

Supremacy: Battle and Over-World System

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❖ **Supremacy Battle System: Brief Summary**

Even before the arrival of the Grandose Indra and knowledge itself, all living creatures utilized their viciousness and rage to communicate with each other, leaving the battlefield with blood and guts. Despite later having a more civilized society, all creatures occasionally handle their problems through their latent savagery, accompanied with words and Magic. Battles have evolved to the point of unpredictability; it can still be filled with simple aggressiveness, or through calming words and manipulation. The battle can only be determined by the participants, circumstance, and stadium.

❖ **Battle Phases**

*There are four different types of phases in a battle: **Preparation Phase, Movement Phase, Main Phase, and Extra Phase**. Despite each phase being vastly different from each other, each phase offers the option to utilize **Actionary Words**, which allows one to verbally speak for a small period of time depending on the Phase, and allows for the receiver to respond back; **Actionary Words** can only be used twice per turn. You have **10 Seconds** to decide what action you will conduct in each of your phases.*

❖ **0. Damage and Healing**

*When you are using a skill, spell, etc that has a **Damage** or **Healing Output**, the outcome will be calculated by multiplying the initial roll by the number of dice that need to be rolled. For example, if you use the **Fireball Spell**, which does **8D6** fire damage on a failed save, and you roll **5** on the **First Die**, you will multiply the initial number **5** by **8** instead of rolling 7 more times.*

*Another example is if you use the **Cure Wounds Spell** at **2nd Level**, which allows a creature you touch to regain **2D8 + your spellcasting ability modifier**, and you roll **7** on the **First Die**, you multiply the initial number **7** by **2** and then add your spellcasting ability modifier.*

❖ **1. Preparation Phase**

*In this phase, you are slowly adapting to your battlefield; you cannot Attack your opponent or activate any of your Magic skills. At most **One Action** (excluding Actionary Words) can be done in this phase. These are the list of actions you can do during your **Preparation Phase**:*

- **Actionary Words (Preparation):** You have at most **30 seconds** to speak to either your opponent or your allies. You have a higher chance of converting your opponent to your side, motivating your allies, or ending the battle; however, this can be interrupted.
 - **Potion Handling:** You have a chance of either using a Health or Mana Potion on yourself; If you are close to an ally, you can also use a Potion on them.
 - **Item Handling:** You can utilize any item on you or near you, as long as you do not use it to attack any creatures.
 - **Magical Buff-Up:** Depending on what type of Magic skill it is, you can choose to activate its effects. Ex: Buff Up, Speed Up, etc
 - **Passive Activation:** If you have a Passive Ability, you can choose to activate its effects in this phase **only**; Curse activation and X-Magic activation are also included in this phase.
 - **Weapon Swap:** You can either swap with a weapon that is on you, or one that is near you: This can also be done if you have Arsenal Shift Magic.
 - **Weapon Reload:** When you run out of starting bolts, arrows, or magic bullets, you can reload it using ammunition on hand or nearby.
 - **Accessory Activation:** If you have a special item that has an activation effect (Ex: One of the Exium Gauntlet's effects allow you to use more than one Magic Charge for Explosion Magic), then you can activate one of its specified effects here. You do not need to use this action if you're using the same effect, however, you will need to use this action if you are readjusting the initial effect (Ex: Changing from using 2 Magic Charges for Explosion Magic instead of 4 Magic Charges requires the use of this action).
 - **Field Interaction:** You can perform small actions like pushing, pulling, etc on any object close to you.
 - **Centerstage:** You can perform small actions such as dancing, instrument playing, etc; you can also choose to hurt yourself with this action. Effects may vary depending on the action and/or person.
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❖ 2. Movement Phase

*In this phase, you are ready to roam with the wind; you cannot attack your opponent, but some Magic skills are able to be casted. At most **One Action** (excluding Actionary Words) can be done in this phase. These are the list of actions you can do during your **Movement Phase**:*

- **Actionary Words (Movement):** *You have at most **10 seconds** to speak to either your opponent or your allies. You have a higher chance of startling, or confusing your target; however, this can easily be ignored.*
- **Movement:** *You can move any direction, even diagonally, and the amount of spaces you can move depends on the size of your character.*
- **Dash:** *You can move double your regular movement in any direction, but you cannot dash diagonally.*
- **Tactical Roll:** *You can roll any direction, even diagonally, and have a higher chance of avoiding traps or stage, but the amount of spaces you can move will be cut by half. It will be harder to hit you with an Opportunity Attack (these attacks will be done at disadvantage against you).*
- **Leap off:** *You can latch onto any surface, including a creature, and leap off of the surface dealing 1D4 Damage; you can only move backwards. You are able to pass a creature and/or object's space while leaping. This action can only work if the surface is the same size as you, or larger, and is based on Dexterity Saving Throw.*
- **Flight:** *For those who can fly using a Race Trait, an item, or Magical skill, you can ascend from the ground and into the skies.*
- **Grappling Hook:** *For those who can grapple using an item or Magical skill, you can grapple to any space within reach (depending on your item or Magic)*
- **Teleportation:** *For those who can teleport using an item or Magical skill, you can teleport to any space within reach (depending on your item or Magic)*

❖ 3. Main Phase

*In this phase, you are finally ready to use your sharpened blades and strike; the battle can be decided through your action. At most **One Action** (excluding Actionary Words) can be done in this phase. These are a list of actions you can do during your **Main Phase**:*

- **Actionary Words (Main Phase):** You have at most **5 seconds** to speak to either your opponent or allies. You have a higher chance of intimidating your target; however, your target can also grow furious.
 - **Weapon Attack:** You can strike your target with the weapons on you or next to you.
 - **Feint Attack:** You can easily strike your target by only needing to roll half of their AC or higher, but it does 1D4 Damage. Doing a Feint Attack to their pressure points will require you to make an Intelligence or Wisdom Check, and an attack roll above their AC.
 - **Team Strike:** You can perform a Team Strike with one or more allies (Depending on your **Harmony Level** with them); however your ally cannot attack during their next **Main Phase and Extra Phase**. Your **Total Damage** and terrain destruction can be multiplied depending on the magical elements utilized (Ex: Combining Fire and Lightning will increase the total damage by 2x).
 - **Sneak:** You can undergo sneak mode by making a Dexterity (Stealth) check; this will be more successful if you are in a dark area. If you attack in sneak mode, your attack will be at advantage.
 - **Baton Pass:** You can give your turn to another creature. If they are far away, then they can do more damage with any ranged attack; if they are close, but not physical contact, then they can do more physical damage; if they can be tagged, then they will do more Magic damage. Once you use **Baton Pass**, you cannot conduct your **Extra Phase**.
 - **Grapple:** You wrestle your target until you can fully grapple it by making a Strength (Athletics) Check or Dexterity (Acrobatics) Check. Once your target is grappled, you can perform actions on it during your **Extra Phase**. Ex: Slamming, Striking (Only with one free hand), Hostage, etc
 - **Artificial Magic Spells:** You can utilize Magic skills that require ingredients.
 - **Magic Skills:** You can utilize Magic skills that require Magic charges for activation.
 - **Cantrips:** You can utilize any designated cantrip.
 - **Scroll Handling:** You can activate the effects of your designated scroll.
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❖ 4. Extra Phase

*In this phase, you are almost ready to end your turn; This is the time to unleash some last-ditch efforts; You cannot attack with your weapons, but Magic is still usable. At most **One Action** (excluding Actionary Words) can be done in this phase. These are a list of actions you can do during your **Extra Phase**:*

- **Actionary Words (Main Phase):** *You have at most **15 seconds** to speak to either your opponent or allies. You have a higher chance of lowering your opponent's guard completely, or ending the battle; however, your target can also grow furious, or nonnegotiable.*
- **Search:** *You can choose to search around your space for a specific object by making a Wisdom (Perception) Check.*
- **Sneak:** *You can undergo sneak mode by making a Dexterity (Stealth) check; this will be more successful if you are in a dark area. If you attack in sneak mode, your attack will be at advantage.*
- **Cover:** *You can choose to take cover behind an object. A target with half cover has a +2 bonus to AC; A target with three-quarters cover has a +5 bonus to AC; A target with total cover can't be targeted directly by an Attack or a spell, however, you cannot conduct an opportunity attack behind total cover.*
- **Defend:** *You go into a defense stance which grants you an additional 1D4 to your Armor Class until your next turn.*
- **Magic Recharge:** *If you have a missing **Magic Charge**, you can roll a D20 and get it back by rolling a 14 or higher [An Intelligence (Arcana) Check can be used instead, but you need to roll a 16 or higher]; rolling a 20 will fully recharge one of your magics: rolling a 1 will cause your Magic to malfunction (the results can vary depending on the Magic and severity).*
- **Foresight:** *You have a higher chance of engaging your next move during your target's turn by making a Wisdom (Insight) Check. Ex: If you know that your target will take out their bow, then you can quickly prevent them from doing so as long as you have the tools and skills.*
- **Magic Skills:** *You can utilize Magic skills that require Magic charges for activation. However, you cannot deal damage.*
- **Cantrips:** *You can utilize any designated cantrip.*
- **Scroll Handling:** *You can activate the effects of your designated scroll.*

- **Field Interaction:** You can perform small actions like pushing, pulling, etc on any object close to you.
 - **CPR:** You can choose to do CPR on an unconscious target by making a Wisdom (Medicine) Check; you have to roll a 18 or higher to stabilize your target: Your target will regain 1 HP after one rotation.
 - **Bribery:** You can persuade your opponent to stop fighting by bribing them with an item (Success will vary depending on the item).
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❖ 5. Reaction Phase

Even if you are not prepared to attack, you are still ready to react to your surroundings; Everyone has two **Reaction Opportunities**, and once both are exhausted, you will need to roll a 13 or higher on a D20 to restore **One Reaction Opportunity** in the beginning of your next turn. These are a list of actions that can be performed during your **Reaction Phase**:

- **Dodge:** You can dodge an incoming close or ranged attack and move one space in any direction by making a Dexterity Saving Throw against the attacker's Attack Roll.
 - **Block:** You can take out your shield, or arms, and potentially block all incoming damage, or some damage.
 - **Parry:** You can parry an incoming attack by making a Dexterity Saving Throw against the attacker's Attack Roll, which grants you an opportunity to strike against the attacker. Parrying a ranged attack will require a higher roll to be a success (DC is increased by +2).
 - **Disarm:** You can disarm an attacker's weapon by making a Dexterity (Sleight of Hand) Check against the attacker's Attack roll, which grants you the opportunity to grab their weapon.
 - **Reflect:** When a Magic skill is coming towards you, you can reflect it in any direction by making an Intelligence (Arcana) Check against the attacker's Attack Roll.
 - **Opportunity Attack:** When your designated target initiates their movement, you can attack them using any attack. Ex: Weapon Attack, Artificial Magic Spells, etc. If you miss an opportunity attack, then your target can strike back with advantage.
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❖ **6. Momentum Phase/ Team Momentum Phase/ AOE Momentum Phase**

One can undergo a huge state of adrenaline that allows for a combination of complete destruction and prowess; Everyone has an opportunity to showcase the most decisive, and dynamic aspect of themselves through the **Momentum Phase**.

- Everyone has six **Momentum Marks** to obtain: they can be obtained by successfully attacking the same target. Once the same target is hit six times, one can utilize their **Momentum Phase** on the same target and deal extraordinary amounts of damage (The minimum amount of damage is half 1D100, rolling a 10 results in a reroll); One can also obtain a **Momentum Phase** by dodging one. Once both **Momentum Phases** are used up, one can no longer perform the action again in the same battle.

Two or more people can undergo a synchronized state of adrenaline and exude ultimate destruction and prowess by performing the **Team Momentum Phase**; however, this can only be done if participants have reached a certain **Harmony Level**.

- Instead of doing a **Momentum Phase**, two or more people can perform the **Team Momentum Phase**; To perform this action, all participants must successfully hit the same target four times; Dodging a **Team Momentum Phase** will grant one with an **AOE Momentum Phase**. Once the **Team Momentum Phase** and **AOE Momentum Phase** are used up, one can no longer perform the action again in the same battle.

One can undergo a huge state of adrenaline with a hint of concentration against two or more targets by performing the **AOE Momentum Phase**; however, if this action is done, one cannot perform a normal **Momentum Phase** or a **Team Momentum Phase**.

- To perform an **AOE Momentum Phase**, one will need to land four attacks against two targets; however, if one targets more than two creatures, then each creature needs to be successfully attacked three times. If a target dodges the **AOE Momentum Phase**, then they will gain a **Momentum Phase**.
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❖ 7. Injuries and the Critical Table

In battle, many fatal scenarios can occur, injury almost being an assured occurrence. With a single critical blow, one can immediately fall in battle due to **Injury**. There are several ways one can be injured. Here is the table of **Injuries**.

<i>Injury Type</i>	<i>Prerequisites</i>	<i>Effects</i>
<i>Broken Bones</i>	<i>Damage that exceeds half your Current Hitpoints (Minimum: 10 Hitpoints) is dealt towards a specific body part.</i>	<ul style="list-style-type: none"> • Depending on the body part, it will be unusable for the rest of the battle. <ul style="list-style-type: none"> • You gain disadvantage on all rolls except Death Saving Throws. • You must rest your body (Min: 1 Day, Max: 3 Months) based on 3 Death Saving Throws to remove the Injury.
<i>Broken Body</i>	<i>Damage that exceeds half your Current Hitpoints (Minimum: 10 Hitpoints) is dealt towards you.</i>	<ul style="list-style-type: none"> • You gain disadvantage on all rolls except Death Saving Throws. • You will be stunned for 1 rotation. • After the rotation, you must roll 3 Death Saving Throws. On a fail, your AC and Maximum Hitpoints will be halved. On a success, you will lose 3D10 Hitpoints. • If you fail the 1st Death Saves, you must rest your body (Min: 1 Day, Max: 5 Months) based on 3 Death Saving Throws to remove the Injury.
<i>Torn Body Part</i>	<i>Damage that exceeds your</i>	<ul style="list-style-type: none"> • Depending on the

	<p><i>Current Hitpoints (Minimum: 10 Hitpoints) is dealt towards a specific body part.</i></p>	<p><i>body part, it will be unusable.</i></p> <ul style="list-style-type: none"> • <i>Your Constitution, Strength, and Dexterity Modifiers will be reduced by 1 permanently.</i> • <i>Maximum Hitpoints will be permanently reduced by ⅓.</i> <ul style="list-style-type: none"> • <i>You gain disadvantage on all rolls permanently.</i>
<p><i>Magic Fatigue</i></p>	<p><i>You have no Magic Charges left.</i></p>	<ul style="list-style-type: none"> • <i>You are unable to regain Magic Charges for 24 hours.</i> • <i>When you take a long rest, the maximum Magic Charges you can gain is 2.</i> • <i>Magic Skills deal double damage towards you.</i> • <i>All Ability Scores Modifiers and Saving Throws are reduced by 2.</i> • <i>Recovery Time will vary depending on your Maximum Magic Charges.</i> <ul style="list-style-type: none"> ○ <i>1-25: You must rest for 1 day.</i> ○ <i>26-50: You must rest for 1 week.</i> ○ <i>50-75: You must rest for 1 month.</i> ○ <i>76-99: You must rest for 2 months.</i> ○ <i>100+: You must rest between 3</i>

		months to a year.
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During battle, **Injuries** are not the only factors that can lead to a quick end. One can also make a fatal mistake that completely changes the course of battle. Rolling a **1** during your Attack Roll or Reactions will cost you. Here is the **Critical Table for Attack Rolls**:

Number	Name	Effects
1	Counterattack	The target can immediately make an attack against you.
2	Opening Swing	The target gains double advantage against you on their next attack.
3	Backfire	Roll a Dexterity Saving Throw. On a fail, deal damage equal to half the damage of your attack.
4	Weapon Fling/ Nulled Magic	Roll a Strength or Dexterity Saving Throw. On a fail, your weapon is flung 2D8 Spaces away from you. If you use a Spell or Magic Skill, its effects are nullified.
5	Pulled Muscle	Roll a Constitution Saving Throw. On a fail, your next attack roll will be done at double disadvantage.
6	Friendly Fire	You attack an ally that is within range. If there is no ally nearby, reroll.
7	Magic Strain/ Weapon Strain	Roll your highest Saving Throw. On a fail, you run out of Magic Charges with that specific Magic, or you lose all your Spell Slots for that specific level. If you used a Weapon, you cannot use that Weapon for 2 rotations.
8	Weapon Break/ Magic Break	Roll your highest Saving Throw. On a fail, your weapon is broken. If you used Magic, then you cannot utilize Magic Skills from that specific Magical Archetype for 2 rotations.
9	Soiled	Roll a Constitution Saving Throw. On a fail, you are frightened for 1 rotation.
10	Nerve Loss	Roll your highest Saving Throw. On a fail, your turn ends.

Here is the **Critical Table for Reaction:**

Number	Name	Effects
1	<i>Lethal Strike</i>	<i>The aggressor deals double damage.</i>
2	<i>Adrenaline Burst</i>	<i>The aggressor can make a second attack against you.</i>
3	<i>Lowered Defenses</i>	<i>Your AC is reduced by 2 for 1 rotation.</i>
4	<i>Pulled Muscle</i>	<i>Your next Reaction will be done at double disadvantage.</i>
5	<i>Overexertion</i>	<i>You lose an extra Reaction Opportunity.</i>
6	<i>Swarmed</i>	<i>The aggressor can make an attack against another creature within range.</i>
7	<i>Body Fatigue</i>	<i>You gain an Exhaustion Level.</i>
8	<i>Shocking Blow</i>	<i>You are stunned for 1 rotation.</i>
9	<i>Takedown</i>	<i>Your movement speed is reduced to 0 for 2 rotations.</i>
10	<i>Fatal Injury</i>	<i>You gain the Broken Bones Injury. The aggressor can choose which body part is broken.</i>

❖ **8. Domination Effect**

One may realize that a foe is simply too powerful after having a near-death experience. If an attacker makes an **Attack Roll** that is greater than or equal to the **Domination DC**, which is the attacked creature's **Armor Class** +10, then the **Total Damage** of the attack will be doubled; the **Domination DC** decreases by **2** for each **Attack Roll** that is greater than or equal to the **Domination DC**.

If the **Domination DC** equals a creature's **Armor Class**, attacks against that creature will always hit and deal triple damage. **AOE Attacks** can also have the **Domination Effect**; simply make an **Attack Roll** as if one were using a **Singular Attack** (rolling lower than the attacked creature's **Armor Class** does not force the **AOE** attack to miss).

❖ **Chase Combat**

Sometimes, a battle does not need to end in bloodshed. However, that is a difficult outcome to avoid, but there is a way. **Chase Combat** is when a **Pursuer** is attempting to capture the **Quarry**, and the chase ends when the **Pursuer** captures the **Quarry** or when the **Quarry** escapes the **Pursuer**.

Chase Combat can be initiated when you are chasing after someone, or when you are attempting to escape (attempting to escape an encounter counts). In this form of combat, the participants will only have access to their **Movement Phase** and **Main Phase**, however, actions from the **Preparation** and **Extra Phase** can be conducted in the **Main Phase**; your starting **Reaction Points** will be determined by your **Movement Speed** divided by 5 (always round down). There are also new functions in **Chase Combat** that the participants need to acknowledge.

❖ **Chase Combat Initiative**

Initiative **Chase Combat** is slightly different from regular combat. In order to start, the **Quarry** and **Pursuer** side must be established; each member of the **Quarry** side must roll **Initiative** and the highest roll will be used, and the same goes for the **Pursuer** side. The order of who goes can be decided by each respective side, however, if anyone from any side rolls below a 13 in **Initiative**, they will be at the bottom of the **Attack Order**.

❖ **Losing, Maintaining, and Closing a Gap**

No matter which side you're on, manipulation over the **Gap** is the most important aspect of **Chase Combat**. At the beginning of your turn, you will need to make a D20 roll and add the value of your **Movement Speed** divided by 5; this roll will be contested with your opposition's roll. If you lose the contest, you will lose **1 Gap Point**, if you tie in the contest, you maintain your **Gap Points**, and if you win the contest, you gain **1 Gap Point**.

When you maintain your **Gap**, you will be able to move 1 Space. If you lose the **Gap**, you will encounter an obstacle; the severity of the obstacle will depend on the DM's roll on a D20 (Obstacles have the potential of making you lose up to **3 Gap Points**). If you gain a **Gap**, you will be able to move 2 Spaces. Gaining a total of **-3 Gap Points** or **3 Gap Points** will depend on your **Chase Combat** role.

❖ **The Pursuer Position**

When you gain a total of **3 Gap Points**, you are able to get on the **Quarry's** space, you must be at most 2 spaces away from the **Quarry** to perform this action; when this occurs, you and the **Quarry** cannot gain additional **Gap Points** and will move only 1 Space in a random direction (The DM determines this by rolling a D4). If you are not within at least 2 Spaces from the **Quarry**, you can always move 2 spaces in every rotation and the **Quarry** can only lose or maintain their **Gap Points** in this scenario.

While in their space, you can attempt to capture the **Quarry** by making a Dexterity or Strength Saving Throw with advantage, which will be contested with the **Quarry's** Dexterity or Strength Saving Throw. If you lose the contest a total of 2 times, your Gaps are reset and the Chase continues, you move back spaces equal to the **Quarry's Gap Points** + 1. If you win the contest, the **Quarry** is fully captured and you win the **Chase Combat**.

When you gain a total of **-3 Gap Points**, the **Quarry's 3 Gap Points** scenario will ensue.

❖ **The Quarry Position**

When you gain a total of **3 Gap Points**, you are able to make a Dexterity (Stealth) Check with advantage as long as the **Pursuer** is at least 2 Spaces away from you; you and the Quarry cannot gain additional **Gap Points**, and only you can move 1 Space in any direction. If you are not at most 2 spaces away from the **Pursuer**, you can always move 2 spaces in every rotation and the **Pursuer** can only lose or maintain their **Gap Points** in this scenario.

When you succeed a Dexterity (Stealth) Check, you can make a Wisdom (Survival) with double advantage + 1 for each Space away from the closest **Pursuer**. The **Pursuer** can make a Wisdom (Perception) Check, disadvantage when you succeed your Dexterity (Stealth) Check; if they succeed the Wisdom (Perception) Check, your **Gap Points** will be resetted and the chase continues. If you succeed the Wisdom (Survival) Check, you escape the **Pursuer** and win the **Chase Combat**.

❖ **Supremacy Overworld System: Brief Summary**

People interaction is the most vital component of Surumlos' society because it can decide one's outward and self image, move and alter opinions, and ultimately influence the impending future. After the arrival of Grandose, people interaction has become essential in allowing society to become self aware of their own behaviors and ideals; the world acknowledges the ever changing landscape caused by mere, yet influential words. Ultimately, the voice of reason stands as the strongest weapon because of its ability to influence a person.

❖ **Campfire Stories**

Many members of Surumlos' society are intrigued in learning about the world around them; Not only do people discover unknown and/or fascinating locations, but they also encounter new people, and possibly new allies. Even with enough energy to venture through the entire land, everyone is prone to resting their needs while connecting with Surumlos' sublime lands through peaceful means; All who seek adventure will experience downtime at a bright, calming campfire, ready to tell the world the stories of life experiences, while also allowing all participants to connect with each other.

- *Once a campfire is started (**Not limited to just a campfire. Ex: Boat Trips, Wagon Trips, etc**), and the majority is in agreement, the utterance of tales and fables shall follow. All members **must** tell a story if the group size does not exceed **3 People**; **At least 3 People** must tell a story if the group has **more than 3 People**. The type of stories depend on what type of card is drawn.*
 - **Hearts:** *If a Heart card is drawn, then a **love story** must be told.*
 - **Diamonds:** *If a Diamond card is drawn, then a **victory story** must be told.*
 - **Clubs:** *If a Club card is drawn, then a **story of hardship** must be told.*
 - **Spades:** *If a Spade card is drawn, then a **story of loss** must be told.*
 - **Jack:** *If a Jack card is drawn, then one will need to tell their **ultimate goal**, and why they want to achieve it.*
 - **Queen:** *If a Queen card is drawn, then a **love confession** must be told.*
 - **King:** *If a King Card is drawn, then **any story** can be told.*
 - **Ace:** *If an Ace Card is drawn, then one's **most memorable story** must be told.*

- **Joker:** If a Joker Card is drawn, then the drawer must choose up to **3 People** to tell a story. The drawer can choose the type of story for **1 Person**, while the two other people must draw a card.
 - If the whole group is left satisfied with the Campfire Story session, then everyone will gain advantages on all Checks for the next 1D4 days (This effect cannot be stacked).
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❖ **Harmony Levels**

Besides altering the masses' perception, connection is essential in uncovering the truth of the world; People form bonds together in order to live and understand, those same bonds can either be a positive or negative one. You can increase a creature's **Harmony Level** based on **Small Bond** (Ex: Taking them out for lunch) and **Large Bond Points** (Ex: Helping with a major personal issue); the number of bond points needed to gain a Harmony Level or gain a level up depends on the Level:

- **Harmony Level 1 Prerequisites:**
 - **Small Bond:** 3 Points
 - **Large Bond:** 1 Point
- **Harmony Level 2 Prerequisites:**
 - **Small Bond:** 6 Points
 - **Large Bond:** 3 Points
- **Harmony Level 3 Prerequisites:**
 - **Small Bond:** 12 Points
 - **Large Bond:** 4 Points
- **Harmony Level 4 Prerequisites:**
 - **Small Bond:** 18 Points
 - **Large Bond:** 6 Points
- **Harmony Level 5 Prerequisites:**
 - **Small Bond:** 25 Points
 - **Large Bond:** 10 Points

One may become a trusting ally, a simple friend, a protective guardian, an eager student, an adoring lover, a passionate rival, or even a fearsome enemy: all with their unique benefits.

Activating an **NPC Ability** in battle for the first time will automatically succeed, however, if you want to use an **NPC Ability** again, then you will need to wait two turns after activation and by rolling a 5 or higher on a D6 (for Level 1).

- **Harmony Level 1**

- **Friend Type:**

- You gain the weakest version of their NPC ability
 - May rarely send gifts
 - Can be elevated to either **True Friend** or **Lover**
 - **Team Momentum Phase** is unlocked

- **Rival Type:**

- You gain the weakest version of their NPC ability
 - May deal additional damage around the **Rival**

- **Guardian Type:**

- You gain the weakest version of their NPC ability
 - May gain additional Hit Points around the **Guardian**

- **Apprentice Type:**

- Is willing to listen to your instructions
 - May rarely send gifts
 - Can perform tasks for you (Ex: Laundry, Planting, Blacksmithing, etc.)

- **Enemy Type:**

- Your Charisma checks against the **Enemy** may be at disadvantage
 - Your attacks against the **Enemy** can potentially be at advantage
 - Can be elevated to **Friend** or **Rival**

- **Harmony Level 2**

- **Friend Type:**

- Their NPC ability is augmented to Level 2
 - May occasionally send you gifts
 - Willing to treat you to a nice place
 - Can perform some task for you (Ex: Laundry, Planting, Blacksmithing, etc)
 - Can be elevated to **True Friend** in the next level

- **Rival Type:**

- *Their NPC ability is augmented to Level 2*
 - *You can learn one of their **Magic Skills***
 - *May deal a great amount of additional damage, or a guaranteed additional 1D4 Damage when around the **Rival***
- **Guardian Type:**
 - *Their NPC ability is augmented to Level 2*
 - *Your Checks can potentially be at advantage*
 - *May gain a great amount of additional Hitpoints, or a guaranteed 1D4 Hit Points when around the **Guardian***
- **Apprentice Type:**
 - *You gain the weakest version of their NPC ability*
 - *May occasionally send you gifts*
 - *Will always be available to be a companion*
 - ***Team Momentum Phase** is unlocked*
- **Enemy Type:**
 - *Your Charisma checks against the **Enemy** will always be at disadvantage*
 - *Your attacks against the **Enemy** will always be at advantage*
 - *It is impossible for the **Enemy** to change **Harmony types***
- **Harmony Level 3**
 - **Friend Type:**
 - *Their NPC ability is augmented to Level 3*
 - *They will always give you a gift*
 - *Will be elevated to **Lover** or **True Friend** in the next level*
 - **True Friend Type:**
 - *Their NPC ability is augmented to Level 5*
 - *They will always give you a gift*
 - *You can learn two of their **Magic Skills***
 - **Rival Type:**
 - *Their NPC ability is augmented to Level 3*
 - *You can imbue your **Magic Skills** with one of **Rival's Magic***
 - ***Team Momentum Phase** is unlocked*

- **Guardian Type:**
 - Their NPC ability is augmented to Level 3
 - May occasionally give you a gift
 - Can be elevated to **True Friend** or **Lover**
 - **Team Momentum Phase** is unlocked
- **Apprentice Type:**
 - Their NPC ability is augmented to Level 3
 - They will always give you gifts
 - Can be elevated to **True Friend** or **Lover**
 - **Team Momentum Phase Damage** is augmented
- **Enemy Type:**
 - Charisma Checks towards the **Enemy** will always be at disadvantage or occasionally at double disadvantage
 - Attacks made towards the **Enemy** will always be at advantage or occasionally at double advantage
- **Harmony Level 4**
 - **True Friend Type (Through Friend Harmony Level 3):**
 - The same as **True Friend Harmony Level 3**
 - **True Friend Type:**
 - You can learn one of your **True Friend's Magic** with their exact **Stage**
 - **Team Momentum Phase Damage** is augmented
 - **Lover Type:**
 - Their NPC ability is augmented to Level 5, and the ability is slightly more augmented when around the **Lover**
 - They will always give you gifts
 - Will always take you anywhere nice
 - Can occasionally give you advantage or double advantage in any Checks
 - **Team Momentum Phase Damage** is always close to max damage
 - **Rival Type:**
 - Their NPC ability is augmented to Level 4
 - Will rarely give you gifts

- *Will always deal additional damage, even without the presence of the **Rival***
 - ***Momentum Phase Damage** is augmented*
 - *Can be elevated to **Lover** or **True Friend***
- **Guardian Type:**
 - *Their NPC ability is augmented to Level 4*
 - *Will always give you gifts*
 - *Will always gain additional Hitpoints, even without the presence of the **Guardian***
 - *If elevated to **Lover** or **True Friend**, then you can adopt one of their effects*
- **Apprentice Type:**
 - *Their NPC ability is augmented to Level 4*
 - *Will be able to learn one of your Magics*
 - *Can gain an additional **Main Phase** when around the **Apprentice***
 - *If elevated to **Lover** or **True Friend**, then you can adopt one of type's effects*
- **Enemy Type:**
 - *All Charisma Checks towards the **Enemy** will always be at double disadvantage*
 - *All attacks against the **Enemy** will always be at double advantage*
 - *Can be elevated to **Friend** or **Rival***
 - *Will elevate to **Nemesis***
- **Harmony Level 5**
 - **True Friend Type:**
 - *You can learn another one of the **True Friend's Magics***
 - ***Team Momentum Phase Damage** is close to max damage*
 - **Lover Type:**
 - ***Team Momentum Phase Damage** is always maximum*
 - *Can always provide advantage to every Check*
 - **Rival Type:**
 - *Their NPC Ability is augmented to Level 5*

- Will always give you a gift
- If elevated to **Lover** or **True Friend**, then you can adopt two of type's effects
- **Guardian Type:**
 - Their NPC Ability is augmented to Level 5
 - You can wield their **Magic** when the **Guardian** is around in battle
- **Apprentice Type:**
 - Their NPC Ability is augmented to Level 5
 - The **Apprentice** can wield your Magic during battle
 - If elevated to **Lover** or **True Friend**, then you can adopt one of type's effects
- **Nemesis Type:**
 - You can never negotiate with the **Nemesis**
 - Your attacks will always land on the **Nemesis**
 - You will always be hunted down by the **Nemesis** for the rest of your existence; your **Friend**, **True Friend**, and/or **Lover** will also be in perpetual danger

❖ **Exhaustion Levels**

Due to the vastness of Surumlos and society's fixation on unraveling magic and its secrets, exhaustion can seem like a minimal problem; however, even the mightiest of individuals are prone and powerless to their own fatigue. One can gain an **Exhaustion Level** by being knocked out two times, not sleeping for three days, not eating for two days, potion overdose, magic overexertion (You must roll using your Highest Saving Throw, DC is 16), and other similar situations. Here is a table showcasing all the **Exhaustion Levels**.

Level	Level Effects
1	You gain Disadvantage on all Ability Checks.
2	Your Speed is Halved.
3	The number of Magic Charges are halved.

4	You gain Disadvantage on Attack Rolls and Saving Throws.
5	You cannot avoid AOE and Saving Throw Attacks.
6	Your Maximum Hit Points and current AC are halved.
7	Your Speed and number of Magic Charges are reduced to 0
8	💀 Death 💀

In order to reduce your **Exhaustion Levels**, you can take consistent rests and breaks, eat food periodically, and other similar actions.

❖ Meal Sessions

Most creatures of Surumlos spend their downtime preparing an eventful feast with themselves, with a group of friends and family, or with a plethora of party goers. In order for these **Meal Sessions** to go well, the **Cooking Process** and **Enjoyment Ranking** needs to be accounted for.

While going through the **Cooking Process**, the **Chief(s)** will need to keep track of their ingredients and way of cooking; more specifically, the **Chief** will need to roll a Dexterity Saving Throw + Charisma Saving Throw to determine their meal's **Star Ranking**, which is determined by a Maximum DC of 40, however, the DC can be reduced and a bonus can be added to the Chief's roll based on the cooking style and ingredients used (The maximum bonus is a +6). Here is the table for **Star Ranking**.

Star DC	Star Ranking
DC 0-4	0 Star Meal
DC 5-8	0.5 Star Meal
DC 9-12	1-Star Meal
DC 13-16	1.5-Star Meal
DC 17-21	2-Star Meal

<i>DC 22-26</i>	<i>2.5-Star Meal</i>
<i>DC 27-30</i>	<i>3-Star Meal</i>
<i>DC 31-34</i>	<i>3.5-Star Meal</i>
<i>DC 35-37</i>	<i>4-Star Meal</i>
<i>DC 38-39</i>	<i>4.5-Star Meal</i>
<i>DC 40+</i>	<i>5-Star Meal</i>

After going through the **Cooking Process**, you will then test the quality of your meal through the people you're serving, more specifically, the **Enjoyment Ranking** of your feast. The participants of the feast will need to roll their Highest Saving Throw + (Star Ranking*1.5) to determine the **Enjoyment Ranking** of the feast, which is also determined by a Maximum DC of 40, however, the participants can gain a bonus to that roll based on the participants, occasion, and quality of the location feast and food, all of which are determined by the DM (The maximum bonus that can be given is a +10). Here is the table for **Enjoyment Ranking**:

Enjoyment DC	Enjoyment Ranking	Special Effect(s)
<i>DC 0-4</i>	<i>0/10</i>	<i>N/A</i>
<i>DC 5-8</i>	<i>1/10</i>	<ul style="list-style-type: none"> • The participants regain 1D10 Hitpoints. • Hunger is ¼ replenished.
<i>DC 9-12</i>	<i>2/10</i>	<ul style="list-style-type: none"> • The participants regain 2D10 Hitpoints. • Hunger is ½ replenished.
<i>DC 13-16</i>	<i>3/10</i>	<ul style="list-style-type: none"> • The participants regain 4D10 Hitpoints. • Hunger is ¾ replenished.
<i>DC 17-21</i>	<i>4/10</i>	<ul style="list-style-type: none"> • The participants regain 6D10 Hitpoints. • Hunger is ¾ replenished. • 1D4 Spell Slots and Magic Charges.
<i>DC 22-26</i>	<i>5/10</i>	<ul style="list-style-type: none"> • The participants regain 8D10 Hitpoints.

		<ul style="list-style-type: none"> • <i>Hunger is fully replenished.</i> • <i>1D4 Spell Slots and Magic Charges.</i>
<i>DC 27-30</i>	<i>6/10</i>	<ul style="list-style-type: none"> • <i>The participants regain 9D10 Hitpoints.</i> • <i>Hunger is fully replenished.</i> • <i>1D6 Spell Slots and Magic Charges.</i> • <i>You gain advantage on all rolls for 4 hours.</i>
<i>DC 31-34</i>	<i>7/10</i>	<ul style="list-style-type: none"> • <i>The participants regain 10D10 Hitpoints.</i> • <i>Hunger is fully replenished.</i> • <i>1D8 Spell Slots and Magic Charges.</i> • <i>You gain advantage on all rolls for 8 hours.</i>
<i>DC 35-37</i>	<i>8/10</i>	<ul style="list-style-type: none"> • <i>The participants regain 10D12 Hitpoints.</i> • <i>Hunger is fully replenished.</i> • <i>2D8 Spell Slots and Magic Charges.</i> • <i>You gain advantage on all rolls for 16 hours.</i>
<i>DC 38-39</i>	<i>9/10</i>	<ul style="list-style-type: none"> • <i>The participants regain 12D12 Hitpoints, any leftover is Temporary Hitpoints..</i> • <i>Hunger is fully replenished.</i> • <i>4D8 Spell Slots and Magic Charges, any leftover is considered extra Charges and Slots.</i> • <i>You gain advantage on all rolls for 2 days.</i>
<i>DC 40+</i>	<i>10/10</i>	<ul style="list-style-type: none"> • <i>The participants regain 14D12 Hitpoints, any leftover is Temporary Hitpoints..</i> • <i>Hunger is fully replenished.</i> • <i>6D12 on all types of Charges and Slots of your Choice, any leftover is considered extra Charges and Slots.</i>

		<ul style="list-style-type: none"> You gain advantage on all rolls for 1 week.
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❖ **Scroll Making and Enchanting**

Ever since the creation of the **Eden Paper** and **Magic Container Tube**, the art of **Scroll Making** and **Enchanting** has become more popular and even essential in the world of Surumlos, especially around the 5th century. In order to perform any of these actions, you will need the following materials to get started:

- Scroll Paper (Eden Tree is the best option)
- Any Magic Quill (i.e Dugalo or Demgress Quill)
- Magic Container Tube (MCT)
- Kraken Ink

In order to make a **Scroll**, you will first need to dip your **Magic Quill** into the **Kraken Ink**, soak the ink in the Magic Container Tube(s), and let it absorb the Magic. Once this is done, you must make a Dexterity (Sleight of Hand) Check to write the Scroll's **Magics**, **Damage/Healing Output**, and **Magical Effects**; in order to activate all these components, you will then need to make an Intelligence (Arcana) Check to solidify the Magical Components of the spell. You gain an advantage or bonuses to these rolls if you study **Scroll Making**. Here is the table for **Scroll Making** (You can apply maximum for each category, however, you risk danger to yourself):

Maximum Amount for a Stage	Maximum Damage/Healing Output	Maximum Magical Effects
6 Stage 1 Magics	5D12 Magic Damage/Healing	6 Magical Effects
5 Stage 2 Magics	8D12 Magic Damage/Healing	9 Magical Effects
4 Stage 3 Magics	11D12 Magic Damage/Healing	12 Magical Effects
3 Stage 4 Magics	15D12 Magic Damage/Healing	15 Magical Effects
2 Stage 5 Magics	20D12 Magic Damage/Healing	20 Magical Effects

For **Enchanting**, it is the same process as **Scroll Making**, the only difference is that you need to turn the components inside a Scroll into an **Incantation**, which is a type of imbue spell that lasts until the end of time; they are meant to be placed on Equipment. **Incantations** are also categorized in Stages like Magic, but its only category is **Magical Effects** (Damage increases count as a Magical Effect for Incantations). Here is the table for **Incantations**:

Stages	Maximum Magical Effects
Stage 1	2 Magical Effects
Stage 2	3 Magical Effects
Stage 3	4 Magical Effects
Stage 4	5 Magical Effects
Stage 5	6 Magical Effects

❖ **Blacksmithing and Alchemy**

The art of **Blacksmithing** and **Alchemy** has been around ever since the creation of the first city, Surumpolis; these artforms have become more essential in everyday life, especially during the 5th century. In order to get started on **Blacksmithing** and **Alchemy**, you will need proper practice and the necessary materials. Here is a list of materials needed for **Blacksmithing**:

- A Forge
- A Hammer
- An Anvil
- Tongs, vises, or clamps (Optional if you are immune to heat)

In order to start **Blacksmithing**, you will need to gather at most 5 materials (You must include at least one metallic component); each material must be placed on the **Forge** for a certain amount of time, more specifically, you will need to roll a Dexterity (Sleight of Hand).

Afterwards, you will need to hammer down your heated materials on an **Anvil**, success will depend on your combined Strength (Athletics) and Dexterity (Sleight of Hand) Checks. You can gain advantage or bonuses to these checks if you have the right equipment and learn more about **Blacksmithing**.

Here is a list of materials needed for **Alchemy**:

- Heating Pot
- Any fire source
- Any fire regulators (i.e Bellows)
- An alembic
- A crucible cup
- Any container (To store your finished product)

In order to start **Alchemy**, you will need to gather at most 5 materials; each material must be mixed in the **Heating Pot** for a certain amount of time, more specifically, you will need to roll a number of Dexterity (Sleight of Hand) Checks equal to the amount of materials used. If you used 4 materials, you must succeed 2 of the rolls; if you used 5 materials, you must succeed 3 of the rolls. Afterwards, you will need to place your mixture and place it in an **Alembic** to distill, you will need to roll an Intelligence (Arcana) Check. Once the mixture is done distilling, you must let the mixture rest on a **Crucible Cup** for a short amount of time before putting it in a container. You can gain bonuses and advantages to the rolls if you have the right equipment and learn more about **Alchemy**.

❖ **GM Points**

You are able to get a **GM Point** based on roleplay moments, proper player etiquette, and whatever the GM wants you to do. A player can only use **1 GM Point** per session. **GM Point(s)** can do the following:

- You can ask a yes or no question, and the GM must be 100% honest.
- You can gain knowledge of a creature's specific statistic:
 - Hitpoints
 - Armor Class and Movement Speed

- *Resistances and Immunities*
 - *Weaknesses*
 - *Ability Scores and Saving Throws*
 - *Skills and Magics*
- *You can escape death for the first time by using four GM Points, however, the amount of GM Points needed to use this effect again will increase by two every time.*
- *You can automatically succeed a Saving Throw (this includes Death Saving Throws).*
- *You can use GM Points as Magic Charges.*
- *You can ask the GM for a quick tip or hint.*
- *You can make an NPC Ability automatically succeed.*
- *You can regain a Spell Slot of any level.*
- *You can increase your Maximum Hitpoints permanently (Maximum of 30 Hitpoints).*
- *You can replace a GM Point for an Inspiration Roll (once per session)*