

EQUIPMENT GUIDE

(Note: still under development, guide's details may possibly change before final results release)

In this guide you will be explaining in details the 7 equipment slots you have available for your OCs, and provided a selection of equipment, based on the Misadventures guide.

All brave adventurers need to have their own equipment and garments, now, don't they ;3c

In the misadventures guide there are 7 equipment slots:

- 1 - R HAND (/ Main hand)**
- 2 - L HAND (/ Off-hand)**
- 3 - HEAD**
- 4 - TORSO**
- 5 - LEGS**
- 6 - TRINKET 1 (/ Accessory 1)**
- 7 - TRINKET 2 (/ Accessory 2)**

- **(1-2) R HAND, L HAND** (Main and Off-hand): The weapons equipment slots. OCs can equip 2 one-handed weapons to each hand, or a one-handed weapon and a shield, or hold 1 two-handed weapon (ex: greatsword, bow, staff, etc) (more details in later pages of this guide)

- **(3-5) HEAD, TORSO, LEGS**: Are the armor equipment slots. Armor is used to increase the main HP and survivability of the OCs. There are 3 types of armor, which all provide a different variety of base stats depending the type. (more details in later pages of this guide)

- **(6-7) TRINKET 1, 2**: The accessory slots. Special jewels or items found along your journey, granting you unique passive or active skills, or buffs, for as long as you wear them. (more details in later pages of this guide)

***Note:** During the Character creation, you will be given a selection of choices for weapons, armor to begin and sometimes trinkets too, for the players to choose from for the OCs. This of course will always defer depending on the story setting all together. Please during that time though do respect the rules of the campaign given by the DM, and not try to go overboard with a new oc that just getting started. Your OCs are

not gods that are waiting to decimate the world, but heroes of their own stories, that are just getting their humble beginnings most of the time. So try to focus on simple things for a fun start for you, that will slowly and steady evolve to as your adventures goes on.

**There isn't any specific rule for the equipment other than these, but do not let that stop you. If you desire to add personal rules in your campaign, like durability loss or sideeffects for using your fist while wearing a ring, etc, etc, please do! But do just make sure you let your players know in advance about the rules you have added always ;3!

All these equipment slots are separated into 3 categories:

- 1) Weapons slots (1-2)
- 2) Armor Slots (3-5)
- 3) Accessory slots (6-7)

All the equipment have one thing in common, **it can all be warn by anyone**. Unless the DM, or the very equipment, or a passive skill, or buff or debuff does not allow you to equip or use said equipment, there are no other restrictions on this part what-so-ever.

Like in the skills, you can use and built your character as you like.

*and don't forget, if you like or want to add your own set of rules for your gameplays, you can always do so.

In the rest of the guide we will now talk a bit more in detail for each of the equipment available for on the Misadventures guide.

1) WEAPONS SLOTS (1-2)

As their name refer to, the weapons slots is were you will note down the weapons that you want to equip to your OCs.

All the weapons are separated into 2 types. One-handed, and two-handed. The one-handed weapons are weapons that can be hold into one of the hands of the OCs, thus put into only one of the 2 weapons slots, while the two-handed weapons, are big weapons that required both hands of the OCs to wield them, Thus automatically take both of the weapon slots available.

Here you can see what weapons of each 2 types are available in our guide:

- One-handed weapons (1-H)

- Sword
- Mace/ Hammer
- Axe
- Dagger
- Shield
- Whip
- Wand
- Scepter/ cane
- Focus (magic balls, floating skulls, etc)
- Chakram
- Pistol

- Two-handed weapons (2-H)

- Sword
- Mace/ Hammer
- Axe
- Spear
- Fist weapons
- Bow
- Crossbow
- Riffle
- Staff
- Magic scroll*

*-The Magic scroll its a special weapon that can create any of the other weapons, but it cost AP to summon them. The scroll has its own AP.

-The summon weapons have the stats the scroll provide.

- The summon weapons can be used to throw them with the ‘Weapon throw’ ability, but if not retrieved in 1 turn, they are un-summoned/ disappear and new weapons must be re-summoned again. The 1 turn limit does increase if you upgrade the scroll.
- if needed to summon 2 weapons (ex like 1 sword and 1 shield) you will need to spend 1 AP for each weapon summoned. 2-handed weapons count as 1 summon, though.
- Weapons’ professions of specific type of weapons, will grant their effects and benefits to the summoned weapon, if it is the same type as the profession.
- Summon weapons can be “stored/ sheathed” into the scroll after a battle, or when the user desired, and can be resummoned whenever their user desires to “unsheathe” them. This action wont restore AP, but wont cost any either. You can only store one 2-handed weapon, or two 1-handed weapons of the scroll. If scroll is unequipped, while summoned weapons are stored in, the weapons wont disappear, but the user wont be able to get them, until they get their weapon back. None other than them can summon their stored weapons that they have summoned. All others are just summoning their own weapons if used the scroll.
- The magic scroll itself cannot be used to fight. If you haven’t or can’t summon weapons, then you attack your enemy with bare-hands, minus the ATK your equip weapon provides

2) Armor Slots (3-5)

Again, as their name says, those slots are for you to note down the armor equipment you will be using for your OCs.

The armor is separated into 3 types:

- **Heavy armor:** The armor type that focuses on HP and ATK, but provides lower SPD stats
- **Leather armor:** The armor type that grants a balance of HP, SPEED, and ATK stats
- **Cloth armor:** The armor type that focuses more on ATK and SPEED stats, but provide less HP stats than the other armor types