

## The Mega RPG Jam - You are NOT the hero

**Notebook:** Game Jams

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You are a phantom for Marona and you have a role to help her get stronger, but you gain strength or work while Marona is out fighting. Each island let you gain more Items to forge into new items or sell for money. You play as a Phantom that is trying to gain power to help Marona in her goals.

The role of each type:

The **Warriors** are Masters of battle. Mostly with a boost to HP and an optional boost to another stat for their type of play. The warriors are the ones that get to pick to take out the 30 small fry or help with the big boss. Takes 20% less damage rounded up ( $12\text{dmg} * .2 = 2.4 = 3$  less damage). They may not be the hero, but they make life easier for them.

The **Mage** is the super nova of the party. A large pool of Mana to cast with, makes up for their short **Summon Timer**. The mage is key for taking advantage of enemies weakness and doing massive damage or healing for everything you got. The damage done by a mage is up by 50% rounded up. You may not be the hero, but you can save them.

The **Merchants** are master of sales and creations. With a list of things their Skills can help them make to sell or use on the battle field for the party. The Merchant both make the equipment for the group and finds materials to forge into new Items to sell and gain access to even more resources. Merchants have a 30% chance of finding materials and get a dice bounce on their specialty items. You may not be the hero, but you made their weapon.

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### Equipment

There are three equipment Types: Weapons, Armor, and Accessory, Each of which has base stats that they effect.

- Weapons with an up to Mana, Strength, or Dexterity.
- Armor with Health, Skill, or Speed.
- Accessories with Intelagents, Summon Effects, Health, or Mana

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Iron Breast Plate          F Grade
Armor 5: +13 Health, -5 Mana, -2 Speed
Drop rate 1d10
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### Items

There are two item Types: Consumables, they are one time uses and materials used to make other things. Materials can be found as you adventure or bought from the merchants.

- The drop rate of material use a d10.
- Materials have a grade of quality
  - The higher the grade is the less negatives are in the material

- o The Higher grade has less material to find so use a die size lower for found material.

Iron Ore                      E Grade                      **Blacksmith**  
Basic ore for making any and all weapons and armors.

Weapons: +2 Damage; - 2 Mana  
Armor: + 3 Health; - 1 Speed

Drop rate: 2d10  
Drop Number: 1D6

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The type of merchants are: Blacksmith, Alchemist, and Librarian.  
Merchants have Summon Timers of d6 + 2

**Blacksmith** are the crafters of weapons and armor, and have the Strength and Health to match with a +2 to each.

**Alchemist** are the makers of powerful consumables, from potions to bombs the burst in vines. They gain a +1 to Skill and +2 Dexterity.

**Librarian** are the embuers of magic into everything and everyone ( except consumables). They gain a +1 intelligence and +2 Mana.

The type of Warriors are: Archer, RuneKnight, Valkyrie/Fighter  
Warriors have Summon Timers of d10+3

**Archer** are the rang Weapons users. This allows them to do damage to any enemy on the feild. They gain +2 Dexterity and +1 Speed.

**RuneKnight** are the magic using warriors hitting weakness when they attack. They gain +2 Speed and +1 Mana.

**Valkyrie/Fighter** are front line worriors, doing massive damage to the enemy's forces. They Gain +5 Health and +2 Strength.

The type of mage are: Wizard, and Healer  
Mages have Summon Timers of d4 +1

**Wizard** use spells to take out crowds or Bosses with massive damage. They gain +2 intelligence and +5 mana.

**Healer** keep the party going with health restoration and buffs while debuffing the enemy. They gain +2 intelligence and +3 skill.

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The islands is every adventure, and each has a deck. Each person at the table takes turns adding things to the deck (a standard deck of cards will do), both Monsters and Items to the card value. After the deck is made the GM rolls a d8 to see how many sections the island has that is how many battles before the party can complete the Job and clam the reward, that or the deck runs out.

Key cards for every deck:

**A of spades** is the Boss and sends 5 other monster cards back to the deck that was drawn this section

**Jokers** Mini-Boss or if drawn on Item draw phase they are allies. if drawn as enemy with boss it's the only card that stays with the boss.

Scabbit (Normal)  
Health 30                      Level 2                      XP125

Short Sword 1d6 + 3 damage

Drops: Scabbit Tail (Alchemist), small hilt (Blacksmith)

Small Dragon (Boss)  
Health 232                      Level 3                      Xp750

Weakness: Ice

Claw 1d8 + 4 damage  
Fire Breath 3d6 + 4

Drops: Dragon Claws(Blacksmith) x2

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How to make Your Character.

When you start off with your character sheet you have 6 **stat slots** for die to be assigned to Mana, Health, Strength, Dexterity, Intelligence, and Skill. You get 1d4, 2d6, 1d8, 1d10, 1d12 to place on the stats as you see fit. You get the full die value as Level 1 and roll the dice as you level then add that to your total value.

- **Mana:** The stat that allows you to cast spells at the cost of the mana you have for the day and and half of the max mana (rounded down) is what makes your Mana Cost for Marona.
- **Health:** It let's you take hits and do more after. Best stat.
- **Strength:** The stat that lets you hit like a truck with your damage.
- **Dexterity:** Is how easy it is to hit or **Lift** something.
- **Inelegance:** Determans how much your character knows and how many Ability they can learn.
- **Skill:** affects your ability craft items and rate at witch Ability grow.
- **Speed:** determines when your turn is in combat.
- **Summon Timer:** How long you can stay on the battle field in turns.
- **Summon Effect:** Abilities that go off once when you are summoned.
- **Mana Cost:** How many Characters can be called at one time. Once that Phantom's timer is up the cost is returned, but if they died on the field it is not returned until **Removed** from the field.

Other terms:

- **Removed:** is when a summon is returned to the plain in witch they are summoned from. If a player is knockout while summoned by effects other than from self, then they are not removed. To remove that player Marona must touch them to send them back.
- **Summoning:** Marona may summon as many phantoms as she wants in a turn as long as they don't cost more than her Summon limit. The summon range is Marona's Max speed.
- **Summon Limit:** is Marona's max Mana value.

- **Lift:** is the act of taking a item from a character. To perform a **Lift** the lifter must roll D20 & add their Dexterity vs their D20 & Dexterity.
- **Knocked out:** is when a phantom falls to 0 health. They are left on the field and are able to be healed.
- **Dematerialized:** is when a phantom is lower to half their max health after being **Knocked out**. To bring them back into this plain to be summoned one has to spend a toal of their stats times 10, exsample lvl 1 characters are  $((4+6+6+8+10+12) \times 10=460)$ .
- **Cast distance:** How far you can cast spells.
- **Zenny:** Money, the thing you need to buy stuff.

How to make monsters!!

Most monster have a one of two point distribution sets week(16) or average(57) for their stats. The base of Health and Mana is 10 and gain 2 to them for every point put to the stat. Then roll on the weakness chart to see what kind of weaknesses they have.

**Roll a D6**

- 1: Two weakness. Roll two more times and they get both.
- 2: Fire
- 3: Ice
- 4: Lighting
- 5: Wind
- 6: No weakness!!!!!!

*If you roll a 1 then a 6 on one of the rolls then the Monster only has one weakness.  
A monster can only have a max of 2 weaknesses.*

Combat has Actions and Turns. Each character can take any actions they want in one turn.

A turn comes about in order of highest speed to lowest. After the turn subtract the remaining speed of the next highest speed, and place then reset the turn order to reflect it even if it is after their own turn.

Actions are made up of Move, Lift, and Attack.

**Move:** is how fare you can move in a turn. You can move up to your max speed broken up how ever you see fit.

**Lift:** is the act of taking a item from a character or picking one up. You can't **Lift** if you have a weapon Equipment

**Attack:** is any type of action that is not Lift or Move. This includes Healing, Magic, using combat skills, or Items.

Spelling their doom with one 'o'

Spells are the thing that make a spell caster the monster on the field that they are. With that in mind I am leaving this one open to player creation because it has a lot of newox that can make a spell with fun and full of flavor, but I do have rule to keep them a bit predicable.

Type of spell

The types are Attack, Healing, Buff/Debuff,

- **Attack:** Spell that Decreases Health.
- **Healing:** Spell that Increases Health.
- **Buff/Debuff:** Spells that changes the stats temporally.

Who it will hit.

- **Target:** Only one character to target with spell
- **Area Chose:** The area the spell hits only affects the Disiered targets. Damage is lowered by one die size.
- **Area All:** Everything gets hit by this spell in the area of affect. Damage is interested by one die size.

#### Elements

*No effect for buffs or Debuffs, but they can add to the spell's theming*

- **Fire:** Magic that burns everything to the grund.
- **Ice:** Magic with the power to slow down others or impale them.
- **Lighting:** Magic with Speed and destruction ant the same time.
- **Wind:** Magic with air making every thing feel lighter.
- **Mana:** This is magic with no element added to it, just pure mana.

#### Range

For every 5 feet add to it's base range up the mana cost by half, but ups the dice for damage.

*Exp. Fire Blast is a 10 foot spell then upping to 20 feet. The spell goes from 1d~~ to 3d~~ and doubled the mana cost overall.*

- **Cone:** The action starts from the caster and gets wider as it goes. Starting range is 15feet long by 5-20 feet long
- **Blast:** This action centers the caster in the spell going out. Starting range is 5 feet.
- **Cube:** This spell can be place in any area within range of the caster. Cast distance is equal to movement and has a range of 10 feet by 10 feet.
- **Chain:** This spell lets you hit others with weaker versions of the spell with each successive chain. Cast distance is half Movement and has a chain range of 15 feet to it's target and targets of two (number targets also goes up with range).
- **Line:** This spell has a long but narrow reach. The range starts at 30 feet and goes up 10 feet instead of 5 for every increase.