Story of Our Ends: Rules/Mechanics

Base Stats:

Health: Determines how much damage a unit can endure before they die. When health is <= 0 a unit dies.

Mana: Casting spells or using skills consumes mana. If a spell would make mana < 0 it cannot be cast.

Strength: Determines damage done with physical attacks.

Magic: Determines damage done with magical attacks. This does not include skills

Skill: Determines chance of attacks hitting.

Speed: Determines chance of dodging or if a unit can attack twice.

Move: Determines how many spaces a unit can move.

Size: Determines what kind of armor a unit can wear.

Equipment Slots:

Right Hand: For primary weapon.

Left Hand: For shields, weapons that require two hands, and dual wielded weapons.

Body: For armor.

Accessory: For items with special effects.

Items: Slots for any 3 items.

Combat Stats:

Attack: Weapon attack + strength + any bonuses

Magic Bonus: Weapon magic attack + magic + any bonuses

Defense: Armor defense + any bonuses

Accuracy: Weapon accuracy + (Skill \* 3) + any bonuses

Dodge: Armor dodge chance + (Speed \* 3) + any bonuses

Critical Hit: Weapon critical hit chance + any bonuses

Guard: Weapon/shield guard chance + any bonuses

Mobility: Move + armor move + any bonuses

Armor move is a negative value.

Speed: Speed – armor speed + any bonuses

Armor speed is a negative value.

Experience and leveling up

Every time an ally unit ends combat with another unit they gain 15 exp if they are the same level. If the enemy level is higher, the exp earned by 2 per level( The opposite will happen if the enemy unit is a lower level). If combat results in the death of the enemy unit gain 2x the value. A unit will level up at 100 exp, bonus exp will carry over to the next level. For example, lvl 3 with 96 exp + 15 exp = lvl 4 with 11 exp.

Normal undead grant 10 exp instead of 15.

When using a multi target spell exp is reduced by half.

Alexandria’s “heal”, and other abilities, grant 15 exp.

Critical Hits and Guarding

Critical hits will double the final damage inflicted, and successful guards will reduce the final damage by half. A crit and a guard cannot be triggered at the same time and neither of these can exceed a 50% chance of occurring.