

NovArchiac: A World Shattered

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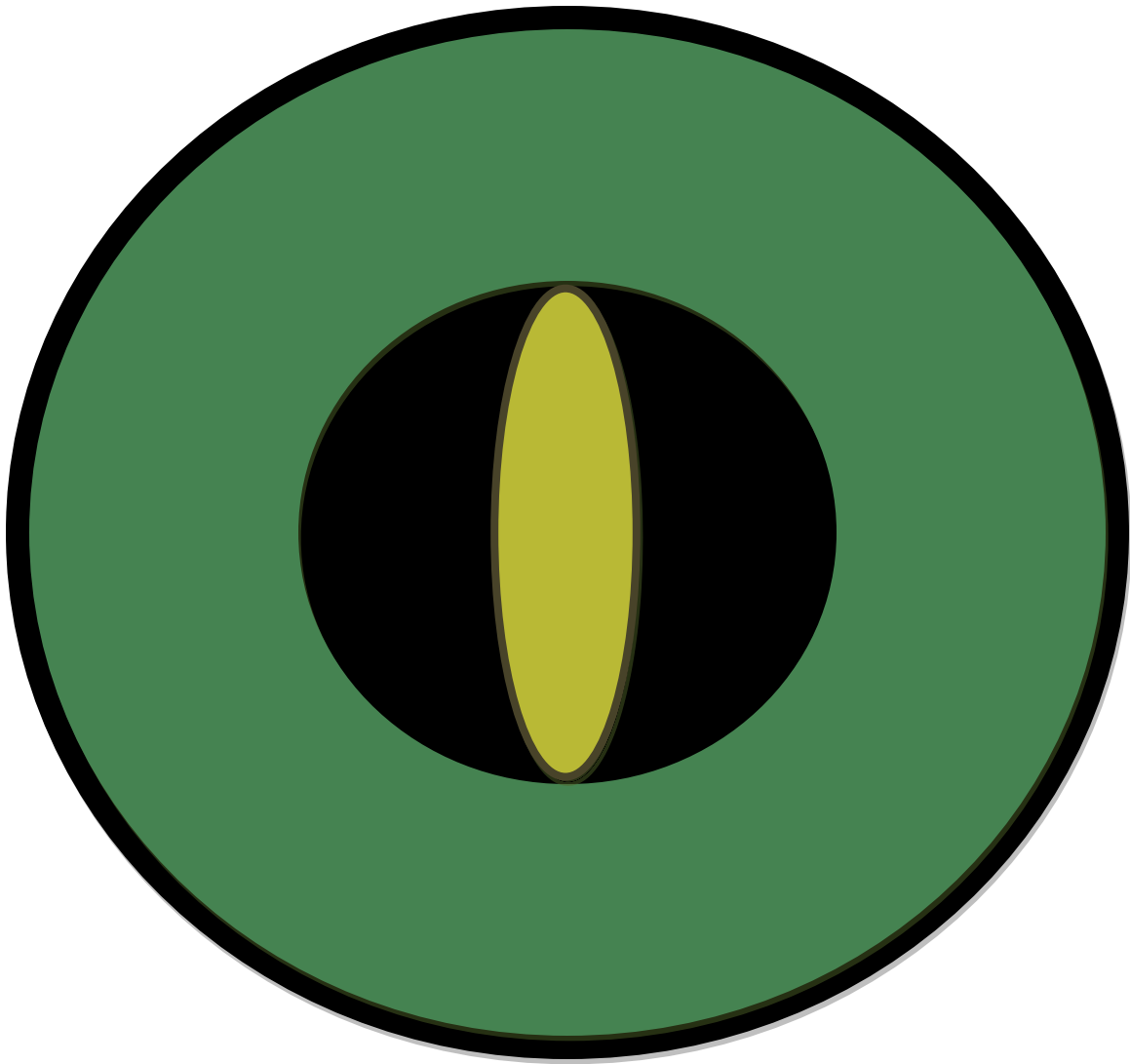


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Section 1: Character Creation

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 items!

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 a 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 a Elemental seeking to be awakened. The world is limitless, and so are your choices.

Keep in mind that when you are building a starting character in NovArchaic you are building a level-0 no one. You have not done anything too outstand yet, 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?

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 prereqs 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 Intelligence, the character can get an extra language. During roleplaying, someone can make a check to learn a language, but you do not get a extra language if you get a new +1 to your intelligence.

3. Assign your Attributes

When building your character for NovArchaic 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.

Some Basic Attribute Sets:

Survivalist:

6,5,5,5,4,4

Average:

7,6,5,5,5,4

Champion:
7,7,6,5,5,5

4. Pick an Occupation

Occupations are the things that your 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.

Recommended order:

Abilities

Skills

Extra Credits

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 5 credits buyout.

Section 2: Races

Your character's race what sort of being is your character. Are they a human? Are they a Merfolk from the seas? Perhaps they are an elemental? The race of a character gives some benefits, but most of them are passive benefits. This includes increasing the maximum an attribute can get to; or the capability to buy some abilities for their base prices, instead of having the normal "difficulty" tax on them. This is because these abilities are common amongst your kind, as well as many of them work off of your innate abilities anyways.

Humans:

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

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

Merfolk:

Merfolk Speed: Roll willpower to increase swim speed by 15 ft, or land speed by 5, for a turn

Languages: Atlantean, Greek, Engros, Nordic, Vilerean, Mnuter, Vilcra

Dragon kin:

Dragon Skin: Roll willpower to ignore damage from your aspect

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

Fae:

Fae Sight: Roll willpower to see Fae Signal

Languages: Goldan (Language of the Fae), Any

Elemental:

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

Languages: Silvra (Language of the Elementals),

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 intelligence.

Strength:

Strength is how much force your body can exert; how much you can lift, and the like. It is also used for damage for Strength damage rolls.

Dexterity:

Dexterity is how much your able to move your body, how agile you are. It is use for aiming, and it is used for damage for Dexterity damage rolls.

Intelligence:

Intelligence is how much your character knows, and his overall mental prowess; it is used for most knowledge checks, as well as research rolls.

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.

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.

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 cost: 20 Experience

Advanced Occupations: 40 Experience

Basic Occupations

Artisan

+2 Craft, +1 Socialize, +2 Tech Use

100 Credits

Cook

+1 Knowledge, +2 Craft, +1 Perception, +1 Gather Information

100 Credits

Criminal

+1 Perform, +2 Socialize, +2 Stealth, +1 Tech Use
80 Credits

Emergency Services

+1 Operate, +1 Perception, +1 Tech Use, +2 Heal
100 Credits

Entrepreneur

+1 Knowledge(Any), +1 Socialize, +1 Tech Use
120 Credits

Fighter

+1 Acting, +1 Perception
+1 Accuracy
110 Credits

Musician

+1 Knowledge (Music Related), +2 Perform, +1 Socialize, +1 Gather Info
100 Credits

Programmer

+1 Knowledge (Program or Computer related), +1 Craft (Software), +2 Tech Use, +1 Gather Information
100 Credits

Retail

+1 Perform, +2 Socialize, +1 Perception, +1 Tech Use
100 Credits

Religious Leader

+2 Knowledge (), +2 Socialize, +1 Perception, +1 Gather Information
80 Credits

Student

+2 Knowledge (Any), +1 Tech Use, +2 Gather Info.
100 Credits

Thrill Seeker

+1 Operate (Any), +2 Athletics, +2 Heal
100 Credits

Transportation

+2 Operate, +2 Tech Use, +1 Gather Information
100 Credits

Unemployed

+1 Operate (Any), +1 Athletics, +1 Perception, +1 Tech Use, +1 Gather Info.

100 Credits

Writer

+1 Knowledge (Any Academic or Creative), +2 Craft (Book), +1 Socialize, +1 Tech Use
100 Credits

Advanced Occupation

Armed Forces

+1 Operate, +3 Athletics, +1 Perception, +1 Stealth, +1 Tech Use, +1 Heal
+1 Accuracy
140 Credits

Get a Weapon Familiarity for free

Celebrity

+3 Acting, +3 Socialize, +1 Tech Use, +2 Gather Information
170 Credits

Get a +2 Fame Bonus on Social rolls (Although this can hurt as well as help)

Chef

+2 Knowledge (Food by Nationality/Type), +3 Craft (Food), +1 Tech Use, +2 Gather Information
150 Credits

Good made meals give a +2 to social rolls

Computer Scientist

+2 Knowledge (Any Computer or Programs), +2 Craft (Mechanical or Program), +1 Perception, +3 Tech Use, +2 Gather Info.
150 Credits

Get a 10% discount on Computers and Parts

Crime Fighter

+2 Operate, +2 Perception, +2 Tech Use, +2 Gather Info
+2 Accuracy

90 Credits

Get a Weapon Familiarity for free

Doctor

+2 Knowledge (Any Medical), +1 Perception, +2 Tech Use, +2 Gather Information, +3 Heal
150 Credits

Get +5 PH

Engineer

+3 Knowledge (Any Crafting), +2 Craft (Any), +1 Operate (Any), +2 Tech Use, +1 Gather Info
170 Credits

Get a familiarity to your own inventions

Fortune Teller

+2 Knowledge (Any), +2 Acting, +3 Socialize, +2 Gather Information
110 Credits

If you get Future Sight, you may push your limits

Lawyer

+3 Knowledge (Law or Any Academic), +2 Acting, +2 Socialize, +1 Perception, +3 Gather Information

130 Credits

Access to high end contacts (Loyalty bonus {+1})

Manager

+2 Knowledge (Any), +1 Operate, +1 Perform, +2 Socialize, +2 Perception, +2 Tech Use, +1 Gather Info.

130 Credits

Get a 10% discount general items, or 20% discount on a brand of items

Mechanic

+3 Operate, +2 Socialize, +2 Perception, +3 Tech Use, +1 Gather Info

130 Credits

Get a 10% deal on Vehicles and Parts

Virtuoso

+2 Knowledge (Music and/or Instrument Related), +3 Perform, +2 Socialize, +1 Gather Info.

190 Credits

Get a Magic or Psionic Focus for free if you get one of those gifts

Professor

+3 Knowledge (Any Academic), +3 Socialize, +2 Tech Use, +2 Gather Info

150 Credits

Get a +2 to research rolls on a field

Ring Leader

+2 Acting, +2 Socialize, +2 Stealth, +2 Tech Use, +1 Gather Information

170 Credits

Get a Weapon Familiarity for free

World Traveler

+2 Knowledge (Any), +2 Perform, +2 Socialize, +2 Athletics, +1 Tech Use, +1 Heal

150 Credits

Get Polyglot 1 for free

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, where as 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). Lastly is Synergy Skills, they occur when you take your modifier from not just one General Skill, but two. You cannot add in one of either of the general skills specializations; unless told otherwise from an ability.

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.

Academic Knowledges:

Literature
History
Mythology
Physics
Chemistry
Biology
Computers
Mathematics

Craft Knowledges

Chemical
Pharmaceutical
Mechanical
Structural
Electronics
Art
Writing
Video Games
Program Tools
Software Engines
Programming Languages

Musical Knowledges:

Music Theory
{Any musical instrument}
Vocal

Medical Knowledges:

Human
Merfolk
Dragon
Fae
Elemental
Poisons
Burns
Shocked
Trauma
Frozen

General Knowledge:

Pop Culture

Current Events

Fighting Styles

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

- 3 +1
- 5 +2
- 7 +3
- 10 +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.

Crafting Mediums:

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

Operate:

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.

Types of vehicles:

- 2 wheel ground
- 4 wheel ground
- 16 wheel ground
- Boat
- Helicopter
- Plane

Perform

Perform is the ability to pretend to be someone else, be it for entertainment, or to save your own skin.

Specializations:

- Disguise

Assuming an Identity
Bluff

Socialize

Socialize is your ability to talk to people; either to get them on your side, or to run away from you.

Specializations:
Diplomacy
Intimidate
Sense Motive

Athletics

Athletics is your physical ability to use your body to perform tasks like running, jumping, climbing, and swimming

Specializations:
Running
Jumping
Climbing
Swimming

Perception

Perception is the use of your sense to tell what is there, or sometimes what is not there.

Specializations:
Sight
Smell
Taste
Touch
Hearing

Stealth

Stealth is your skills sneaking around, and other criminal acts

Specializations:
Sneak
Speak Quietly
Hide

Tech Use

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.

Specializations:
Mechanical
Electronical
*Magical/Psioncal

Gather Information:

Gather information is your skill for getting information is it what means are easier for you.

Specialization:
 Ask around
 Research
 Experiment

Heal:

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

Specialization:
 Physical Wounds
 Mental Wounds

Synergy Skills List

Gather Information + Tech Use =	Mass Information Search
Stealth + Socialize =	Say Hidden Message
Stealth + Perception	Decode Hidden Message
Stealth + Tech Use	Lock Pick

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.

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)
20	Muscle over mind (speed)	Muscle over mind	+5 on raw Dexterity checks
20	Muscle over mind (strength)	Muscle over mind	+5 on raw Strength checks
0	Mind over Muscle	Doesn't have Muscle over Mind	Gain 5 MH and lose 5 PH (Must be taken at EL 0)
20	Mind over Muscle (Intellect)	Mind over Muscle	Gain 5 on raw Intellect checks
20	Mind over muscle (Wisdom)	Mind over Muscle	Gain 5 on raw Wisdom checks
35	Light Footed	Dexterity: 7; Stealth: 2	You have know how to place your feet when sneaking around when running; spend a willpower and can wear loud clothes and/or armor when walking
35	Heightened	Wisdom: 7,	You have a six sense about what is around, you follow your instincts and it

	Senses	Perception: 2	is there. Spend a willpower to attempt to see the unseen
10	Average Joe		Some people assume you are someone else, they must make a check of perception + intelligence against your acting + charisma to remember you in true details
20	Animal bond		Animals of a certain type view you as one of them
25	It is SCIENCE!	Ability to use Magic and Psionics	Magic and Psionics add together for synergy.
5	Language I		Gives a player one extra language
10	Language II	Language I	Gives a player three extra languages
20	Polyglot	Language II	Learn any language in less than a month (30 - (Intellect + Gather info + D20) days to learn a language).

Fighting Focused

Cost	Name	Prerequisite	Description
5	Boastful Fighter I		In combat: spend 1 willpower when you hit; gain +2 damage
15	Boastful Fighter II	Boastful Fighter I	In combat: spend 1 willpower before you roll, gain +3 to attack
30	Boastful Fighter III	Boastful Fighter II	In combat: Spend 1 willpower point and lose 2 damage, gain +4 to hit you roll; Out of combat: Take 5 MH from not fighting in a week, continuous.
20	Mastery of Adrenaline I		In combat: Spend 1 Willpower, get +2 more Actions
65	Mastery of Adrenaline II	Master of Adrenaline I	In Combat: Spend 1 Willpower, obtain +1/- DR

Fighting Styles

Cost	Name	Prerequisite	Description
0	Free Form		Can Instantly switch to during turn
10	Defensive form		Range is locked, +2 to close combat attacks
5	Aggressive Form		Range is locked, +3 to close combat attacks, -1 to AC
5	Ranged Aggressive Form		close combat is locked, +3 to ranged, -1 to AC
10	Ranged Defensive Form		close combat is locked, +2 to Ranged Attack
20	Berserker Form		Non-attacks are locked, Must attack closes thing in range, or closest thing out of it. +2 to attacks, +1 to damage.
70	Unstoppable Force Form		Lose 15 movement; replace dexterity for strength mod for tumble checks and AC; lose any dexterity abilities you have; +5 to AC

Smarts Focused

Cost	Name	Prerequisite	Description
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10	Bookworm I	Intelligence 6	In Combat: -2 to hit unless you are familiar with the weapon; Out of combat: spend a willpower before you roll, +5 to knowledge checks and research rolls
20	Bookworm II	Bookworm I	Can use some knowledge checks for social rolls
35	Bookworm III	Bookworm II, wisdom 8	attack 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
15	Eidetic Memory	Intelligence 8	Pick one of the following, when attempting to remember it, you get a plus 5. Images, Sounds, Objects, Numbers, Read words
35	Multi-Tasking	Wisdom 8	You can do two things inside your head without penalty.
10	Math Genius	Intelligence 6	You can manipulate numbers easily in your head.
15	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
30	Speedster II	Speedster I	Spend 1 will power to gain 5ft in movement; -5% to getting fatigued by running or sprinting
40	Speedster III	Speedster II	add 2 to initiative; Must train speed to keep
20	Parkour I		When running, suffer no surface penalties
30	Parkour II	Parkour I	Can jump, climb walls that are 4 ft to 7ft away from them
30	Parkour III	Parkour II	Running on a wall 5ft+dex mod, +5 for each willpower spent

Social Focused

Cost	Name	Prerequisite	Description
5	Charming		Social bonus of +3 to chosen gender
20	Barfly		Can get in and out of bars and bonuses to gather info in them
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

Supernatural Abilities

Cost	Name	Prerequisite	Description
25	Future-Sight		You gain the ability to see a glimpse of possible future events
45	Doppelganger I		Add transformation skill, you can transform your body, mostly small stuff like eye color and hair color.
35	Doppelganger II	Doppelganger I	gain 5 to transformation skill, allowing to change more things, like body size and appearing to have scars in the same place for years
40	Doppelganger III	Doppelganger II	Gain 5 more to transformation skill, allowing you to make major changes to your body.

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

Magicks

General/Upgrades

Cost	Name	Prerequisite	Description
10	Gift of Magic		You can now get the general skill Magic; All your spells are touch attacks; Pick your main casting attribute.
5	Far Casting	Gift of Magic	Casting a spell farther: For every 1', +1 to DC;
5	Breath/Blast Casting	Gift of Magic	Can cast a spell in a cone effect 10 ft cone effect; +10 to DC
10	Surrounding Spell	Breath/Blast Casting	Your Spell surrounds you in a 10 ft circle; it does not affect you. +40 DC
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 for increasing the center of the blast. Follow Surround Spell DCs for your base dc and explosion range.
15	Improved Far Casting	Far Casting	For every 2', +1 to DC instead of 1' to +1
30	Greater Far Casting	Improved Far Casting	For every 4', +1 to DC instead of 2' to +1
15	Improved Breath/Blast Casting	Breath/Blast Casting	Your cone of effect becomes a 20 ft cone effect
30	Greater Breath/Blast Casting	Improved Breath/Blast Casting	Your Cone of Effect becomes a 40 ft cone
10	Ease Breath/blast Casting	Breath/Blast Casting	The DC becomes +5
20	Improved Surrounding Spell	Surrounding Spell	You can now do a 10 ft circle
35	Greater Surrounding Spell	Improved Surrounding Spell	You can now do a 20 ft circle
15	Ease Surrounding Spell	Surrounding spell	The DC is now +20 DC
25	Tireless Surrounding Spell	Ease Surrounding Spell	The DC is now +10 DC
5	Ease Spell	Magical Ability	Pick one of the Magical Abilities that are not part of General/Upgrades descriptor. The DC 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 DC for that ability is now +4

10	Counter Spelling	Gift Magic	You can attempt to counter spell; You have to know what sort of spell they are casting, and your roll must beat theirs.
5	Mixing Magics	Ability to cast two types of magic	You can cast a spell with multiple types applied to them.
15	Magical Chain	Far Casting	You can chain a spell to cast another spell on a target, using the last target. Base DC is equal to last DC -5.

Fire

Cost	Name	Prerequisite	Description
5	Create Fire	Gift of Magic	You are able to create fire, and able to take fire as a specialty with Magic
5	Weaponized Flame	Create Fire	You can cause damage with fire. It is a d6. The DC is +6
10	Improved Weaponized Flame	Weaponized Flame	You can now cause more damage with fire; it is now a d8. DC is +6
15	Mastered Weaponized Flame	Improved Weaponized Flame	You excel in causing damage with fire. You now cause a d10. DC is +6
5	Lingering Flame	Gift of Magic	You can cause a single target to be burned. The DC is +6

Water

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

Earth

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

Air

Cost	Name	Prerequisite	Description
5	Create Air	Gift of Magic	You are able to create air, and able to take air as a specialty with Magic
5	Weaponized Air	Create Air	You can cause damage with air. It is a d6. The DC is +6
10	Improved Weaponized Air	Weaponized Air	You can now cause more damage with air; it is now a d8. DC is +6
15	Mastered Weaponized Air	Improved Weaponized Air	You excel in causing damage with air. You now cause a d10. DC is +6
5	Applied Air	Gift of Magic	You can use your air to push an object. For every 10 pounds; +6 DC
15	Improved Applied Air	Applied Air	You can use your air to push an object farther. For every 5 ft; +6 DC
30	Mastered Applied Air	Improved Applied Air	You have learned the secrets to manipulating your air for flight. Your amount you can push has become 50 pounds for a +6 DC; Your ability to push has become 10 ft; +6 DC

Metal

Cost	Name	Prerequisite	Description
5	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. DC is +6
5	Improved Weaponized Metal	Weaponized Metal	You excel in causing damage with metal. You now cause a d10. DC is +6
10	Mastered Weaponized Metal	Improved Weaponized Metal	You can cause a single target to be metal. The DC is +6

Ice

Cost	Name	Prerequisite	Description
	Create Ice	Gift of Magic	You are able to create Ice, and able to take Ice as a specialty with Magic
5	Weaponized Ice	Create Ice	You can now cause more damage with ; it is now a d8. DC is +6
10	Improved Weaponized Ice	Weaponized Ice	You excel in causing damage with ice. You now cause a d10. DC is +6
15	Mastered Weaponized Ice	Improved Weaponized Ice	You can cause a single target to be ice. The DC is +6
5	Frost bite	Create Ice	You can cause someone to be chilled. The DC

Mind

Cost	Name	Prerequisite	Description
15	Create Mind	Gift of Magic	You are able to create mind, and able to take mind as a specialty with Magic
5	Heal the Mind	Create Mind	You can heal 10 MH; +6 DC
15	Improved Heal the Mind	Heal the Mind	You can heal 20 MH; +6 DC
35	Mastered Heal the Mind	Improved Heal the Mind	You can heal 40 MH; +6 DC

10	Clear the Mind	Gift of Magic	You can knock down a mental effect down 1; +6 DC
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Body

Cost	Name	Prerequisite	Description
15	Create Body	Gift of Magic	You are able to create body, and able to take body as a specialty with Magic
5	Heal the Body	Create Body	You can heal 10 PH; +6 DC
15	Improved Heal the Body	Heal the Body	You can heal 20 PH; +6 DC
35	Mastered Heal the Body	Improved Heal the Body	You can heal 40 PH; +6 DC
10	Clear the Mind	Gift of Magic	You can knock down a mental effect down 1; +6 DC

Soul

Cost	Name	Prerequisite	Description
20	Create Soul	Gift of Magic	You are able to create soul, and able to take soul as a specialty with Magic

Force

Cost	Name	Prerequisite	Description
5	Create Force	Gift of Magic	You are able to create force, and able to take force as a specialty with Magic
5	Weaponized Force	Create Force	You can cause damage with force. It is a d6. The DC is +6
10	Improved Weaponized Force	Weaponized Force	You can now cause more damage with force; it is now a d8. DC is +6
15	Mastered Weaponized Force	Improved Weaponized Force	You excel in causing damage with force. You now cause a d10. DC is +6
10	Applied Force	Gift of Magic	You can use your force to push an object. For every 20 pounds; +6 DC
20	Improved Applied Force	Applied Force	You can use your force to push an object farther. For every 10 ft; +6 DC
40	Mastered Applied Force	Improved Applied Force	You have learned the secrets to manipulating force for flight or speed. Your amount you can push has become 100 pounds for a +6 DC; Your ability to push has become 20 ft; +6 DC

Energy

Cost	Name	Prerequisite	Description
5	Create Energy	Gift of Magic	You are able to create energy, and able to take energy as a specialty with Magic

Light

Cost	Name	Prerequisite	Description
5	Create Light	Gift of Magic	You are able to create light, and able to take light as a specialty with Magic

Technology

Cost	Name	Prerequisite	Description
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5	Create Technology	Gift of Magic	You are able to create technology, and able to take technology as a specialty with Magic
5	Touch of magic	Gift of Magic	Use your Magic skill and add it to your reloading rolls.

Sound

Cost	Name	Prerequisite	Description
5	Create Sound	Gift of Magic	You are able to create sound, and able to take sound as a specialty with Magic

Psionics

General/Upgrades

Cost	Name	Prerequisite	Description
10	Gift of Psionics		You can now get the general skill Psionics; All your spells are touch attacks; Pick your main casting attribute.
5	Far Casting	Gift of Psionics	Casting a spell farther: For every 1', +1 to DC;
5	Breath/Blast Casting	Gift of Psionics	Can cast a spell in a cone effect 10 ft cone effect; +10 to DC
10	Surrounding Spell	Breath/Blast Casting	Your Spell surrounds you in a 10 ft circle; it does not affect you. +40 DC
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 for increasing the center of the blast. Follow Surround Spell DCs for your base dc and explosion range.
15	Improved Far Casting	Far Casting	For every 2', +1 to DC instead of 1' to +1
30	Greater Far Casting	Improved Far Casting	For every 4', +1 to DC instead of 2' to +1
15	Improved Breath/Blast Casting	Breath/Blast Casting	Your cone of effect becomes a 20 ft cone effect
30	Greater Breath/Blast Casting	Improved Breath/Blast Casting	Your Cone of Effect becomes a 40 ft cone
10	Ease Breath/blast Casting	Breath/Blast Casting	The DC becomes +5
20	Improved Surrounding Spell	Surrounding Spell	You can now do a 10 ft circle
35	Greater Surrounding Spell	Improved Surrounding Spell	You can now do a 20 ft circle
15	Ease Surrounding Spell	Surrounding spell	The DC is now +20 DC
25	Tireless Surrounding	Ease Surrounding	The DC is now +10 DC

	Spell	Spell	
5	Ease Spell	Psionics Ability	Pick one of the Psionics Abilities that are not part of General/Upgrades descriptor. The DC for that ability is now +5
5	Spell Mastery	Ease Spell {Any}	Pick one of the Psionics Abilities of which you have Ease Spell. The DC for that ability is now +4
10	Counter Spelling	Gift Psionics	You can attempt to counter spell; You have to know what sort of spell they are casting, and your roll must beat theirs.
5	Mixing Psionics	Ability to cast two types of Psionics	You can cast a spell with multiple types applied to them.
15	Psionics Chain	Far Casting	You can chain a spell to cast another spell on a target, using the last target. Base DC is equal to last DC -5.

Fire

Cost	Name	Prerequisite	Description
5	Manipulate Fire	Gift of Psionics	You are able to Manipulate fire, and able to take fire as a specialty with Psionics
5	Weaponized Flame	Manipulate Fire	You can cause damage with fire. It is a d6. The DC is +6
10	Improved Weaponized Flame	Weaponized Flame	You can now cause more damage with fire; it is now a d8. DC is +6
15	Mastered Weaponized Flame	Improved Weaponized Flame	You excel in causing damage with fire. You now cause a d10. DC is +6
5	Lingering Flame	Gift of Psionics	You can cause a single target to be burned. The DC is +6

Water

Cost	Name	Prerequisite	Description
5	Manipulate Water	Gift of Psionics	You are able to Manipulate water, and able to take water as a specialty with Psionics
5	Weaponized Water	Manipulate Water	You can now cause more damage with water; it is now a d8. DC is +6
5	Improved Weaponized Water	Weaponized Water	You excel in causing damage with water. You now cause a d10. DC is +6
10	Mastered Weaponized Water	Improved Weaponized Water	You can cause a single target to be water. The DC is +6

Earth

Cost	Name	Prerequisite	Description
5	Manipulate Earth	Gift of Psionics	You are able to Manipulate earth, and able to take earth as a specialty with Psionics
5	Weaponized Earth	Manipulate Earth	You can now cause more damage with earth; it is now a d8. DC is +6

5	Improved Weaponized Earth	Weaponized Earth	You excel in causing damage with earth. You now cause a d10. DC is +6
10	Mastered Weaponized Earth	Improved Weaponized Earth	You can cause a single target to be earth. The DC is +6

Air

Cost	Name	Prerequisite	Description
5	Manipulate Air	Gift of Psionics	You are able to Manipulate air, and able to take air as a specialty with Psionics
5	Weaponized Air	Manipulate Air	You can cause damage with air. It is a d6. The DC is +6
10	Improved Weaponized Air	Weaponized Air	You can now cause more damage with air; it is now a d8. DC is +6
15	Mastered Weaponized Air	Improved Weaponized Air	You excel in causing damage with air. You now cause a d10. DC is +6
5	Applied Air	Gift of Psionics	You can use your air to push an object. For every 10 pounds; +6 DC
15	Improved Applied Air	Applied Air	You can use your air to push an object farther. For every 5 ft; +6 DC
30	Mastered Applied Air	Improved Applied Air	You have learned the secrets to manipulating your air for flight. Your amount you can push has become 50 pounds for a +6 DC; Your ability to push has become 10 ft; +6 DC

Metal

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

Ice

Cost	Name	Prerequisite	Description
	Manipulate Ice	Gift of Psionics	You are able to Manipulate Ice, and able to take Ice as a specialty with Psionics
5	Weaponized Ice	Manipulate Ice	You can now cause more damage with ; it is now a d8. DC is +6
10	Improved Weaponized Ice	Weaponized Ice	You excel in causing damage with ice. You now cause a d10. DC is +6
15	Mastered Weaponized Ice	Improved Weaponized Ice	You can cause a single target to be ice. The DC is +6
5	Frost bite	Manipulate Ice	You can cause someone to be chilled. The DC

Mind

Cost	Name	Prerequisite	Description
15	Manipulate Mind	Gift of Psionics	You are able to Manipulate mind, and able to take mind as a specialty with Psionics
5	Heal the Mind	Manipulate Mind	You can heal 10 MH; +6 DC
15	Improved Heal the Mind	Heal the Mind	You can heal 20 MH; +6 DC
35	Mastered Heal the Mind	Improved Heal the Mind	You can heal 40 MH; +6 DC
10	Clear the Mind	Gift of Psionics	You can knock down a mental effect down 1; +6 DC

Body

Cost	Name	Prerequisite	Description
15	Manipulate Body	Gift of Psionics	You are able to Manipulate body, and able to take body as a specialty with Psionics
5	Heal the Body	Manipulate Body	You can heal 10 PH; +6 DC
15	Improved Heal the Body	Heal the Body	You can heal 20 PH; +6 DC
35	Mastered Heal the Body	Improved Heal the Body	You can heal 40 PH; +6 DC
10	Clear the Mind	Gift of Psionics	You can knock down a mental effect down 1; +6 DC

Soul

Cost	Name	Prerequisite	Description
20	Manipulate Soul	Gift of Psionics	You are able to Manipulate soul, and able to take soul as a specialty with Psionics

Force

Cost	Name	Prerequisite	Description
5	Manipulate Force	Gift of Psionics	You are able to Manipulate force, and able to take force as a specialty with Psionics
5	Weaponized Force	Manipulate Force	You can cause damage with force. It is a d6. The DC is +6
10	Improved Weaponized Force	Weaponized Force	You can now cause more damage with force; it is now a d8. DC is +6
15	Mastered Weaponized Force	Improved Weaponized Force	You excel in causing damage with force. You now cause a d10. DC is +6
10	Applied Force	Gift of Psionics	You can use your force to push an object. For every 20 pounds; +6 DC
20	Improved Applied Force	Applied Force	You can use your force to push an object farther. For every 10 ft; +6 DC
40	Mastered Applied Force	Improved Applied Force	You have learned the secrets to manipulating force for flight or speed. Your amount you can push has become 100 pounds for a +6 DC; Your ability to push has become 20 ft; +6 DC

Energy

Cost	Name	Prerequisite	Description
5	Manipulate Energy	Gift of Psionics	You are able to Manipulate energy, and able to take energy as a specialty with Psionics

Light

Cost	Name	Prerequisite	Description
5	Manipulate Light	Gift of Psionics	You are able to Manipulate light, and able to take light as a specialty with Psionics

Technology

Cost	Name	Prerequisite	Description
5	Manipulate Technology	Gift of Psionics	You are able to Manipulate technology, and able to take technology as a specialty with Psionics
5	Touch of Psionics	Gift of Psionics	Use your Psionics skill and add it to your reloading rolls.

Sound

Cost	Name	Prerequisite	Description
5	Manipulate Sound	Gift of Psionics	You are able to Manipulate sound, and able to take sound as a specialty with Psionics

Weapon Focused

Cost	Name	Prerequisite	Description
5	Weapon Familiarity		Pick type, take no penalty to using those weapons
15	Weapon Focus	Weapon 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 I	Decrease the reload speed of the weapon by 1 again.
35	Weapon Mastery	Weapon Training Speed II, Weapon Training Reload II, Dex or Str at 8	You have learned hidden secrets about these weapons. You now get an accuracy bonus of +4; The reload difficulty is downgraded by one. Lastly increase the damage you do by +2.

WEAPON TYPES

RANGED	MELEE	Thrown
Handheld	Sword	Knives
Shotgun	Knife	Grenades
Sniper Rifle	Staff	Misc.
SMG	Flexible	
Grenade Launcher	Polearm	
Rocket Launcher	Natural	
Bow		

MYSTICAL ASPECTS

CLASSICAL / ELEMENTAL	LIFE	MODERN / SCIENCE	COMPLEX
Fire	Mind	Force	Technology
Water	Body	Energy	Sound
Air	Soul	Light	Plant
Earth			
Metal			
Ice			

Section 7: Shop

Credits:

Credits are the currency of this world. It comes in two different forms. There is the

General Shop

Item	cost
Cell phone basic	5
Smartphone basic	15
Laptop	25
Flashlight	1
Rope	1 for 5 ft
Camera	10

Willkie talkies (set of 4, 1 mi range)	5
Emergency Kit	5
Weapon License, I	5
Weapon License, II	20
Weapon License, III	30
Weapon License, IIII	50

NeWave

Item	Cost	Description
Belt Climb, basic	50	Projectile shoots rope to climb up tough surfaces; halve base move
Scarab Public Edition	30	Micro-Computer that has MagiNet sensors
MagiNet Receiving device (for laptops and computers)	15	Allows a laptop or desktop to get access to MagiNet
MagiNet subscription	5	You can get on the MagiNet with any device with MagiNet capabilities
Horde Daily	1	A daily Magazine from NeWave
Arachnopack	60	Energy Draining pack
Dragonfly Harness	80	Allows flight

CM Pharmaceuticals

Item	Cost	Description
StimPak Alpha	10	heal 5ph
SedatePak Alpha	10	heal 5mh
StimPak Beta	50	heal 25ph
SedatePak Beta	50	heal 25mh
StimPak Omega	200	Heal all ph
SedatePak Omega	200	Heal all mh
Bulls Blood	250	+1 Strength
Cat Tonic	250	+1 Dexterity
Med kit, Base	100	Good for 10 uses before refill; +2 to heal checks when trying to get rid of continual damage.

Weapons

Weapon Name	Dexterity Damage	Strength Damage	Range	Ammo	Reload Difficulty	Speed	Primary Damage	License:	Cost
Six-shooter	1d8	1d4	Medium	6	Complex	4	Piercing	2	20
Pistol	1d6	1d6	Medium	20	Simple	4	Piercing	2	30
Shotgun	3d4	1d6	Medium	6	Complex	5	Piercing	2	35
Sawn-off shotgun	2d8	1d6	Medium	3	Moderate	5	Piercing	2	45
Sniper Rifle	2d8	1d4	Very Far	1	Complex	5	Piercing	3	50
SMG	1d4	1d4	Medium	60	Simple	5	Piercing	3	20
Grenade Launcher	1d6	1d4	Far	10	Moderate	5	Traumatic	4	30

Rocket Launcher	3d20	1d4	Far	1	Complex+	6	Traumatic	4	120
Sword	1d6	1d6	Short	-	-	4	Slashing	1	20
Knife	1d8	1d4	Very Short	-	-	4	Slashing	1	15
Fighting staff	1d4	1d4	Short	-	-	4	Blunt	1	10
Bow	1d6	1d6	Medium	30	Moderate	5	Piercing	1	25
Flare gun	1d4	1d4	Far	1	Simple	5	Explosive	1	15
Punching Dagger	1d6	3d4	Very Short	-	-	5	Slashing	2	35
Nunchaku	3d4	1d6	Very Short	-	-	4	Blunt	1	35
Spear				-	-	5	Slashing	1	45
Brass Knuckles	1d8	1d8	Very Short	-	-	4	Blunt	1	25

Ammo

Ammo	Cost
Six-shooter	3
Pistol	10
Shotgun	11
Sniper Rifle	3
SMG	6
Rocket Launchers	26
Arrows (30)	15
Flare gun	1

Grenades

Type	Damage	Range	Effects	Price	Secondary Damage
Frag	1d8	Short	Area of Effect	10	Rending
Smoke	-	Far	Smoke is released	5	-
Flame	1d4	Short	Sets enemies and area on fire 1d4 for 2 rounds	15	Fire
Stun	1d6	Short	Area of Effect	10	Stressor
Cherry bomb x5	1d2	Short		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:

Current willpower points available + roll. DC is Maximum Willpower + 10

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:

This chart assumes that you are full, with no worries; and there is nothing that can cause you worry.

30 minutes	1 will power
1 hour	3 will power
1 hour and 30 mins	5 will power

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 a 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.

The Organic Limit: The world has lots of things to offer, and by pushing as much as they can and trying to do the impossible, non-gods can attempt things that only gods can do, but they start taking recoil. After breaching the limit the being has to roll a willpower check to see how much of the godly power they can manipulate. Their difficulty is either 10 + amount they were over, for mundane actions. OR 15 + amount they went over for mystic actions. If they are successful in this attempt, they take a 2d4 MH damage. If they are not, they get a 2d6 + the amount they missed their difficulty by. NOTE: The move is still done, if they hit what they needed to do to do it, if they needed something lower than the god threshold, then what they have done is extraordinary even for a world of magic.

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

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)

Take cover: 1 action

Talking: 0 actions

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).

Normal Attack: Every weapon has a weapon speed.

Steps to an attack:

1) Declare Target

2) Roll accuracy (d20+level+bonuses (From occupation, abilities, and any other sources)

3) Check to see if you beat the targets dodge, if you did; you successfully hit; continue on.

4) Roll Damage, if you have a weapon that gives a secondary damage (most do, except for some basic bashing weapons), then your secondary damage only occurs if you surpass their damage reduction of that type.

5) Minus their health; minus your ammo if you hit with a gun or bow.

Taking cover: 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).

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 DC 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.

Section 9: Magic and Psionics

When it comes to magic and psionics there are two types of ways of doing it; there is the prepared and the not so prepared. Both of which you create a casting DC, which at the power level will dictate what it can actually do. Each magic/psionic type has things they can do easier than others; while some can do things only it can do. Range starts off as a touch attack.

Section 10: Advancement

After Every successful mission, after every tough encounter, you start figuring out little tips and tricks to bettering your skills, and abilities. They start teaching you

Level	Amount Needed
1	100
2	130
3	160
4	195
5	230
6	270
7	310
8	355
9	400
10	450

Abilities cost what they say in their chapters; Skills cost 4 for each +1.

Section 11: Rules for GMs

Monster 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
- 4) Repeat?

Level	4 player(s)	Variation
0	10	1
1	15	2
2	21	3
3	27	3
4	34	4
5	41	5
6	49	7
7	57	8
8	66	9
9	75	10
10	85	12

Improvement	Cost
Attribute	New * ½ (Round Up)
Skill	New * ¼ (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

Type	Base Small Creature	Base Medium Creature	Base Large Creature
All Attributes	5	5	5
HP	15	35	40
MP	15	35	35
Willpower	0	0	0
Cost	5	10	15