

V.0.1.0

(This is a still evolving Rule book. There might be changes in the future updates, such as rename of abilities, new additions to the gameplay or even removal of some mechanics too.)

## Misadventures rules guide

This is a fun made DnD-like rule-book, inspired from Misadventures comic, for anyone that wish to try and make their own “misadventures” and play along with friends.

**Rules** (do not be alarmed, they are just simple that just aim for simple and faster gameplay):

- Instead of a dices-system, this rule book is played by using a simple **rock-paper-scissors system (RPS)**. Both players and DM will be using it. It is a simpler system that was made with the thought of playing without dices (as not all of us are lucky enough to have their own sets) and with the use of even simpler math. You can still use dices if you want ofcourse, and the details of their use and the battle system all together, can be found it in “**battle system guide**”, further bellow.
  - All enemies, npcs, and heroes have a basic damage of 1. This does change as you progress into your stories. Full details in “**battle system guide**”.
  - Instead of normal level ups with gaining stats, this system will have Skills levels. The heroes will have to level up their skills in order to obtain powers. Full details in “**Skills system guide**”.
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## GAME GUIDE

### PLAYER TEAMS:

The players are split into 2 teams:

- 1) The Dungeon Master (or DM for sorts). One player who will play the role of the story teller to the rest of the group, and will have control of the monsters and NPCs (no-playable-characters) of the story.
- 2) Hero team. A group of players, or a single player, ready to undertake the adventure their DM has prepare for them!

### TURNS:

Like every role-playing games out there, this game, too, will have a turn-base progression. The heroes will take turns on for their actions, whose order will be determined before the beginning of the story. Now this can be achieved in many ways. One is the group just decide by themselves their order, or they can simple decide with a fast **RPS** game, with the winner being the one that goes first and so on. Other options can be the use of a dice, with the higher number deciding the winner for the action. Now during battle the order of the turns goes a little differently. During combat, the turns are determined by a quick RPS. This will result on the order of the battles. Here are the orders:

- if the heroes win the rps, they will go first, with a small extra +1 on their basic damage, for the first turn.
- if they come to a draw, they will go first.
- if they lose, they will go last.

\*Now there are gonna be times when the heroes or the enemies might have the advantage on a situation, like an ambush. During these times, the heroes or the enemies will have a chance to get an extra turn of action, if the ambush is a success.

### WEAPONS:

- The weapons determine what the main attribute of your simple attacks will be. All weapons have their own attribute. For example there can be a sword that has red or green attribute, and a wand that has red attribute.
- The weapons are categorized into 2 teams
  - 1) melee, where they are only for close combats
  - 2) range, where all attacks are for long distance combats, and yes, range weapons can help for ambushes, or to get a couple of extra hits to the enemies before they come in range, if they don't have range weapons and/or skills too.
- Weapons do have passive skills. Not all weapons, or the early/ first weapons have them, but later on the story they will.

### -Melee weapons:

sword, knife, axe, mace, hammer, morning star, spear, polearm, shield, lute, guitar

### -Range weapons:

bow, crossbow, chakram, whip, wand, staff, focus, flute, harp, drums (magic tome, crystal ball, etc)

\*Unarmed: You use your fist to fight. Your attack gets the same attribute as your main attribute.

## BATTLE GUIDE

### BASIC DAMAGE

All heroes, NPCs, and enemies have a **basic damage (BAtk)** of 1. This number increases or decreases only by any passive skills you might learn and/ or from various items you might find and equip, or by the passive skills enemies might possess.

### THE RPS SYSTEM

Like every fantasy story, in this too, there shall be battles, some that will be easy fought, some others might be long and tough...! For these scenarios, we created a simple R-P-S system (rock-papers-scissors). There are 3 attributes: **Might** (red), **Charisma** (green), and **Wisdom** (blue) (or **M**, **C**, and **W** for sorts), and all enemies, OCs, skills, attacks, weapons, and your heroes too, have their own unique attribute.



During battles, you will use your skills and simple attacks to fight your enemies.

All your attacks and skills have an attribute.

The attributes works as a simple R-P-S does with this order: Red beats Green, Green beats Blue, and Blue beats Red (think like the 3 starters like in pokemon games).

### **In sorts, depending on your attribute of your attack/ skill you use:**

1) When you attack,

-against same attribute (x1) (M → M)

-against weak attribute (x2) (M → C)

-against strong attribute (x0.5) (M → W)

2) When you defend,

-against same attribute (x0.5) (M → D)

-against weak attribute (x1.5) (M → C)

-against strong attribute (x0) (M → W)

**\*Weak spots:** Weak spots are exactly that, a weak spot on the enemy that make him take **x2 extra damage** if hit there! How to find it? Simple. Observe your enemy, and you will find out for sure ;3.

The weak spots variate through the targeted enemies/ NPCs. You can read and learn about them from either the **Monster Guide**, that will have full details about the game's enemies, or the DM can make full new ones with the enemy/ NPC sheets that will provided to them. (more examples later on)

**\*\*Ambush attack:** A primitive strike attack that grants an extra turn to the winner of the ambush, with an extra +1 damage to your attack for that extra turn.

Ambush attacks happens when the heroes' team manage to notice an enemy team first, without them notice them first. Then if the heroes decide to engage first with them, they get the "**ambush attack**" bonus.

**\*\*\*** All these can be ignored only on special occasions, such when the target has special traits that can defend from the type of attacks, or skills that allow you to ignore or dodge the first attack on the target, or even do even more damage from possible skills and/ or items.

## **RPS EXECUTION WAYS**

There are RPS can be be executed in two simple ways.

1) **By playing a rock-paper-scissor game**, where all the players choose one attribute, and then once everyone has decided you then all reveal your choice the same time. (note: for this method it would be best to have some items to represent your choices, like cards, for example, on the same color as the attributes for further help)

2) **Use a random choice method**. For all the fans of DnD out there we know that the you love the thrill of what the luck might bring on your games. So what better way but to use the same method here too!

-A simple way to do so is the use of the D6 dice, were you choose 2 sides to represent 1 attribute, and depending your roll, you use the attribute you assigned to it!

-Another random way can be the use of cards. You can create a deck of cards, assign attributes to each of them, shuffle them, and then at each turn you need to use RPS, you draw a card!

\*Now like we said, the guide is mainly made with the thought of not needing to use dices, as not all of us are lucky enough to have our own sets. But this doesn't mean that you cannot use them. Like given to the example you can use the dices you might have, by assign at the numbers the attributes, and depending the result, it will be the attribute you need. And still, that is not all! You can even use other dices like a D8, or a D20, to spice things up with more chances, or even use a different kind of deck of cards, or another random choice method that has not been listed here yet (as long as it follows the RPS system base that is)

## **HEROES' STATS SHEET**

**1) Name and backstory of the hero**

**2) HP (health points)** (All new heroes start with 3 HP)

**3) Heroes' main attribute**

**4) Basic damage (BAtk)**

**5) 4 equipment slots:**

- 2 for each hand, that can either hold one weapon each (ex. sword and/or shield), or 1 two-handed weapon (ex. great-sword, staff)

Weapons determine whats your simple attack's attribute.

- 1 for the armor. Armors grants you more HP.

- 1 for the trinket. Simple item that grants you a unique passive buff and/or skill (ex. +1 HP, always attacks first, etc)

\* There are some weapons and armor that might grant you extra effects and/or skills along the way. You just have to find them ;3.

## **6) Skills.**

There are 2 kind of skills: **Passive** and **Active skills**.

**-Passive skills** are skills that are always active. They provide the heroes with extra powers, such us extra damage points, or HP health points

**-Active skills** are your unique attacks and spells that you know to use in battle. All the active skills have their own attributes, and a set number of uses.

\*the uses reset every time the heroes rest, or sleep for the day, or maybe knocked out and wake up after a few hours. That can change depending the rules of the story you have.

\* **There is a limit of how many skills you can have.** Our heroes can only have 10 active, and 10 passive. If you reach the limit and learn a new skill, you can still learn that skill, BUT you will need to replace an old skill you already know, and it must be a skill of the same kind too (ex. If you learn a new active skill, then you can only replace it with another active skill)

\*\* **Both Passive and Active skills can be learned by 2 ways:**

- 1) rewards from missions from “mastery stones” or “mastery tomes”
- 2) by doing some unique actions

\*\*\* **All these applies for both monsters, Heroes, and random NPCs.**





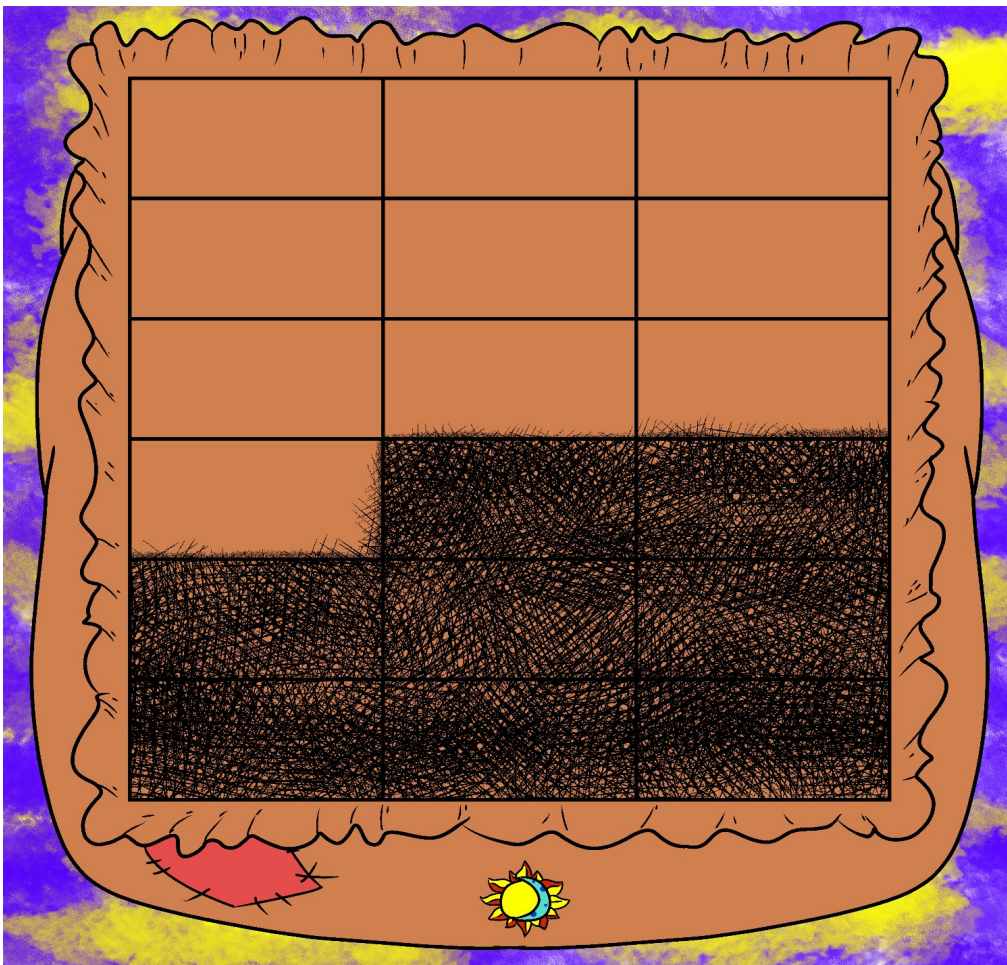
## **MAGIC BAG**

The magic bag, (or MB for sorts if you like) its the place where you keep the items you find. Although it has limited mount of items you can hold (for now), its still allows you to carry almost anything, regardless its size, or its amount.

\*The MB space can be increased by various ways that can be made form the DM of the story (ex: Reward from quests, crafting, monster drop, etc)

**NOTE: Using an item from the MB during the battles, it will count as a turn.** Use your actions wisely.

- For a simple game, you will have **6 slots available**, and slowly increase it from this point on.





## CREATING AN CHARACTER (OC)

-When you create a new OC you have 3 major choices you need to make:

1) **Choose your main attribute.**

2) **Choose your skills.** You will be given 7 points to spend and learn your skills you want. (A list of learning skills will be given for you down bellow)

3) **Choose the race and backstory of your Hero.** This is a bit more optional, but in many cases it can be very resourceful for you as your backstory can give you chances in the story, from giving you the ability to try and escape from a difficult situation, to maybe get a bonus in powers and levels as you keep playing.

## SKILLS GUIDE LIST

(NOTE: Currently skills are still under WIP. These are not even close the final idea. The available skills are just for the simple creation purposes)

### ACTIVE SKILLS

**(NOT FINAL)** Each Active skills level-ups after 3 total uses. Once the skill levels up its gains +1 Uses point. In order to Level up again, you will need to +3 times of use for each level-up

(lvl 1 – 3 uses)

(lvl 2 – 6 uses)

(lvl 3 – 9 uses)

(and so on)

Max level is 10

(Skill's name / Uses / Attribute / Further description)

### Melee

- Mighty blow / x3 / M

- Rushing strike / x2 / C / You always attack first

- Sucker punch / x2 / M / stuns target for 2 turns / always does 1 HP damage.

- Wide slash / x2 / M / can hit up to 3 targets close to the user

- Guard / x2 / same attribute as user / guards up to 2 enemies targeting the user, and halves their incoming damage.

## Range

- Firebolt / x3 / M
- Thunderbolt / x3 / C / does x2 damage if the enemy stand into water surfaces.
- Ice lance / x3 / W
- smoke Bomb / x2/ C / creates an area where it is hard to land attacks for 2 turns, for enemies and user alike
- Throw Bolas/ x1 / C / stun the target for 2 turns
- Telekinesis/ x5 / W / moves objects from 8 meters away from you / does no damage (fall damage now, is another thing, now ;3c) / Always RPS during battle to see if succeed or not.
- Knife throw / x2 / C
- Magic shield / x2 / W / cast a magic wall-like shield for 2 turns, and guards up to 2 enemies targeting the user's target, and halves their incoming damage. Completely protects against range attacks / the user cannot act for those 2 turns / the user can choose to drop the shield early if you desire.

## PASSIVE SKILLS

**(NOT FINAL)** Each passive skills have their own parameters (\*) that need to be met in order to level up.

Max level is 10

Not all passive skills have level ups

(Skill name / Further description)

-Brute strength / +1 to BAtk

(each lvl gives +1 BAtk)

\* Use weapon 3 times, and +3 for each level

-Dexterous / can do rps to dodge the 1st incoming attack / this effect activates only once per battle

(next lvl 2 you can rps to dodge 2<sup>nd</sup> attack, lvl 4 for 3<sup>rd</sup>, lvl 6 for 4<sup>th</sup>, lvl 8 for 5<sup>th</sup>, and lvl 10 for 6<sup>th</sup>)

\* dodge successfully 3 times, and +3 for each level

-Thick skin/ adds +2 HP  
(each level gives +2HP)

\* take 5 HP damage, and +5 for each level

-Magic armor / +1 HP  
(each lvl +1 HP)

\* take 3 HP damage, and +3 for each level

- Photographic memory / Memorize things by just seeing them once.  
Always success on puzzles, or when you need to remember details.

-Beast tongue / You are able to understand and talk with the beast of the wild

