



Game Master's Guide

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Hello and welcome to the Nightwave Game Master's Guide this is a simple guide to help you lead the game. This process can get tricky and will take a lot of work. But it will be a lot of fun after you get the game started.

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Field Lay Out:

There are five different types of ground types “Wall”(This can not be destroyed and can not be moved through) the second type is “Broken Walls”(This wall can be moved through with a bit of effort, It can also be shot over or shot through. It can not be destroyed.) The third type of wall is “Gates”(This wall type can not be moved through and can not be shot over but can be destroyed.) The fourth type is “Water” (This is land that can not be moved over or destroyed but can be shot over.) and finally the fifth type is “Open land” any character can move and shoot over this land.

Players and You:

To be a good game master you should try to make a connection to your players. Be ready to help them if they have questions but don't just tell them the answer. You want to make them become engaged to the story. After all that is what make the best RPGs if you can get them into the story and really feel for what is going on then you will have a very good relationship with them. Also you should encourage your players to make a backstory so you can work side missions into the game.

Story: ([Go Here](#) to read the first book)

Ten Years after the fall of the three titan protectors the Human leadership along with the Volgeth highborn summoned back to the world. After the brave heroes laid sidge to the two kingdoms and took down the titans a guild was formed. The Heroes Guild an order formed from the paladin master Trydin seeks new recruits to help protect the world from anyone or anything that would dare to threaten the peace of this world.

Rules:

STATS:

Stat:	Description:	Modifier:	Total:
Strength	The main stat for heavy close combat classes.	How many points you place into this stat.	The total amount of points you have in this skill
Intellect	The main stat for magic combat classes.	How many points you place into this stat.	The total amount of points you have in this skill
Constitution Physical Classes($\text{Con} \times \text{level} \times 100$) Ranger Classes($\text{Con} \times \text{Level} \times 90$) Magic Classes($\text{Con} \times \text{level} \times 80$)	This stat determines your health. (Not all classes would be useful with a lot of health but nothing in any other stat.)	How many points you place into this stat.	This is how much health you have over all.
Dexterity{ $\text{Dex}^2 \times \text{Level} + 260$ }	This stat determines your defence check.	How many points you place into this stat.	This is how much of a defence you have that will take away from the total damage you would take.
Wisdom	This stat determines your magic defence.	How many points you place into this stat.	This is how much magic defence you have that will reduce the damage you take from attacks.
Aim	This stat determines how effective you are at hitting your target.	How many points you place into this stat.	How often you will hit and not miss while using ranged attacks.
Charisma	This stat affects how effective you are at convincing NPCs	How many points you place into this stat.	How often you are able to convince an NPC

Alignment: Optional

Picking an alignment out of.

Lawful Good- You follow the laws of the world, and work for the purist form of justice that binds the world as one.

True Good- You will follow your own set of moral codes to help protect people.

Chaotic Good- You will do what you can to help even if that means fighting around the law.

Lawful Neutral- You don't pick a side but follow the laws of the land.

True Neutral- You will do what you must without picking one final side so long as you can.

Chaotic Neutral- You will not pick a side and work around the laws.

Lawful Evil- You will fight alongside the law but not really care if anyone dies.

True Evil- You fight for one person you.

Chaotic Evil- You don't really care one way or another everyone is gonna fall to you.

CLASSES-

Knight- Magical warriors that focus on physical combat over everything else. Although they are powerful wizards they do not have the mental focus to form magical attacks aside from enhancing their combative skills. Two high ranking warriors known in the world are Thanatras and Alex Spencer Johnson who have both mastered physical skills.

Templar- Knights who have focused their life to follow the light. With their focus on fighting they use the light to enhance their abilities, to become more than just mortal. With the lights enhancements they can break past normal limitations and become an Angelic Guardian.

Chaos Knight- Nethermancer and dark magi who have converted their powers over magic into necromantic abilities. This grants them command over the undead and the strengths of darkness as a whole. Members who follow this order have been looked down upon, Because of the way they twist and corrupt magic.

Marksman- Marksman are masters over many forms of magic ranging from electricity to ice they can make Arrows of magic to fight at long range. Also they have a very natural feel for the flow of life making animals drawn to them. The order of marksmen focus their efforts to stay disconnected almost living more like druids then hunters.

Magi- Magi are masters of arcane magic they are a hierarchy of many civilisations but until they reach the grandmaster level of Magi they are looked down upon due to the civil structure.

Nethermancer- Nethermancers command dark magic and are hated by many people partly because of the way they twist reality and summon dark monsters to fight for them.

Priest- Priests servants of the light and powerful alleys any team would need, these noble casters lack physical and magical attack power but they make up for it in their healing abilities.

Advanced Classes (Coming Soon)

Exp: [Go here](#) for EXP and Levels -

CL= Current Level

Diff= Level difference between the enemy and the player.

XP= A set amount of XP for each target.

$$(CL*7)+Diff*CL+XP$$

Critical Strike-

Critical striking will be judged by the roll of a D12 die, 10= *2, 11= *3, 12= *4. Critical rolls will not be applied if the defence check isn't beat.

Defence-

Players will roll to destroy a NPC's defence then it will open up the NPC for a critical strike which can allow players to hit the enemy for up to double the normal damage. judged by a D6

Players will defend from NPC attacks using their dexterity or wisdom stats

Enemies Damage-

This is for enemies level 1 through 7-

Base damage of normal non elite enemies $7 * \text{"level"} + 20 * 5$

Base damage of elite enemies $5^2 * \text{"level"} + 40$

Enemies level 8 through 10-

Base damage for enemies $7 * \text{"Level"} * 5 * 5$

Base damage for elite enemies $7 * \text{"Level"} * 25 + 100$

Enemies level 11 and higher-

Base Damage for enemies $10 * \text{Level} * 70 + 1000$

Base Damage for elite enemies $10 * \text{Level} * 200 + 400$

Movement-At Start-

Close Combat classes- 5 squares

Ranged classes- 7 squares

Spellcaster classes- 6 squares

Roll System-

Battle Rolls:

D20-Damage Roll

D12-Crit Roll

D6-Defense brake Roll

Player Rolls:

D10-Conversation Roll

D8-Chance Roll

D4-Loot Roll

Heroes and Heroines:

On a player's quest through *Nightwave* They can meet many named characters from the book. Some of them are, Trydin a paladin commander who is slow to react but a strong ally, Tylan'lein a paladin who is active in fights but will not act on his own, Venara an Alchemist who is married to Tylan'lein. They are just some of the many heroes/heroines that players can meet.

Death:

When a player dies in *Nightwave*. They do not come back until the next session, if all the players die in one session then the game starts over. If a player comes back then they will have a counter put on them, They can only be revived three times before their character dies for good.

Relationships:

Relationships are something that a player can have with another player or with an NPC (Non Playable Character). They can act as a bonus in the way of getting extra gold and or new team members.