3 = 22 damage.

Core Effect – Weapon Empowerment:

- Temporarily increases your weapon’s Power by an amount equal to x (the Vigor spent).
- Duration: Lasts for x actions.

Description:
Channel the colossal might of the titans into your strikes. Titanic Onslaught augments your weapon’s

damage output by boosting its Power with the Vigor you invest—and your attack gains a flat bonus equal to your Skill Slot Level, resulting in a devastating, empowered blow.

---

2. Titan's Aegis

Type: Defensive Melee Skill
Activation Cost: x Vigor

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power + x) + Skill Slot Level
- *Example:* With the same numbers, you'd deal 22 damage on a counterattack.

Core Effect – Armor Fortification:

- Increases your armor level by an amount equal to x (the Vigor spent).
- Duration: Lasts for x actions.

Additional Bonus:

- Your counterattacks or reactive damage gain an extra bonus equal to your Skill Slot Level.

Description:
Titan's Aegis transforms your raw Vigor into an impenetrable shield. As your defenses are fortified by the Vigor you invest, your retaliatory strikes are simultaneously empowered by a bonus equal to your Skill Slot Level—making you both tougher to harm and more lethal in counteroffense.

---

3. Titan's Crushing Grip

Type: Debilitating Melee Skill
Activation Cost: x Vigor

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power + x) + Skill Slot Level
- *Example:* Again, with Current Vigor = 10, Weapon Power = 5, x = 4, Skill Slot Level = 3, your attack deals 22 damage.

Core Effect – Vigor Disruption:

- Targets an enemy and reduces their Vigor by an amount equal to x (the Vigor spent), thereby lowering their melee damage potential.
- Duration: Lasts for x actions.

Description:
Titan's Crushing Grip applies the overwhelming force of a titan's embrace to sap an enemy's strength. By reducing the target's Vigor by the Vigor you invest, you directly diminish their ability to deal damage—while your strike is amplified by the additional bonus from your Skill Slot Level.

Reaver Skill Set

Reaver skills emphasize speed, precision, and agility—excelling in movement-based attacks, evasive

counters, and sustained damage through calculated strikes. They require an activation cost in both Vigor and Stamina (with a minimum of 1 point from each*). Unlike Titanborne skills,* Skill Slot Level does not add to base damage*, but instead enhances movement, evasion, and effect potency.*

Note: Immediate melee damage is always calculated as:
(Current Vigor + Weapon Power)
Skill Slot Level is instead used to enhance the skill's secondary effects rather than raw damage.

---

1. Lightning Dash

Type: Offensive Reaver Skill
Activation Cost: x Vigor + x Stamina (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)
- *Example:* If Current Vigor = 10 and Weapon Power = 5, your strike deals 15 damage.

Immediate Movement Effect:

- Upon activation, you immediately move a number of hexes equal to (Stamina Spent + Skill Slot Level).
- Any enemy occupying a hex you pass through or where you land takes your standard melee damage.

Core Effect – Rapid Advancement:

- For x actions (where x = Vigor spent), your movement range increases by skill slot level.

Description:
Lightning Dash propels you across the battlefield with blinding speed. You surge forward instantly, covering a distance based on your Stamina investment and Skill Slot Level—striking every enemy in your path with standard melee damage. This initial burst also grants enhanced mobility for x actions, allowing for fluid repositioning and rapid follow-up attacks.

---

2. Evasive Riposte

Type: Defensive/Counter Reaver Skill
Activation Cost: x Vigor + x Stamina (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)
- *Example:* As above, your attack deals 15 damage.

Core Effect – Evasion Surge:

- Gain a bonus to dodge and movement-based rolls equal to (Stamina Spent + Skill Slot Level) for x actions (x = Vigor spent).
- Additional Bonus: If you successfully evade an incoming attack during this period, your next counterattack deals extra bonus damage equal to (Skill Slot Level + Stamina originally spent).

Description:
Evasive Riposte heightens your reflexes to near-superhuman levels. By channeling both Vigor and Stamina, you become significantly harder to hit—allowing you to dodge more effectively while preparing a powerful counterstrike. If you successfully evade an enemy's attack during this window, your next retaliation is even deadlier—its damage boosted by your Skill Slot Level and Stamina investment.

---

3. Venomous Lunge

Type: Offensive/Debilitating Reaver Skill
Activation Cost: x Vigor + x Stamina (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)
- *Example:* Again, your attack deals 15 damage.

Core Effect – Poison Infliction:

- Core Stack (Armor): Reduces the target's Armor Level by an amount equal to the Stamina spent. For each armor level reduced, the target takes x damage where x = stamina spent.
- Sub Stack (Health): Applies x sub stacks of poison (x = Vigor spent), causing escalating bonus damage per action:
    - Bonus damage starts at 1 and increases by 1 per action, up to a maximum equal to the Stamina spent.
    - Each sub stack extends the poison duration by 1 additional action, prolonging the effect.
    - *Example:* If 4 Stamina and 3 Vigor are spent, the poison lasts for 6 actions (3 sub stacks) and deals 1, then 2, then 3, then 4 damage, stacking progressively.

Description:
Venomous Lunge delivers a calculated strike, lacing your blade with a toxin that gradually weakens and damages your foe over time. The poison corrodes their armor first, making them more vulnerable before building in potency—lingering for longer when more Vigor is invested. Though less immediate than other Reaver techniques, the longer the battle rages, the deadlier this technique becomes.

Sentinel Skill Set

Sentinel skills emphasize defensive resilience, magic resistance, and battlefield control. *They require an activation cost in both* Vigor and Mana *(minimum* 1 point from each*) and focus on* reducing incoming effects, mitigating damage, and strategically controlling engagements. *Unlike Titanborne or Reaver styles,* Skill Slot Level does not add to base damage*—instead, it enhances resistance, mitigation, and battlefield suppression effects.*

Note: Immediate melee damage is calculated as:
(Current Vigor + Weapon Power) *(only if the skill has a damage component).*

---

1. Aegis Barrier

Type: Defensive Sentinel Skill

Activation Cost: x Vigor + x Mana (minimum 1 each)

Immediate Effect:

- Reduces all incoming spell damage you take by (Mana Spent + Skill Slot Level) for x turns *(where x = Vigor spent).*

Core Effect – Spell Resistance:

- Any spell effects targeting you during this time are weakened—reducing their effectiveness by (Mana Spent + Skill Slot Level).

Description:
Aegis Barrier fortifies your magical defenses over multiple turns, ensuring that spells deal less damage and their effects are weakened. This longer-lasting resistance allows you to strategically mitigate magical threats over time, making it a crucial tool against spellcasters and prolonged magical engagements.

---

2. Bastion Stance

Type: Defensive Sentinel Skill
Activation Cost: x Vigor + x Mana (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)
- *Example:* If Current Vigor = 10 and Weapon Power = 5, you deal 15 damage on a counterattack.

Core Effect – Damage Mitigation:

- Reduces all damage taken by (Vigor Spent + Skill Slot Level) for x actions *(where x = Mana spent).*
- While Bastion Stance is active, you cannot be knocked back, stunned, or forcibly moved by enemy attacks or effects.

Additional Effect – Retaliation Counter:

- Whenever you are hit by an opponent while Bastion Stance is active, you immediately counterattack, dealing your standard melee damage.

Description:
Bastion Stance reinforces your unyielding defense, allowing you to withstand massive damage while striking back relentlessly. Instead of simply reducing damage, this skill ensures that every attack against you is met with immediate retaliation, making it an ideal counterplay against aggressive enemies. Since the effect lasts for a number of actions equal to Mana spent, it allows for strong defensive positioning over multiple engagements.

---

3. Arcane Ward

Type: Battlefield Control Sentinel Skill
Activation Cost: x Vigor + x Mana (minimum 1 each)

Immediate Damage:

- None upon creation (This is a sustained effect skill).

Core Effect – Arcane Zone of Control:

- Creates a zone covering a number of hex spaces equal to Mana spent that lasts for x turns *(where x = Mana spent)*.
- Enemies within this area take x damage per action they take within the zone *(where x = Vigor spent)*.

Additional Effect – Arcane Discharge:

- When an enemy leaves the zone or if the zone ends, they suffer Skill Slot Level + Vigor Spent + Mana Spent in Magic Damage as the lingering arcane energy discharges.

Description:
Arcane Ward creates a hazardous battlefield zone, forcing enemies into a lose-lose scenario—either stay inside the ward and suffer continuous damage with every action they take, or attempt to leave and get hit by an Arcane Discharge upon exit. The more Vigor and Mana invested, the stronger the discharge damage upon leaving the zone. While inside the zone, enemies are naturally suppressed, making it a powerful tool for controlling enemy movement and spellcasting.

Feral Skill Set (Finalized Version)

*Feral skills embody relentless pursuit, instinct-driven combat, and unavoidable strikes. They require an activation cost in both Vigor and Hope (minimum 1 point from each) and focus on making attacks harder to dodge, applying devastating counterattacks, and ensuring sustained pressure on a single target.

Feral Mechanics:

- Hope does not regenerate naturally, making every Feral skill a high-risk, high-reward choice.
- Hope Spent directly determines the intensity of the effect, ensuring that the more you invest, the deadlier your attacks become.
- Vigor influences raw attack power, counter effectiveness, and tracking capabilities.

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1. Predator's Lunge

Type: Hard-to-Dodge Offensive Feral Skill
Activation Cost: x Vigor + x Hope (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)
- *Example:* If Current Vigor = 10 and Weapon Power = 5, you deal 15 damage.

Core Effect – Unavoidable Strike:

- This attack ignores Dodge Rolls entirely and instead forces a Clash Check *(Vigor vs. Vigor)*.
- All Vigor and Hope spent on this skill are automatically added to your Clash Check.

Additional Effect – Instinct Overpower:

- If Hope Spent is equal to or greater than the opponent's current Hope Pool, the Clash Check is automatically won, and the attack lands at full damage.

Description:
Predator's Lunge is a ferocious, unstoppable strike that completely bypasses dodging and forces an opponent into a raw power struggle. Unlike normal Clash rules, the Vigor and Hope spent are added directly to your roll, making it even harder to resist. If your Hope investment surpasses the enemy's remaining Hope Pool, they are completely overwhelmed—taking full damage with no chance to resist.

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2. Rending Counter

Type: Reflexive Counterattack Feral Skill
Activation Cost: x Vigor + x Hope (minimum 1 each)

Immediate Damage:

- *Formula:* (Current Vigor + Weapon Power)

Core Effect – Reflexive Strike:

- When attacked in melee, you automatically counterattack before the enemy's damage applies.
- This counter cannot be interrupted or dodged, ensuring the attack lands.

Additional Effect – Bloodletting:

- Hope Spent + Vigor Spent = Bleeding Stack Levels applied to the target (hard cap of 10).
    - *Example:* If 3 Hope + 2 Vigor is spent, the target gains 5 Bleeding Stacks.
- Bleeding Core Stack (Health): The target takes 5 damage per action for each stack.
- Bleeding Sub Stack (Vigor): The target's Vigor is reduced by the total Bleeding Stack Levels, representing the weakening effect of blood loss.

Description:
Rending Counter is a feral, instinctive retaliation that guarantees an immediate counterattack when struck. Beyond dealing standard melee damage, it inflicts severe bleeding wounds—with the Hope + Vigor Spent directly determining the number of Bleeding Stacks, capped at 10. The more invested, the deadlier the wound becomes, forcing the enemy into a state of prolonged suffering and weakened combat ability.

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3. Hunter's Mark

Type: Pursuit-Based Lock-On Feral Skill
Activation Cost: x Vigor + x Hope (minimum 1 each)

Immediate Damage:

- *None upon activation.*

Core Effect – Instinct Lock:

- Choose a single target.
- For x rounds *(where x = Hope Spent)*, your attacks against this target cannot miss, regardless of Dodge or Defense Rolls.

- After the round-based effect ends, you continue tracking the target for x more turns *(where x = Vigor Spent)*.

Additional Effect – Relentless Pursuit:

- If the marked target moves, you may immediately follow them, moving up to Skill Slot Level hexes in their direction.

Description:
Hunter's Mark ensures that no target escapes your sights. The skill allows you to lock onto a single enemy for multiple rounds, ensuring all attacks land. Even after the round-based effect ends, your Vigor investment allows you to continue tracking them, making it impossible for them to shake you off. If they attempt to run, you can instinctively follow, maintaining constant pressure. This skill is perfect for hunting evasive enemies, forcing duels, and keeping mobile opponents locked down.

Summoning and pets/training/taming.

Celestial Summoner (Ability - Large-Scale Summoning)

- Type: Ability
- Activation Cost: x Mana + x Vigor + x Stamina (minimum 1 each)
- Effect: Summons a celestial entity for x turns, where Mana spent = Duration (1:1 ratio).

Summon Attributes

- Magic Type: Choose Stardust, Chaos, Ethereal, Doste, or Elemental.
- Magnitude (Size & Damage Scaling) = Vigor Spent (1–5 Scale):
    - 1 → Small (Goblin/Hobbit-sized, standard damage).
    - 2 → Medium (Human-sized, standard damage).
    - 3 → Large (Car-sized, x2 damage).
    - 4 → Massive (Plane-sized, x3 damage).
    - 5 → Catastrophic (Natural Disaster-sized, x4 damage).
- Base Stats (Vigor, Stamina, Mana, Hope) = Stamina Spent.
- Health = Mana Spent ×10.
- Skill/Spell Slots = Ability Slot Level (Summon can cast independently).

Additional Effects

- At Ability Level 3: Summon gains an innate resistance to effects related to its Magic Type.
- At Ability Level 5: Summon can manifest environmental effects (e.g., firestorms for Elemental, gravity warps for Doste).

1. Astral Bond (Ability - Summoning)

- Type: Ability
- Activation Cost: x Mana + x Hope (minimum 1 each)
- Effect: Summons a spirit entity from the Stardust Realm for x rounds (equal to Hope spent).
- Summon Attributes:
    - Magic Type: Choose Stardust, Chaos, Ethereal, Doste, or Elemental.
    - Core Stats = Ability Slot Level (Vigor, Stamina, Mana, Hope).
    - Health = Mana spent ×10.

- Skill/Spell Slots = Ability Slot Level (Summons can cast their own spells or use special attacks).

Beast Master’s Pact (Ability - Taming & Training)

- Type: Ability
- Activation Cost: x Mana (minimum 1)
- Effect: Temporarily tames a wild creature for x turns, where Mana spent = Duration.
- Taming Rules:
  - Roll a Taming Check (Mana Spent + Ability Level).
  - If successful, the creature is tamed temporarily.
  - Players can lock Mana in place to maintain control, preventing Mana regeneration next turn but extending the taming effect.
  - To permanently tame a creature, it must be tamed multiple times:
    - Times Needed to Permanently Tame = 6 - Ability Slot Level
      - Level 1: 5 successful taming attempts.
      - Level 2: 4 successful taming attempts.
      - Level 3: 3 successful taming attempts.
      - Level 4: 2 successful taming attempts.
      - Level 5: 1 successful taming attempt.

Permanent Creature Mechanics

2. Tamed Creatures & Their "Creature Sheet"

Once a creature is permanently tamed, it gets its own Creature Sheet, which functions similarly to a Weapon Sheet.

Creature Sheet Structure (Mirrors Weapon Sheet):

- Core Stats: Determined by Creature Type + Training Level.
- Skill Slots: Creatures unlock attacks, skills, or traits similar to weapon augmentations.
- Upgrading: Uses Prisms to improve stats, just like weapons.
- Action Economy: Acts independently but follows basic AI behavior or player commands.

Finalized SSRPG Familiar System

Familiars now have base stats tied to Augmentation Level, and instead of their own Mana Pool, they share the player's Mana Pool for spellcasting. Different Familiar types may share a different Action Pool based on their nature and bond with the summoner.

Permanent Familiar Augmentation

Spirit Guardian (Augmentation - Permanent Familiar)

- Type: Augmentation

- Activation Cost: Mana Pool Link
- Effect: The player permanently bonds with a Spirit Familiar that shares their Mana Pool.

Familiar Attributes:

- Base Stats = Augmentation Level (Vigor, Stamina, Hope).
- No Independent Mana Pool – Uses the player's Mana Pool for abilities.
- Action Pool Type:
    - Default Spirit Familiars use Mana for actions.
    - Other Familiar types may use Vigor, Stamina, or a unique energy source.
- Can cast spells independently.
- Can act as a relay for Spectrum absorption, but only the linked action pool type.

Alternative Familiar Types & Action Pools

Other familiars may not use Mana as their primary Action Pool but instead use a different stat to perform actions:

Familiar Types & Action Pools

Familiar Type	Primary Action Pool	Unique Attribute
Spirit Familiar	Mana (Shared)	Can cast spells & absorb Spectrum.
Elemental Familiar	Stamina	Can channel elemental effects without consuming Mana.
Beast Familiar	Vigor	Uses melee attacks and defensive instincts instead of spells.
Shadow Familiar	Hope	Spends Hope to phase through objects and avoid attacks.
Machine Familiar	No Pool (Passive AI-based) but runs on an energy supply.	Functions on pre-programmed responses instead of player commands.

How This Works in Gameplay

1. A player bonds with a Spirit Familiar at Augmentation Level 2 → It has 2 in all Core Stats and uses the player's Mana Pool for spells.
2. The player upgrades their Augmentation Level to 4 → The Familiar now has 4 in all Core Stats and can cast spells more efficiently.
3. If the player instead bonds with a Beast Familiar → It would use Vigor as an Action Pool, enabling melee-based abilities instead of spellcasting.
4. The Familiar's abilities grow based on Augmentation Level, similar to how weapons and summons scale.