

*The rule  
book of*



## Index

Rules	2
Roll Increments	3
Stats (S-P, 6 central stats, auxiliary stats)	4
Combat	8
Ways of attack	10
Damage types	11
Injuries and status ailments	13
Healing	15
Experience and Level System	16
Threat	19
Scale	19
Species	22
Super Human	22
Anomaly	24
Shadow (Husk)	25
Archling (Husk)	26
Superpowers	28
Emitter	29
Husk Powers	30
Combat	30
Defence	30
Special	30
Omegan powers	31
Stats	31
The 6 Central stats	31
Willpower	32
Move speed / weight	32
Auxiliary Stats	33
Vices and Virtues	34
Trades	34
Proficiencies	56
Mechanics for Narrators (Games Masters)	68

# **Rules**

## **Dice Rolls**

When playing, roll dice indicated by a "D" and a number (e.g., 1D6 means a 6-sided die). The number before the "D" shows how many dice to roll (e.g., 3D6 means three 6-sided dice). The D20 (20-sided die) is most commonly used.

## **Dice Roll Guidelines & Terminology (D20)**

### **Modifiers and De-modifiers:**

- Modifiers add to the roll (+4 means add 4).
- De-modifiers subtract from the roll (-2 means subtract 2).
- Applied unless otherwise stated or if Natural 1s/20s occur.

### **Natural 1 (NAT1) & Natural 20 (NAT20):**

- Rolling a 1 on a D20 disregards modifiers and results in the worst possible outcome.
- Rolling a 20 on a D20 disregards modifiers and results in the highest success.
- In combat, double the usual damage dice or maximum damage for special techniques.
- Earn 10 experience points or 2 proficiency successes.

### **Roll Requirements and Successes:**

- Minimum roll for basic abilities is 10.
- Advanced abilities may require up to a modified 28+.
- Unspecified actions may succeed with rolls lower than 10, at the narrator's discretion.

### **Roll Increments:**

- Roll increments are the specific thresholds (e.g., 10, 15, 20) that determine the success of increasingly advanced abilities or actions in the game. These requirements increase in increments:

- 2-4 (insulting easy)
- 5-9 (very easy)
- 10 (the basic increment)
- 15 (the default increment for created techniques)
- 20
- 25
- 26
- 27
- 28
- 29
- 30+

### **Advantage , Disadvantage and Reroll:**

- Advantage: Roll D20 twice, use the higher result.
- Disadvantage: Roll D20 twice, use the lower result.
- Reroll: rolling again but must take the second number rolled.

## **Stats (S-P, 6 central stats, Intelligence)**

### **Super Power (S-P)**

(This segment only concerns characters who have superpowers; Superhumans, Anomalies and Husks)

To use their powers, players must roll 1D20; if they meet the roll requirement, then their power will be successful, if under the requirement it will not be. There is another possibility which is if the player gets a natural 1 which will result in either recoil or the worst possible outcome of the powers usage (in other words doing the exact opposite of what the player intended, however, the action's results are ultimately up to the Narrator).

The roll requirements will be based on what powers the user has, although this stat can be used instead of other stats if the power allows it.

### **The 6 Central Stats and their Auxiliary Stats**

The maximum values for all of the 6 central stats are 20, the minimum values being 3. Auxiliary stats' maximum values are +3, while their minimum values are -3.

Underneath are the 6 central stats and the auxiliary stats that correspond to them:

#### **Intelligence (Int):**

Intelligence is useful to those who wish to understand the abilities and weaknesses of the world's inhabitants, how technology operates, how to make use of items and surroundings, and lend aid to those who might be injured. Those who are more intelligent will find it easier to learn new trades and proficiencies.

#### **Power Knowledge**

Roll this to understand powers, abilities, and mutations of creatures and humans, this can also be used to understand weaknesses to the powers, given the user rolls high enough.

#### Tech knowledge

To know , understand and use technology and mechanical items and object, best used to understand tech weapons, and computers.

#### Medical Knowledge

To be a good medic or even someone who understands how badly people are injured and afflicted, characters will need this stat.

#### Animite Knowledge

The stat to use to understand what are single stones, what animite is and even be able to talk to others about liquid power.

#### Ingenuity

To come up with quick-thinking plans as well as making things on the spot such as improvised objects as weapons or coming up with a random that might just work.

#### History

The ability to remember past conversations, or even remember things in the characters history, before or during the player's time in the game.

### **Strength (Str):**

#### Blocking

Use your own physical strength to hold back the attackers, use arms, if unarmed which makes you take the damage only to your arms , or use items or shields.

#### Grapple

Using ones strength to holds others or even keep a grip on objects to not lose them / drop them.

#### Labour

Lifting, pushing, or pulling, labour is needed for all these activities.

#### Knockout

Roll this against the opponents Fortitude or Endurance , if successful the opponent is knocked unconscious. (if in a 1 on 1 fight the user has to succeed 3 times).

### **Dexterity (Dex):**

#### Evasion (Reactive)

Roll this to evade and escape attacks, when rolling this stats whilst being attacked the user can move the characters entire move speed away from their current position, this roll is not used for getting closer to the enemy but further away from them. (if the character who uses this stat get 5 or above the opponents rolls, this character gets to deal a ranged attack).

### Stealth

User this stat to hide, conceal, or move quietly without being seen or heard.

### Finesse

From juggling, to pickpocketing, this stat allows the user to move their hands and perform skills with almost no trace.

### Accuracy

Characters can use Accuracy to shoot or throw weapons at opponents, depending on how high to roll will depend on how close to where the user wanted to hit something, or someone.

### Acrobatics (Reactive)

Using the character's agility, they can be able to perform acrobatic feats, such as climbing, parkour, dodging or even dancing. If a character uses this stat against an attacking opponent, this character will move as close as they can, based on their move speed, if the character who uses this gets a roll 5 or above against their opponent they get to attack with melee.

## **Wisdom (Wis):**

### Investigation

Roll this stat to discover loot, items, weapons, or even people, this stat can be used to investigate whatever the character is looking for in a certain area.

### World knowledge

Use this stat to know what goes on in the world, or even have the knowledge of the laws and rules of the town, village, city, or country you're in.

### Perception

The stat of the senses; smell, sight and hearing.

### Insight

Use this stat to inspect specific details about anything that you're looking at, this includes determining whether or not someone is lying.

### Creativity

This stat is used in situations of creation or strategy, via using a person's creativity.

## **Charisma (Cha):**

### Seduction

Use this to seduce anyone who is weak to your charm.

### Persuasion

To persuade someone is a useful skill, such as being able to make others understand a truth or haggle for a bargain when purchasing or selling.

### Diplomacy

Using this stat can get multiple people out of tricky situations, such as talking people down from decisions, calming people down, taking charge, making votes in a group, etc.

### Deceit

The Ability to lie, can be useful, using this stat will allow a character to do such things.

### Intimidation

To use this stat, the user will say or do something and if successful, the opponent will submit or even become scared.

### Taunt

Using insults and slander the user of this stat will make anyone who does not roll high enough against this roll will attack the user with an easily predictable, meaning the user will roll advantage against the opponent.

### Nerve

Users of this stat will be using this against Taunt, intimidation, and seduction. If the user beats them they will be unaffected by the previously mentioned stats, this also works against pain, and insight.

### **Constitution (Con):**

This stat is the full well being and health of the character and therefore, if the character has "+" modifiers on their Con that then adds to the character's max health, the same goes with "-" modifiers and taking health away.

### Survival

Use this stat when hit by poison, as well as using it against bleeding, this can also be used when unconscious to wake up.

### Metabolism

Use this stat against anything this character has consumed, this includes poison, food, drink, and anything the character swallows.

### Fortitude

Use this stat against external forces to prevent injuries, for instance cuts, bruises, severed extremities, or even burns. (if Nat 1 is rolled again an attack not only does it give a serious injury, but it also deals the character 2x damage).

### Endurance

This stat is basically the character's stamina, if the user fails any rolls to do with this stat, the character could become exhausted or even collapse.

### **Secondary stats**

To determine these stats, begin with an initial value of 15, then roll 3D10s; add the first two rolls to the initial value, then subtract the value of the third roll.

### Character Weight

The weight of the being, this will determine what other players and npcs will have to roll to lift / pick up the character.

### Movement Speed

The value of a character's movement speed equates to the distance they can move without using up an action. This stat is also used to determine who attacks in what order in combat.

If the character's target is above their movement range, they must expend a turn to get to them, if they are at a distance that is over double the amount of the characters movement speed they must expend their entire turn just to get to their target. Move speed and distance is based on Meters (M).

### Range

Every character's melee range is 2 metres without weapons.

Every character's melee range is the same, unless their power or species specifies that it is larger or shorter. If an object or opponent is outside of the mailing range, they must expend a turn getting to them or use a distance/ranged attack.

### Carry weight

The carry weight is decided via the combined numbers of the characters Str and Con, the sum total of that number is then 10x that number in lbs and that total is how much the character can carry and or lift.

When it comes to Super Str each +1 equals 100 lbs.

## Combat

**Whose turn is it? (Move speed)** - when combat begins all players roll 1D20, and then add their move speed modifier (e.g. +2/ -3) afterwards the players attack in order from highest score to lowest.

**Actions** - Each player gets 2 actions, these actions can be used to roll for anything, however, if a player wishes to perform certain actions they must be aware how many of their actions it may take.

- Movement = less than than the characters move speed (0 actions)
- Movement = up to 2x the characters move speed (1 action)
- Movement = upto 3x the characters move speed (2 actions)
- Attacking (1 action, ends turn)
- Healing (1 action, ends turn)
- Non attack actions (1 action)
- Usage styles (1 action)

- Ability activation / technique usage (1 action)
- Passive effects (0 actions)

**Rotations** - A rotation is when it gets back to the play it started on, for example if there are five players in combat and 1 player has their turn, after everyone else's turns it will be the first player again which means it's been 1 rotation. A rotation is considered in the perspective of each player and every time it's their turn again is a new rotation.

### **Clash / guarding/ blocking**

Characters who have a weapon, shield or item that'd be able to block an incoming attack by rolling either acrobatics or finesse.

### **Grappling**

This system is based on strength, if the attacking character is able to successfully roll higher on strength they have grabbed hold of their enemy, limiting their dexterity to dodge the attack (disadvantage). It is possible to also cripple a limb on either a natural 20 on strength or a critical hit on combat damage. (Remember, those with tactile abilities are potentially more dangerous when held or grabbed).

### **Retaliation (reactions)**

Retaliation rolls there are stats a player can roll to avoid being attacked, there are multiple types of reactions and each character can react once per attack, meaning until another attack is rolled the characters are not allowed to react. If a player reacts to an opponent's first action, they may stop the opponent's turn, however, only if the reaction achieves 5+ higher than the opponent's roll.

Below are the different types of reactions, their pros and cons;

**Evasion** - Roll and succeed against the attacker to get out of the way from them, the user of this roll can only as far as their move speed allows them. If the user gets 5 or above the roll of the attacker, the user gets a ranged counterattack (If the user has the abilities/equipment to do so). If both the attacker and the target match with their rolls, the attacker lands their attack.

**Acrobatics** - Roll and succeed against an attacker but keep within a close proximity of the area of attack/ attacker (5m), if the user gets 5 or above the attackers roll, the user of this roll gets to counterattack with a melee attack. (Powers are not included unless passively active). If both the attacker and the target match with their rolls, the attacker lands their attack.

**Blocking** - Roll this to stop or take less damage from an attack (if user uses Shield or weapon to defend themselves). If the user uses a body part to block the user will take damage but only toward the particular body part. If the player who uses blocking achieves a roll that is 5 or more higher than the attacking roll the damage that is dealt is halved, whether the damage is to the character or the item they used to block with.

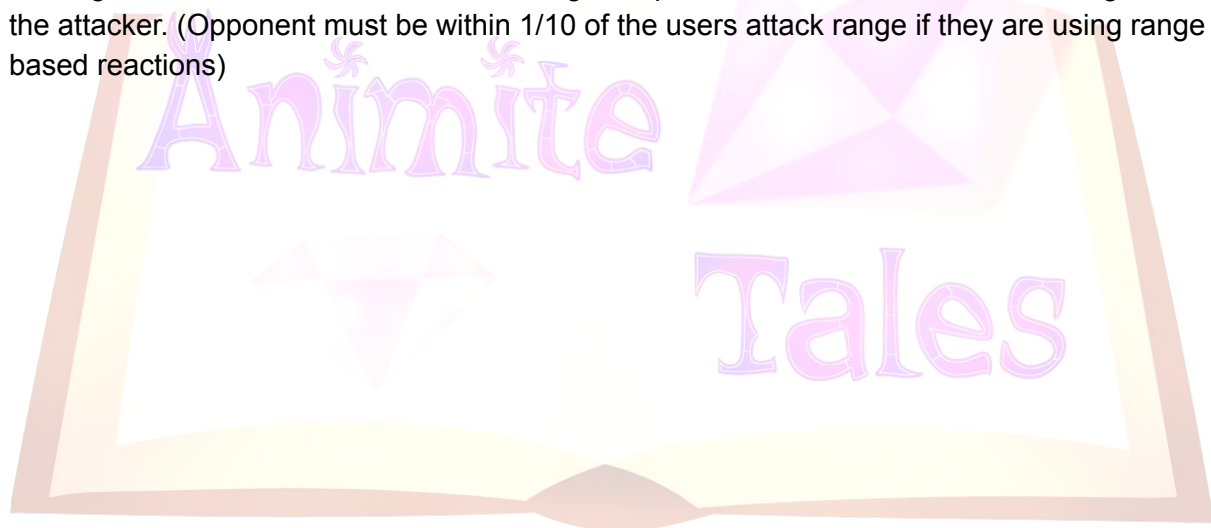
**Super Power (if the player has one)** - Some powers allow the user to use their power reactively and can either use it to evade or attack back, if the roll succeeds against the attacker, they can either avoid the attack without dealing damage, or exchange blows (choice must be stated before rolling). If the user rolls 5 or above the attacker, they deal a

counterattack against the attacker, without taking damage. (If the rolls match they both roll again)

**Interception reactions** - Each character has an interception range, which is equivalent to  $1m + 1/10$ th of their movement speed; characters can react to attacks within their interception range, even if they are not the target of the attack. Characters can react in any of the relevant ways mentioned in this section of the rules, including rolling movement speed to move in front of an attack to defend its target (user of this reaction must roll movement speed equivalent to the attack roll to succeed). (Note; this can't work if the character is prone, being grappled or held, pinned, unable to move, or taking continuous damage).

**Willpower (technique dependent)** - Certain willpower techniques can be used reactively to defend the user.

**Reactive strike / reactive shot (Powers, ability or proficiency dependent)** - The target rolls to attack back to either trade damage or stop the attacker before their attack lands. If match or success both attacker and target deal damage to each other, if the target achieves 5 or higher above the attackers rolls the target stops the attack and deals their damage to the attacker. (Opponent must be within  $1/10$  of the users attack range if they are using range based reactions)



# **Ways of attack**

## **Direct damage:**

Typically dealt by a melee weapon or semi-automatic weaponry, this is damage from which the cause (e.g. a bullet) has travelled in a straight line toward the target.

## **Sweep attacks :**

Typically dealt by powers, such as kraken physiology or hydrokinesis, this damage type occurs when an attack is able to hit multiple targets, providing they are lined up alongside each other.

## **Spread attacks :**

This damage type may occur with a fully automatic assault rifle for example, it takes place when the user fires multiple bullets at multiple targets within 1 turn; this reduces accuracy, but allows the attacker to hit multiple targets within 1 turn. The spread will be equal to half of the maximum range.

## **Area of Effect (AoE) :**

This damage type would typically be dealt by an explosion of some sort. This damage type occurs when there is an affected area, its size determined by the power or weapon which it comes from, and everything within this area will take damage. AoE diameter is equivalent to half of the attack's normal range, height of an explosion is equal to radius from the epicentre, as is the depth (range of the attack downwards). This ability is only available to specific abilities.

## **Cause injury**

When a player wishes to injure an opponent rather than deal damage to them they must roll for the attack, but instead of the attacker rolling for damage, the opponent must roll Con (with auxiliary stat if applicable), if the opponent gets 5 under the attackers roll, they take an injury based on what the roll requirement was. (See "injuries & ailments" for reference).

## Damage types

Type	Category	Injury / ailment potentials	Explanation
Blunt	Physical	Bruises, internal trauma, broken bones	Mostly hand to hand combat can deal this damage type, however, there are weapons that will be able to deal it as well.
Slash	Physical	Cuts, wounds(bleed), severance	Bladed weapons and objects can deal this damage type, and is one of the most dangerous.
Pierce	Physical	Stab wounds(bleed), cuts	Sharp objects are easy to come by, and can even deal this damage type with some slash weapons. (e.g. sword)
Impact	Physical	Bruises, internal trauma, broken bones	This damage type comes from explosions and great blast of wind.
Constriction	Physical	Bruises, internal trauma, broken bones	When being crush or squeezed by anything on top or wrapped around the target.
Fire	Elemental	Burns	A dangerous damage type, however self explanatory.
Lightning	Elemental	Burns, paralysis	High voltage and intense heat, those who use or command this element will be powerful.
Energy	Elemental	Bruises, burns	Light energy is a compact amount of photons that can deal physical injuries as well as burns due to its nature.
Cryo	Elemental	Frostbite, frost burns, frozen	Extreme colds , can freeze those with low Con ir body warmth, Ice can be used to deal physical damage as well.
Molten	Elemental	Burns	Whether it's melting metal to molten magma, boiling water or boiling oil, any liquid substance that will scold deals this particular damage type.
Spatial	Special	Internal Trauma, severance, broken bones	Spatial distortions are the most powerful and dangerous way to deal damage , manipulating space means that there is practically no form of defense against it.
Sonic	Special	Internal Trauma, deafness, dizziness, broken bones	Vibrations from loud enough sound waves can rupture, crack, and shatter all targets of this damage type. In some cases it can cause temporary or permanent deafness and even disorientation.
Decay	Special	Rot, Burns	The rotting of flesh can be deadly, and is almost always permanent.
Absorption	Special	Exhaustion	Absorption either deconstructs physical

			objects or drains life force from living creatures.
Poison	Special	Poison Ailment	Poison can only deal direct damage if there's enough of it or if its a special kind of poison, when cut by a poisoned weapon or drinking poison the victim must Succeed a Survival roll to not be poisoned.
Corrosive	Special	Corrosive Burns	Acid can damage those immediately with this damage, unlike poison however, Corrosive can also affect objects as well as living flesh.
Willpower	Special	"Physical Injuries"	Willpower isn't necessarily its own damage type, however, it does affect damage types allowing impact damage to pass through armour and powers.

## Injuries and status ailments

No injuries/ ailments:

- No Damage or very little damage.

**Minor injuries/ ailments** (victim fails a Con roll for 10+ with 6-9) In the terms of healing these count as 1 ailment each :

- **Cuts** (1D4 bleed damage for 1D4 minutes / rotations)
- **Bruises.**(Take D4 of extra damage to every blunt or impact attack)
- **Basic poison** (D4 poison damage for 1D4 minutes / rotations)
- **Exhaustion** (Roll disadvantage on endurance and reactive rolls.)
- **Vision / hearing impairment** (Roll disadvantage on perception rolls)
- **1st degree burn** (take D4 extra damage whenever hit by fire or energy damage).
- **Frost burns** (Take 1D4 extra damage whenever hit by cryo damage).

**Major injuries/ ailments** (victim fails a Con roll for 10+ with 5-2) In the terms of healing these count as 1 ailment each :

- **Bleeding wounds** (1D6 bleed damage for 1D6 minutes / rotations)
- **Internal Trauma** (Makes injured body part roll disadvantage on Con rolls, Take D6 of extra damage to every blunt or impact attack)
- **2nd degree burn** (take D6 extra damage whenever hit by fire or energy damage)
- **Active poison** (1D6 poison damage for 1D6 minutes / rotations)
- **Frost burns** (Take 1D6 extra damage whenever hit by cryo damage).

**Serious injuries/ ailments** (victim fails a Con roll for 10+ with 1 or a Con requirement for 15+ with 10 or less, or a Con requirement of 20+ with 19 or under) In the terms of healing these count as 2 ailments each :

- **3rd / 4th degree burns** (Roll disadvantage on Dex or move speed depending on where the burns are, victim takes 1D8 extra damage when getting hit by fire or corrosive)
- **Large wounds** (D8 bleed damage for 1D8 minutes / rotations)
- **Advanced poison** (ailment that deals 1D8 poison damage for 1D8 minutes / rotations)
- **Broken bones** (can't use limb easily without dealing damage to oneself, users broken bones also roll disadvantage whenever hit and take an extra 1d8 when struck).
- **Head trauma** (Roll disadvantage on all int, wis, and cha related stats, as well as Con if the victim gets hit on the head)
- **Frostbite** (Roll disadvantage on Dex or move speed depending on where the frostbite is, victim also takes 1D8 from every hit from cryo damage).
- **Rot** (Remove 1d6 from max health, victim feels ill).

**Extreme injuries/ ailments** (victim fails a Con roll for 15+ with 1 or a Con requirement for 20+ with 10 or less) In the terms of healing these count as 2 ailments each :

- **5th / 6th degree burn** (burnt to a crisp and can remove parts of the body permanently).
- **Severance** (removal of limbs or extremities and victim take 1D10 bleed for every minute the wound is still open)
- **Deafened** (removal of hearing and cannot roll audio based perception)
- **Blind** (character cannot see and cannot roll vision based perception)
- **Anosmic** (no sense of smell, cannot roll sent based perception)
- **Hearts injury** (user goes into "Fatal moments")
- **Brain injury** (user goes into "Fatal moments")
- **Advanced Rot** (removes 1D10 of max health from user and has to roll another Con, if victim fails to get 15+, victim goes into fatal moments)
- **Frozen** (Immobilises either the being that has this ailment or immobilises the limb, if not cured and then stuck by an impact or blunt attack the part that is affected by this ailment shatters.)

Fatal moments:

- To go into fatal moments a character must either get a severe or extreme injury or ailment whilst on 1 Hp or less.

- Whilst in this status the character has three tokens representing their life, each time it this characters turn they must roll Con (with survival if they have it) each time they fail they lose a token.
- If the character loses all 3 tokens the character dies.
- The character can still die without losing any tokens if their health drops below their maximum health in the minus numbers.
- If the user gets an 18 or above on their Con rolls they can get up, move and even attack, however, they will be rolling every roll with disadvantage.
- This status cannot be removed no matter how high this characters Con rolls are, and can only be saved by being healed.

### **(Simplified Injury table)**

In case of if a character takes a large amount of damage here's a table to show what is needed to be rolled and what happens to cause injuries. If there is a dice of damage under the effect it means the ailment is based on a time limit, the dice is rolled to determine how many turns it lasts and then the dice is rolled each turn to deal damage.

(All extreme ailments continue indefinitely, until the ailment is cured)

If a character takes significant damage, roll to determine the injury severity and effect. Dice in the effect column determines damage and time limit.

Injury / ailment severity	Damage taken	Roll requirement	Affect
Minor	Up to 1.5x the vitality	10+	D6 (+4)
Major	2x the vitality	15+	D8 (+8)
Serious	3x the vitality	20+	D10 (+12)
Extreme	4x the vitality	25+	2d10 (+16)

### **Suffocation/ Drowning**

Upon being in a situation that would call into question whether or not a player character can breath, the player must roll endurance or survival. Upon failing a 15 or higher the character begins to take damage as seen on the table underneath, each turn the user fails the damage dice are stacked from each separate failure, until the character's health is at, or below, 0; or of course if they are not drowning or suffocating.

Roll	Damage
14-10	d6
9-5	d8
4-2	d10
1/ Nat 1	D12 (or double the dice of the ailment)

	based on the requirement)
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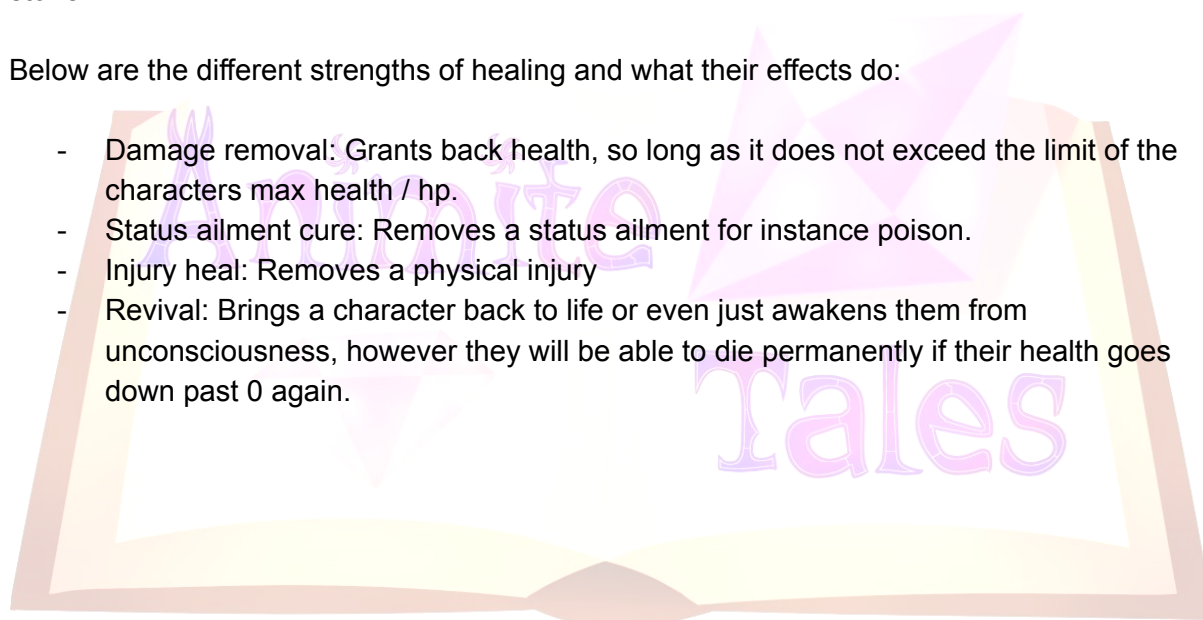
## **Healing**

When in combat, healing consumes 2 actions, or the remainder of a turn. A character is able to use an action, provided that it is not an attack, and then heal, but not use an action afterwards.

Those who either have healing factor or other powers that allow the player to heal can roll dice to heal themselves when specified, however there are other ways of healing oneself and or others via healing items such as food, herbal remedies, drugs, beverages, or a single stone.

Below are the different strengths of healing and what their effects do:

- Damage removal: Grants back health, so long as it does not exceed the limit of the characters max health / hp.
- Status ailment cure: Removes a status ailment for instance poison.
- Injury heal: Removes a physical injury
- Revival: Brings a character back to life or even just awakens them from unconsciousness, however they will be able to die permanently if their health goes down past 0 again.



## **Experience and Level System**

Throughout the game, players will encounter events or carry out tasks that will grant them 'exp', there are three different experience types which a player can accumulate. Character level exp and power level exp are interchangeable, as they are acquired via the same means (succeeding in rolls, quests and encounters, simply roleplaying), however, husk powers, trades and proficiencies must be levelled up by succeeding in their respective rolls. For example, succeeding in using super strength, if you are a husk, will equate to 1 success for super strength, but that exp cannot be translated to another power or proficiency. Rolling a natural 20 grants an automatic 10 experience, or 2 successes if the roll was for a trade/proficiency. The same rules apply if the opponent you were rolling against rolled a natural 1.

Every character, no matter the species, has an overall level cap of 30. These 30 levels can be distributed in whichever way the player sees fit; husk powers and trades/proficiencies do not contribute to this overall level, so humans and husks will place all of their exp into character level, while all of their successes are applied normally. A superhuman may place 10 levels into their superpower and 20 into their character level, whereas an anomaly may place 10 levels into each of their powers and only 10 into character level. These are only examples and, as stated earlier, these levels may be distributed in any way the player sees fit.

Additionally, every 5 character levels, a character will gain 5 max health and when a power reaches level 10, that character's max health will increase by 10.

### **Character Level exp**

When a character's level increases, they gain 1 "character point" (CP). This character point may be used to advance 1 of many of a character's stats: health, willpower, vitality, the 6 central stats, auxiliary stats or S-P modifier's value by 1. Each time a character's level

increases, they gain 1 character point and, as displayed by the table below, the exp requirement to level up increases every 5 levels. Maximum character level is 30.

Exp Required	Character Level
50	0-5
100	6-10
150	11-15
200	16-20
250	21-25
300	26-30

### **Power Level exp**

Acquired in the same way as character level exp, this exp is used to level up a character's power(s), resulting in increases to S-P modifier, then a choice between buffs and perks (increases to existing powers, or developing new uses for a power). When a player increases a power's level from 9-10, they are given the choice between an evolution and a mutation. The maximum level for each power is 10, while the maximum S-P modifier is also 10.

Exp Required	Power Level
50	1
100	2
150	3
200	4
250	5
250	6
250	7
250	8
250	9
300	10

### **Trades & Proficiencies**

Whenever a player uses their trade, weapon, or husk superpowers, and succeed they will gain 1 success point or 10 Xp which can be tallied until leveling up. Each level, the player can either look at the proficiency perks table which will help them decide what they want to

be able to do with their trade /proficiency, or, if the player is leveling their husk powers, they can grant themselves a buff or ability by looking at the husk perks table.

Successes Required	Proficiency Level	Modifier
5	1	+1
10	2	+2
15	3	+3
20	4	+4
25	5	+5
30	6	+6
35	7	+7
40	8	+8
45	9	+9
50	10	+10

#### Other actions that grant Xp

- If a player heals another character other than themselves they get the amount of xp per point of health healed multiplied by 10.
- Ailment / injury healing grants the player 50 xp for each separate successful healing roll.
- Achieving natural 20's grants 10 xp, as well as having an opposing roll come up natural 1.
- Succeeding rolls or roleplay based actions can grant an amount of Xp that the narrator can judge.

#### Milestones

Every time a player levels up five levels in any one trade, proficiency, power or character level, the character gains an extra 5 points To their max HP permanently.

#### Threat & Scale System

Enemies will have a threat and scale rating. Upon the defeat of an enemy, the player(s) will be rewarded an amount of experience according to the threat/scale level of said enemy. Mission reward points must be used for either player experience or power experience. Some

missions will allow the player to choose their points use and other missions the use will be compulsory. Reward points are used directly for power experience or multiplied by 10 (ten) for player experience.

## Threat

Threat rating is defined by level of the foe(s):

- A. Alpha
- B. Beta
- C. Gamma
- D. Omega
- E. Zeta

## Scale

Scale rating is defined by either the amount of people/size of the area which the foe(s) threaten(s) or how many people are under their control/the size of their sphere of influence:

1. Enemy - Individual player / character, within the recommended level can fight / compete against this NPC with moderate to little challenge.
2. Mini boss - This NPC / creature can take on multiple players / characters at once, granting moderate challenge to those inside the recommended level.
3. Boss - A Boss will be able to fight an entire group of players / characters within the level recommendation and can provide great challenge or difficulty depending on the situation. Bosses are granted larger amounts of health based on threat rating ( 100 for alpha / beta, 200 for gamma / omega, and 300 for Zeta).

## Reward Points

Xp granted		Threat rating (milestones)				
		Alpha (0-1)	Beta (2-3)	Gamma (4-5)	Omega (6-8)	Zeta (9-10+)
Scale rating	Enemy	20	40	60	80	100
	Mini boss	50	100	150	200	250
	Boss	100	200	300	400	500

# Character Creation

This will guide you through the process of developing a character to begin an adventure with! Are you looking to be a fantastical hero, a diabolical villain or just explore a world of limitless possibilities with your new found superpowers?

You can get as creative as you like with some of the personal details. Think up a name and an alter ego if you want. Describe their appearance and create a backstory, as detailed or as ambiguous as you see fit. Depending on the character's backstory, it may be necessary to state their reputation.

## 1) **Species selection**

Select, or roll to determine (depending on the rules which you have chosen) your character's species.

## 2) **Health**

Roll 1D10 then add this value to your character's species health (SH) to determine your character's health points (HP).

## 3) **Willpower**

Roll to determine your character's willpower (add the values of your species specific dice rolls).

## 4) **Vitality**

Roll to determine Vitality (2d4 for humans, cyborgs, anomaly's and superhumans, 4d4 for husks) then add  $\frac{1}{4}$  of the characters maximum health.

## 5) **The 6 Central Stats**

Roll for the 6 central stats (3D6 per stat, adding each set of 3D6 together to generate 6 values). These values can be assigned to the 6 central stats in any arrangement of your choosing. Now roll an additional 2D4s; subtract the result of this dice roll from your choice of the central stats, if applicable to your character's species.

## 6) **Move Speed**

Roll to determine your character's move speed (add 3D10 + species movement speed).

## 7) **Character weight**

Roll to determine your character's weight (add 3D10 + species weight) the final value of weight is then 10x in lbs.

## 8) **Superpowers**

Choose superpower(s) if applicable.#

## 9) **Personal specialties**

Select personal specialties, bonuses to your auxiliary stats (+6 points).

### **10) Personal flaws**

Select personal flaws, minuses to your auxiliary stats (-6 points). NB: you are unable to balance specialties with flaws, in order to have neutral auxiliary stats. Refer to page 9 for a list of these auxiliary stats.

### **11) Trades and proficiencies**

### **12) Personality**

Select 1 vice and 1 virtue for your character (refer to table on page 9).

### **13) Starting equipment**

Choose a miscellaneous item for your character to possess from the start of the game (cannot be a weapon, single stone or armour, unless your species specifies otherwise).



# Species

There are eight species, one of these can be chosen or randomly appointed via a dice roll (D8):

- 1) Human
- 2) Super Human
- 3) Anomaly
- 4) Shadow (Husk) - Wraith
- 5) Archling (Husk) - Demon
- 6) Omegan

NB: the maximum player level of all species is 30 husk powers and cybernetics levels do not count towards these.

## Human

Natural damage dice: D4.

No superpowers, therefore unaffected by animite damage. This species can also start with a basic weapon.

Human character creation:

- Species Health: 10
- Species willpower : 4D4
- Species vitality : 2D4
- Physical melee range: 2m
- Species movement speed: 5
- Species weight: 5
- Select a starting item, this can be either a weapon or a miscellaneous item. Weapons may be from the existing list, or custom (please read custom weapon rules). The material of this weapon is decided by the material randomiser.
- Finally, this character has a boost of 2 extra trade levels, which means this character starts off with 6 trade / proficiency levels in total.

## Super Human

Those who are superhuman have one random (or chosen ) power, go to 'Super power selection' on page **(Blank)**.

This species takes animite damage.

Superhuman character creation

- Species Health: 10
- Species willpower : 2D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 5
- Species weight: 5
- Select a miscellaneous item to begin the game with.

- Choose a superpower from the powers listed on pages 6-8 of this document (for further explanations of these powers, refer to the Power Compendium). This superpower may be chosen randomly, using the Power Selection table on page 6, but this is not mandatory.
  - Power discovery :
    - the player starts with an array of different perks to choose based on how they first discovered their powers.
- 1) Discovery via tedious / mundane task : User can skip S-P roll check once a day.
  - 2) Discovery via rescue : The user can react to an attack that isn't directed at them so long as the target is within their powers range, once every long rest.
  - 3) Discovery via tragedy : The user has a fear that, if they come into contact with, they have advantage with using their powers to fend off or flee away from it for 1d4+1 minutes /in combat rotations.
  - 4) Discovery via fight : When in combat, the user can either deal 2x more damage , heal 2x more , or resist 2x more than usual for one attack / one action, once a day.
  - 5) Discovery via accident : User rolls disadvantage when using powers on purpose however, when rolling reactively the user rolls advantage. (Until the user's S-P or SPMA modifier is more than 5+, however this ability is removed).
  - 6) Discovery via self evident experience : User rolls advantage with their powers but only in the exact or heavily similar environment/ situation that birthed their powers.
  - 7) Discovery via gift : Due to the user being given this power, the user was originally a human so they can roll an extra d4 to add to their willpower.
  - 8) Discovery via desire : User either has a power that they desperately wanted or deeply hates, meaning the user can roll insight on anything to see if it's their power's weakness, if they succeed with a 15+ on insight they roll advantage with evasion or another stat to avoid said weakness. This ability resets immediately when the user insights a new thing (even if failed).
  - 9) Discovery via theft : Since the user stole or tricked someone into giving them the power they currently have the user has the ability to roll deceit with advantage once a day and can even reroll a deceit once a day.
  - 10) Discovery via conduit :User starts with a blood transfused item / weapon that helps / enables the users powers. If the user is away from this item they roll disadvantage until they get it back or another blood infused item. (user must get to level 10 or have an S-P modifier of +10 to remove the disadvantage).
  - 11) Discovery via lineage :
 

User gains one of 4 abilities : (1). The user gains advantage with intimidation, diplomacy, or nerve whenever their powers are being used or shown. (2).User can learn the first 5 levels of one trade /proficiency with advantage as well as that trade requires half the amount of xp required till level 5. (3). User is well known and therefore the user can roll advantage with seduction, persuasion, or taunt to those who know the user's lineage. (4). The user rolls advantage with power knowledge when it comes to their powers or powers similar to theirs.
  - 12) Discovery via experiment : The user of the power(s) knows their own abilities inside and out, this grants them the ability to start with levels in their powers via sacrificing levels in trades.
- Power prestige :
    - Once a super human has levelled up to 10 on their powers they can choose to level themselves up again instead of levelling their character level to 20. This allows the player to get abilities they didn't get the first time around, more buffs, or "Iron Clad" an existing ability which the player can make the requirement of that ability lower or expand its time limit by 1 increment higher. If the player cannot "Ironclad" the ability they can instead grant themselves a buff or an SPMA that doesn't count towards their SPMA level. The player cannot get the opposite evolution or mutation than the player took, however to "iron clad" the evolution/mutation the player can ; increase any time limits on transformations to unlimited time, decrease the roll requirement by 1 increment, make "once a day" usage abilities be able to be used multiple times however the roll requirement increases by 1 increment after every

use, or the player can grant themselves a buff worth 2 buffs. Each level after level 10 is 250 for each prestige power level.



### **Anomaly**

This species is able to have two powers, however, also takes 2x animite damage.

Anomaly character creation:

- Species Health: 10
- Species willpower : 2D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 5
- Species body weight: 5
- Select a miscellaneous item to begin the game with.

- Choose a superpower from the powers listed on pages 6-8 of this document (for further explanations of these powers, refer to the Power Compendium). The second superpower must be selected randomly, using the Power Selection table on page 6. Both powers may be selected randomly, using the same method, but this is not mandatory.
- Balance :
  - An anomaly cannot use both powers together at the same, nor can they utilise both powers in one attack, however when both powers are at the same level (5 or 10) then the user gains the ability, "Balance".
  - This ability allows the user to use both powers together as they have both merged and even merge the two power's separate S-P modifiers (not allowing any higher than +10).
  - The player can choose to take balance when both powers are level 5, however, the player is not allowed to level up either powers any further afterwards.
- 



### Shadow (Husk)

Species	Statistical Differences	Physical attributes
Shadow	Super Dex +1 Passive Night Vision One with the shadows (perk ability): Once per day, roll advantage on stealth for 1	Humanoid shape and height varies between 4 and 7 feet. Skin colour is typically pale white or pitch black.

	in-game hour as this creature becomes perfectly silent and gives off no scent.	
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These two different sub-species are humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 9) they take triple animite damage as a consequence. The two subspecies have a few statistical differences, (as listed above) however, the other processes/stats involved in wraiths' character creation are the same:

- Species Health: d12 (instead of d10) +15
- Species willpower : 2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 9
- Species body weight: 5
- roll an additional 2D4s; subtract the result of this dice roll from your choice of the central stats.
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or can be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  1. Additional arms -can grab double the amount as the user now has two additional arms, can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash)
  2. Fangs - roll 1d8 piercing damage when biting.
  3. Claws - can deal an extra +4 slash damage with melee.
  4. Freakish Tongue - tongue can extend up to 15 feet and can grab objects or people using strength rolls.

### Archling (Husk)

Name	Statistical Differences	Physical attributes
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Archling	Super Constitution +2 <b>Immovable object (perk ability):</b> Once per day, roll advantage on constitution and take half damage, until your next turn.	Humanoid shape, height varies between 4 and 8 feet. Skin colour varies between pink and red.
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Archlings have increased physical durability, and are usually seen as aggressive beings, Humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 8) they take triple animite damage as a consequence. This subspecies has a few statistical differences, (as listed above) however, the other processes/stats involved in demons' character creation are the same:

- Species Health: d12 (instead of d10)+15
- Species willpower :2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 5
- Species body weight: 9
- roll an additional 2D4s; subtract the result of this dice roll from your choice of the central stats.
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  - Horns - grants 1d6 of pierce damage to head butting.
  - Wings - grants flight based on strength rolls 15 or above. (Wings grant flight of 10m +1m for every point in Str and +5m for every +1 SpStr modifier).
  - Tail - an extra extremity protruding from the lower back, can use strength through it.
  - Additional arms - two additional arms, which can be used to great effect in both combat and daily tasks; can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash).

## Omegan

Super beings that due to whatever circumstances, their bodies are more durable, some believe they are the next stage of human evolution in this superhuman world. Omegans have the capability to hold powers that no other creatures can handle due to the extreme power and 'meta' nature of them.

- Species Health: 15
- Species willpower : 3D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 5
- Species weight: 5
- Choose or roll for omegan power
- Power level cap : 10

## Superpowers

There are 4 superpower classes:

1. Embodiment
2. Empowerment
3. Endurance
4. Emitter

To get a random power roll 2d8 and see which power have acquired using the power selection table and seeing what powers those are using the list below.

Power Selection	1	2	3	4	5	6	7	8
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64

### **Embodiment**

#### Elemental

1. Fire mimicry
2. Water mimicry
3. Living lightning
4. Gel/Slime

#### Construct

5. Melee Weapon physiology
6. Ranged Weapon physiology
7. Inorganic shapeshifting
8. Organic shapeshifting

#### Concept

9. Space
10. Structure
11. Nature
12. Amalgamation

#### Lesser Creature

13. Wasp physiology
14. Canine physiology
15. Frog physiology
16. Spider

- 17. Turtle
- 18. Bird
- Greater Creature
- 19. Lion
- 20. Shark
- 21. Rino

## **Empowerment**

### Superhuman Physiology

- 27. Absolute strength
- 28. Speedster physiology
- 29. Rubber physiology
- 30. Catalyst physiology

### Superhuman Feat

- 31. Hyper agility
- 32. Ocular powers
- 33. Body augmentation
- 34. Adaptive mind

## **Endurance**

- 43. Healing factor
- 44. Dermal armour
- 45. Adaptability
- 46. Intangibility

## **Emitter**

### Zone

- 47. Projectile enhancement
- 48. Energy beam emission
- 49. Sound manipulation
- 50. Pyrokinesis
- 51. Electrokinisis
- 52. Poison generation

- 22. Crocodile
- Mythical Creature
- 23. Dragon
- 24. Basilisk
- 25. Kraken
- 26. Phoenix

### Superhuman ability

- 35. Flight
- 36. Teleportation
- 37. Telepathy
- 38. Copying

### Stockpile Empowerment

- 39. Rage Empowerment
- 40. Kinetic Empowerment
- 41. Photonic Empowerment
- 42. Absorption Empowerment

### Alteration

- 53. Chemistry manipulation
- 54. Effigy animation
- 55. Combustion manipulation.
- 56. Biology manipulation

### Control

- 57. Hydrokinesis
- 58. Terrakinesis
- 59. Aerokinesis
- 60. Telekinesis

### Tactile

- 61. Shockwave emission
- 62. Absorption regeneration
- 63. Decay
- 64. Power negation

# **Husk Powers**

These pages are a set of powers that are added to characters that have been experimented on in the husk laboratories. superhumans mutated so much that they've become a new species of human. Those who choose this race must choose 1 power from each of the 3 categories.

## **Combat**

### Wraith

- 1) Life drain
- 2) Super dexterity
- 3) Tendril manipulation
- 4) Sonic screech

### Demon

- 1) Flame breath
- 2) Biological melee weapon creation
- 3) Super strength
- 4) Animite energy dispersal

## **Defence**

### Wraith

- 1) Regenerative Shedding
- 2) Acidic blood
- 3) Self softening
- 4) Super wisdom

### Demon

- 1) Impact skin
- 2) Adaptive regeneration
- 3) Pyro empowerment stockpiling
- 4) Animite aura skin

## **Special**

### Wraiths

- 1) Invisibility
- 2) Fazing
- 3) Aura detection
- 4) Super intelligence

### Demons

- 1) Adhesive spit
- 2) Environmental symbiosis
- 3) Animite sharing (healing)
- 4) Super charisma

## Omegans powers

Omegans	
1	Animon Child
2	Void Child
3	Time Child
4	Havoc Child
5	Titan Child
6	Spatial Child
7	Fortune Child
8	Truth Child

## Stats

### The 6 Central stats

<b>3(-3)</b>	<b>12(+2)</b>
<b>4(-2)</b>	<b>13(+2)</b>
<b>5(-2)</b>	<b>14(+3)</b>
<b>6(-1)</b>	<b>15(+3)</b>
<b>7(-1)</b>	<b>16(+4)</b>
<b>8(+0)</b>	<b>17(+4)</b>

<b>9(+0)</b>	<b>18(+5)</b>
<b>10(+1)</b>	<b>19(+5)</b>
<b>11(+1)</b>	<b>20(+6)</b>

### **Willpower**

1(-3)	11(+2)
2(-2)	12(+3)
3(-2)	13(+3)
4(-1)	14(+4)
5(-1)	15(+4)
6(+0)	16(+5)
7(+0)	17(+5)
8(+1)	18(+6)
9(+1)	19(+7)
10(+2)	20(+8)

### **Move speed / weight**

8 (-4)	27(+6)
9 (-3)	28(+7)
10 (-3)	29(+7)

11 (-2)	30(+8)
12 (-2)	31(+8)
13 (-1)	32(+9)
14 (-1)	33(+9)
15 (+0)	34(+10)
16 (+1)	35(+10)
17 (+1)	36(+11)
18(+2)	37(+11)
19(+2)	38(+12)
20(+3)	39(+12)
21(+3)	40(+13)
22(+4)	41(+13)
23(+4)	42(+14)
24(+5)	43(+14)
25(+5)	44(+15)
26(+6)	45(+15)

## **Auxiliary Stats**

The player must add 6 and take away 6 points away on the auxiliary stats underneath the 6 central stats, no auxiliary stat can be any higher than +3 or lower than -3.

**Constitution** - fortitude, survival, endurance and metabolism.

**Dexterity** - evasion, acrobatics, stealth, finesse, accuracy and athletics.

**Strength** - grapple, labour, blocking and knockout.

**Charisma** - persuasion, deceit, diplomacy, seduction, nerve, taunt and intimidation.

**Intelligence** - tech knowledge, anime knowledge, ingenuity, medical knowledge, weapon knowledge and power knowledge.

**Wisdom** - world knowledge, insight, perception, investigation and smithing knowledge.

## **Vices and Virtues**

To create more of a personality for the character the players build, the players can choose some virtues and or vices to make their character more grounded. Here is a table below of some virtues and vices, however, the players can choose other vices and or virtues if they wish.

Virtues and vices can affect the character positively as well as negatively based on rolling willpower with disadvantage, or advantage (depending on the situation).

Lust	Purity
Wrath	Patience
Pride	Humility
Greed	Charity
Gluttony	Temperance
Envy	Kindness
Sloth	Diligence

## **Trades**

*When creating a character the player is allowed up to 4 levels that allows them to choose either, up to 4 separate trades / proficiencies at level 1 each or less trades at higher levels.*

(example : 2 levels in 2 trades, 1 level in 4 trades, 4 levels in 1 trade, or 3 level in 1 trade and 1 level in another trade)

Perk type	Mechanics	Limitations
Practice	Advantage roll when using trade.	Can only use once per short rest.
Knowledge	Can roll advantage on knowing or figuring out information about a chosen , particular subject under the chosen trade.	Has to be based on a specific subject, cannot be vague.
Creation (Recipe)	The user can create a recipe for a trade based item they can create, however, must require a minimum of 3 items or more to create it.	The creation cannot be any larger than the sum of it parts. Item created must be made of materials that would grant the required abilities. (I.e. : gun parts for a firearm, or poisonous plants for a poisonous concoction, etc.)
Technique	User creates a technique that grants them an ability using their trade, for one usage.	These abilities can only be used once per day and the more factors the ability grants, the higher the roll requirement.
Usage Style		

### **Survival Skills**

The skills to forage, cook and come up with herbal recipes to help cure ailments.

Name	Type	Requirements	Details
Flint and steel	Practice	Tool to start fire (I.e. : wood, flint, steel, lighter, excellerent , etc.)	Once per short rest, user gets to roll advantage on this trade when attempting to start a fire.
"Bet that tastes lovely"	Knowledge	User has to either be able to see or smell the substance in question.	User can roll advantage to see if an object or natural substance is edible. (this does not work for finding out is the substance is poisonous)
Drinkable	Technique	User must have a liquid, access to high heat / fire, or something to be used as a filter.	Once per short rest, the user rolls 15+ to purify a liquid, making it safe to drink.
Soup	Recipe	1 part Water, 1 part meat, 1 part vegetable. Roll 10+.	Can make soup which will satisfy hunger and restore 1d6 of health (if damaged).
"Comes with the territory"	Technique		

### **Botany**

The ability to understand and categorise plant life and even understand the needs to grow them.

### **Brewing**

This grants the ability to learn how to make drinks, whether they be alcoholic or otherwise.

### **Chemistry**

Create special concoctions that could heal, help or hinder those who are under the influence or your creations.

### **Medic**

A true medic will understand what needs to be done about wounds and or ailments and can help to assist with them in any given time.

### **Crafting**

To create gear, basic improvised weaponry or even just “arts and crafts” that can be used or sold.

### **Tech**

Creating gadgets using the vast amount of materials and resources, there are many possibilities when it comes to technology.

### **Gunsmith**

Build or repair firearms, or make your own, as well as create ammo recipes or learn from others. Underneath are the different types of ranged weapons that can be made using crafting, gunsmith, and tech. Each one would require items for a recipe to build from scratch or if the user can find or purchase them. If the user builds or personally upgrades them they can increase damage (by 1 dice up), range (by +100% of the base range), or durability (by + ½ of the original weapons durability) each time.

Name	Type	Requirements	Details
Pistol Recipe	Recipe	Spring, Pipe, Metal chunk.. Roll 10+.	Look at Pistol on Ranged weapons to see the range, damage and durability
Revolver Recipe	Recipe	Revolving cylinder, pipe, hunk of metal. Roll 10+.	Downside : weapon is not magazine fed, meaning to fully reload this weapon the user needs to roll a Dex of 15+. Upside : Gun does 1 dice more damage than pistol.
Shotgun Recipe	Recipe	Pipe, stock/ handle, hunk of metal, chunk of wood, Spring. Roll 10+.	
Basic ammo	Recipe	Metal, gun powder, ball bearing. Roll 10+.	When fired from a gun deals an extra +1 ballistic or penetration damage.

Elemental rounds	Passive	Level 4 +	Gunsmith with this perk can now forge bullets and guns with elemental materials like fulgur, ion, ignis, etc.
Explosive ammo	Recipe	2 pieces of metal, 2 gun powder, ball bearing. Roll 10+	When fired and hit an area or target, this round bullet deals an extra 1d6, and a diameter of 2m.
"In my sleep"	Usage Style	User must roll Gunsmith (15+) and sleight of hand (10+) and must be in melee range of an opponent or holding a gun.	User quickly grabs and dismantles a firearm either in another person's hand or wherever, so long as the character is holding the gun. This can disable the gun temporarily or permanently, depending on the situation.

### Ammunition materials

This is a list of material types that a gunsmith can make bullets out of, here is a table of the different effects they have.

Name of ammo material	Durability	Ammo affect
Steel, Iron, Lead, Nickel	5	No extra effect given.
Titanium, Beuron	10	No extra effect given.
Fulgur	5	Deals 1d6 lightning damage to whatever target it hits.
Ignis	5	Deals 1d6 fire damage to whatever target it hits.
Ion	10	Deals 1d6 sonic damage to whatever target it hits.
Deleterium	5	Deals 1d6 poison damage to whatever target it hits.
Animite	5	Damage modifier is added with half of the physical damage as animite damage on top, the damage dice rolled from the gun ignores power based damage resistance (not physical immunity)
Minnerol	N/A (25 if against minnerol)	Bullets made from this material ignore half damage physical resistance of whatever target it hits.

### Ranged weapons

#### One handed

#### Pistol - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight

Ballistic,Pierce	20m	1D6	30	5
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#### Revolver - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	25m	1D8	40	8

#### Submachine gun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	25m	1D8	50	18

#### Sawed off shotgun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	20m, 10m (spread)	1D8	40	12

#### Crossbow - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	20m	1D8	40	10

#### Flare gun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight

Fire	50m	1D6	2	2
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## Two handed

### Shotgun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	20m + 10m (spread)	1D8	40	25

### Assault Rifle - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	50m	1D10	50	18

### Sniper Rifle - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	100m	1D12	80	25

### Gatling Gun - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic	40m	2D8	100	100

### Grenade Launcher - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
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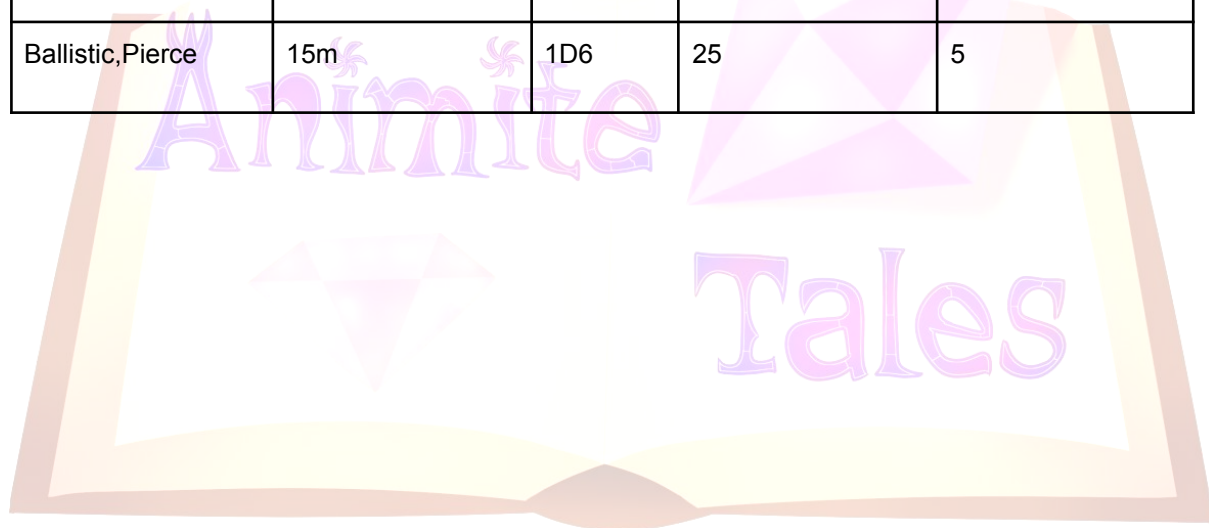
Impact,	30m + 10m (area of affect)	2D6	40	40
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#### Rocket Launcher - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Impact	80m + 15m (area of affect)	2D10	80	100

#### Slingshot - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
Ballistic,Pierce	15m	1D6	25	5



#### Bow - Accuracy

Damage types	Beginning Range	Beginning damage dice	Durability	Weight
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Ballistic,Pierce	30m	Wood - 1D8 Iron / Deleterium- 1D8+1 Steel - 1D8+ 2 Ingis - 1D8+2 Fulgur - 1D8+2 Titanium - 1D8+3 Beuron - 1D8 +4 Ion - 1D8 +3 Minnerol Alloy - 1D8 +4	Wood - 30 Iron / Deleterium- 40 Steel - 50 Ingis - 60 Fulgur - 60 Titanium - 80 Beuron - 100 Ion - 80 Minnerol Alloy - 120	Wood - 5
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#### Great Bow - Accuracy

Damage types	Beginning Range	Str requirement	Beginning damage dice	Durability	Weight
Ballistic,Pierce	50m	Wood - 8+ Iron / Deleterium- 12+ Steel - 10+ Ingis - 12+ Fulgur - 12+ Titanium - 16+ Beuron - 18 + Ion - 15+ Minnerol Alloy - 20+	Wood - 1D12 Iron / Deleterium- 1D12+1 Steel - 1D12+ 2 Ingis - 1D12+2 Fulgur - 1D12+2 Titanium - 1D12+3 Beuron - 1D12 +4 Ion - 1D12 +3 Minnerol Alloy - 1D12 +4	Wood - 40 Iron / Deleterium- 60 Steel - 70 Ingis - 70 Fulgur - 70 Titanium - 90 Beuron - 120 Ion - 90 Minnerol Alloy - 120	Wood - 8 Iron / Deleterium- 14 Steel - 12 Ingis - 10 Fulgur - 12 Titanium - 12 Beuron - 20 Ion - 14 Minnerol Alloy - 12

#### Tailoring

Create basic armour or clothing, but can also upgrade carry capacity on both, as well as bags or backpacks.

## Blacksmithing

To understand smithing is one thing but to create your own weapons and armour from your own knowledge is greater. (This stat can stack with smithing modifier, but can also be de-modified by it) To smith a weapon the player must first have the materials and a forge (unless they have something or an ability that allows otherwise), then the player must roll 1D20 for smithing, to end result of which can be modified if the player in question has points in smithing or has been taught how to forge certain items/ weapons with certain materials, and then rolls 1d4 for the weapons damage property, depending on the material that's used the weapon might even be allowed to roll advantage on the 1d4. This table is to show what players will get with their weapons when they roll to smith them and what damage buffs they'll start with before the roll of 1d4.

### Roll 1d4 afterwards to finalise 1 handed weapons

Materials and their initial bonuses	Results of forging 1 handed weapons					
	Broken	shody	Fine	Great	strong	legendary
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +1	NAT 1 = Broken	2-9 = -1, -30 durability.	10 - 19 = +0	20+ = +1		Nat 20 = +2, durability 100
Deleterium: +1 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +2, 2d6 Poison
Steel: +2	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3
Ion: +5 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +2 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1D4 Lightning	10 - 15 = +1 Physical,	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning

			1d6 Lightning			
Ignis-Steel: + 2 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	NAT 20 = +2, 1d12 Fire
Beuron: +4 to blunt weapons -2 bladed	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Titanium: +5	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Minnerol alloy: +5	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +6	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3

**Roll 1d6 to finalise 2 handed**

Materials and their initial bonuses	Results of forging 2 handed weapons					
	Broken	shody	Fine	Great	Super	legendary
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +2	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		
Deleterium: +2 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +2, 2d6 Poison
Steel: +3	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3

Ion Steel: +6 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +4 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1d4 Lightning	10 - 15 = +1 Physical, 1d6 Lightning	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning
Ignis-Steel: + 4 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	
Beuron: +6 blunt - 3 bladed	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4
Titanium: +7	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4
Minnerol alloy: +7	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +8	NAT 1 = Broken	2-10 = 0	11-15= +1	16-19 = +2	20+ = +3	NAT 20 = +4

**Roll 2D4 for the finish on the Ultra-great weapon**

Materials and their initial bonuses	(Ultra-great weapons) Results of forging S.P.Str 2 handed weapons					
	Broken	shody	Fine	Great	strong	legendary
Iron +4	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		NAT 20 = +3
Steel +6	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		NAT 20 = +4
Fulgur +8 +Lightning damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8
Ignis +8 +Fire damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8
Beuron +12 blunt - 4 sharp damage	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Titanium +10	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Minnerol +16	NAT 1 = Broken	2-10 = 0	11-15 = +1	16-19 = +2	20+ = +3	NAT 20 = +6

Materials	Smithing Throwing / Small weapons			
iron +1	NAT 1 = Broken	2-9 = +0	10-19 = +1	NAT 20 = +2
steel +2	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
Beuron +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
titanium +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
minnerol +4	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +4

With throwing weapons there is no secondary dice roll after forging, however the weapon can be improved via smithing rolls again, be warned however, if the player breaks the weapon it cannot be reformed without the correct perk.

### Additions & Upgrades

Materials and their initial bonuses	Results of forging					
	Broken	Shody Tier 1	Fine Tier 2	Strong Tier 3	Great Tier 4	Legendary Tier 5
Animite fusion	NAT 1 = Broken	2-9 = +1 animite and - 1 to the weapons original Damage, -30 durability	10-19 = +1 animite	20+ = +2 animite	20+ = +3 animite	
Blood Transfusion : (Read the powers "Blood transfusion perks" in the power compendium)	NAT 1 - 9 = No blood transfusion	10 - 19+ = + Blood transfusion abilities based on the donor's current abilities. (Read the powers "Blood transfusion perks" in the power compendium)				NAT 20 - Modified 27,28,29 = Class type perk (legendary effect)

Serrated /Spiked metal: Physical of the material, + Bleed damage	NAT 1 = Broken	2-9 = 0, -20 durability, 1d4 Bleed	10 - 15 = +1 Physical, 1d6 Bleed	16-19 = +2, 1d8 Bleed	20+ = +2, 1d10 Bleed	Nat 20 = +2, 1d12 Bleed
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## Armour

Those that are not made out of metal can be made via the Crafting and tailor trades, any time the creator rolls a natural 20 when crafting / smithing the armour gains 2x its original durability.

Light armour	Movement Speed penalty	Resistance	Weight (Whole set)	Durability	Damage (gauntlets/ boots)
Leather (Slice resistance)	0	+3	10	35	N/A
Carbon fibre (Slice, pierce, blunt, ballistic resistance)	0	+4	12	50	+1
Rubberised (Blunt resistance) (2x Lightning resistance)	0	+5	10	35	Allows to deal damage to living lightning users
Iron chain mail (Slice and pierce resistance)	-1	+4	15	65	+2
Steel chain mail (Slice and pierce resistance)	-1	+5	13	75	+2

Fulgur chain mail (Slice and pierce resistance) (+6 Lightning resistance)	-2	+5	15	80	+3 +1D4 Lightning
Ignis chain mail (Slice and pierce resistance) (+6 Fire resistance)	-2	+5	15	80	+3 +1D4 Fire
Ion chain mail (Slice and pierce resistance) (+6 Energy resistance)	-3	+6	16	85	+4 +1D4 Energy

Heavy armour	Movement Speed penalty	Defence	Weight	Durability	Damage (gauntlets / boots)
Iron Plate (All physical resistance)	-6m	+8	50	55	+3
Steel plate (All physical resistance)	-5m	+10	40	65	+4
Fulgur Plate (All physical resistance) (X2 Lightning resistance)	-6m	+10	50	70	+5 +1D6 lightning
Ignis Plate (All physical resistance) (X2 Fire resistance)	-6m	+10	55	75	+5 +1D6 fire
Beuron plate	-10m	+20	100	150	+7

(All physical resistance)					
Titanium plate (All physical resistance)	-5m	+15	35	95	+6
Ion Plate (All physical resistance) (+15 Energy resistance) (+15 sonic resistance)	-5m	+15	40	100	+6 +4 Energy Modifier +4 sonic modifier
Minnerol plate (All physical resistance)	-4m	+30	40	N/A (300 against other minnerol weapons)	+10

### Separate armour rating

These tables are showing the stats of pieces of armour when not in a set, for example if a player only wants to wear armoured gauntlets with vanity clothing or even light armour pieces, the only issue with not having full armour is the defence rating is only on the one area its placed, meaning there is no defence rating on the other unarmoured parts of the body.

Iron Plate	Defence	Weight	Durability	Damage
Helmet	+5	5	30	N/A
Gauntlets	+5	3 Each	25	+3
Boots	+5	3 Each	35	+3
Torso	+8	18	55	N/A

Steel Plate	Defence	Weight	Durability	Damage
Helmet	+6	5	35	N/A
Gauntlets	+6	3 Each	30	+4
Boots	+6	3 Each	40	+4

Torso	+10	14	65	N/A
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Fulgur Plate	Defence	Weight	Durability	Damage
Helmet	+6	10	35	N/A
Gauntlets	+6	5 Each	30	+3, 1D6 Lightning
Boots	+6	5 Each	40	+3, 1D6 Lightning
Torso	+10	20	70	N/A

Ignis Plate	Defence	Weight	Durability	Damage
Helmet	+6	10	35	N/A
Gauntlets	+6	5 Each	30	+4, 1D6 fire
Boots	+6	5 Each	40	+4, 1D6 fire
Torso	+10	25	75	N/A

Titanium Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A
Gauntlets	+8	5 Each	40	+5
Boots	+8	5 Each	50	+5
Torso	+15	25	95	N/A

Beuron Plate	Defence	Weight	Durability	Damage
Helmet	+8	20	50	N/A
Gauntlets	+10	15 Each	50	+7
Boots	+10	15 Each	60	+7
Torso	+20	50	150	N/A

Ion Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A
Gauntlets	+8	5 Each	40	+6
Boots	+8	5 Each	50	+6
Torso	+15	25	95	N/A

Minnerol Plate	Defence	Weight	Durability	Damage
Helmet	+8	10	45	N/A
Gauntlets	+8	5 Each	40	+10
Boots	+8	5 Each	50	+10
Torso	+15	25	95	N/A

## **Cybernetics**

Creation of cybernetic limbs and parts can be very useful for those who are or are on a team with cybernetic beings. This trade will allow those who have this trade to upgrade the cybernetics as well as repair them, given they have the resources to do so.

### **General Weaknesses of Cybernetics**

- Take 2x electric/lightning damage on cybernetics.
- Depending on the material that your cybernetics are made of, they may rust.
- Depending on the material which your cybernetics are comprised of, they may be magnetic. This may be used to a player's advantage, but especially in the case of an eye implant, this could prove to be quite the weakness.
- Can be manipulated by those with the ability to control technology/metal.
- Can be transmogrified or transmuted easily. (opponent requires 15 + on S.p. to do so)

### **Creating upgrading cybernetics**

Steps to creating a new cybernetic part;

#### **1. (Body) Part.**

<b>Parts</b>	<b>Stats that can be affected</b>	<b>Weight value</b>
Arm	Str, Dex, Con, melee damage.	15Lbs
Leg	Str, Dex, Con, melee damage	35Lbs
Torso	Con, Vitality, Health (the durability)	50Lbs
Head	Con, vitality, Health (the durability)	10Lbs
Finger / Toe	Hidden/ built-in tool, item, weapon (no bigger than a finger)	1Lbs
Eye	Perception, insight, vision	1Lbs

## 2. Material (Weight , durability, resistance.)

Material	Weight Multiplier	Durability	Resistance(s)	Durability Weakness(es)
Iron	4x	80	+2(physical), +4(temperature)	15x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Steel	3x	100	+3(physical), +6(temperature)	10x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Bueron	5x	150	+6(physical), +10(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Titanium	2x	120	+5(physical), +8(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Fulgur	3x	100	+3(physical), +6(temperature) +20(lightning)	10x (rust/decay), 0x(lightning), 10x(absorption) 5x (corrosive)

Ignis	3x	100	+3(physical), +20(temperature)	10x (rust/decay), 2x(lightning), 10x(absorption) 5x (corrosive)
Ion	2x	120	+5(physical), +8(temperature)	5x (rust/decay), 2x(lightning), 10x(absorption)
Deleterium	4x	80	+2(physical), +4(temperature)	8x (rust/decay), 2x(lightning), 10x(absorption)

### 3. Tier(s) Customisable cybernetics

Each time a cybernetic limb is created, it is granted the amount of tiers equivalent to the creators trade level. Each tier grants an addition to the cybernetic, underneath is a list of what guidelines as to what kind of add ons are possible.

- + 1 to one Central stat (+6 maximum)
- +1 to one Auxiliary stat (+3maximum)
- +2m to move speed.
- A super stat actuator ( +9 maximum)
- Implantation of built-in weapon (melee / firearm).
- Make built-in firearm (d8 damage, 10m range, 10 durability).
- Upgrade durability to built-in melee weapon (+1)
- Upgrade to one built-in firearm (1 dice up / 10m / 10 durability).
- Implantation of a gadget.
- Upgrade of a built-in gadget.
- Upgrade durability by +10.
- Add a vision mode (thermal, night vision, biochemical aura, U.V. etc.)
- Grant zoom function to cybernetic eye (+25m).
- Add new capability for cybernetic.
- Add Super actuator (turns physical central stat increases into super stats.)

### Animal taming

There are many creatures out there on beta, some are ordinary, some are mutated and may have strange powers as well, that's why it's best to take the time to consider friendship with them.

### Animitology

The study of Animate and single stones, definitely useful for those who wish to understand how to exploit them for their greatest uses.

### Navigation

Be it on land, in the ocean or in the air, those who are good at navigation can figure out where their going, how they need to get somewhere, or even making maps to help others who do.

### **Performance**

To act, disguise or sing, those who perform can have many ways to hide and or distract.

### **Driving**

Aptitude for driving a car, whether it be for everyday use, racing or otherwise.

### **Aviation**

Piloting anything mechanical that flies, for example, an aeroplane or a blimp.

### **Sailing/boating**

Nautical knowledge and know-how, the ability to sail a yacht or drive a motorboat, even fixing up a rowing boat or steering a makeshift raft.

### **Tinkering**

Making/disarming traps and making/picking locks.

### **Huskonian**

The secondary language mostly known by husks, this trade can allow the user to read, write, or speak huskonian, and can even teach others. This skill could come in handy in certain locations and situations.

### **Apostle of...**

This proficiency system is based on the faith of those who were considered or called gods, each church housed a different being with incredible power and those who followed them were able to use the gods artefacts:

### **Ra**

A man said to be the god of the sun and all things fire, hailing from the country emjinarlinia. Some said he could even control the fires of passion within the hearts of those who followed him.

### **Thor**

The incarnation of the very storms and lightning himself, a rumoured to be fierce and powerful deity that could cast any storm in any location, legends say he could sense the hearts of the wicked from miles away.

### **Poseidon**

God of the ocean, many say that he had no real physical form, but merely would appear by shaping the water into the form of a man, it was once believed that he healed an entire city by engulfing it in water in an act of benevolence.

### **Fujin**

Goddess of the winds and currents of the air, stated to be a goddess who firmly believed that anyone, no matter their background, could change.

### **Danu**

Being the goddess of earth and nature itself, Danu was considered the most volatile and dangerous out of the five earthly gods. She had power that struck fear into the hearts of her followers enemies, and was stated that she destroyed an island just to create a perfect land.

### Animar

The god of space and being, there is not much known about animar in the terms of physical appearance and is only stated having been a god that never leaves the island known as Collegium. His physical form is rumoured to purely be made of dark matter and the literal being of space itself, knower of all things in the universe, however, does not have emotions or any particular record of showing any biased towards or against any faction. The main concept of animar's ideals are complete neutrality.

### The Great One

The Great One, also known as the "Grand Sentinel" to some, was a being who appeared over 1500 years ago, and is the very first being some people believed was a god, his main teachings were of healing, helping others and not letting others forge you own path for you.

This mysterious being disappeared only a few short years after his appearance and was never seen again.

## **Proficiencies**

Perk type	Mechanics	Limitations
Practice	Advantage roll when using proficiency.	Can only use once per short rest.
Expertise	Increase damage with proficiency by 1 Dice up.	Can only be added to melee weapons proficiencies, each proficiency can have only 2.
Knowledge	Can roll advantage on knowing or figuring out information about a chosen , particular subject under the chosen Proficiency.	Has to be based on a specific subject, cannot be vague.
New skill / ability recipe	User creates a technique that grants them an ability using their powers that they can't usually do, for one usage.	Ability cannot grant new elemental damage types that are not included in original powers, neither can the ability affect passive powers. Can only use again after a short rest.
Pure technique	User this ability based on another "New skill", power, ability, or something the user could already do, then increases values of that usage/ ability by a multiplier which can either affect range, time limit, or damage, however, this ability must start with 1 roll increment higher than an original ability the user has.	User must create a downside to this ability that is either unavoidable or the user must make a roll equal to that of the requirement of this abilities activation. ("Downsides" must either be recoil if it deals damage, it doesn't work or debuffs if it increases stats, or even having the roll requirement increase by an increment each new ability or increased multiplier). Damage / dice multiplier = 1.5x, 2x, 3x, etc. range , resistance or move speed multiplier = 2x, 3x, etc. Starting roll requirement: 15+ (if this ability is based on a basic attack) This type of ability cannot be used reactively.

Core improvement	User can increase 1 value of their power capabilities, the increase is based off of whatever the increase would usually be if the user got a buff or perk that would affect said ability. (I.e. : range, lifting capacity, flight distance, etc.)	These increases do NOT increase damage output , nor can they increase the value of something that originates from a level later than level 1. Each core improvement increases a set value by 100% of the original value on top. (Example ; original range = 20m + 1 core improvement = 40m in total)
Fighting / Usage style	User adds their powers, trade, or proficiency with a chosen stat to augment said stat. This can be used reactively and has no limit of usages, however requires a roll of the chosen stat and the augmenting trade/ power, one of which must be 15+ the other needing to be 10+. If both rolls succeeded this grants an ability upon the stat/auxiliary stat(I.e. finesse attack, or even something that seems unorthodox ; like rolling perception before a precise attack, etc.), or removes one downside to using the stat (I.e. disadvantage).	
Threshold	Characters who gain this technique can use this proficiency level instead of the stat modifier for proficiency usage, and can even use all techniques under this proficiency reactively. If the user was already allowed to use the proficiency level as a modifier, this ability still enable the user to use any proficiency abilities reactively, although they still have their original requirements.	Requires this proficiency level at level 5, minimum. If there are any techniques or abilities that utilise both the proficiency modifier and the original stat, then the user still must use both separate modifiers for those chosen techniques.
Strenuous form	User makes themselves an ability that is similar to that of a transformation,granting them more power or even making other abilities easier, however, user must roll 1d4 for the amount of turns it lasts, and at the end, must roll the requirement if they wish to extend the time limit by another d4. (roll requirement is 5 above the original power / transformation its based off).	After this ability wears off or even is ended, the user cannot activate this ability for the amount of time they used it multiplied by hours (I.e. 4 minutes = 4 hours). User also requires to create a downside for each ability or buff this new form grants whilst using it. This ability cannot be used reactively.
Advanced technique	This technique combines a minimum of two techniques / abilities together. In order to do so the player must add the techniques together by starting with the technique/ ability with the highest roll requirement, then add the increments of the other abilities/ techniques together. (example: 10/15 = 1 roll increment, 20 = 2, 25= 3, 26 = 4, etc). After doing so however many abilities / techniques were added, the roll requirement decreases by 1 for every other technique added to the base ability/ technique. Upon activating this ability the user activates all effects combined into this technique.	Cannot add any more than one pure technique into an “advanced technique”. The total roll requirement cannot be any higher than 30. When making these techniques, players can add new effects or downside to alter the roll requirement. This ability can be used without needing a rest afterwards, even if this technique is based on new skills, however, if this ability has any downside from other techniques, such as recoil or a cooldown from a strenuous form, these will still affect the player character.

Concrete skill	This technique comes from when 2 or more "Advanced techniques" are combined.	Any of the techniques/ abilities involved in the making of this skill are no longer able to be combined with any other techniques in the future.
Modular skill	If the user has multiple "Pure techniques" that are based on the same type of techniques/ abilities, usage or even attacks, then gains this ability the player no longer has to declare which specific version of their "Pure techniques" they're using. Meaning the player can activate any of them, so long as the roll matches with the requirements.	Any new "Pure techniques" made after this ability cannot be counted under this abilities' effect.
Self defence	User creates a technique that is purely reactive against a specific scenario or attack type (opponent attacking with weapon, attacking without, range, melee, etc.) the roll requirement is equal to or greater than the opponents roll to defend themselves or use their proficiency or powers. If the user gets a roll that is 5 points higher than the opponent there can even be a bonus feature, however, it must be solely based on the techniques specifications.	This ability is reactive only and therefore cannot be used unless something is attacking or rolling something that is or would endanger this character. The roll requirement is purely based on the opposing roll.
Mastered Skill	User makes or turns one of their previous abilities into a "Mastered Skill" making the ability 1 roll increment on its roll requirement lower permanently.	Requires this proficiency to be level 10, to make or even learn this type of technique.
Ultimate mastery	User makes a technique, new skill, etc. that can automatically be activated without the requirement of being rolled for beforehand. Players must make sure that the abilities roll requirement (if it weren't an "Ultimate mastery") would be possible with the users modifiers.	Requires this proficiency to be level 10. Once used this ability cannot be used again for 24 hours.
Ultimate improvement	A core improvement, but worth 2x the amount. (Look at Core Improvements)	These increases do NOT increase damage output , nor can they increase the value of something that originates from a level later than level 1. Each core improvement increases a set value by 100% of the original value on top. (Example ; original range = 20m + 1 core improvement = 40m in total)

### **Musical instrument Proficiency**

Playing instruments can reap many benefits, they can be used to help make money or even change the mood of a room, either way those who have them can be a lot more than a little persuasive.

Name	Type	Requirements	Details
Lullaby	Ailment granting New Skill		
High Volume	Damage deal New Skill		
Hype song	New Skill		
Encore	Pure Technique		

### **Martial arts**

This skill allows the user to understand the art of fighting and defending oneself, roll this to learn or understand combat techniques, or even create your own.

Name	Type	Requirements	Details
Art of combat lvl 1			This buff increases hand to hand damage dice by 1 dice up.
Art of combat vl 2		Must have "Art of combat" Lvl 1	This buff increases hand to hand damage dice by 1 dice up, once again.
Art of combat vl 3		Must have "Art of combat" Lvl 2 as well as an Dex of at least 10	This buff add the current users Dex modifiers (+) to the hand to hand attacks.
Chi blocking	Usage style	Roll 15+ with Martial arts or Dex.	Upon dealing damage with this attack, the opponent gains -1 to either willpower or S-P modifier each time getting hit by this.
Dodge roll	Practice		User rolls advantage with dex, or evasion.
Judo throw	Defensive stlye	Must have an opponent roll a melee attack against user.	User must roll 15+ to grab hold of and then slam the opponent against the ground, to deal martial arts / dex damage + whatever the damage the opponent was going to deal using their damage dice.

### Superpower Martial Arts

This proficiency grants the ability to create new techniques with one's superpower(s), which said superpower's perks have not specifically been granted. These cannot evolve or change powers in any way, but are a way of applying powers in an alternate way, which the power and its perks have previously not allowed. To use these techniques, a character rolls superpower. An example of how superpower martial arts may be used:

Perk type	Mechanics	Limitations
Practice	Advantage roll when using proficiency.	Can only use once per short rest.
New skill (ability recipe)	User creates a technique that grants them an ability using their powers that they can't usually do, for one usage. (users can keep using this ability, so long as, when they roll for this ability they get a natural 20 with a Super-power roll).	Ability cannot grant new elemental damage types that are not included in original powers, neither can the ability affect passive powers. Requirement is 5 above the original requirement to the ability (unless the original requirement is 25+, then its 1+1 for every extra ability).
Core improvement	User can increase 1 value of their power capabilities, the increase is based off of whatever the increase would usually be if the user got a buff or perk that would affect said ability. (I.e. : range, lifting capacity, flight distance, etc.)	User can NOT increase damage output, healing dice, stats (or super stat) modifiers, or defence dice rolls, nor can they increase the value of something that originates from a level later than level 3. The increments that the chosen factor is increased by, however, is based on how much the power would normally be buffed by, or just increase it by an increment of 1 each "Core improvement" taken.
Strenuous form	User makes themselves an ability that is similar to that of a transformation, granting them more power or even making other abilities easier, however, user must roll 1d4 for the amount of turns it lasts, and at the end, must roll the requirement if they wish to extend the time limit by another d4. (roll requirement is 5 above the original power / transformation its based off).	After this ability wears off or even is ended, the user cannot activate this ability for the amount of time they used it multiplied by hours (I.e. 4 minutes = 4 hours). User also requires to create a downside for each ability or buff this new form grants whilst using it. This ability cannot be used reactively.
Pure technique	User this ability based on another "New skill" or power ability to increase values of their own powers by multiple times which can either affect range, time limit, or damage, however, this ability must start with 1 roll increment higher than an original ability the user has.	User must create a downside to this ability that is either unavoidable or the user must make a roll equal to that of the requirement of this abilities activation. ("Downsides" must either be recoil if it deals damage, it doesn't work or debuffs if it increases stats, or even having the roll requirement increase by an increment each new ability or increased multiplier). Multiplier = 1.5x, 2x, 3x, etc. Starting roll requirement: 15+ (if this ability is based on a basic attack)

		This type of ability cannot be used reactively.
Fighting / Usage style	User adds their powers, trade, or proficiency with a chosen stat to augment said stat. This can be used reactively and has no limit of usages, however requires a roll of the chosen stat and the augmenting trade/ power, one of which must be 15+ the other needing to be 10+. If both rolls succeeded this grants an ability upon the stat/auxiliary stat (i.e. flame propelled movement, or even something as unorthodox as using charisma to shout words that makes the users power), or removes one downside to using the stat (i.e. disadvantage).	Can't use this ability if the S-P roll requirement is not met.
Self defence	User creates a technique that is purely reactive against a specific scenario or attack type (opponent attacking with weapon, attacking without, range, melee, etc.) the roll requirement is equal to or greater than the opponents roll to defend themselves or use their proficiency or powers. If the user gets a roll that is 5 points higher than the opponent there can even be a bonus feature, however, it must be solely based on the techniques specifications.	This ability is reactive only and therefore cannot be used unless something is attacking or rolling something that is or would endanger this character. The roll requirement is purely based on the opposing roll.
Super power martial artist	Characters who gain this technique can use this proficiency level instead of S-P modifier for power usage, and can even use all techniques under this proficiency reactively.	Requires this proficiency level at level 5, minimum. If there are any techniques or abilities that utilise both S-P and S.P.M.A. then the user still must use both separate modifiers for those chosen techniques.
Mastered Skill	User makes or turns one of their previous abilities into a "Mastered Skill" making the ability 1 roll increment on its roll requirement lower permanently.	Requires this proficiency to be level 10, to make or even learn this type of technique.
Ultimate mastery	User makes a technique, new skill, etc. that can automatically be activated without the requirement of being rolled for beforehand. Player must make sure that the abilities roll requirement (if it weren't an "Ultimate mastery") would be possible with the users modifiers.	Requires this proficiency to be level 10. Once used this ability cannot be used again for 24 hours.

### **Willpower Path (body)**

Body	Requirements	Details
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Power through (new skill)	Willpower = 8 +	Roll 10 or above on willpower to suppress pain and resist 1d4 + 1 dice up for every level in "willpower path (body)" of damage, however this does not allow resistance of injuries or ailments.
Sheer Will (self defence)	Willpower = 10 +	Roll 10 or above on willpower to resist half of the damage of an attack, however, the character must see the attack or incoming damage. This only allows the resistance of physical damage.
Muscle control (usage style)	Willpower = 12+ Requires fist of will.	User must roll willpower of 10+ and Fortitude 10+ to temporarily grant themselves damage resistance and physical melee output equal to their willpower modifier. This wears off after 1 usage and can be used reactively, however, upon choosing to do so forfeits any other reactive ability or technique therefore if failed the user cannot then roll for another reaction. This ability grants resistance to all physical damage.
Willpower Armour (new skill)	Willpower = 16 +	User rolls willpower of 10+, and for one rotation the user halves any incoming damage for one rotation / in game minute. This ability can only be used once per short rest.
Willpower Armament (Advanced technique)	Willpower = 18+ Fist of will, Willpower armour needed, and Muscle control needed.	User rolls willpower of 10+, and for one rotation the user halves any incoming damage, on top of this the user is granted an extra damage resistance and unarmed damage modification equal to the users' willpower modifier this ability lasts for one rotation / in game minute, however, can be reused or recontinued. If the user succeeds to continue this ability the next rotation it does not take up one of the users' actions in combat.
Limit breaker - Incomplete version (strenuous form)	Willpower = 8 +	User rolls willpower of 10+ to activate a strenuous form that adds the users willpower modifier to their dex and str as SpDex and SpStr, as well as any melee attacks dealt whilst in this form are imbued with willpower, however, the user takes 2x damage. After this transformation ends the user must roll survival or endurance of 20+, otherwise the user takes half their max health as damage, if this brings this characters health to less than 0 this character dies.
Limit breaker -Complete version (strenuous form)	Willpower = 18 + Willpower Armament needed.	User rolls willpower of 10+ to activate a strenuous form that adds the users willpower modifier to their dex and str as SpDex and SpStr, as well as any attacks dealt whilst in this form are imbued with willpower and rolls advantage with dex, str, and move speed, however, the user takes 2x damage. If this brings this characters health to less than 0 this character dies.

### **Willpower Path (spirit)**

Spirit	Requirements	Details
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Fist of will	Willpower = 8 +	Roll 10 or above on willpower to deal an unarmed attack , if this hits its target the damage ignores the targets damage resistance or immunity.
Willpower Extent	Willpower = 10 +	This technique is similar to that of Fist of will, however the user imbues their willpower damage through melee weapons, this allows the damage from the roll of the die ignore damage resistance and immunity.
Imbue (Usage style)	willpower = 12+	With this ability the wielder can imbue ranged and power based attacks with willpower, ignoring any biological or power based defences, resistances or immunities. User must roll willpower of 10+ followed by the roll for the power or ranged attack stat, the roll requirement of which is based on whatever it is for the abilities or usage of the attack this character is imbuing.
Deflective Strike (Defensive style)	Willpower = 14 +	This technique is reactive, when rolling for this ability, if this roll is higher or equal to that of the attackers, the attack is repelled or deflected. (If user has Overflow the damage that's dealt ignores damage resistances)
Infectious Will (Advanced technique)	Willpower = 16 + Willpower Extent or Fist of Will needed	Upon getting hit by a willpower imbued attack, the target is infected with the users will for 1d4 minutes / rotations, which makes the targets powers grant the target 0 resistances or immunities. If a targets takes an injury the target will be unable to fully heal it creating a "Willpower scar" which removes the maximum health based on the dice roll or the modifier of how severe the wound was. "Willpower scars" cannot be healed without a power or willpower user rolling higher than the user of this ability when they dealt the injury, to remove it.
Overflow (Unique advanced technique)	Willpower = 20 Fist of will + 1 more spirit technique	User of this technique can imbue any will power technique with more willpower damage, upon using a willpower technique and achieving 1 roll increment or higher above sai techniques roll requirement the user adds willpower damage equal to an extra 1d4 (+1 dice up for every level in this trade). This ability will work with every willpower (spirit) technique that is under this proficiency.

Heartful Hatred (New skill)	Willpower = 18 +	User rolls willpower of 20+ and anyone within 20m of this character that this character "hates" will be forced unconscious if they fail to roll a willpower 15+. If the targets succeed, they will be immune to this ability for 24 hours.
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### **Willpower Path (mind)**

Mind	Requirements	Details
Instinctive Will (Usage style)	Willpower = 8 +	Roll 10 or above on willpower and 10+ with perception, to know where creatures are around the character. This roll must be higher than the stealth other players roll. The range of this affect is 10 m around the character, and last 1 rotation. (Use willpower in the stead of perception without needing the use of eyes or scent based perception).
Insightful will (usage style)	Willpower = 10 +	Roll 10 or above on willpower and 10+ with insight, whilst touching a creature, to see and or hear small details about said creature, for example a creatures heartbeat to tell if they're lying or how healthy they might be.
Predictive will (new skill)	Willpower = 16+	Roll 10+ with willpower to predict an attack that this character is able to see, if so, this character can roll advantage with any reaction.
Predictive Instincts (Advanced technique)	Willpower = 16+, predictive will, instinctive will.	Roll 10+ with willpower to predict an attack that this character is able to see or sense within their Instinctive Will radius, if this roll is also higher than an attackers roll this character evades the attack without needing to roll evasion, if the roll is not higher this character can roll retaliation with advantage.
Iron will (new skill)	Willpower = 12+	User rolls 15+ and for 1 minute / 1 in-combat rotation, the user is immune to any mind altering effects and or telepathy.
Denial (Advanced technique)	Willpower = 18+, iron will, 1 willpower (body) technique.	Roll 10+ with willpower to stop any abilities to physically or mentally affect the user. This includes; powers that transform the body/ give ailments, mind control, nullification, as well as any other abilities that change , transform or affect the user against their will. This ability can be rolled during the user's turn and lasts until the next time it is or would be the user's turn.
Mind break (new skill)	Willpower = 12 +	User can roll willpower of 15+ against someone using telepathy or mind based powers against this character and halt it, even granting

		the ability to reflect the damage back at the opponent as willpower imbued psychic damage.
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### **Melee weapon Proficiency**

Name	Type	Requirements	Details
Weapon wielder	Melee weapons	Level 1 in the specific weapon proficiency.	This enables the user to increase their damage dice with said particular weapon by 1 dice up.
Weapon expert	Melee Weapons	Must have Weapon Meister for to get this buff,	This increases the damage dice dealt with a weapon by 1 dice up again.
Weapon master	Melee Weapons	Must have level 10 on a weapon proficiency.	This increases damage dice with the specific weapon type by 2 dice up.
Dual wield	Weapons	Two weapons of the same type.	whenever the user rolls 15+ whilst attacking with two of the same weapon type (one in each hand), the user then adds both of the damage modifiers from both weapons, this can include elemental damages if the weapons have them.
Parry	Sword, Rapier, Katana, Dagger, Shield.	Can only use against one handed and two melee weapons. (Does not work against ranged or ultra great weapons).	User can roll blocking or finesse to block with their weapon, if successful with a roll equal to or higher than the opponents the weapon takes 1/2 of the damage the attack would've dealt in its durability, if the user succeeds with a 5 or above higher roll than the attacker the weapon takes no damage, as well as the user can counter attack if they choose to do so. (This can only work against melee weapon-based attacks and might not protect the user from elemental effects if they can ignore the weapon the user is utilising)
QuickDraw	Katana, Rapier	When active, user must stand still.	user sacrifices their action or actions on their turn to take a stance that they must not move out of. Upon being attacked in this stance the user rolls advantage against the opponent with finesse to reactively slash at the opponent.
Chop-Chop	Axe, Greataxe		user can roll advantage once a short rest to chop or cut something, this cannot be used to attack someone directly.

Vault	Scythe, Staff, Halberd	user must be holding required weapon.	This perk allows the user to roll both the weapon proficiency on top of evasion, if the user rolls 15+ with the proficiency, they can choose either of resulting rolls.
Headhunter	Scythe, Greataxe	Victim must be prone or crouched, and must get 5 less than the attackers roll on fortitude.	User specifically targets the neck to deal a deadly blow via rolling 20+, if landing, the target must roll 15+ otherwise they are dealt an extreme injury. (if natural 1 the target is decapitated). This ability can only be used once per long rest.
Mix-match	Melee Weapons	User must have the perk dual wield, and this perk with 2 separate weapons.	User can dual wield with 2 weapons that use separate proficiencies. Roll 15+ when attacking using both weapons to add the damage from both weapons to the attack.

### **Firearm Proficiency**

Name	Type	Requirements	Details
Gun-fu (usage Style)	Pistol, Revolver	Dex = 14, specific firearm proficiency level 5.	User can roll accuracy (15+) and acrobatics (10+) to reactively shoot the opponents instead of rolling evasion.
Spray'n'Pray	Submachine Gun, Assault Rifle, Gatling Gun.	Bullets in the mag of the gun.	user must roll for the gun to fire, upon rolling 15 + the user fires out 1 extra bullet for each roll increment higher (15+ fires 2 , 20+ =3, 25+ =4, 26 =5, etc.) each bullet is equal to their own damage modifiers, however the damage five is only rolled once for the gun. For each bullet fired the target(s) must roll to react against the accuracy roll the user rolled, to dodge or block each bullet.
Sharpshooter	Sniper, Bow, Crossbow	Dex = 12, Wis =12	User rolls advantage with one accuracy a day.
Dual wield	1 handed firearms.	Need to meet the str, or Con requirements for both guns.	Upon rolling 15+ whenever firing a gun, if the user has a second gun in the same gun type, they can roll to fit that as well and then roll accuracy for both separate gunshots.
Mix-match	1 handed firearms, 1 handed weapons.	User must have the perk dual wield, and this perk with 2 separate weapons.	User can dual wield with 2 weapons that use separate proficiencies. Roll 15+ when attacking using both weapons to add the damage from both weapons to the attack. This mean the user can attack with 2

			types of guns, or use a melee weapon and gun.
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### **Hand to hand proficiency**

Possibly the most basic skill to learn, the skill of fighting without weaponry. User rolls str to deal punches or kicks and can level this skill up through basic unarmed melee attacks without a teacher training them.

Name	Type	Requirements	Details
Brawler Lvl 1	Hand to hand, Str		This buff increases hand to hand damage dice by 1 dice up.
Brawler Lvl 2	Hand to hand, Str	Must have Brawler Lvl 1	This buff increases hand to hand damage dice by 1 dice up, once again.
Brawler Lvl 3	Hand to hand, Str	Must have Brawler Lvl 2 as well as an Str of at least 10	This buff add the current users Str modifiers (+) to the hand to hand attacks.
Combo	Hand to hand, Str	User must roll 15+ to activate this perk. Also requires a level for each additional hit.	User can roll for a second attack if it lands, however the user can only roll for another attack if the previous attack that was rolled succeeded with 15+ at the least. Each hit can only be used once per long rest.
Double hit	Hand to hand, Str	User must have Brawler lvl 3 and at least 10 Str and when landing a hit the user must have rolled 20+.	User lands an attack with both fists dealing 2x damage modification from brawler lvl 3. User can use this ability once per short rest.
Reactive strike	Hand to hand	User need a Hand to hand proficiency level of 5 minimum.	User can relatively roll Hand to hand to attack an opponent. Upon a success the user deals damage , however, the user will still take damage from the opponent unless they rolled 5 or higher than the attacker.

## **Mechanics for Narrators (Games Masters)**

Differences between SP stats and normal stats :

SpStr vs. Str = Str rolls disadvantage.

- Super strength grants an increase to melee attacks by 1 dice up for every +1 to Super strength (SPStr), as well as this, super strength also grants greater amounts of weight the user can lift or move as well as stronger materials the user can bend, break, or shatter with their bare hands.

SpDex vs. Dex = Dex rolls disadvantage.

- Super Dexterity grants an increase to melee attacks by 1 dice up for every +1 to Super Dexterity (SPDex), as well as this super dexterity allows different abilities the higher the super dexterity is , for example; the ability to move hands or feet fast enough that they become a blur or too fast to notice.
- Attacks made by non Sp stat melee attacks against Sp Con = Sp Con rolls advantage.
- Super Constitution grants an increase to vitality by 2 points for every +1 super Constitution (SPCon).
- Super Constitution also grants resistance to injuries and ailments such as poison.

Super stat / ability	effects
Super Strength (SpStr)	<ul style="list-style-type: none"> <li>• Increase damage with str based attacks for every +1 to the stat,</li> <li>• multiply durability damage output by x2 for every +1,</li> <li>• increase throwing range by x2 for every +1.</li> <li>• Normal str rolls must be rolled disadvantage against SpStr rolls or SpStr rolls are advantage.</li> <li>• Against normal con, either SpStr rolls advantage or con rolls disadvantage.</li> </ul>
Super Dexterity (SpDex)	<ul style="list-style-type: none"> <li>• Increase damage with str based attacks for every +1 to the stat,</li> <li>• multiply durability damage output by x2 for every +1,</li> <li>• increase throwing range by x2 for every +1.</li> <li>• Normal Dex rolls must be rolled disadvantage against SpDex rolls or SpDex rolls are advantage.</li> </ul>
Super Constitution (SpCon)	<ul style="list-style-type: none"> <li>• Increase vitality by +2 for every +1 to the stat,</li> <li>• roll advantage against normal (non-super stats) when damage breaks</li> </ul>

	through vitality.
Super Intelligence (Splnt)	<ul style="list-style-type: none"> <li>Normal Int or Deceit rolls must be rolled disadvantage against Splnt rolls or Splnt rolls are advantage.</li> </ul>
Super Wisdom (SpWis)	<ul style="list-style-type: none"> <li>Normal Wis or Deceit rolls must be rolled disadvantage against SpWis rolls or SpWis rolls are advantage.</li> </ul>
Super Charisma (SpCha)	<ul style="list-style-type: none"> <li>Normal Cha rolls must be rolled disadvantage against SpCha rolls or SpCha rolls are advantage.</li> </ul>
Pocket dimensions	<ul style="list-style-type: none"> <li>Diameter is equal to the user's maximum range with the powers that wield the pocket dimension.</li> <li>Pocket dimensions cannot be broken unless the damage deal is above the wielders maximum damage with the power that creates said pocket dimension.</li> <li>Upon being broken out , the individual(s) will be spat out wherever the pocket dimension was last accessed.</li> </ul>
levitation/ flight	<ul style="list-style-type: none"> <li>unless stated otherwise in the power levitation is no more than 2m off the ground, and flight (is not flight height is given) is based on your move speed.</li> <li>Move speed whilst flying is the same as on the ground unless stated otherwise.</li> <li>Flight distance is judged based on "immediate ground" beneath tha user: this means what is currently underneath the character, the only matter that counts as "immediate ground" is either solid ground, or liquid with a depth and width equal to or beyond 1.5x that of the size of the user of flight/ levitation.</li> </ul>

#### Unconsciousness (Death threshold) :

- Once a PC is knocked unconscious they must roll survival (10+) to wake up 1d4 turns after success.
- Second time they are knocked out they must roll survival of 15+ to wake up 2d4 after success.
- If a PC is knocked unconscious a third time in the same day, via having their health brought past 0, they die or go into fatal moments.

- Every PC can have health lower than 0, however, the threshold is equivalent to their personal Max health as a negative value, if the player gets lower than that or is executed they die.
- Executions are attacks specifically designed to kill an enemy who's unconscious. This means the victim must lose a Con roll against the attacker's roll.

Unconsciousness : Waking up (health back limit) :

- Upon a successful awakening (only when knocked out by having 0 or less health) the PC's health is restored to 0 +1d6.

Xp (Giving out experience points) :

- Xp is given out after the game session or can be given after a long rest, given they've done things to earn Xp. such as role play for their characters' personal traits and acting upon their desires, or even succeeding to do something they chose to do.

Skill training :

- If a player wants to use their XP to increase the levels of their trades or proficiencies, they must state that they will train using them which will require a successful roll of said trade / proficiency (Dice check of 10 +). During this training the character spends the amount of time required to spend their Xp, each success required equals to 10 xp as well as the amount of hours in-game it will take to level up the trade using the Xp.

Learning :

- Self-teaching: if a character wishes to teach themselves a trade, they must have first observed someone performing this trade, or at least have an understanding of it. To learn in this way, a character must roll an intelligence of 15+ and roll a D20 with disadvantage (using no modifiers). This can be attempted up to 5x per 24 hours and after 5 successes (5 rolls of 10+ using this method), the character will be granted 1 level in the trade which they have been trying to learn.
- Learning from a teacher: if a character wishes to learn a trade from another character, who possesses a trade, then they may learn it from them, providing that the teacher complies. When being taught a trade, a character must roll an intelligence check of 10+ and succeed (by rolling 10+) on 5 D20 rolls, with no modifiers. A character may only attempt this once per 24 hours. After 5 successes, the character will be granted 1 level in the new trade which they have been learning.

Add durability and durability damage:

- Every item, weapon, armour, cybernetic, gadget, vehicle has durability. This acts as a health system for each item and when said durability reaches 0 the object is destroyed or broken.

- Certain types of damage or ability can deal more damage than others, depending on the weaknesses of the materials(for example a metal more prone to rust or SP Str against a weaker material).

#### Stealth mechanic:

- If a player wishes to become hidden, they must roll stealth. Who/whatever they are attempting to hide from must not be able to see them, before they are able to roll stealth. In order to become hidden from another, one must roll stealth higher than the perception of whoever it is that they are trying to hide from. If the player's roll is above that of another's perception, then the target must roll disadvantage to react to anything that the hidden player attempts to do to them. If the stealth roll was 5+ above the other person/creature's perception roll, then the target will be unable to react.

#### Severity check :

- Whenever an event calls for it, roll 1D100 to determine the severity of the situation. The higher the roll, the more severe the consequences.

#### Environmental damage:

- If anything or anyone sets off a situation where the surrounding environment would be the cause of damage the narrator can roll 1d6, whatever the result is the amount of d12s rolled for the damage. (Narrator can roll twice the amount of d6 a in the stead of d12 if it's extra serious!)

#### Injury, ailment, Crit system :

- If a character takes more damage than their vitality, they must roll constitution. If the user rolls less than 10 they will take an injury dependent on the attack they got hit by.
- If a character takes damage equal to or greater than 2x that of their vitality, they must achieve 15 or above, otherwise they will take an injury (any less than 10 in this situation immediately becomes a severe or major injury).
- If a character takes equal to or greater than 10x their vitality, that character must get 20 or above to not take an injury (if the user gets any less than 10 on the Con roll they will go into fatal moments, if this characters health goes to 0 or less from this attack the roll is trivial and this character is dead)
- Attacks that roll a Natural 20 will deal double damage from the dice and then add the modifiers (if you have them from weapons or abilities).
- Constitution rolls that end up as natural 1 the victim takes double whatever the damage they were supposed to take, and if they lose enough health to go down to 0 or less then that character will go into fatal moments, or die.