**STORY**

You were walking on the streets, looking for things to buy since you just got your allowance/payment. Suddenly something caught your eyes. You saw a box of game on a new store. You walked there and asked the staff about the game.  
  
In the game, you're allowed to design your own character just the way you like them to be. Lucky for you, you're an UTAU user, and you were interested in making your UTAU as a game character. You decided to buy the game, and went home afterwards.  
  
You installed the game, and plugged in your headset. You pulled out your tablet and starts designing. You remember that the staff said even a sketch is fine, so you wonder what should you sketch. You unconsciously sketched your UTAU, since you often drew them. You thought the design was good, and submitted them.  
  
You submitted the design, and waited for it to load. After it's done loading, the game starts. An NPC talked to your character as soon as it was built.  
  
"Hello! Welcome to UTA RPG!" It said.  
  
"As a beginner, you have to pick a job and a side. There are 2 sides, the Hero, and the Dark's Crew or in short, the villain. Now, what kind of Job, and which side would you like?"

You woke up.. You're in the world of UTA-RPG.

**CLASS SYSTEM**

Swordsman- equips swords  
Priest- equips staff/rod/mace  
Archer- equips bow and arrow  
Thief- equips knife/short swords  
Mage- equips staff/rod/mace/spell book  
Warrior- equips axe/sword  
Merchant- equips short axe/short swords/hammer

-SAME AS OLD GROUP-

**STAGE SYSTEM**

Base >3 stages

Base; lvl 1

Stage 1; lvl 20

Stage 2; lvl 50

Stage 3; lvl 80

Leveling System

Lvl 1 - 0 points

+100 per lvl until lvl 20

Lvl 20 - 2000 points (or more, depends)

+ 200 per lvl until lvl 50

Lvl 50 - 8000 points

+300 per lvl until 80 (or more, depends)

Lvl 80 - 17000 points

**ELEMENTS**

Fire, Water, Earth, Wind, Thunder

Each character should choose one of these

**SKILL SYSTEM**

The base job starts with 1 skill with 1 point(?) The first skill should be simple

Each skill can have until 4 points

Sample: Mage Miyu (stage 1) - teleport - 2 points

thunderbolt - 1 point

with stage 1 you can get 1 more skill (the same with the others)

make skills for your element class- not like a fire mage with waterball attack

**ITEMS/INVENTORY**

You can have until 3 items to help you

Sample: Mage Miyu - Spell book – a book to help her with her attacks (+10 attack)

Magic necklace – it helps her with magical attack and speed (+10 magic +5 speed)

((WHY DO YOU NEED THIS SRSLY))