



NovArchaic

Hello Readers,

My name is Kyle Atterson, aka Your Fellow Technomancer (or YFTechno for short). This here is something I been working on for a good bit of time, but not by myself. This is a fully collaborated effort I have with many of my roleplaying friends. Most didn't help me with the system, but yet all have helped me fine tune and even come up with possible new ways of doing things. I would like to thank everyone who has helped me, even if it was just looking at the system, or if they was involved in a play test.

I enjoyed working on this system for the 6 months that I have done so, with all the work I have put into it, and I love every session I ran of play testing. I hope that everything in this booklet is something you are looking for in a system, and if you have any questions, or would like to discuss some things when it comes to this system, just send me an email at [yftechno@twicry.com](mailto:yftechno@twicry.com) or add me on Skype (Username is master.fellow). Thank you for testing out NovArchaic!

Your Fellow Technomancer,  
Kyle Atterson

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## Section 0: Our Story

### Day 0; 2:42:42 AM

A man laying down trying to sleep, looks at his clock. His insomnia has been keeping him up lately, and tonight is no exception. He lays there, hoping something will happen soon. He turns over and he thinks he sees something outside. Weird lights and shadows are seen through his window of his apartment. *Perhaps someone is throwing a party, or something?* He thinks. *Well, maybe I should get up and see what is going on.*

He removes his covers from himself, and gets up from the bed. He walks over to the window and looks outside. That is when he sees it, and he doesn't believe his eyes. The sky is a light purple color, the moon in a weird shape, and that new tower that was just built is in glowing in many different colors.

The man's mouth is hanging, then he hears a loud smack. The sky has sprung these multicolored cracks in them. They keep growing, and splitting. They are first all in random directions, but then the tower grows brighter, and the cracks start growing towards it, and moving and shaking. As soon as they touch the tip of the tower, they disappear. After about 10 minutes there are no more cracks, and the sky shifts back to a normal night sky.

The man confused, leaves his bed room, heads to the kitchen, and opens his refrigerator. Seeing his alcoholic beverage of choice he drinks some. "I really need to get to sleep," he says still in shock.

#### The 8

The 8 are the ones who supposedly put split reality into multiple different kinds. The reason is not known, though some say it was to protect everyone from destruction that was eminent.

This world that we live in is not the world we thought it was. There was always something more. There was always something there that we did not know. This world was too bare, this world was something that needed more. We needed more. Now things are finally coming back, coming together, thanks to those who wanted to stay alive. Thanks to those who wanted to do it for their own reasons.

#### Rumor 1: The End of Days

There is a current whisper that what happened on Day 0 was not the end of days; it was supposed to be, but it was stopped. They say that there was multiple different worlds that was supposed to come together in an instant, destroying each other. Why it stopped? Some say it was a group of people who knew what was going to happen, they say it was roughly 7 people who found out, but yet some say that more than that knew, but they didn't want to get their hands dirty.

#### The 7

The 7 are known to be the ones who started to slow the realities from colliding so that not only can people ease back into life with beings and magic that have not been seen for a long time, but also to stop the worlds from colliding and ending life as we know it.

#### Rumor 2: The Olden Days

Some are saying that we used to live in this world where all the myths that we know, all the myths that we went to bed with used to be true. There was dragons, fae, elementals, gods, and even magic! They say that with just the right push we can live in this world again. Heck, some say, like those who believe in the first myth, are saying that was the cause of Day 0.

#### Rumor 3: The Days to Come

Well if Myth 1 and Myth 2 is true, then perhaps what happened was the world trying to come back to how it was. This means that we are going to have to expect some weird stuff to come along, in the future. Like perhaps Dragons will come back, or maybe even some Gods will walk this earth? Who knows what will possibly happen, but this skeptic does not see any of this to be happening.

-Josh Tourny,  
Writer for Horde Daily

## Section 1: Character Creation

Before we step into how character creation is done, keep in mind that when you are building a starting character in NovArchiac you are building a level-0 no one. You have not done anything too outstanding, and if you have you have done little else. The world is starting to change with you in it, how do you react to new threats that are somehow familiar? Think of levels like your survival instinct coming to be, and you have yet taken a step into becoming who you are supposed to be.

If you are curious why it is level 0 as the start out point, think of it like this. Level dictates not only your raw power, but also your instinct, and how used to your powers you are. In most games, you won't know what you are, and will be learning throughout the game how to use your special abilities, as well as learning how to survive in a world that may just want to kill you.

### 1. Character concept

When you are making a character for any role playing system, normally it is suggested to kind of have an idea of your character. Are they an Ex-Police Officer who got into some trouble with the law? Are they a mad scientist who learned he can manipulate things with his mind? Or perhaps you are an Elemental seeking to be awakened. The world is limitless, and so are your choices.

### 2. Pick a Race

A race has 2 different things it grants you, your choice of base language, your racial basic power. It gives you a racial template, which opens up certain powers; though any power that needs your to be a certain race, you can gain with the expenditure of 10 experience extra on it. So if that power costs 30 points to that race, to someone who meets all prepress but racial can gain it with buying it for 40.

Every character starts the game 1 racial language, plus one human language (except humans, who just get 1 base language). Then at character creation, for every +1 in Intellect, the character can get an extra language. During roleplaying, someone can make a check to learn a language, but you do not get an extra language if you get a new +1 to your Intellect.

### 3. Assign your Attributes

When building your character for NovArchiac you need to get your base attributes, your raw power and ability of utilizing that power. Your GM has three options presented to them, for you. We suggest using a set, which have been created for different campaign settings. Then there is creating your own set, this can be done by rolling, by just saying these numbers are it, or even by having everyone in the campaign to roll a number or two. Lastly everyone can roll their own; I don't suggest this method because with a bit of bad luck one character can roll really high stats and thus outshine someone who rolled poorly.

#### Basic Attribute Sets

*Survivalist:*

**3, 3, 4, 5, 5, 5**

*Average:*

**6, 5, 5, 5, 4, 3**

*Champion:*

**7, 6, 6, 5, 5, 5**

### 4. Pick an Occupation

Occupations are the things that you character did before the game starts. They allow you to build upon your character and give them some starting skills to start with so that you have more reason to get a good amount of abilities.

### 5. Spend your points

A level 0 character has 75 points to spend on their occupation, their abilities, and their skills. The rest goes into pocket. I recommend spending your remaining points (after occupation), on abilities, then skills. After you are done, make sure all remaining points are turned into something useful, like more credits!

#### Quick Steps

1. Come up with a character concept
2. Pick a Race
3. Roll/Assign your Attributes
4. Pick an Occupation
5. Spend your points:  
Recommended order:  
Abilities  
Skills  
Extra Credits
6. Spend your starting credits on

## 6. Spend your starting credits on items!

Your occupation gives you a starting amount of credits, and then you can add more at the beginning for a 1 experience to 50 credits buyout. There are some items that are a lot cheaper when you are buying them during character creation. Buy what you need out of those first, then buy items.

## **Section 2: Races**

Your character's race what sort of being is your character. Are they a human? Perhaps they are an elemental? The race of a character gives some benefits, but most of them are passive benefits. The benefits from a race that you pick are a willpower roll driven ability. Something that has the feel and fluff of your race, humans get shake it off because of their knack for being the underdog and still living. You also get a list of languages that are "common" languages for your race, you can pick one of those, as well as any extra depending on your attribute modifier, plus bonus from the "Polyglot" ability tree. You also get a choice to clearly define your character based on a choice of your character. These are things like what court you belong to if you are a fae, or what element you represent as an elemental.

### **Dragon kin**

The predecessors of a species that used to exist some even ruled, the dragons of age. Dragons are known to be defensive than not, protecting what they represent, as well as their own hoards. They are collectors, and protectors, not really offensive unless attacked first.

Newly dawned dragon kin, share many facial structures that humans have, except that they have noticeable scales that have a color representation of their elemental

*Dragon Skin:* Roll willpower to ignore damage from your aspect

*Languages:* Dracos (General Dragon Tongue), Vilra, Marxo, Dimrot, Lichtra, Damiam, Eschea

*Draconic Types:* Fire, Water, Air, Earth, Metal, Ice

*Size:* Normal

### **Elemental**

If dragons are the protectors, Elementals are more of pure warriors; always on the move protecting what they feel needs to be protected, by being as aggressive as possible. Now, this does not mean that they are pure fighters, some of them do tend to fight with what they know, or what they say.

Elementals that have not awakened (taken on a form that fully represents their element), are normally color close to something their element represents. If they are a Fire element, their hair and skin may be a dark red, or if they are an Earth, they might have more of an earthy look on them.

*Elemental Strength:* roll willpower to infuse your element in yourself.

*Languages:* Silvra (Language of the Elementals), Rosh, Filsh, Motsh, Densive, Maroc

*Elemental Types:* Fire, Water, Air, Earth, Metal, Ice

*Size:* Normal

### **Fae**

Fae, the fair folk, are a curious bunch. Known for being polite, yet vicious; they learn to make pacts, which allow them to share powers with others, as well as add on to the power of their abilities that are still there. Some hide, and stay away from the courts, so that they can attempt to stay as free as they want to be, although with the dangers that exist for Fae, this can only be done by ones old enough to protect themselves without a pact.

Fae have a wide variety of how they look, they have bigger eyes than most humans, and their skin tones can be many different shades. The colors vary from what court they do (or should) belong to. Seelie (or Summer Court), a court of life and blessing skin tones are warm colors; whereas the Unseelie (or Winter Court), a court of death and suffering, has a cooler colors for skin colors. Their hair color can be many different things.

*Fae Sight:* Roll willpower to see Fae Signal

*Languages:* Goldan (Language of the Fae), Any

*Court Options:* Seelie, Unseelie, Free Fae

*Size:* Normal

### **Goliaths'**

The true children of Gaia, these people are few but proud. They tend to see competition as not something to prove that one is better, but to show how one has grown. When they work, they work hard attempting to do better than they did the last



time.

They are very tall, and has skin that resembles in some way the land that grew up in.

*Goliath's Strength:* Roll willpower to give bonus (+2) to feats of Strength

*Languages:* Golian, Gregor, Marrow, Weit

*Soil Types:* Stone, Dirt, Sand, Snow, Bark

*Size:* Huge (+1 Movement, -1 Dodge)

### Gremlins

These children of the Machine. For the longest time, living on the same plane as Humans, they grew to want to make their presence known, by playing tricks on them. Some of the tricks didn't end too well, but yet humans never noticed the gremlins.

The way that you can tell a gremlin is different from a human child, is by their eyes. Their eyes glow, and tell the type that they are. If they are an electric gremlin, sparks are able to be seen.

*Gremlin's Touch:* Roll willpower to give a piece of technology a disadvantage

*Languages:* Balderdash, Sarcasm, Timmi, Jack

*Tech Options:* Electric, Gas, Steam, Kinetic

*Size:* Small (-1 Movement, +1 Dodge)

### Humans

The children of Prometheus, those who know not their true strength. Humans are ignorant to those that are coming; being used to the idea that they are the only top creature on Earth, nothing could prepare them to be proven wrong. Their survival is all about using their known strengths, and trying to adapt as best they can.

*Shrug it off:* roll willpower, ignore lingering effects for 1 turn

*Languages:* Chinese, English, French, German, Japanese, Russian, Spanish

*Constellation Choices:* The Sword, the Foot, the Book, the Mask, the Smile

*Size:* Normal

## Section 3: Attributes

*What are attributes?*

Attributes are the characters natural capability in an aspect. They are organized in two different ways. What they control and how they control it. The aspects that they control are: Physical, Mental, and Social. They control it either by sheer power, or by the fine use of it. So the combination of a fine use of physical is one's dexterity, where the combination of the sheer mental power is their Intellect.

*Strength:*

Strength is how much force your body can exert; being the raw power of your body physically, it is also useful for things like being a good descriptor of lifting and some athletics rolls.

*Dexterity:*

Dexterity is how much your able to move your body, how agile you are. It is used for aiming, and well placed movements.

<p>Strength Governs: Figuring out Carrying Capacity Skill: Athletics Strength-Based Attacks</p>	<p>Dexterity Governs: Speed Skill: Operate Skill: Athletics Skill: Stealth Dexterity-Based Attacks</p>
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*Intellect:*

Intellect is how much your character knows, and his overall mental prowess; it is used for most knowledge checks, as well as longer mental actions.

*Wisdom:*

Wisdom is how well your character thinks; solve problems, and even their ability to notice small things. It is used for more mental powers that are quick thought.

Intellect Governs: Extra Languages at character creation Skill: Knowledges Skill: Gather Information Research/Engineering rolls	Wisdom Governs: Skill: Crafts Skill: Perception Skill: Tech Use Skill: Heal Can be used for Magic/Psionics
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*Presence:*

Presence is your aura; it is your overall presence. It can be depending on how you make yourself. Imagine presence as that feeling of a person you get, that makes you know that they are there; the feeling of great power comes from those with good presence.

*Charisma:*

Charisma is your ability to manipulate your words, your abilities, and even your presence to get an advantage.

Presence Governs: Ones Aura of Power Skill: Acting Skill Stealth Used for Counter Spelling	Charisma Governs: Skill: Acting Skill: Socialize Skill: Stealth Skill: Gather Information Can be used for Magic/Psionics
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## Section 4: Occupations

Think of Occupations as the career path your character had before; it is the biggest factor of your starting skills and the amount of excess cash on you. There are two types of occupations: Basic and Advanced. Ask the GM which ones you are playing with; if both then be warned that advanced occupations will normally outshine basic occupations in skills and cash; although basics have a little more free will with what they can do with their other basic points.

Basic Occupations	20pts	Advanced Occupation	50pts
<b>Artisan</b> +2 Craft, +1 Socialize, +2 Tech Use 300 Credits		<b>Armed Forces</b> +1 Operate, +3 Athletics, +1 Perception, +1 Stealth, +1 Tech Use, +1 Heal +1 Accuracy 340 Credits <u>Get a Weapon Familiarity for free</u>	
<b>Cook</b> +1 Knowledge, +2 Craft, +1 Perception, +1 Gather Information 300 Credits		<b>Celebrity</b> +3 Acting, +3 Socialize, +1 Tech Use, +2 Gather Information 370 Credits <u>Get a +2 Fame Bonus on Social rolls (Although this can hurt as well as help)</u>	
<b>Criminal</b> +1 Perform, +2 Socialize, +2 Stealth, +1 Tech Use		<b>Chef</b> +2 Knowledge (Food by Nationality/Type), +3 Craft (Food),	



Basic Occupations	20pts	Advanced Occupation	50pts
	280 Credits	+1 Tech Use, +2 Gather Information 350 Credits <u>Good made meals give a +2 to social rolls</u>	
<b>Emergency Services</b> +1 Operate, +1 Perception, +1 Tech Use, +2 Heal 300 Credits		<b>Computer Scientist</b> +2 Knowledge (Any Computer or Programs), +2 Craft (Mechanical or Program), +1 Perception, +3 Tech Use, +2 Gather Info. 350 Credits <u>Get a 10% discount on Computers and Parts</u>	
<b>Entrepreneur</b> +1 Knowledge (Any), +1 Socialize, +1 Tech Use 320 Credits		<b>Crime Fighter</b> +2 Operate, +2 Perception, +2 Tech Use, +2 Gather Info +2 Accuracy 290 Credits <u>Get a Weapon Familiarity for free</u>	
<b>Fighter</b> +1 Acting, +1 Perception +1 Accuracy 310 Credits		<b>Doctor</b> +2 Knowledge (Any Medical), +1 Perception, +2 Tech Use, +2 Gather Information, +3 Heal 350 Credits <u>Get +5 PH</u>	
<b>Musician</b> +1 Knowledge (Music Related), +2 Perform, +1 Socialize, +1 Gather Info 300 Credits		<b>Engineer</b> +3 Knowledge (Any Crafting), +2 Craft (Any), +1 Operate (Any), +2 Tech Use, +1 Gather Info 370 Credits <u>Get a familiarity to your own inventions</u>	
<b>Programmer</b> +1 Knowledge (Program or Computer related), +1 Craft (Software), +2 Tech Use, +1 gather Information 300 Credits		<b>Fortune Teller</b> +2 Knowledge (Any), +2 Acting, +3 Socialize, +2 Gather Information 310 Credits <u>If you get Future Sight, you may push your limits</u>	
<b>Retail</b> +1 Perform, +2 Socialize, +1 Perception, +1 Tech Use 300 Credits		<b>Lawyer</b> +3 Knowledge (Law or Any Academic), +2 Acting, +2 Socialize, +1 Perception, +3 Gather Information 330 Credits <u>+2 to social rolls with people of a certain type</u>	
<b>Religious Leader</b> +2 Knowledge (Any Religious), +2 Socialize, +1 Perception, +1 Gather Information 380 Credits		<b>Manager</b> +2 Knowledge (Any), +1 Operate, +1 Perform, +2 Socialize, +2 Perception, +2 Tech Use, and +1 Gather Info. 330 Credits <u>Get a 10% discount general items, or 20% discount on a brand of items</u>	
<b>Student</b> +2 Knowledge (Any), +1 Tech Use, +2 Gather Info.		<b>Mechanic</b> +3 Operate, +2 Socialize, +2 Perception, +3 Tech Use, +1	

Basic Occupations	20pts	Advanced Occupation	50pts
300 Credits		Gather Info 330 Credits <u>Get a 10% deal on Vehicles and Parts</u>	
<b>Thrill Seeker</b> +1 Operate (Any), +2 Athletics, +2 Heal 300 Credits		<b>Virtuoso</b> +2 Knowledge (Music and/or Instrument Related), +3 Perform, +2 Socialize, +1 Gather Info. 390 Credits <u>Get a +2 to crafting in an art related craft</u>	
<b>Transportation</b> +2 Operate, +2 Tech Use, +1 Gather Information 300 Credits		<b>Professor</b> +3 Knowledge (Any Academic), +3 Socialize, +2 Tech Use, +2 Gather Info 350 Credits <u>Get a +2 to research rolls on a field</u>	
<b>Unemployed</b> +1 Operate (Any), +1 Athletics, +1 Perception, +1 Tech Use, +1 Gather Info. 300 Credits		<b>Ring Leader</b> +2 Acting, +2 Socialize, +2 Stealth, +2 Tech Use, +1 Gather Information 370 Credits <u>Get a Weapon Familiarity for free</u>	
<b>Writer</b> +1 Knowledge (Any Academic or Creative), +2 Craft (Book), +1 Socialize, +1 Tech Use 300 Credits		<b>World Traveler</b> +2 Knowledge (Any), +2 Perform, +2 Socialize, +2 Athletics, +1 Tech Use, +1 Heal 350 Credits <u>Get Polyglot 1 for free</u>	

## Section 5: Skills

Skills represent how much training and practice your character has had in performing tasks, or on knowing certain information. There are three main type of skills. The first is Specific Skills; they are the Knowledge, Craft and Operate Skills. They need a focus, whereas all other skills do not. For example, you do not have just knowledge; you got knowledge (math), to suggest you know things about math. The next type of skills are General Skills, they are some concept of action that you can do, like athletics, or using technology; you can buy what is called a specialization for them. This allows you to get a bonus modifier to a specific task when using that skill (Like a specialization of hacking for tech use).

Specific Skills maximum: 10

General Skills maximum: 5

Specialization of a General Skill maximum: 5

### Knowledge

Knowledges are self-explanatory; they encompass the idea that you character knows a specific field of study. A knowledge is powerful in the term that it can give a synergetic bonus (not to be confused with a synergy skill) to a skill roll that is using that knowledge for a one for one.

<b>Academic Knowledges</b>	<b>Craft Knowledges</b>	<b>Musical Knowledges</b>	<b>Medical Knowledges</b>	<b>General Knowledge</b>
Literature	Chemical	Music Theory	Human	Pop Culture
History	Pharmaceutical	Guitar	Merfolk	Current Events

<i><b>Academic Knowledges</b></i>	<i><b>Craft Knowledges</b></i>	<i><b>Musical Knowledges</b></i>	<i><b>Medical Knowledges</b></i>	<i><b>General Knowledge</b></i>
Mythology Physics Chemistry Biology Computers Mathematics	Mechanical Structural Electronics Art Writing Video Games Program Tools Software Engines Java C/C++	French Horn Piano Vocal	Dragon Fae Elemental Poisons Burns Shocked Trauma Frozen	Fighting Styles

This is no way a complete list. Just use the above as a guide line.

Examples:

**Moderate** (Difficulty 10): The Fae society is split into two.

**Adept** (Difficulty 20): The Fae society is split into two court; of which have different concepts. These concepts are summer (The Court of Life) and winter (The Court of Death).

**Master** (Difficulty 30): The Fae, being split into two courts, still are very similar even though they may be built. Some abilities that Fae may have is like the ability to “blink” which is a form of movement that allows them to go unnoticed as long as the person they don’t want them to see blinks.

Fighting style base attack bonus, you can only have one fighting style activated at a time:

<b>Knowledge Rank</b>	<b>Bonus to Accuracy when applicable</b>
<b>3</b>	+1
<b>5</b>	+2
<b>7</b>	+3
<b>10</b>	+4

## Craft

The craft skill; each time you take a new type of craft skill, you pick your medium; that is your training with that medium for your craft. Then you apply your craft knowledge to get your actual roll. So the medium of metal with craft structural will allow you to make a metal shelter; or the medium of paint with the Art craft knowledge will allow you paint.

**Moderate** (Difficulty 10): Straighten a bent piece of metal with proper tools

**Adept** (Difficulty 20): Repair something that was pretty beat up, with some of the proper tools, and all of the parts needed.

**Master** (Difficulty 30): Repairing an item that is completely broken, with some of the proper tools, with not much the means of parts.

Crafting Mediums:  
Organic  
Non-Organic  
Metal  
Wood  
Wire  
Stone  
Clay  
Glass  
Ink  
Paint  
Camera  
Machinery  
Programs

## Operate

<p>Operating is your ability to control a vehicle, especially when you are trying to stunt with it. Everyone is assumed to be able to know the basics of controlling a ground 4-wheel vehicle; but for any other type of vehicle (or if you want to be able to stunt without worrying about failure); if you are untrained, you have a -10 if you have No operating skills, and with each operating skill that you have, that is not it, you add +2; but if you do have it, you use that and you do not have a penalty.</p> <p><b>Moderate</b> (Difficulty 10): A quick turn around on the road, with no obstacles in the way.  <b>Adept</b> (Difficulty 20): A U-Turn in a car, with some other vehicles around.  <b>Master</b> (Difficulty 30): Flipping your car over someone else, and landing back on the wheels.</p>	<p>Types of vehicles:  2 wheel ground  4 wheel ground  16 wheel ground  Boat  Helicopter  Plane</p>
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## Perform

<p>Perform is the ability to pretend to be someone else, be it for entertainment, or to save your own skin</p> <p><b>Moderate</b> (Difficulty 10): Able to tell a believable half lie to someone who has no reason to disbelieve you  <b>Adept</b> (Difficulty 20): Able to tell almost unbelievable lie to someone who has no reason to disbelieve you.  <b>Master</b> (Difficulty 30): Able to tell an almost unbelievable lie to someone who has a reason to disbelieve you.</p>	<p>Specializations:  Disguise  Assuming Identity  Bluff</p>
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## Socialize

<p>Socialize is your ability to talk to people; either to get them on your side, or to run away from you.</p> <p><b>Moderate</b> (Difficulty 10): Able to make a fair agreement with someone who doesn't know you.  <b>Adept</b> (Difficulty 20): Able to make an unfair agreement with someone who doesn't know you.  <b>Master</b> (Difficulty 30): Able to make an unfair agreement with someone who dislikes you.</p>	<p>Specializations:  Diplomacy  Intimidate  Sense Motive</p>
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## Athletics

<p>Athletics is your physical ability to use your body to perform tasks like running, jumping, climbing, and swimming</p> <p><b>Moderate</b> (Difficulty 10): Able to Climb up a ledge that is up to the top of your belly.  <b>Adept</b> (Difficulty 20): Able to climb up a ledge that is double you size, with some grips.  <b>Master</b> (Difficulty 30): Able to climb up a ledge that is double your size, with almost no grips.</p>	<p>Specializations:  Running  Jumping  Climbing  Swimming</p>
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## Perception

<p>Perception is the use of your sense to tell what is there, or sometimes what is not there.</p> <p><b>Moderate</b> (Difficulty 10): You can see something that is not hidden, but is a good distance away.  <b>Adept</b> (Difficulty 20): Able to find a big object in near-complete darkness.  <b>Master</b> (Difficulty 30): Able to find a small object in near-complete darkness</p>	<p>Specializations:  Sight  Smell  Taste  Touch  Hearing</p>
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## Stealth

<p>Stealth is your skills sneaking around, and other criminal acts</p> <p><b>Moderate</b> (Difficulty 10): Able to hide behind a wall</p> <p><b>Adept</b> (Difficulty 20): Able to hide behind a fence, wearing black when it is night time.</p> <p><b>Master</b> (Difficulty 30): Able to sneak up to someone wearing jewelry that should make some noise.</p>	<p>Specializations:</p> <p>Sneak</p> <p>Speak Quietly</p> <p>Hide</p> <p>Steal</p>
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## Tech Use

<p>Tech use is your ability to figure out how to use some piece of tech, be it simple mechanical, or perhaps something electrical like a computer. Tech Use is also used for reloading checks.</p> <p><b>Moderate</b> (Difficulty 10): Fixing a virus problem on a desktop with a virus software you have never used.</p> <p><b>Adept</b> (Difficulty 20): Getting into an account of which the password is not that difficult to figure out (has hints).</p> <p><b>Master</b> (Difficulty 30): Getting into well secured government files.</p>	<p>Specializations:</p> <p>Mechanical</p> <p>Electronical</p> <p>*Magical/Psioncal</p>
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## Gather Information

<p>Gather information is your skill for getting information is it what means are easier for you.</p> <p><b>Moderate</b> (Difficulty 10): You are able to find something of which a good amount of people know, perhaps there was many witnesses.</p> <p><b>Adept</b> (Difficulty 20): You are able to find information that not many people have, and you may have to pay a price to get it.</p> <p><b>Master</b> (Difficulty 30): You are able to get information that only a handful of people have, and getting this information will take a lot of negotiating, and a few well-placed credit deposits.</p>	<p>Specialization:</p> <p>Ask around</p> <p>Research</p> <p>Experiment</p>
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## Heal

<p>Healing is the skill used for healing a person of a wound they have gotten. The Specializations are the types of creature that you know how to heal</p> <p><b>Moderate</b> (Difficulty 10): Not making any wounds worse</p> <p><b>Adept</b> (Difficulty 20): Healing someone for 5 PH and taking care of their (1<sup>st</sup> level) bleeding, without proper equipment</p> <p><b>Master</b> (Difficulty 30): Healing someone for 10 PH, and taking care of their bleeding and burn wounds. (both first level) Without proper equipment.</p>	<p>Specialization:</p> <p>Physical Wounds</p> <p>Mental Wounds</p>
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## *Section 6: Abilities*

Abilities gives your characters special powers, be them mundane, or something not so mundane. They give your new options when you are playing your character; as well as sometimes can save your ass in a fight. If it has a racial prerequisite of which you do not meet, but yet you have someone who could teach you, you can learn it by spending 10 more than what it would normally be.

### **Base Character**

Cost	Name	Prerequisite	Description
0	Muscle over mind	Doesn't have Mind over Muscle	gain 5 PH and lose 5 MH (Must be taken at EL 0)
15	Muscle over mind (speed)	Muscle over mind	+5 on raw Dexterity checks
15	Muscle over mind (strength)	Muscle over mind	+5 on raw Strength checks

<b>0</b>	Mind over Muscle	Doesn't have Muscle over Mind	Gain 5 MH and lose 5 PH (Must be taken at EL 0)
<b>15</b>	Mind over Muscle (Intellect)	Mind over Muscle	Gain 5 on raw Intellect checks
<b>15</b>	Mind over muscle (Wisdom)	Mind over Muscle	Gain 5 on raw Wisdom checks
<b>15</b>	Light Footed	Dexterity 6 Stealth +5	You know are extremely good at sneaking around, and you keep getting better. Add your level to your sneak checks.
<b>15</b>	Heightened Sense	Wisdom +6 Perception +3	Pick one of the 5 senses, add your level to your perception check when it comes to this sense. (5 senses: Smell, Taste, Touch, Sight, Hearing)
<b>20</b>	Animal bond		Animals of a certain type view you as one of them
<b>10</b>	Gigantism	Character Creation Only	Your character is bigger than average for your race. Your size goes up one step, and get those bonuses instead of your original size bonuses.
<b>10</b>	Dwarfism	Character Creation Only	Your character is smaller than average for your race. Your size goes down one step, and get those bonuses instead of your original size bonuses.
<b>5</b>	Language I		Gives a player one extra language
<b>10</b>	Language II	Language I	Gives a player three extra languages
<b>20</b>	Polyglot	Language II	Learn any language in less than a month (30 - (Intellect + Gather info + D20) days to learn a language).
<b>20</b>	Ambidextrous	Dexterity 8	You can use both hands without trouble.
<b>12</b>	Skilled Prodigy	Skill +5	When taking this, pick a specialized skill you have with the general skill being at max (+5). You may roll 2d20 and take the highest roll when using the specialty. If the skill you picked is a non-mundane skill (like magic or psionics), you must use a willpower when using this ability. If you are using the skill in a stressful situation, you must spend a willpower to use this ability. You may take this ability multiple times, with a different skill focus each time.
<b>12</b>	Raised by the City		You have lived in the city long enough that you are able to adapt to a new cityscape. You are able to find the main parts of a city you never been in, giving you +3 to try and find specific places in town.
<b>5</b>	Advantageous City Adaption	Raised by the City	Given a couple hours, you can learn most things about a city that someone living in the city knows from living there most of their life.
<b>15</b>	Secure Hideout	Advantageous City Adaption, Wisdom 7	In a city you never been in before, you may spend a willpower to find a nice strategic place to hide. If you are adapted to the city, you can find a hideout and know about how long local authorities would take to find it.

## Fighting Focused

Cost	Name	Prerequisite	Description
<b>5</b>	Boastful Fighter I		Spend 1 willpower when you hit; gain +5 damage
<b>15</b>	Boastful Fighter II	Boastful Fighter I	Spend 1 willpower before you roll, gain +3 to attack
<b>10</b>	Boastful Fighter III	Boastful Fighter II	Spend 1 willpower point and lose 5 damage, gain +4 to accuracy after you roll.
<b>20</b>	Adrenaline Burst		Spend 1 Willpower, get 2 more Action Points; can only be used once per turn.
<b>25</b>	Duel wielding	Multi-Tasking	Take a -2 when merging two different attack actions. Without is a minus -8
<b>26</b>	City Fighting	Raised by the	You know tricks and maneuvers allowing to take full advantage of fighting in



Cost	Name	Prerequisite	Description
		City, Dexterity 6	a city. Get a +1 to attack and +2 to dodge when you are in a city.
5	Quick Draw	Dexterity 6	When releasing a weapon, it takes no action points. Normal: 1AP to release a quick release weapon
15	Hidden Weapon	Presence 6	Any weapon that is as small as your palm can be hidden on your body so well that no one can find it. Takes 1 AP to release the hidden weapon and use it. If you draw a hidden weapon, subtract 1 from your opponents dodge for each attack made that turn.

## Fighting Styles/Martial Arts

Cost	Name	Prerequisite	Description
0	Free Form		Can Instantly switch to during turn
13	Melee Defensive form	Weapon Type Familiarity (Melee)	Range is locked, +2 Dodge 2 Action Points to switch to form
13	Melee Aggressive Form	Weapon Type Familiarity (Melee)	Range is locked, +3 to close combat Accuracy 2 Action Points to switch to form
13	Ranged Aggressive Form	Weapon Type Familiarity (Ranged)	close combat is locked, +3 to ranged Accuracy 2 Action Points to switch to form
13	Ranged Defensive Form	Weapon Type Familiarity (Ranged)	close combat is locked, +2 Dodge 2 Action Points to switch to form
22	Berserker Form		Non-attacks are locked; +2 to Accuracy, +3 to damage (Non-typed damage) 2 Action Points to switch to form.
17	Taekwondo I	Knowledge (Taekwondo) +3	<b>Always Active:</b> Subtract 2% fatigue from running and sprinting <b>Form:</b> -1 to grapple, +3 damage Locks everything but unarmed fighting 2 Action Points to switch to form
13	Taekwondo II	Taekwondo I, Knowledge (Taekwondo) +5, Athletics +3	<b>Form:</b> -3 to grapple, +3 Accuracy, +5 damage; Ignore running or sprinting penalties for attacking. Locks everything but unarmed fighting and single edged blades. 2 Action Points to switch to form.
24	Kyokushin Karate I	Knowledge (Kyokushin Karate) +3	<b>Always Active:</b> Subtract 5% fatigue from running and sprinting (Does not add with any other benefit from a Martial Arts) <b>Form:</b> +2 damage; spend a willpower to deal half your damage as both mental and physical damage. Locks everything but unarmed fighting. 2 Action Points to switch to form
11	Kyokushin Karate II	Knowledge (Kyo. Karate) +5, Kyo. Karate I	<b>Always Active:</b> +3 to climbing checks, +1 to checks to intimidate someone. Effective intimidate check drops an opponent's dodge by 1.
22	Judo I	Knowledge (Judo) +3	<b>Always Active:</b> If surprised by a melee attacker, a successful defense allows you to deal 1d4 physical damage and attempt a grapple check. <b>Form:</b> Each grapple attempt made to the same target deals 3 mental damage. Locks all but unarmed. 2 Action Points to switch to form
15	Judo II	Judo I, Knowledge (Judo) +5	<b>Form:</b> Each grapple attempt made to the same target deals 5 mental damage. A successful defense of a grapple allows you to either deal 1d4+1 damage, or 1d4-1 damage with throwing them up to [Strength Rank] feet

Cost	Name	Prerequisite	Description
			away. Locks all but unarmed. 1 Action Point to switch to form
12	Jujitsu I	Athletics +3, Knowledge (Jujitsu) +3	<b>Always Active:</b> +3 confidence bonus to presence checks, when confidence is a factor. <b>Form:</b> Spend a willpower, sprint at least 10 feet, and initiate a grapple. If you win the grapple check, they are instantly knocked prone and take 1d4+1 damage. Locks everything but unarmed. 2 Action Points to switch to form
13	Jujitsu II	Jujitsu I, Knowledge (Jujitsu) +5	<b>Form:</b> +1 Accuracy; If you deal a successful hand-to-hand attack, you may initiate a grapple for no action points. Locks everything but unarmed. 1 Action Point to switch form.
13	German Long Sword I	Weapon Focus (German Long sword or similar), Knowledge (German Long Sword) +3	<b>Always Active:</b> wielding/unsheathing German Long Sword (or similar) takes no ap. <b>Form:</b> Gain DR (Slashing)/3 Locks everything but German Long Sword (or similar sword) 2 Action Points to switch form
15	German Long Sword II	German Long Sword I, Knowledge (German Long Sword) +5	<b>Always Active:</b> Whenever you block a melee attack with a sword; roll a counter attack against their weapon. <b>Form:</b> Attacks with German Long sword (or swords close to design) cost one less Action Point. Locks everything but German Long Sword (or similar sword) 2 Action Points to switch form
16	Fencing I	Knowledge (Fencing) + 3, Weapon Focus (Single-Handed swords)	<b>Always Active:</b> +1 to athletic checks for balance, +1 to perception to finding your opponents, and +2 when you call a shot (When using a single handed sword) <b>Form:</b> Whenever you block a melee attack with a sword, make a disarm check. (unarmed aggressors take damage instead) Locks all but 1 handed swords 2 Action Points to switch
13	Fencing II	Fencing I, Knowledge (Fencing) + 5	<b>Always Active:</b> You are able to figure out a single handed sword that you have never used before after checking it out for 5 minutes, or by spending a willpower. +3 to called shots when using a single handed sword. <b>Form:</b> Spend a willpower to make an attack (0 Action Point) when an opponent within range attacks you. Locks all but 1 handed swords 2 Action Points to switch
23	T'ai Chi I	Knowledge (T'ai Chi) +3	<b>Always Active:</b> Gain your wisdom mod to dodge. <b>Form:</b> Spend two willpower to auto hit (May be countered by the defender spending a willpower) Locks all but "open palm" 2 Action Points
28	T'ai Chi II	T'ai Chi I, Knowledge (T'ai Chi) +5	<b>Always Active:</b> Gain your level to dodge except against guns. <b>Form:</b> Spend two willpower to auto dodge (may be countered by the attacker spending a willpower). Locks all but "open palm" 2 Action Points
23	Jeet Kune Do I	Athletics 3, Knowledge (Jeet	<b>Form:</b> Spend a willpower to ignore up to DR/All 1 Locks everything but unarmed.

Cost	Name	Prerequisite	Description
		Kune Do) +3	2 Action Points to switch to
15	Jeet Kune Do II	Jeet Kune Do I, Knowledge(Jeet Kune Do) +5	<b>Form:</b> +3 Accuracy, +4 damage. Locks everything but melee fighting 2 Action Points to switch to
15	Capoeira I	Knowledge (Capoeira) +3	<b>Always Active:</b> +3 to rolls to deceive <b>Form:</b> +1 to Dodge, +1 to Accuracy Locks everything but unarmed 2 Action Points to switch to
15	Capoeira II	Capoeira I, Knowledge (Capoeira) +5, Stealth +3, Acting +3	<b>Always Active:</b> +3 to stealth, +2 to acting <b>Form:</b> +5 called shots, +3 damage when doing a called shot. Locks everything but unarmed, and hidden blades 2 Action Points to switch to

## Smarts Focused

Cost	Name	Prerequisite	Description
5	Bookworm I	Intellect 6	Spend a willpower before you roll, +5 to knowledge checks and research rolls
5	Bookworm II	Bookworm I, Intellect 8	Can use some knowledge checks for social rolls, if you are talking facts
15	Bookworm III	Bookworm II, wisdom 8	Accuracy with improvised weapons +3; After about 30 minutes, or by spending one willpower, you can figure out a weapon you never seen before decreasing the penalty to a -1
9	Eidetic Memory	Intellect 6	Pick one of the following, when attempting to remember it, you get a plus 5. Images, Sounds, Objects, Numbers, Read words
25	Multi-Tasking	Wisdom 8	You can do two things inside your head without penalty.
5	Math Genius	Intellect 6	You can manipulate numbers easily in your head.
10	Math Prodigy	Math Genius, Eidetic Memory (Math), Knowledge (Mathematics) 5	You can manipulate numbers like non-other. You can spend a willpower and solve a mathematical calculation in almost a blink of an eye; Normally without any fear of being wrong.

## Athletics Focused

Cost	Name	Prerequisite	Description
20	Speedster I		Improve movement by 5ft
25	Speedster II	Speedster I	Spend 1 willpower to gain 5ft in movement; -5% to getting fatigued by running or sprinting
25	Always Ready		Spend a willpower after you roll initiative, add 2 to your initiative roll.
20	Parkour I	Dexterity 6	When running, suffer no surface penalties
15	Parkour II	Parkour I	Can jump climb walls that are 4 ft. to 7ft away from them
25	Parkour III	Parkour II, Dexterity 8	Running on a wall 5ft+dex mod, +5 for each willpower spent

## Social Focused

Cost	Name	Prerequisite	Description
10	Charming		Social bonus of +3 to chosen gender
10	Barfly	Presence 6	Can get in and out of bars easily, gain a +5 in getting into a bar or club.
10	Molded man		By spending a week to learn an identity, or spending a willpower to make it a day, get a +5 to acting when pretending to be that person given enough information
25	Average Joe	Presence 6	Some people assume you are someone else, they must make a check of perception + Intellect against your acting + presence to remember you in true details
15	Hidden Lies	Presence 6, Charisma 8	Add your level to your Socialize when you are attempting to seem truthful, but lying.
15	Lie Detector	Wisdom 8, Presences 6	Add your level to your socialize when you are attempting to figure out if someone is lying to you.

## Supernatural Abilities

Cost	Name	Prerequisite	Description
20	Future-Sight		You gain the ability to see a glimpse of possible future events
10	Augment Item		Spend a willpower, a chosen item becomes associated your chosen aspect;
25	Augment Weapon	Augment Item	Spend a willpower, chosen item becomes associated to your chosen aspect for a turn

## Racial Abilities

### *Dragonkin*

Cost	Name	Prerequisite	Description
5	Draconic Wings	Dragonkin	You now naturally have wings. It cost a willpower to hide them, and cause them to not look like they are there. These wings are only good for gliding for right now.
15	Basic Flying	Wings of The Dragon, Dragonkin, Strength or Dexterity 6	You have learned how to do more than gliding with those wings! You can move half your land speed in flight, you also now have the flight skill, for use for complex maneuvers.
10	Advanced Flying	Basic Flying, Dragonkin, Strength or Dexterity 8	You are now a lot better with your wings; you move your full land speed in flight.
8	Claw Attack	Dragonkin	Spend a willpower, Your unarmed attacks now do an extra 1d6 damage.
25	Hardened Scales	Dragonkin	Spend a willpower, Gain 1 DR to all kinds, for 5 turns.
10	Serpentine Gaze	Dragonkin	Spend a willpower, if your target looks you in the eye, they must continue to look into your eyes until you blink or look away. (Must be activated when they are already looking in each other's eyes)

### *Elemental*

Cost	Name	Prerequisite	Description
5	Speak with Element	Elemental	You can speak with your element using your element tongue. Must have Element to work from.
15	Shape Element	Elemental	Spend a willpower, you can shape your element quickly, enough that you can create a basic weapon (that does 2d6 damage). Must have Element to work from.

Cost	Name	Prerequisite	Description
15	Craft Element Homunculus	Speak with Element, Shape Element, Elemental	Spend a willpower, make a Magic or Psionic Check of 20; you craft a small creature with your element, it has a simple personality, and can only preform 1 simple task (+1 for each 5 over 20 on your roll). They have 10 PH and 5 MH.
7	Elemental Drain	Elemental	Spend a willpower, you can absorb a little bit of your element to heal 2d6+level
20	Awakened Form	Elemental, Magic (Element)	Spend a willpower, you are now constantly in your awakened form.

### Fae

Cost	Name	Prerequisite	Description
5	Speak True Tongue	Fae	Spend a willpower, you speak in a language of which all can understand, but only Fae can speak.
15	True Sight	Fae	Spend a willpower, you are able to see the unseen. This takes 1 action to prepare; add your level to your perception rolls.
16	Blinking	Fae	Spend a willpower, as soon as your opponent blinks, you disappear until the next turn. Takes 2 actions to prepare. If they have the ability to see invisible stuff, add your level to your stealth roll.
25	Contract Creation	Fae	Spend half your maximum willpower points, you create a pact with someone to share their abilities, and your abilities to solve some task. These willpower points cannot be gained back until the task is done, and the abilities are no longer shared.
20	Power of the Court	Fae	<b>Summer Court:</b> Make a willpower roll, give everyone in a 10ft circle of you (Including yourself) 5 + Level PH and MH <b>Winter Court:</b> Make a willpower roll, add 2 PH and MH + Level to your damage. <b>Non-Courted:</b> Make a willpower roll before you roll initiative, get a +2 to it if you succeed. If you fail, take a -1.

### Goliath

Cost	Name	Prerequisite	Description
15	Unerring Direction	Goliath	On Gaia, and any copy, you are able to tell any cardinal directions.
25	Magnetism	Goliath	Spend a willpower, you cause metal to either come towards you if it can, or push it (presence) yards away.
20	Reach	Goliath, or a large size	Spend a willpower, you are able to reach something you normally couldn't. Defying reason only slightly
15	Eagle Sight	Goliath	Spend a willpower, increase your sight range by 5'.
25	Greater Athleticism	Goliath	When you spend a willpower on athletics rolls, add 10 instead of 5.

### Gremlin

Cost	Name	Prerequisite	Description
25	Breaker Breaker	Gremlin	Spend a willpower, instantly break an item.
20	Disappear	Gremlin	Spend a willpower, add level to stealth
15	Fix It!	Gremlin, Learn It!	Spend a willpower, if you understand it, you repair it back to normal
15	Wreck It!	Gremlin, Breaker	Spend a willpower to damage everything but the person.

Cost	Name	Prerequisite	Description
		Breaker	
15	Learn It!	Gremlin, Wreck it!	After you break something, spend a willpower to understand it, to add a +5 to a roll to repair/craft another.

### *Human*

Cost	Name	Prerequisite	Description
24	Swords	Human	Spend 1 willpower. Sacrifice 2 PH. deal 15 damage with your weapon to a single target. Takes 2 actions to prepare.
25	Staves	Human	Sacrifice 1 MH, for one spell, you can use the first magic/psionic ability of a group (like creating fire, if you could not already do that). Or if you do not have magic, or psionics.
30	Disks	Human	Spend a willpower, someone comes to your (and possibly your friends) rescue; How they help is up to the GM, although they will always want something in return;
25	Cups	Human	If your MH drops to 0 or less, spend your remaining willpower (at least 1, up to 5) to replenish half
11	Hands	Human	flip a coin: your next social role either gains +1 if lands on tails or +3 if it lands on heads

## Elemental Magic

Elemental magic is the base grounds of any magical powers. With these allow the creation of more complex maneuvers when applied.

### *General*

Cost	Name	Prerequisite	Description
5	Gift of Magic		You can now get the general skill Magic; All your spells are touch attacks; Your main casting attribute is Charisma. Base DIFFICULTY for casting a spell is the targets Dodge.
5	Counter Spelling	Gift of Magic	You can attempt to counter spell; You have to know what sort of spell they are casting, and your roll must beat theirs.
4	Mixing Magics	Ability to cast two types of magic	You can cast a spell with multiple types applied to them.
4	Thaumaturgy		You can create a spell effect that lingers, setting up some sort of “mechanic.” This is also used for creating ‘magical’ items.

### *Upgrades*

Cost	Name	Prerequisite	Description
5	Far Casting	Gift of Magic	Add your Presence Modifier for free extra distance. To cast even farther, remember 1’ added, add 1 to current difficulty.
5	Breath/Blast Casting	Gift of Magic	Can cast a spell in a cone effect 10 ft. cone effect; add 10 to current difficulty. Use the creature with the highest dodge for base DIFFICULTY.
10	Surrounding Spell	Breath/Blast Casting	Your Spell surrounds you in a 10 ft. circle; it does not affect you. Add 30 to difficulty. Use the creature with the highest dodge for base DIFFICULTY.
10	Explosion Spell	Surrounding Spell, Far Casting	You can now cast your Surrounding spells as though your body was somewhere else. Follow the Far Casting for increasing the center of the blast. Follow Surround Spell Difficulty for your base Difficulty and explosion range.
10	Improved Far Casting	Far Casting, Presence 6	For every 2’, +1 to difficulty instead of 1’ to +1



Cost	Name	Prerequisite	Description
15	Greater Far Casting	Improved Far Casting, Presence 8	For every 4', +1 to difficulty instead of 2' to +1
10	Improved Breath/Blast Casting	Breath/Blast Casting, Presence 6	Your cone of effect becomes a 20 ft. cone effect
15	Greater Breath/Blast Casting	Improved Breath/Blast Casting, Presence 8	Your Cone of Effect becomes a 40 ft. cone
10	Ease Breath/blast Casting	Breath/Blast Casting	The difficulty increases by 5, instead of 10.
10	Improved Surrounding Spell	Surrounding Spell, Presence 6	You can now do a 10 ft. circle
15	Greater Surrounding Spell	Improved Surrounding Spell, Presence 8	You can now do a 20 ft. circle
10	Ease Surrounding Spell	Surrounding spell, Presence 6	The difficulty is now +20
15	Tireless Surrounding Spell	Ease Surrounding Spell, Presence 8	The difficulty is now +10
5	Ease Spell	Magical Ability	Pick one of the Magical Abilities that are not part of General/Upgrades descriptor. The Difficulty for that ability is now +5
5	Spell Mastery	Ease Spell {Any}	Pick one of the Magical Abilities of which you have Ease Spell. The Difficulty for that ability is now +4
10	Magical Chain	Far Casting, Presence 6	You can chain a spell to cast another spell on a target, using the last target. Base difficulty is equal to [Last Difficulty] + [New Spells Difficulty] - 5.
15	Ease Magical Chain	Magical Chain, Presence 8	You have improved ability to cast a spell through another target. Base difficulty is now equal to [Last Difficulty] + [New Spell Difficulty] -15

### *Fire*

Cost	Name	Prerequisite	Description
4	Create Fire	Gift of Magic	You are able to create fire, and able to take fire as a specialty with Magic; if no source of heat to steal from to create, difficulty +25.
5	Weaponized Flame	Create Fire	You can cause damage with fire. It is a d6 + Level. The difficulty is +6. You only add your level to the damage once. Actions: 5.
6	Improved Weaponized Flame	Weaponized Flame, Knowledge (fire related) +3	You can now cause more damage with fire; it is now a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
7	Mastered Weaponized Flame	Improved Weaponized Flame, Knowledge (fire related) +5	You excel in causing damage with fire. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
5	Lingering Flame	Gift of Magic	You can cause a single target to be burned. The difficulty is +6

Cost	Name	Prerequisite	Description
5	Improved Lingering Flame	Lingering Flame, Knowledge (fire related) +3	You can cause a single burned target to go up. Difficulty is +6. Must have already been burned.
5	Mastered Lingering Flame	Improved Lingering Flame, Knowledge (fire related) +5	You can cause a single burned target to go up again. Difficulty is +6. Must have already been burned with a +1 on it.

### *Water*

Cost	Name	Prerequisite	Description
4	Create Water	Gift of Magic	You are able to create water, and able to take water as a specialty with Magic. Must have some source of moisture; if not difficulty +25. You can only create as much water as equal weight in the moisture that there is.
8	Weaponized Water	Create Water	You can now cause damage with water magic; it is now a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
9	Improved Weaponized Water	Weaponized Water, Knowledge (water/liquid focused) +3	You can now cause more damage with water magic. You now cause a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
10	Mastered Weaponized Water	Improved Weaponized Water, Knowledge (water/liquid focused) +5	You now excel at causing damage with the use of water magic. You now cause a d10 + Level. The difficulty is +6. You only add your level to the damage once. Actions: 5.
4	Create Ice	Gift of Magic	You are able to create Ice, and able to take Ice as a specialty with Magic. Must have source of a freezable liquid to sacrifice; if not difficulty +25.
5	Weaponized Ice	Create Ice	You can now cause damage with ice magic; it is now a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
6	Improved Weaponized Ice	Weaponized Ice, Knowledge (water/ice focused)	You can now cause more damage with ice magic. You now cause a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
7	Mastered Weaponized Ice	Improved Weaponized Ice, Knowledge (water/ice focused)	You now excel at causing damage with the use of ice magic. You now cause a d10 + Level. The difficulty is +6. You only add your level to the damage once. Actions: 5.
5	Frost bite	Create Ice	You can cause someone to be chilled. The difficulty
5	Improved Frost bite	Lingering Flame, Knowledge (water/ice related) +3	You can cause a single chilled target to go up. Difficulty is +6. Must have already been chilled.
5	Mastered Frost Bite	Improved Lingering Flame, Knowledge (water/ ice related) +5	You can cause a single chilled target to go up again. Difficulty is +6. Must have already been chilled with a +1 on it.

### *Earth*

Cost	Name	Prerequisite	Description
4	Create Earth	Gift of Magic	You are able to create earth, and able to take earth as a specialty with Magic. You must have something earthen to sacrifice (dirt, sand, stone, etc.). If not +25 to difficulty.
5	Weaponized Earth	Create Earth	You can now cause damage with earth magic; it is now a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
6	Improved Weaponized Earth	Weaponized Earth, Knowledge (earth related) +3	You can now cause more damage with earth magic. You now cause a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
7	Mastered Weaponized Earth	Improved Weaponized Earth, Knowledge (earth related) +5	You excel in causing damage with earth magic. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.

### *Air*

Cost	Name	Prerequisite	Description
4	Create Air	Gift of Magic	You are able to create air, and able to take air as a specialty with Magic. You need air or some similar gas to sacrifice. If not, +25 to difficulty.
5	Weaponized Air	Create Air	You can cause damage with air. It is a d6 + Level. The difficulty is +6. You only add your level to the damage once. Actions: 5
6	Improved Weaponized Air	Weaponized Air, Knowledge (air/gas focused) +3	You can now cause more damage with air; it is now a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5
7	Mastered Weaponized Air	Improved Weaponized Air, Knowledge (air/gas focused) +5	You excel in causing damage with air. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5
5	Applied Air	Gift of Magic	You can use your air to push an object. For every 10 pounds; +6 difficulty
10	Improved Applied Air	Applied Air, Knowledge (Air/gas focused) +3	You can use your air to push an object farther. For every 5 ft.; +6 difficulty
20	Mastered Applied Air	Improved Applied Air, Knowledge (air/gas focused) +3	You have learned the secrets to manipulating your air for flight. Your amount you can push has become 50 pounds for a +6 difficulty; Your ability to push has become 10 ft.; +6 difficulty

### *Metal*

Cost	Name	Prerequisite	Description
4	Create Metal	Gift of Magic	You are able to create metal, and able to take metal as a specialty with Magic
5	Weaponized Metal	Create Metal	You can now cause more damage with metal; it is now a d8. difficulty is +6
6	Improved Weaponized Metal	Weaponized Metal	You excel in causing damage with metal. You now cause a d10. difficulty is +6
7	Mastered Weaponized Metal	Improved Weaponized Metal	You can cause a single target to be metal. The difficulty is +6

### *Mind*

Cost	Name	Prerequisite	Description
15	Create Simple Thought	Gift of Magic	You are able to create a simple thought in someone's head that you touch, and able to take mind as a specialty with Magic
5	Heal the Mind	Create Simple Thought	You can heal 1d6 + Level MH; +6 difficulty. . You only add your level to the roll once. Actions: 5
6	Improved Heal the Mind	Heal the Mind, Knowledge (mental focused) +3	You can heal 1d8 + Level MH; +6 difficulty. You only add your level to the roll once. Actions: 5
7	Mastered Heal the Mind	Improved Heal the Mind, Knowledge (mental focused) +5	You can heal 1d10 + Level MH; +6 difficulty. You only add your level to the damage once. Actions: 5
10	Clear the Mind	Gift of Magic	You can knock down a mental effect down 1; +6 difficulty
5	Assault the Mind	Gift of Magic	You can cause a headache. +6 difficulty. Actions: 5
5	Improved Assault the Mind	Assault the Mind, Knowledge (mental focused) +3	You can cause a bigger headache (improving it by one). +6 difficulty. Actions: 5
5	Mastered Assault the Mind	Improved Assault the Mind, Knowledge (mental focused) +5	You can cause a bigger headache (improving it by one more). +6 difficulty. Actions: 5
5	Give Memory	Create Complex Thought	You can give someone a memory of yours; The Difficulty to give someone a memory is Their Dodge + 5.
20	Shrouded Memory	Give Memory, presence 6	You can attempt to give someone a memory, and make it seems like it was their own. The difficulty is Their Dodge + Their Intellect Modifier + 10
5	Create Complex Thought	Create Simple Thought, Charisma 8	You are able to create a complex thought, with visuals and words combined. The difficulty of creating is the Opponent's dodge + 5

### *Body*

Cost	Name	Prerequisite	Description
15	Create Simple Body Part	Gift of Magic	You are able to create a body simple body part, and able to take body as a specialty with Magic
5	Heal the Body	Create Body	You can heal 1d6 + Level PH; +6 difficulty. You only add your level to the roll once. Actions: 5
6	Improved Heal the Body	Heal the Body, Knowledge (Medical focused) +3	You can heal 1d8 + Level PH; +6 difficulty. You only add your level to the roll once. Actions: 5
7	Mastered Heal the Body	Improved Heal the Body, Knowledge (Medical Focused) +5	You can heal 1d10 + Level PH; +6 difficulty. You only add your level to the damage once. Actions: 5
10	Fix the Body	Heal the Body	You can knock down a physical effect down 1; +6 difficulty

### *Soul*

Cost	Name	Prerequisite	Description
15	Create Soul Bond	Gift of Magic	You are able to create a soul bond, and able to take soul as a specialty with Magic. Soul bonds allow you to know where the bonded person or object is within 1 mile. Difficulty is 10 for object; difficulty is 15 for willing person. Difficulty for an unwilling person is their Dodge+15 Both bonded people know the knowledge though.
13	Soul Absorption	Create Soul Bond	After killing someone, you can spend 2 Aps on you next turn to heal yourself a quarter of their health. The difficulty for attempting to absorb the soul is 10 + The creatures Presence.
5	Hide Pain	Create Soul Bond	You are able to hide a person's pain, so that it no longer feels it, although the cause will still be there. DIFFICULTY is 10 for willing creature, DIFFICULTY for an unwilling creature is their Dodge+10.

### *Force*

Cost	Name	Prerequisite	Description
4	Create Force	Gift of Magic	You are able to create force, and able to take force as a specialty with Magic
8	Weaponized Force	Create Force	You can cause damage with force. It is a d6 + Level. The difficulty is +6. You only add your level to the roll once. Actions: 5
9	Improved Weaponized Force	Weaponized Force, Knowledge (physics) +3	You can now cause more damage with force; it is now a d8 + Level. Difficulty is +6. You only add your level to the roll once. Actions: 5
10	Mastered Weaponized Force	Improved Weaponized Force, Knowledge (physics) +5	You excel in causing damage with force. You now cause a d10 + Level. Difficulty is +6. You only add your level to the roll once. Actions: 5
10	Applied Force	Gift of Magic	You can use your force to push an object. For every 20 pounds; +6 difficulty
20	Improved Applied Force	Applied Force	You can use your force to push an object farther. For every 10 ft.; +6 difficulty
25	Mastered Applied Force	Improved Applied Force, Knowledge (Physics) +5	You have learned the secrets to manipulating force for flight or speed. Your amount you can push has become 100 pounds for a +6 difficulty; Your ability to push has become 20 ft.; +6 difficulty

### *Energy*

Cost	Name	Prerequisite	Description
4	Create Energy	Gift of Magic	You are able to create energy, and able to take energy as a specialty with Magic
5	Weaponized Energy	Create Energy	You can cause damage with energy. It is a d6 + Level. The difficulty is +6. You only add your level to the roll once. Actions: 5
6	Improved Weaponized Energy	Weaponized Energy, Knowledge (physics) +3	You can now cause more damage with energy; it is now a d8 + Level. Difficulty is +6. You only add your level to the roll once. Actions: 5
7	Mastered Weaponized Energy	Improved Weaponized Energy, Knowledge (physics) +5	You excel in causing damage with energy. You now cause a d10 + Level. Difficulty is +6. You only add your level to the roll once. Actions: 5

### *Light*

Cost	Name	Prerequisite	Description
4	Create Light	Gift of Magic	You are able to create light, and able to take light as a specialty with Magic. Must have some source of light (If in total darkness already). Difficulty is +6
5	Change Light Hue	Create Light	You are able to split light into different colors. Difficulty is +6
5	Change Light Reflection	Change Light Hue	You are able to cause your target to reflect light differently. Difficulty is +10, unless unwilling creature then it is their Dodge + 10.
4	Create Darkness	Create Light	You are able to create darkness around you. Must have some source of shadow (If in a place with total light). Difficulty is +6

### *Sound*

Cost	Name	Prerequisite	Description
4	Create Sound	Gift of Magic	You are able to create sound, and able to take sound as a specialty with Magic. Must have some source of sound (Vocals, instruments).
4	Hide Sound	Create Sound	You are able to make it where no sound pops up. Must have some source of sound (Vocals, Instruments).

## **Complex Magic**

This is a list of special magic types and abilities that can be gotten. They require more than one type of magic to be applied.

### *Divination*

Cost	Name	Prerequisite	Description
2	Magic of Truth	Mixing Magics, Mind Magic, Body Magic, Knowledge (academic focused) +3	You are able to do divination.
25	Mystical Sight	Magic of Truth	Add your level to perception checks.
15	True Sight	Mystical Sight	Add your Mind Magic Skill to perception checks.

### *Illusion*

Cost	Name	Prerequisite	Description
2	Trickery Magic	Mixing Magics, Light Magic, Sound Magic, Knowledge (creative or physics focused) +3	You are able to do Illusionary magic
6	Create Tiny Simple Illusion	Trickery Magic	You create a simple illusion, of which can be seen, or possibly heard. Use the skill of the aspect you want to focus on (either Sound or Light). The illusion is as big as your hand. difficulty = 15
6	Create Small Simple Illusion	Create Tiny Simple Illusion	As Tiny Simple Illusion, but as big as a small child
6	Create Medium Simple Illusion	Create Small Simple Illusion	As Small Simple Illusion, but as big as an average adult
6	Create Large Simple Illusion	Create Medium Simple Illusion	As Medium Simple Illusion, but as big as a Giant.
25	Make Illusion Complex	Create Tiny Simple Illusion	Add your level to your crafting of an illusion; increase the difficulty by 10.

### *Vitalist Magic/Necromancy*



Cost	Name	Prerequisite	Description
2	Magic of Life	Mixing Magics, Body Magic, Mind Magic, Soul Magic, Knowledge (Medical Focused) +3	You are able to do “Vitalist” magic, also known as Life Magic. You have learned how each aspect of “life” work together.
10	Create Small Spirit	Magic of Life, Magic (Soul) +5, Magic (Mind) +3	You can create a small spirit with a mind and a soul. This creature is not able to manipulate things, although it can go as far from you as 10 ft. + your Presence. You can use this creature to cast from, with only adding 5 to the spell DIFFICULTY. It uses a small part of your own soul, and your own mind to create it. Lose 10 MH when you create one, and if it dies lose 20 MH more. To create it, you need to hit a Difficulty of 10, using the specialty Soul.
15	Bless with Soul	Magic of Life, Presence 8	You can attempt to create a new soul for a creature. If the creature still has a small amount of soul, you can use it for a Difficulty 25. Or if it does not, you can use your own soul, sacrificing 10 MH, and creates a strong soul bond to this creature, that is very similar to the Small Spirit creature death penalty. The Difficulty of doing it then is 15.
15	Bless with Mind	Magic of Life, Presence 8	You can attempt to create a new mind for a creature. Sacrifice 5MH and the difficulty is 25.
15	Bless with Body	Magic of Life, Presence 8	You can attempt to give a body to a soul and spirit. This body is crafted from either a dead one, or your own. If this creature dies, you lose 5 MH. If you use your own, you lose 5PH and become bleeding. The difficulty is 25.
15	Steal Soul	Bless with Soul, Charisma 8	You can attempt to take away someone’s soul; the Difficulty is 20+ Their Dodge + Their Presence Modifier.
15	Steal Mind	Bless with Mind, Charisma 8	You can attempt to take away someone’s mind; the Difficulty is 20+ Their Dodge + Their Presence Modifier.
15	Steal Body	Bless with Body, Charisma 8	You can attempt to take away someone’s body; the Difficulty is 20+ Their Dodge + Their Presence Modifier.

### *Technomancy*

Cost	Name	Prerequisite	Description
2	Magic of Technology	Mixing Magics, Energy Magic, Metal Magic, Knowledge (Technology Focused) +3	You are able to do technomancy
4	AI Creation	Magic of Technology, Mind Magic, Soul Magic, knowledge (Mental Focused) +3	You are able to give any piece of technology, any device, an AI. Difficulty is 25.
10	Magic Hack	Magic of Technology, Tech Use (Hacking) +7	You add your magic skill and add it to your hacking rolls.
15	Magic Reload	Magic of Technology, Knowledge (gun focused) +5	Use your Magic skill and add it to your reloading rolls.

## **Psionics**

### *General*

Cost	Name	Prerequisite	Description
10	Gift of Psionics		You can now get the general skill Psionics; All your spells are touch

Cost	Name	Prerequisite	Description
			attacks; Your main casting attribute is Wisdom. Use the creatures Dodge for base Difficulty.
10	Counter Spelling	Gift of Psionics	You can attempt to counter spell; You have to know what sort of spell they are casting, and your roll must beat theirs.
25	Apportation	Gift of Psionics	Teleport an item in your hand to your other hand. +10 difficulty (Use Far Casting to increase range of both, applying for it separately)
10	Aura Reading	Gift of Psionics	You are able to see someone's aura. Size based on Presence. Color and visuals based on current emotions.
15	Astral Projection	Gift of Psionics	You are able to, when you are asleep, be mentally aware in the same room. Use Far Casting to increase range. Difficulty = 0 base.
20	Bilocation	Astral Projection, Multiprocessing	You can mentally be aware in two places at once. Although, too much stimulus is difficult to process. You must select one to be your main worry. Location is based on Astral Projection.
25	Dowsing	Gift of Psionics	With a piece of information, you can add your level to perception checks to look for something.
10	Channeling	Gift of Psionics	You can communicate with spirits, if they want to talk.

### *Upgrades*

Cost	Name	Prerequisite	Description
5	Far Casting	Gift of Psionics	Add your Intellect Modifier for free extra distance. To cast even farther, remember 1' added, add 1 to current difficulty.
5	Breath/Blast Casting	Gift of Psionics	Can cast a spell in a cone effect 10 ft. cone effect; +10 to difficulty. Use the creature with the highest dodge for base Difficulty.
10	Surrounding Spell	Breath/Blast Casting	Your Spell surrounds you in a 10 ft. circle; it does not affect you. +30 difficulty. Use the creature with the highest dodge for base Difficulty.
10	Explosion Spell	Surrounding Spell, Far Casting	You can now cast your Surrounding spells as though your body was somewhere else. Follow the Far Casting for increasing the center of the blast. Follow Surround Spell difficulties for your base Difficulty and explosion range.
10	Improved Far Casting	Far Casting, Intellect 6	For every 2', +1 to difficulty instead of 1' to +1
15	Greater Far Casting	Improved Far Casting, Intellect 8	For every 4', +1 to difficulty instead of 2' to +1
10	Improved Breath/Blast Casting	Breath/Blast Casting, Intellect 6	Your cone of effect becomes a 20 ft. cone effect
15	Greater Breath/Blast Casting	Improved Breath/Blast Casting, Intellect 8	Your Cone of Effect becomes a 40 ft. cone
10	Ease Breath/blast Casting	Breath/Blast Casting	The difficulty becomes +5
10	Improved Surrounding Spell	Surrounding Spell, Intellect 6	You can now do a 10 ft. circle
15	Greater Surrounding Spell	Improved Surrounding Spell, Intellect 8	You can now do a 20 ft. circle
10	Ease	Surrounding	The difficulty is now +20 difficulty

Cost	Name	Prerequisite	Description
	Surrounding Spell	spell, Intellect 6	
<b>15</b>	Tireless Surrounding Spell	Ease Surrounding Spell, Intellect 8	The difficulty is now +10 difficulty
<b>5</b>	Ease Spell	Psionical Ability	Pick one of the Psionical Abilities that are not part of General/Upgrades descriptor. The difficulty for that ability is now +5
<b>5</b>	Spell Mastery	Ease Spell {Any}	Pick one of the Psionical Abilities of which you have Ease Spell. The difficulty for that ability is now +4
<b>10</b>	Psionical Chain	Far Casting, Intellect 6	You can chain a spell to cast another spell on a target, using the last target. Base difficulty is equal to [Last Difficulty] + [New Spells Difficulty] - 5.
<b>15</b>	Ease Psionical Chain	Psionical Chain, Intellect 8	You have improved ability to cast a spell through another target. Base difficulty is now equal to [Last Difficulty] + [New Spell Difficulty] -15

### *Fire*

Cost	Name	Prerequisite	Description
<b>4</b>	Manipulate Fire	Gift of Psionics	You are able to Manipulate fire, and able to take fire as a specialty with Psionics
<b>5</b>	Weaponized Flame	Manipulate Fire	You can cause damage with fire. It is a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>6</b>	Improved Weaponized Flame	Weaponized Flame, knowledge (fire related) +3	You can now cause more damage with fire; it is now a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>7</b>	Mastered Weaponized Flame	Improved Weaponized Flame, Knowledge (fire related) +5	You excel in causing damage with fire. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>5</b>	Lingering Flame	Gift of Psionics	You can cause a single target to be burned. The difficulty is +6

### *Gas*

Cost	Name	Prerequisite	Description
<b>4</b>	Manipulate Gas	Gift of Psionics	You are able to manipulate gases, and able to take gas as a specialty with Psionics
<b>5</b>	Weaponized Gas	Manipulate Gas	You can cause damage with gas. It is a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>6</b>	Improved Weaponized Gas	Weaponized Gas, Knowledge (gas related) +3	You can now cause more damage with gas; it is now a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>7</b>	Mastered Weaponized Gas	Improved Weaponized Gas, Knowledge (gas related) +5	You excel in causing damage with gas. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.

### *Liquid*

Cost	Name	Prerequisite	Description
<b>4</b>	Manipulate Liquid	Gift of Psionics	You are able to manipulate liquids, and able to take liquid as a specialty with Psionics
<b>5</b>	Weaponized Liquid	Manipulate Liquid	You can cause damage with liquid. It is a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
<b>6</b>	Improved	Weaponized Liquid,	You can now cause more damage with liquid; it is now a d8 + Level.

Cost	Name	Prerequisite	Description
	Weaponized Liquid	knowledge (liquid related) +3	Difficulty is +6. You only add your level to the damage once. Actions: 5.
7	Mastered Weaponized Liquid	Improved Weaponized Liquid, Knowledge (liquid related) +5	You excel in causing damage with liquid. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.

### *Solid*

Cost	Name	Prerequisite	Description
4	Manipulate Solid	Gift of Psionics	You are able to manipulate solids, and able to take solid as a specialty with Psionics
5	Weaponized Solid	Manipulate Solid	You can cause damage with solid. It is a d6 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
6	Improved Weaponized Solid	Weaponized Solid, knowledge (solid related) +3	You can now cause more damage with solid; it is now a d8 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.
7	Mastered Weaponized Solid	Improved Weaponized Flame, Knowledge (solid related) +5	You excel in causing damage with solid. You now cause a d10 + Level. Difficulty is +6. You only add your level to the damage once. Actions: 5.

## Weapon Focused

Cost	Name	Prerequisite	Description
5	Weapon Type Familiarity		Pick weapon type (Melee, Ranged, Thrown, Worn, Special [Must be specified at time it is taken]), take a -3 with chosen weapon types. Default: -5
15	Weapon Focus	Weapon Type Familiarity	Attack +2 with selected weapon
10	Weapon Training Speed I	Weapon Focus	Decrease the speed of the weapon by 1, with selected weapon
15	Weapon Training Speed II	Weapon Training Speed I	Decrease the speed of the weapon by 1 again.
10	Weapon Training Reload I	Weapon Focus	Decrease the reload speed of the weapon by 1
15	Weapon Training Reload II	Weapon Training Reload II	Decrease the reload speed of the weapon by 1 again.
21	Ranged Mastery	Weapon Training Speed II, Weapon Training Reload II, Dexterity or Strength at 8, Tech Use (Reloading) +3	You have learned hidden secrets about the Ranged weapon this is for. You now get an accuracy bonus of +4; The reload difficulty is downgraded by one. Lastly increase the damage you do by +2.
21	Melee Mastery	Weapon Training Speed II, Dexterity or Strength 8,	You have learned hidden secrets about the Ranged weapon this is for. You now get an accuracy bonus of +4; The reload difficulty is downgraded by one. Lastly increase the damage you do by +2.

Cost	Name	Prerequisite	Description
		Knowledge (Fighting Style With Weapon) 5	

## Section 7: Shop

Credits:

Credits are the currency of this world. It comes in two different forms. There is normal paper and coins, as well as what is called a Credits Card, which has a certain amount of credits stored onto it. The only way to know how much is on a Credits Card is if you call the help line, and know the security code; although anyone can use your Credits Card.

### Character Creation Only

When buying a house, remember that you also have to pay for the placement, and if it has a garage. Housing you buy here has everything as though you have lived in it for at least 3 months.

Item	Cost	Description
<b>Housing</b>	-	A place that you live, where you have storage and a place to work
-Small Apartment	20	1 Bedroom, 1 Bath; in an apartment building
-Big Apartment	30	2 Bedroom, 1 Bath; in an apartment building
-Small House	45	2 Bedroom, 2 bath; standalone. Basement
-Big House	55	4 Bedroom, 2 Bath; standalone. Basement
--In center of town	25	Place in center of town. This assumes that you are at least walking distance to major areas in town. If you can't actually be in the true "center" of town.
--Suburbs	15	Outside rim of town
--In Country	5	Outside of town
--Small Garage (1 car)	10	Has a small garage
--Big Garage(3 Car)	30	Has a big garage
<b>Vehicles</b>	-	Something to ride around town in
-Motorcycle	20	2 seat motorcycle, good for stunts.
-Sedan	40	5 seats, good for disguising as a normal family.
-Sports Car	80	4 seats, tight fit; really fast!
-Mini Van	60	Good amount of seats, good for carrying some extra equipment
-Van	80	Great for hauling some merchandise you don't want to take too much damage.
-Truck	60	Great for hauling everything that either can't fit in the van; and pulling other things
-Boat	50	Water travelling!

### General Shop

Item	Cost	Description	Weight
<b>Cell phone</b>	55	This allows you to make a basic call, and send single media texts.	.5
<b>Smartphone</b>	165	This allows you to record sound, pictures, and videos; it allows some programming; it can also be used to send video calls, as well as sometimes connect to the internet	.5
<b>Laptop</b>	330	Can do everything that the smartphone can do, but has increased programmability, as well as slots to put usbs and other things in it. Acting like a hub	5
<b>Flashlight</b>	6	Brightens up in a cone from the position of the flashlight.	.5
<b>Rope</b>	6	5 ft. of rope. Many uses, create a rope ladder, or just tie someone up	1
<b>Camera</b>	39	Allows pictures, and videos to be recorded	.5
<b>Walkie talkies</b>	28	Set of 2, with 1 mile of range	1
<b>Weeks' worth of food</b>	10	Cheap food for a week	10
<b>Weapon License, I</b>	5	This allows the use of License I weapons	-

Item	Cost	Description	Weight
<b>Weapon License, II</b>	10	This allows the use of a single License II weapon	-
<b>Weapon License, III</b>	15	This Allows the use of a single License III weapon	-
<b>Weapon License, IV</b>	25	This allows the use of a single License IV weapon	-
<b>1 Gallon of Gas</b>	1	1 credit per gallon.	-
<b>6 pack of alcohol</b>	1	Drink one: Heal 5 mh, take -2 on mental rolls; addictive.	1
<b>Pack of cigarettes</b>	1	Smoke one: Heal 5 mh, if you run after using a cigarette add 5% exhaustion; addictive.	.1

## NeWave

Item	Cost	Description	Weight
<b>Belt Climb, basic</b>	66	Projectile shoots rope to climb up tough surfaces; halve base move	.5
<b>Scarab Public Edition</b>	222	Micro-Computer that has MagiNet sensors; emits MagiNet	1
<b>MagiNet Receiving device (for laptops and computers)</b>	28	Allows a laptop or desktop to get access to MagiNet	.5
<b>MagiNet subscription</b>	5	You can get on the MagiNet with any device with MagiNet capabilities	-
<b>Horde Daily</b>	2	A daily Magazine from NeWave	-
<b>Arachnopack</b>	171	Energy Draining backpack	20
<b>Dragonfly Harness</b>	330	Allows flight	60

## Ascension Pharmaceuticals

Item	Cost	Description	Weight
<b>StimPak Alpha</b>	22	heal 5 PH	.1
<b>SedatePak Alpha</b>	22	heal 5 MH	.1
<b>StimPak Beta</b>	44	heal 25 PH	.2
<b>SedatePak Beta</b>	44	heal 25 MH	.2
<b>StimPak Omega</b>	110	Heal all PH	.5
<b>SedatePak Omega</b>	110	Heal all MH	.5
<b>Bulls Blood</b>	330	+1 Strength for an hour.	.1
<b>Cat Tonic</b>	330	+1 Dexterity for an hour.	.1
<b>Med kit, Base</b>	33	Good for 10 uses before refill; +2 to heal checks when trying to get rid of continual damage.	2

## Weapons

Weapon Name	Dexterity Damage	Strength Damage	Range	Ammo	Reload Difficulty	Speed	Primary Damage	License	Cost	Weight
<b>Six-shooter</b>	1d8	1d8	Medium	6	Complex	4	Piercing	2	128	2
<b>Pistol</b>	1d6	1d4	Medium	20	Simple	4	Piercing	2	132	3
<b>Shotgun</b>	1d10	1d8	Medium	6	Complex	5	Piercing	2	162	4
<b>Sawn-off shotgun</b>	1d12	1d8	Medium	3	Moderate	5	Piercing	2	189	3
<b>Sniper Rifle</b>	1d12	1d4	Very Far	1	Complex	5	Piercing	3	214	5
<b>SMG</b>	1d4	1d4	Medium	60	Simple	5	Piercing	3	108	2
<b>Grenade Launcher</b>	1d6	1d4	Far	10	Moderate	5	Explosive	4	172	3
<b>Rocket Launcher</b>	1d12	1d4	Far	1	Complex+	6	Explosive	4	194	12



<b>Sword</b>	1d6	1d6	Short	-	-	4	Slashing	1	70	2
<b>Knife</b>	1d8	1d4	Very Short	-	-	4	Slashing	1	60	.5
<b>Fighting staff</b>	1d4	1d4	Short	-	-	4	Blunt	1	22	1
<b>Simple Short bow</b>	1d6	1d6	Medium	30	Moderate	5	Piercing	1	125	2
<b>Simple Longbow</b>	1d10	1d4	Medium	30	Moderate	5	Piercing	1	162	3
<b>Compound Bow</b>	1d12	1d6	Medium	30	Moderate	5	Piercing	1	197	2
<b>Crossbow</b>	1d12	1d4	Medium	30	Moderate	5	Piercing	1	173	2
<b>Flare gun</b>	1d4	1d4	Far	1	Simple	5	Explosive	1	128	1
<b>Punching Dagger</b>	1d6	1d10	Very Short	-	-	5	Slashing	2	106	2
<b>Nunchaku</b>	1d8	1d6	Very Short	-	-	4	Blunt	1	42	1
<b>Spear</b>	1d8	1d8	Short	-	-	5	Slashing	1	170	1
<b>Brass Knuckles</b>	1d8	1d8	Very Short	-	-	4	Blunt	1	34	1
<b>Baseball Bat</b>	1d6	1d8	Short	-	-	4	Blunt	0	42	3
<b>Crowbar</b>	1d6	1d6	Short	-	-	4	Blunt	0	34	1

## Ammo

Ammo (full)	Cost	Extra Damage	Weight
<b>Six-shooter</b>	3	-	.1
<b>Pistol</b>	10	-	.2
<b>Shotgun</b>	11	-	.1
<b>Sniper Rifle</b>	3	-	.1
<b>SMG</b>	6	-	1
<b>Rocket Launchers</b>	290	5d12	10
<b>Arrows (30)</b>	15	-	3
<b>Flare gun</b>	1	Burning	.1

## Grenades

Type	Damage	Range	Effects	Price	Secondary Damage	Weight
<b>Frag</b>	1d8	5ft	Area of Effect	24	Rending	.5
<b>Smoke</b>	-	25 ft.	Smoke is released	10	-	.5
<b>Flame</b>	1d4	5ft	Sets enemies and area on fire 1d4 for 2 rounds	12	Fire	.5
<b>Stun</b>	1d6	5ft	Area of Effect	18	Stressor	.5
<b>Cherry bomb</b>	1d2	5 ft.		6	-	.5

## Section 8: Rules

### Willpower

Willpower is how much of a push you got left to give; you can use it to gain back some health, or to force something to work (thought that can have negative side effects). You start out with the stat being equal to 5, it can decrease though (never to

zero). For each dot you have in will power, you can have one will power point that you can spend on the go. You can rest to heal up you willpower points, but you cannot be doing something that is keeping you from relaxing (healing other players, performing skill actions, etc.)

Willpower roll:

A Willpower roll is a roll to show your ability to push yourself to do something that might be easy for you normally, but gets harder as you go one. There are some basic willpower driven powers that everyone gets, then there is the willpower roll ability that is a racial power. To roll a willpower roll. Add you current amount of Willpower Points + d20 roll. The difficulty is 20.

Base Willpower Powers:

Shake it off: Spend a Will power point, gain 1d4 health to PH and MH.

Break it till you make it: Spend a will power point, add +5 to your roll, this can be good or bad for you though.

Gaining back willpower:

Willpower can be gained back through rest or by accomplishing something extraordinary. GMs should note when a character does something that is incredible, and perhaps reward them with a willpower point.

Resting	
30 minutes willpower	1
1 hour	3

This chart assumes that you are full, with no worries

**Using Skills**

Rolls: roll + Attribute Modifier + Skill + Bonus {types of bonuses: Item, Luck, and Knowledge}

You always add an attribute modifier to your rolls, no matter what the role is, but you can only add one skill if that skill can benefit you doing that one action. You can gain a bonus, but bonuses can also be negative.

All bonuses give a maximum of +5;

Knowledge bonuses: If you have a knowledge that can help you on an action roll, (Like knowledge of computers being applied to working with tech use), you get a synergy bonus of your current knowledge/

Your Limit = 30 + Level. Any rolls above that suffer from the organic limit.

Stunting bonuses:

A stunting bonus can be gained, if a player has their character perform a stunt that fits the characters abilities, and the things that the character has learned. As a rule of thumb a stunt can either give the player 1 extra XP, a +2 on a roll, or any other benefit the GM finds pleasing.

**Fighting**

*Initiative:* Dexterity + Bonus + Roll

Unless otherwise stated, you cannot spend a willpower to help in your fighting.

On a combat turn:

You have 6 actions you can take on a turn.

The amount of actions it takes to do an attack depends on the weapon; this can be modified by spending points in it though.

Walking: 1 action (Fatigue percent: 0%)

Running: 2 actions (Fatigue Percent: 10%, -2 movement penalty to aiming, allows tumble)

Sprinting: 2 actions (Fatigue Percent: 30% can tumble, aiming penalty -4)

Running Chart in squares (Multiply by 5 for feet):

Dexterity + Size	-1 to +3	+4 to +8	9 to 12
Walking	1	2	3
Running	2	4	6

You can combine actions into the same action, but at a penalty of -4 for each action combined. The same action types cannot be combined (An all-out attack cannot be combined with a normal attack, but you could combine a normal attack can be combined with movement, or even making a long speech).

*Bull Rush (1 Action):*

With a Bull Rush, you push your opponent back. To do this, make an Accuracy + Strength Modifier roll against their Dodge + Strength Modifier. For every 5 you beat their number, you can push them back 5 more feet.

*Disarm (Base Weapon Speed):*

To make a disarm attempt, try to attack the opponents weapon. This is a minus -4 if aiming for the weapon to your attack, then roll attack normally. If you hit, your opponent drops their weapon.

*Grappling (All remaining actions):*

Make an Accuracy + (Strength or Dexterity) vs. their own Strength + Dexterity + Accuracy roll. Those who win, you got them in a grapple; beating them by 5 means you have an advantage and then can make the chance again for strangling.

*Overrun (0 Actions):*

When running, you can attempt to overrun an opponent, allowing you to pass its square. This requires you to make a roll plus your Accuracy + Strength Modifier or Dexterity Modifier, against their Dodge + Strength Modifier. If you win, you successfully get passed them; getting 5 more than their Dodge, makes them prone. If they win, you stop in the square in front of them; if their number is higher than yours by 5, you are prone.

*Normal Attack (Weapon Speed):*

Steps to an attack:

- 1) Declare Target
- 2) Roll accuracy (d20+level+ Attribute Modifier associated with Damage + bonuses)
- 3) Check to see if you beat the targets dodge, if you did; you successfully hit; continue on. If you miss, you don't deal damage.
- 4) Roll Damage dice + Attribute Modifier associated with Damage; if you surpass their DR for your damage type, you can apply a secondary damage that is associated with the damage type. Chart on right.
- 5) Minus their health; minus your ammo if you hit with a gun or bow.

Type	Secondary Damage
<b>Blunt</b>	None unless modified
<b>Slashing</b>	Bleeding
<b>Piercing</b>	Bleeding
<b>Explosive</b>	Depends, either bleeding or burnt (Possibly both)
<b>Ray</b>	Depends on type normally Burnt
<b>Elemental</b>	Depends on element

Body Part	Change in Dodge	Benefits
<b>Head</b>	+5	X5 Base Damage
<b>Forehead</b>	+10	X10 Base Damage
<b>Hand</b>	+6	Drops anything in hand; -4 to any action used in hand
<b>Leg/Arm</b>	+4	-4 to any actions used with it
<b>Foot</b>	+6	Turns prone; x2 Base Damage
<b>Eye</b>	+10	Can't see with eye; -5 on perception (sight) rolls. X5 Base Damage
<b>Ear</b>	+10	Can't hear with ear; -5 on perception (hearing) rolls. X5 Base Damage

*Simple Misc. Action (2 Actions):*

You can do something simple, like speed dialing someone, or even pulling your weapon out.

*Moderate Misc. Action (4 Actions):*

You can perform something a tad more difficult, like getting up from being prone, or something else that takes a bit more time and focus than a simple action. This is also enough time for attempting to steal

*Complex Misc. Action (6 Actions):*

This is used if the action would require all of your time and concentration. This is like sending a simple text, or dialing

a phone number without use of speed dial.

*Sunder (Base Weapon Speed):*

You can make an attack towards your opponent's items, to cause them to break. Make an attack against your opponents Dodge + Size Modifier for a called shot to it. If you succeed, you cause damage to that item or weapon against its HP.

*Taking cover (1 Action):*

There are different levels of taking cover, all based on what is around you. If you dive behind a bookcase, you have partial cover, and nothing truly that can stop a bullet. Then there is always hiding behind a wall, which does protect you from most ammunition, but not special ammo or magic for that case. All taking cover rolls are a dexterity + roll, unless a skill can be applied to the taking cover roll (as in perhaps you have a magic spell that could help you in hiding, or maybe you climbed up something to get higher and harder to hit).

*Talking (0 Actions):*

Talk is cheap.

*Trip (3 Actions):*

You can make a roll with your Accuracy + Strength Modifier + Dexterity Modifier against your opponents Dodge + Strength Modifier. If you are successful, you knock them prone.

*Fatigue:*

Fatigue is something we deal with when we exert our bodies' capabilities to the point that it needs air, food or water. When running (especially sprinting), it is the one thing that can allow us to win it, or lose it. When we run, we take on some fatigue; this is added on to any current fatigue that we already have had, without breaking. There are a couple things that can happen from fatigue, from just some damage, but the most common problem is loss in accuracy, and the need to exert more willpower to do what you are doing. The GM rolls a d% and if they get below your current fatigue, then you can either take a penalty to your next shot based on the amount of fatigue you have currently, spend a willpower point to force it, or take a d8 MH

*On the Defense:*

You normally cannot do anything against an attack, unless you are spending some actions to prepare for it. If you give up 2 non-stacked actions on your turn, you can add a bonus to your AC for that turn. The bonus depends on your current movement, and what sort of cover you have. During the opponents attack, if you spend your actions to do this, make a roll. The difficulty is their attack modifiers to hit you all together (including your negatives, like if you was hiding) plus a number depending on the type of weapon they are using, for melee it is 5, for bow it is 10, for bullet it is 15, for magic spell it is 20. If you succeed, you get a plus 5 on your AC for that attack, if not, you get no bonus. This goes on until your next turn.

*Throwing:*

To find the distance of how far you can throw just follow the chart below. Then, for accuracy and damage, base off of dexterity. For a minus one to the accuracy check, you can throw 1ft farther.

<b>Strength rank</b>	<b>How Far</b>
<b>1 &amp; 2</b>	5 ft.
<b>3 &amp; 4</b>	10 ft.
<b>5</b>	15 ft.
<b>6 &amp; 7</b>	20 ft.
<b>8 &amp; 9</b>	25 ft.
<b>10</b>	30 ft.

**General Rules**

*Carrying Capacity:*

For every rank you have in the Strength Attribute, you are able to get 1 more dot of carrying capacity. Each dot, unless otherwise stated, equals about 20 pounds. For each item that is worth 20 pounds, mark off a dot, an item that is worth a multiple of 20 pounds, equals that multiple of dots. So if someone has a Strength rank of about 5, they can carry items to roughly about 100 pounds.

*Exhaustion:*

To figure out your current exhaustion from your carrying capacity, take the amount of full dots you have divided by the total. So if you have 3 dots full, and 5 dots max; you have an exhaustion of 60%.

*Breaking Items:*

All items have multiple states, these states can be moved up by one for a difficulty of 10, and moved by 2 for a difficulty of 25. Breaking an item requires doing 10 or more damage (health is GM choice), which normally requires beating the type of materials DR.

State	Description
<b>Irreparable</b>	Cannot be repaired without a roll of 30, or 25 with magical help
<b>Broken</b>	Cannot function properly 75% of the time; difficulty 15 to repair
<b>Good</b>	Functions are a bit more better than normal
<b>Master</b>	Functions are near perfect, doubling the damage it takes to break it.

*Inventing:*

Inventing takes a bit of creativity, and the proper knowledges. To be able to use a concept in a building, you must have a knowledge of it. So to program an app for smartphones with Java, you must have knowledge (smartphones), but use knowledge (Java) in the roll.

Item Complexity	Craft Base Difficulty	Function Slots	Time*	Examples
<b>Dirt Simple</b>	5	1	20 mins.	1 Calculation Program
<b>Simple</b>	10	2	3 hours	Communication App, Encryption/Decryption
<b>Moderate</b>	15	4	1 Day	Camera
<b>Complex</b>	25	8	10 Days	Desktop, Laptop
<b>Intricate</b>	30	16	9 Months	MagiNet Receiver, Dragonfly Wings

\*Time is in solid hours of work. Not including breaks. So to figure out the time with breaks; convert it to hours, then divide it by how many hours a day you work on it.

If you do not have the right supplies, or the right time; or even if you have to hurry, you add modifiers to the difficulty to compensate for this.

	Modifier to difficulty
<b>Broken parts</b>	+10
<b>Junk Yard Parts</b>	+5
<b>New Parts</b>	+0
<b>Help from a "Novice"*</b>	0
<b>Help from a "Intermediate"*</b>	-5
<b>Help from a "Expert"*</b>	-10
<b>No tools</b>	+15
<b>Makeshift tools</b>	+5
<b>Proper tools</b>	+0
<b>Cut time in half</b>	+5*times cut in half
<b>Double the amount of time taken</b>	-5*times doubled

\*= when it comes to help; you take the highest bonuses, then subtract an extra 1 for novice, extra 2 from an intermediate, or an extra 3 for another expert. Cannot subtract more than half the highest point from difficulty from help.

Function	Cost	Slots
<b>Connectivity to satellites</b>	30	1
<b>Voice Chat</b>	20	2
<b>Bluetooth (range of 30ft-</b>	2-5	1

<b>100ft)</b>		
<b>Connectivity to MagiNet (Needs licenses, as well as know-how)</b>	100	1
<b>Simple Programmability</b>	10	2
<b>Moderate Programmability</b>	100	4
<b>Complex Programmability</b>	300	6
<b>Magical/Psionical Use</b>	300	3
<b>Portable power source</b>	5	1
<b>Heal 5ph or 5mh stabilize</b>	20	4
	30	2
<b>Simple task</b>	20	1
<b>Moderate task</b>	60	2
<b>Complex task</b>	150	4

## Section 9: Advancement

After Every successful mission, after every tough encounter, you start figuring out little tips and tricks to betting you skills, and abilities. They start teaching you how to survive better and how to use your true powers, you start fulfilling into your true potential.

Level	Amount Must Have	Difference	Special Character Upgrade	Upgrades for every level
<b>0</b>	75	-	-	-
<b>1</b>	100	25	+1 to an Attribute	+1 Accuracy; +5 PH and +5 MH
<b>2</b>	130	30	+1 Willpower Maximum	+1 Accuracy; +5 PH and +5 MH
<b>3</b>	160	30	+1 to an Attribute	+1 Accuracy; +5 PH and +5 MH
<b>4</b>	195	35	+1 Willpower Maximum	+1 Accuracy; +5 PH and +5 MH
<b>5</b>	230	35	+1 to an Attribute	+1 Accuracy; +5 PH and +5 MH
<b>6</b>	270	40	+1 Willpower Maximum	+1 Accuracy; +5 PH and +5 MH
<b>7</b>	310	40	+1 to an Attribute	+1 Accuracy; +5 PH and +5 MH
<b>8</b>	355	45	+1 Willpower Maximum	+1 Accuracy; +5 PH and +5 MH
<b>9</b>	400	45	+1 to an Attribute	+1 Accuracy; +5 PH and +5 MH
<b>10</b>	450	50	+1 Willpower Maximum	+1 Accuracy; +5 PH and +5 MH

When you level, you pretty much just do the same you did when you made your level 0 character. Spend your points on abilities and skills; although now, you cannot spend extra experience on more credits, you got to earn more credits through doing things the GM will award you with credits and credits cards.

### Giving Experience

Action	Gets
Solving a puzzle	1
Fixing a conflict (By killing or otherwise)	Divide conflict creation points by 5
Finishing a goal	3
Bonus	1

## Section 10: Rules for GMs

### Conflict Creation

Steps to create an encounter

- 1) Figure out how much points you got to spend
- 2) Spend on a base
- 3) Upgrade the Base

Improvement	Cost
Attribute	New * 1/2 (Round Up)
Skill	New * 1/4 (Round Up)
Ability	1/5 Normal Cost
Willpower	New *5
Dodge:	New*5
PH:	Amount
MH:	Amount
DR:	1/something, 5      1/-, 15
Credits	points/2

Level	4 player(s)	Variation
0	15	1
1	20	2
2	26	3
3	32	3
4	39	4
5	46	5
6	54	7
7	62	8
8	71	9
9	80	10
10	90	12

Type	Base Small Creature	Base Medium Creature	Base Large Creature	Base Gargantuan Creature
All Attributes	4	4	5	6
PH	25	35	40	55
MH	25	35	40	55
Willpower	3	3	3	5
Skills	5	5	5	5
DR	0	1/Bashing	1/Bashing	3/Bashing
Cost	5	10	15	25

When it comes to creating creatures, you can give them extra minuses in areas, using the inverse of the improvement cost for them, to get more points. So, taking away 5 PH will give you 5 points back.

Creature example:

Hungry Harpy

Strength: 5    Dexterity: 6    Intellect: 4    Wisdom: 4    Charisma: 4    Presence: 6

PH: 35    MH: 35      DR: 1/Bashing

Willpower points: 3    Spend willpower to drain near souls to heal (2d4 PH & MH)

Skills: Athletics (2)    Perception (5)

Natural Attack 1d8

Points: 21

**Skill Difficulties**

Setting the difficulty for a task is one of the most difficult things a gm. has to do, it takes lots of mental calculations, and guesses. As a gm., keep it simple by thinking of each 5 gotten as a level of success. Failing by 5 means you was close, but something stopped you; and something bad may happen from it, while beating it by 5 means that you had more skill than what was needed, and perhaps you was able to do something that was beneficial than just that one thing. Something related.

Amount	Level	Examples
5	Too easy	Putting in a password someone just told you.
10	Moderate	Hiding in a big box
15	Needs training	Attempting to find a poorly hidden cache
20	Adept	Attempting to find a well hidden cache
25	Advanced	Attempting to hack someone's personal computer
30	Master	Climbing a narrow wall, with use of another wall 10 ft. away



## Preparing for the Game

### *Your Role as Game Master*

Now, when talking to anyone when it comes to what a Game Master, or a GM, role is; everyone will normally (joking, or not) will say that the GM is the God of the game. Their rules are law. I, to a point, disagree with this statement. Yes, what a GM says goes for the most part, and when it comes to what the rules are over what the rules say they are, in terms, the referee. Although, their main goal shouldn't be to force their story along. It should be to have fun, and allow the players to have fun themselves. That should be the bigger rule: Fun comes first, story second. If the story is fun, then both are taken care of and everybody can be happy.

One thing that is not talked about for the GMs job is what they have to do. This is preparing the game, preparing the world, and doing background work. This work is so that when everyone sits down at the table, there is not precious game time wasted on trying to figure out what to do with the party, or looking up rules or monsters to throw at them.

### *Their Roles as Players*

Do not take what was said up there that the GM has to do all the work. This is not really the case, the players do have work themselves. They have to make their characters, maybe come up with a backstory of why they are dealing with this story (personal reasons? Maybe they have to do it for someone they care about? Money?), they have to learn what they can of the system to help the front line, so that there is not slow down on the GMs time to explain every rule. But then it comes down that the players should roll their dice, and do the impossible and become who they want to be.

## *The Creation of Your Story*

GMs have a few things to keep in mind when creating a game: Pacing, Fun, and the Rules. Pacing is huge, if you only have time to play a game with one session, remember that when creating the game; if you want to span a game for 20 sessions spread out to a game day per week (or every other week) remember that. You also need to know what makes everyone happy, if Susie likes to play games with tons of fights, or Tom enjoy games with an intriguing storyline about with a "who can you truly trust" feel, remember that. The rules of the game is also important. You can rewrite them to how you want them to play out, but remember that any time you make a change; the players must know.

Pacing is huge thing. If you can only do a one session game with only 4 hours to play. Make sure all characters are made ahead of time, so that there is not time spent during those precious game time making a couple new character. I generally say have premade for any game, just in case someone does not want to make a character; although the less sessions you guys will be able to have, the more important premade will be.

Not is that just it with pacing though, there is also how complicated the situation will be. Again, if you only have 1 session to run a game, then having a game where they have to do some ground work to try and do this, and do that, though if this happens then this can't happen until this happens. That is not simple enough for a one shot, and will probably lead to the need for another session or two.

Remember, the first thing to worry about when running a game is if everyone is having fun. To accomplish this is to know the players, and to know yourself. If your players like to have battles, make sure there is a good bit of battles, if only some of them enjoy battles, and some of them enjoy playing social, then mix those concepts and have a game of war. The only mistake you can ever make as a GM is the mistake that you put a story that you like before the choices that the players make. If the characters want to go somewhere different with your world, with your set up; let them. This will be fun for them, and even for you if you let it.

Last thing to remember, when creating a world, and a story, you must know its rules, and you must always tell it to your players. Involve it into the story, and make sure that any changes you made to the system or storyline are out in the open so that everyone knows before it becomes an issue. You don't want to waste time at the game table just because you feel like magic is different for other people.

## *Steps to Build a Campaign*

### **Conceptualize**

You should always build with a thought of what you want to be the core theme of the game. Do you want an "End of Days" feel? Perhaps a game against power houses? Rebellion being a main theme? Whatever you want, make sure you build

from that (those) theme(s).

### **Magic, and/or Psionics**

Will this world have Magic? Will it have Psionics? This is a question you need to ask yourself early on, right after you decide on the basic theme of it. This is so that when you start telling players what to use in the Abilities, you can say “hey, don’t pick any magic or psionics. This world won’t have any.”

### **Creating NPCs and NPC Groups**

Remember your main theme, and start creating some go to NPCs, people who you can always rely on using if things go sour, or really good. This is so that when you have no idea what to do, you got some back up ideas. This is also a good time to come up with opposing factions, and some ideas for those leaders, maybe what it would take to turn those opposing factions on the player’s side. When you come up with these groups and NPCs, always remember to have at least in your head, what their goals are. These are very important in gauging what it would take for the players to convince them to do something else.

### **Setting up the Story**

Lastly, remember to set up the story. Give some reason that the players are working together, maybe someone hired them, or perhaps they was all in the wrong place at the right time. Give descriptions of the area’s that they are bound to go, like main story places, and things they are bound to see. Create challenges that they will meet and beat.

## **Tips and Tricks**

### *Props*

When running a game, visuals are pretty useful in helping immerse the characters in the current situation. If someone gets a call, you can use a cell phone to show how the character is talking. Facial expressions and all. If someone got a random card, use a small index card (or for extra awesome points, actually get some cards print out; there is software and pages just to print stuff like that out. One of the most useful props that you have though, is time. If the character has to make a split decision, tell the player that they got to tell you to do something quickly, or something will happen that they may not like.

### *Keeping Notes*

As a GM and as a player, one should always take notes just so that when something happens, they will know how to respond. If a name is mentioned, write it down. A big part of background documentation is someone’s backstory. Use a backstory to help you create some NPCs. Also, make sure that if you say something (like mention a powerful object), that you write it down. Write down what the characters have, and what they still need to get. So that you can design encounters that work off of stuff like that. Take notes of what the players do, so that something happens because of the decisions that they make.

### *On the Fly decisions*

There are two options you can do when you have no idea when you don’t know something about the story; like what would happen if one of the players did something, or if they did something that could have good or bad outcomes. If there is just a good or bad outcome, with possible degrees of how good it is; I suggest just rolling a die, and splitting it up how you like. A common thing around my table is that we roll a d100, high is good, and low is bad. Although, sometimes we switch it up.

If you have heard of FATE Dice, I would recommend using those when the outcome can be good with a hidden catch; or perhaps bad with a silver lining. All you got to do is roll the FATE die, for every plus is a good thing, for every minus is a bad thing. And you can interpret it how you want. Below is how to turn 4d6s into FATE dice if you don’t have any.



Campaign: \_\_\_\_\_ Player Name: \_\_\_\_\_  
 Name: \_\_\_\_\_ Race: \_\_\_\_\_ Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Occupation: \_\_\_\_\_

Attribute	Rank	Modifier
Strength		
Dexterity		
Intellect		
Wisdom		
Presence		
Charisma		

Total Experience: \_\_\_\_\_ Unspent Experience: \_\_\_\_\_ EL: \_\_\_\_\_  
 Willpower ●●●●○○○○○ Points: \_\_\_\_\_

Inventory										
Weapon	Dex	Str	Range	Ammo	Reload	Speed	Dmg Type	Cost	Wt.	

PH: \_\_\_\_\_ / \_\_\_\_\_  
 =25+5\*EL  
 MH: \_\_\_\_\_ / \_\_\_\_\_  
 =25+5\*EL

Dodge: \_\_\_\_\_  
 =10+Dex

Accuracy: \_\_\_\_\_  
 =EL+Bonus

Skill	Rank
Knowledge	
Craft	
Operate	
Acting	
Socialize	

Equipment	Placement	Effect/DR	Cost	Wt.
	Head			
	Body			
	Pants			
	Back			
	Hands			
	Ring			
	Feet			
	Neck			
	R. Wrist			
	L. Wrist			

Damage Reductions:  
 Bashing: \_\_\_\_\_  
 Slashing: \_\_\_\_\_  
 Piercing: \_\_\_\_\_  
 Explosive: \_\_\_\_\_  
 Ray: \_\_\_\_\_

Initiative: \_\_\_\_\_  
 =Dex+Bonus

Willpower DC: \_\_\_\_\_  
 =10+Max Willpower

Effect Tracker:

Name	Stage		
	1	2	3
<input type="checkbox"/> Bleed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Chilled	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Burned	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Shocked	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Strained	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Exhausted	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Weakened	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Headache	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Carrying Capacity:  
 ████/████ ████/████

Exhaustion  
 From Carry: \_\_\_\_\_ From else: \_\_\_\_\_  
 Total: \_\_\_\_\_

	Item	Description	Bonus	Cost	Wt.
Operate					
Acting					
Socialize					

	Ability	Description	Cost
Athletics			
Perception			
Stealth			
Tech Use			
Gather Info.			
Heal			

