

Yume-En Role-Playing 3.141 Edition

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Introduction

Game Concept

Anime Role-Playing is a pen and paper RPG that is based entirely on Japanese cartoons or Anime. Anime has a unique style to it that goes beyond just the characteristic drawing style that it is most recognized for. More than anything, characters in anime are often seen with special powers held by them alone. Anything and everything is possible in an anime. This is why, in Anime Role-Playing, characters are not restricted by any kind of character class; players can create their own powers and abilities for each character. In this way every player can create the character they truly want to play. Anything from a man that gains magical powers from his belief in garden gnomes, to a martial artist of legendary power, or a cosplayer that actually gains some of the powers of the ones she imitates. In the system of Anime Role-Playing all these things and more can be done.

A Living Game

Anime Role-Playing is constantly under revision, and many improvements have been made on it since its creation. The game does not even pretend to follow any rules of reality, and instead opts to follow anime style. To this end these rules are made as simple and streamlined as possible. This is done so that characters can be made as flexible and customized as possible.

The Three Tiers

Because of the fact that players can create their own abilities, Anime Role-Playing can be a difficult game to learn. Even though nearly anything can be done with character abilities these abilities must fit in with the power balance of the game itself. Creating balanced abilities can be difficult for new players. This is why gameplay is divided up into three tiers. Tier I is the simplest and easiest to learn form of gameplay. With Tier I players do not create their own abilities, and just choose from those examples shown in the rules. Even just doing this can still be fun as there are a wide variety of examples given. Playing a Tier I character is a good way to become more acquainted with the system. Tier II is more advanced and allows players to create their own abilities for their characters. The examples in the rules are still useful, but instead of using them as they are, players can just use them as reference for comparison. Tier III is the most advanced form of gameplay. In Tier III characters can have improvisational abilities. With an improvisational ability the exact description is recreated by the player each time the ability is used. In order to effectively use an improvisational ability one must know the rules well enough to create balanced abilities quickly without slowing down gameplay. Needless to say this is very difficult even for experienced players. Improvisation adds a new element to gameplay that might be difficult for the EM (episode master, i.e. the one running the game) to handle. As such Tier III characters are allowed only at EM discretion. At any of the three levels of gameplay Anime Role-Playing is meant to be fun for all.

Chapter I Character Creation

1.1 Overview of a Character

There are many parts that make up a finished character and in this section there will be a brief description of each of these. This will aid in the understanding of those who are new to the anime role-playing gaming system

Concept

Every character starts as just an idea. It is best to spend some time thinking about how you want your character to be before attempting to turn your idea into a finished character. Traits such as how the character looks, their personality, and their goals are just as important as what kind of powers they will have.

Ability Statistics

These are the basic character attributes: strength, agility, health, charm, leadership, intelligence, and energy. These stats represent many aspects of the character's body and personality (see [section 1.2](#)).

Talents

These are skills that a character is naturally suited for. Having a talent can reduce the cost of skills and allow for greater advancement in those skills (see [section 1.3](#)).

Unique Hindrances

These are the character's worst flaws and biggest weaknesses. These can add flavor and depth to characters as well as providing a bonus that allows the character to take additional abilities (see [section 1.5](#)).

Unique Abilities

These are the character's special powers that set them apart and help make them different from other characters (see [section 1.6](#)).

Spells and Maneuvers

These are things one can learn to aid in or out of combat such as Magic (see [chapter III](#)), and Weapon and Martial Arts maneuvers (see [chapter II](#)).

Proficiencies

These are non-combat related skills, weapon skills, martial arts skills, or special skills. These are things that can be learned and are not usually unique to one character.

Combat Statistics

These are the compiled values the character uses in combat: defense, hit, damage, speed, and initiative (see [section 5.1](#)).

1.2 The Seven Stats

Each character's basic attributes are Strength, Agility, Health, Charm, Leadership, Intelligence, and Energy. The max score for any of the stats for characters below level 20 is 50. The score of an average person is 20 in any given stat. For each level above 20 that a character has reached their max stat allowed is increased by 1. So a level 23 character could have up to a 53 in a stat. As a general rule abilities, items, and such cannot increase any character's stats beyond the normal max for that character's level except for special allowances made by the EM.

Determining Character Stats:

Each character starts with 189 points to distribute to their stats but must abide by the stat maxs of 42/37/37/28/28/28/28 arranged in any way the player chooses (i.e. any one stat can be the one with a max of 42, any two can have the max of 37, and the rest have a max of 28).

Strength

This stat defines a character's pure physical might. In anime role-playing a character's strength stat does not necessarily reflect in their outward appearance. A very thin and delicate looking character could have a very high strength stat. The player chooses if the character's strength is reflected in that character's appearance.

Strength Benefits

Base for damage and jump adj. is -10, + 1 for each strength point below 41, + 2 for each point above 40 and below 51, + 3 for each point above 50 and below 61, + 4 for each point above 60 and below 71, etc...

+ 1ft per second speed per every 5 strength over 20 (base speed is 12 + the bonuses from strength and agility)

<i>strength:</i>	<i>weight allowance: (lbs)</i>
1-4	7
5-9	15
10-14	25
15-19	45
20-24	85
25-29	180
30-34	360
35-39	700
40-44	1,500
45-49	3,500
50-54	7,500
55-59	15,000
60+	n / a

Those with 60 or greater strength are limited in what they can carry only by the size and bulk of objects and by how much weight the ground beneath them can support.

Agility

This stat defines how nimble a character is and how quickly they can react to situations around them. A character's agility will be reflected in the way that they move. Higher agility means more graceful precise movements.

Agility Benefits

Base for defense and jump adj. is -10, + 1 for each agility point below 41, + 2 for each point above 40 and below 51, + 3 for each point above 50 and below 61, + 4 for each point above 60 and below 71, etc...

Base initiative is equal to your agility stat.

+ 1 hit per every 2 agility (This hit bonus applies to all attacks made by that character.)

+ 1ft per second speed per every 5 agility over 20 (base speed is 12 + the bonuses from strength and agility)

Health

This stat defines how strong the character's constitution is and how much physical punishment that character can take. Once again the player decides how this impacts on the character's appearance. A character with low health might appear frail or might not.

Health Benefits

+ 1 base hit point per every 1 health

+ 1 hit point on level up per every 5 health above 20

+ 1 minute sprinting time for every 5 health above 20

Charm

This stat plays a large part in defining how the character relates to others. A high charm means that the character is naturally likable and will get along with others more easily. A high charm does not necessarily mean that a character is more beautiful or handsome, but is more reflected in that character's personality. Players are encouraged to come up with explanations of why their character's charm is high or low.

Charm Benefits

use vs intelligence to charm another person

Leadership

This stat is the other piece of the puzzle with charm for how a character relates to others. Leadership is used to inspire confidence in others and be effective when taking charge of a group. With charm a character may be very likable, but it takes more than that to be a leader. With high leadership a character may or may not be liked, but they will be able to have a strong presence that inspires confidence in others. Characters with very low leadership may be loners and too independent to function well as part of a group. Again players are encouraged to explain how their character's leadership stat is reflected in that character's personality and appearance.

Leadership Benefits

+ 1 group bonus per every 3 leadership when leading party (Bonus to hit and initiative, No one gains their own bonus)

use vs intelligence to inspire confidence in others

Intelligence

This stat defines how well the character can think, reason, and learn. Higher intelligence means that it is easier to acquire new knowledge and use what knowledge you have effectively. High intelligence is also required to use powerful magic.

Intelligence Benefits

A character must have 25 intelligence to learn magic (weak spells), 30 to learn moderate spells, and 40 to learn major spells

+ 2 starting and + 1 non-combat skill point on level up for each 5 intelligence over 15.

Energy

This stat defines how much raw power is contained in the body and soul of the character. This stat usually has no impact on the character's appearance or personality.

Energy Benefits

+ 1 base energy point per point of energy stat

+ 1 energy points on level up per every 5 energy above 20

1.3 Talents

Talents are skills that a character is naturally suited for. Each character starts with two talents at no cost. Each talent will be in some specific field and give benefits to learning skills in that field. Gaining an additional talent counts as a unique power and costs 5 SP.

Talents can be Applied to

A small category of non-combat skills

Any one Weapon Proficiency

Magic

Martial Arts Maneuvers

Martial Arts Proficiency

Talents Applied to Weapons and Martial Arts

Taking a talent in a *weapon skill*, *martial arts proficiency*, or *martial arts maneuvers* reduces the skill point cost of acquiring the listed items by half rounded down.

Talents Applied to Magic

Having talents in magic is required for learning the higher levels of spells. Weak spells can be learned without any talent, moderate spells require you to have taken one talent of the type *magic*, and major and higher spells require that you have dedicated two talents to the type *magic*.

Talents Applied to Non-Combat Proficiencies

Talents when applied to non-combat proficiencies don't apply to just one proficiency, but rather to a small category. The skills in the category should have a logical association with each other and no more than 3 to 5 skills should be in any given category. Players are free to create new categories as long as they follow these guidelines. (For additional listed talent groups see [section 4.4.](#))

Item creation is one example of a category that could be taken. This includes the three proficiencies of artifice, alchemy, and invention (see [Chapter VIII](#)).

Thief skills is another example of a category that could be taken. This includes the four proficiencies of stealth, pick pockets, pick locks, and traps.

Con artist is a category that could also be taken. This includes the four proficiencies of hide intent, determine intent, intimidate, and sleight of hand.

1.4 HP, EP, and Skill Points

Each character starts with 50 Skill points (SP). These SP are what the character spends to purchase all of their abilities. There are two types of SP: SP that can be spent on anything and non-combat SP (NCSP) only for use on non-combat proficiencies. Each character also has HP (hit points) and EP (energy points). HP represents how much damage a character can take before being unconscious or killed, and EP represent how much energy the character has to spend casting spells, using abilities, doing flashy martial arts, etc...

Starting Skill Points

You start with 50 SP and with a number of non-combat only SP (NCSP) that is based on your intelligence stat (see [Section 1.2](#)).

Starting hit points and energy points

Base HP at level 1 is $5d6 + \text{your health stat}$.

Base EP at level 1 is equal to your energy stat.

Increasing hit points and energy points with Skill Points

Characters can take unique abilities to increase how much HP or EP they have or gain on level up (see Increased HP and Increased EP in [section 1.6.1](#)).

Enhancing your stats

Paying SP to raise stats: (Each payment raises a stat by 1 point.)

Skill Points paid	For use on
2	stat of 1 to 19
3	stat of 20 to 29
5	stat of 30 to 39
6	stat of 40 to 49

Note: Characters are allowed to enhance their stats with SP at any level.

Enhancing your maximum stats.

At levels 1, 7, or 16 a character may increase the max they are allowed to have in one stat by up to 5 higher

than normal. This costs 2 SP per max point increase (10 SP for the max of +5). The stat must be chosen when the character takes this ability. Characters who are level 16 or higher have no limit on how much higher than normal they may increase stat maxs by.

At level 1 this also increase the max you can allocate to that one chosen stat from your base stat-line. What this means is that if you pick your highest stat as the chosen one and increased it by the full 5 you could start with up to 47 in that stat instead of just 42. Or alternatively it could make one of your two second highest stats able also be 42 instead of just 37. It should be noted however that this does not increase the total number of points that character actually has to allocate to stats.

Past level 1 it just makes that one stat able to go above 50 by however much the increase was. The character would have to find other ways to actually increase the stat up to meet that limit as this ability does not actually increase your stat by itself.

Spending Skill Points

Once a skill point is spent that does not mean that it is gone forever. At any time other than during an adventure a character can remove any proficiency, spell, or maneuver to gain back the SP spent on that. Unique abilities may only be removed in this way at certain levels (see [section 7.3](#)) or at EM discretion. Players are encouraged to explain how any of these changes take place. Perhaps the character went out into the wilderness on a journey of self discovery or found a master of their particular style to train under. These explanations add flavor to the characters and make them more enjoyable to play.

1.5 Unique Hindrances

Characters often have little weaknesses or other things about them that sometimes put them at a disadvantage. For each hindrance a character will receive bonus SP, bonus NCSP, or some other form of a bonus.

It is important to note that no hindrance that does not actually hinder the character will be worth any bonus SP. Characters are not allowed to totally negate any of their hindrances with their other abilities. This is very important to the balance of the game.

Hindrances that can provide a cost reduction bonus to spells, maneuvers, or proficiencies can stack with similar effects to reduce the cost to one fourth of the normal cost (each spell, maneuver, or proficiency must always cost at least 1 skill point), but cannot lower the cost any more than this.

1.5.1 Reasons to take Hindrances

There are many reasons for a character to take hindrances. Having a weakness could be as important to the character concept as any powers the character has. One might need to get a few more SP in order to have all the abilities you want them to have. Maybe you think role-

playing the hindrance will be fun. Whatever the reason hindrances are an important part of any character.

1.5.2 Examples of Hindrances

Cannot use

The categories are non-unique ability weapons, non-unique ability armor, non-unique ability magic items.

Bonus: For each category above the character cannot use they get a bonus of 7 SP to total of 21 for all three.

Components

Each spell the character knows also has a material object they must have in order to cast that spell. Either the item is used up in the casting or a certain skill in using said item is also required. For example if an instrument is to be a component and not be used up in the casting then the caster must have the skill to use that instrument. The cost and rarity of each thing is less very common (ex. an oak leaf) for a weak spell, common (ex. a dagger) for a moderate spell, uncommon (ex. a flute) for a major spell, and rare (ex. a ruby) for a paragon spell.

Bonus: half cost (rounded down) on all spells or a bonus of 10 SP to be spent on a unique ability to learn spells.

Deficiency

Some people are just naturally bad at certain things. A character can be a deficient expert or a deficient master in one or more non-combat proficiencies. As a deficient expert that character gets a -15 to all checks involving that skill. As a deficient master that character gets a -30 to all checks involving that skill. In addition to the penalty a character with a deficiency cannot learn any levels of the skill they are deficient at. The bonus for a deficiency is 4 non-combat SP for being a deficient expert and 6 non-combat SP for being a deficient master. If part of the disadvantage is that the character will try to use the skill they are deficient at very often (someone who is deficient at stealth who still tries to sneak around rather often) then they get unrestricted SP instead of non-combat SP. The observation proficiency is a special case and any character that is deficient at observation receives unrestricted SP.

Bonus: see description

Heart on Your Sleeve

This character's emotions are easy to read. Anyone who can see their face can make a good guess as to what they are feeling. Only someone who is incredibly gullible would fall for a lie told by a character with this disadvantage.

Bonus: 8 SP

Illiterate

This character cannot read. In order to learn to read they must buy off this hindrance at levels 7 or 16. How much this is worth depends on the specific campaign world. If literacy is common and nearly everyone can read this is worth 8 SP. Otherwise it is worth 4 SP.

Bonus: Special

Limited Focus

If the character is damaged while spell-casting the spell fails and the energy spent for that spell is lost.

Bonus: all spells are learned at half skill point cost (spells are at one fourth cost if taken with mystic belief) or a bonus of 10 SP to be spent on a unique ability to learn spells.

Mystic Belief

You must have a certain object in your hands to cast any spells. If this object is lost or destroyed it takes you 1 week before you can accept another. This object must be unique in your eyes.

Bonus: All spells learned are at half skill point cost (rounded down) or a bonus of 10 SP to be spent on a unique ability to learn spells.

Mystic Transformation

In order to use some of your other abilities you must go through some kind of transformation process. The transformation process takes two rounds. You must go through some pains to try and keep your

transformation a secret, doing things like running off to transform in alleys, pretending not to know about things only your transformed self would know, etc... Even if it is obvious to others that you are your transformed alter ego you must still try to conceal it.

Bonus: All abilities that you can only use in your transformed state cost 20% fewer SP (this cannot make any ability cost 0 SP)

No Starting Money

You start with only the clothes on your back and no currency or other items.

Bonus: 3 SP

Pacifism

You must spend the first round of every combat situation attempting to end the confrontation peacefully and you cannot be the one to start the fight unless you are clearly defending someone.

Bonus: 10 SP

Phobia

When the character is confronted by a certain situation or thing they will panic and try to escape.

Bonus: 10 for something that is common (is likely to happen on every adventure), 5 for something that is uncommon (has a decent chance of happening or not happening on each adventure), 2 for rare (is not likely to happen on an adventure, but is not impossible).

Reduced EP

You gain 1 less EP per level.

Bonus: 7 SP or 2 SP and + 1 skill point on level up.

Note: No character can have more than a + 3 bonus to level up SP.

Reduced HP

You roll 1d4 instead of 1d6 for all rolls for HP.

Bonus: 5 SP or + 1 skill point on level up.

Note: No character can have more than a + 3 bonus to level up SP.

Reduced Statline

You only get 174 stat points to distribute instead of 189.

Bonus: 15 SP

Restricted Actions

The character is part of some organization, follows a certain master, or is still a student that has to go to school everyday. That character may have to follow orders or be prohibited from certain actions. This disadvantage will come into play on every adventure in at least small ways.

Bonus: 10 SP.

Specialized Mage

This character can only learn spells that fit into certain categories. The fewer categories allowed the more restricting the hindrance is and the more bonus it offers. The basic categories are attack magic, defense magic, creation magic, wind magic, fire magic, water magic, earth magic, light magic, and dark magic. Some things may overlap between these types and players can create other types to fill this with EM approval. If the caster is limited to one type only this hindrance is worth 20 SP which can only be spent on spells or magic. If the caster is limited to two types the hindrance is worth 14 SP only to be spent on spells and magic. If the caster is limited to four types this hindrance is worth 5 SP only for use on spells and magic.

Bonus: See Text

Unique Race

You are the only member of a certain race that exists in the game setting. Your appearance is obviously different from "normal", would be a bit disturbing to many people (-20 to charm checks vs most people), and cannot be truly disguised.

Bonus: 6 SP

Unlucky

This character is all too often in the wrong place at the wrong time. If they go into a city of 100,000 people they will inevitably run into the one person they don't want to see. At least 3 times every adventure the EM should have something bad happen to them.

Bonus: 10 SP

Unwanted Familiar

This character has some kind of an animal companion or magical pet that they would rather not have. This companion can be either be one that is of animal intelligence but has a habit of getting the character into trouble; like a ferret that gets into other peoples stuff at just the wrong time. Or one that talks and gives bad advice or says stupid things that get the character into trouble. This hindrance should come up at least once per adventure. Either the EM or the character can have something occur based on this.

bonus: 5

Weakness

Minor: One type of attack (fire, holy, light, dark, etc...) deals 25% extra damage against you (before defense modes).

Bonus: 7 SP for a common attack type, 4 for an uncommon attack type, and 2 for a rare attack type.

Moderate: One type of attack (fire, holy, light, dark, etc...) deals 50% extra damage against you (before defense modes).

Bonus: 12 for a common attack type, 7 for an uncommon type, and 4 for a rare attack type.

Major: One type of attack (fire, holy, light, dark, etc...) deals double damage against you (before defense modes).

Bonus: 17 for a common attack type, 12 for an uncommon attack type, and 7 for a rare attack type.

Note on Weaknesses: What types of attacks are considered common, uncommon, or rare varies between game settings. The EM should be the one to decide the rarity of each attack type.

1.5.3 Creating your own Hindrances

The ability of players to create their own hindrances is one of the great things about anime role-playing. This allows players to add more interest to their characters and make these characters vastly different.

It can be difficult to decide how many SP any particular hindrance should give as bonus. That is why this section shall be going over some methods of doing this. In this the examples in the previous section shall be of great use as guides.

It is very important that players remember that they cannot use their other abilities to negate the effects of their own hindrance. As soon as a hindrance has been totally negated then it is no longer worth any SP.

Thinking of a Balanced Idea

Every hindrance should be balanced so that while it does hinder the character, it does not make the character totally unusable. For example, if a character takes a hindrance that does not allow them to be healed even by resting then that character will become unusable after a short time. On the other hand if a hindrance does not actually hinder the character then it cannot grant any bonus. For example, being unable to take a proficiency in any weapon when the player never planned on doing that anyway is not actually worth any bonus SP. In short a hindrance should not be too horrible for the character and at the same time should have at least some effect.

Bonus by Comparison

The easiest way to figure out how many SP a hindrance is worth is by comparing it to one of the example

hindrances that is similar. This process is not exact so extra care to not give too many or too few points should be taken.

For example one could take the hindrance to be unable to use metallic weapons or armor. Not being able to use any weapons or armor is worth 14 SP so it is obvious that this version wouldn't be worth that much. Most weapons and armor are metallic though so it would be worth somewhat over half. In this case it should be worth only 10 SP instead of 14 SP.

As another example one could take the hindrance that they will take 5 Min damage per round if they are exposed to direct sunlight unless they dress as to cover up their whole body. This hindrance, like a common phobia, is very likely go come up on every adventure. It also forces the character to go through great pains to avoid suffering the effects and could be deadly if an enemy took advantage of the hindrance in a clever way. This should be worth somewhat more than a common phobia then, as it happens just as often but is more deadly. Instead of 10 SP like a common phobia it should be worth 15 SP.

1.6 Unique Abilities

Unique Abilities are just as the name implies, special powers unique to each character. It is very common for characters in anime to possess special powers and attributes. That everyone might have them does not make these powers any less interesting due to the fact that every character is likely to have a different combination of powers than any other character.

One of the most common problems players might have is trying to do too much with one character. Even in this free system where abilities can be created by the players themselves there is a limit to how much one character can do.

The other most common problem players have is choosing what abilities they want in a system where they can pick anything. The best way to avoid this problem is to have a strong character concept before you even reach the stage of choosing abilities.

Reduced / Increased Skill Points on Level Up

Some of the example abilities shown have a reduction in the SP a character gains on level up as part of the cost. Characters cannot take abilities that will cause their level up SP to go below 1. Since a character normally gains 5 SP on each level up (see Chapter VII) they cannot take a reduction greater than 4 on their level up SP unless they are getting a bonus to level up SP from another ability or hindrance. Taking an ability to gain Extra SP on level up can cancel with level up SP penalties from some abilities, but since only a bonus of +3 SP on level up can be taken it might not be able to fully cancel in all cases.

1.6.1 Examples of Individual Unique Abilities

Advanced Creation

Half: Your level counts as five higher for the maximum type and number of items that can be created with one item creation skill (see Chapter VIII).

Cost: 7 SP

Full: Your level counts as five higher for the maximum type and number of items that can be created with any two item creation skills (see Chapter VIII).

Cost: 10 SP

Advanced Martial Arts

Your level counts as five higher for maximum number of martial arts maneuvers allowed.

Cost: 15 SP

Advanced Spellcasting

Your level counts as five higher for maximum number of spells allowed.

Cost: 20 SP

Advanced Training

Your level counts as 5 higher level variables of training maneuvers.

Cost: 8

Advanced Weapon Use

Your level counts as five higher for the maximum number of weapon maneuvers allowed. This ability does not allow you to gain a paragon weapon maneuver before level 15.

Cost: 13 SP

Blocks

Lesser: You have 1 block per round. To successfully block an attack choose a method such as rolling an opposed stat check (EM must approve method chosen).

Cost: 6

Greater: You have 1 block per round at levels 1-2, 2 blocks per round at levels 3-4, 3 blocks per round at levels 5-8, and 4 blocks per round at level 9+. To successfully block an attack you must choose some method such as an opposed stat check (EM must approve method chosen).

Cost: 13 SP

Damage Reduction by Level

Lesser, constant: You have damage reduction equal to 25 or 5 times your level (whichever is higher).

Cost: 10 SP

Greater, constant: You have damage reduction equal to 50 or 10 times your level (whichever is higher).

Cost: 20 SP

Lesser, conditional: You have damage reduction equal to 25 or 5 times your level (whichever is higher) for the cost of 1 EP per round.

Cost: 7 SP

Greater, conditional: You have damage reduction equal to 50 or 10 times your level (whichever is higher) for the cost of 1 EP per round.

Cost: 14 SP

Damage Reduction From a Stat

You have damage reduction equal to your one of your stats to zero. The stat is chosen at the time this ability is taken and cannot be changed to a different stat.

Cost: 7 SP

Defense Per Level

Lesser, constant: You have + 10 or + 2 times your level (whichever is higher) added to all your defensive categories.

Cost: 7 SP

Greater, constant: You have + 20 or + 4 times your level (whichever is higher) added to all your defensive categories.

Cost: 14 SP

Lesser, conditional: You have +10 or + 2 times your level added to all your defensive categories for the cost of 1 EP per round.

Cost: 5 SP

Greater, conditional: You have + 20 or + 2 times your level added to all your defensive categories for the cost of 1 EP per round.

Cost: 10 SP

Delayed Power

The character gains + 1 SP on each level up.

Cost: 5 SP

Note: No character can have more than a + 3 bonus to level up SP.

Dodges

Lesser: You have 1 dodge per round. To successfully dodge make an agility check vs the attacker's intelligence.

Cost: 7 SP

Greater: You have 1 dodge per round at levels 1-2, 2 dodges per round at levels 3-4, 3 dodges per round at levels 5-8, and 4 dodges per round at level 9+. To successfully dodge make an agility check vs the attacker's intelligence.

Cost: 15 SP

Elemental Immunity

Immune: All non Min damage of one type against you canceled and you cannot get status ailments that match one damage type such as fire, water / ice, wind / lightning, earth, light, darkness, holy, unholy etc... This type is chosen at the time this ability is taken and cannot be changed.

Cost: 7 SP for a common type, 5 SP for an uncommon type, or 3 SP for a rare type.

Absorb: All normal damage of the chosen type is considered to be an attempt to heal instead of harm you. This type is chosen at the time this ability is taken and cannot be changed.

Cost: 13 for a common type, 8 for an uncommon type, or 5 for a rare type.

Note: What types are considered common, uncommon, or rare is a part of the specific game setting.

Enhanced Learning

You get a free non-combat skill point at the end of each adventure you complete.

Cost: 3

Extra Action

You have one action per round more than normal for a character of your level. Cost: 25 SP

Extra Conditional Action

You have one action per round more than normal for a character of your level. This action can only be used for one focused purpose such as defending, attacking, use an invention, using a magic item, etc...

Cost: 15 SP

Extra Talent

You have an additional talent (see [section 1.3](#)).

Cost: 5

Extra Weapons

You have one weapon skill that counts for the use of more than one weapon. This costs 3 SP plus an extra 1 SP for each weapon added beyond the first. So having one weapon skill for 2 weapons would cost 4 SP, 3 weapons 5 SP, 4 weapons 6 SP, etc... Once you pay up to 12 SP for this ability you simply have one weapon skill for all weapons (which also counts for skill with any object used as a weapon).

Cost: Special

Friends

Everywhere you go you keep running into old friends and acquaintances. You often don't even remember these people, but they remember you and as a consequence you can nearly always find help when you need it.

Cost: 10 SP

Great Skill

Pay any number of SP to get double that number of NCSP.

Heightened Power

Your level counts as either 1, 2, or 3 higher for how much HP & EP you have, all level variables, and for how many spells, maneuvers, and abilities you are allowed to have. Please note that you cannot learn paragon abilities before level 15 regardless of this ability. This also does not increase your level for how much XP you are to be awarded.

Cost: for +1 level, 20 SP; for +2 level, 40 SP; for +3 level, 60 SP.

HP Aura

You have an aura that has 30 + 4 HP per level and takes damage first protecting your HP. This aura is protected by any damage reduction or life guard defense modes you have and recovers HP at a rate of 5 per round.

Cost: 20 SP

Impossible Style

During combat you may use your charm stat in place of strength and agility. cost: 25 SP

Increased EP

Standard EP Packages: Each package has a cost listed on the left and then the package effects are listed on the right. Each character can normally only take one package; talk to your EM if you want to do something different.

07 SP: +5 EP and +1 Level up EP
14 SP: +15 EP and +3 Level up EP
21 SP: +25 EP and +5 level up EP
28 SP: +40 EP and +8 level up EP
42 SP: +60 EP and +12 level up EP

Extra Energy: You gain +2 max EP. Can be taken any number of times.

Cost: 1 SP

Improved Energy 100%: You gain double the normal amount of base EP and level up EP from your energy stat. This ability can only be taken at level 1.

Cost: 25 SP

Increased HP

Standard HP Packages: Each package has a cost listed on the left and then the package effects are listed on the right. Each character can normally only take one package; talk to your EM if you want to do something different.

05 SP: 5d8 starting HP, d8 instead of d6 for level up HP
10 SP: 10d6 starting HP, 2d6 instead of d6 for level up HP
15 SP: 10d8 starting HP, 2d8 instead of d6 for level up HP
20 SP: 60 starting HP, 12 instead of d6 for level up HP
30 SP: 80 starting HP, 16 instead of d6 for level up HP
40 SP: 100 starting HP, 20 instead of d6 for level up HP

Extra Die: You gain +1d6 max HP. Can be taken any number of times.

Cost: 1 SP

Improved Health 100%: You gain double the normal amount of base HP and level up HP from your health stat. This ability can only be taken at level 1.

Cost: 16 SP

Life Guard

Lesser, constant: You have a Life Guard of X / 2, Not Dead.

Cost: 6 SP

Average, constant: You have a Life Guard of X / 3, 1 HP > Not Dead.

Cost: 10 SP

Greater, constant: You have a Life Guard of X / 4, 25% HP > 1 HP > Not Dead.

Cost: 15 SP

Lesser, conditional: You have a Life Guard of X / 2, Not Dead for the cost of 1 EP per round.

Cost: 4 SP

Average, conditional: You have a Life Guard of X / 3, 1 HP > Not Dead for the cost of 1 EP per round.

Cost: 6 SP

Greater, conditional: You have a Life Guard of X / 4, 25% HP > 1 HP > Not Dead for the cost of 1 EP per round.

Cost: 9 SP

Marksman

You get a +10 or +2 times your level added to your hit bonus with all guns and thrown weapons.

Cost: 6 SP

Necessities

Food: This character does not have to eat: 2 SP

Sleep: This character does not have to sleep or rest. Cost: 6 SP

Phasing

Lesser: Character can walk through solid objects or sink into the ground. (This version of the ability cannot phase through weapons or attacks.)

Cost: 8 SP.

Greater: Character can walk through solid objects or sink into the ground. Whenever the character is phased out that character has an auto-miss of 10- (see chapter II for an explanation of auto-miss). The character cannot be phased out while they are attacking or manipulating any object not in their possession. You may phase in or out on any initiative that you are taking an action.

Cost: 25 SP

Privileged Background

You start with five times the normal starting money. Also your character can purchase any equipment that his starting homeland can produce even if it is not normally sold to civilians, and you get this equipment at regular price (rather than inflated black market prices). Even after character creation you have increased access to special equipment made in your home country.

Cost: 10 SP

Progressing Weapon Proficiency

Lesser: Choose one weapon proficiency when this ability is taken. This character starts as 'well practiced' in that choice at level 1. At level 3 moves to 'skilled' in that choice. At level 5 moves to 'expert' in that choice. At level 7 moves to 'master' in that choice. At level 12 moves to 'grandmaster'. This ability can only be taken at level 1.

Cost: 8

Greater: This character always has the highest weapon skill possible for their level in one weapon chosen at the time this ability is taken. This ability can only be taken at level 1.

Cost: 15

Increased Statline

You get 204 stat points to distribute instead of 189. You must still abide by the stat maxes for starting stats.

Cost: 40 SP

Regenerating HP Over Time

Lesser: You regen 1 HP per 5 minutes

Cost: 2 SP.

Average: You regen 1 HP per minute
Cost: 4 SP.

Greater: You Regen 1 HP per round (5 seconds);
Cost: 10 SP.

Regenerating EP Over Time

Lesser: You regen 1 EP per 5 minutes
Cost 4 SP.

Average: You regen 1 EP per minute
Cost: 8 SP.

Greater: You regen 1 EP per round (5 seconds)
Cost: 20 SP.

Signature Invention

You have an item that has the equivalent power of something created with the invention skill (see [section 8.4](#)). Unlike a normal invention this invention's power grows as your level increases. The skill point cost depends on the level of invention this counts as. The signature invention can be anything allowed by the EM (even a giant robot).

Cost: level 4: 6 SP, level 5: 15 SP, level 6: 25 SP, level 7: 35 SP

Signature Item

You have an item that has the equivalent power of a major magic item with powers based off of your level. Unlike items made from artifice (see [section 8.3](#)) the power of this item grows as your level increases. This can be for any type of item weapons, armor, jewelry, etc...

Cost: 20 SP

Single Exemption

You may choose one system ability to be exempt from the rule of threes. Which ability is chosen may be changed in between adventures. This ability may be taken more than once.

Cost: 10 SP

Specialty Skills

Lesser:

You have a single skill that you excel at. At different levels your skill counts as having a different power level of ability behind it. You skills always defeat any ability of lower power level and are always defeated by any ability of higher power level. If used against an ability of the same power level you roll an opposed proficiency check to decide the outcome. See the table below for what power level your skill counts as for each level.

Level:	Skill power level:
1-2	weak
3-4	moderate
5-14	major
15+	paragon

Cost: 5 SP

Greater:

This is the same as the lesser version except that it applies to a small set of skills. This set must follow the same criteria as a set of skills that could fit into a single talent (see [section 1.3](#)).

Cost: 15 SP

Teleportation

Lesser: Character can use an action to teleport to any place they have been before or can see at last initiative. Up to 5 or level (whichever is higher) willing others can be taken along.

Cost: 8 SP

Greater: Character can use an action to teleport to any place they have been before or can see at unmodified initiative. If your initiative is higher than that of someone that is attacking you this ability can be used to teleport away just before you are attacked. Up to 5 or level (whichever is higher) willing others can be taken along.

Cost: 16 SP

Training Exemption

Choose one combat stat or stat check. Weak training maneuvers applied to that chosen thing do not count towards the limit of 3 stacked system abilities.

Cost: 8 SP

Undead Strength

This character is stronger at night and weaker in the daylight. During the day this character is at -10 strength and at night they are at + 10 strength. This ability cannot increase your strength higher than the normal max for your level. A character must have a base strength of at least 15 to take this ability.

Cost: 5 SP

Unlimited Flight

Character can fly at their base speed.

Cost: 8 SP

Unlimited Magical Skill

Lesser: The character knows half (rounded up) the maximum number of spells allowed for their level (they must still have the magic skill and required magic talents separately).

Cost: 22 and the character gets 1 less SP on each level up.

Greater: The character knows the maximum number of spells possible for their level (they must still have the magic skill and required magic talents separately).

Cost: 30 and the character gets 2 fewer SP on each level up.

Unlimited Magical Specialization

Lesser:

This character's level counts as two higher for the maximum magic specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those are automatically perfected after they have had the same one for at least three adventures.

Cost: 15 and the character gets 1 less SP on each level up.

Greater:

This character's level counts as five higher for the maximum magic specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those are automatically perfected after they have had the same one for at least three adventures.

Cost: 21 and the character gets 1 less SP on each level up.

Note: For either version the character must still meet the requirements to learn each level of magic specialization (see [section 4.1](#)).

Unlimited Martial Arts Skill

Lesser: The character knows half (rounded up) the maximum number of martial arts maneuvers allowed for their level. (they must still have at least basic martial arts proficiency separately).

Cost: 19 and the character gets 1 less SP on each level up.

Greater: The character knows the maximum number of martial arts maneuvers possible for their level (they must still have at least basic martial arts proficiency separately).

Cost: 25 and the character gets 2 less SP on each level up.

Unlimited Martial Arts Specialization

Lesser:

This character's level counts as two higher for the maximum martial arts specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those are automatically perfected after they have had the same one for at least three adventures.

Cost: 15 and the character gets 1 less SP on each level up.

Greater:

This character's level counts as five higher for the maximum martial arts specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those

are automatically perfected after they have had the same one for at least three adventures.

Cost: 21 and the character gets 1 less SP on each level up.

Note: For either version the character must still meet the required level of martial arts proficiency skill to learn each level of martial arts specialization (see [section 4.3](#)).

Unlimited Weapon Skill

Lesser: The character knows half rounded up the maximum number of weapon maneuvers possible for their level (they must still be at least skilled in their weapon separately).

Cost: 12 and the character gets 1 less SP on each level up.

Greater: The character knows the maximum number of weapon maneuvers possible for their level (they must still be at least skilled in their weapon separately).

Cost: 20 and the character gets 1 less SP on each level up.

Unlimited Weapon Specialization

Lesser:

This character's level counts as two higher for the maximum weapon specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those are automatically perfected after they have had the same one for at least three adventures.

Cost: 15 and the character gets 1 less SP on each level up.

Greater:

This character's level counts as five higher for the maximum weapon specializations allowed. This character also automatically has the maximum number of specializations they can for their level and those are automatically perfected after they have had the same one for at least three adventures.

Cost: 21 and the character gets 1 less SP on each level up.

Note: For either version the character must still meet the requirements for weapon specializations (see [section 4.2](#)).

Virtual Weapon Proficiency

The character has a weapon proficiency as a unique power. The level of skill is listed along with the cost for taking that level of skill as a unique ability. Normal requirements for weapon skill do not apply to this ability.

Cost: basic: 2; well practiced: 5; skilled: 8; expert: 13; master: 22; grandmaster: 32

Virtual Non-Combat Proficiency

The character has a non-combat proficiency as a unique power. The level of skill is listed along with the cost for taking that level of skill as a unique ability. Normal requirements for the skill do not apply to this ability.

Cost: well practiced: 1; expert: 3; master: 6; grand-master: 10

1.6.2 Examples of Systems of Unique Abilities

A system of unique abilities is a unique power that doesn't grant the character just one ability but rather a set of abilities. These abilities will follow some guidelines for how powerful they are and how they can be used.

Basic System

This character has special powers they can use. These abilities have a power level of weak, moderate, major, or paragon just like spells and maneuvers do. Also, like spells and maneuvers these abilities are created and changeable in-between adventures and must follow the rule of no more than 3 abilities directly stacked. These attacks have different uses and limitations than spells or maneuvers.

The power of each attack ability is comparable to the power of a spell or maneuver of the same power level. Unlike spells these abilities can require no EP to use and unlike maneuvers these abilities need not have any explanation unless the player decides to create one.

Level:	Mod.:	Maj.:	Para.:
1-2	3	1	0
3-4	4	1	0
5-6	3	2	0
7-8	4	2	0
9-10	3	3	0
11-12	2	5	0
13-14	0	7	0
15-16	0	7	1
17-18	0	8	1
19-20	0	8	2

There are three formats this system can be taken in. It can be Very Restricted, Somewhat Restricted, or Unrestricted. Below are the skill points costs of the system taken in that format followed by an explanation of what the format means.

Very Restricted: 20 SP and 1 less SP on level up.

Somewhat Restricted: 30 SP and 1 less SP on level up.

Unrestricted: 40 SP and 1 less SP on level up.

Very Restricted

All abilities in the system must be of only one of the following types: Attack, Defense, Restoration / Healing, or Non-Combat.

Somewhat Restricted

Either pick any two of the four types (Attack, Defense, Restoration / Healing, or Non-Combat) or pick a single style.

Restricting the abilities to a specific style could allow them to be used for more than just attack or defense, but would require that the abilities be able to be explained as fitting into that style. Example styles could include ninja abilities, vampire abilities, telekinetic abilities, etc... The style chosen must be somewhat specific and be approved by the EM.

Unrestricted

With this choice there are no limitations on what those abilities can be except for the power level of the ability.

Alternate System

A character could also take a system that allows for more abilities than the one above. With this system there are fewer high level abilities but more total abilities. This system should only be taken as Somewhat Restricted or Unrestricted because thinking of ideas for this many abilities in a Very Restricted format would be very difficult.

Level:	Weak:	Mod.:	Maj.:	Para.:
1-2	3	1	0	0
3-4	5	2	0	0
5-6	7	3	1	0
7-8	9	4	1	0
9-10	11	5	2	0
11-12	13	6	2	0
13-14	15	7	3	0
15-16	17	8	3	1
17-18	19	9	4	1
19-20	21	10	4	1

Somewhat Restricted: 35 SP and 2 less SP on level up.

Unrestricted: 45 SP and 2 less SP on level up.

Advanced System

For a character that wishes to have a system that advances to higher power abilities faster.

Level:	Weak:	Mod.:	Maj.:	Para.:
1-2	7	3	1	0
3-4	9	4	1	0
5-6	11	5	2	0
7-8	13	6	2	0
9-10	15	7	3	0
11-12	17	8	3	0
13-14	19	9	4	0
15-16	21	10	4	1
17-18	23	11	5	1
19-20	25	12	5	1

Somewhat Restricted: 50 SP and 2 less SP on level up.

Unrestricted: 65 SP and 2 less SP on level up.

Single Powers

Finally if a character just wants one or two abilities like this costs are listed for buying these type of powers individually. These can still be changed in between adventures.

Weak

Very Restricted: 3

Unrestricted: 4

For weak abilities there the cost difference between a somewhat restricted and unrestricted would be less than 1 SP. For this reason only very restricted and unrestricted are listed.

Moderate

Very Restricted: 5

Somewhat Restricted: 6

Unrestricted: 7

Major

Very Restricted: 10

Somewhat Restricted: 11

Unrestricted: 12

Examples of use:

The style chosen restricts what type of abilities can be used in that system. Below are a few example abilities of

each power level some from a system of ninja abilities and some from a system of vampire abilities.

Many Star Throw (weak, conditional, ninja system)

When you make an attack with ninja throwing stars you can choose to make one extra attack, but your damage from strength (or a different stat if you have an ability differing the damage bonus) is halved for your ninja throwing star attacks this round.

Throw (weak, constant, ninja system)

You can toss throwing weapons farther than normal. Instead of the normal distance (a number of feet equal to strength weight allowance) you can throw your weapons up to twice that distance.

Float (weak, constant, vampire system)

At any point when you are airborne you may choose to float motionlessly in the air instead of falling. This ability does not protect against throwback.

Listen for Heartbeat (weak, constant, vampire system)

You can hear the heartbeat of any living creature within about 50 feet and you can tell if they are afraid or angry. This can let you know approximately where a creature is located even if you cannot see them. This ability is useless if there are large numbers of living creatures around because there would be too many heartbeats all around you.

Replacement (moderate, action, ninja system)

Avoid a series of attacks that occur all on the same initiative by switching places with an object of size comparable to your own by taking an action and paying 5 EP. When this ability is used you can move up to your base speed in feet away from your former position and begin using any stealth skill or ability if you chose to. This ability creates an illusion over that object making it appear as if you are still there and being hurt by the attacks. This ability avoids all effects of the attacks including Min damage and status ailments. This can only be used against an area of effect attack if your base speed is greater than the radius of the area. Once the series of attacks is finished the illusion vanishes leaving only a damaged object. This is a damage redirection ability (see [section 5.5](#)).

Beguile (moderate, conditional, vampire system)

If you pay 2 EP per charm attempt you can multiply the effects of such attempts. In order for this ability to have any effect, the charm attempt must have been able to have some impact on its own. If the charm attempt is at all successful then you increase the category of success of the charm attempt by two whole categories (see [section 5.10](#)). Note that regardless of the numbers some charm attempts fail because of how the attempt was made or what it is made about.

Secret Strike (major, conditional, ninja system)

If you use an action to make a weapon attack against an enemy that does not realize you are there you gain +1 extra attack and then roll your stealth check divided by 2 vs target's observation. If you succeed gain another attack and then roll your stealth check divided by 4 vs target's observation for yet another attack (then divided by 8, then 16, etc...). Your level divided by 2 or 2 (whichever is higher) is the maximum number of extra attacks you can gain from this ability.

Wolf Form (major, action, vampire system)

Pay 20 EP and use an action to transform yourself into the form of a large wolf (250 lbs). Your base speed, defense, and jumping height in this form are increased by your level. This form has a bite attack with combat stats of +2 times level hit, 0 initiative, 2d20 + 2 times level damage (strength applies). You cannot talk in this form but you can howl as an intimidation charm attack vs all that can hear it.

For additional examples you can imitate the effects of any weapon maneuver, martial arts maneuver, or spell that fits into the correct style of your system (ask your EM if you are unsure if a particular ability fits in your system).

1.6.3 Creating your own Abilities

Being able to create your own special powers for your character is at the core of the concept for anime role-playing. This is important, because it allows for each character to be capable of doing totally different things than what any other character can do.

The most difficult parts of creating new unique abilities is coming up with abilities that: are simple enough to understand and use, are not too weak or too powerful, and are different enough to be interesting. Even after an ability has been created it can be difficult to figure out how much SP that ability should cost.

Ability Concept

One should always start with a sort of general concept of what the ability is and maybe why the character has that ability. Players are free to create whatever explanation they want for any of their abilities, but that explanation is only an issue of style and has no in-game power. For example one could take an ability that their character does not have to eat, sleep, or rest and explain that ability by saying the character is an android. It might seem logical that an android could not be affected by poison or disease, but unless another ability is actually taken and SP is spent that character can still be affected by those things. This means that even though no ability is out of the question it also means that no ability that has an effect more than just for style purposes is free.

Creating the Game Rule Information

After you have a solid concept for an ability it is time to decide exactly what that ability does and how it can be used in specific game terms. The most important thing to do is to keep the ability as simple as possible. No EM is going to approve of any ability that they don't fully understand.

To translate an ability concept into game terms you must decide exactly what the ability does and how it can be used. When deciding exactly what an ability does it is best to skim over the examples to see if any of them are similar to your concept. One does not need to have their new ability work exactly like an example ability, but the examples can help stimulate ideas. When deciding on how the ability can be used the ability should be categorized as a constant, conditional, or action ability (see [section 1.7](#)). If your ability might come into conflict with other abilities it is best to describe in the ability itself how to handle such conflicts. For ideas on how to deal with this see [section 5.8](#).

Deciding on the Ability Cost

Figuring out how much SP needs to be paid for a unique power that is not an example can be difficult. The best way is to compare your new ability to existing abilities. Even if no ability that is similar to it exists the overall power of the abilities can be compared.

For example a character could have a constant ability called *Connections* that states that this character has powerful political connections in every country they go to. These connections can allow the character to find out

information about the political situation, get away with minor crimes, and get them in to see important people much faster than normally possible. This ability is similar to the *Friends* ability (see [section 1.6.1](#)) except that it is more powerful. *Connections* is about twice as powerful as *Friends* which costs 10 SP giving the cost for *Connections* at about 20 SP.

1.6.4 Improvisation with Unique Abilities

Improvisation abilities are tier III (see introduction) abilities where the exact effects of the ability are made up each time it is used. This allows for a great deal of flexibility and adaptability. The price for the use of improvisation abilities however, is that they usually cost more EP to use than normal abilities.

The best way to use a unique ability to improvise is to take an ability system like those in [section 1.6.2](#) only for improvisation.

Weapon Improvisation

You have a number of weapon maneuvers equal to half (rounded up) the maximum number for your level. Additionally, you can spend and action and pay EP to forget one of them and improvise a new one to use that slot. Since the act of creating a new maneuver itself takes an action you cannot create a maneuver and use it in one action. Any maneuvers created must still be legal weapon maneuvers that could be taken normally. The EP cost to improvise a new maneuver is 1 EP for a weak, 3 EP for a moderate, 5 EP for a major, and 10 EP for a paragon. This cost is totally separate from any EP costs of using the maneuvers created. The character still must be at least skilled in their weapon separately.

Cost: 20 SP and the character gets 1 less SP on level up.

Martial Arts Improvisation

You have a number of martial arts maneuvers equal to half (rounded up) the maximum number for your level. Additionally, you can spend and action and pay EP to forget one of them and improvise a new one to use that slot. Since the act of creating a new maneuver itself takes an action you cannot create a maneuver and use it in one action. Any maneuvers created must still be legal martial arts maneuvers that could be taken normally. The EP cost to improvise a new maneuver is 1 EP for a weak, 3 EP for a moderate, 5 EP for a major, and 10 EP for a paragon. This cost is totally separate from any EP costs of using the maneuvers created. The character still must have at least basic skill in martial arts proficiency.

Cost: 25 SP and the character gets 2 less SP on level up.

Spell Improvisation

You can use an action to improvise and cast an action ability spell. Your chance of successfully casting a spell of each power level is determined by your level. Also each spell created must have an EP cost of at least a certain amount depending on the power level of the spell created, however you can pay more EP than the minimum cost if you choose. The minimum EP costs are 3 EP for weak, 5 EP for moderate, 10 EP for major, and 20 EP for paragon.

What kinds of spells you can create will be limited to some sort of general style such as elemental spells (fire, water, earth, and air), dimensional spells (time, space, and force), or any other EM approved style. Each style should allow for a huge variety of effects that it can do. The style is chosen when this ability is taken.

The character must still have the required talents (see [section 1.3](#)) in order to use spells, but need not take the magic skill (see [section 3.2](#)). This character also gains a free magic lore proficiency according to the table below.

This table shows the chance of successfully improvising spells based on the character level.

Level:	Weak:	Mod.:	Maj.:	Para.:	Mlore:
1-2	100%	50%	0%	0%	well practiced
3-4	100%	80%	25%	0%	well practiced
5-6	100%	100%	50%	0%	expert
7-8	100%	100%	80%	0%	expert
9-10	100%	100%	100%	5%	master
11-12	100%	100%	100%	25%	master
13-14	100%	100%	100%	50%	master
15-16	100%	100%	100%	80%	master
17+	100%	100%	100%	100%	gmaster

Cost: 40 SP

1.7 How to Use Character Abilities

Even once one has figured out all of the abilities their character has it can be difficult to see how these abilities are to be used. In order to understand this more clearly abilities will be broken up into three types and discussed.

Action Abilities

This type of ability is one that requires an action to be spent on it's use and often an EP cost to be paid in addition to the action. In order to use this type of ability effectively the player needs to remember the effects, initiative of use, cost, and sometimes the duration.

For examples of this type of ability it is good to note that *Spells* (see chapter III) are nearly always action abilities.

Conditional Abilities

This type of ability does not take an action to use, but rather requires some other kind of cost or type of activity to be in use. The most common condition is paying some amount of EP per some period of time. In order to use this ability effectively the player needs to remember what the abilities effect is and what the condition for use is.

An example of this type of ability is either of the conditional *Damage Reduction by Level* versions. On the condition of the character paying 1 EP that round they gain damage reduction.

Constant Abilities

This type of ability is the easiest to understand. It provides some kind of bonus or effect and is always in use. All the player needs to do is make sure they remember that they have the ability so that it is always taken into account.

An example of this type of ability is the *Unlimited Flight* ability ([section 1.6.1](#)) that allows the character to fly.

Triggered Abilities

This type of ability is any ability that can only be used in response to a certain event. This ability will still be considered either an action or conditional ability depending on if it takes an action to use once it's triggered (A triggered ability is never considered constant). A maneuver to counter attack when you are attacked is a good example of this.

Keeping Track of Character Abilities

It can be difficult to remember all the information on all of a character's abilities at once. For this reason it is sometimes best to have a cheat sheet created for each

character that summarizes the important aspects of each of that character's abilities. This is especially helpful in combat for players to make quicker and better decisions about what their characters should do.

Rule of Threes

No character can have more than three abilities adding to any one thing such as one combat stat, one stat check, or one defense mode, or any other single effect. This restriction does not include equipment, proficiency bonuses, base from stats, or abilities used on you by others (aka beyond your control). What it does include is any kind of system ability such as spells, weapon maneuvers, martial arts maneuvers, or unique powers that do not specifically state otherwise..

What this means is that when you are calculating any numbers for proficiencies, combat stats, etc... count the number of abilities that add to that total and if that number is more than three you only use the three abilities that add the most to it and ignore the rest. It's suggested that you simply design your character to not have more than three adding to any one thing to avoid any confusion.

Single Chain Rule

Some abilities have a cost to use them that is sacrificing something. Nothing that a character gained by sacrificing something can be sacrificed to gain something else.

Some abilities also differ or allow a check of some kind to be made by, or replaced with, something else. Nothing that has already been differed once can be differed a second time.

Some abilities respond to a trigger. Nothing that is a response to a trigger can be responded to by another triggered ability. A common triggered ability is a counter attack maneuver. What this rule means in that case is that you cannot counter attack from an attack that is itself a counter attack.

1.8 Example Characters

In this section six example characters will be discussed. The steps that went into creating each character will be shown and the reasons for the choices that are made will be given.

Each of these six characters is based on a stereotype of character that is often found in anime and are also very different from each other in what abilities are chosen for them.

Before we get to those example characters we should touch back on all the other things we talked about in this chapter and put the pieces together. Character creation is probably the most difficult aspect of learning to play anime-role-playing so we will be spending some time on this.

Character Concept:

First you start with an idea. This idea can be as detailed or as loose as you want. Having a more detailed base idea usually makes the rest of the character creation

process much easier. But this will be constrained by how much time you have to create your character.

Before you finish with concept and move on to the next phase you should talk to your EM and make sure this will fit in with the game they are planning on running. Also the EM might have some suggestions or ideas that might help make this concept more interesting and fun.

You will also typically fill in your character demographics at this point (name, age, height, weight, gender, etc...). You may want to have a full back story prepared for this character as well. Ask your EM on how much detail they want.

Hindrances and Abilities:

Next you will want to create the unique hindrances and unique abilities. You can do this either both at once or either one first then the other. Each hindrance adds to your total pool of skill points you use to buy abilities. For this reason it may be easier to think of the hindrances first so that how many total points can be spent is known. Regardless of which way this is done you will want to work closely with your EM during this step.

Remember that you may want to save some skill points for picking your skills in a later step.

Choosing Stats:

At this point you will want to choose your character's basic scores strength, agility, health, intelligence, charm, leadership, and energy. This step is not taken until after picking hindrances and abilities because those can have an impact on your total points to distribute to these.

The typical system for this is having a total of 189 points to put into your seven stats (called the twenty-seven system because it is like starting with 27 in each one and then reassigning the points). There are a few rules about how these points can be assigned. The most you can put into one stat is 42, and only one stat can have this many points in it at level one. You may have two other stats with up to 37 points in them. And each other stat cannot have more than 28 points. It is important to note that those limits are only on what is the most placed into a stat, you can put in less if you wish to.

Highest: up to 42

Other High Stats: two stats up to 37

All other stats: up to 28

Picking Talents and Skills:

Now you know what abilities you have that make you special and you also have picked your base attributes. Now it is time to select what skills your character will have. There are two main types of skills, non-combat and combat skills. Non-combat skills can be useful (even in a fight sometimes) but they have no direct attack or defensive use. These are things like sewing, being observant, knowing how to move stealthily, etc... Each non-combat skill is based on a particular stat and this is why we waited until stats were chosen to decide skills. Combat skills are things like the art

of spell-casting (magic skill), proficiency with a particular weapon, or general martial arts mastery. You can spend skill points to gain this but you also have a number of non-combat only skill points based on your intelligence stat. These points can only be spent on non-combat skills.

Before you start deciding on what skills you want take a look at talents. Each character begins with two talents. These are either required in order to learn something (this is the case with learning spells greater than weak) or they reduce the cost of learning something. Because talents and skills are closely linked it is best to decide on them pretty much at the same time. You can also spend 5 skill points to gain an additional talent. This is usually more effective in the long term than just spending regular skill points to buy non-combat skills directly.

The best way to do this is to think back to your character concept. What should this character be good at. If the character is starting at level one then probably you won't be able to make them as skilled as you'd like. This is still the best time to figure out where you want them to end up with skills in the future and choose your talents accordingly.

Picking System Abilities:

System abilities are things like weapon maneuvers, martial art maneuvers, and spells. Some characters might also have created their own special system when deciding on unique powers.

Overall Check:

At this point stop and look your character over. Think about what playing this character will be like. Does it seem like the character will be fun to play? Can your character defend themselves? In situations that come up during the adventure will this character be able to do anything? If your character can't do anything useful they are not fun to play. And for the last check do you have any idea what sorts of things you want the character to gain later as they become more powerful?

Purchasing Equipment

This portion of character creation will be heavily dependent on the game world your EM has created. See Chapter 6 for character starting money and standard equipment lists but work with your EM on what items are available and if the standard starting money will be used or some other method.

Putting the pieces together:

At this time you will be finalizing your character and putting all the things you've decided into a format that you can read and understand like the text character sheet shown below. You will also be calculating some values like Hit Points, and Energy Points. These values are calculated using simple addition and subtraction. If a different layout than the one below makes more sense to you there is no reason not to use that method. Items in [] are placeholders telling you what should go there. Text in *italics* are comments meant to help with understanding the layout. If you find this layout confusing go to the next section where

an actual character is shown in this format.

1.8.1 Magical Girl

Character Concept:

The base concept for this character is a stereotypical magical girl like what you may have seen in countless anime shows. Unfortunately this concept is still far too general to really make a fun character based on so lets think about this in more detail.

What is typical for a magical girl anyways?

- Young (early teens)
- Still goes to school in a present day setting.
- Has a magical adviser / pet
- Special theme based powers gained from some kind of transformation
- There is some kind of Bishounen (pretty boy) who often comes to save her when she is attacked.

Lets look at each of these things above and decide how we want to use them. The first one is pretty simple, what age should we make this character? I'll go with fifteen, that seems to be a good median age.

Next is that this character still goes to school, that brings in all kinds of fun. Lets say this character is part of a magic club in high school where members practice stage magician style tricks and showmanship.

Now a magical advisor and pet... the usual one is a cat so lets choose something else. How about a phoenix? Choosing a mythical creature has the added advantage that we can make up anything we want to about it and no one can say we are wrong. Also magical advisors seem to vary widely in how helpful they actually are. Lets say hers is mostly incompetent and tends to be annoying and give bad advice.

Special transformation powers! This part is of course key to the whole thing. She is the reincarnation of a rebel who fought against the tyranny of a kingdom of dark magic long ago. Her powers are based on the cosmos and altering time and space. In order to use these special powers she has to take a few moments and magically change into a special outfit. I'll say her outfit consists of a gray silk tunic that is so long it looks almost like a dress. The back and front of her tunic each are embroidered with small diamonds arranged to match constellations in the sky. She also has a matching pair of silk pants, a silver belt, and silver bracers on each arm. Finishing off the outfit are small stylish black boots with slightly curly toes. Since we are deciding on looks for the costume we might as well decide what the character herself looks like at the same time. She'll be a slight girl who is only a little over five feet tall and weights roughly ninety pounds. Lets make her hair black and her eyes a deep ocean blue. For those who are artistically inclined it could be fun to draw a picture of what your character will look like at this point. Unfortunately my skill as such is still only mediocre so I'll spare you my attempt.

Looking at the pretty boy who jumps out to save her

idea. Well, she won't need saving if she's transformed because she'll have these space/time powers we just talked about. But what if she is attacked before she transforms? Lets create a goofy character to fill this role and jump out when the heroine is caught flat-footed. Most of these characters have cheesy outfits and cheesier names so lets try to have a bit more style with ours. How about we call him Gerald and dress him up as a ninja except with only the bottom part of the mask which covers his nose and mouth. Got to be able to see enough of his face to tell how good-looking he is. Gerald will appear if our heroine is fighting while not transformed only and will vanish quickly once she has finished activating her powers.

For the final part of the concept lets name this character and give her some more personality details. I like the name Sierra so we'll use that. And for the personality what would be fun to role-play? Lets make her a bit of an occult fanatic who likes candles, tarot cards, strange symbols, etc... This will make her a bit of an outcast at school. So she will be somewhat bitter towards people her age who are into sports, cheer leading, or other 'normal' and 'popular' things. It would also be amusing if she had a problem with math. She isn't stupid, but she has a disorder that makes it difficult to keep numbers higher than ten straight in her mind. When she isn't acting bitter towards her classmates she is a cheerful person who enjoys magic shows and occult collectibles.

Hindrances and Abilities:

In this section we are going to take what we came up with for the concept and put it in actual game terms. If you are new to the game have your EM help you with this.

I prefer to start with hindrances so looking above we have a few things. First is that the character's magical advisor is such a moron that he actually is a kind of anti-help. We decided above that he is a phoenix so let's say he is a bird with red and yellow feathers named Alex. He will always show up anytime she transforms and will show up randomly at other times. He loves to give advice but unfortunately his advice only comes in two varieties. He is either totally wrong or is only pointing out the obvious. Lets put this idea in rule terms based on the unwanted familiar example hindrance.

Unwanted Familiar: Alex the Phoenix, Bonus: 5 SP

A bright red and yellow bird named Alex shows up every time she transforms and randomly when she doesn't. The EM can have him give advice that is either pointing out the obvious or seems reasonable but is actually wrong. Alex also is not all that polite and will often annoy nearby NPCs giving Sierra a -10 charm penalty with anyone nearby. Even worse he will be instantly reborn if someone kills him, so she'll never be rid of him.

We also decided that she had a problem with math. Let's make that as a non-combat skill deficiency as listed in the example hindrances. She'll be a deficient expert in math. This will mean that any numbers higher than ten get confusing to her fast.

Math Disability, Bonus: 8 SP

This character has trouble with any number bigger than ten. Applies in all situations including the handling of money.

And this character should only be using her special powers and costume to fight with so we'll take the following hindrance. This is also a standard hindrance.

Cannot Use: Weapons or Armor, Bonus: 14

Character cannot use any non-unique ability weapons or armor.

And as for money goes. This character is a kid. She doesn't have any money, additionally since she can't really use much equipment we might as well take the next hindrance.

No Starting Money, Bonus: 3

And for the final hindrance she has to spend time to transform. Plus to strangers she'll pretend not to know anything about special powers and such when not transformed. This is the standard mystic transformation hindrance.

Mystic Transformation, Bonus: 20% off linked abilities.

She must be transformed to use certain powers. It takes her two rounds to transform, and she'll try to keep her normal self and transformed self from being seen as the same person.

We could have also taken restricted actions because she is still as student in high school, but I've chosen not to. This means that somehow she can get excused absences to go on adventures and otherwise vanish from school for short times without getting in much trouble.

Time for a quick calculation session. She has a base of 50 SP then lets add her hindrances to that ($50 + 5 + 8 + 14 + 3 = 80$ SP total). Also she is going to be getting 20% discount on some of her abilities, which we will be handling next.

First lets handle those abilities she can only use when transformed. For this we will need a set of abilities based on her space time theme that can change as she levels up. A system of abilities would work much better for this than a single ability. And since this is the main point of this character lets spent quite a bit for this part. Buy the Advanced System version with the restriction being space/time abilities only.

Space/Time Abilities, Cost: See Below

The full description of this is in [section 1.6.2](#). The main important point for now is that she has 7 weak abilities, 3 moderate abilities, and 1 major ability.

The cost for this will be a bit more complicated than

normal. Before the 20% off this costs 50 SP and the character gets 2 less SP on level up. In order to take a percentage off we'll have to convert it to a single number first. One less SP on level up is worth 5 SP at level 1. So 20% off 60 is equal to 48. However we can't reduce the level up penalty for this ability because that would unbalance it. So it will be 38 SP and 2 less SP on level up.

That pretty much covers everything with the transformation because that is a complete set of abilities to use. So next lets get our hunky man Gerald into this. All we need him for is defense when not transformed so lets just treat him like a major defense ability.

Major Defense Ability, Cost: 10 SP

This is a major unique power usable only for defense as described in [section 1.6.2](#).

And now we have some points left to do things we didn't think of already. Of course what magical girl doesn't have lots of friends everywhere?

Friends, Cost: 10 SP

Everywhere she goes other occult fanatics are likely to be around and are willing to help her. Of course they have no idea she is actually a magical girl, or do they?

Next is where experience at making characters comes in handy. I happen to know this character's abilities are going to use up energy points (EP) because the flashy style of a magical girl pretty much demands it.

EP Regen, Cost: 8 SP

She recovers 1 EP per minute.

Now for some quick math, we had 80 SP to work with from base plus hindrances. We spent $38 + 10 + 10 + 8 = 68$ SP. This means we have $80 - 68 = 12$ SP left. All we have left to buy is a weapon style skill with this so lets get one more inexpensive ability.

Enhanced Learning, Cost: 6 SP

This character gains +2 NCSP at the end of each adventure.

This ability is one of my favorites because it promotes increased skills down the road. Final calculation puts us with 6 SP remaining.

Choosing Stats:

Now it is time to pick the character's base attributes. We will be using the standard system for this. We will be allocating 189 points to the seven stats with the maxs of 42/37/37/28/28/28/28. First choice is which maxes apply to which stats. The choices for this character are as listed below.

Strength: (low 28 max)
Agility: (high 37 max)
Health: (low 28 max)
Charm: (high 42 max)
Leadership: (low 28 max)
Intelligence: (low 28 max)
Energy: (high 37 max)

Stage magic is going to be mostly based on personal charm along with some manual dexterity. And as stated previously this character's powers are going to require energy to use. Just because an initial stat max is 28 doesn't mean the character is terrible at that stat. Human average is considered to be 20 for any stat. Now we need to assign our 189 points.

Strength: 12 (she does only weigh 90 lbs)
Agility: 37 (It's good to take high ones to the max)
Health: 20 (lets make her average here)
Charm: 42 (max charm potential)
Leadership: 13 (teenagers are terrible leaders usually)
Intelligence: 28 (this is a good one to have above 20)
Energy: 37 (max this one as well)

Picking Talents and Skills:

Now we need to choose what this character's two free talents are going to be in. The first one we'll take in in unarmed combat as a weapon skill. It might seem silly for a character with such pathetic strength to have a skill in fighting unarmed, but when choosing our attack abilities for her space/time powers we can base those on an existing weapon skill, making them more powerful later on. With the talent in this skill 4 SP is exactly enough to reach the highest skill level we are allowed to take at level 1. The normal cost for this would be 2 for proficient, then another 2 for well practiced, and then 5 for skilled. But we get to only pay half that rounded down. So 1, 1, and 2 instead (totaling to 4 SP). These means that we have 2 SP remaining.

The next talent shall be a non-combat skill related one. Stage Magician: Half cost on Acting (charm), Occult Lore (intelligence), Showmanship (charm), and Sleight of Hand (agility).

Now we need to pick non-combat proficiencies. Because she has 28 intelligence she has 4 NCSP to spend on these. Normally it costs 2 NCSP to become proficient in something but with her talent she has four skills that it only costs her one point each to gain. We might as well become proficient with each of the four skills in her talent. Normally a character should also have at least basic in a skill called observation, but this character can learn that the hard way and take it later.

Picking System Abilities:

Ah here we are to the heart of the matter. We need to decide what these abilities her transformation gives her can do as well as that one defensive ability she can use outside her transformation. This part can be very challenging for new players. A good starting point is to get one good attack ability, a few good defense abilities, and just

use the rest for random fun stuff.

So I'm going to use the one major ability we have for an attack. I've already decided that it will be based on unarmed skill. Now the next thing to understand is that the rules allow for very loose interpretations of things. I've said that Sierra's powers are time/space only, but that can cover a great many different things. So my task is choosing an ability and making sure it's explanation fits with what type of ability it is supposed to be and that it's overall power fits in with it's power level classification (major in this case). So we are creating an attack that can theoretically do anything related to time and space on a major level. Well, getting to go first is related to time, having the attack deal lots of damage in a big area is pretty close to space, hey having the attack hit them more than just once if it is successful is also related to time. So why not make an attack that always goes first, does tons of damage, and keeps hitting the enemy every turn after that until they drop? This is where power limitations really come into play. A major type ability could actually do all of those things as described, however the more an ability like this does the more EP it costs to invoke that ability. So Sierra would either only be able to use that attack once or she'd not even be able to use it at all as described above. Since this is going to be her only effective way to attack for now we'd better scale this back into something she can do over and over. Since her agility is decently high we can cut out the going first part with the expectation she could easily go first or at least second even without that (assuming she's battling people who are at her level). We still want to do a decently high amount of damage, no sense in spending any energy at all on an attack unless you think it will be effective. Probably we don't need to worry about attacking more than one enemy at a time just yet. And I do like the last bit, but instead of having it repeat the damage continuously, let's just have it repeat once the turn after the attack has hit a target. Now what kind of style do we want? Just because this is based on unarmed skill doesn't mean she has to actually run up and punch the target. Even though we don't need to worry so much about hitting more than one enemy, it might be wise to attack at a range. So a good style for the attack might be having her launch globes of space distortions by making a palm strike motion at the target. It's cool and it fits in with what her powers are supposed to be able to do. So the description of the attack would look like what is below.

Distortion Palm (unique time/space, major, conditional)

Cost: 5 EP, Range: 100 yards, Area: single

All of the user's unarmed attacks now launch globes of space/time distortion which use the base unarmed attack combat stats except that they gain an extra +15 or 3*level to hit, use a d20 for damage instead of a d10, add an extra 15 or 3*level to damage, and use charm for base damage instead of strength.

In addition any enemy that was hit takes the same damage again at the start of the following round as if they were hit by a separate attack for that amount of damage. This follow up attack cannot be dodged.

So this is what our ability looks like. Now you might ask... what does it mean and how did I come up with

it? The bold part is of course the ability name, which I made up whole cloth. I could have called it anything I felt like. The first item inside the parenthesis is just reminding us what type of ability this is. For this character who only is going to have one type of ability for now we could leave that part out, but I'll include it just as a good practice. The second part reminds us what power level this ability is. And now the last part is what category of ability this is. [Section 1.7](#) has the full description of what this part means, but I'll touch on it here. A conditional ability just means that this ability has a cost of some kind but does not take an action to use. In this case that is a bit deceiving because then you'd think that making those attacks doesn't take an action. If you read this ability carefully you'll realize that it simply states that your unarmed attacks gain the ability to be more powerful. Meaning just activating this ability does not mean you have actually made any attacks. So to really use it you'd have to activate and then use an action to attack someone. That's all the detail on that we will get into here see [chapter 5](#) if you want to read more about combat. For the rest of the abilities to be created here I'll only hit the highlights on creation.

Since we can now effectively attack we need to cover our next basis and decide what we will do if someone attacks us back. This is where abilities that give defense modes will come into play. What these are and how they work can be found in full detail in [section 5.5](#), but the short version is they are ways of avoiding actually taking full damage from an attack. I'm going to stick with the basics and copy basic ones for this.

Charm Reduction (unique time/space, moderate, conditional)

The user is surrounded by a space distortion that gives them damage reduction equal to their charm stat for a cost of 2 EP per round.

This one is your basic force field reduces the damage kind of idea. It's exactly like it sounds, reducing the damage by a fixed amount each time you are hit.

Damage Delay (unique time/space, moderate, conditional)

The user can pay 2 EP distort time around an attack against them to cause it to be delayed in time for 1d4 rounds and the damage from that attack is reduced to being non-lethal.

This one is a bit different. You still take the damage, but later and it will only knock you out, not kill you. However, you can still use this one and then when it's time to take the damage you can then use the first one to reduce it.

Constant Guard (unique time/space, moderate, constant)

When the user's life is in danger reality distorts to try and minimize that danger, granting Life Guard: X/2, Not Dead.

This one is kind of the Oh Crap this could really hurt kind of defense. It's usually last on your list of defense modes. Go to [section 5.5](#) to read more about this one.

Now we've covered both attack and defense, but

what if we are in a situation where we aren't fighting anyone? We still want to have the option of using special powers beyond those skills we are barely competent in. Fortunately we still have seven weak abilities left to work with. So what can you do with the ability to manipulate space/time anyways? Teleport maybe. See into the past possibly. Seeing into the future would be great, but sadly there's no way to make that work as even your EM might not really know what is about to happen. Why not something to protect our super secret identity? We could speed up the healing process for someone enough to be useful outside of combat situations. And my last idea is a bit strange. The ability to know how much time has passed since any specific event you know of occurred, or knowing that it has yet to occur. Now it's time to list these out specifically. Even though we've only got five ideas and seven abilities. You'll see why I decided to stop with five ideas below.

Teleport Self (unique time/space, weak, action)

Cost: 1 EP, Initiative: Last, Area: Self

User has an object set as her personal token in order to use this ability. User can teleport to within ten feet of any location where one of those tokens is located.

If any of you have been reading ahead you may have noticed that I totally ripped off the example weak spell Move Self. Changing the user's spatial location is space enough for the requirements and the ability power levels are the same so doing that is perfectly ok.

Time Window (unique time/space, weak, action)

Cost: 0 EP, Initiative: Last, Duration: Concentration

The user creates a small three foot by three foot window in front of them which allows them to view into the past by an amount of time declared when the ability is invoked. This cannot be farther than twenty four hours into the past. This window acts like a lens showing the same place that is seen though it except into the past by the designated amount of time.

Now you might be wondering how I got away with a zero energy cost. The duration is concentration and the type is action. That means you use an action and then have to keep concentrating to keep using the ability. So you don't get that action you used back until you stop using this ability. So for people with only one action (like most level 1 characters) they can't do anything else at the same time.

Unmemorable Face (unique time/space, 3 weak, constant)

People that see the user have their memory of her face aged in their mind so that they only remember her exact looks vaguely unless they have a moderate or greater ability linked to observation. Cameras and other recording devices that do not possess a moderate or greater level of power show her face as a vague blur.

Now look at this. It is only one ability, but I've used up three of our weak ability slots on it. This is called stacking abilities. And what is the mention of moderate? Didn't we only use weak abilities. It just so happens that three weak abilities are exactly equal to one moderate ability. If that's the case why didn't we stack all our abilities into one

huge attack that is outrageously powerful? That would be boring and the rules only allow for a maximum of three abilities to be stacked together at a time.

Speed Healing (unique time/space, weak, conditional)

User can meditate to cause herself or one person being touched to recover HP at a rate of one per three minutes.

On this one if you've been reading ahead you'll notice that this is exactly the same as meditative recover in the martial arts maneuver examples. Except that our ability can be used on someone else. So why is ours better when they are the same level of power? It's only because martial arts maneuvers are specifically stated to not be easily able to heal other people, or even heal at all that efficiently. Our ability type isn't able to heal all that well either but it's not restricted at all about affecting other people.

Detect Event (unique time/space, weak, action)

User can detect if a very specific event has occurred and how long ago it happened if it has occurred. For example you could detect if your friend Tim has ordered a pizza. You must list at least two specific details about the event, such as who did what, or what happened where. User can get more detailed than this but not less. If the event has been hidden by use of a masking ability you can roll observation vs skill used to mask it vs weak abilities. Against moderate or greater masking this ability fails.

This is a strange idea I'll admit. In combat it's not that useful because you can probably see what just happened well enough not to need to use this for it. But if you were waiting for someone to come into a building so you could ambush them you could keep using it to see if that person had entered this building yet. You would have to know who that person was to use this, but there could be lots of other uses for it. Also note how I've stated exactly what happens if this ability clashes with any other ability. This is good practice to think of that when you create your abilities. To read more about this type of thing see [section 5.8](#).

We should get the one ability which is outside our transformation. This ability has been designated as a defense ability of major level. The purpose of even taking this power so that the character can be defended even while not transformed. What we are going to do is make this defense be better by adding some conditions to it's use. First one will be that it only works when Sierra is not transformed. And the second will be that it only works if she is not actively attacking or defending with in some other way. Ah this is sneaky isn't it? Since we don't have any powers other than this one while not transformed these conditions are sure to be met at that point. Next we'll add the style element of having the protection seem to come from a third party. That's just for fun, but it is important to remember that to the rules the ability does belong to Sierra.

Gerald (unique defense, major, conditional)

For this ability to be active Sierra but not be in her transformed state and must not be taking any action other than running away or transforming (not taking any action also qualifies

to be defended).

A man dressed in dark gray ninja clothing (but without the hood) comes and protects the user. This man is effectively just providing defense modes for the user and has no actions, HP, EP, initiative, etc... of his own. The defense modes provided are one dodge per round (80% success rate) for each base attack from unarmed skill, damage reduction equal to charm stat, and Life Guard: X/2, Not Dead. If she finishes transforming while he is around Gerald will stop defending and vanish after saying some sort of inspirational one liner.

Now if you look at this closely you'll notice that we don't have to pay any EP for this and yet we are getting a dodge every round (or more at higher levels), in addition to damage reduction and life guard. How is that possible to get so much for no EP? It's actually pretty simple if you think about it. First this ability can't be used unless we haven't transformed yet. Since the use is limited that lets us get away with some of that. In addition to that our actions are limited in order to use this ability. So we can treat it almost like we had to spend an action to use.

Overall Check

So we've finished picking out all stuff for this character. At this point we'd better stop and make sure we didn't forget anything. Can we fight effectively? We have a decent attack ability and some ok defenses. Will this character be useful in other situations? We do have some other stuff we can do that pretty interesting so I think we are good there. Hmmm now will this character be fun to role-play? For me I think that this would be yes. That math deficiency could be hilarious. And the obsession she has with occult stuff and fortune telling could be fun even though that doesn't show up in her abilities or hindrances at all. And the final question, do we have any idea how this character can advance and what they will do with SP they gain after level 1. Character Advancement is the title of chapter 7 and I will actually be covering Sierra's advancement in great detail there. My plan is for her to use SP to buy unarmed weapon maneuvers (see chapter 2) and then just go with how her system of space/time abilities naturally advance. For this last check you should ask your EM for help, new players who have never had a character level up will have trouble with this.

1.8.2 Martial Artist

Character Concept:

The base concept is a stereotypical martial artist. That is not quite specific enough to really do much with. So lets think a bit. What do you usually see in a martial arts type in anime.

What is typical for a martial artist anyway?

- Either fights unarmed or uses something simple like a staff.
- Is either going to be a really old and wise person that never gives a straight answer or a very young reckless troublemaker.

- Is probably wandering around completely penniless on some kind of grand quest.
- Probably has some kind of code of honor that always seems to get them into trouble.
- Often rather overconfident in their skills.

So do we go with the old master who talks in riddles or the young pup? I'm going to say young pup, because this character is starting at the lowest level. In order to be a convincing master you have to be very powerful.

We'll make this character a young man who is about eighteen years old. He was a monk in a temple but he decided he'd learned all they could teach him and decided to go out on his own.

Hindrances and Abilities:

Choosing Stats:

Picking Talents and Skills:

Picking System Abilities:

Overall Check:

Purchasing Equipment

Putting the pieces together:

1.8.3 Mecha Pilot

[Leave it to Shivers]

1.8.4 Ninja

1.8.5 Sorceress

1.8.6 Swordswomen

[Leave it to Rekky]

Chapter II Martial Arts and Weapon Maneuvers

2.1 Introduction to Maneuvers

Maneuvers are a type of ability that is acquired through skill and training. They can be incredible feats of skill and discipline.

There are two type of maneuvers; weapon maneuvers and martial arts maneuvers. They are both the same general type of ability, but weapon maneuvers must always be centered around the use of some particular weapon, while martial arts maneuvers have no such limitation. For this reason martial arts maneuvers are slightly more difficult to acquire.

Maneuvers can fall under any of the three types mentioned in [section 1.7](#) (action abilities, conditional abilities, or constant abilities). Every maneuver must have some kind of explanation for how it works. This does not need to be realistic, it just needs to follow anime logic for things like weapon skills and martial arts. For example, a weapon maneuver could allow you to block bullets with a sword. This doesn't make much sense in real life terms, but in an anime it is perfectly valid. As another example, a martial arts maneuver could allow you to use your Ki (your own spirit or life energy) to make an energy attack against your foes.

Uses and Limitations

In order to understand weapon and martial arts maneuvers, one needs to understand their uses and limitations. That is why a summary of these things in list form is provided.

Weapon Maneuver Uses and Limitations

- Can recover your HP a bit at a time based on some trigger (most commonly you hitting an enemy with your weapon).
- Can recover your EP a bit at a time in a similar way to how you can recover HP.
- Can allow you to make a variety of attacks against your enemy using your weapon.
- Can allow you to defend yourself in a variety of ways with your weapon.
- Can act as general support to your weapon attacks (giving a flat bonus with no EP cost or action required).
- Cannot easily recover HP or EP all at once.
- Cannot recover the HP or EP of others.
- Cannot do anything that does not involve your weapon.

Martial Arts Maneuver Uses and Limitations

- Can easily remove status ailments from yourself.
- Can allow you to manipulate your own body, mind, or spirit.
- Can recover your HP a bit at a time based on some trigger (most commonly you hitting an enemy with an attack).
- Can recover your EP a bit at a time in a similar way to how you can recover HP.
- Can allow you to make a variety of attacks against your enemy (Ki attacks being one).
- Can allow you to defend yourself in a variety of ways.
- Can act as a support for a normal proficiency.
- Can act as general support (giving a flat bonus with no EP cost or action required).
- Cannot easily recover HP or EP all at once.
- Cannot easily recover the HP or EP of others.
- Cannot teleport.
- Cannot easily remove status ailments from others.

It should be noted that the uses and limitations for weapon maneuvers and martial arts maneuvers are very similar. These abilities are closely related, but one important difference exists between them. Weapon maneuvers must involve the use of a particular weapon, while martial arts maneuvers don't need to have anything to do with weapons at all. Basically any weapon maneuver could also be taken as a martial arts maneuver, but not every martial arts maneuver could be taken as a weapon maneuver.

2.2 Acquiring Weapon Maneuvers

Base Requirement

In order to learn weapon maneuvers for a particular weapon, a character must be at least *skilled* with that weapon (see [section 4.2](#)).

Buying Weapon Maneuvers Individually

The most common way to acquire weapon maneuvers is to buy them individually. A skill point cost would then be paid for each maneuver. This cost is reduced if the character has a talent (see [section 1.3](#)) in the weapon the maneuvers are for.

Weapon Maneuver:	Base Cost:	With Talent:
Weak	2	1
Moderate	4	2
Major	8	4
Paragon	12	6

Automatically Acquiring Weapon Maneuvers

One can automatically have the highest number of weapon maneuvers allowed for your level as described in the greater version of the unique ability *Unlimited Weapon Skill* (see [section 1.6.1](#)). This ability costs 20 SP and the character gets 1 less SP on each level up.

One could automatically have half the maximum number of weapon maneuvers allowed for your level rounded up as described in the lesser version of the *Unlimited Weapon Skill* ability (see [section 1.6.1](#)). This would cost 12 SP and make the character gain 1 less SP on each level up.

It is important to note that if a character buys one of these abilities at a level other than level 1 (see chapter VII) then they must backtrack and pay extra SP. For example Unlimited Weapon Skill would cost 26 SP and 1 less SP on each level up if it is taken at level 7. This is because you have to pay the 1 SP for levels 2-7 that you would have lost if you had taken this ability at level 1.

Ability:	Level Purchased:	Cost:
Un. Weapon Skill, Lesser	1	12 / -1 Lv up
Un. Weapon Skill, Greater	1	20 / -1 Lv up
Un. Weapon Skill, Lesser	7	18 / -1 Lv up
Un. Weapon Skill, Greater	7	26 / -1 Lv up
Un. Weapon Skill, Lesser	16	27 / -1 Lv up
Un. Weapon Skill, Greater	16	35 / -1 Lv up

Weapon Maneuvers Allowed By Level:

Level:	Weak:	Moderate:	Major:	Paragon:
1	2	0	0	0
2	4	0	0	0
3	6	3	0	0
4	8	4	0	0
5	10	5	1	0
6	12	6	1	0
7	14	7	1	0
8	16	8	1	0
9	18	9	1	0
10	20	10	2	0
11	22	11	2	0
12	24	12	2	0
13	26	13	2	0
14	28	14	2	0
15	30	15	3	1
16	32	16	3	1
17	34	17	3	1
18	36	18	3	1
19	38	19	3	1
20	40	20	4	1
21	42	21	4	1
22	44	22	4	1
23	46	23	4	1
24	48	24	4	1
25	50	25	5	2

Increasing the number of weapon maneuvers allowed

The table above shows the maximum number of weapon maneuvers a character can normally have at each level. This can be increased by taking the *Advanced Weapon Use* ability that is described in [section 1.6.1](#).

One does not need to take the full 5 level increase. As shown below one can take only part of that increase for the cost shown.

It is important to note that even with this ability a character cannot gain a paragon weapon maneuver before reaching level 15.

Level Increase for max WP Man.:	Cost:
1	3
2	5
3	8
4	10
5	13

2.3 Weapon Maneuver Examples

In order to help players better understand what can be done with weapon maneuvers this section has many example maneuvers of each power level. These examples are merely guides to aid in understanding. Players are encouraged to create their own weapon maneuvers using these examples as aides.

Please note that the name of any particular weapon maneuver is an arbitrary tag used to identify that maneuver. The names of these examples are simple and descriptive. Some of these maneuvers of different power levels have been given the same names. This is because it is basically the same maneuver at a different power level from its counter parts.

Example Format:

Maneuver Name (power level, ability type, weapon type)
Descriptive text
 Maneuver details

The information given in the parenthesis by the maneuver name is the power level, ability type, and weapon type. Power level will be given as weak, moderate, major, or paragon. Ability type will be given as action, constant, or conditional (see [section 1.7](#)). Weapon type will describe what type of weapons this maneuver could be for.

2.3.1 Examples of Basic Weapon Maneuvers

In this section many examples of basic weapon maneuvers are given to help players understand what can be done with such maneuvers.

2.3.1.1 Weak Maneuvers

Agile Aim (weak, conditional, ranged weapon)

Aim carefully to hit a vital spot.

Use your agility like strength for damage with your weapon.

Block, No Action (weak, conditional, any weapon)

A quick reflexive block.

For 4 EP per round you can attempt to block one attack that round with your weapon (max use once per round). When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Block, Partial Action (weak, conditional, any weapon)

A planned use of a potential attack for defense instead.

If you pay 2 EP and sacrifice 1 attack from your weapon you can use your weapon to block one attack against you. When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Block, Full Action (weak, action, any weapon)

Concentrate on a strong defense.

If you use an action you can block an attack against you with your weapon. When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Counter Strike (weak, conditional, any weapon)

Counter attack when you see an opening.

Whenever you are missed by an attack (having dodged an attack also counts) you may pay 2 EP to make an attack with your weapon against the one that missed you. Use max of once per round.

Extra Attack (weak, conditional, any weapon)

Concentrate your power to attack again.

For 4 EP you can make one extra attack with your weapon this round (max use once per round).

Guard (weak, conditional, any weapon)

Scramble using an action you would have spent attacking to avoid the worst of an enemy strike.

Next round you lose your primary attack action (If you only have one action per round you don't get any actions next round). For the next 3 rounds you have Life Guard: X/2; Not Dead (see [section 5.5](#)).

Hold Off (weak, conditional, reach melee weapon)

Hold your enemy at bay with your longer weapon.

When facing an enemy using a melee weapon with a shorter reach than your weapon you can sacrifice an attack from your weapon to roll an opposed strength check vs that enemy. If you win the check you successfully use your weapon to keep them from coming close enough to attack with their shorter weapon this round.

Riposte (weak, conditional, melee weapon)

Counterattack after you parry.

Whenever you have successfully blocked an attack against you; you may pay 1 EP to make an attack back against the one who's attack you blocked. Use max of once per round.

Strike Recover HP (weak, constant, any weapon)

Recover a bit of your life energy on a successful attack.

Whenever you hit an enemy with an attack from your weapon you recover 1 HP.

Swat Aside (weak, conditional, any weapon)

Use your weapon to swat aside one attack against you weakening that weapon temporarily.

Pay 4 EP and your weapon gains a status ailment (not removable until it goes away at end of combat) that reduces hit and damage both by 5. Kyvis one attack against you. Use a maximum of once per round. The effects of the status are cumulative if used more than once in the same combat.

Training - Combat Stat (weak, constant, any weapon)

Practice and train in one aspect of fighting.

Choose one of your combat stats that is dependent on your weapon when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain a bonus equal to your level divided by 3 (rounded down) to that combat stat while using your weapon.

Two Hands (weak, constant, melee weapon)

While holding your weapon in two hands the damage bonus you get from strength is increased by 50%.

2.3.1.2 Moderate Maneuvers

Block, no action (moderate, conditional, any weapon)

A quick reflexive block.

For 2 EP per round you can attempt to block one attack that round with your weapon (max use once per round). When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Block, Partial Action (moderate, conditional, any weapon)

A planned use of a potential attack for defense instead.

If you sacrifice 1 attack from your weapon you can use your weapon to block one attack against you. When a character takes this

maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Block, Full Action (moderate, action, any weapon)

Concentrate on a strong defense.

Use an action to block attacks against you. You get 3 blocks if you are a master or better with your weapon, 2 if you are an expert, and 1 otherwise. When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Concentrated Fire (moderate, conditional, ranged weapon)

Aim all your attacks at a single spot.

Pay 2 EP and roll only one to hit roll for all attacks made with your weapon this round. The hit bonus for this attack is your normal hit bonus with your weapon multiplied by the number of attacks you are making with your weapon this round. When using this maneuver the target of your attacks can use only one block or dodge to defend against all attacks you made with your weapon this round.

Counter Strike (moderate, conditional, any weapon)

Counter attack when you see an opening.

Whenever you are missed by an attack (having dodged an attack also counts) you may make an attack with your weapon against the one that missed you. Use max of once per round.

Extra Attack (moderate, conditional, any weapon)

Concentrate your power to attack again.

For 2 EP you can make one extra attack with your weapon this round (max use once per round).

Feign (moderate, conditional, melee weapon)

Move as if to strike an extra time to throw your enemy off guard.

Once per round you may add a false attack to any other attacks you are making with your weapon. You roll to hit with the fake attack just like if it was real. This attack appears real until damage would be rolled. When you make your attacks decide which attack is the false one. If the enemy uses a block or dodge against the fake attack then that defense is wasted.

Guard (moderate, conditional, any weapon)

Scramble using an action you would have spent attacking to avoid the worst of an enemy strike.

Next round you lose your primary attack action (If you only have one action per round you don't get any actions next round). For the next 3 rounds you have Life Guard: X/3; 1 HP > Not Dead (see [section 5.5](#)).

Ki Charge (moderate, conditional, any weapon)

Charge up your weapon with your spiritual energy.

For 2 EP per round you can place some of your Ki energy into your weapon. All your attacks with that weapon get + level hit and damage and if the weapon is a weak or normal item it becomes as difficult to destroy as a moderate enchanted item for as long as you use this maneuver on that weapon.

Min Damage (moderate, constant, any weapon)

Deal devastating critical hits.

When you critically hit an enemy your attack does Min damage equal to your level.

Positioning (moderate, conditional, any weapon)

Place your attack so precisely you are the one who decides what order they can be defended against.

If you pay 4 EP when you spend an action attacking you may set what order your attacks must be defended against with blocks, dodges, or Kyvis counters. This order is decided after you have rolled to hit but before damage is rolled. The order is designated by numbers from 1 to however many attacks have hit the target's defense. The defender cannot use a block, dodge, or Kyvis counter against the number 2 attack unless they have already use such a defense against the number 1 attack, they cannot defend

this way against the number 3 attack unless they have already defended against the number 1 and 2 attacks, etc...

Riposte (moderate, conditional, melee weapon)

Counter attack after you parry.

Whenever you have successfully blocked an attack against you; you may pay 1 EP to make an attack back against the one who's attack you blocked. Use max of twice per round.

Strike Recover EP (moderate, constant, any weapon)

Recover a bit of your spiritual energy on a successful attack.

Whenever you hit an enemy with an attack from your weapon you recover 1 EP.

Strike Recover HP (moderate, constant, any weapon)

Recover a bit of your life energy on a successful attack.

Whenever you hit an enemy with an attack from your weapon you recover 3 HP.

Swat Aside (moderate, conditional, any weapon)

Use your weapon to swat aside one attack against you weakening that weapon temporarily.

Pay 2 EP and your weapon gains a status ailment (not removable until it goes away at end of combat) that reduces hit and damage both by 5. Kyvis one attack against you. Use a maximum of once per round. The effects of the status are cumulative if used more than once in the same combat.

Sweeping Block (moderate, constant, any weapon)

Sweep your weapon in an arc to block in an area.

You can use blocks from your weapon to defend against area attacks as long as the radius of the area attack (in feet) is equal to or less than one forth your current hit bonus with your weapon.

Training - Combat Stat (moderate, constant, any weapon)

Practice and train in one aspect of fighting.

Choose one of your combat stats that is dependent on your weapon when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain + level to that combat stat while using your weapon.

2.3.1.3 Major Maneuvers

Block, No Action (major, conditional, any weapon)

Quick reflexive blocks.

A character can pay EP to attempt to block attacks this round with their weapon. The first two attempts cost 2 EP, the third costs 3 EP, the fourth 4 EP, etc... When a character takes this maneuver they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Extra Attacks (major, conditional, any weapon)

Concentrate your power to attack again and again.

A character can pay EP to make extra attacks with their weapon this round. The first two extra attacks cost 2 EP each, the third costs 3 EP, the fourth costs 4 EP, etc...

Guard (major, conditional, any weapon)

Scramble using an action you would have spent attacking to avoid the worst of an enemy strike.

Next round you lose your primary attack action (If you only have one action per round you don't get any actions next round). For the next 3 rounds you have Life Guard: X/4; 25% HP > 1 HP > Not Dead (see [section 5.5](#)).

Min Damage (major, constant, any weapon)

Deal devastating critical hits.

When you critically hit an enemy your attack does Min damage equal to 3 times your level.

Strike Recover - EP (major, constant, any weapon)

Recover a bit of your spiritual energy on a successful attack.

Each time you hit an enemy with your weapon you recover 3 EP.

Strike Recover - HP (major, constant, any weapon)

Recover a bit of your life energy on a successful attack.

Each time you hit an enemy with your weapon you recover 9 HP.

Swat Aside (major, conditional, any weapon)

Use your weapon to swat aside one attack against you weakening that weapon temporarily.

Pay 1 EP and your weapon gains a status ailment (not removable until it goes away at end of combat) that reduces hit and damage both by 5. Kyvis one attack against you. Use a maximum of twice per round. The effects of the status are cumulative if used more than once in the same combat.

Training - Combat Stat (major, constant, any weapon)

Practice and train in one aspect of fighting.

Choose one of your combat stats that is dependent on your weapon when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain + 3 times your level to that combat stat while you are using your weapon.

2.3.1.4 Paragon Maneuvers

Precise Attacks (paragon, constant, any weapon)

Your skill with attacking prohibits chance as a factor.

You have auto-hit on 10+ on all attacks with your weapon.

Reckless Attacks (paragon, conditional, any weapon)

Reflexively form an incredible defense.

You may choose to have your attacks with your weapon gain an auto-hit of 3+, however each time you miss with one of these attacks you take 20 Min damage that cannot be redirected (you still take this damage if your attack is dodged).

2.3.2 Examples of Advanced Weapon Maneuvers

Beyond the individual basic weapon maneuvers there are other ways weapon maneuvers might be used. One can combine the power of multiple maneuvers in an arc, create maneuvers that could be used in more than just one way, inflict status ailments on a target, or even use weapon maneuvers to do improvisation.

2.3.2.1 Multi-Purpose Maneuvers

Most of the maneuvers shown so far have only one obvious purpose, usually in combat. It is possible to have maneuvers that could be used in more than just one way.

Ki Magnet (moderate, conditional, any weapon)

Charge your weapon with spirit energy to make it stick to everything it touches.

For 2 EP per round you weapon will stick to anything it touches with a force that has strength equal to your strength check (you can chose to include your hands or not include them). This can have several effects. First you gain your strength check as a bonus vs any attempt to disarm you in addition to the initial roll. Second if you touch your weapon to an enemies weapon you can roll an opposed strength check to attempt to disarm them. There might also be some out of combat uses for having your weapon stick to anything it touches.

Uses for Ki Magnet:

Halting a fall by touching your weapon to something.

Picking up an item without touching it.

Touching your weapon to a sheer wall and then standing on it.

Gaining double your strength check vs throwback by touching your weapon to the ground.

Ki String (moderate, conditional, any weapon)

Attach a thin thread of your spirit energy to a weapon.

For 1 EP each up to 3 times a round you can create an invisible string of that goes from your right hand to attach to any of your weapons. These strings will last for up to 1 minute and will extend to any length you desire during that time. The string counts as having a strength check equal to yours (i.e. your strength check would have to be beaten to break it).

Uses for Ki String:

Use the string as a tripwire.

Use the string to entangle an enemy.

Climb up the string.

Recover a lost weapon.

2.3.2.2 Status Ailment Maneuvers

Status ailments are negative conditions that are inflicted on a creature from some ability. Each status ailment will have a power level just like a maneuver will (weak, moderate, major, or paragon). These ailments will have some kind of negative effect on the target, usually for combat purposes. For more details on status ailments see [section 5.6](#).

Second Strike (weak, conditional, any weapon)

Put some of your energy onto the target with one of your attacks so that one of your later attacks is assured to hit.

At the beginning of each round you may pay 3 EP. The first time you successfully hit a creature with your weapon during a round you that paid the EP cost that creature gets a weak status ailment that can last up to 5 rounds. This ailment does not seem to have any effect. Starting on the round after it is inflicted you may choose to have one of your attacks with your weapon automatically hit the target that has the ailment without needing to roll to hit. Once this has been done the ailment is removed. Attacks made this way can still be dodged.

Second Strike (moderate, conditional, any weapon)

Put some of your energy onto the target with one of your attacks so that one of your later attacks is assured to hit.

At the beginning of each round you may pay 3 EP. The first three times you successfully hit a creature with your weapon during a round that you paid the EP cost, that creature gets a weak status ailment that can last for up to 5 rounds. The ailment does not seem to have any effect. Starting the round after one of the ailments is inflicted, you may choose to have each ailment remove itself in exchange for one of your attacks with your weapon automatically hit the target that is afflicted without need to roll to hit. Each time you do this one of the ailments is removed. Attacks made this way can still be dodged.

Weakness (weak, action, any weapon)

Your powerful strike creates a weakness in the target's defenses.

Pay 4 EP and use one action to make one attack with your weapon. If that attack hits, it deals no damage but gives a weak status ailment to the target, making them slightly weak to further attacks from any weapon of the same type as your weapon*. This weakness causes all attacks of that type to deal 25% extra damage before defense modes are taken into account.

*For example if your weapon is a sword it would make the target weak against all swords, or if your weapon is a bow it would make the target weak against arrows, etc...

Weakness (moderate, conditional, any weapon)

Your powerful strikes create a weakness in the target's defenses.

At the beginning of each round you may pay 4 EP. The first two times you successfully hit with your weapon in a round where you paid the EP cost, one target gets a moderate status ailment making them weak to further attacks from any weapon of the same type as your weapon. One target can have this ailment up to two times. If they have one occurrence of the ailment, they take an extra 25% damage from attacks of that type before defense modes. If they have it two times, it is increased to an extra 50% damage.

Weakness (major, conditional, any weapon)

Your powerful strikes create a weakness in the target's defenses.

At the beginning of each round you may pay 4 EP. The first three times you successfully hit with your weapon in a round where you paid the EP cost, one target gets a major status ailment making them weak to further attacks from any weapon of the same type as your weapon. This ailment can be given to one target up to 3 times. If they have the ailment once, they take an extra 25% damage from attacks of the same type as your weapon before defense modes. If they have it twice, it is increased to an extra 50% damage. If they have it 3 times it is increased to double damage.

Wounding (moderate, conditional, any weapon)

Put some of your energy into an inflicted wound that will later expand, causing further damage.

At the beginning of each round you may pay 3 EP. The first time you successfully deal any damage with your weapon during a round you paid this cost, the creature injured also gets a weak status ailment. This ailment does not seem to have any effect at first, but if the ailment has been on the target a full 2 rounds then at the end of the 2nd round the target takes 2 times your level Min damage and the ailment is removed.

2.3.2.3 Improvisation Maneuvers

Improvisation abilities are tier III (see introduction) abilities where the exact effects of the ability are made up each time it is used. This allows for a great deal of flexibility and adaptability. The price for the use of improvisation abilities however, is that they usually cost more EP to use than normal abilities.

Improvised Attack (major, conditional, any weapon)

The character can create new moderate or weak weapon maneuvers for attack purposes during combat. The EP cost to create the maneuvers is 4 EP each for moderate and 2 EP each for weak. The created maneuvers might have additional EP costs that also need to be paid when they are used. Only up to 4 power levels of maneuvers can remain created at once or be created within a single round, with moderate maneuvers being 2 each and weak maneuvers being 1 each. For example one could have up to 2 moderate maneuvers, 1 moderate and 2 weak, or 4 weak maneuvers created at once. Once created, these maneuvers can be kept as long as needed.

Master of Improvised Attack (paragon, conditional, any weapon)

The character can create new major, moderate, or weak weapon maneuvers for attack purposes during combat. The EP cost to create the maneuvers is 6 EP for each major, 3 EP for each moderate, and 1 EP for each weak. The created maneuvers might have additional EP costs that also need to be paid when they are used. Only up to 6 power levels of maneuvers can remain created at once or be created within a single round, with major being 3, moderate being 2, and weak being 1. For example one could have up to 2 major, 1 major and 3 weak, 3 moderate, etc... Once created these maneuvers can be kept as long as they are needed.

Action Improvisation (major, action, any weapon)

If this character takes an action and spends EP, they can improvise an action weapon maneuver and use it both at once. The maneuver improvised is forgotten as soon as that action is over. A cost must be paid to improvise the maneuver in addition to any EP cost of the maneuver created. This cost is dependent on the power level of the improvised action maneuver, 8 EP for major, 4 EP for moderate, and 2 EP for weak. This maneuver can only be used once per round.

Master of Action Improvisation (paragon, action, any weapon)

If this character takes an action and spends EP they can improvise an action weapon maneuver and use it both at once. The maneuver improvised is forgotten as soon as that action is over. A cost must be paid to improvise the maneuver in addition to any EP cost of the maneuver created. This cost is dependent on the power level of the improvised action maneuver, 10 EP for paragon, 6 EP for major, 3 EP for moderate, and 1 EP for weak. This maneuver can only be used up to once

per round.

2.4 Acquiring Martial Arts Maneuvers

Base Requirement

In order to learn martial arts maneuvers a character must have at least *basic* skill in martial arts proficiency (see [section 4.3](#)).

Buying Martial Arts Maneuvers Individually

The most common way to acquire martial arts maneuvers is to buy them individually. A skill point cost would then be paid for each maneuver. This cost is reduced by half if the character has a talent in martial arts maneuvers (see [section 1.3](#)).

MA Maneuver:	Base Cost:	With Talent:
Weak	3	1
Moderate	5	2
Major	10	5
Paragon	15	7

Automatically Acquiring Martial Arts Maneuvers

One can automatically have the highest number of Martial Arts maneuvers allowed for their level. See the greater version of the unique ability *Unlimited Martial Arts Skill* ([section 1.6.1](#)). This ability costs 25 SP and the character gets 2 less SP on each level up.

A character can automatically have half (rounded up) the maximum number of martial arts maneuvers for their level. See the lesser version of the unique ability *Unlimited Martial Arts Skill*. This ability costs 19 SP and the character gets 1 less SP on each level up.

It is important to note that if a character buys one of these abilities at a level other than level 1 (see chapter VII) then they must backtrack and pay extra SP. The table below shows the cost for buying each version of Unlimited Martial Arts Skill at each level possible.

Ability:	Level Purchased:	Cost:
Un. MA Skill, Lesser	1	19 / -1 Lv up
Un. MA Skill, Greater	1	25 / -2 Lv up
Un. MA Skill, Lesser	7	25 / -1 Lv up
Un. MA Skill, Greater	7	37 / -2 Lv up
Un. MA Skill, Lesser	16	34 / -1 Lv up
Un. MA Skill, Greater	16	55 / -2 Lv up

Martial Arts Maneuvers Allowed by Level:

Level:	Weak:	Moderate:	Major:	Paragon:
1	5	0	0	0
2	7	0	0	0
3	9	3	0	0
4	11	4	0	0
5	13	5	1	0
6	15	6	1	0
7	17	7	1	0

8	19	8	2	0
9	21	9	2	0
10	23	10	2	0
11	25	11	2	0
12	27	12	3	0
13	29	13	3	0
14	31	14	3	0
15	33	15	3	0
16	35	16	4	0
17	37	17	4	0
18	39	18	4	0
19	41	19	4	0
20	43	20	5	1
21	45	21	5	1
22	47	22	5	1
23	49	23	5	1
24	51	24	6	1
25	53	25	6	1

Increasing the number of MA maneuvers allowed

The table below shows the maximum number of martial arts maneuvers a character can normally have at each level. This can be increased by taking the *Advanced Martial Arts* ability that is described in [section 1.6.1](#).

One does not need to take the full 5 level increase. As shown at the top of the next column a part of that increase can be taken for a fraction of the cost of the full increase.

Level Increase for max MA Man.:	Cost:
1	3
2	6
3	9
4	12
5	15

2.5 Martial Arts Maneuver Examples

In order to help players better understand what can be done with martial arts maneuvers this section has many example maneuvers of each power level. These examples are merely guides to aid in understanding. Players are encouraged to create their own martial arts maneuvers using these examples as aides.

Please note that the name of any particular martial arts maneuver is an arbitrary tag used to identify that maneuver. The names of these examples are simple and descriptive. Some of these maneuvers of different power levels have been given the same names. This is because it is basically the same maneuver at a different power level from its counter parts.

Example Format:

Maneuver Name (power level, ability type)

Descriptive text

Maneuver details

The information given in the parenthesis by the maneuver name is the power level and ability type. Power level will be given as weak, moderate, major, or paragon. Ability type will be given as action, constant, or conditional (see [section 1.7](#)).

2.5.1 Examples of Basic Martial Arts Maneuvers

In this section many examples of basic martial arts maneuvers are given to help players understand what can be done with such maneuvers.

2.5.1.1 Weak Maneuvers

Alternative Tactics (weak, constant)

You know how to adjust your tactics to match the enemy.

When giving your leadership bonus you may choose to have it apply to any 2 combat stats (hit, initiative, defense, damage, or speed) instead of it always applying to just hit and initiative. You must declare what combat stats you will be applying your leadership bonus to at the beginning of each round.

Aura Control (weak, conditional)

You can project an aura that gives off certain emotions and feelings.

You can concentrate to control your aura in such a way that those nearby you will get a feeling about you. You can give them a certain impression about yourself or make it seem as if you are about to take a certain type of action. This can let you make charm attempts on those nearby without actually seeming to do or say anything.

Better Part of Valor (weak, constant)

You are good when it comes to running away.

Your initiative for fleeing from combat is always first.

Coordinated Attack (weak, conditional)

If you and an ally that is accepting your leadership bonus are both attacking the same enemy in close combat (within 5 feet) then you gain an auto-hit increase of 4.

Combat Recover HP - Event (weak, constant)

By absorbing bits of energy from an event you recover HP.

Choose one of the following combat events when this maneuver is taken. You hit an enemy with an attack, an enemy hits you with an attack, or you are missed by an enemy attack. Every time this event happens in combat you recover 1 HP. For example this could be taken as Combat Recover HP - Your Strike for you to recover 1 HP for every time you hit an enemy with an attack.

Damage Reduction (weak, conditional)

By using your Ki you can make yourself difficult to injure.

For 2 EP per round, you can gain either one-third of one of your seven stats or 2 times your level as damage reduction to 0. What method or stat that is used must be chosen at the time this maneuver is taken.

Dodge, No Action (weak, conditional)

Reflexively dodge out of the way.

For 6 EP per round, you can attempt to dodge one attack that round (max use once per round). When a character learns this maneuver, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Dodge, Partial Action (weak, conditional)

Sacrifice a chance at offense to dodge out of the way.

If you sacrifice one attack and pay 3 EP, you can attempt to dodge one attack against you this round. When a character learns this maneuver, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Dodge, Full Action (weak, action)

Actively move to dodge out of the way.

If you use one action and pay 1 EP you can attempt to dodge one attack against you this round. When a character learns this maneuver they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Frontline Strategy (weak, constant)

You can give your orders quickly.

If you are leading no more than 3 or level divided by 2 people (use the higher number) then you can ignore the initiative penalty for leading a group.

Ki Blast (weak, conditional)

Charge up an attack with Ki and then release it at a target.

For 3 EP sacrifice one of your attacks this round to attack with a Ki blast instead. The blast has a range of 100 feet and attacks a single target. This attack has a 1.1 times higher hit and damage bonus than the sacrificed attack.

Kyvis (weak, conditional)

Impart some Ki into an object so that it can be sacrificed to defend you.

To use this maneuver, you must prepare some small, hard objects, such as half pound rocks, before combat begins. You can have up to 2 + 1 per 2 levels of these objects ready at one time. For 4 EP per round, you can use one of these objects as a Kyvis counter against one attack, destroying the object (max use once per round). It takes one action to prepare each object for use.

Life Guard (weak, conditional)

Your last ditch effort can avoid the worst of an attack.

For 2 EP per round you gain Life Guard: X / 2, Not Dead (see [section 5.5](#)).

Meditative Recover - EP (weak, conditional)

By concentrating you can recover faster.

While meditating you recover 1 EP per 3 minutes.

Meditative Recover - HP (weak, conditional)

By concentrating you can recover faster.

While meditating you recover 1 HP per 3 minutes.

Modify Attack - this to that (weak, conditional)

You know how to concentrate on one aspect of attacking at the expense of another.

Choose two of your combat stats (hit, initiative, damage, defense, or speed) one to subtract from and one to add to. Each round you may choose to subtract any number from 0 to 30 from the first to add that number to the second. For example you might take this as Modify Attack - Initiative to Hit in order to be able to subtract up to 30 from initiative and add it to hit each round. (Note you cannot lower any combat stat below 0 using this ability.)

Purge Self (weak, action)

You can concentrate your energy to remove a condition from yourself.

Pay 3 EP and use one action to remove any weak status ailment from yourself.

Support - Proficiency (weak, constant)

By practicing in one skill you have made it into an art form.

Choose one non-combat proficiency you have at least basic skill in when this maneuver is learned. You get + level divided by 3 (round down) on checks for that proficiency and your use of that proficiency is considered a weak ability (you may oppose other weak abilities with that proficiency). For example this could be Support - Observation to get + level divided by 3 (round down) on observation checks and gain the ability to find those using weak stealth abilities with your observation skill.

Training - Build Body (weak, constant)

You have done rigorous training to increase your endurance.

Your max HP is increased by 0.5 times your level (round down).

Training - Build Soul (weak, constant)

You have done rigorous training to increase your energy.

Your max EP is increased by 0.25 times your level (round down).

Training - Combat Stat (weak, constant)

You have trained to improve one aspect of combat.

Choose one of your combat stats when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain + level divided by 3 (round down) to that combat stat.

Training - Stat Use (weak, constant)

You have trained in the use of one of your attributes.

Choose one of your seven stats when this maneuver is learned. You get + level divided by 3 (round down) to all combat stat checks made with that stat. For example this could be Training - Strength Use to give + level divided by 3 (round down) to all combat strength checks.

2.5.1.2 Moderate Maneuvers

Ambidexterity (moderate, constant)

Through practice you can make use of two weapons at once.

You can use a weapon in each hand with no penalties. Note: If you have expert or master skill with both weapons you may take your extra attacks from weapon skill with either weapon, but you only get +1 extra attack total from having used a second weapon.

Aspiring Leader (moderate, constant)

You have trained yourself in tactics.

You get an extra + level divided by 3 (rounded down) to your leadership bonus.

Aura Control (moderate, conditional)

You can project an aura that gives off certain emotions and feelings.

You can concentrate to control your aura in such a way that either all of those nearby you or only a specific person nearby will get a feeling about you. You can give them a certain impression about yourself or make it seem as if you are about to take a certain type of action. This will let you make charm checks against everyone nearby or only certain people nearby without having to seem to do or say anything.

Combat Recover EP - Event (moderate, constant)

By absorbing bits of energy from an event you recover HP.

Choose one of the following combat events when this maneuver is taken. You hit an enemy with an attack, an enemy hits you with an attack, or you are missed by an enemy attack. Every time this event happens in combat you recover 1 EP. For example, this could be taken as Combat Recover EP - Your Strike for you to recover 1 EP for every time you hit an enemy with an attack.

Combat Recover HP - Event (moderate, constant)

By absorbing bits of energy from an event you recover HP.

Choose one of the following combat events when this maneuver is taken. You hit an enemy with an attack, an enemy hits you with an attack, or you are missed by an enemy attack. Every time this event happens in combat you recover 3 HP. For example, this could be taken as Combat Recover HP - Your Strike for you to recover 3 HP for every time you hit an enemy with an attack.

Damage Reduction (moderate, conditional)

By using your Ki you can make yourself difficult to injure.

For 2 EP per round you can gain either one of your seven stats or 4 times your level as damage reduction to 0. What method or stat that is used must be chosen at the time this maneuver is taken.

Dodge, No Action (moderate, conditional)

Reflexively dodge out of the way.

For 4 EP per round, you can attempt to dodge one attack that round (max use once per round). When a character learns this maneuver they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Dodge, Partial Action (moderate, conditional)

Sacrifice a chance at offense to dodge out of the way.

If you sacrifice one attack and pay 1 EP, you can attempt to dodge one attack against you this round. When a character learns this maneuver, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Dodge, Full Action (moderate, action)

Actively move to dodge out of the way.

If you use one action and are a master of the martial arts proficiency, you get 2 dodges this round, otherwise you get 1 dodge. When a character learns this maneuver, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Energy Control (moderate, constant)

Your spells are more efficient than normal.

You pay 1 less EP when casting any spell. This cannot reduce the cost of a spell below 1 EP.

Expert Leadership (moderate, conditional)

You have studied how to compensate for any group's weaknesses.

If you pay 2 EP per round while leading a group each person that is accepting your leadership bonus can have you roll your leadership check in place of one of their stat checks once per round.

Guts (moderate, conditional)

Due to your iron will you can get back up from defeat.

Up to 1 or level divided by 5 times per combat (whichever is higher) when you are reduced to 0 or less HP remaining you can pay 5 EP and get back up at the end of the round with 2 times your level HP remaining (if this is greater than your max HP you get back up at max HP). Each time you use this maneuver your max HP is dropped by 10 and recovers at a rate of 1 per hour.

Ki Blast (moderate, conditional)

Charge up an attack with Ki and then release it at a target.

For 3 EP sacrifice one of your attacks this round that would be made with a weapon to attack with a Ki blast instead. The blast has a range of 100 yards and attacks an area from single target up to a 10 foot radius. This attack has a 1.2 times higher hit and damage bonus than the sacrificed attack.

Ki Empowerment (moderate, conditional)

Use Ki to boost your offensive power.

Sacrifice an attack to gain + level added to hit and damage on the rest of your attacks this round. Max use once per round.

Kyvis (moderate, conditional)

Impart some Ki into an object so that it can be sacrificed to defend you.

To use this maneuver, you must prepare some small hard objects, such as half pound rocks, before combat begins. You can have up to 2 + 1 per level of these objects ready at one time. For 2 EP per round you can use one of these objects as a Kyvis counter against one attack, destroying the object (max use once per round). It takes one action to prepare each object for use.

Life Guard (moderate, conditional)

Your last ditch effort can avoid the worst of attacks.

For 2 EP per round you gain Life Guard: X / 3, 1 HP > Not Dead (see [section 5.5](#)).

Masterful Avoidance (moderate, constant)

You have trained in the art of evasion.

You have an auto-miss increase of 1.

Meditative Recover - EP (moderate, conditional)

By concentrating you can recover faster.

While meditating you recover 1 EP per minute.

Meditative Recover - HP (moderate, conditional)

By concentrating you can recover faster.

While meditating you recover 1 HP per minute.

Modify Attack - give up this (moderate, conditional)

You know how to sacrifice one aspect of attacking to increase any other aspect.

Choose one of your combat stats (hit, initiative, damage, defense, or speed) when this maneuver is learned. At the start of each round you may subtract from that to add that same amount to one of your other combat stats. For example if you took this as Modify Attack - give up damage you could subtract from your attack damage to add to one of your other combat stats. (Note you cannot lower any combat stat below 0 using this ability.)

Moving Dodge (moderate, constant)

Your superior reflexes allow you to move quickly as you dodge.

You may use dodges to avoid area attacks as long as the radius (in feet) of that area is equal to or less than your base speed. Whenever an area attack is dodged successfully with this maneuver, the character has actually moved physically outside the area of effect of the dodged attack.

Precise Calculation (moderate, constant)

You carefully calculate each attack.

Your attacks have an auto-hit increase of 1.

Purge Self (moderate, action)

You can concentrate your energy to remove a condition from yourself.

Pay 3 EP and use one action to remove any moderate status ailment or all weak status ailments from yourself.

Reckless Assault (moderate, conditional)

By ignoring defense you can attack more frequently.

Up to once per round you can take a -30 penalty to all your defensive categories to gain + 1 attack that round. If any of your defensive categories is already less than 30, you cannot use this maneuver.

Secondary Leader (moderate, constant)

You know how to work with another leader.

You can work with someone that is giving their leadership bonus to others to also count as leading that same group. If you do this then those being lead get the leadership bonuses from both you and the other leader but you do not receive any leadership bonus.

Support - Proficiency (moderate, constant)

By practicing in one skill you have made it into an art form.

Choose one non-combat proficiency you have at least basic skill in when this maneuver is learned. You get + level on checks for that proficiency, and your use of that proficiency is considered a moderate ability (you may oppose other moderate abilities with that proficiency). In addition, you may use this proficiency much more quickly than normally possible. For example this could be Support - Observation to get + level on observation checks, gain the ability to find those using moderate stealth abilities with your observation skill, and to have a chance at finding things with your observation skill at a glance that normally would require a careful search.

Training - Build Body (moderate, constant)

You have done rigorous training to increase your endurance.

Your max HP is increased by 1.5 times level (round down).

Training - Build Soul (moderate, constant)

You have done rigorous training to increase your energy.

Your max EP is increased by 0.75 times your level (round down).

Training - Combat Stat (moderate, constant)

You have trained to improve one aspect of combat.

Choose one of your combat stats when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain + level to that combat stat.

Training - Stat Use (moderate, constant)

You have trained in the use of one of your attributes.

Choose one of your seven stats when this maneuver is learned. You get + level to all combat stat checks made with that stat. For example this could be Training - Strength Use to give + level to all combat strength checks.

2.5.1.3 Major Maneuvers

Damage Reduction (major, conditional)

By using your Ki you can make yourself difficult to injure.

For 2 EP per round you can gain one of the following as damage reduction to 0. Things that can be used this way are total defense (this gives different reduction for each defense category), hit bonus of primary attack, damage of primary attack, or 10 times level.

Dodge, No Action (major, conditional)

Reflexively dodge out of the way.

A character can pay EP to attempt to dodge attacks this round. The first two attempts cost 4 EP, the third costs 5 EP, the fourth 6 EP, etc... When a character takes this maneuver they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Ki Blasts (major, conditional)

Charge up an attack with Ki and then release it at a target.

For 5 EP, all your attacks this round become Ki blasts instead. The blasts has a range of 100 yards and attack an area from single target up to a 10 foot radius. These attacks have a 1.2 times higher hit and damage bonus than the sacrificed attack. The blast also does a Min damage equal to your level.

Kyvis (major, conditional)

Impart some Ki into an object so that it can be sacrificed to defend you.

To use this maneuver you must prepare some tiny hard objects, such as pebbles, before combat begins. You can have up to 2 per level of these objects ready at one time. You can use these objects as Kyvis counters (see [section 5.5](#)) for 2 EP the first two times this is done per round, 3 EP the third time, 4 EP the fourth time, etc... It takes one action to prepare each object for use.

Life Guard (major, constant)

Your last ditch effort can avoid the worst of attacks.

Pay 2 EP per round to gain Life Guard: X / 4, 25% HP > 1 HP > Not Dead (see [section 5.5](#)).

Master of Tactics (major, conditional)

You have mastered the art of group combat.

As long as you are in combat and are fighting with at least one ally, you gain your own leadership bonus to all combat stats (hit, initiative, damage, speed, and all defense categories). If any of your allies in combat also have the master of tactics maneuver, you each get the sum of your leadership bonus and their leadership bonus to all combat stats.

Masterful Avoidance (major, constant)

You have trained in the art of evasion.

You have an auto-miss increase of 3.

Meditative Recover - EP (major, conditional)

By concentrating you can recover faster.

While meditating you recover 1 EP per round.

Meditative Recover - HP (major, conditional)

By concentrating you can recover faster.

While meditating you recover 1 HP per round.

Modify Attack - Fluid Combat (major, constant)

You have trained to be able to modify your fighting style easily.

At the start of each round you can reduce any of your combat stats (hit, initiative, damage, defense, and speed) to increase others. For defense reducing two categories by one can be used to increase a different combat stat by one. (Note you cannot lower any combat stat below 0 using this ability.)

Precise Calculation (major, constant)

You carefully calculate each attack.

Your attacks have an auto-hit increase of 3.

Precise Commands (major, constant)

You can use your leadership skills to the fullest.

If you are at least level 5 you get your full leadership stat instead of just a third of it as your leadership bonus. Otherwise you only gain half your leadership stat as leadership bonus instead of a third.

Purge Self (major, action)

You can concentrate your energy to remove a condition from yourself.

Pay 3 EP and use one action to remove any major status ailment or all moderate and weak status ailments from yourself.

Resist Death (major, constant)

You have trained yourself to still be able to function even after having taken extreme punishment.

You aren't dead until your current HP is negative 3 times your health stat. During combat you can remain conscious at less than 1 HP remaining, but will still fall unconscious if your current HP becomes equal to the negative of your health stat or less.

Support - Proficiency (major, constant)

By practicing in one skill you have made it into an art form.

Choose one non-combat proficiency you have at least basic skill in when this maneuver is learned. You get + 3 times level on checks for that proficiency, your use of that proficiency is considered a major ability (you may oppose other major abilities with that proficiency), you use this proficiency much more quickly than normally possible, and you can do things that seem almost supernatural with your skill. For example, this could be Support - Observation to get + 3 times level on observation checks, gain the ability to find those using major stealth abilities with your observation skill, to have a chance at finding things with your observation skill at a glance that normally would require a careful search, and to even see things with your observation skill that you didn't even look in the right direction to see (like things that are behind you).

Training - Build Body (major, constant)

You have done rigorous training to increase your endurance.

Your max HP is increased by 4.5 times level (round down).

Training - Build Soul (major, constant)

You have done rigorous training to increase your energy.

Your max EP is increased by 2.25 times level (round down).

Training - Combat Stat (major, constant)

You have trained to improve one aspect of combat.

Choose one of your combat stats when this maneuver is learned (hit, initiative, damage, defense, or speed). You gain + 3 times level to that combat stat.

Training - Stat Use (major, constant)

You have trained in the use of one of your attributes.

Choose one of your seven stats when this maneuver is learned. You get + 3 times level to all combat stat checks made with that stat. For example this could be Training - Strength Use to give + 3 times level to all combat strength checks.

2.5.1.4 Paragon Maneuvers

Kyvis (paragon, conditional)

Your body is so tough there is a chance that attacks won't harm you at all.

If you pay 2 EP per round you have a chance to Kyvis each attack that hits you. For the first attack this chance is 100%. The chance drops by 15% per attack going to 85% on the second attack, 70% on the third attack, 55% on the fourth attack, etc... until it reaches 0%.

As an alternate version of this maneuver you pay 2 EP per round to get a flat 70% chance to Kyvis each attack that hits you.

Supreme Leader (paragon, constant)

You have an aura of authority and power.

All your allies in combat gain your leadership bonus to all combat stats (hit, initiative, damage, defense, and speed) even if they do not accept your leadership bonus. This effect stacks with any bonus you give if you are actually leading the group.

Support - Proficiency (paragon, constant)

By practicing in one skill you have made it into an art form.

Choose one non-combat proficiency you have at least basic skill in when this maneuver is learned. You are almost without equal in the chosen proficiency. You automatically succeed on all proficiency checks with that skill, except for opposed checks vs another paragon ability (you get + 4 times level to such checks). You can also do things that are totally impossible, as long as they involve the chosen proficiency and you can do them nearly instantly. For example, if you took this as Support - Observation you would automatically spot all people attempting to be stealthy with abilities weaker than paragon, you would get + 4 times level on opposed observation checks vs a paragon ability, and you could spot things that are completely hidden (like finding a needle in a haystack) at a glance.

2.5.2 Examples of Advanced Martial Arts

Maneuvers

Much more can be done with martial arts maneuvers than what is shown by the individual basic maneuvers. In this section, you will find examples of stacking multiple maneuvers together, maneuvers that can be used for more than just one purpose, maneuvers that give status ailments, and improvisation maneuvers.

2.5.2.1 Multi-Purpose Maneuvers

Most of the maneuvers shown so far have only one obvious purpose. It is possible to have maneuvers that could be used in more than just one way.

Water Mastery (moderate, conditional)

You can use your ki energy to control water to some degree.

If you pay 1 EP per minute you can walk on water, move freely underwater, or cause up to 10 liters of water per level to hold any shape you want. The strength of the shape is equal to half your energy stat check.

Manipulate (moderate, action)

You can use your ki energy to manipulate things such as ropes and chains.

Use an action and pay 5 EP to animate an object such as a rope or chain. This object can move with a speed equal to your energy stat (in feet per second). It stays animated as long as you concentrate on it. It can also be used to attempt to bind one target. It uses your primary weapon or unarmed hit bonus to attack and the difficulty of breaking free is equal to your energy check.

Shape Earth (major, action)

You can use your Ki to change the shape of the local landscape.

Pay 10 EP and use an action plunging one of your hands into the ground. You can cause the shape of the earth with a 5 foot per level radius

around yourself to change. You can do things like make a rampart of earth rise up, create a huge pit, raise the earth up on a plateau up to 5 feet per level high, etc...

If used as an attack (such as swallowing up one or more targets in a fissure), this uses your strength check or energy check against the target's agility checks to hit.

Separate Selves (major, action)

With your training and force of will you can split yourself into different parts.

You must have at least 2 full actions per round to use this maneuver. If you use 10 EP and all actions this round, you split one or more of those actions off into other version(s) of yourself that have 1 action and you now have less actions until you stop using this maneuver. Only the first of your selves that attacks each round gains the extra attacks from weapon skill. You other selves created this way don't have separate HP or EP from you; if one of them is damaged, it goes to your HP, and they use your EP. They know everything you know and have all the same abilities you have. They can also act independently of you. You can only have separate selves created with this maneuver for up to level minutes.

2.5.2.2 Status Ailment Maneuvers

Status ailments are negative conditions that are inflicted on a creature from some ability. Each status ailment will have a power level just like a maneuver will (weak, moderate, major, or paragon). These ailments will have some kind of negative effect on the target, usually for combat purposes. For more details on status ailments see [section 5.6](#).

Heavy Blow (moderate, conditional)

Block or strike with numbing force.

When an enemy blocks one of your melee attacks or you block one of an enemy's melee attacks, you may pay 3 EP and roll an opposed strength check against that enemy. If you win, the enemy gains a moderate status ailment making the arm that was involved in the block numb and useless for your level divided by 2 rounds. If they were using a two handed weapon then the EM decides which arm becomes numb.

Daze (moderate, action)

Move in such a way as to hypnotize an enemy and slow their reactions.

Pay 5 EP and roll a charm check against the intelligence of the target (who must be looking at you and able to see you when this maneuver is used). If you win the check, the target gains a moderate status ailment reducing their initiative by half (after all other modifiers). This ailment lasts for your level divided by 2 rounds.

Soul Crush (major, action)

Use the overwhelming power of your soul to crush the soul of your enemy.

Pay 8 EP and roll an opposed energy check against the target. If you win, the target gains a major status ailment that reduces their max EP by how much they lost the check by (down to a minimum of 0). This lasts for your level rounds.

Wounding (major, conditional)

Strike in such a way that the target will continue to be hurt.

Use when making a set of attacks that all originate from one action. Pay 2 EP per attack to make the attack give a moderate status ailment instead of dealing damage. The target can get the ailment multiple times and whenever the target takes an action they take 3 Min damage for each time they have this ailment. The ailments last for your level rounds.

2.5.2.3 Improvisation Maneuvers

Improvisation abilities are tier III (see introduction) abilities where the exact effects of the ability are made up each time it is used. This allows for a great deal of flexibility and adaptability. The price for the use of improvisation abilities however, is that they usually cost

more EP to use than normal abilities.

Improvisation (major, conditional)

The character can create new moderate or weak martial arts maneuvers. The EP cost to create the maneuvers is 5 EP each for moderate and 3 EP each for weak. The created maneuvers might have additional EP costs that also need to be paid when they are used. Only up to 4 power levels of maneuvers can remain created at once, or be created in one round, with moderate maneuvers being 2 each and weak maneuvers being 1 each. For example one could have up to 2 moderate maneuvers, 1 moderate and 2 weak, or 4 weak maneuvers created at once. Once created, these maneuvers can be kept as long as needed.

Master of Improvisation (paragon, conditional)

The character can create new major, moderate, or weak martial arts maneuvers. The EP cost to create the maneuvers is 8 EP for each major, 4 EP for each moderate, and 2 EP for each weak. The created maneuvers might have additional EP costs that also need to be paid when they are used. Only up to 6 power levels of maneuvers can remain created at once, or be created in one round, with major being 3, moderate being 2, and weak being 1. For example one could have up to 2 major, 1 major and 3 weak, 3 moderate, etc... Once created, these maneuvers can be kept as long as they are needed.

Action Improvisation (major, action)

If this character takes an action and spends EP, they can improvise an action martial arts maneuver and use it both at once. The maneuver improvised is forgotten as soon as that action is over. A cost must be paid to improvise the maneuver, in addition to any EP cost of the maneuver created. This cost is dependent on the power level of the improvised action maneuver, 8 EP for major, 4 EP for moderate, and 2 EP for weak. This maneuver can only be used once per round.

Master of Action Improvisation (paragon, action)

If this character takes an action and spends EP, they can improvise an action martial arts maneuver and use it both at once. The maneuver improvised is forgotten as soon as that action is over. A cost must be paid to improvise the maneuver, in addition to any EP cost of the maneuver created. This cost is dependent on the power level of the improvised action maneuver, 10 EP for paragon, 6 EP for major, 3 EP for moderate, and 1 EP for weak. This maneuver can only be used once per round.

2.6 Creating your own Maneuvers

In anime role-playing, players are able to create their own martial arts or weapon skill based abilities. This is important because it means that every character can have different capabilities, even if they both have the same number and type of maneuvers.

Maneuver Concept

It is best to start with a general concept of what you want your new maneuver to be. When considering your concept you should compare it to the limitations of the type of maneuver it is going to be. Weapon maneuvers and martial arts maneuvers both have limitations that must be followed when creating them.

Creating the Game Rule Information

Once you have a concept for your new maneuver that is within the limitations for the type of maneuver it is, you can create the details of how that maneuver works. When doing this, it is best to use the example maneuvers as a basis for how powerful to make your new maneuver. It is important to note that your EM must approve of new maneuvers that are created.

Examples of How to Create Maneuvers

A character that has a low energy stat and is only level 2 wants to be able to make more than one attack per round. This character only has weak weapon maneuvers to work with. The example maneuver *Extra Attack* won't work well for this character because it costs 4 EP per round to use it. They want a different version of the same maneuver that doesn't use any EP. However, they must still pay some sort of cost in order to gain the extra attack. They decide to give up their initiative combat stat in order to gain that attack. The new version of *Extra Attack* created reduces the initiative of all attacks and actions of the user to Last instead of costing 4 EP. Modifying an example maneuver in this way to better fit a certain character is the easiest way to come up with new maneuvers.

A level 10 character wants to create a new major martial arts maneuver to be used to defend against a large number of weaker foes. This character has a very high health check and would like to take advantage of that in this maneuver. The character can also afford to spend energy every round as long as they are being attacked many times during those rounds (they have maneuvers to recover energy when they are attacked). None of the example maneuvers look like they will work even if modified. Their concept is of a force of ki surrounding them that blocks all attacks. When creating the game rule information for this maneuver, they realize they cannot automatically stop the damage from all attacks against them (that is against the rules). They can have a chance of stopping the damage from all attacks however. Using the character's strongest stat check, it is decided to have the effects of the maneuver be: 'Every time user is attacked attacker rolls a strength check against the user's health check. If the attacker fails the check the attack is considered Kyvised.' Use of this particular ability will require a somewhat high EP cost per round because it is a powerful ability. In order to determine that cost, it is best to compare it to an existing maneuver. The weapon maneuver *Block, No Action* at the *major* level would cost 11 EP to use to block 4 attacks per round. This new maneuver should cost slightly more than that to use per round because it works against any number of attacks and can also work against area of effect attacks. Taking this into account, the new maneuver should cost 12 EP to use per round, but will not take an action to use (making it a conditional ability).

Chapter III Spells and Magic

3.1 Introduction to Magic

Magic is a power that defies the normal laws of existence. This power is said to be able to accomplish anything, if the one who wields it is strong enough. There are those who can harness this mysterious power by casting spells. Spells are like patterns that exist inside the head of a mage.

Players can create any explanation for the magical powers possessed by their characters they wish, but these explanations are only for style and have no game rule effect.

Uses and Limitations

Even though spells are categorized by power in the same way as maneuvers (weak, moderate, major, and paragon), spells have very different limitations than maneuvers. Unlike maneuvers, it is impossible to get something for no cost with a spell. For this reason, spells can only be action or conditional abilities, they cannot be constant.

Spell Uses and Limitations

- Can do nearly any effect by using an action and paying some cost (usually EP).
- Cannot act as general support with no cost.
- Can provide a benefit without using an action by paying a cost per round.

Using Spells with very long durations

Some spells have very long durations (like 12+ hours) and would usually be cast at the beginning of each day. Thus, characters might cast many of these at the beginning of each day, and then use some method to recover their EP after this. In this way, a character might be assumed to nearly always have certain spells in place. As a general rule, no character can have spells in place this way where the total EP cost of the spells is greater than the character's max EP.

Spells with a duration of concentration

Any spell that has its duration of concentration will last as long as the caster of that spell takes one action less per round every round after casting that spell and they are still within the spell's range of where the effects are taking place.

Benefits to Knowing Spells

Simply having the ability to cast spells has some added benefits. Anyone that has the *Magic Skill* can perform cantrips. These cantrips are simply very weak feats of magic such as lighting candles with a touch, making a flower appear, causing a slight breeze to blow, etc... Cantrips cannot have any direct combat effect because they are too weak to act as either an attack or defense.

Anyone who knows any spells also automatically has the proficiency *Magic Lore* (see [section 4.4](#)) at a skill level that corresponds to the most powerful type of spell they can cast. The table below shows what power levels of spells

grant what skill level of *Magic Lore*.

Most Powerful Spell Known:	Magic Lore Skill Level:
None but have the Magic Skill	Basic
Weak	Well Practiced
Moderate	Expert
Major	Master
Paragon	Grand-Master

3.2 Acquiring Spells

Basic Requirements

Unlike with maneuvers, the requirements for spells are different for each power level of spell. The table below lists the requirements for each power level of spell.

Power Level:	Requirements:
Weak	25 Intelligence, Magic Skill
Moderate	30 Intelligence, Magic Skill, Magic Talent 1x
Major	40 Intelligence, Magic Skill, Magic Talent 2x
Paragon	Same as Major.

Basically, the three things required for learning spells are: having a high enough intelligence, having the Magic Skill, and Magic Talents. To cast weak spells, one only needs to have at least 25 intelligence and have the Magic Skill. The Magic Skill is a proficiency that costs 10 SP. The cost of the Magic Skill cannot be reduced by any talent. In order to cast moderate spells, one must have at least 30 intelligence, have the Magic Skill, and have at least one talent of the type Magic (see [section 1.3](#)). In order to cast major and paragon spells one must have at least 40 intelligence, have the Magic Skill, and have two talents of the type Magic.

Buying Spells Individually

The common way to acquire spells is to buy them individually. A skill point cost for each spell would be paid. Talent does not reduce the cost of spells, but some unique hindrances give a bonus of reducing spell cost rather than just giving more SP.

Spell:	Base Cost:	With Half Hindrance:
Weak	3	1
Moderate	6	3
Major	10	5
Paragon	15	7

Automatically Acquiring Spells

One can automatically have the highest number of spells allowed for their level. See the greater version of the unique ability *Unlimited Magic Skill* ([section 1.6.1](#)). This ability costs 30 SP and the character gets 2 fewer SP on each level up.

A character can automatically have half (rounded up) the maximum number of spells for their level. See the lesser version of the unique ability *Unlimited Magic Skill*. This ability costs 22 SP and the character gets 1 fewer SP on each level up.

It is important to note that if a character buys one of

these abilities at a level other than level 1 (see [chapter VII](#)), then they must backtrack and pay extra SP. The table below shows the cost for buying each version of Unlimited Magic Skill at each level possible.

Ability:	Level Purchased:	Cost:
Un. Magic Skill, Lesser	1	22 / -1 Lv up
Un. Magic Skill, Greater	1	30 / -2 Lv up
Un. Magic Skill, Lesser	7	28 / -1 Lv up
Un. Magic Skill, Greater	7	42 / -2 Lv up
Un. Magic Skill, Lesser	16	37 / -1 Lv up
Un. Magic Skill, Greater	16	60 / -2 Lv up

Spells Allowed By Level:

Level:	Weak:	Moderate:	Major:	Paragon:
1	2	0	0	0
2	2	0	0	0
3	3	1	0	0
4	3	2	0	0
5	4	2	1	0
6	4	3	1	0
7	5	3	1	0
8	5	4	1	0
9	6	4	1	0
10	6	5	2	0
11	7	5	2	0
12	7	6	2	0
13	8	6	2	0
14	8	7	2	0
15	9	7	3	0
16	9	8	3	0
17	10	8	3	0
18	10	9	3	0
19	11	9	3	0
20	11	10	4	1
21	12	10	4	1
22	12	11	4	1
23	13	11	4	1
24	13	12	4	1
25	50	25	5	1

3.3 Spell Examples

This section contains a large list of example spells to help people better understand what can be done with spells and how powerful each of the power levels are.

The name of a particular spell is an arbitrary tag used to identify that spell. Some spells of different power levels have the same name. This is done to illustrate the difference between the different power levels of spells.

Many of the spells shown will have an affinity. This is an association with a certain type, such as an element type (fire, water, earth, or air) or with some other type. Having an affinity can be both a weakness and a strength. Often what type a spell is doesn't matter, but sometimes a villain might have powers or a weakness related to a particular type.

Spell Name (power level, ability type, affinity)
 Cost: ***; Initiative: ***; Duration: ***; Range: ***; Area: ***;
Descriptive text
 Spell details

3.3.1 Examples of Basic Spells

This section is for relatively simple spells. These basic examples are good for new players to use and for advanced players to make power comparisons to when they are creating new spells.

3.3.1.1 Weak Spells

Astral Connection (weak, conditional, spirit)
 Cost: 5 EP; Initiative: n/a; Duration: 10 minutes; Range: n/a;
 Area: Self;

You create a connection to the domain of spirits.

Can see and communicate with spirits for 1 EP per 2 minutes. It is up to the EM how useful this is each time it is used.

Bunshins (weak spell, action, illusion)
 Cost: 5 EP; Initiative: 0; Duration: 5 or level rounds; Range: n/a;
 Area: 30 ft rad;

Create illusions of yourself to confuse attackers.

Creates level illusions of caster that spread out in a 30 ft radius area, moving around in a confusing manner. If an illusion is hit by an attack, it is destroyed.

Combat Foresight (weak, action, mental)
 Cost: 15 EP; Initiative: First; Duration: 5 or level rounds; Range: Touch;
 Area: Creature Touched;

Magically grants the temporary gift of foresight.

Grants one subject the ability to see an attack coming and have a chance to dodge that attack once per round. When a character learns this spell, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Combat Rage (weak, action, mental)
 Cost: 9 EP; Initiative: 0; Duration: 5 or level rounds; Range: Touch;
 Area: Creature Touched;

The power of anger focused in a creature.

Grants one subject an additional attack per round with their primary weapon. This effect is not cumulative with extra attacks or actions granted by other spells or multiple castings of this spell.

Counterspell (weak, action, none)
 Cost: Special; Initiative: First; Duration: n/a; Range: 50 ft;
 Area: Spell Targeted;

The use of magic only for the purpose of neutralizing other magic.

Target a spell that is just being cast or a spell that has a duration. Pay EP equal to that spent to cast the spell. If that spell is a weak spell cast by someone who is not 5 levels or more higher than you it is countered. If the spell was just being cast then it has no effect. If the spell was cast previously and had a duration that spells effects end.

Deflect (weak, action, force)

Cost: 15 EP; Initiative: First; Duration: 5 or level rounds; Range: Touch;
Area: Creature Touched;

Create an area of force around a creature to protect them.

Grants one subject damage reduction equal to 20 or 4 times level (whichever is higher).

Delay (weak, action, time)

Cost: 5 EP; Initiative: First; Duration: n/a; Range: 50 ft;
Area: Spell Targeted;

Warp the flow of time around particular casting of a spell.

Cast targeting a moderate or weak spell. If used against a moderate spell, caster of Delay must win an opposed intelligence check against the caster of the targeted spell, or Delay has no effect (this need not be done if you cast Delay on one of your own spells). Instead of occurring now that spell occurs in 1d4-1 rounds. On a roll of 1, the spell is unaffected and occurs now. If the caster uses this spell on one of their own spells, they do not roll, but chooses the spell to be delayed between 1 and 3 rounds.

Elemental Defense Ward (weak, action, special)

Cost: 5 EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Grants one subject immunity to normal extremes of the chosen type such as extreme heat or cold.

Frozen Dart (weak, action, ice)

Cost: 5 EP; Initiative: 0; Duration: n/a; Range: 100 feet;
Area: single target;

This spell creates a dart made out of ice that flies and strikes one target. Roll an opposed intelligence check against the target instead of rolling to hit. If caster wins the check then the attack hits, otherwise it misses. The dart deals 1d20+5 or level damage and uses caster's intelligence as if it were strength to add to damage. For example, if a level 1 caster has 42 intelligence they would deal 1d20+39 damage with this spell.

Flare Blade (weak, action, fire)

Cost: 12 EP; Initiative: 0; Duration: 1 minute per level; Range: n/a; Area: n/a;

Summon a sword of fire to your hand from nothingness.

Creates a fire sword in caster's hands, which has +5 or level hit, 0 initiative, and deals 3d10 + 5 or d20 + level fire damage. Caster automatically counts as having at least a basic skill with the summoned blade. While using this sword caster can use intelligence instead of agility for calculating initiative and hit. While using this sword the caster can use intelligence instead of strength for calculating damage.

For example, if a level 1 caster with 42 intelligence cast this spell they would have the following combat stats just from base stats and the spell itself. Hit equal to +26 (21 from using intelligence as agility for hit and +5 from the sword). Initiative equal to +42 (42 using intelligence as agility). Damage equal to 3d10+39 (34 from using intelligence as strength and +5 from the sword).

Force Armor (weak, action, force)

Cost: 8 EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Summon an invisible armor of force to protect a target.

One subject is surrounded by a force that acts like armor and increases their defense in all categories by 5 or level. This effect is not cumulative with additional castings of this spell.

Healing (weak, action, life)

Cost: 5 EP; Initiative: 0; Duration: n/a; Range: Touch;
Area: Creature Touched;

Use magic to restore the life force of a creature.

Heal one creature's HP by 15 or 3 times level (whichever is higher) or remove one weak status ailment from one creature.

Increase Skill (weak, action, mental)

Cost: 4 EP; Initiative: 0; Duration: 1 minute per level; Range: Touch;
Area: Creature Touched;

Temporarily grant a magical increase to one creature's skills.

The skill level of one subject is increased by one level (basic->well practiced->expert) in one non-combat proficiency that they have at

least a basic level of skill in up to expert level.

Interpose (weak, action, force)

Cost: 9 EP; Initiative: First; Duration: 5 or level rounds; Range: Touch;
Area: Object Touched;

Imbue an object with protective force.

One object possessed by one subject is enchanted to allow them to attempt to block one attack per round with that object. Objects that could be used for this include any melee weapon, a gauntlet, or any other small durable object. When a character learns this spell, they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Levitation (weak, action, wind)

Cost: 7 EP; Initiative: 0; Duration: 10 minutes per level;
Range: Touch; Area: Creature Touched;

Use the winds to grant one creature a form of flight.

Allows the affected creature to fly at up to half their normal base speed. Maneuverability is low, so agility bonus to defense is ignored while using this spell.

Smoke (weak spell, action)

Cost: 3 EP; Initiative: First; Duration: 2 rounds; Range: n/a;
Area: 50 foot radius;

Summon an area of thick smoke to cover an escape.

Create a 50 ft radius area of thick smoke which lasts for 2 rounds, even in high winds.

Move Self (weak, action, none)

Cost: 1 EP; Initiative: Last; Duration: n/a; Range: n/a; Area: Self;
A spell that can instantly transport yourself.

In order to use this spell, the caster must put a personal insignia or rune on some small objects. These objects become their personal mage token. Caster can cast this spell to teleport to within 2 feet of wherever one of their tokens happen to be.

Protect (weak, action, luck)

Cost: 10 EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Makes one lucky enough to not be too badly hurt.

Grants one subject Life Guard: X / 2, Not Dead (see [section 5.5](#))

Scry (weak, conditional, none)

Cost: 1 EP per minute; Initiative: n/a; Duration: Concentration;
Range: n/a; Area: 20 foot radius;

Magic to see reflections of things happening in other places.

In order to use this spell, the caster must put a personal insignia or rune on some small objects. These objects become their personal mage token. Caster can use a small basin of water or a mirror in order to view and hear what is currently happening in a 20 foot radius around one of their mage tokens.

Traveler (weak, action, none)

Cost: 8 EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Enchant a creature to be able to move faster for a long period.

Affected creature's speed is increased by caster's level.

Ward (weak, action, force)

Cost: 5 EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Grant a couple uses of a protective force.

Grants one subject two Kyvis counters (see [section 5.5](#)). Is not cumulative with Kyvis counters from other spells or with additional castings of this spell.

3.3.1.2 Moderate Spells

Lightning Bow (moderate, action, air/lighting)

Cost: 10 EP; Initiative: 0; Duration: 1 minute per level; Range: 100 feet; Area: n/a;

Summon a bow of purple lighting.

Creates a glowing purple bow with an unlimited (for the duration of the spell) supply of bolt arrows. This bow has + 20 or 4 times level (whichever is higher) hit, 0 initiative, deals 1d20 + 10 or 2 times level (whichever is higher) electricity damage, and the arrows can be fired at enemies up to 100 feet away. If caster is level 4 or less they count as being at least skilled with the bow. If caster is level 5 or higher they count as being at least an expert with the bow. While using this bow caster can use intelligence instead of agility for calculating initiative and hit. While using this bow the caster can use intelligence to add to damage.

For example a level 1 caster with 42 intelligence would have the following combat stats with this bow based just off of base stats and the spell. Hit equal to 41 (21 from using intelligence as agility for hit, + 15 from the bow, and + 5 from counting as skilled with the bow). Initiative equal to 42 (42 from using intelligence as agility for initiative). Damage equal to 1d20+49 (34 from using intelligence to add to damage, + 10 from the bow, and + 5 from being skilled with the bow).

Flame Darts (moderate spell, action, fire)

Cost: 8 EP; Initiative: 0 but use intelligence instead of agility for initiative; Duration: Instant; Range: 100 ft; Area: Single Target
Darts made out of fire appear and fly at caster's enemies.

This spell creates one or more flame darts that fly and attack a single target within range. The number of darts created is 1 if the caster is less than level 5 and 2 if the caster is level 5 or higher.

Roll an opposed intelligence check against the target for each dart. If caster wins the check the dart hits, otherwise it misses. Each dart deals 2d20 + 15 or 3 times level damage and uses caster's intelligence as if it were strength for damage. For example, if a level 1 caster has 42 intelligence they would deal 2d20+49 damage with this spell.

Biting Wind (moderate, action, wind)

Cost: 12 EP; Initiative: 0; Duration: n/a; Range: 100 yards; Area: 20 foot radius;

Summon a wind to attack.

A sharp wind cuts into all creatures in the area of effect. Caster rolls an opposed intelligence check against all creatures in that area. Targets that fail the check take 3d20 + 20 or 4 times level damage and use caster's intelligence as if it were strength for damage. Targets that pass the check take half damage. For example, a level 1 caster with 42 intelligence would deal 3d20+54 damage with this spell.

Combat Foresight (moderate, action, mental)

Cost: 8 EP; Initiative: First; Duration: 10 rounds; Range: Touch; Area: Creature Touched;

Magically grants the temporary gift of foresight.

Grants one subject the ability to see an attack coming and have a chance to dodge that attack once per round. When a character learns this spell, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Combat Rage (moderate, action, mental)

Cost: 5 EP; Initiative: 0; Duration: 10 rounds; Range: Touch; Area: Creature Touched;

The power of anger focused in a creature.

Grants one subject an additional attack per round with their primary weapon. This effect is not cumulative with extra attacks or actions granted by other spells or multiple castings of this spell.

Counterspell (moderate, action, none)

Cost: Special; Initiative: First; Duration: n/a; Range: 150 feet; Area: Spell Targeted;

The use of magic only for the purpose of neutralizing other magic.

Counter or dispel any weak or moderate spell. To counter a moderate spell, this spell's EP cost is the same as the EP cost of the spell countered. To counter a weak spell, this spell's EP cost is half the EP cost of

the spell to be countered (must be at least 1 EP).

Danger Sense (moderate, action, mental)

Cost: 15 EP; Initiative: Last; Duration: 24 hours; Range: Touch; Area: Creature Touched;

Grant one creature the ability to sense danger.

Enchanted Creature will gain a split second feeling of danger just before any actual danger would affect them. This ability does not let them know what the danger is, just that it is present. This is useless against anyone with paragon stealth.

Deflect (moderate, action, force)

Cost: 15 EP; Initiative: First; Duration: 10 rounds; Range: Touch; Area: Creature Touched;

Create an area of force around a creature to protect them.

Grants one subject a damage reduction of 40 or 8 times level (whichever is higher) to 0.

Flight (moderate, action, wind)

Cost: 6 EP; Initiative: 0; Duration: 20 minutes per level; Range: Touch; Area: Creature Touched;

Use the winds to grant the power of flight.

Allows one creature to fly at up to 30 feet per second or their normal speed (whichever is faster). Creatures flying this way are as maneuverable in the air as they were on the ground.

Healing (moderate, action, life)

Cost: 5 EP; Initiative: 0; Duration: n/a; Range: Touch; Area: Creature Touched;

Use magic to restore the life force of a creature.

Heal one creature's HP by 30 or 6 times level, or remove one moderate or any number of weak status ailments from one creature.

Interpose (moderate, action, force)

Cost: 5 EP; Initiative: First; Duration: 10 rounds; Range: Touch; Area: Object Touched;

Imbue an object with protective force.

One object possessed by one subject is enchanted to allow them to attempt to block one attack per round with that object. Objects that could be used for this include any melee weapon, a gauntlet, or any other small, durable object. When a character learns this spell, they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Mage's Bargain (moderate, action, life)

Cost: Special; Initiative: 0; Duration: Special; Range: n/a; Area: Caster; Trade your life for power.

When the spell is cast, caster can choose to sacrifice points of their max HP in order to recover 2 times that much EP. The missing HP can be recovered only by paying 3 EP to buy back each point of max HP. Sacrificing HP for EP takes an action, but buying back HP does not.

Protect (moderate, action, luck)

Cost: 10 EP; Initiative: Last; Duration: 24 hours; Range: Touch; Area: Creature Touched;

Makes one lucky enough to not be too badly hurt.

Grants one subject Life Guard: X / 3, 1 HP > Not Dead (see [section 5.5](#)).

Restore (moderate, action, time)

Cost: 7 EP; Initiative: Last; Duration: permanent; Range: Touch; Area: 2 foot per level radius;

Restore things to their previous shape.

Can repair non-magic items and structures in up to a 2 foot per level radius. Repairs damage of up to 50% the total structural integrity. Can also repair very minor damage to magic items.

Sense (moderate, action, mental)

Cost: 6 EP; Initiative: 0; Duration: n/a; Range: 200 yards; Area: n/a; See in you mind's eye what is hidden to others.

At moment of use, caster detects all traps, secret doors/passages, dangerous items, and enemies in sight range. Roll magic lore vs stealth to

find hidden enemies.

Scry (moderate, conditional, none)

Cost: 1 EP per minute; Initiative: n/a; Duration: Concentration;
Range: n/a; Area: 20 foot radius;

Magic to see reflections of things happening in other places.

Caster can cast this spell on a small basin of water or a mirror in order to view and hear what is currently happening in a 20 radius around any point at any location they are very familiar with.

Summon Spirit (moderate, action, spirit)

Cost: 25 EP; Initiative: Last; Duration: 10 rounds; Range: 20 feet; Area: n/a;
Summon your spiritual ally to fight with you.

Caster summons a spirit as an ally to fight for them. The spirit has the following stats.

max HP: 50 + 4 times level

Defense: 50% of Caster's average magic lore check (all)

Speed: 30 (flying)

Damage Reduction: 50% of Caster's average magic lore check

Life Guard: X / 2

Attacks with: + 50% of caster's average magic lore check hit, 1 attack per round, 2d20 + 50% of caster's average magic lore check damage, magic attack. Special: Once per round spirit can jump in the way and be hit by a single target attack instead of caster.

Telepathy (moderate, conditional, mental)

Cost: 1 EP per minute; Initiative: n/a; Duration: Concentration;
Range: Special; Area: Special;

Speak mind to mind with people who are far away.

In order to use this spell the caster must put a personal insignia or rune on some small objects. These objects become their personal mage tokens. Caster can speak telepathically with any person who has one of their mage tokens. Also, anyone caster considers a friend who has one of their mage tokens can contact caster telepathically if they feel that it is urgent.

Teleport (moderate, action, none)

Cost: 5 EP; Initiative: Last; Duration: n/a; Range: Special;
Area: Caster and up to 1 other creature per 2 levels;

Caster teleports themselves and up to 1 other per 2 levels who are within 5 feet to any location caster is familiar with. This spell cannot teleport anyone who does not want to be teleported.

Warrior Strike (moderate, action, force)

Cost: 7 EP; Initiative: 0; Duration: n/a; Range: 100 yards;
Area: single to 40 foot radius;

Use the force of your weapon to strike distant foes.

This uses your first attack action. Uses your primary weapon combat stats (including number of attacks) with an extra +3 times level added to hit. Attacks an area of single target up to 40 ft radius.

X - Defense (moderate, action, force)

Cost: 8 + X EP; Initiative: Last; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

A powerful protective force that fades with each attack.

One creature gains + X (variable chosen by caster) defense (all) for the next X divided by 2 attacks against target (round down).

X - Ward (moderate, action, force)

Cost: 8 times X EP; Initiative: Last; Duration: 24 hours;
Range: Touch; Area: Creature Touched;

Grant a creature shards of force to protect itself.

Grants one subject X (variable chosen by caster) Kyvis counters. Not cumulative with Kyvis counters given by other spells.

3.3.1.3 Major Spells

Arcane Eyes (major, action, perception)

Cost: 7 EP; Initiative: 0; Duration: 10 minutes per level; Range: n/a; Area: caster only;

Bind the power of magic in your eyes.

Caster's vision is enhanced greatly. They get + 3 times level to

observation checks, can always spot those using weak or moderate stealth abilities, can roll observation vs stealth to spot those using major stealth abilities, and they can see distant objects in great detail.

Axe of Atlas (major, action, creation)

Cost: 15 EP; Initiative: 0; Duration: 1 minute per level; Range: 0;
Area: item created;

Create an axe of great power out of pure magic.

Caster summons an axe which has +30 or 6 times level hit, 0 initiative, deals 2d20 + 20 or 4 times level damage. If caster is less than level 10 they count as being at least an expert with the axe. If caster is level 10 or higher they count as being at least a master with the axe. While using this axe caster can use intelligence instead of agility for hit and initiative. While using this axe caster can use intelligence instead of strength for damage.

For example, if this spell is cast by a level 10 mage who has 50 intelligence they would have these combat stats just from base stats and this spell: Hit equal to 100 (25 from using intelligence as agility for hit, + 60 from the axe, and + 15 for being a weapon master). Initiative equal to 65 (50 for using intelligence instead of agility for initiative, + 15 for being a weapon master). Damage equal to 2d20 + 105 (50 for using intelligence instead of strength for damage, + 40 from the axe, and + 15 for being a weapon master).

Bless (major, action, holy)

Cost: 10 EP; Initiative: 0; Duration: 5 or level Rounds; Range: 50 Feet;
Area: One Creature;

Grant a blessing to one subject.

One target within 50 feet gains one of the following bonuses: +10 or 2 times level to hit and damage, +10 or 2 times level to defense and initiative, +5 or level to any one stat check, or remove a major or lesser curse. Can be cast multiple times for each target, but only for a different bonus.

Combat Foresight (major, action, mental)

Cost: 10 EP; Initiative: First; Duration: 10 rounds; Range: Touch; Area: Creature Touched;

Magically grants the temporary gift of foresight.

Grants one subject the ability to see up to two attacks each round coming and have a chance to dodge those attacks. When a character learns this spell, they must choose a method for determining a successful dodge. The most common ways are rolling opposed agility checks, rolling an intelligence check vs attacker's agility check, or rolling opposed intelligence checks. The EM must approve the method chosen.

Combat Rage (major, action, mental)

Cost: 4 EP; Initiative: 0; Duration: 10 rounds; Range: Touch;
Area: Creature Touched;

The power of anger focused in a creature.

Grants one subject two additional attacks per round with their primary weapon. This effect is not cumulative with multiple castings of this spell.

Conceal Self (major, action, illusion)

Cost: 7 EP; Initiative: 0; Duration: 10 minutes per level; Range: n/a; Area: caster only;

Create the illusion that you aren't around at all.

Caster becomes invisible and silent. Caster gets + 3 times level on stealth checks, cannot be found by moderate or weak abilities, and can roll stealth vs observation to remain hidden from major abilities. This spell ends if caster makes any kind of attack or offensive action. Caster can choose to end this spell anytime.

Counterspell (major, action, none)

Cost: Special; Initiative: First; Duration: n/a; Range: 150 yards;
Area: Spell Targeted;

The use of magic only for the purpose of neutralizing other magic.

Counter or dispel any major or lesser spell. To counter a major spell, this spell's EP cost is the same as the EP cost of the spell to be countered. To counter a moderate, this spell's EP cost is half of the EP cost of the spell to be countered (must be at least 1 EP). To counter a weak spell, this spell's EP cost is 1.

Deflect (major, action, force)

Cost: 10 EP; Initiative: First; Duration: 10 rounds; Range: Touch;
Area: Creature Touched;

Create an area of force around a creature to protect them.

Grants one subject damage reduction of 60 or 12 times level to 0.

Flight (major, action, wind)

Cost: 10 EP; Initiative: 0; Duration: 1 hour per level; Range: Touch; Area: Creature Touched;

Control the power of wind to give one creature the ability to fly.

Allows one creature to fly at up to 60 feet per second. Creatures flying this way are twice as maneuverable in the air as they were on the ground, so all creatures flying this way get double their agility defense bonus.

Healing (major, action, life)

Cost: 5 EP; Initiative: 0; Duration: n/a; Range: Touch;
Area: Creature Touched;

Use magic to restore the life force of a creature.

Heal one creature's HP by 60 or 12 times level (whichever is higher), remove one major status ailment from one creature, or remove all moderate and weak status ailments from one creature.

Interpose (major, action, force)

Cost: 4 EP; Initiative: First; Duration: 10 rounds; Range: Touch;
Area: Object Touched;

Imbue an object with protective force.

One object possessed by one subject is enchanted to allow them to attempt to block two attacks per round with that object. Objects that could be used for this include any melee weapon, a gauntlet, or any other small, durable object. When a character learns this spell, they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Mage Bolts (major, action, force)

Cost: 10 EP; Initiative: +15 or 3*level and use Int in place of agility;
Duration: n/a; Range: 100 yd; Area: 20 foot radius;

Point and unleash devastating bolts of force.

One bolt of force is created plus an additional one for each 5 levels (rounded down). For example, 1 bolt at levels 1-4, 2 at levels 5-9, 3 at levels 10-14, etc...

Each bolt of force strikes a targeted point within the range. The caster makes an opposed intelligence check against any creatures within the area. If the caster wins the check the spell hits and deals normal damage. Otherwise the spell misses and deals only half damage.

The damage dealt is 3d20 + (25 or 5*level, whichever is higher).

Additionally the caster uses intelligence instead of strength to add to the damage.

Protect (major, action, luck)

Cost: 10 EP; Initiative: First; Duration: 24 hours; Range: Touch;
Area: Creature Touched;

Makes one lucky enough to not be too badly hurt.

Grants one subject Life Guard: X / 4, 25% HP > 1 HP > Not Dead (see [section 5.5](#)).

Shadow Morph (major, action, darkness)

Cost: 7 EP; Initiative: 0; Duration: 1 hour per level; Range: n/a;
Area: Caster Only;

Assume the form and powers of a shadow.

Caster turns themselves into a shadow. In this form, caster cannot make any kind of attack. As a shadow, caster's speed is 200 feet per second and they can slip through tiny cracks, gain a + 50 to stealth checks, and gain an auto-miss of 10-. Caster can revert to their normal form any time with one action.

Summon Spirit (major, action, spirit)

Cost: 20 EP; Initiative: Last; Duration: 1 minute per level; Range: 50 feet;
Area: n/a;

Summon your spiritual ally to fight with you.

Caster summons a spirit as an ally to fight for them. The spirit has the following stats.

max HP: 50 + 8 times level

Defense: 1.5 times caster's average magic lore check (all)

Speed: 100 (flying)

Damage Reduction: 1.5 times caster's average magic lore check to 0.

Life Guard: X / 3, 1 HP

Attacks with: + 1.5 times caster's average magic lore check hit, 2 attacks per round, 4d20 + 1.5 times caster's average magic lore check damage, magic attack

Special: Up to twice per round, spirit can jump in the way and be hit by a single target attack instead of caster.

3.3.1.4 Paragon Spells

Healing (paragon, action, life)

Cost: 5 EP; Initiative: First; Duration: n/a; Range: Touch or 0;
Area: Creature Touched or 50 foot radius;

Use magic to restore the life force of a creature.

This spell can be cast to do the following things:

- Fully heal one creature's HP.
- Heal caster and all allies within 50 ft by 30 or 6 times level HP.
- Remove one paragon status ailment from one creature.
- Remove all major and lesser status ailments from one creature.
- Remove one major or lesser status ailment from caster and all caster's allies within 50 feet.

Invincibility (paragon, action, force)

Cost: 10 EP; Initiative: First; Duration: 1 minute per level; Range: Touch;
Area: Creature Touched;

Create a force that overlays one creature like armor, protecting from all attacks.

Grants Life Guard: X / 10, 50% HP > 25% HP > 1 HP > Not Dead (see [section 5.5](#)).

3.3.2 Examples of Advanced Spells

3.3.2.1 Multi-Purpose Spells

Some spells can be used for more than one purpose, even though they are not improvisation spells. These spells are very helpful to players who like to find creative solutions to in-game problems. Most of these spells take a single basic concept (such as creating a barrier or illusion) and create a method to use that concept.

Barrier (moderate, action, force & mind)

Cost: 10 EP; Initiative: 0; Duration: concentration or 2 rounds;
Range: 10 feet per level; Area: 3 foot per level radius;

Create a barrier with the force of your mind.

This spell is used to create very strong barriers for short periods of time. The barrier be any shape, but at best can enclose an area no greater than a 1 yard per level radius with a half sphere shape that also covers the ground. Attacks passing through the barrier have their damage reduced by caster's magic lore check. If this reduces an attack's damage to 0, that attack is stopped at the barrier. Creatures attempting to pass through must roll a strength check against the caster's magic lore check. It is important to note that the caster and their allies also cannot attack or pass through the barrier. If the caster attempts to enclose an unwilling creature inside a barrier, caster must roll to hit with + level and that creature can use a dodge to avoid this.

Illusion (moderate, action, illusion)

Cost: 10 EP; Initiative: 0; Duration: Concentration; Range: 25 feet per level;
Area: 10 foot per level radius;

Create images that look and sound like anything you imagine in your mind.

Create any type of illusion inside the area of effect with any sounds you want to go along with the images. Illusions created from this spell have no substance and any attacks directed at them pass through.

Spirit Walk (moderate, action, spirit)

Cost: 10 EP; Initiative: 1 minute casting time; Duration: Special; Range: n/a; Area: Caster Only;

Separate your body and soul so you can scout as a spirit.

The caster takes one minute to enter into a trance and have their spirit leave their body. While outside their body, they can fly invisibly at their normal speed and move through solid objects. They can be spotted by someone that can both see spirits and see past weak invisibility. As a spirit, they can neither be harmed nor make any kind of attack. The spirit's only way to affect the material objects is with cantrips. While a spirit, caster's body stays in a trance and is totally unresponsive. In order to end the spell, the caster's spirit must enter back into their body.

Transformation (moderate, action, life)

Cost: 5 EP or 10 EP; Initiative: Last; Duration: Special; Range: Touch; Area: Creature Touched;

Change the shape of one creature.

This spell allows the caster to transform themselves or one creature. This spell can be ended anytime by the transformed creature and has no effect on one unwilling to be transformed. This spell allows transformations into different people and will even imitate clothing and equipment (imitated equipment is just for show and cannot actually be used). It can also allow one to assume the form of an animal or other creature. This can allow the transformed creature to acquire mundane abilities natural to their assumed form, such as a bird's ability to fly, but it cannot imitate any other kinds of special abilities. The smallest form that can be assumed is one such as a mouse and the largest form that can be assumed is one such as an adult horse. The transformed creature's stats other than speed are unchanged by this spell. Caster can choose to have this spell last a very short time (level minutes) and cost 5 EP, or have the spell last a long time (level hours) and pay 10 EP.

Dimensional Shift (major, action, dimensional)

Cost: 10 EP; Initiative: Last; Duration: instant or 10 minutes per level; Range: 15 feet; Area: caster and up to level creatures;

Use your magic to travel to other dimensions.

This spell can either be used to have caster and up to level others reach another dimension that caster knows of and is connected to the current location, or it can be used to phase caster and up to level others mostly out of reality. When phased out, they move through objects and cannot be detected except by major or greater observation abilities. Phased out creatures cannot attack or be attacked. While phased out, one can see the real world, but it is somewhat hazy causing a -30 penalty on all observation checks. Creatures can stay phased out for up to 10 minutes per level or can phase back in at will.

3.3.2.2 Status Ailment Spells

Some spells cause the target(s) to gain negative conditions called status ailments. These conditions will hinder those that have them in some way, giving an advantage to the caster. Some spells require no opposed check or attack roll to affect the target, but most of them will have a chance of failure.

One Time Slow (weak, action, time)

Cost: 5 EP; Initiative: 0; Duration: 5 rounds; Range: 50 feet; Area: One Creature;

Create an area with a chance of slow time around one enemy.

One target gains a weak status ailment. At the beginning of each round there is a 50% chance that the initiative of all the target's actions will be moved to Last initiative. If this happens the status ailment is removed at the end of the round.

Sleeping Weakness (weak, action, various elemental)

Cost: 5 EP; Initiative: 0; Duration: Special; Range: 50 feet; Area: One Creature;

Enchant an enemy to have a brief moment of weakness against one type of attack.

Choose one type of elemental attack (such as fire, ice, earth, wind, light, or dark) and choose one target within 50 feet. That target gains a weak status ailment. This ailment doesn't have any effect until the start of

the next round. If the target has any kind of resistance especially against the chosen element the ailment has no effect and wears off after 5 rounds. Otherwise that target gains a weakness to that element for this round, taking an extra 25% damage from all attacks of that type before defense modes, and the ailment wears off at the end of the round.

Challenge Intellect (moderate, action, mental)

Cost: 5 EP; Initiative: 0; Duration: Level / 2 rounds; Range: 50 feet; Area: One Creature;

Attack the target's mind with your own to confuse and hinder them.

Roll an opposed Intelligence check vs one target within 50 feet. If you win target gains a moderate status ailment that gives them -1 to hit and defense for each point they lost by. If used on the same target more than once the effects do not stack.

Disconcerting Smile (moderate, action, mental)

Cost: 5 EP; Initiative: 0; Duration: Level rounds; Range: 50 feet; Area: One Creature;

Use the force of your personality to blind the target to all else that is happening.

Roll a charm check and divide the result by 2. The target gains a moderate status ailment that reduces all their observation checks to notice anything other than what caster is doing by an amount equal to the result of your charm check after it was divided. If this reduces the target's observation check to 0 or less then they cannot use any weak or moderate observation abilities except to spot things the caster of this spell is doing. If used on the same target more than once the effects do not stack.

Concealed Attacks (major, action, none)

Cost: 10 EP; Initiative: 0; Duration: Level rounds; Range: 100 feet; Area: One Creature;

Use your powers of stealth to make an enemy unable to perceive or effectively defend against your attacks.

Roll a stealth check against the observation check of one target. If your stealth check was higher the target gains a major status ailment that reduces their defense (all categories) to 0 against all attacks made by caster.

Crushing Force (major, action, force)

Cost: 15 EP; Initiative: 0; Duration: Level rounds; Range: 100 feet; Area: One Creature;

Use the force of your mind as a crushing weight on one target.

Roll an intelligence check against the strength check of one target. If you win the check the target gains a major status ailment that reduces their speed to 0. They can still act, but cannot move, jump, or dodge and they lose all agility and martial arts proficiency bonuses to their defense. The affected creature can use an action and roll a strength check against the caster's intelligence check to attempt remove the status ailment.

3.3.2.3 Improvisation Spells

Improvisation abilities are tier III (see introduction) abilities where the exact effects of the ability are made up each time it is used. This allows for a great deal of flexibility and adaptability. The price for the use of improvisation abilities however, is that they usually cost more EP to use than normal abilities.

Shift Magic (moderate, conditional, none)

Cost: Special; Initiative: n/a; Duration: n/a; Range: n/a; Area: n/a;

Modify the effects of lesser spells as you cast them.

When you cast a moderate or weak spell, you may pay extra EP in addition to the spell's normal cost in order to make changes to the effects of that spell. These changes only apply to that specific casting of the spell. You pay 3 EP extra to change a weak spell and 5 EP extra to change a moderate spell. The changed spell must be mostly like the original spell in that the basic purpose of the spell must be the same. If the original spell was of a type such as attack, healing, defense, etc... the changed spell must still be of the same type as the original.

Example: Caster changes a moderate healing spell with a range of touch that heals 80 HP into a healing spell that has a range of 100 feet that heals 50 HP. The basic purpose of the spell is the same but how the spell may be used is

changed.

Hack Magic (major, conditional, none)

Cost: Special; Initiative: n/a; Duration: n/a; Range: n/a; Area: n/a;

Modify the effects of spells as you cast them.

When you cast a major or lesser spell, you may pay extra EP in addition to the spell's normal cost in order to make changes to the effects of that spell. These changes only apply to that specific casting of the spell. You pay 1 EP extra to change a weak spell, 3 EP extra to change a moderate spell, or 5 EP extra to change a major spell. The changed spell must be mostly like the original spell in that the basic purpose of the spell must be the same. If the original spell was of a type such as attack, healing, defense, etc... the changed spell must still be of the same type as the original.

Example: Caster changes a major attack spell that previously was a fire spell to be used against one target into an ice spell that hits a large area but deals 30% less damage than the original spell.

The Way of Magic (paragon, conditional, none)

Cost: Special; Initiative: n/a; Duration: n/a; Range: n/a; Area: n/a;

You have gained such control over your magic you can change it and increase it's power.

Caster can pay EP to modify one casting of one of their own spells for 1 EP weak, 3 EP moderate, 5 EP major. Up to once per round caster can pay 4 EP to increase the power of one of their own spell by the level of 1 major. Only one spell can have it's power increased at once.

3.4 Creating your own Spells

In anime role-playing characters are able to create original spells for their own use. This is important because this game system is intended to be open-ended and allow for a great deal of freedom. In order to keep game balance, all abilities created by players must be approved by the EM who will be running the game in which that ability is to be used.

Spell Concept

It is best to start with a general concept of what your spell is supposed to do. It is during this concept phase that you should take into account the limitations of spells in general. Spells must have a cost and cannot be an ability of the *constant* type. The vast majority of spells will have their cost be in EP.

Creating the Game Rule Information

Once you have a spell concept that is within the limitations of spells, you can create the specific details on how that spell works. The best way to do this is to compare with example spells of the same power level so that your new spell is not too weak or too powerful.

Example of How to Create a Spell

A character wants a moderate spell that is fast and effective for healing their allies during combat. The standard moderate healing spell in the examples is too slow and only has a range of touch. This character wants the initiative of casting the new spell to be First instead of 0, and for it to have a range of 50 feet instead of touch. In order to accomplish this, the new spell is going to have to give something up. The original spell cost 5 EP and healed 30 HP. In order to make up for the increased range and initiative the new spell will cost 7 EP and only heal 25 HP.

Chapter IV Proficiencies & Specializations

Proficiencies are skills in a certain subjects, weapons, or fields. These skills are divided up into the types of Magic, Weapon, Martial Arts, and Non-combat.

4.1 Magic Proficiencies

This type of proficiency is one that involves the art of spell-casting.

The Magic Skill

In order to be able to cast spells (see Chapter III) a character must pay 10 SP to acquire the *Magic Skill*. This cost cannot be reduced by talent. Any character that knows the *Magic Skill* can use cantrips at will (very minor magic effects that cannot have a direct effect in combat).

Magic Specializations

These are abilities that count as proficiencies of the type *Magic* that grant a bonus to the casting of spells. These abilities must be constant or conditional and cannot involve an EP cost or much flexibility of use. There are two power levels of specializations *Expert* and *Master*.

Expert Magic Specializations

In order to learn an expert magic specialization a character must be at least level 3 and know at least one moderate spell. No character can have more than 1 expert magic specialization per 3 levels (1 at level 3, 2 at level 6, 3 at level 9, etc...).

An expert magic specialization is equal in power to a moderate maneuver and costs 4 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 2 SP to perfect it, making it now as powerful as 2 moderate maneuvers. These SP costs are halved if the character has two talents of the type Magic (making it only cost 2 SP to learn and 1 SP to perfect an expert magic specialization).

Master Magic Specializations

In order to learn an master magic specialization a character must be at least level 6 and know at least one major spell. No character can have more than 1 master magic specialization per 6 levels (1 at level 6, 2 at level 12, 3 at level 18, etc...).

A master magic specialization is equal in power to a major maneuver and costs 8 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 4 SP to perfect it, making it now as powerful as 2 major maneuvers. These SP costs are halved if the character has two talents of the type Magic (making it only cost 4 SP to learn and 2 SP to perfect a master magic specialization).

Examples of Expert Magic Specializations

Efficient Casting (expert, constant)

Your spells cost 1 EP less to cast. This cannot reduce the cost of your spells below 1 EP.

Perfect Efficient Casting (perfect expert, constant)

Your spells cost 2 EP less to cast. This cannot reduce the cost of your spells below 1 EP.

Double Handed Casting (expert, constant)

The first time per round you cast an attack spell you may cast that same spell twice in one action instead of only once as long as you have the same target with both castings.

Perfect Double Handed Casting (perfect expert, constant)

The first time per round you cast an attack spell you may instead cast either the same spell twice or two different attack spells. These spells can be directed at different targets.

Overexert (expert, conditional)

You may go below 0 EP when casting spells. However, for every 1 EP below 0 you are, you lose two max hit points. You also suffer penalties for having below 0 EP. While in negative EP remaining base movement speed drops to 5, one action per round max, and you cannot use EP costing abilities.

Perfect Overexert (perfect expert, conditional)

Same as normal Overexert except that the penalty for going into negative EP remaining for use of Overexert is lessened. The new penalty is only that base speed is halved and EP costing abilities cannot be used.

Ready Spell (expert, conditional)

Choose one moderate or weak spell to be associated with this ability before each adventure starts. Once per combat during that adventure you may cast that spell without using an action.

Perfect Ready Spell (perfect expert, conditional)

When the spell is cast with no action as per the normal Ready Spell ability it also has it's EP cost reduced by 9 EP which can even allow the spell to be cast for no EP that one time per combat.

Tiered Casting (expert, conditional)

If you have at least 2 full actions you may choose to cast a spell on First initiative with one of those actions even for a spell that normally goes on a slower initiative as long as that spell does not normally take more than one round to cast. If you do this one of your other actions this round cannot be used until Last initiative. Note that you cannot cast spells on First initiative with an action that has been forced to go on Last from this ability.

Perfect Tiered Casting (perfect expert, conditional)

Can be used the same way as normal Tiered Casting, or in a new way. In the new way you may cast any spell that takes only one round to cast on First initiative and have one of your actions next round only able to be used on Last initiative. Note that you cannot cast spells on First initiative with an action that has been forced to go on Last from this ability.

Quick Casting (expert, constant)

You gain a + level bonus to your initiative when casting spells.

Perfect Quick Casting (perfect expert, constant)

The bonus is increased to 2 times level.

Warrior Mage (expert, constant)

You gain the hit, initiative, damage, and defense (if applicable) from your highest weapon skill to all your attack spells.

Perfect Warrior Mage (perfect expert, constant)

In addition to the effects of normal Warrior Mage you gain your highest weapon skill bonus (see [section 4.2](#)) added to all opposed checks rolled as a result of your spells.

Examples of Master Magic Specializations

Extra Casting (master, constant)

You have an extra action every round that can only be used to cast a weak spell.

Perfect Extra Casting (perfect master, constant)

Your extra action from normal Extra Casting can now be used to cast a moderate or a weak spell.

Slow Efficiency (master, conditional)

If you take 1 full minute to cast a spell the EP cost of that spell is reduced by 9 down to a minimum of 1 EP.

Perfect Slow Efficiency (perfect master, conditional)

Outside of combat this is the same as the normal Slow Efficiency, but during combat you may now take 2 actions to cast a single spell to have that spell's cost be reduced by 9 EP down to a minimum of 1 EP.

4.2 Weapon Proficiencies

A weapon proficiency is a level of skill with a particular weapon. At the time this skill is taken the character picks one of their three physical stats (strength, agility, or health) and all skill checks with that character's weapon skill are based on that stat.

Cost and Effects

The costs below are cumulative and the effects are not. If a character has a talent in that particular weapon (see [section 1.3](#)) then they pay half cost (rounded down). In order to gain each level of weapon skill you must already have the level just before that.

Skill level; Cost:	Requirements; Effects:
basic; 2 SP	none; Can use a weapon without a -15 hit penalty
well practiced; 2 SP	none; + 5 hit
skilled; 5 SP	none; + 5 hit, damage, and weapon defense
expert; 5 SP	level 3; + 8 hit, damage, initiative, and weapon defense. + 1 attack per round
master; 10 SP	level 5; + 15 hit, damage, initiative, and weapon defense. + 2 attacks per round
grandmaster, 10 SP	level 10; + 15 hit and weapon defense, roll to hit twice for each attack and drop lowest, + 35 damage and initiative, + 2 attacks per round

Weapon Specializations

These are abilities that count as proficiencies of the type *Weapon* that grant a bonus of some type to the use of weapons. Unlike weapon maneuvers weapon specializations need not be linked to one specific weapon, but rather just with the use of weapons in general. These abilities must be constant or conditional and cannot involve an EP cost or much flexibility of use. There are two power levels of specializations *Expert* and *Master*.

Expert Weapon Specializations

In order to learn an expert weapon specialization a character must be at least level 3 and be an expert with any weapon. No character can have more than 1 expert weapon specialization per 3 levels (1 at level 3, 2 at level 6, 3 at level 9, etc...).

An expert weapon specialization is equal in power to a moderate maneuver and costs 4 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 2 SP to perfect it, making it now as powerful as 2 moderate maneuvers. These SP costs are halved if the character has a talent in any weapon (making it

only cost 2 SP to learn and 1 SP to perfect an expert weapon specialization).

Master Weapon Specializations

In order to learn an master weapon specialization a character must be at least level 6 and be a master of any weapon. No character can have more than 1 master weapon specialization per 6 levels (1 at level 6, 2 at level 12, 3 at level 18, etc...).

A master weapon specialization is equal in power to a major maneuver and costs 8 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 4 SP to perfect it, making it now as powerful as 2 major maneuvers. These SP costs are halved if the character has a talent in any weapon (making it only cost 4 SP to learn and 2 SP to perfect a master weapon specialization).

Examples of Expert Weapon Specializations

Off Hand Defense (expert, constant)

If you hold any melee weapon you are at least proficient with in your off hand you gain the weapon defense from that weapon and can make one block per round with that weapon. When a character takes this ability they must choose a method for determining a successful block. The most common ways are rolling opposed agility checks, rolling a strength check vs attacker's agility check, or rolling opposed strength checks. The EM must approve the method chosen.

Perfect Off Hand Defense (perfect expert, constant)

Your block gained with off hand defense is treated like a Kyvis counter instead. This does not affect any blocks gained from other abilities.

Ambidexterity (expert, constant)

You may use a weapon in each hand with no penalties.

Perfect Ambidexterity (perfect expert, constant)

Your hands may work somewhat independently of each other without incurring any penalty. For example you may preform two totally separate and distinct tasks at once with your hands such as playing one percussion instrument with one hand and a totally different instrument at the same time with the other hand. Basically you may preform two tasks at once with your hands that most other people would only be able to handle doing one or the other.

Instinctive Quick Draw (expert, constant)

Whenever you are attacked you will find your weapon already in your hands even if you weren't fully aware that you were in danger. This will allow you to gain your weapon defense bonus and use any weapon based defense modes even if you are ambushed and taken by complete surprise.

Perfect Instinctive Quick Draw (perfect expert, constant)

In addition to the effects of normal Instinctive Quick Draw you also can now recover your weapon from having been dropped or lost very quickly. If your weapon is on the ground or embedded in something and it is within your reach you may recover it with no action up to 2 times per round. If the weapon is embedded you may only recover it if you actually have sufficient strength to remove it.

Examples of Master Weapon Specializations

Defender (master, constant)

When your weapon(s) is/are drawn you gain your total weapon defense as damage reduction. This can result in having different damage reductions for the different defense categories.

Perfect Defender (perfect master, constant)

In addition to the bonus given from normal Defender you also gain half your total weapon defense as a bonus to all defensive stat checks. Use the highest weapon defense bonus to one category for this ability.

True Two Weapon Fighting (master, constant)

When using two weapons you gain your weapon skill bonus attacks once for each weapon.

Perfect True Two Weapon Fighting (perfect master, constant)

Add the combat stats of both of your weapons together and use those same combat stat for both weapons. This only uses the combat stats of the weapons themselves and not any other bonuses. This also does not include Min damage or other abilities on the weapons. For dice damage don't add the dice together simply use the higher dice damage of the two weapons.

4.3 Martial Arts Proficiencies

This is the basic form and skill of someone that practices martial arts.

Cost and Effects

The costs below are cumulative and the effects are not. If a character has a talent of the type Martial Arts Proficiency (see [section 1.3](#)) then they pay half cost (rounded down). In order to gain each level of skill you must have the level before that.

Skill Level; Cost:	Requirements; Effects:
basic; 5 SP	none; + 10 to split between combat stats.
expert; 7 SP	none; + 20 + level to split between combat stats.
master; 10 SP	level 4; + 40 + 2 times level to split between combat stats.

The bonuses listed as being something a character split between their combat stats. This means that the character can divide up this bonus in any way they wish between hit, damage, initiative, defense, and speed. In this way any style of martial arts can be explained since each character can split their bonus in different ways.

When a character adds something to one of their combat stats with martial arts proficiency this bonus always applies unless they use an ability that specifically states that it does not. If added to hit or damage it will increase the hit or damage of any attack made by that character. If added to defense it applies to all four defensive categories. If added to initiative it adds to the initiative of all actions except those that go on First or Last. If added to speed it always increases the character's movement speed.

Martial Arts Specializations

These are abilities that count as proficiencies of the type *Martial Arts* that grant a bonus of some type to the use of martial arts. These abilities must be constant or conditional and cannot involve an EP cost or much flexibility of use. There are two power levels of specializations *Expert* and *Master*.

Expert Martial Arts Specializations

In order to learn an expert martial arts specialization a character must be at least level 3 and be at least an expert

with in martial arts proficiency. No character can have more than 1 expert martial arts specialization per 3 levels (1 at level 3, 2 at level 6, 3 at level 9, etc...).

An expert martial arts specialization is equal in power to a moderate maneuver and costs 4 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 2 SP to perfect it, making it now as powerful as 2 moderate maneuvers. These SP costs are halved if the character has a talent of the type *Martial Arts Proficiency* (making it only cost 2 SP to learn and 1 SP to perfect an expert martial arts specialization).

Master Martial Arts Specializations

In order to learn an master martial arts specialization a character must be at least level 6 and be at least a master of martial arts proficiency. No character can have more than 1 master martial arts specialization per 6 levels (1 at level 6, 2 at level 12, 3 at level 18, etc...).

A master martial arts specialization is equal in power to a major maneuver and costs 8 SP to learn. After the character has had the specialization for 3 adventures they can pay an additional 4 SP to perfect it, making it now as powerful as 2 major maneuvers. These SP costs are halved if the character has a talent of the type *Martial Arts Proficiency* (making it only cost 4 SP to learn and 2 SP to perfect a master martial arts specialization).

Examples of Expert Martial Arts Specializations

Ninja Climbing (expert, constant)

Your hands and feet can stick to things when you want them too, allowing you to gain handholds and footholds for climbing on any surface no matter how smooth or slick.

Perfect Ninja Climbing (perfect expert, constant)

Your hands and feet can stick to things so well that you can even walk or hang upside down on ceilings if you want to.

Overpower (expert)

When forced to roll an agility or health check by an enemies ability you can use your strength check instead.

Perfect Overpower (expert)

In addition when you are forced to roll a leadership or charm check by an enemy ability you can roll intelligence instead.

Superior Luck and Reflexes (expert)

When you roll for initiative for an action if you roll at least a natural 16 or higher on the d20 the initiative of that action is moved to First. This cannot be used for actions that normally go on Last initiative.

Perfect Superior Luck and Reflexes (perfect expert)

When you roll for initiative for an action if you roll at least a natural 11 or higher on the d20 the initiative of that action is moved to First. This cannot be used for actions that normally go on Last initiative.

Examples of Master Martial Arts Specializations

Blind Fighting (master, constant)

You are very good at knowing the positions of those around you by the sounds they make and the feel of their movements. You suffer no penalties for being unable to see when attacking those that are within your hearing range unless they can beat your observation check with their stealth check. In addition you can sense and avoid obstacles that might normally trip you up.

Perfect Blind Fighting (perfect master, constant)

The same as normal Blind Fighting except that even if someone totally conceals all traces of their presence you can still tell sort of where they are if they have made any actions towards you recently (during this combat). In this situation you only take half the normal penalties for not being able to see the enemy. In addition you can instinctively step around obstacles even if they have been totally hidden from your perception.

Close Range Accuracy (master, constant)

You have an auto-hit increase of 4 for all attacks you make against enemies that are within 20 feet of you.

Perfect Close Range Accuracy (perfect master, constant)

You have an auto-hit increase of 8 for all attacks you make against enemies that are within 20 feet of you.

4.4 Non-Combat Proficiencies

This type of proficiency is a skill in some subject that is not directly related to combat. Non-Combat skill points (NCSP) such as those gained from having a high intelligence (see [section 1.2](#)) can only be spent on non-combat proficiencies.

Cost and Effects

The costs below are cumulative and the effects are not. Characters can have talents that reduce the cost of selected non-combat proficiencies (see section 1.3) that will reduce the cost by half (round down).

Skill Level; Cost:	Requirements; Effects:
basic; 2 NCSP	none; Can use the skill without the - 15 non-proficient penalty.
well practiced; 2 NCSP	none; + 5 to skill check
expert; 4 NCSP	none; + 15 to skill check
master; 7 NCSP	none; + 30 to skill check
grand-master; 7 NCSP	30 stat and Special; + 40 to skill checks and roll each skill check twice and drop the lowest.

To become a grand-master of a non-combat proficiency requires that you have at least a 30 in the stat the proficiency is based on and that you have purchased the ability to do so. This ability counts as a unique power but can be purchased at any level. The table below lists the ways in which this ability can be purchased.

Can Grandmaster:	Cost:
One Proficiency	1 SP
A small group of Proficiencies	3 SP
All Proficiencies	10 SP

A small group of proficiencies is defined to be the same as what one could get one talent to reduce the cost on (see [section 1.3](#)).

How to use a Non-Combat Proficiency

In order to use a non-combat proficiency you need to calculate your total proficiency check bonus with it. To do this you need to know which of the seven stats that proficiency is based on and what your skill level in that proficiency is.

The bonus from the stat a non-combat proficiency is based on is equal to the stat check (see [section 5.8](#) for how to calculate your stat checks) for that stat. This means that

abilities that add to stat checks also add to proficiency checks.

The bonus for your proficiency skill level is listed in the table above along with the cost. This bonus is added to the stat check of the stat the proficiency is based on.

To roll a proficiency check you state what it is you are attempting to do with your skill and the EM decides on a number for the difficulty of that task. Then you roll 1d20 and add your skill check bonus. If your result is equal to or higher than the difficulty you succeed. The difficulties of example tasks are listed with the examples of non-combat proficiencies later in this section.

Examples of Non-Combat Proficiencies

Acting (charm)

Your acting check allows you to convince others that your personality or situation is different than it actually is by using your acting skill check as a charm attack (see [section 5.10](#)) against those you are attempting to convince.

Alchemy (intelligence)

This is the skill in brewing magical potions with various effects. For details on how to create potions see [section 8.2](#).

Artifice (intelligence)

This is the skill in enchanting items to be magical for various effects. For details on how to enchant items see [section 8.3](#).

Blacksmithing (strength)

This is the art of foraging useful items out of metal. For detail on how to use this to create weapons and armor see [section 8.5](#).

Command (leadership)

Your command check allows you to inspire others to follow you into battle or conflict. You can roll your command skill check in place of a leadership check to inspire confidence (see [section 5.10](#)) in those around you with regards to a battle or combat situation.

Comfort (charm)

You can roll your comfort skill check in place of a charm attack when you are attempting to calm someone that is hysterical or afraid. When you use this skill you are less likely to have a bad reaction even if your charm attempt fails.

Computer Hacking (intelligence)

Use this skill to gain access to or take control of protected computer systems.

Conceal Energy (energy)

Use this skill to conceal any source of energy being given off by yourself or an item that is in your possession. This skill directly opposes the sense energy skill.

Conceal Skill (charm)

Use this skill to make it more difficult for anyone to be able to tell just how skilled you are at something even if they see you doing it. This skill directly opposes the Judge Skill proficiency.

Dancing (charm)

You know how to dance and how to look impressive while doing it.

Determine Intent (intelligence)

Use this skill to try and figure out what someone really intends with something they do or say. This skill directly opposes Disguise Intent.

Diplomacy (charm)

Use this skill in place of a charm attack when you are attempting delicate negotiations or if you are attempting to calm down a hostile person.

You are less likely to give mortal offense when using this skill.

Disguise (charm)

Use this skill to alter your appearance. Effective use of this skill may require a change of clothes, makeup, and a mirror.

Disguise Intent (charm)

Use this skill to conceal the true meaning behind your words or actions. This skill directly opposes Determine Intent.

Endurance (health)

Roll this skill check in place of a health check to keep on functioning even after you start to become very tired.

Etiquette (charm)

Roll your etiquette skill in place of a charm attack to be polite and proper. You also have a certain skill with knowing what is proper and what is not.

Flying (special)

This is not based on any stat and it simply adds to base speed when flying. At basic it adds +2, at well practiced it adds +5, at expert it adds +10, at master it adds +17, and at grand-master it adds +27.

Gather Information (charm)

Roll this skill check in place of a charm attack in order to coax information out of someone. When using this skill you are less likely to give offense when you ask questions.

Intimidate (charm)

Roll this in place of a charm attack in order to cause others to be afraid of you.

Invention (intelligence)

This skill can be used to create items called inventions that can have various effects (see [section 8.4](#)).

Judge Skill (intelligence)

This skill is used to try an guess the level of skill of others when you see them making use of their skill. This can be used to judge the level of skill of any type of proficiency (weapon, martial arts, non-combat, etc...). This directly opposes the conceal skill proficiency.

Jump (strength and agility)

This proficiency allows the character to jump a total distance (length + height of the jump) equal to their jump bonus from strength and agility plus the skill level bonus.

Knowledge Proficiencies (intelligence)

Any type of skill that is a knowledge about a particular subject falls under this category. Examples of skills that would fit this include Knowledge - Magic Lore, Knowledge - Geography, Knowledge - World History, Knowledge - Computers, Knowledge - Programming, etc...

Learning (intelligence)

Add half your skill check result in this skill to any teaching check made by someone attempting to teach you something.

Looking Innocent (charm)

Roll this skill check as a charm attempt make yourself appear innocent or blameless in any situation (puppy dog eyes).

Medical (intelligence)

This skill reflects a knowledge of medical practices and some practical skill in applying them.

You can administer first aid for wounds and heal some of the damage. In order to take this action you must have at least basic medical equipment. It takes 1 minute to administer first aid to a subject in this way and the amount of HP healed is (Your skill check divided by 5). Each subject can have first aid be effective only once every 12 hours.

You can attempt to diagnose what is wrong with a patient. The difficulty of this is related to how rare the condition in question is. The more rare and obscure the condition the higher the difficulty. On low rolls or if your skill is vastly inadequate the EM may decide that you misdiagnose

the subject.

Musical Instrument (charm)

This is skill with any one particular musical instrument. The higher your skill check the more impressive your performance. When you give a performance you can use your skill check as a charm attack on all those who are listening.

Observation (intelligence)

This skill allows you to notice things that are out of the ordinary or spot people that are trying to be sneaking. When attempting to spot people this skill directly opposes the stealth skill.

Pick Locks (agility)

This is the skill of opening locks without a key. You must have some sort of lock picking tools in order to attempt to use this skill.

Pick Pockets (agility)

This skill is the art of taking things off another person without them noticing. When an attempt is made declare how you will go about trying to lift something off the target and roll your skill check. Then the target rolls an observation check, if your check beats the targets you have a chance of having taken something. Basically part of your declaration of your attempt has to be what you are targeting (you would choose to check one of their pockets, a belt pouch, or their backpack, etc...). If they actually had any items in your target area you get either a random one or the one the EM feels would be more likely.

Public Speaking (charm or leadership)

This skill check can be used with either charm or leadership depending upon the goal of that particular use. The skill check can be used as a charm attack made in the form of a public speech or as an attempt to inspire confidence as a public speech (see [section 5.10](#)).

Resist (intelligence)

This is a skill in resisting giving in to charm attacks that attempt to change your opinion on something. Roll this skill check in place of your intelligence check against such charm attacks.

Running (special)

This is not based on any stat and it simply adds to base speed for land based movement. At basic it adds +2, at well practiced it adds +5, at expert it adds +10, at master it adds +17, and at grand-master it adds +27.

Sense Energy (energy)

Use this skill to find sources of energy and make a guess as to how strong and what type they are. How great a distance an energy source could be detected at with this skill is at EM discretion. When attempting to figure out the energy type you must succeed at a second skill check at an EM set difficulty. If successful the EM will tell you a single word or short phrase describing how the energy 'feels' to you. If you have knowledge about that particular type of energy you may be able to get more details at EM discretion. This skill directly opposes the conceal energy skill.

Singing (charm)

This skill is the art of singing. The higher your skill check the more impressive your performance is. You can use this skill to make a charm attack against all that are listening by singing.

Sleight of Hand (agility)

This is the skill to perform little tricks with your nimble fingers and natural agility.

Stealth (agility)

You can attempt to be unseen or unheard as you hold still or move around. You can only move at half your base speed while using this skill. It is important to note that the conditions in the area around you can affect your stealth check. Walking on dry leaves or creaky boards will give a penalty. In order to use stealth to stay out of sight there must actually be someplace for you to hide.

Subtle Casting (Charm)

When casting spells you can use this skill to make it hard to tell that you are doing anything. This proficiency allows you to hide the

motions and words, but it does nothing to hide the effects of the spell. This proficiency opposes any observation checks to notice that you were spellcasting.

Swimming (strength)

This skill allows you to move on top of or through water. The speed you can swim at is equal to what is lower between your land speed and your swim skill check.

Teaching (leadership)

The skill of how to impart knowledge to others. You can use this to allow someone else to learn a spell, maneuver, or proficiency you know at half the normal skill point cost (rounded down). The difficulty of successfully teaching a spell, maneuver, or proficiency to someone is ten times the normal skill point cost of that ability. A failed attempt means that they do not get any cost reduction on taking that ability. If this skill is successfully used during an adventure then the recipient can take the ability taught at half cost after the adventure is over.

Tracking (intelligence)

The skill to recognize the signs left by creatures on the earth after they pass. The difficulty of following a trail is set by the EM.

You can also attempt to make your trail more difficult to follow. If you move at half base speed and take pains to hide your trail you roll a tracking check. The result of that check is the difficulty of finding your trail with the tracking skill.

Traps (intelligence)

This is the ability to set up or disable traps. The technology level that the character is familiar with can have a large impact on the use of this skill. How long it takes to set up or disable a trap is up to EM discretion.

List of Non-Combat Proficiency Talent Groups

Con Artist

Disguise Intent, Determine Intent, Intimidate, and Sleight of Hand

Doctor

Comfort, Medical, Knowledge - Anatomy, and Knowledge - Herbs or Pharmaceuticals

Geek

Computer Hacking, Knowledge - Computers, Knowledge - Programming, and Invention

Item Creation

Artifice, alchemy, and Invention

Official

Diplomacy, Public Speaking, Disguise Intent, and Knowledge - Law

Performer

Acting, Dancing, One Musical Instrument, and Singing

Scholar

Any four knowledge proficiencies

Scout

Observation, Stealth, Tracking, and Knowledge - Geography

Socialite

Etiquette, Disguise Intent, Determine Intent, and Looking Innocent

Soldier

Command, Judge Skill, Conceal Skill, and Knowledge - Tactics

Spy

Disguise, Disguise Intent, Gather Information, and Observation

Thief

Stealth, Pick Pockets, Pick Locks, and Traps

Note: It is important to note that talents can be taken for

non-combat proficiency groups that are not on this list as long as any player created talent group is approved by EM.

4.5 Special Proficiencies

This type of proficiency is mostly for special skills and secret arts that one cannot learn on their own. For all but the one basic special proficiency called *increased capacity* a character must be instructed in order to learn a special proficiency. Special proficiencies will always be one of the following types: weapon, magic, martial arts, or non-combat. Having a talent in the appropriate type for all except non-combat can reduced special proficiencies to half cost.

Special proficiencies can have nearly any type of effect, but should only be created by EMs for use by the non-character persons they have created in their games. Characters can only learn these if they are instructed in them or if they gain the knowledge of them through some other means.

Not just anyone can learn a particular special proficiency even if they were to be taught it. Special proficiencies often have specific requirements such as a certain level of skill in martial arts or an amount in a stat.

Special Proficiency Format

Name (proficiency type, ability type)

Requirements: Specific requirements

Cost: Skill Point Cost

Descriptive Text

Ability uses and effects.

The Basic Special Proficiency

These are the only special proficiencies characters may take without having been instructed in them by some source.

Increased Capacity (non-combat, constant)

Requirements: None

Cost: 4 SP or NCSP

You have practiced in order to heighten your use of a particular stat.

This proficiency can be taken up to seven times by one character. Each time it is taken choose one of the seven stats. The same stat cannot be chosen more than once. The character gains a bonus of + level divided by three (round down) to all stat checks of the chosen stat.

Increased Capacity - Step II (non-combat, constant)

Requirements: Increased Capacity, Level 10

Cost: 8 SP or NCSP

You have a great deal more force of luck with the use of a particular stat than what is normal due to your focus on that area.

This proficiency can be taken up to seven times by one character. Each time it is taken choose one of the seven stats. You must already have taken increased capacity for that stat in order to gain this proficiency. Whenever you roll stat checks with chosen stat you use a d100 instead of a d20.

Examples of Special Proficiencies

These are just here to give an idea of what to expect from special proficiencies.

Bulk Alchemist (non-combat, constant)

Requirements: master in alchemy, 30 intelligence

Cost: 6 NCSP

You are skilled in creating many potions at once.

Your alchemy creation limit (see [section 8.2](#)) is increased by your

level divided by 2 (round up). If you have a talent that reduces the cost of the alchemy proficiency then you only pay half cost for this.

Champion (weapon, constant)

Requirements: grandmaster weapon, you must be highly respected for your fighting skills.

Cost: 10 SP

Your skill with your weapon is unmatched, a true champion.

This counts as a level of weapon skill beyond grandmaster. A talent in your weapon reduces the cost of this. The total benefits of being a champion (already adding in the effects of past weapon skill levels) are: +15 hit, roll each to hit roll twice and use best result, + 35 initiative, + 3 attacks per round, + 35 damage, double all dice damage of the weapon, + 15 weapon defense, and double all results of a weapon skill check to avoid being disarmed.

Efficient Artificer (non-combat, constant)

Requirements: master in artifice, magic skill, 30 intelligence

Cost: 6 NCSP

You are good at getting the most out of resources when enchanting items.

You only pay half cost when creating magic items with the artifice skill. If you have a talent that reduces the cost of the artifice proficiency then you only pay half cost for this.

Expanded Mastery (martial arts proficiency, constant)

Requirements: master of martial arts, level 10

Cost: 10 SP

You have gone beyond just mastery of martial arts.

This is a level of martial arts proficiency beyond master. Instead of $40 + 2$ times level to split for combat stats you have $60 + 3$ times level. You may also redistribute this bonus in between each combat round.

Great Inventor (non-combat, constant)

Requirements: master in invention, 30 intelligence

Cost: 6 NCSP

You are so skilled at inventing new things that you can work incredibly quickly.

The limit on the total levels of inventions you can create each adventure is raised by 2 (see [section 8.4](#)).

Skill Paragon (non-combat, constant)

Requirements: grand-mastery of a non-combat skill, level 10, and a 50 in the base stat of that skill

Cost: 10 NCSP

Your skill might be the greatest of anyone to have ever lived.

This proficiency counts as being the next level of skill in a non-combat proficiency above grand-master. This proficiency is taken for a specific non-combat skill and a talent that reduces the cost of that skill reduces the cost of this.

You win all opposed checks against the non-combat proficiency this is linked to automatically unless the other person has a major or greater ability opposing it. In addition you may do things with your skill that are literally impossible. Such as start using stealth skill while being observed, use tracking skill for a trail on the ground when flying over 100 feet in the air above, see things with observation that are going on behind you, etc...

Speed Smith (non-combat, constant)

Requirements: master in blacksmithing, 30 strength

Cost: 6 NCSP

You are so skilled at the forge than you can fashion things very quickly.

You can create double the normal number of items with blacksmithing per adventure (see [section 8.5](#)). If you have a talent that reduces the cost of the blacksmithing proficiency then you only pay half cost for this.

Chapter V Combat

5.1 Calculation of Combat Statistics

In order for a character to be ready to enter combat, their combat statistics must be calculated. These combat stats are hit, initiative, damage, defense, and speed.

Hit

This determines how likely a character is to strike an enemy with their attacks. Characters that have more than one method of attacking or that have conditional abilities that increase their hit will have more than just one number for their hit bonus.

Every character's base hit bonus is half of their agility stat (rounded down). Several other things can often add to this such as weapon proficiency, weapon maneuvers, martial arts proficiency, martial arts maneuvers, weapon used, unique abilities, and spells currently enchanting the character or their weapon. Attack spells will have their own base hit bonus.

Characters using a weapon in each hand without an ambidexterity ability suffer a - 15 hit penalty on both weapons. Ambidexterity can be taken as a moderate maneuver (see chapter II).

Initiative

This determines the order that combatants will act in during each round. Characters with abilities that have different initiative modifiers or that have conditional abilities that increase their initiative will have more than just one number for initiative bonus.

Every character's base initiative bonus is equal to their agility stat. Several other things can modify this such as weapon proficiency, weapon maneuvers, martial arts proficiency, martial arts maneuvers, weapon held (this modifies your initiative even for actions that you don't use the weapon), unique abilities, and spells currently enchanting the character.

Some abilities have initiative of either *First* or *Last*. As the names indicate, an action with *First* initiative goes off at the beginning of the round, and an action with *Last* initiative goes at the end of the round.

Characters using a weapon in each hand use the initiative penalty for the weapon with the worst initiative of the two weapons, and if they do not possess an ambidexterity ability, they suffer an additional - 15 initiative penalty. Ambidexterity can be taken as a moderate maneuver (see chapter II).

Damage

This determines how effective your attacks that have hit an enemy are. Characters who more than one method of attacking, or who conditional abilities that add to damage will have more than just one number for their damage bonus.

Every character's base damage bonus with melee or thrown weapons is determined by their strength stat (see

[section 1.2](#)). Several other things can modify this, such as weapon proficiency, weapon maneuvers, martial arts proficiency, martial arts maneuvers, weapon held, unique abilities, and spells currently enchanting the character. Attack spells will have their own base damage bonus.

Defense

There are four defensive categories: melee, firearms, energy, and magic. Each of these are used to determine how difficult it is to strike you with attacks of the corresponding type. Characters who have conditional abilities adding to defense will have more than one number for their defense rating for each category.

A character's base defense for all four categories is determined by their agility stat (see [section 1.2](#)). Several other things can modify this such as weapon proficiency, weapon maneuvers, martial arts proficiency, martial arts maneuvers, weapon held, unique abilities, and spells currently enchanting the character.

Speed

This is how fast a character can move and is given in feet per second. The listed speed is the character's speed while jogging; the character's running speed is determined by doubling their listed speed. Characters that have conditional abilities adding to speed will have more than just one number for their speed.

A character's base speed is equal to 12 plus 1 for every 5 points above 20 they have in strength or agility (see [section 1.2](#)). Other things that can modify speed are unique abilities, martial arts proficiency, the running or the flying proficiencies, martial arts maneuvers, and spells currently cast on the character.

Putting the combat stats together

Below are examples of how one might list a character's speed, a character's defenses, and the stats for a character's attack. The final combat stats of the character are shown in *italics*.

Speed: 18 feet / second

Calculating this speed: base of 12, + 2 for having 30 agility, + 4 for having 40 strength.

Defense melee: 35, firearm: 23, energy: 20, magic: 20

30 Agility: + 20 (all); Sword: + 5, 0, 0, 0; Chain Armor: + 10, 3, 0, 0

Attack:	hit:	initiative:	# attacks:	damage:	type:
Sword	35	22	1	1d20 + 30	melee
Hit bonus: +15 for having 30 agility, + 5 from weapon used, + 5 for well practiced weapon pro., + 10 from martial arts pro.					

Initiative bonus: + 30 for having 30 agility, - 8 from weapon used.; Damage bonus: + 30 for having 40 strength.

5.2 Initiative

Combat is broken up into rounds in which the combatants take turns acting. The first thing that is done

during each round is to determine the initiative of all the combatants. It is this initiative that decides what order the combatants can act in.

Rolling For Initiative

Every character will have a base initiative that is used for most actions (see [section 5.1](#) for how to calculate this initiative). At the beginning of the round, each character rolls 1d20 and then adds their initiative bonus to determine their initiative for that round. The combatant with the highest initiative acts first, then the combatant with the next highest, and so on...

Initiative Doubling

If any combatant gets an initiative that is higher than 10 and at double or more the highest initiative of all their enemies in that combat, then they get an extra action at the end of the round.

Abilities with Initiative of First

Some abilities will have their initiative listed as First. When used, these abilities go at the beginning of the round. An initiative of First cannot be doubled, but an initiative of First also never counts as doubling the enemy.

Holding your Action

When it is a character's turn to act, they can change their mind about what kind of action they wish to take. If they use an ability that has an initiative of First at this point then that character can act right then, but they cannot count as doubling the enemy initiative. If they choose to act on a lower initiative, then who gains extra actions from initiative doubling is redetermined with that character at lower initiative.

Maximum Initiative

If any combatant has an initiative of 1,000 or more then they act at the very beginning of the round at the same time as those acting on First initiative. Additionally any combatant with an initiative of 1,000 or higher gains an extra action that goes at 500 initiative and they can still gain yet another action at the end of the round if they doubled the highest enemy initiative.

Minimum / Last Initiative

Some abilities have an initiative listed as Last. These abilities go off at the end of the round. Last initiative is considered doubled by anyone that has an initiative of 10 or higher. Any combatant who has an initiative of 0 or less is considered to have an initiative of Last.

Combatants with Multiple Actions

Combatants who have more than one action can use abilities that go on separate initiatives. For purposes of gaining extra actions from doubling only the initiative that is most favorable for that combatant is counted.

5.3 Taking an Action

This section describes the different types of actions that can be taken during combat. For conceptual purposes it should be noted that each combat round is only 5 seconds long.

Movement During Combat

At the same initiative on which a combatant is taking any kind of action they can move. Each combatant can move up to 2 times their base speed in feet per round without having to use an action just on movement. If a combatant uses an action on movement they can move either 10 times their speed in feet or they can use their jump proficiency (see [section 4.4](#)). The full 10 times base speed movement is assuming that the combatant is able to sprint; poor visibility or lack of solid footing may reduce this at EM discretion.

Using an Action to Attack

Each time an action is used to attack, the combatant gets a base of 1 attack from that action. Some combatants may have a high level of weapon proficiency (see [section 4.2](#)) or other abilities that grant them additional attacks per round. Each round, combatants with such abilities may choose one action that they are using to attack to apply those extra attacks. For example, a combatant who gains 2 extra attacks per round from weapon skill and is using 2 actions to attack with that weapon would get 3 attacks on the first action used to attack, and only 1 attack from the second action.

Combatants can move at the same time they are attacking or in-between attacks (see above for details on movement during combat).

Using an Action Ability

Abilities labeled as action abilities require that the combatant use an action and sometimes pay some kind of cost. Unless the ability states otherwise the cost for any action ability is not paid until it has actually been used. Once an action has been spent and the cost paid for an action ability, the effects of that ability are executed.

Using a Conditional Ability

It is important to note that some abilities that have a cost or condition to meet do not actually take an action to use. An ability labeled as a conditional ability does not take an action to use. The most common type of conditional ability is one that has a cost per round to use. At any time during that round, the combatant can decide to begin using that ability and pay the cost. Once the cost has been paid the combatant cannot change their mind and decide not to use the ability that round.

Other Actions In Combat

There are other things one can do in combat. Things such as switching weapons, drinking a potion, picking an object up off the ground, etc...

Some of these will require the combatant to use an action and some will not. Those that always require an action are called full tasks and the others that can sometimes

be done with no action are called light tasks. Drinking a potion is a full task and requires an action. Each combatant can perform a certain number of light tasks per round based off of their agility stat. Light tasks are things such as dropping a weapon to draw a different weapon, picking an object up off the ground, etc... Those with average agility (20 agility stat) can perform 1 light task per round with no action. For each 10 agility stat above 20 a combatant has, they can perform an additional light task without using an action (1 light task per round with 20-29 agility, 2 light tasks per round with 30-39 agility, 3 light tasks per round with 40-49 agility, and 4 light tasks with 50 agility).

Full Tasks

Attempting to break free of bonds.
Attempting to cut or break bonds on someone else.
Drinking a potion.
Picking up a large object off the ground.

Light Tasks

Dropping a weapon and drawing a new weapon.
Picking up a small object off the ground.
Resheathing a weapon.

Note: All other actions in combat are at EM discretion for if they are to be considered full tasks or light tasks.

List of What Takes an Action in Combat

Making any attacks
Moving farther than 2 times speed feet in one round
Using an action ability
Doing a full task.
Doing a light task beyond your number per round.

List of What Does Not Take an Action in Combat

Moving 2 times speed feet or less in one round
Using a conditional ability
Using a constant ability
Using one of your light tasks per round from agility.
Speaking

5.4 Making an Attack

Rolling to Hit

In order to determine if an attack is successful a combatant rolls 1d20 and adds their hit bonus. The result of this roll is compared against the target's defense category that corresponds to the type of attack (melee, firearm, energy, or magic). If the result of the to hit roll is greater than the target's defense, then the attack hits, otherwise the attack misses. There are two exceptions to this rule. One is if the unmodified roll of the d20 was a 1; in that case the attack misses regardless the target's defense. The other is if the unmodified roll of the d20 was a 19 or 20; in that case the attack hits regardless of the target's defense.

Critical Hits

Sometimes a combatant will land an especially

heavy or damaging attack. When the to hit roll for an attack is made, if the roll on the d20 was a 17 or higher and the total result of the to hit roll was 10 or more higher than the target's defense, that attack is a critical hit. A critical hit deals 50% more damage than normal. Being a critical hit does usually increase the amount of Min damage dealt (see [section 5.5](#)).

Auto-Hit and Auto-Miss

Some combatants may have the power to auto hit on attack rolls less than 19 or to have attacks against them auto miss on rolls above 1. The power of an auto hit will be listed as 15+ if the combatant auto hits on rolls of 15 or greater. The power of auto miss will be listed as 7- for a combatant who is auto missed by attackers who roll a 7 or less. If a combatant who has auto hit attacks one who has auto miss the two powers cancel as much as possible. When canceling, determine how many points each power is from what is normally an auto hit or miss. An auto hit of 15+ is 4 points different from the normal 19+ that is on all attacks. The auto miss 7- is 6 points different from the normal 1- that is on all attacks. The 4 points of auto hit cancel 4 of the points of auto miss with 2 auto miss remaining. Thus the combatant with auto hit of 15+ attacking the combatant with auto miss 7- will auto miss on rolls of 3 or less and auto hit on rolls 19 or greater.

Note: Typically auto-hit better than 10+ and auto-miss better than 10- are not allowed unless they are only under special conditions.

Alternative Methods to Determine a Hit

It is also possible to determine if an attack hits the target by rolling an opposed check (see [section 5.8](#)) instead of a to hit roll. It is very common for attacks that give status ailments (see [section 5.6](#)) instead of dealing damage to use an opposed check instead of a to hit roll.

Rolling for Damage

The damage from any attack is usually some combination of dice with a damage bonus added to the dice result. Which dice are used for damage will depend on the weapon used, attack spell cast, maneuver used, etc... Some attacks may deal a special kind of damage called minimum damage or Min damage (see [section 5.5](#)). If the attack was a critical hit, multiply the final damage result times 1.5 to increase the damage by 50%.

5.5 Defending Against an Attack

To defend against attacks, each combatant will make use of defense modes. A defense mode is a way to avoid taking damage from an attack that has succeeded in a to hit roll against your defense. There are seven basic types of defense modes blocks, dodges, Kyvis counters, damage reduction, life guard, damage redirection, and HP aura. Read the rest of the section for an explanation of how these defense modes are used.

It is important to note that the rule of threes mentioned in [section 5.5](#) also applies to defense modes. This

means that no more than three abilities can be adding to the total power of any one defense mode.

Minimum Damage

Attacks may have some amount of minimum or Min damage associated with them. This Min damage is the smallest amount of damage the attack will do despite most defense modes (defense modes that make the attack count as having missed such as dodges avoid Min damage). Characters are not allowed to deal more than 15 times their level Min damage per round. In addition, most attacks will either only deal a small amount of Min damage or only deal Min damage on a critical hit.

Blocking

Once an attack has succeed on the hit roll a defender may use any blocks they have. Typically a block will have some method such as an opposed stat check (see [section 5.8](#)) to determine success. Unless stated otherwise in an ability granting blocks a successful block nullifies the damage from the attack but does not defend against Min damage or status ailments. Unless otherwise stated by an ability blocks cannot be used against attacks that attack an area rather than attacking a single target.

Dodging

After an attack has succeeded in a to hit roll a defender may use any dodges they have. Typically a dodge will have some method such as an opposed stat check (see [section 5.8](#)) to determine success. If an attack is dodged then that attack counts as having missed regardless of the to hit roll. This typically means that the attack has no effect even if that attack had Min damage or status ailments. Unless otherwise stated by an ability dodges cannot be used against attacks that attack an area rather than attacking a single target.

Damage Reduction

Damage reduction is used after an attack has hit and damage has been rolled. Damage reduction can be used to nullify part of all of the damage from that attack. Damage reduction reduces the damage from that attack by a certain amount down to a minimum (usually 0). If the amount of damage reduction is greater than the amount of damage from the attack then the damage is reduced to the minimum amount. If the attack has any Min damage the damage reduction cannot reduce the damage to less than the amount of the Min damage. Damage reduction offers no protection from status ailments (see [section 5.6](#)).

Kyvis Counters

Kyvis counters are used after an attack has hit and damage has been rolled. A combatant can use a Kyvis counter to nullify all the damage from an attack. Kyvis counters are always limited in number and once used they can be difficult to recover until after the combat has ended. Kyvis counters cannot nullify the Min damage part of any attack and typically offer no protection from status ailments (see [section 5.6](#)).

Life Guard

This is the defense of last resort. Once a character has been hit by an attack and all other defense modes they have are already taken into account if the character is still taking damage they can use a Life Guard defense. Life Guard will be denoted in a fashion similar to what is listed below.

Life Guard: X / 3, 1 HP > Not Dead

This notation means that after taking into account all other defense modes (other than HP aura type), the remaining damage is divided by 3. If the defender would still be reduced to 0 or less HP and this is the first time that combat this has occurred, they will still be at 1 HP remaining. The second time a character would be reduced to 0 or less HP, then check to see if the character would actually be killed by the attack (typically this is at -30 HP remaining) then they will instead be 'Not Dead' meaning that they will be 1 HP away from actually dying (typically this is at -29 HP remaining). A more powerful version of Life Guard might look like what is shown below.

Life Guard X / 4, 25% HP > 1 HP > Not Dead

This is just like the version described above, except that it divides the damage by 4 instead of by three and it has an extra step in its defense. The extra step is that the first time the character would be reduced to 0 or less HP they are instead at 25% of their max HP remaining. The second time this happens, they are instead at 1 HP remaining. And after that they will just be 'Not Dead' just like the previous defense above.

HP Aura

This is a type of defense mode that has its own HP which will take damage before the actual HP of the defender is damaged. It is important to note that Min damage will go past an HP aura and damage the defender's actual HP.

Damage Redirection

When damage redirection is used is dependent on the specific ability used. This defense mode is where the defender redirects the damage from an attack to some object or entity that has actual Hit Points. Like a dodge, this type of defense mode can protect against Min damage. If the defense mode redirects the damage to a nonliving object, it typically cannot protect against status ailments. If the defense mode redirects the damage to an entity, it may also be able to redirect status ailments to that entity.

Example of Using Defense Modes

When a character has been hit by one or more attacks, they will need to use their defense modes to keep from being defeated or killed. Typically, defense modes have cumulative power and work together. In this example, we shall assume the character has the following defense modes:

50 damage reduction to 0
 HP aura with 50 HP
 1 block per round (Strength vs Strength)
 1 Dodge per round (Agility vs Agility)
 2 Kyvis counters
 Life Guard: X / 2, Not Dead

The character has been attacked 5 times and the enemy got lucky, scoring 3 critical hits (which deal 50% extra damage). When the damage is rolled, the 2 normal hits deal 60 damage each and the 3 critical hits deal 90 damage each, with a Min of 5 damage. The first thing to do would be to take the 50 damage reduction into account. This reduces the damage down to 2 hits of 10 damage each and 3 hits of 40 damage with a Min of 5 each.

Then our defender decides that he cannot afford to take more than 1 of those 40 damage hits. At this point he decides to use his block against one of them and his dodge against the other. His dodge uses an opposed agility check to determine success (see [section 5.8](#)) and he rolls that and passes, making one of the attacks miss. From the dodged attack, he won't take any damage, not even the special Min damage, because the attack counts as having missed entirely. He then rolls to block the other attack with an opposed strength check, but this time he fails the check. At this point, he still has 2 sets of 10 damage and 2 sets of 40 damage to a Min of 5 left.

Now he decides to use one of his Kyvis counters against one of the 40 damage attacks. This Kyvis counter would reduce the damage to 0, except that it has a Min of 5 damage, so the damage from this one cannot be reduced below 5. At this point, he now is taking 10 damage twice and 40 damage to a Min of 5 once, and 5 damage to a Min of 5 once.

Now he applies his Life Guard defense mode. This divides the remaining damage from each attack by 2. The two 10 damage hits become two 5 damage hits, the 40 damage to a Min of 5 becomes 20 damage to a Min of 5, and the 5 Damage to a Min 5 still cannot be reduced any more.

Now he applies the damage to his HP aura and to his actual HP. The HP aura can take both of the 5 damage hits. Of the 20 damage to a Min of 5 the HP aura can only take 15 of the damage. The remaining 5 damage is Min and must go to his actual HP. The HP aura also cannot take the 5 damage to a Min of 5. The final result is that his HP aura takes 25 damage and he takes 10 damage to his actual HP.

Character Defeat and Death

A character is unconscious if they are reduced to 0 or fewer HP. Unconscious characters can be revived by healing them back up to positive HP.

A character is killed if they are reduced to -30 or fewer HP. Characters that are killed can sometimes be revived by either a major ability or space age technology, as long as they are between -30 and -60 HP.

Non-Lethal Damage

This is a type of damage that can render combatants

unconscious, but cannot kill them. Typically only blunt weapons can be used to do non-lethal damage, unless the combatant has an ability that states otherwise.

Recovering from Damage

Activity Level	HP & EP Recovered Non-Lethal	
hard labor	none	1 / 5 minutes
normal (walking)	1 / hour	1 / minute
resting (sitting)	3 / hour	3 / minute
sleeping	5 / hour	5 / minute

5.6 Status Ailments

Attacks can do more than simply deal damage to the target. Some attacks can affect the target with some kind of negative condition such as poison, disease, a weakness vs one type of attack, etc... These negative conditions are called status ailments. Every status ailment will have a listed power level (weak, moderate, major, or paragon). Typically, it takes an ability of equal or greater power to a status ailment to remove that condition.

Inflicting a Status Ailment

Inflicting a status ailment requires one to have an ability that describes how the ailment is inflicted and what effects it has. Typically an ability that can inflict a status ailment requires either a successful to hit roll (see [section 5.4](#)) or success in an opposed stat check (see [section 5.8](#)). Once inflicted, the status ailment will then take effect. Usually a status ailment will only last for a few rounds, but more powerful ailments (major or paragon) can sometimes last much longer.

Removing a Status Ailment

Removing a status ailment usually requires one to have an ability of equal to or greater power than the condition in order to remove it. The most common such abilities are the martial arts maneuver *purge self* (see [section 2.5.1](#)) or a *healing spell* (see [section 3.3.1](#)). Most abilities to remove status ailments will be action abilities.

5.7 Leadership in Combat

How to Use Leadership

A combatant can use their leadership stat to coordinate the efforts of a group to increase that group's effectiveness in combat. This is done when one combatant offers to lead the group and at least one of their allies accepts. Determining how trustworthy and competent one seems when offering to lead is done by making a confidence check vs each other member of the group (see [section 5.10](#)). The leader does not necessarily control the actions of those accepting their leadership, but rather they coordinate those actions for maximum effectiveness. In order to be able to lead someone, you must be able to see and communicate with that person.

Effects of Leading a Group

The base effect of leading a group is to increase the hit bonus and initiative bonus of those being lead by one-third of the leader's leadership stat (rounded down). This effect can be increased and/or changed by the leader's abilities. The other effect of leading a group is that the leader incurs a -15 penalty to their initiative, but can otherwise act normally.

Limitations on Leadership

Unless the leader has an ability that states otherwise, they cannot grant their leadership bonus to more than just a small group of individuals involved in the combat in their immediate area (typically a leader can only give their bonus to up to 20 people at once). At EM discretion, a very highly respected leader can affect the flow of a large scale battle simply by being present. This will typically be a bonus to all the combatants fighting on the same side as that leader, equal to half the leader's normal leadership bonus.

5.8 Stat Checks, Opposed Checks, Ability Clashes

Stat Checks

A stat check is rolled when someone attempts a task that is dependent on one of the seven stats. Examples of what might cause a stat check to be rolled would be attempting a feat of strength, using agility to avoid falling on a slippery surface, being able to continue sprinting beyond your base sprinting time, etc...

Stat	Check bonus	Stat	Check bonus
1	-9	31	+21
2	-8	32	+22
3	-7	33	+23
2	-6	34	+24
5	-5	35	+25
6	-4	36	+26
7	-3	37	+27
8	-2	38	+28
9	-1	39	+29
10	0	40	+30
11	+1	41	+32
12	+2	42	+34
13	+3	43	+36
14	+4	44	+38
15	+5	45	+40
16	+6	46	+42
17	+7	47	+44
18	+8	48	+46
19	+9	49	+48
20	+10	50	+50
21	+11	51	+53
22	+12	52	+56
23	+13	53	+59
24	+14	54	+62
25	+15	55	+65
26	+16	56	+68
27	+17	57	+71
28	+18	58	+74
29	+19	59	+77
30	+20	60	+80

In order to roll a stat check, one needs to know what bonus is added to the check from each stat. This base bonus

is -10, + 1 for each stat point below 41, + 2 for each point above 40 and below 51, + 3 for each point above 50 and below 61, + 4 for each point above 60 and below 71, etc...

It is important to note that the rule of threes mentioned in [section 1.7](#) also applies to abilities that add to stat checks.

To roll a stat check, one rolls 1d20 and then adds the bonus from the appropriate stat and any other bonuses to that stat check from any other abilities. Then the result of that check is compared to the difficulty of the attempted task. The difficulty will be set by the EM, but the table below can be used as a guide for the expected difficulty. This table lists the general level of difficulty and an example feat of strength

Task Level / Example Feat:	Difficulty:
<i>easy</i> / forcing a rotting wood door	10
<i>normal</i> / breaking a glass bottle in one hand 15	
<i>difficult</i> / forcing a wood door	25
<i>very difficult</i> / breaking free of steel bonds 40	
<i>momentous task</i> / forcing a large steel safe door	60
<i>almost impossible</i> / crushing a diamond in one hand	80
<i>epic</i> / catching a meteorite with your bare hands	120

Opposed Checks

This is a type of check where two people each roll a stat check or a proficiency check (see [section 4.4](#)) where they are directly opposing each other. Examples of this include opposed strength checks if one person tries to hold another in place, rolling an observation check to attempt to locate someone using the stealth proficiency, making a charm attack vs someone (see [section 5.10](#)), etc...

To roll an opposed check, it must be known what type of check each of the two participants need to make. Then each one rolls their check and the results are compared. The one that achieved a higher result wins the check. Many opposed checks will have either win or lose as the result, but for some others, how much either side won the check by is important. In the case of both participants getting the same check result, the one who would be considered the defender wins, if neither was defending the EM decides the results.

Throwback

One type of ability that will always result in either a stat check or an opposed check is throwback. This is an ability that requires a target to make a strength check or be flung backwards. It is denoted as shown below.
throwback, 30, 2x

What this would mean is that the target must make a strength check. If they get less than a 30 they are flung back 2 feet for each point less than 30 they got on their check.
throwback, str., 1x, x Min

What this would mean is that the target must make an opposed strength check against the attacker. If the attacker wins the target is thrown back 1 foot for each point they lost by and also takes Min damage equal to the amount they lost by on the strength check.

Ability Clashes

Sometimes the abilities possessed by different people come into conflict. This happens when one person has an ability that states something and someone else has an

ability that would prevent the first ability from working. A common example of this is if one person has an ability for detecting people that are attempting to use stealth and someone else has an ability for avoiding detection while using stealth.

When two abilities come into conflict, the first thing to be considered is the power level (weak, moderate, major, or paragon) of each ability. If one ability is a higher power level than the other than that ability usually dominates. If those abilities are the same power level then the second thing to be considered is the possibility of an opposed check. In the case of an ability to detecting people being used against an ability to avoid detection, an observation check would be made by the seeker against the stealth check of the one attempting to remain hidden (see [section 4.4](#)). If the EM does not feel that an opposed check should be used, the final thing to be considered is the level of each person involved. If one of the people is much higher level than the other then their ability might dominate.

5.9 An Example Combat

<insert some fighting goodness here>

5.10 Charm Combat

This type of 'combat' has more to do with personal interactions than battle. When your character talks with people in the game, this system will tell you how effective your words can be. The mental stats of charm, leadership, and intelligence are the important factors in charm combat.

Charm vs Leadership

Charm is the stat that shows how likable a character is. A very high charm means that they have a way of getting people to like them just by being who they are. A very low charm might mean that someone is standoffish or gruff. In all cases, charm is about measuring how well others will get along with you.

Leadership is the stat that shows how inspiring a character is. A very high leadership means that people will feel confident in following your lead and believe in you. A low leadership is usually a sign that a character does not work well in groups. They could be a loner and place little importance on cooperation. Whatever the reason, a character with low leadership is unable to inspire confidence in others.

Making a Charm Attack

The use of charm to convince or beguile someone is called a charm attack. This type of attack is usually made by speaking to the target while doing your best to be charming in some way. Any action that gets your message across and uses the power of your charming personality can be used to make a charm attack (such as simply smiling at someone).

The game mechanics of making a charm attack are simple. The character states exactly how they will be making the charm attack, and role-plays anything their character is actually saying. Then the character rolls 1d20

and adds their charm check bonus. The target of this attempt then rolls 1d20 and adds their intelligence check bonus.

The results of charm attack are not totally dependent on the numbers. If the target simply would not be convinced in the manner of the charm attack or about the subject of the charm attack then they will be unaffected by it. For all normal charm attacks, players are the ones that decide how their character will react to it.

Charm Attack Results Table

Check Results:	Effect:
Failed by 40+	Unconvinced and possibly enraged
Failed by 30-39	Unconvinced and possibly angry
Failed by 20-29	Unconvinced and highly suspicious
Failed by 10-19	Unconvinced and slightly suspicious
Failed by 1-9	Unconvinced
Achieved by 1-9	Minimal Reaction
Achieved by 10-19	Charmed
Achieved by 20-29	Major Reaction
Achieved by 30-39	Possible Infatuation
Achieved by 40+	Possible Obsession

Understanding the Results

When someone fails a charm attack, how much they failed by matters as shown in the table above. If they only fail by 1 to 9, then the target is unconvinced but no harm is done. If the failure was by 10 to 19, they are unconvinced and may start to develop suspicions about the one who attempted the charm attack. If the failure is by 20 to 29, then it is extremely likely that the target will become very suspicious of the one that attempted the charm attack. If the failure is by 30 to 39, it is possible that the target will become angry with the one that attempted the charm attack. This will usually occur only if the subject was sensitive or if the target is at all irritable. If the attempt fails by 40 or more, one might have just inadvertently given grave offense and caused the target to become totally enraged at them. As always, the specific reaction is up to the one who is role-playing the person and they might decide that the situation would not offend that person no matter how botched the charm attempt was.

When someone succeeds in a charm attack, how much they passed by matters as shown in the table above. If they only pass by 1 to 9, the reaction they get is positive but not very strong. The target may seem to take your words or actions very well, but you haven't made any kind of lasting impression on them. If the attempt succeeds by 10 to 19, the target is charmed and will react positively to you. They will believe you to be nice and sincere and they may remember for quite some time that you seemed like a good person when they met you. If the attempt succeeds by 20 to 29, then you will get a strong positive reaction. The target will feel not only that you are nice and sincere, but they will quite likely want to do what they can to help you. They will keep those feelings of wanting to be helpful for quite some time and even after that fades they will still remember how good of a person you are. If you succeed in a charm attack by 30 to 39, it is possible that the target will become infatuated with you. They may think of you more often than anything else for awhile and be overzealous in their attempts to be helpful. If you achieve a charm attempt by 40 or more, the

target may actually become obsessed with you. They would then stop at nothing to help you. This could last for a very long time unless something happens to end the obsession.

Possible Situational Modifiers on Charm Attacks

The specific circumstances can affect the results of a charm attack. Deciding which of these apply or creating new ones for an unusual situation is at EM discretion.

Situation:	Modifier:
other is suspicious of you	-10
other is hostile	-20
other is a deadly enemy	-30
other is a sworn enemy	-50
other already likes you	+10
other is already your friend	+15
other is opposite sex and attracted to you	+20

Using Leadership to Inspire Confidence

Using leadership to inspire confidence in others is done in almost the same way charm attacks are made. The one making the attempt must explain how they will inspire confidence and role-play anything that is said in the attempt. They then roll 1d20 and add their leadership check. The target(s) roll 1d20 and add their intelligence check. Just as with charm attacks, the one controlling the targets decide how they will respond to the attempt. Some people will reject even the greatest leadership.

Leadership Inspire Confidence Results Table

Check Results:	Effect:
Failed by 40+	Convinced you are a total fool
Failed by 30-39	Convinced of your incompetence
Failed by 20-29	Unconvinced and highly doubtful
Failed by 10-19	Unconvinced and slightly doubtful
Failed by 1-9	Unconvinced
Achieved by 1-9	Admits you might be competent
Achieved by 10-19	Will respect you
Achieved by 20-29	Feels inspired by your lead
Achieved by 30-39	Now has great faith in you
Achieved by 40+	Would follow you anywhere

Understanding the Results

Failed attempts to inspire confidence in others will have results that vary depending on how much the attempt failed by. If the attempt is failed by 1 to 9, the target(s) are unconvinced about you as a leader, but no harm is done. If you fail by 10 to 19, the target(s) are unconvinced and will begin to have doubts about your abilities. These doubts will linger for some time, but they may forget them eventually. If you fail by 20 to 29, the target(s) will begin to have strong doubts about your abilities that they will remember for a long time. If you fail by 30 to 39, you will convince them that you are an incompetent that should never be a leader. They will likely keep this view of you forever, unless something happens to change their mind. If you fail by 40 or more, they will not only think you incompetent but they will be convinced you are a fool and that you cannot be trusted to do anything right.

The results of successful attempts to inspire confidence vary depending on how much the attempt succeeded by. If it was only by 1 to 9, then the target(s) will admit (perhaps grudgingly) that you might be competent.

This forms no real lasting impression on them. If you succeed by 10 to 19, the target(s) will respect you. This will have a weak lasting impression in that they may remember vaguely that you seemed to know what you were doing. If you succeed by 20 to 29, the target(s) begin to feel inspired by your lead. They will have a desire to become a part of your cause. This can leave a lasting impression of your great leadership. If you succeed by 30 to 39, the target(s) will begin to have great faith in your abilities. They will believe that you can overcome almost any obstacle. If you succeed by 40 or more, you will gain the almost absolute confidence of the target(s). They will place such great faith in your abilities that they will believe you if you tell them that even seemingly suicidal missions will be successful.

Possible Situational Modifiers on Leadership

The specific circumstances can affect the results of an attempt to inspire confidence in others. Deciding which of these apply or creating new ones for an unusual situation is at EM discretion.

Situation:	Modifier:
other is suspicious of you	-10
other is hostile	-20
other is a deadly enemy	-30
other is a sworn enemy	-50
other already trusts you	+10
other is officially under your command	+10
other already greatly believes in you	+20

Proficiencies That use Charm or Leadership

Some non-combat proficiencies deal with the use of charm or leadership. For these proficiencies, a skill check can be rolled in place of a charm check or a leadership check for certain situations (see [section 4.4](#)).

Abilities that Affect Charm or Leadership Results

Characters can have abilities that affect the results of a charm attack or attempt to inspire confidence without simply adding a numerical bonus to the check. In these cases the ability itself will describe the results instead of the tables in this section.

Optional Rule - First Impressions

At EM's option, when characters first meet each other or when a character meets anyone else of importance they can each roll charm attacks against each other. The results of those charm attacks determine the first impressions they have of each other.

5.11 Improvisation in Combat

Improvisation abilities have special rules applied to them during combat. These rules are in place to make the combat flow faster with a minimum of delays. This is necessary because improvisation abilities have their exact effects created on the spot and this has a great deal of potential for delay and confusion.

Limited Number of Uses

The first rule is that no improvisation ability that does not take an action to use may be used an unlimited number of times in one round. Even if the ability costs EP to use and would in theory be limited in uses by that, it must also have a set limit on uses as part of the ability. An example of this would be 'Master of Improvisation' which is described in [section 2.5.2.4](#). This ability allows the user to create martial arts maneuvers on the spot without using an action, and the limit on uses per round is given as the total cumulative power levels of maneuvers that can be created in one round.

Limited Timing of Use

There is a limit in place on the timing that improvisation abilities can be used. Normally actions can be done 'in response' to enemy actions, provided the response has initiative high enough to act at that point or the response is something that takes no action and therefore has no initiative. The first limit is that all improvisation of attack abilities has to be finished before the attack is actually made, once the attack has been made the attacker cannot change it with further improvisation. The other limit is that the defender only has one chance to improvise any changes or additions to their defense each time they are attacked. This does not mean they can only use one improvisation ability each time, but only that they must do all the improvisation on the defense at once and that after they have done that, they must accept the results of the attack without further improvisation.

Chapter VI Equipment

6.1 Overview of Equipment

Equipment covers everything from swords, guns, and armor to a pair of binoculars. The lists in this chapter are not meant to be totally complete and EMs and players should feel free to add any types of equipment they want for their games.

In this chapter prices will be listed for equipment in either dollars or in gold, silver, and copper. Dollars are used for simplicity and can be considered equivalent to the standard US dollar. The exchange rates for these types of currency is listed below.

1 gold = 50 dollars or 10 silver
 1 silver = 5 dollars or 10 copper
 1 copper = half a dollar

Starting Money

Characters start with either 60 gold or \$3,000 typically. EMs may choose to have characters start with different amounts for specific games. EMs may also choose to not allow character to take certain things as starting equipment even if that would normally be available in the character's homeland.

EMs may choose to allow characters to start with 20 gold or \$1,000 less than normal and have them start with some mode of transportation such as a horse, car, or spaceship.

6.2 Armor

Armor is any sort of protective item worn on the body to help defend you. Typically one thinks of knights wearing steel, but there are also more modern types of armor as well. The table below shows the various types of armor and their costs and effects. The defense listed is for the four defense categories in this order: melee, firearm, energy, and magic.

Using Armor

Characters are permitted to wear one set of heavy armor and one set of light armor at once. In this table all armor except for the magical ones are considered heavy. For Heavy armor that doesn't cover the whole body one could wear more than one piece, but it would still amount to a single set. Each of the four magic types of armor listed are a full set of light armor in themselves.

A character's strength stat is very important when thinking about what armor to get them. Characters with low strength will get bogged down by the weight of armor.

Full Sets of Heavy Armor

Chain Mail, Leather, Studded Leather, or Bullet Proof Vest + Helm + Boots or Greaves + Gauntlets + Bracers + Any Shield

Bullet Proof Suit, Energy Armor, or Advanced Body Armor + Helm + Any Shield

Half Plate, Full Plate, Riot Suit, or Mobile Armor Suit + Any Shield

Standard Armor Defense Table

Armor Type:	Defense:	Other Effects:	Cost:	Description:	Weight:
<i>-----Medieval-----</i>					
Helm	02 00 00 00	n / a	5 silver	A steel helmet	3 lbs
Boots	02 00 00 00	n / a	2 silver	A set of tall leather boots	1 lbs
Greaves	07 02 00 00	- 2 to Agi checks	5 gold	A set of steel plates for the legs	15 lbs
Gauntlets	02 00 00 00	n / a	2 gold	A set of steel gloves	2 lbs
Bracers	02 00 00 00	n / a	2 gold	A set of steel arm guards	2 lbs
Buckler	04 00 00 00	n / a	4 silver	A 5 inch diameter shield	2 lbs
Shield	05 02 00 00	n / a	15 silver	A 1.5 foot diameter shield	12 lbs
Large Shield	10 03 00 00	- 2 to Agi checks	25 silver	A 2 foot diameter shield	20 lbs
Leather	05 00 00 00	n / a	5 silver	A tough leather jerkin	10 lbs
Studded Leather	07 00 00 00	n / a	10 silver	A tough leather jerkin with steel studs	15 lbs
Chain Mail	10 03 00 00	n / a	5 gold	A shirt made from steel chain	30 lbs
Half Plate	30 15 05 01	- 5 to Agi checks	20 gold	A set of 'light' steel full body armor	50 lbs
Full Plate	40 20 07 02	- 8 to Agi checks	50 gold	A set of heavy steel full body armor	80 lbs
<i>-----Present Day-----</i>					
Bullet proof vest	03 05 00 00	n / a	\$100	A vest of tough Kevlar	5 lbs
Bullet proof suit	05 10 00 00	n / a	\$250	A full body suit of Kevlar	15 lbs
Riot suit	10 12 02 00	n / a	\$2,000	A heavy suit of steel and Kevlar	40 lbs
Riot Shield	15 05 00 00	- 5 to Agi checks	\$200	A full body size shield of strong plastic	25 lbs
<i>-----Space Age-----</i>					
Energy Armor	07 07 10 03	n / a	\$500	Light body armor with weak shielding	15 lbs
Advanced Body Ar.	15 12 10 05	n / a	\$2,000	Special alloy armor with weak shielding	25 lbs
Mobile Armor Suit	10 10 10 04	+10 speed / jump	\$1,500	Body armor equipped with jets	30 lbs
Energy Shield	10 05 10 02	n / a	\$500	A light disc of metal with shielding	8 lbs
Sensory Helm	03 00 00 00	+ 5 to observation	\$150	A composite helm with built in sensors	3 lbs
<i>-----Magical-----</i>					
Runic	05 05 05 05	n / a	\$200	Clothing enchanted for protection	~2 lbs
Major Runic	15 15 15 15	n / a	\$2,000	Clothing with a strong enchantment	~2 lbs
Arcane Enhancer	00 00 10 10	n / a	\$200	A set of 3 magic items worn together	~1 lbs
High Enhancer	00 00 30 30	n / a	\$2,000	A set of 3 magic items worn together	~1 lbs

6.3 Weapons

Weapons are implements used to inflict harm on other creatures. These vary from the simple steel medieval weapons, present day firearms, to futuristic energy weapons. Whatever the weapon used it will have an effect on the combat stats of the user.

Weapons will each have a hit bonus, an initiative modifier, damage dice and bonus, weapon defense, a range, and an area of effect. In addition each weapon will attack one of the four defense categories of melee, firearms, energy, or magic. The initiative modifier and the weapon defense affect the character as long as they are holding that weapon, but the other combat stats only have an effect when the character is using that weapon to attack.

Using Two Weapons

If a character uses a weapon in each hand they suffer a -15 to hit penalty and have their initiative bonus halved. This effect can be avoided by using a moderate maneuver (see [chapter II](#)).

Standard Weapon Damage Table

Weapon:	Hit	Damage	Init:	Defense:	Cost:	Type:	Description:	Weight:
Unarmed	+00	1d10+00	-00	00 00 00 00	n / a	melee	Attacking with your bare hands	n / a
<i>-----Medieval-----</i>								
Quarterstaff	+03	1d12+00	-06	05 00 00 00	n / a	melee	A long piece of wood	2 lbs
Dagger	+02	2d8+00	-04	02 00 00 00	5 silver	melee	A 4 inch bladed knife, can be thrown	1/2 lbs
Sword	+05	1d20+00	-08	05 00 00 00	2 gold	melee	A 3 foot bladed weapon	4 lbs
Two-Hd-Sword ¹	+10	3d10+00	-10	10 00 00 00	4 gold	melee	A weapon with a wide 5 foot long blade	12 lbs
Javelin	+02	2d8+00	-06	05 00 00 00	5 silver	melee	A 2 foot shaft with a sharp tip, can be thrown	2 lbs
Spear	+05	1d20+00	-10	10 00 00 00	15 silver	melee	A 5 foot shaft with a sharp tip, can be thrown	5 lbs
Polearm ¹	+08	3d10+00	-14	15 00 00 00	3 gold	melee	A 5 foot shaft with a large blade at the end	9 lbs
Light Axe	+01	2d10+00	-06	02 00 00 00	1 gold	melee	A small axe, can be thrown	2 lbs
Axe ¹	+03	3d10+00	-10	03 00 00 00	2 gold	melee	A regular size axe	5 lbs
Battle Axe ¹	+05	2d20+00	-14	05 00 00 00	3 gold	melee	A long hafted large axe	8 lbs
Mace / Club	+05	1d12+00	-06	02 00 00 00	5 silver	melee	A shaft with a steel head or a heavy piece of wood	2 lbs
Flail	+10	1d20+00	-08	02 00 00 00	2 gold	melee	A steel ball on a chain attached to a shaft	5 lbs
Morning Star ¹	+15	2d20+00	-16	05 00 00 00	4 gold	melee	A huge spiked ball on a long shaft	12 lbs
Small Bow	+05	2d8+00	-08	00 00 00 00	2 gold	firearm	A 3 foot bow, 2 hands to use, 100 yd range	2 lbs
Long Bow	+10	1d20+00	-12	00 00 00 00	5 gold	firearm	A 5 foot bow, 2 hands to use, 200 yd range	3 lbs
Crossbow	+05	2d20+00	-16	00 00 00 00	5 gold	firearm	A crosswise bow, 2 hands to use, 100 yd range	3 lbs
<i>-----Present Day-----</i>								
Brass Knuckles	+01	1d12+00	-00	00 00 00 00	\$10	melee	Brass finger loops	1/2 lbs
Hand Gun ²	+05	1d12+10	-04	00 00 00 00	\$250	firearm	Hand held firearm, 50 yd range, can be automatic	2 lbs
Rifle ³	+10	1d20+10	-08	00 00 00 00	\$500	firearm	2 handed firearm, 300 yd range, can be automatic	5 lbs
Mini Gun ⁴	+05	2d20+10	-12	00 00 00 00	\$1,000	firearm	Rotating barrel firearm, 100 yd range, automatic	9 lbs
Grenade	+10	3d20+20	-04	00 00 00 00	\$50	energy	An explosive, thrown, 10 ft radius	1 lbs
Bazooka ⁵	+15	4d20+30	-10	00 00 00 00	\$1,000	energy	Shoulder mounted rocket, 300 yd range, 30 ft radius	8 lbs
<i>-----Space Age-----</i>								
Blaster ⁶	+05	1d20+10	-04	00 00 00 00	\$200	energy	Hand held energy weapon, 100 yd range, can be auto	2 lbs
Blaster Rifle ⁶	+08	3d10+10	-08	00 00 00 00	\$600	energy	2 handed energy weapon, 200 yd range, can be auto	5 lbs
Lightsaber	+05	1d20+10	-04	05 00 05 00	\$600	energy	A sword with a blade of light	2 lbs
<i>-----Magical-----</i>								
Wand ⁷	+02	1d12+00	-04	00 00 00 02	\$1,000	magic	A thin wand that shoots magic, 15 yd range	n / a
Staff ⁷	+05	1d20+00	-08	05 00 00 05	\$1,500	magic	A staff that shoots magic, 30 yd range	2 lbs
Book ⁷	+08	3d10+00	-12	00 00 00 15	\$2,000	magic	Read to shoot magic, 100 yd range	2 lbs

¹ Requires 2 hands to use unless you have 30 or more strength.

² Can be automatic 2-3 for +\$100, 12 bullets in a clip, \$5 a clip

³ Can be automatic 2-5 for +\$100, 30 bullets in a clip, \$10 a clip

⁴ Is automatic 6-8, 100 bullets in the chain feed, \$30 per ammo feed

⁵ Only has 1 shot, reloading takes an action, each shot costs \$50

⁶ Energy pack has 100 shots, \$10 per energy pack

⁷ Anyone with Knowledge - Magic Lore can use with no penalty without weapon skill, uses intelligence instead of strength for damage

Strength to Damage

Weapons that are swung or thrown by the user (such as all melee weapons) typically get damage from strength added.

Automatic Weapons

These weapons have more than just one base attack. For each extra attack made with an automatic weapon increase the auto-miss (see [section 5.4](#)) of all attacks made with that weapon this round by 3. A weapon which can make a base of 3 attacks instead of just one is called :auto 3". If all three attacks with an auto 3 weapon are taken then all attacks made with that weapon in the same round have their auto-miss increased by 6.

6.4 Other Equipment

Characters need more than just weapons and armor to be successful. They may need a variety of special equipment. The table below shows some things that can be found. EMs should feel free to create new equipment that is not shown in the table. All details about equipment in the table below that are not given is at EM discretion.

Characters can approximate the costs of common mundane items that are not in the table or ask their EM to assign a cost.

Other Equipment Table

Item:	Description:	Cost:	Weight:
<i>-----Medieval-----</i>			
Arrows or Bolts	A set of 20 arrows or 20 crossbow bolts	2 silver	2 lbs
Grapple	A metal hook make to be attached on the end of a rope	3 silver	2 lbs
Horse, Riding	A horse trained to carry a rider (animal 40 HP)	15 gold	n / a
Horse, War	A horse trained to carry a rider into battle (animal 80 HP)	40 gold	n / a
Lockpicks	Tools for opening locks without keys	3 gold	1/2 lbs
Ninja Garb	Dark clothing made to blend in. Adds +5 to stealth checks at night	2 gold	2 lbs
Oil Lamp	A small oil burning lamp	2 silver	2 lbs
Padded Boots	Soft boots made to muffle sound. Adds +2 to stealth checks	1 gold	1/2 lbs
Rations	Dried food and water for up to 10 days, doesn't taste good but it's something	5 silver	10 lbs
Rope	A 50 foot coil	3 silver	5 lbs
Sailboat	10 ft wide 30 ft long sailboat	25 gold	n / a
Ship	30 ft wide 70 feet long merchant sailing ship	100 gold	n / a
<i>-----Present Day-----</i>			
Army Rations	Food and water for up to 10 days. Chemical mix to heat, doesn't taste too bad	\$25	5 lbs
Cellular Phone	Portable phone. Costs \$5 per adventure to use.	\$20	1/8 lbs
Flashlight	A hand held light source	\$5	1/2 lbs
Laptop Computer	Portable PC.	\$300+	1/8 lbs
Lasersight	A device to help your aim. Adds +10 to hit when affixed to a ranged weapon	\$50	1/8 lbs
Night Vision Goggles	Worn to see even in very dim light.	\$300	1/2 lbs
Radio Headset	A headset that lets you stay in contact with nearby allies.	\$50	1/8 lbs
Used Car	Could be good, could be junk.	\$500+	n / a
<i>-----Space Age-----</i>			
Advanced Pda	Very powerful palmtop computer. Can play any old PC game	\$50	1/4 lbs
Energy Detector	A small hand held device, adds +10 to sense energy checks	\$100	1/4 lbs
Jumping Boots	Jet propelled boots, +20 to jumping height / distance	\$100	1/4 lbs
Ration Pills	Nutrient pills and water for up to 10 days. Doesn't have any taste at all.	\$15	4 lbs
Ship Remote	A small hand held device, control your ship within line of sight	\$100	1/4 lbs
Space Shuttle	A small (20 ft by 50 ft) space craft that seats up to 4 people	\$2,000	n / a
Targeting Computer	A computer contained in an eyepiece. +10 to hit while worn.	\$500	1/4 lbs
<i>-----Alchemy-----</i>			
Healing Potion	A small vial with a green liquid. One use, heals by 25 HP	2 gold	1/8 lbs
Invisibility Potion	A small vial with a clear liquid. One use, invisible for 1hr or until you attack	2 gold	1/8 lbs
Glow stone	A stone that shines in a 20 foot radius when heated by a person's touch	2 gold	1 lbs
Recover Potion	A small vial with a purple liquid. One use, removes a weak status ailment	2 gold	1/8 lbs
Smoke bomb	A small pellet. One use, creates a 20 foot radius of smoke	1 gold	1/8 lbs
Soul Potion	A small vial with a blue liquid. One use, recover 10 EP	3 gold	1/8 lbs
<i>-----Magical-----</i>			
Amulet of Regeneration	A small silver amulet. Recover 1 HP per minute while wearing it	\$400	1/2 lbs
Amulet of Soul	A small gold amulet. Recover 1 EP per 5 minutes while wearing it	\$600	1/2 lbs
Cloak of Concealment	A silk cloak. Turn invisible once per day for 1 hr or until you attack	\$800	1 lbs
Warding Token	A small coin of tin. Anyone that steals from you gets this	\$20	n / a
Ring of Ability	Small silver ring. Adds +3 to one stat check (chosen when purchased)	\$600	n / a
Ring of Warning	Small brass ring. Warns you of danger. Is fooled by major stealth abilities	\$400	n / a
Weightless Backpack	Doesn't seem to weigh anything no matter what is inside	\$500	n / a

6.5 High Quality and Enchanted Equipment

Some equipment is of superior make. This is more expensive and less readily available. It is up to the EM if a character can start with high quality or enchanted equipment.

Exceptional Weapons

By paying 3 times normal cost or 200 dollars (4 gold) extra (whichever is lower) a weapon of expert craftsmanship can be purchased. This weapon will have +5 extra hit, and the initiative penalty will be reduced by 4.

By paying 5 times normal cost or 400 dollars (8 gold) extra (whichever is lower) a weapon of master craftsmanship can be purchased. This will increase the hit bonus by + 5, reduce the initiative penalty by either 4 or reduce it by half (whichever is better), and will add + 5 to the damage.

If 500 dollars (10 gold) is paid a weapon can be enchanted to add an extra +10 to the hit and damage of the weapon. Enchanted weapons are not easily destroyed.

Exceptional Armor

By paying 3 times normal cost or 300 dollars (6 gold) extra (whichever is lower) armor of expert craftsmanship can be purchased. For each defense category the armor normally added any defense to this will increase that defense by either +25% or by +1 defense (whichever is better).

By paying 5 times normal cost or 600 dollars (12 gold) extra (whichever is lower) armor of master craftsmanship can be purchased. For each defense category the armor normally added any defense to this will increase that defense by either +50% or by +2 (whichever is better).

If 500 dollars (10 gold) is paid then armor can be enchanted to add an extra +5 to all defense categories. Armors in the magical section are already enchanted and cannot be enchanted again. Enchanted armor is not easily destroyed.

6.6 Maximum Equipment Load

There is a limited amount of equipment with extra effects that one character can use at one time. This includes magic items and any other types of equipment that have special effects.

- 1 set of heavy armor
- 1 set of light armor
- 2 items worn on head
- 4 rings (2 on each hand)
- 2 gloves or gauntlets (1 on each hand)
- 2 bracers or bracelets (1 per arm)
- 3 amulets or necklaces
- 1 belt
- 1 pair of pants or skirt
- 1 shirt or blouse
- 1 coat, jacket, or cloak
- 1 pair of boots

Chapter VII Character Advancement

7.1 Overview of Advancement

As a natural part of the game characters will start out relatively weak and become stronger. This process of character advancement is primarily done with traditional role-playing character levels. A character starts at level 1 and becomes higher level as they go along. There are other ways in which a character might advance such as through a system called trainings where the character decides to take some disadvantage to gain a benefit at the end of each adventure. The last way that characters can advance is less tangible but no less important. Characters that have become very powerful and done great (or terrible depending on the game) deeds can become very well known and might gain some official position in the game setting. However they advance part of the fun of playing is to see the idea of the character in your mind change as you play.

7.2 Experience System

The rate at which characters gain levels is controlled by how many experience points (XP) they gain.

When to Level Up

A character begins with 0 XP and at the end of each adventure is awarded XP by the EM. When this total reaches 100 or more the character will advance in level. For every 100 XP they have at this point they gain one level and their current XP is reduced by 100. It should be an unusual event for a character to gain more than one level at a time.

What this basically means is that the system of XP is based on a percentage system. 1 XP is equivalent to being 1% closer to the next level.

How Much XP to Give

The table below is meant to be a guideline for how much XP to give characters after an adventure. EMs are free to deviate from this if they choose to.

Adventures are categorized by difficulty. The five difficulty ratings of easy, average, difficult, very difficult, and impossible are each explained.

Easy

An adventure is considered 'easy' if there are no enemies on that adventure that present a serious threat to the characters and the goals for that adventure are rather straightforward and no difficult planning or quick thinking is required.

Average

An adventure is considered 'average' if the only enemies present on that adventure are ones that the EM is certain the characters can fight at least evenly and that the goals for that adventure are things the EM is certain the characters can accomplish with their abilities if a bit of thinking and planning is done.

Difficult

An adventure is considered 'difficult' if the enemies on that adventure are somewhat more powerful than the characters if taken head on or if the goals for the adventure are things the EM isn't certain if the characters are able to do or not with their abilities.

Very Difficult

An adventure is considered 'very difficult' if the enemies on that adventure are substantially stronger than the characters or if the goals for that adventure are things the characters can only accomplish with a great deal of effort and risk.

Impossible

An adventure is considered 'impossible' if the enemies on that adventure are ones the EM is convinced the characters cannot defeat or if the goals for that adventure are so difficult the EM is convinced the characters cannot accomplish them.

Level:	Easy:	Average:	Difficult:	Very Diff:	Impossible:
1 - 5	25	50	75	100	150
6 - 10	10	25	50	75	100
11 - 15	5	10	25	50	75
16+	0	5	10	25	50

Vote-Ins and Special XP Bonuses

When a character comes up with an especially good idea during an adventure or if they handle a difficult situation very well then the EM might award them a bit of extra XP. A process to help bring forward occurrences that may warrant extra XP called doing 'vote-ins' is one way to help with this. At the end of an adventure each player mention something that was done on that adventure they feel might be worth extra XP. The EM listens to all of these and then adjusts the XP awarded to each character or not as they choose. It is best if the EM does not specifically state for each vote-in if extra XP was awarded for that or not, but simply listens and gives the XP as they see fit.

Another practice for the giving of bonus XP is called the 'end of campaign bonus'. A campaign is a series of related adventures usually involving the same characters for the whole duration. At the end of the campaign the characters may receive an XP bonus that is based either on how well they accomplished the goals of that campaign or how many adventures of that campaign each character was on.

7.3 Advancing Levels

When a character gains a level they become more powerful. The purpose of this section is to cover all of what is involved in updating a character after that character has gained one or more levels.

On every level up a character increases one of their

seven stats by 1 point permanently. Characters that are less than level 20 may not increase a stat above 50.

A character's HP is increased by 1d6 plus an extra 1 for each 5 points of that character's health stat above 20. If a character's health stat changes then they recalculate their max HP as if they had always had the new health stat.

A character's EP is increased by 2 plus an extra 1 for each 5 points of that character's energy stat above 20. If a character's energy stat changes then they recalculate their max EP as if they had always had the new energy stat.

On most level ups a character gains 5 skill points and 1 non-combat only skill point for each 5 points that character's intelligence stat is above 15. If a character's intelligence stat changes then that character recalculates how many non-combat skill points they have as if they had always had the new intelligence stat.

When a character reaches level 7 or level 16 they gain 10 skill points rather than 5. That character may also change their unique hindrances and unique powers at these levels in any way their EM allows. Changes that are made should be explained by the player to make sense for that character. An explanation such as moving from being an apprentice to a master, coming back from a journey of self discovery, etc...

The final touches to fully updating a character to a higher level include increasing the numbers for any variables dependent on level and creating or altering that character's system abilities (maneuvers, spells, etc...) as the number of such abilities they are permitted to have is increased with their level.

7.4 Training Methods

Training methods are used for characters to make very small gains in power at the end of each adventure even if they did not gain a level. Characters can train to increase a certain stat, to gain additional SP, or to gain additional NCSP. Characters can do a maximum of two types of trainings at one time. Training to increase NCSP does not count towards this limit. The decision of what counts as an adventure or not is at EM discretion.

Strength Training

A character can train themselves to be stronger by wearing weights that give them the penalties of - 5 hit, - 10 initiative, - 4 speed, and half weight allowance. The character gains half a strength point for each adventure that the character suffers the penalties for the entire adventure.

Agility Training

A character restricts their own movement with some type of training device. They get -5 defense from agility, -10 initiative, -10 damage (on weapons that get str. to damage), - 4 speed. The character gains half an agility point for each adventure that the character suffers the penalties for the entire adventure.

Health Training

A character takes a 20% penalty to their max HP to

add half a point to their health stat at the end of each adventure in which the character did this for the entire adventure.

Charm Training

A character gets -10 to all charm checks and attempts. They must also try to make charm attempts a few times during the adventure. A character that does this for an entire adventure gets half a point added to their charm stat at the end of the adventure.

Leadership Training

A character must offer their leadership bonus to others during all combats. This gives them a -15 ini. penalty whether or not the leadership is accepted. They also get a - 5 to leadership checks. If they do this for the entire adventure then the character gets a half a point added to their leadership stat at the end of the adventure.

Intelligence Training

A character can take a - 10 to hit for all spells, and a - 5 to all Int. checks to add half a point to their intelligence stat at the end of each adventure that the character did this for the whole adventure.

Energy Training

A character pays 1 additional EP for all EP costs to gain a half a point to their energy stat at the end of each adventure in which the character did this for the entire adventure.

Skill point training

A character can suffer a penalty to their most important combat attribute in order to gain one skill point at the end of each adventure that the character suffered the penalty for the entire adventure. This penalty must be something that actually affects the character.

Common examples include: -20 or -10% to hit, -20 or -10% to damage, -10 or -5% max EP, -15 or -5% max HP

Non-Combat training

A character can spend time contemplating what they see in order to better learn. By suffering a -15 initiative penalty on the first 3 rounds of every combat for an entire adventure they gain one NCSP at the end of each adventure that the character suffered the penalty for the entire adventure.

7.5 Legendary Abilities

Many characters have certain abilities, spells, or maneuvers that are used only by them and are one of the things they are known for. It is possible for a character to have such an ability transcend the normal power scale and become legendary.

Requirements for an ability to become legendary

- The character must have possessed and used this ability for at least 5 levels.
- The ability must be an original creation of that character.
- The ability must be something the character is widely known for.
- The EM must nominate the character and their ability for the chance to become legendary.
- The character must be at least level 10 (recommended level 15+).

Once it has been decided that an ability can become legendary the character must pay 5 skill points to enhance that ability. If the ability was a spell or maneuver it will still count towards the maximum number of spells or maneuvers that character is allowed as its original power level (a major spell that becomes legendary still takes up a major spell slot).

The legendary abilities power increases by the level of approximately one major ability. However once a spell or maneuver becomes legendary it is no longer strictly bound by the limitations of spells or maneuvers. A legendary spell can provide a constant support with no EP cost and a legendary maneuver can heal wounds as well as a spell. In addition a legendary ability no longer suffers the weaknesses of the original ability type (for example it would be virtually impossible to counter a legendary spell).

Example transitions to a legendary abilities

Ultimate Aura (major spell, action, spirit)

Cost: 30 EP; Initiative: First; Duration: 12 hours; Range: Touch; Area: Creature Touched;

Create a spiritual aura around the target that protects them from harm.

Grants the defense mode of Life Guard: $X / 5$, 50% HP > 25% HP > 1 HP > Not Dead (see [section 5.5](#)). Protected creature can differ any defensive stat check to their highest stat check.

Legendary Ultimate Aura (legendary major spell, action, spirit)

Cost: 35 EP; Initiative: First; Duration: Permanent for caster only or 12 hours; Range: Touch; Area: Creature Touched;

Create a spiritual aura around the target that protects them from harm.

Grants the defense mode of Life Guard: $X / 5$, 50% HP > 25% HP > 1 HP > Not Dead (see [section 5.5](#)). Is permanent when caster casts it on himself. If caster shows himself to be superior to an enemy by winning in an opposed stat check or something similar then the life guard increases to $X / 10$ for the rest of combat against that one enemies attacks. Whenever caster rolls a defensive stat check he may differ that check to his highest stat check.

Death Blossom (paragon weapon maneuver., conditional)

This maneuver is when a warrior swings their weapon around so fast that it seems to blur and be everywhere around them all at once.

To begin using this maneuver the user pays 25 EP and each round after that that it is used user must pay 5 additional EP. The defense then starts out with 3 attacks on it. The user gains damage reduction to 0 equal to the number of attacks on the death blossom times the base average damage of their primary weapon. In addition any enemy that steps within the reach of the user's weapon is attacked a number of times equal to the number of attacks on the death blossom times as if the user had attacked them specifically with their weapon that many times.

At any time the user can sacrifice 3 attacks to put 1 additional attack on the death blossom. If the death blossom has more than user's level divided by 2 attacks on it at the end of any round it loses half of all the attacks on it beyond this limit (round up number of attacks lost). If the user stops using the death blossom at any point it will be back down to 3 attacks once they start using it again.

Legendary Death Blossom

(legendary paragon weapon maneuver, action)

The aura of the user's blade swirls invisibly around them protecting them from harm and striking down their enemies.

Cost: 40 EP; Initiative: First; Duration: 24 hours; Range: Touch; Area: One Creature;

This maneuver is cast like a spell but cannot be countered. This maneuver has 3 attacks on it when cast and goes back down to 3 attacks at the end of any combat. The user gains damage reduction to 0 equal to the number of attacks on the death blossom times the base average damage of caster's primary weapon. In addition any enemy that steps within the reach of the user's weapon is attacked a number of times equal to the number of attacks on the death blossom times as if the caster had attacked them specifically with their weapon that many times.

At any time the caster may sacrifice 3 attacks with their weapon to add 1 more attack onto one casting of the death blossom. If the death blossom has more than user's level divided by 2 attacks on it at the end of any round it loses half of all the attacks on it beyond this limit (round up number of attacks lost).

The caster can also choose to remove one of the attacks from the death blossom to do one of the following; make the damage reduction apply to all allies within an additional 5 feet of enchanted creature, attempt to deflect a paragon or less status ailment by forcing attacker to roll an appropriate stat check against the base damage on caster's attack, or reduce the Min damage off of one attack by caster's level times 3.

7.6 Character Rebirth

As a character is used and levels up they change a great deal. Sometimes they turn away from how you originally envisioned them and you no longer like your own character. This is especially likely to happen to someone's very first character created. When this happens you can ask your EM if you can do a character rebirth. This is where you rebuild the character from the ground up. When you choose this option you have to work with your EM to make sure your character is acceptable when you are finished. See below for the basic steps in character rebirth.

Steps

- Choose what unique abilities and hindrances will be removed or changed.
- Recalculate the new SP cost or bonus of all unique abilities and hindrances.
- Calculate the Character's total SP after abilities and hindrances.
- Reselect the character's talents.
- Reselect the character's proficiencies.
- Make any changes to spells, maneuvers, or specializations.
- Make certain your EM approves of the changes.
- Recalculate your combat stats.

7.7 Example Characters at Higher Level

7.7.1 Magical Girl

7.7.2 Martial Artist

7.7.3 Mecha Pilot [Leave it to Shivers]

7.7.4 Ninja

7.7.5 Sorceress

7.7.6 Swordswomen [Leave it to Shivers]

Chapter VIII Character Created Items

8.1 Overview of Creating Items

Not all items, weapons, and armor used by characters have to be found. Characters with the right non-combat proficiencies (see [section 4.4](#)) who meet the requirements can create such items themselves. These items can range from the magically enchanted to inventions created with the latest technology. Just like with all other aspects of the game, characters have the freedom to create their own effects for each item.

The items characters can create are broken down into four categories: alchemy items (potions), enchanted items, inventions, and weapons / armor. Each of these four are created differently and have different requirements.

Items will be created based on a limit of how many per adventure instead of a limit based on how long items take to create. Basically, what this means is that in between each adventure a character can use each item creation skill that they know to make a limited number of items. This is not meant to be realistic; it is intended to be more balanced and make it easier for characters to actually get a chance to make items. The EM can choose to waive the limit per adventure and allow them to create items at points when the character has a large amount of game time to spend on it. This should only be done when it makes sense for that particular game. A good example is if characters are helping prepare for a large battle to take place in two weeks. It makes sense they'd be able to create some items during that time.

8.2 Alchemy

Alchemy is an art used to create potions that have various effects. These potions can have effects upon then creature who drinks them or effects on a creature or object they are applied to externally. The effects of a potion will be similar to the effects that spells (see chapter III) can produce.

Requirements

In order to create potions, a character must have at least *basic* in the non-combat proficiency *Alchemy* (see [section 4.4](#)).

Potions are categorized by how powerful they are. Characters must be of a high enough level in order to create some types of potions, in addition to having a high enough skill level in alchemy. The table below lists the types and power levels of potions, along with the skill and level requirements.

Potion Type:	Power Level:
Type I	High Level Cantrip; basic; level 1
Type II	Weak; well practiced; level 3
Type III	Moderate; expert; level 5
Type IV	Major; master; level 7
Type V	Paragon; grand-master; level 15

Limit To Creating Potions

There is a limit to the number of potions a character can create at one time. Characters are able to make up to their limit in the number of potions in between each adventure they go on. If characters take time during an adventure, they can also create potions then (EM discretion on how many potions they may create during an adventure). The limit is on how many potions a character can create in between each adventure. This limit is based on the level of proficiency with Alchemy. The limit is given as a single number and characters cannot create a number of potions where the sum of the potion types is higher than that number. For example, with a limit of 3 a character could create 3 type Is, or 1 type I and 1 type II.

Alchemy Skill Level:	Creation Limit:
basic	1
well practiced	2
expert	4
master	6
grand-master	8

Alternate Limit

If the EM decides to waive the per adventure limit for item creation, then use the table below to gain an idea of how long it takes to gather the ingredients for making each type of potion and finish brewing it.

Potion Type:	Creation Time:
Type I	1 hour
Type II	3 hours
Type III	1 day
Type IV	2 days
Type V	1 week

Ingredients System

A character can create a potion by using ingredients such as blood of a hero or nightshade. To obtain an ingredients list, a character must make an alchemy check (Difficulty 15 for Type I, 30 for type II, 45 for type III, 50 for type IV, and 75 for type V). Upon a successful check, the EM can decide what ingredients would be necessary for a potion. All Type I ingredients total will not go above the cost of one gold, Type II will not go above ten gold, and a Type III potion cannot go above 50 gold. Type IV and V ingredients cannot be purchased and must be found. Potion bottles always cost 2 silver, and many alchemists would have extra potions spare. As long as an alchemist has heard of such an ability (such as seeing someone heal someone, seeing a healing potion, or even reading about one), the alchemist can try to make an ingredients list for such a potion. Use of an alchemical lab is not required, and would normally take around 1 hour to brew a potion once the ingredients have been gathered. For Type IV and V potions, the EM can decide on a longer brewing time if they choose.

Ability System

The other method of potion creation would be to use the alchemist's own unique abilities, spells, or maneuvers.

This works similarly to artifice, but with stronger side effects. The costs are 2 silver for the potion bottle and use of an alchemical lab. These potions cannot be created during an adventure. Also, the character, unless a grand master, loses the ability used in the potion for the duration of the adventure. As an example, making a potion of healing based off of knowing a healing spell would cause the alchemist to lose the ability to cast that healing spell for the next adventure they go on, but would allow them to make multiple healing potions at once without the need for an ingredients cost.

Potion Examples

Notes: All level variables listed are fixed at the time the potion is created. Unless stated otherwise, all potions listed have only one use.

Exploding Flask

Type I: Throw at a single creature with a + level divided by 3 hit bonus, -4 initiative modifier, and dealing 1d20 damage.

Type II: Throw to explode in a 5 foot radius area, with a + level hit bonus, a -4 initiative modifier, and dealing 2d20 damage.

Type III: Throw to explode in a 10 foot radius area, with a + 2 times level hit bonus, a -4 initiative modifier, and dealing 3d20 + level damage.

Type IV: Throw to explode in a 20 foot radius area, with a + 4 times level hit bonus, a -4 initiative modifier, and dealing 4d20 + 2 times level damage.

Type V: Throw to explode in a 50 foot radius area, with a + 7 times level hit bonus, a -4 initiative modifier, and dealing 5d20 + 4 times level damage.

Healing Potion

Type I: Heals 10 HP

Type II: Heals 20 HP and one random weak status ailment.

Type III: Heals 50 HP and all moderate or lesser status ailments of one type.

Type IV: Heals 80 HP and removes all major or lesser status ailments.

Type V: Fully Heals HP and removes all major or lesser status ailments or removes one paragon status ailment.

Heroism Potion

Type IV: Grants a +2 to level for all level variables for 1 hour.

Type V: Grants a +5 to level for all level variables for 4 hours.

Poison Potion

Use to coat any bladed weapon.

Type II: If the target is damaged by this weapon in the next level attacks made with it, they take 2 Min damage per round for the next level divided by 2 rounds after they were hit (weak status).

Type III: If the target is damaged by this weapon in the next level attacks made with it, they take 5 Min damage per round for the next level rounds after they were hit (moderate status).

Type IV: If the target is damaged by this weapon in the next level times 2 attacks made with it, they take 10 Min damage per round for the next level rounds after they were hit (major status).

Type V: If the target is damaged by this weapon in the next level times 3 attacks made with it, they take 15 Min damage per round for the next level times 2 rounds after they were hit (paragon status).

Sheen Potion

Use to coat any shield or physical armor worn on the torso.

Type II: + level divided by 3 defense from that armor to all defense categories it normally adds to for the next 10 minutes.

Type III: + level defense from that armor to all defense categories it normally adds to for the next hour.

Type IV: + 2*level defense from that armor to all defense categories it normally adds to for the next level hours.

Type V: + 4*level defense from that armor to all defense categories it normally adds to for the next 24 hours.

8.3 Artifice

Artifice is the art of imbuing items with magical power. This art can only be practiced by those who can cast

spells (see Chapter III). Items can be enchanted for nearly any effect that is at all similar to a spell or ability possessed by the item's creator.

Requirements

Creating magic items requires the ability to cast spells, having the *artifice* non-combat proficiency, and being at least a certain level. The table below shows the requirements to be able to create weak, moderate, and major items as well as the cost to create each item in gold.

Item Level:	Requirements:
weak	Artifice at well practiced, know a weak spell, and be at least level 3. Cost: 5 gold.
moderate	Artifice at expert, know a moderate spell, and be at least level 6. Cost: 30 gold.
major	Artifice at master, know a major spell, and be at least level 9. Cost: 150 gold.

Limit on Number of Items Created

A character who can create magic items cannot just start making as many as they want. To regulate this, there is a limit on the number that can be created at any one time. This limit is the maximum number of magic items that a character can create in between each adventure on which that character has been used.

The limit is given in the total power of the magic items given. A weak magic item is considered to have a power of 1, moderate has power of 2, and major has power of 3. A character's limit is equal to their level divided by three (round down). So a level 9 character could make 3 weak items, 1 moderate item and one weak item, or one major item.

Each time items are created, the character must also pay the cost listed for each item.

Alternate Limit

If the EM decides to waive the per adventure limit on creating items, use the table below to get an idea of how long it takes to enchant magic items.

Item Level:	Creation Time:
weak	1 day
moderate	3 days
major	1 week

Suggested Effects for Items

The following is a list of effects and what power level those effects would be.

- Can be used to cast a spell at normal energy cost max of 1/2 Lv times per day. Same power level as spell.
- Can be used to cast a spell for no energy 1/2 Lv times then is useless. Same power level as spell.
- Continuously affects wearer the same as a spell. One power level higher than spell.
- Continuously affects wearer as a weaker version of a spell. Same power level as spell.
- Item has the same effect as one of its creator's unique powers. Power level is special (see below)
- Armor with + 2 or + level divided by 3 (round down) extra defense (all). Power level is weak.
- Armor with + 5 or + level extra defense (all). Power level is moderate.
- Armor with + 15 or + 3 times level extra defense (all). Power level is major.
- A weapon with + 4 or + 2/3 times level (round down) extra hit and damage.

Power level is weak.

•A weapon with + 10 or + 2 times level extra hit and damage. Power level is moderate.

•A weapon with + 40 or + 6 times level extra hit and damage. Power level is major.

Note: When making an item based off one of your unique powers, first go by the power level of that unique power if it has one using the normal guidelines you would use for basing an item off of a spell. If a unique power does not have an explicit power level, ask your EM.

8.4 Invention

Using nothing but the technology they are familiar with, it is possible for characters to engineer useful inventions for themselves or others. In order to do this, they must have the non-combat proficiency invention. Inventions are ranked according to a level system that goes from level 1 to level 7.

Requirements

Creating an invention requires at least the *basic* level of skill in the non-combat proficiency *invention*. It may also require the character to possess non-combat skills related to the specific invention they want to create. Characters may ask others that have those skills to help them create the invention if they don't have the required skill on their own. For example, a character inventing a device that can pick any lock must know something about locks in order to create that device.

There is no level requirement for creating inventions. When an attempt is made to create an invention, the character must succeed at an invention check where the difficulty is higher the more powerful the invention being created.

Inventions also may have a monetary cost. This cost depends on what sort of materials and resources are used to create the invention. Some inventions may cost almost nothing and others could cost thousands of dollars.

Invention Power Levels

There are seven levels of power for inventions. Below is a table showing the invention check difficulty for the creation of each level.

Invention Level:	Creation Difficulty:
1	30
2	40
3	50
4	60
5	75
6	110
7	150

Invention Creation Limit

The limit on the total invention level that can be created by a character in one adventure is equal to their level divided by 3, rounded up. However a single invention can be created over the span of more than one adventure. What this means is that a level 1-3 character could create a level 3 invention if they spent 3 adventures making it, or that a level 4 character could create a level 4 invention if they spent 2 adventures making it.

Alternate Limit

If the EM decides to waive the creation limit the table below provides a guideline for how long creating an invention of each level should take.

Invention Level:	Min Creation Time:
1	5 minutes
2	2 hours
3	6 hours
4	1 day
5	3 days
6	1 week
7	1 month

Invention Side Effects

An inventor can also allow there to be side effects to using their invention in order to lower the difficulty of creating it. A side effect must be detrimental and should make at least some sense. The severity of a side effect is ranked the same way the level of an invention is, with a higher level side effect being worse. No invention can have side effects totaling up to a higher level than the level of the invention. For each side effect, a bonus is added to the invention check for the attempt to create that invention. See the table below for the bonuses added for side effects.

Side Effect Level:	Bonus:
1	+ 5
2	+ 10
3	+ 18
4	+ 26
5	+ 32
6	+ 45
7	+ 60

Tuning up an Invention

Once an invention is created, all things dependent on the inventor's level are frozen at time of creation. However, after an inventor has gained one or more levels they can go back and tune up an old invention and all level dependent factors in that invention are recalculated with the inventor's new level. This is only half as difficult as inventing the thing in the first place, only counts half as much toward the invention limit per adventure (round up), and only costs 10% of the original cost to invent. The table below shows the check difficulty and the amount of time tuning an invention takes if the EM decides to waive the per adventure limit on item creation.

Level:	Tune Up Difficulty:	Min Tune Up Time:
1	15	75 seconds
2	20	30 minutes
3	25	1.5 hours
4	30	6 hours
5	37	18 hours
6	55	42 hours
7	75	1 week

Relating Invention Power Levels to System Abilities

In order to better understand how powerful an invention of a certain level is or to help solve a power clash between an invention and any other type of ability, the invention power levels are compared to the classic power levels used by spells and maneuvers. The table below lists the comparison.

Invention Level:	Classic Power Level:
1	cantrip
2	weak
3	weak
4	moderate
5	major
6	major
7	paragon

Examples of inventions

Electric lighter (level 1, present day)
A lighter that uses a battery instead of lighter fluid.

Comfy jeans (level 1, present day)
A pair of jeans that are more comfortable than normal.

Slightly improved Blaster (level 2, space age)
A blaster that has an extra + 2/3 times level (frozen at time invention was created) to hit and initiative.

Improved lightsaber (level 3, space age)
A lightsaber that has an extra + level (frozen at time invention was created) hit, damage, and initiative.

Deflection barrier (level 4, space age)
A large backpack weighing 60 lbs that creates an invisible barrier around its user. The barrier grants 3 times level damage reduction (frozen at time invention was created) to 0 and can run for 6 hours before needing to be recharged for 1 hour.

Phasing suit (level 5 with a level 3 side effect, space age)
A suit that randomly phases its wearer partially into another dimension. As a result whenever wearer is attacked there is a 50% chance that the wearer will have an auto-miss of 18-. Wearer can also walk through solid objects. The wearer is sometimes not expecting the dimensional shifts however and the wearer's attacks are also hindered when in another dimension. There is a 10% chance for the wearer's attacks to have an auto-miss of 18- added to them as well.

Small Combat Suit (level 5, present day)
This is a one person combat suit that has the following stats and its HP can be restored by repairing the suit. The suit is about 12 feet tall and 4 feet wide.
max HP: 10 times level *Speed:* 30 (hovering), 10 (walking)
Defense: 8 times level melee, 6 times level firearm, 4 times level energy, 3 times level magic
Damage Reduction: 5 times level to 0 vs Melee and Firearms, 3 times level to 0 vs Energy and Magic
Weapons: Can have up to 10 lbs + 2 lbs per level weapons attached to it.

Self fortification (level 6 with a level 4 side effect, any)
The inventor alters their own body to artificially increase their own health. They get a + 10 to all health checks, + 10 + 2 per level max HP, and are immune to non-magical poisons and diseases. Unfortunately, they now must eat and drink three times as much as they did before, and they will often get headaches.

Giant Robot (level 6, space age)
This is a giant robot that has room for either just one person or 1 pilot and 1 gunner. It has the following stats and its HP can be restored through repairs. The robot is about 50 feet tall and 30 feet wide.
max HP: 20 times level *Speed:* 100 (hopping), 60 (walking)
Defense: 10 times level melee, 8 times level firearm, 6 times level energy, 5 times level magic
Damage Reduction: 6 times level to 0 vs Melee and Firearms, 4 times level to 0 vs Energy and Magic
Weapons: Can have up to 500 lbs + 100 lbs per level weapons attached to it.

Mastermind AI (level 7, present day)

The inventor creates an artificial intelligence that has 50 intelligence, 30 charm, and 30 leadership. This AI also has a far greater capacity for knowledge than a normal human and can learn most normal proficiencies and many other skills very quickly. The AI can also do calculations instantly that would take even a very fast computer over a day to accomplish.

8.5 Weapon and Armor Smithing

Characters with the proper skill can attempt to forge weapons and armor out of metal. Sometimes you can't get the equipment you want unless you create it yourself.

Requirements

In order to smith your own equipment you must have at least *basic* in the *blacksmithing* non-combat proficiency. With higher skill levels and a high skill check in blacksmithing, a character will be able to produce equipment that is exceptional.

Exceptional equipment comes in three categories; expertly crafted, masterly crafted, and grand-masterly crafted. As the names imply, a character must be at least an expert in blacksmithing to attempt to make expertly crafted equipment, a master for masterly crafted, and a grandmaster for grand-masterly crafted.

The table below shows the cost for smithing weapons or armor. The standard cost refers to the costs listed for equipment in Chapter VI.

Equipment Level:	Cost:
normal	1/4 standard cost
expertly crafted	standard cost
masterly crafted	3x standard cost
grand-masterly	10x standard cost

Creation limit

The limit for how many items can be created with blacksmith skill in between each adventure is one item made at your full skill level and you double how many can be made for each level lower than your actual level you are making. For example, a master could make one masterly crafted item or 2 expertly crafted or 4 normal items.

Alternate limit

If the EM decides to waive the per adventure item creation limit, use the table below as a guide for how long it takes to create items with blacksmithing.

Equipment Level:	Time:
normal	1 day
expertly crafted	3 days
masterly crafted	1 week
grand-masterly	1 month

Bonuses of Exceptional Equipment

The level the equipment is created at, the check result of the creator, and the material used are all factors in how high the bonus for equipment is. Weapons and armor are also done in different ways. For weapons, you take the standard weapon combat stats from Chapter VI and divide the bonus up between hit, initiative, damage, and any

categories the weapon gets weapon defense in. For armor the bonus is divided up between any defense categories the armor normally adds to.

Expertly crafted weapons have a bonus equal to one third of the check result used to create them. However, no matter how high the check result, an expertly crafted weapon cannot have a bonus higher than 20.

Masterly crafted weapons have a bonus equal to half of the check result used to create them. However, no matter how high the check result, a masterly crafted weapon cannot have a bonus higher than 40.

Grand-masterly crafted weapons still only have a bonus equal to half the check result, but there is no limit on the bonus that can be had.

Expertly crafted armor has a bonus equal to one fourth the check result and the final defense of the armor with the bonus added cannot be more than 50% higher (round up) in each category than what the armor normally adds.

Masterly crafted armor has a bonus equal to one third the check result and the final defense of the armor with the bonus added cannot be more than double the defense normally given by that armor for each category.

Grand-masterly crafted armor has a bonus equal to one third the check result and there is no limit to how that bonus is applied.

The metal used also affects the quality of the weapon or armor created. Each type of metal will have a flat modifier on the bonus. For example, three common metals copper, bronze, and iron. The modifier for copper is -10 meaning that it's a soft metal. The modifier for bronze is -5. The modifier for iron or steel is 0.

Example Crafting

A character wants to craft a sword. They are a master in blacksmithing and have a total check bonus of +60. They only have a few days to work on it, so they decide to create an expertly crafted one. After working on it for 3 days and paying 2 gold (standard cost for a sword) they roll a skill check (1d20+60). The check result is 73; this gives the sword a total bonus of 24 (73/3). However expertly crafted weapons cannot have a bonus higher than 20.

Now the bonus of 20 is distributed. The normal combat stats for a sword are + 5 hit, -8 initiative, 1d20 damage, and + 5 melee defense. He decides to split it up by added 10 to hit and damage. The final combat stats are then +15 hit, -8 initiative, 1d20+10 damage, and + 5 melee defense.

Later when this character has more time, they create a masterly crafted sword. This takes a week and costs 6 gold (6x normal cost for a sword). Using the same check result from before (73) the bonus for this weapon is 36 (73/2). This is less than the maximum allowed for masterly crafted weapons which is 40.

The bonus for this weapon is distributed as before, with the normal combat stats for a sword being + 5 hit, -8 initiative, 1d20 damage, and + 5 melee defense. The character decides to add +10 hit, + 8 initiative, + 10 damage, and + 8 melee defense (10+8+10+8=36). The final combat

stats for the crafted weapon are + 15 hit, 0 initiative, 1d20+10 damage, and + 13 melee defense.

This same character now wishes to craft some quality chain mail. Their EM tells them that crafting this takes twice as long as the normal minimum time. They decide to create expertly crafted chain mail. This takes 6 days (double the normal 3 days) and costs 5 gold (normal cost for chain mail). This time they get a 69 as the result of their blacksmithing skill check. This gives the bonus as 17.

The normal stats of chain mail are +10,3,0,0 defense. With expertly crafted armor the highest that each category can be increased is by 50%. Increasing the stats to 15,5,0,0 which takes a bonus of 7. Even though his bonus was higher than 7, this is the best he can do with expertly crafted chain mail.

This character now goes to create masterly crafted chain mail. The EM still rules that this takes twice as long as the minimum time. After taking 2 weeks and spending 15 gold (3x the normal cost of chain mail) they roll a 62 on their check result. This gives them a bonus of 20.

The normal stats of chain mail are +10,3,0,0 defense. With masterly crafted the highest the each category can be increased is to double the normal bonus. This puts the stats for chain mail at 20,6,0,0 which takes a bonus of 13. Even though his bonus was higher than that, this is the best that can be done with masterly crafted chain mail.

Appendix A: Example Character Calculated Stats

A.1 Magical Girl

Sierra

Hair: black, **Eyes:** ocean blue, **Gender:** female, **Age:** 15, **Height:** 5 ft 2 in, **Weight:** 90 lbs, **Race:** human

Physical Description:

A slight girl who is just over five feet tall; she has deep ocean blue eyes and shoulder length wavy black hair.

Personality Description:

A spunky and usually upbeat girl who is into many strange things, such as fortune telling, occult symbols, etc... She will show traces of bitterness towards people in school who are into popular things like cheer leading and sports.

Strength: 12

Agility: 37

Health: 20

Charm: 42

Leadership: 13

Intelligence: 28

Energy: 37

Tracking Strength Check:

Base: +2

Total Non-Combat Check: +2

Total Combat Check: +2

Tracking Agility Check:

Base: +27

Total Non-Combat Check: +27

Total Combat Check: +27

Tracking Health Check:

Base: +10

Total Non-Combat Check: +10

Total Combat Check: +10

Tracking Charm Check:

Base: +34

Total Non-Combat Check: +34

Total Combat Check: +34

Tracking Leadership Check:

Base: +3

Total Non-Combat Check: +3

Total Combat Check: +3

Tracking Intelligence Check:

Base: +18

Total Non-Combat Check: +18

Total Combat Check: +18

Tracking Energy Check:

Base: +27

Total Non-Combat Check: +27

Total Combat Check: +27

Tracking Skill Points:

Base: +50

From Level Up: 0

From Hindrances: +27

Spent for Abilities: -71 (-2 on level up)

Spent on Talents: -0

Spent on Skills: -4

SP remaining: 2

Tracking Non-Combat Skill Points:

Base: 4

From Level Up: 0

From Hindrances: 0

Spent on Skills: -4

NCSP remaining: 0

Tracking max HP:

Base: 20

Level Up: 0

From Abilities: 0

Roll Pool: 16 (result of rolling 5d6)

max HP: 36

Tracking max EP:

Base: 37

Level Up: 0

From Abilities: 0

max EP: 37

Tracking Base Hit Bonus: (Unarmed)

Agility: +18

Weapon Skill: +5

Total: +23

Tracking Base Initiative: (Unarmed)

Agility: +37

Total: +37

Tracking Base Damage Bonus: (Unarmed)

Strength: +2

Weapon Skill: +5

Total: +7

Tracking Base Speed:

Base: 12

Strength: +0

Agility: +3

Total: 15 feet per second

Talents:

Unarmed (weapon talent)

Stage Magician (Acting, Occult Lore, Showmanship, Sleight of Hand)

Unique Hindrances:

Unwanted Familiar: Alex the Phoenix, Bonus: 5 SP

A bright red and yellow bird named Alex shows up every time she transforms and randomly when she doesn't. The EM can have him give advice that is either pointing out the obvious or seems reasonable but is actually wrong. Alex also is not all that polite and will often annoy nearby NPCs giving Sierra a -10 charm penalty with anyone nearby. Even worse he will be instantly reborn if someone kills him, so she'll never be rid of him.

Math Disability, Bonus: 8 SP

This character has trouble with any number bigger than ten. Applies in all situations including the handling of money.

Cannot Use: Weapons or Armor, Bonus: 14

Character cannot use any non-unique ability weapons or armor.

Mystic Transformation, Bonus: 20% off linked abilities.

She must be transformed to use certain powers. It takes her two rounds to transform, and she'll try to keep her normal self and transformed self from being seen as the same person.

Unique Abilities:

Space/Time Abilities, Cost: See Below

The full description of this is in [section 1.6.2](#). The main important point for now is that she has 7 weak abilities, 3 moderate abilities, and 1 major ability.

The cost for this will be a bit more complicated than normal. Before the 20% off this costs 50 SP and the character gets 2 less SP on level up. In order to take a percentage off we'll have to convert it to a single number first. One less SP on level up is worth 5 SP at level 1. So 20% off 60 is equal to 48. However we can't reduce the level up penalty for this ability because that would unbalance it. So it will be 38 SP and 2 less SP on level up.

Major Defense Ability, Cost: 10 SP

This is a major unique power usable only for defense as described in [section 1.6.2](#).

Friends, Cost: 10 SP

Everywhere she goes other occult fanatics are likely to be around and are willing to help her. Of course they have no idea she is actually a magical girl, or do they?

EP Regen, Cost: 8 SP

She recovers 1 EP per minute.

Enhanced Learning, Cost: 3 SP

This character gains +1 NCSP at the end of each adventure.

System Abilities:

Distortion Palm (unique time/space, major, conditional)

Cost: 5 EP per round, Range: 100 yards, Area: single

All of the user's unarmed attacks now launch globes of space/time distortion which use the base unarmed attack combat stats except that they gain an extra +15 or 3*level to hit, use a d20 for damage instead of a d10, add an extra 15 or 3*level to damage, use charm for base damage instead of strength, and are a magic attack.

In addition any enemy that was hit takes the same damage again at the start of the following round as if they were hit by a separate attack for that amount of damage. This follow up attack cannot be dodged.

Charm Reduction (unique time/space, moderate, conditional)

The user is surrounded by a space distortion that gives them damage reduction equal to their charm stat for a cost of 2 EP per round.

Damage Delay (unique time/space, moderate, conditional)

The user can pay 2 EP distort time around an attack against them to cause it to be delayed in time for 1d4 rounds and the damage from that attack is reduced to being non-lethal.

Constant Guard (unique time/space, moderate, constant)

When the user's life is in danger reality distorts to try and minimize that danger, granting Life Guard: X/2, Not Dead.

Teleport Self (unique time/space, weak, action)

Cost: 1 EP, Initiative: Last, Area: Self

User has an object set as her personal token in order to use this ability. User can teleport to within ten feet of any location where one of those tokens is located.

Time Window (unique time/space, weak, action)

Cost: 0 EP, Initiative: Last, Duration: Concentration

The user creates a small three foot by three foot window in front of them which allows them to view into the past by an amount of time declared when the ability is invoked. This cannot be farther than twenty four hours into the past. This window acts like a lens showing the same place that is seen though it except into the past by the designated amount of time.

Unmemorable Face (unique time/space, 3 weak, constant)

People that see the user have their memory of her face aged in their mind so that they only remember her exact looks vaguely unless they have a moderate or greater ability linked to observation. Cameras and other recording devices that do not possess a moderate or greater level of power show her face as a vague blur.

Speed Healing (unique time/space, weak, conditional)

User can meditate to cause herself or one person being touched to recover HP at a rate of one per three minutes.

Inventory:

3,000 dollars (starting money)

Non-Combat Skills:

Acting; 1 NCSP; basic + 0; charm +34; total + **34**

Occult Lore; 1 NCSP; basic + 0; intelligence + 18; total + **18**

Showmanship; 1 NCSP; basic + 0; charm + 34; total + **34**

Slight of Hand; 1 NCSP; agility + 27; total + **27**

Defense Components:

Agility: 27 (all)

[Component Name]: [melee], [firearm], [energy], [magic]

Melee: 27

Firearm: 27

Energy: 27

Magic: 27

Defense Modes:

Gerald: Must not be transformed, cannot be taking actions other than running away or transforming.

42 Damage reduction

1 dodge per round with 80% success rate.

Life Guard: X/2, Not Dead

Transformed:

Charm Reduction: 2 EP per round; 42 damage reduction

Damage Delay: 2 EP per attack; Damage delayed for 1d4 rounds and is non-lethal

Constant Guard: Life Guard X/2, Not Dead

List each defense mode you have here.

Attacks:

Unarmed; +37 Initiative; +23 hit; 1 attack; melee; 1d10+7 damage;

Distortion Palm; + 37 initiative; +38 hit; 1 attack; magic; 1d20+54 damage; 100 yard range.

Glossary

Action Ability

An ability that requires an action to use.

Adventure

A section of game play.

Agility

A character attribute (see [section 1.2](#)).

Auto-Hit

An increase in the chance of automatically hitting based of the number rolled to hit for an attack (see [section 5.4](#)).

Auto-Miss

An increase in the chance of automatically missing based on the number rolled to hit for an attack (see [section 5.4](#)).

Campaign

A series of connected adventures.

Cantrip

The ability for those with the magic skill to preform small feats of magic at will (see [section 3.1](#)).

Charm

A character attribute (see [section 1.2](#)).

Charm Attack

An attempt to influence someone (see [section 5.10](#)).

Combat Round

A division of time used in combat for each combatant to take their actions. A round is 5 seconds long.

Combat Stats

Some measures of a character's combat power. These are hit, initiative, damage, defense, and speed (see [section 5.1](#)).

Conditional Ability

An ability that requires no action, but requires some other condition or cost in order to be used.

Confidence Check

A leadership check made against the intelligence checks of others to inspire confidence (see [section 5.10](#)).

Constant Ability

An ability that is always in use and requires no action or cost.

Counter-Spell

A spell cast to cancel the effects of another spell (see [section 3.1](#)).

Critical Hit

An especially damaging attack (see [section 5.4](#)).

Defense Categories

The four basic types of defense melee,firearm,energy, and magic (see [section 5.1](#)).

Defense Mode

A method of protecting oneself (see [section 5.5](#)).

Difficulty

The number that must be rolled in order to succeed at a stat check or proficiency check (see [section 5.8](#)).

EM

Episode Master. The one who is in charge of running the game sessions.

Energy

A character attribute (see [section 1.2](#)).

EP

Energy Points. Used by the character to do certain effects (see [section 1.4](#)).

Health

A character attribute (see [section 1.2](#)).

HP

Hit Points. A measure of the character's endurance (see [section 1.4](#)).

Improvisation Ability

A type of ability that allows a character to create the specific effects for that ability on the spot. Usually based on some guidelines for what effects can be created.

Initiative

Number to determine the order combatants act in (see [sections 5.1](#) and [5.2](#)).

Invention

An item created using the invention skill (see [section 8.4](#)).

Ki

Personal spiritual or life energy. Often used by martial artists.

Leadership

A character attribute (see [section 1.2](#)).

Legendary

A special category of character ability (see [section 7.4](#)).

Level

A measure of how powerful a character has become (see [chapter VII](#)).

Mage Token

A small object with a particular mage's personal symbol or rune on it. Used by some spells.

Major

A level of power for spells, martial arts maneuvers, and weapon maneuvers. It takes 3 moderate to be equal to one major and 3 major to be equal to one paragon.

Martial Arts Maneuver

A special martial arts technique (see [section 2.1](#)).

Min Damage

Minimum damage. A special type of damage (see [section 5.5](#)).

Moderate

A level of power for spells, martial arts maneuvers, and weapon maneuvers. It takes 3 weak to be equal to one moderate and 3 moderate to be equal to one major.

Non-Combat Proficiency

A skill in a certain subject other than a combat or weapons (see [section 4.4](#)).

Non-Combat Skill Points

Skill points that can only be spent to acquire non-combat proficiencies.

Paragon

A level of power for spells, martial arts maneuvers, and weapon

maneuvers. It takes 3 major to be equal to one paragon.

Primary Attack Action

The first action a character spends attacking. This is the action that gains the extra attacks from that character's weapon skill.

Proficiency

A skill with a certain subject or weapon (see [chapter IV](#)).

Proficiency Check

A roll to determine the result of an attempted use of a proficiency (see [section 4.4](#)).

Rule of Threes

Rule that states only three abilities can add to a single thing (see [section 1.7](#)).

Single Chain Rule

Rule that states limits sacrifice cost abilities and differ abilities (see [section 1.7](#)).

Skill Points

Points spent by a character to gain abilities (see [section 1.4](#)). See non-combat skill points and unrestricted skill points

Special Proficiency

A special type of proficiency (see [section 4.5](#)).

Speed

A measure of how fast a character can move. Usually given in feet per second.

Spell

One use for magic that has a certain effect (see [chapter III](#)).

Stat Check

A roll to determine a result that is based on one of a character's attributes (see [section 5.8](#)).

Stats

Character attributes (see [section 1.2](#)).

Status Ailment

A negative condition that affects someone (see [section 5.6](#)).

Strength

A character attribute (see [section 1.2](#)).

System Ability

A spell, maneuver, specialization, or ability granted by a unique power system.

Talent

A skill or set of skills one is naturally suited for (see [section 1.3](#)).

Throwback

An extra effect of some attacks that may cause the target to be violently thrown. Usually resisted by a strength check (see [section 5.8](#)).

Trainings

Methods for characters to make power gains without gaining a level (see [section 7.4](#)).

Unique Ability

The special power of a character (see [section 1.6](#)).

Unique Hindrance

The special disadvantage of a character (see [section 1.5](#)).

Unrestricted Skill Points

Skill points that may be spend on any ability or proficiency.

Weak

Lowest level of power for spells, martial arts maneuvers, and weapon maneuvers. It takes 3 weak to be equal to one moderate.

Weapon Maneuver

A specialized ability with a certain weapon (see [section 2.1](#)).

Weight Allowance

A measure of how much weight one can carry (see [sections 1.2](#) and [5.8](#)).

XP

Experience Points. Needed by characters in order to gain levels (see [chapter VII](#)).

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