The Stories of Legends
Handbook

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Introduction

The Stories of Legends is a TTRPG made by Syalp, which gives the creators a base to make their stories come true. However, it also gives the players an easy way to understand TTRPGs and also gives them a lot of control aswell.
You can play this game with as many people as you wish. However, it works best with two players and one creator.

This TTRPG works best if you try to morph it to make it fit to the story you wish to tell. It is simply a base that you work on top of to create what you wish to create. Homebrewing locations, items, characters, and mechanics isn't just encouraged, it is needed to work on your campaigns.
However, you can use the examples to help you out. You can also use the example sessions to test out the game or just simply to have fun with them!

Any character in this game, not only the player character, all have their own character sheet as well. No one is special, yet everyone is.
And despite everything, you are still a legend.

So, what Legends will you be?

Warnings:
- **You are not allowed to sell your own sessions or ideas that are bound to The Stories of Legends. However, you are allowed to make videos about this TTRPG.**
- **The Stories of Legends is not affiliated with the Nestlé company. The official name for the magic in the The Stories of Legends is MAGIC and not MAGGI.**
- **Don't drink Maggi Seasoning in real life. It contains salt and flavor enhancers, which are bad in big quantities.**
- **Syalp does not intend to make money of off the Maggi brand or any other that might be mentioned in any of the free campaigns and is only there to to make the world feel more realistic, for parodies purposes, or to simply make it feel more absurd.**

Stats

Heads up! The Stories of Legends has two types of Stats. The standard ones and the special ones. You can compare the special ones to add-ons to the character, meanwhile the standard ones are mandatory.

HP

HP are your Health Points in the game. They can be reduced through the ATK from the enemy. Once it reaches 0, your character is dead and cannot be brought back, except through specific items, since you cannot bring them back to simple HP raising items. The HP of your character at the beginning of the game is the age that the player is at currently. If the player gets older, the HP of their character will not be raised.

MAGGI

MAGGI (sometimes typed MG) is Mighy And Great Grotesque Ignorance.
It determines the evilness of a human being. However, the stat works like the mana/magic stat in any other game. The least MAGGI someone can possess is 1, while the maximum is 777. However, most usually just reach 666 as their maximum potential. The average MAGGI of a human being is 30.
(It can also be called MAGIC, which means Mighty And Great ignorant Crazyness.
It depends on what you find more interesting to use. MAGIC/MAGGI =/= Magic)

ATK

ATK is the base strength you have. You can increase your ATK through equipping weapons and armor, and rarely items aswell. When you attack, you use your ATK to decrease the enemies HP. If your ATK is higher than 0, then you will always deal at least 1 DMG, even if the DEF is higher than your ATK. If it's lower, then it'll do no damage.
Attack Calculation:
YourATK - EnemyDEF = YourDMG | EnemyHP - Your DMG = NewEnemyHP

DEF

DEF is a stat that reduces the damage the enmey gives out. Defense cannot grow naturally. It starts at 0 and ends with 0. However, you can increase it through equpping armor and weapons, and rarely items aswell. If your DEF goes into the negative, you take more damage:
-1 DEF = x1.5 DMG | -2 DEF = x2 DMG | -3 DEF = x3 DMG | -4 DEF = x4 DMG
Age plays into DEF aswell.
If your (player) character is 70 years old, their BaseDEF is at -1, at 80 it is -2, at 90 it is -3, and so on.

MDEF

MDEF is Mighty Depression Ending Form, which is the average happiness of a character. It goes from -7 to 7, depending on how their mental health is currently. It works just like DEF, however it only gets used when someone does a MAGGI attack.
EnemyATK - YourDEF = EnemyDMG
EnemyDMG - YourMDEF = EnemyMGDMG

Learn

Learn is a stat that is tracking the progress on unlocking the spells. Characters gain +1 Learn when sleeping in an Inn, Hotel or something similar to that.
They can also increase their stat through items like a book.
The first spell could need 2 learn stats, the second could need 5, etc.
Learn stats are not being used up, they simply increase into infinity.

LV

LV means Level. It keeps track, how many times your stats have changed.
It can be raised through different means, depending on the class.
With Determination, Downfall, and Bad Luck Soul, and Bad Fate, a specific amount of kills are required for it to be raised.
Termination requires a boss kill to raise the Level stat by 1.

Kills

This TTRPG doesn't use EXP, it counts each kill the same. Every enemy you killed, you gain 1 kill (even if the enemy has Destructive Rage and multiple souls). You gain each kill after the battle ended. Depending on the stat, the kill stat can reset upon having enough. However, in some it is just a counter which can increase for infinity.

Spell Kills

This stat is exclusively for the Deviation class and no other.
It tracks specifically the kills you get through your spells, which means, after you killed an enemy through a spell, you get +1 Kill & +1 Spell Kill
Each kill, you get +1 MG.
Every 5 kills, you get +1 HP & +1 ATK.

Souls

This stat is exclusively for the Destructive Rage class and no other.
It has the same function as the kills stat, however its function is only to count each kill and no other. Whenever you get a soul, you get soul points.
You can apply the points towards your ATK & HP.
Each soul also gives you one MAGGI.
$((MAGGI/8)/3) = $ Soul Points

CURRENCY

CURRENCY is a placeholder for whatever you wanna call the money of your world, may it be Euro, Dollar, Pounds, Sents, Yemo, Gold, etc.
You can also have multiple currencies. It's all up to you!
You can split the currency with your party members or have them all in one place.
The currency of the world is what the players use to buy items, such as healing items, weapons, armor, etc.
What if your world however as no currency and relys on trading?

Special Stats

Dodgerate/Blockrate

You can call whatever you like, however for the purpose of explaning it, I call it a dodgerate & blockrate. It could also be called a missrate (The enemy simply missing you). You have a X in 100 chance of dodging/blocking the attack and completely negating the damage, every time you are getting attacked.
You could make yourself invincible if you have enough of these damage negating rates at the same time, however only through luck. You can still get hit.
Are you feeling lucky?

Poison

If someone is poisoned, the poison is being dealt when it's the ones turn.
Poison is being dealt like this:10 DMG 1 Turn (X DMG X Turns).
The poison would then deal 10 damage for 1 turn, ignoring the DEF.
With 1 DMG 10 Turns, it would deal 1 damage for the next 10 times it's the enemies turn. Poison can be also stacked! So with 10 turns 1 damage, if, you could get the damage to 10 every turn, if you constantly reapply it.

Ignore DEF

This stat let's you go directly at the enemies HP with your ATK.
 You simply ignore the defense of the enemy, no matter how much they have.

Attack X times

You are allowed to attack more than once each turn. That means you can also target more than one opponnent in your turn. That means also do MAGGI spells. This can also be interpreted, that you could also talk, use multiple items, etc.

Undodgeable/Unblockable

The enemy can't nullify the attack you're doing, if it is undodgeable/unblockable.
It is a counter to the dodge/blockrate of the enemy.
However, if you want that, you can make the damage depnd on the dodge/blockrate of the enemy.

Begins

With this, you are allowed to begin the battle, no matter if you started it or not.
Except if the other opponnent has this stat, then it evens out and it is as if you don't have this stat.

Legend

This is the only thing that makes a player character different to an NPC.
It is being applied to your character as soon as the campaign begins.
This may be a lore stat, but it also has some differences.
It doesn't allow HP increase through age, unlike NPC who, once they get older, gain another HP. Also the MDEF is set to 0 permanently.
Also, if a legend fights another legen, it says "A legendary fight begins" before "[X] wants to battle.". Also, in lore, when the campaign ends, the player character gets a feeling of hollowness, upon not being controlled by the player anymore.

Meta

This stat has been made for an enemy called the Timebound Pursuer for the Timebound Racer class. So, it isn't expected to be used much outside of it.
Upon the death of the person who has that stat, it would respawn x1.2 stronger (HP, MG, ATK, DEF). It can't truly die.

Classes

The "MAGGI:" does not have a number, it's just a header for the spells.

Normal Mode
Determination

This class is inspired by Undertale by Toby Fox.
You are level up through kills. A level up raises your HP, MAGGI, and ATK by 1. Wielding guns makes your ATK weaker (ATK/2).

> **Template**
> [Name here]
> HP:
> MG:
> MAGGI:
> [X Learn] X MG:
> [X Learn] X MG:
> [X Learn] X MG:
> [X Learn] ALL MG:
> ATK:
> DEF:
> MDEF:
> Learn:
> Weapon:
> Head:
> Shirt:
> Pants:
> Shoes:
> LV:
> Kills:
> Determination

This is a template, which every character with the class "Determination" would have. Just fill it out and you have a character.

Termination

This class is inspired by Overtime by Germanpeter (An Undertale fangame).
You level up through boss and miniboss kills. A level up raises your HP by 5, MAGGI by 1, and your ATK by 1. Wielding melee weapons makes your ATK weaker (ATK/2). Kills are simply being tracked for fun and have no influence on your Level.

Template
[Name here]
HP:
MG:
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK:
DEF:
MDEF:
Learn:
Weapon:
Head:
Shirt:
Pants:
Shoes:
LV:
Kills:
Termination

This is a template, which every character with the class "Termination" would have. Just fill it out and you have a character.

Deviation

This class is completely original.

You level up through kills from your spells. Every spell kill gives you +1 MAGGI. Every 5 spell kills, you get +1 HP and +1 ATK as well. This class also doesn't allow you to equip any weapon whatsoever. However, you have double the spells at your arsenal. Normal kills are still being tracked, but have no influence on anything.

Template
[Name here]
HP:
MG:
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK:
DEF:
MDEF:
Learn:
Head:
Shirt:
Pants:
Shoes:
Spell Kills:
Kills:
Deviation

This is a template, which every character with the class "Deviation" would have. Just fill it out and you have a character.

Easy Mode
Destructive Rage

<u>This class is completely original.</u>
It is a very unique class, because when you kill an enemy, their MAGGI turns into points that you can put on your HP and/or ATK ((MAGGI/8)/3).
There is no level or kill count. The "Souls" stat, in a way, is the kill count.
You are able to use both melee weapons and guns.

Template
[Name here]
HP:
MG:
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK:
DEF:
MDEF:
Learn:
Weapon:
Head:
Shirt:
Pants:
Shoes:
Souls:
Destructive Rage

This is a template, which every character with the class "Destructive Rage" would have. Just fill it out and you have a character.

Downfall

This class is inspired by DOOM by id Software.
Downfall is Determination, but you have 4 weapon slots and also you can use both melee weapons and guns. Also, you're supposed to have a higher than usual MAGGI & ATK. You're supposed to feel powerful when playing this class.

Template
[Name here]
HP:
MG:
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK:
DEF:
MDEF:
Learn:
Weapon1:
Weapon2:
Weapon3:
Weapon4:
Head:
Shirt:
Pants:
Shoes:
LV:
Kills:
Downfall

This is a template, which every character with the class "Downfall" would have. Just fill it out and you have a character.

Hard Mode
Bad Luck Soul

<u>This class is inspired by Dark Souls by FromSoftware.</u>
If you choose to play this class, it doesn't look good for you. Your HP is your age divided by 2. If you're 18 years old, you have 9 HP at the start.
When you equip any weapon, your ATK will be divided by 2.
Leveling up means not all stats are raised by 1. You simply get 2 points, which you can add on HP, MAGGI, ATK, and Dodgerate.
It is also expected of the storyteller to make harder enemies for you.

Template
[Name here]
HP:
MG:
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK:
DEF:
MDEF:
Learn:
Weapon:
Head:
Shirt:
Pants:
Shoes:
LV:
Kills:
Dodgegerate: 0% (Max 80%)
Bad Luck Soul

This is a template, which every character with the class "Bad Luck Soul" would have. Just fill it out and you have a character.

Bad Fate

If you want to play this class... you actually don't. Bad Fate was an experimental class gone wrong. Unlike other classes, the template you have here is completely filled out (minus the armor & weapon).
The only good thing you have is that you can use melee weapons and guns normally, like with Destructive Rage & Downfall.
This class is usually played with campaigns with it in mind.
Of course, you can play a normal story with this, but you won't get that far.
Optionally you can have this weapon at the start: Pebble Shooter | ATK 0 - 1

Template
[Name here]
HP: 1
MG: 1
MAGGI:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] X MG:
[X Learn] ALL MG:
ATK: 0
DEF: 0
MDEF: -1
Learn: 0
Weapon:
Head:
Shirt:
Pants:
Shoes:
LV:
Kills:
Dodgegerate: 90%
Bad Fate

This is a template, which every character with the class "Bad Fate" would have. Just fill the rest out and you have a character.

Level Up Sheet (Determination & Downfall)

LV 1 | 0 Kills
LV 2 | 2 Kills
LV 3 | 4 Kills
LV 4 | 6 Kills
LV 5 | 8 Kills
LV 6 | 10 Kills
LV 7 | 12 Kills
LV 8 | 14 Kills
LV 9 | 16 Kills
LV 10 | 18 Kills
LV 11 | 20 Kills
LV 12 | 22 Kills
LV 13 | 24 Kills
LV 14 | 26 Kills
LV 15 | 28 Kills
LV 16 | 30 Kills
LV 17 | 32 Kills
LV 18 | 34 Kills
LV 19 | 36 Kills
LV 20 | 38 Kills
LV 21 | 40 Kills
LV 22 | 42 Kills
LV 23 | 44 Kills
LV 24 | 46 Kills
LV 25 | 48 Kills
LV 26 | 50 Kills
LV 27 | 52 Kills
LV 28 | 54 Kills
LV 29 | 56 Kills
LV 30 | 58 Kills

Level Up Sheet (Bad Luck Soul & Bad Fate)

```
LV 1  |         0 Kills
LV 2  |         4 Kills
LV 3  |         8 Kills
LV 4  |        16 Kills
LV 5  |        32 Kills
LV 6  |        64 Kills
LV 7  |       128 Kills
LV 8  |       256 Kills
LV 9  |       512 Kills
LV 10 |      1024 Kills
LV 11 |      2048 Kills
LV 12 |      4096 Kills
LV 13 |      8192 Kills
LV 14 |     16384 Kills
LV 15 |     32768 Kills
LV 16 |     65536 Kills
LV 17 |    131072 Kills
LV 18 |    262144 Kills
LV 19 |    524288 Kills
LV 20 |   1048576 Kills
```

Starting a new Campaign

Making the Campaign (tips)

You have complete freedom when making your campaign. It can be open world, but also it could be very linear. It depends on how much work you wish to put into the campaign you're creating!
I usually make campaigns that are linear, as it's the easiest to do.

Don't give the enemies too many HP at the beginning, max 20 HP at the start are good. If battles are too long, that would make the battles boring. You want the players to win afterall. Though bosses should have much more.

You should give every NPC a character sheet, as the player is able to fight every single NPC for kills. That way, you don't need to think one up on the spot and can simply focus on the story the player wants to tell with you!

Making a campaign takes time. Finish the first chapter and get together and play it, before making an entire campaign and then play it.

You can inspire yourself with the sessions that are on the official
The Stories of Legends website: syalp.neocities.org/the-stories-of-legends

Gun vs Melee Weapons

Melee weapons are adding to your BaseATK (BaseATK + WeaponATK). They have a set value that can't be more or less. There is no randomness. If you know an enemies DEF, your BaseATK + wepaon, then you know exactly how much damage you do.

Guns are weapons that has an attack range, for example ATK -4 to 6, which means the weapon could miss (0 & negative ATK) or do damage (any positive ATK). These weapons also ignore your BaseATK. Afterall, you cannot shot a gun harder. However, guns usually haver a higher max attack than melee weapons. They could do more, but don't have to.

Pre-Start Organization

Upon getting your friend together, you need to ask all your players these questions right here, so that they have their characters ready, since in The Stories of Legends, the players don't need to prepare anything, if they don't want to. They make up their characters on the spot!

The Questions:
- Their character name
(They cannot choose the same name twice)
- Their characters favourite food
(It's an item they can find once(?) in the campaign, which heals them fully. If it's a common item, it's a the perfection version of that food.)
- Their characters favourite things
(That would be their ALL MAGGI attack)
- Their characters class
(Determination, Termination, etc)

Afterwards, here are some things you need to do:
- You need to figure out what their MAGGI is. It should be around the 20 to 40 rage. 30 being the middle
- You also need to figure out what their MAGGI attacks would be. You can take your time though, as they need to firstly learn it anyway.
- Don't forget to set their MDEF to 0!

Battle Loop

Battles are fought in groups. A group is: one enemy, multiple enemies, your party,
When the enemies starts the battle, your party begins.
When your party begins the battle, the enemies begins.
However, when someone has the "begins" stat, only they have the priority, no one else in the party has. However, it's only for the beginning.
When it's your partys turn, everyone has only one action, which they can do in any order. Once everyone has done their turn, it's the enemies turn.
When there are three or more groups fighting, it gets more complicated. However, when the player's party didn't start the battle, they'd get priority, being the first group to start. During your turn, you can do a lot. Here is what you can do:

Fighting:

Fighting would use your ATK firstly against the enemies DEF.
Afterwards, the rest of your ATK would go against the enemies DEF.
f your ATK is above 0 and the DMG would result with 0 against the enemy, then you'd do still 1 DMG. That way, any enemy can theoretically be killed.
 However, if your ATK is 0 or less, you do 0 DMG.

Talking:

While it is called "talking", you can also act out things with it. This is the peaceful solution. You can end a fight without anyone being killed.
Though you can use it to have an easier kill too, if you say the right things. When using this option, you have to think on your own, the creator will not give you options to choose from.

MAGGI:

If you have spells on you, you can choose between them to cast a spell against the enemy, yourself, or your friends. If you have none of course, then this option is useless to you.

Items:

This is the option that lets you use items. You can only use one each turn. What you wanna do with it is your choice of course! Be creative!

Ask To Stop:

Once the enemy doesn't wanna fight anymore, you can use this option to end the battle. It's a seperate option, so people don't forget about it.

Nothing:

You skip your turn. You do nothing. You're simply standing there.

Important Info

This game, in of itself, will be free forever. Anyone should be allowed to play
The Stories of Legends for free if they put enough work and creativity into it.
You also don't have to worry about streaming yourself playing it.
In fact, I encourage it, as it would make people aware of this TTRPG!

You are allowed to modify the game as much as you want,
at the most if it makes your campaign better that way!
(Though I'd say limitations breed creativity!)

You are allowed to make videos about it and make money of off the
monitization!

You are NOT allowed to sell things based on The Stories of Legends.
If you still wish to, please ask me for permission on a product that is based on
the TTRPG (campaign, characters, entire fanmade sets, etc) on discord.
My account is @Syalp

If you have any questions, please be sure to join the unofficial discord server
or ask in the comments under the video "The Stories of Legends: A TTRPG
Unlike You've Ever Seen Before!" and I'll try to answer as quickly as I can.

Thank you so much for downloading this handbook and I hope you and your
friends/family will have fun playing The Stories of Legends!

What legend will you be?

Download the digital version here: syalp.neocities.org/the-stories-of-legends